

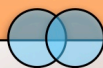


# THE MÖBIUS STRIP

An adventure for Victory Games™ roleplaying game James Bond 007™



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An adventure for Victory Games™ James Bond 007™ roleplaying game.  
The adventure is suitable for two or three rookie characters.

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## Design notes

*Although technology has made leaps during the almost 30 years since the roleplaying game James Bond 007 from Victory Games was released, I've tried to keep the game closer to the original game than totally embracing the new. This is on purpose, as a hand out with a dossier with attached photos is much more James Bond and much more rewarding to the players than receiving a email on the qPhone. Also, of the characters asks, M, or anyone else in the organisation will just say "There are still no Trojans for the dossier on paper that can snatch secret information".*

If you as a GM feel this breaks your high tech view of James Bond, feel free to change those parts and let the characters receive orders and information on encrypted e-mails.

## The Plot - for GM

A Crime syndicate, run by the mysterious Möbius, has set a devious plan in work.

Carlos Costa from Brazil is the founder and owner of C3, Carlos Costa Catering which has exclusive catering contracts with many airports in South America, Africa, Asia and the Middle East. Mr Costa is being blackmailed, his family is taken hostage by a criminal organisation. They want free access to his empire to be able to place bombs on planes without having to pass security.

The plan is that islamic terrorists will be given full access to the catering and take weapons and bombs aboard planes and repeat the 9/11 disaster, but in Europe. A small nuclear bomb, controlled by Möbius, will explode in central Rome. Al-Queda will take responsibility for the attack by calling radio stations, even though they were not behind the attack.

Möbius will then step in, claiming to be able to stop this terror once and for all by letting his Russian security corporation take over the security of all major airports, beginning with some improvised security rundowns which will arrest several infiltrators from known islamic terror cells. The islamic terror cells are just a playing piece in his game. To finance this operation he has conducted several double cross operations where drug shipments has never been sent and the recipients have been forced to pay for the missing goods, making double and triple the money.

The Khmer Rouge will get their share of money and weapons in exchange for taking out islamic rebels in south east Asia, and will get support from Russia to for a second peoples republic in Cambodia.

## Adventure Start

The adventure starts on January 11, 2014. Melissa Huntington, daughter of Lord William Huntington, British ambassador in Mexico is going to be married to the Mexican football player Fidel Rodriguez, recently bought by Manchester United for 59 million pounds.

The characters are summoned to M:s office, the new M, Mallory. When the characters are seated in his office, M begins to speak.

*– As you all might know, Melissa Huntington, daughter of Lord William Huntington, British ambassador in Mexico, is going to be married to the Mexican football player Fidel Rodriguez, recently bought by Manchester United for 59 million pounds. The wedding is to be held in London, where the security will be handled by M.I. 5. The wedding party itself will be held one week later on the couples grand estate in Puerto Vallanta, Mexico. Puerto Vallanta is a town on the Mexican west coast where many high profile estates are located. The security in Puerto Vallanta will be handled by the Mexican police, but the PM has made a direct request that this department should dispatch a small unit to help with the security. You might remember the Jemen incident in 2009 where the British consulate was attacked and several civilians killed.*

*– Lord Huntington lost his elder daughter and her whole family that day as they were at the consulate to celebrate her 30s birthday. The PM just don't want anything to happen to Lord Huntingtons' second daughter, as one family tragedy is enough for a lifetime.*

*– You will fly tomorrow from Heathrow to Lic. Gustavo Díaz Ordaz International Airport in Puerto Vallanta, booking codes will be sent within an hour to your qPhones. Reservations at the Playa Fiesta BeachClub & Hotel in Puerto Vallanta has been booked and information will also be sent to you qPhones. Now pay Q a visit. You will have a week to set things up. The wedding is held here tomorrow, and the party on January 18.*

## GM Note

Feel free to beef up the resistance wherever needed as the characters might be better or worse, keep the tension going.

## Q Section

The new Q is a youngster, a techie, and the department is not what it used to be. The budget restraints are certainly visible here.

Q looks at the characters through his glasses and says:

*Welcome to the new Q section. I've been instructed to hand over some items for you, please bring them back safely. Normally this is 00 material.*

- One electronic key recorder. A small device that can be placed close to an item using radio signals to communicate, like a TV and remote or a more useful usage, between a lock and a remote key, like a car key. The device is controlled from the qPhone up to one hundred meters away and will record the signals sent when set in record mode. The signals can then be loaded into the qPhone from the key recorder and then the qPhone can send the same signals to simulate the use of the real key. Please don't be as childish as 007 and use it to switch TV channels in hotel bars.

- Q-MSO-01 Mosquito plus a qPad to control it. This is a mechanical insect, about 2 inch long and with a three inch wing span. It is silent and remote controlled. It can take photos that will be sent to the qPad, a larger version of the qPhone which has direct high speed access via satellite network to our main frame computers for instant image recognition and other tasks. The maximum range is 1000 meters, but to be on the safe side, keep the distance under 500 meters. It is dead simple to fly it, I designed the gyroscopic auto adapting system myself. The flight time is about two hours, and the maximum speed is 5 meter per second. You don't have to fly it all the time as you can set destination points by clicking in the map on the qPad, and it will fly there by autopilot, analysing the terrain for an optimal path. Be careful with this one.

- White Noise radio signal blocking bomb, developed to block all radio signals within 20 meters from the device for 90 seconds by sending a broad spectrum white noise signal at a very high effect, effectively blocking all other signals. The device is a one time use only as it is powered by a chemical power source that will generate so much heat that the device will melt when it is used. Please use this only when it is an extremely critical situation. Just your life being threatened is not a really critical situation if you understand.

## The flight

When the plane has landed in Puerto Vallarta, all the PCs get a voice message from HQ saying:

*– Change of plans, you are booked on a flight with United Airlines to L.A that will leave in one hour. From L.A. you are booked on a flight with Thai to Bangkok. Further information will be handed to you in Bangkok. I know you will miss your stay in Puerto Vallarta but there will still be plenty of time to work on your tan. You have the only working prototype of the Q-MSO-01 Mosquito, and it's is required for this special mission. All flight information and reservations are now sent to your qPhones.*

## Bangkok

When the characters finally arrive in Bangkok, rather exhausted after taking a fair roundtrip around the world, they are met by a station operative that hands over a dossier for the mission.

## The temple ruin

The trip from Bangkok to the border is about 3 hours with helicopter, and it will take about two hours to carefully thread the jungle to come close enough of the temple. When in place, the Mosquito can be sent to the temple by a single command on the qPad, it will take 10 seconds per 50 meters of distance between the temple and the characters hiding place.

The filming is much harder than Q ever said. It requires a **Driving EF 5** to get the Mosquito in place to take a group photo, then **Driving EF 3** to fly around and take a photo of each of the faces. A **QR 3** is required for the photo to be good enough to be recognised by the qPad. A **QR 4** means the qPad just says after a while, photo not recognised. A Failure means no face was even on the picture.

When all four people have been recognised, suddenly the video feed from the Mosquito turns into static, and about a second later, the sound of gunshots is heard from the temple. The qPad shows a red text over the screen "**MOSQUITO SELF DESTRUCT INITIATED**" and after another six seconds a small explosion is heard.

Several more shots are heard, and a helicopter is firing up the engines at the temple.

The characters' positions have been tracked by a Khmer radio engineer and a squad is dispatched in their direction while another is transported by helicopter and dropped between them and the border. The character will see the helicopter flying in that direction, land, and then come back, starting to circle, close to where the characters were. The characters will come upon the patrol that is trying to

shut off their escape route, but the soldiers does not enforce strict silence and a **Perception EF 6** will spot them and give the characters time to plan their attack. The guards have an **EF -3** for firing in darkness.

### **Khmer Rouge patrol (2 per playing character)** **STR: 4 DEX: 5 WIL: 2 PER: 3 INT: 4**

Evasion ( 3 / 7 ), Fire Combat ( 3 / 7 ), Hand-to-hand Combat ( 4 / 8 )

Hand-to-Hand Damage: A                      Speed: 1

Weapons:

**AK-47 Kalashnikov**

**PM: 0 S/R: 2 / 10 AMMO: 30 DC: I/L**

**Close: 0-20 Long: 50-90 Con: n/a Jam: 97-99**

**Draw: -3 RL: 2**

### **Returning Puerto Vallanta**

The return to Puerto Vallanta is just another marathon of tiresome flights, and when the characters are finally back, they have two days to setup the surveillance. Two other agents from the local station house in Mexico City has begun to set things up, but there has been some sever clashes with the interior decorators who feel the security people are interfering with their artistic design.

Now the characters can prepare for the party and hopefully get a little tan.

### **The wedding party**

It is a huge party with over 500 guests. People are everywhere and it is a real nightmare for security to watch every corner of the party.

Transportation back to the hotels is arranged by the Mexican police escort group, twenty extended black Mercedes cars for six passengers, with drivers, are hired for the job.

Instructions are given to all guests that says:

**Do not wear your jewellery or expensive watches on the way back to your hotel. Please take it off and keep it out of sight. Robbers are known to scout cars to target in the traffic.**

At 2 a.m. when the last guests are going home the characters can finally calm down. Then the phones starts to ring. Several cars with guests with the last about 80 guests have been stopped by armed groups on the road, demanding the jewellery, showing pictures from the party where the guests are wearing it. Any car with agents in will go unstopped.

Totally five cars have been stopped, and the guests, diplomats, MPs and other high ranking officials has been robbed.

### **Solving the crime**

The characters can now spend a great deal of time looking through surveillance photos, pinpointing a person, or persons, who seems to be the ones taking the pictures of those who was robbed.

Ways to track down the photos and the people after asking HQ or Q for help:

- With some help from CIA and NSA, after about 12 hours all photographs and text messages sent from cellular phones in the area have been identified and is sent to the surveillance system.
- Several photos has been uploaded to Facebook, instagram or sent as email or MMS. One site, showthebling.com, had a lot of image uploads.
- The couples who where robbed can identify the pictures shown by the robbers as pictures uploaded to showthebling.com.
- The surveillance software can be used to scan through all the footage looking for a photo, which mean that it is possible to find out who could have taken the photo. Doing this multiple times and the characters will pinpoint two young women and a young man who seems to have been taking most of the photos uploaded to showthebling.com.
- The three persons are all on the guest list as relatives of the groom, they are distant cousins on his mothers side. They can be identified as Carmen, Jose and Claudia Valdez, 19, 18 and 16 years old. They live in Mexico City but are all checked in at the Paradise Beach Resort Hotel in Puerto Vallanta.
- Showthebling.com is hosted in Cyprus, but the American friends of NSA tracked down the site owner and address from where most of the access to the site comes from, an address in Mexico, in Puerto Vallanta, A large bungalow south of the town in a guarded area called Villa Sanchez. The villa is owned by a person named Victor Sanchez, and he is on the CIA list of persons not welcome to the United States.

## Talking to the Valdez youngsters

Fidel Rodriguez is very embarrassed when the Valdez family is mentioned as a potential security leak, and he is most certain that talking with them will clear them. He is sure that it must be a mistake. HQ has given strict orders not to embarrass the families or the guests.

The kids will be found by the pool, and if confronted they will just say that there was a contest on Facebook called Show me the bling, where you should take pictures of people on parties with lots of bling and upload the to the site, and you could win a pimped Apple iPhone 5s worth \$30 000 if you posted the winning photo. Photos had to be fresh and uploaded from a mobile phone.

## Villa Sanchez

The Villa is surrounded by a high stone wall, and surveillance cameras are clearly visible.

The huge iron port has a phone system to call for access. There are several possible ways to enter, the more obvious ones, like pool service or catering will work, or traditional sneaking in. If the characters are staking out the place, they will notice that there are several cars from both catering companies, pool service or house-keeping that seems to have pass keys that they just click and the gates opens. It is possible to sneak in while the gate is open as well.

Victor Sanchez is at the pool with some beautiful girls and his two body guards. The guards are armed with AK-74, but they are really bad shots. Victor Sanchez carries a Desert Eagle pistol.

Victor Sanchez will first order his men to *Get rid of those who interrupt his pleasant time on the sun.*

## Victor Sanchez

**STR: 9 DEX: 6 WIL: 6 PER: 5 INT: 4**

Evasion ( 6 / 13 ), Fire Combat ( 6 / 12 ), Hand-to-hand Combat ( 7 / 16 )

Hand-to-Hand Damage: B                      Speed: 1

Weapon:

**Desert Eagle**

**PM: 0 S/R: 3 AMMO: 7 DC: F**

**Close: 0-4 Long: 10-18 Con: +1 Jam: 98-00**

**Draw:0 RL: 1**

## Victor Sanchez bodyguards (2)

**STR: 5 DEX: 5 WIL: 3 PER: 4 INT: 3**

Evasion ( 4 / 9 ), Fire Combat ( 5 / 9 ), Hand-to-hand Combat ( 3 / 8 )

Hand-to-Hand Damage: A                      Speed: 1

Weapons:

**AK-74**

**PM: 0 S/R: 2 / 10 AMMO: 30 DC: I/L**

**Close: 0-20 Long: 50-90 Con: n/a Jam: 97-99**

**Draw: -3 RL: 2**

## What can be found in Villa Sanchez

- Victor Sanchez has a computer from which he manages showthebling.com, and examine it will reveal that he has a large debt to someone or something called Möbius.
- The stolen bling is all neatly packed in several attache cases in a safe in his study, together with several passports and a lot of money, in Euro and dollar bills, about 1 million dollar total. **Safe Cracking EF 4** to open.
- If asked about "the debt", he will just reply that the damn DEA took a huge shipment to him from Möbius and he now needs to pay for the goods DEA stole from him.
- If asked about "Möbius", he will just say that it is "Someone powerful he has never met". Not a Mexican though.
- If checking with DEA, there has been no really big drug bust that fits Victor Sanchez story, and he is just seen as a small time dealer and criminal low life, but with a criminal record that won't let him into the US.
- The name Möbius does not exist on the M.I.6 grid, nor on the CIA grid.

## Aftermath

Bringing back the bling to the robbed guests, courtesy of the British government made not only the guests happy, but the insurance-companies as well.

The flight home to London is eventless, but when the characters land at 11.15 , a message from M says:

Debriefing, my office, tomorrow, 07.00

## M:s Office

When the characters are waiting outside M:s office, miss Money Penny seems to be in a very jolly mood. She's improving her make up several times.

When the door to M:s office opens M.s voice can be heard through the intercom:

*Send them in now miss Money Penny, and you do look good, no need to overdo it just because 007 might show up.*

M asks about the two recent missions, both about **Operation Safekeeping** and **Operation Kodak Moment**. He wants to know what went good, what went bad, and he also wants a written performance report for Q of the Mosquito.

Now, M brings down a display wall and show a picture of a man, Carlos Costa according to the information on the screen. M says:

*Carlos Costa from Brazil is the founder and owner of C3, Carlos Costa Catering which has exclusive catering contracts with many airports in South America, Africa, Asia and the Middle East. He is not a target but his name came on the radar.*

*GCHQ has decoded his name and his company name C3 in an encoded voice chat between two known international criminals. Your mission is to find out why his name is mentioned in that context.*

*Mr. Costa is currently Isle of Skye, at Portree pier, with a rented yacht to negotiate the price for whiskey that will be served on flights all over the world through C3 catering. This would normally be a job for M.I.5, but as M.I.6 has declared that it's within their jurisdiction M.I.5 has backed down.*

*M.I.5 do have agents at the location as well but I have been promised there will be no problems.*

*You are booked on a plane to Glasgow from Gatwick in exactly 42 minutes, where rental cars are at your disposal. The drive to Portree is five hours if you obey the speed limits, and please do. Booking information will be sent on your way to the airport.*

When characters arrives to Portree to talk to Mr Costa, they will be surrounded by ten men in black three piece suits and sun glasses, telling them to do as told, and follow. They will spend twelve hours in a large black M.I.5 van with handcuffs and with the feet put into something that looks like ski boots that are locked together, preventing them from walking, and at last, a black bag over the head.

No communications will reach the characters for twelve hours as all devices are stored on noise boxes to black out all signals. They will be interrogated on by one inside the vans for almost twelve hours until someone finally realises that they really are M.I.6 and they will be released by the agents from M.I.5, still grumbling about stepping into each others jurisdictions. They will have several messages from HQ asking:

**Where they heck they are?**

When the characters finally are back at Portree pier, Mr. Costa's rented yacht is nowhere to be seen.

He has set full speed ahead to Northern Ireland, where the yacht was spotted in the Belfast harbour. Mr. Costa took a flight from Belfast to Palermo on Sicily where his personal yacht is in port. The characters will be informed by M, who is furious, about their failure to talk to Mr. Costa.

They are ordered to go to the Isle of Skye Aerodrome at Ashaig by Broadford for a pickup by the Royal Air Service. In the small private jet, M and Q are waiting for the characters. M's face do show some lack of faith in the characters. When they are all seated and the plan has left the ground, M looks at the characters and says one word: **Explain!**

When the characters have explained how they were arrested by M.I.5 when they arrived to Portree and how they were interrogated etc, M will just say:

*The monkeys at five, they will never learn. Now, you will be heading for Palermo as this is where Mr. Costa went. His personal yacht is in the port of Isola Delle Femmine, east of Palermo. You will take a regular flight from London. Q here has a new device that he needs field tested. Here are some information regarding Mr. Costa. Keep in mind that he is not to be treated as an enemy.*

Q starts to talk:

*We have developed a small radio transmitter that is specially designed to be able to transmit a heartbeat beacon signal every minute using a revolutionary broad spectra very low frequency radio wave system. This way you will never ever disappear from the radar any more. The transmitter is injected behind the left ear. Anyone to volunteer or do I need to pick someone myself? It will not show up on X-Rays or airport security, no need to worry about that.*

A **WIL EF 5** to volunteer for this.



## GM Note

The character who got the beacon transmitter injected will have some problems using a cellular phone as the signal will interfere with the mobile signal, once a minute. The phone will go silent for a few seconds.

## To Palermo

London - Palermo, flight with British Airways that lands at Falcone - Borsellino airport. At the airport, a briefing document is handed to the characters.

## Palermo

In Palermo, in the port of Isola Delle Femmine, the yacht *The Empress of the sea* is moored.

Mr Costa is at Grand Hotel Palermo, meeting wine producers from the area. Rental cars will be available at the air port, two cars,

## GM Info

In the Casino in the hotel basement, which is run by the Cuffaro clan in Palermo, the tables are all rigged.

## In the Casino

A **Perception EF 8** will make the character observe that at one of the tables is a very interesting woman (*for characters with gambling and attraction to members of the opposite sex*). She seems to spend a lot of money at the Baccarat table without really winning.

## Meeting Anna Ricci

She introduce herself as Anna, Anna Ricci, and she is a business women working at an import company based in Rome. Just when the character join the game a **Gambling EF 9** to spot the marked card calling "*Banco Rotto*", new cards. This time she will win as the new deal will give her a winning hand.

A **Perception EF 5** to see the unmistakable silhouette of a Beretta 9mm strapped to her thigh under her long skirt. The official weapon of the Italian secret police.

If she is mentioned, she will counter and point out gun the character has saying that it is very British.

Her name is Anna, Anna Ricci, and she is working with the Italian anti-Mafia police, **Direzione Investigativa Antimafia**. She will look very nervous and the character will secretly be asked to escort her to her hotel. She will tell him that winning in a Cuffaro clan owned casino is dangerous, specially as the character spotted the cheat, which makes them both targets. She knows a very good restaurant a couple of blocks away that is not owned by the Cuffaro.

## Anna Ricci

**STR: 5 DEX: 6 WIL: 9 PER: 8 INT: 8**

Driving ( 5 / 12), Disguise ( 4 / 12), Evasion ( 6 / 11 ), Fire Combat ( 7 / 14 ), Hand-to-hand Combat ( 4 / 9 ), Stealth ( 4 / 13 ),

## ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'8"	SPEED: 1
WEIGHT: 150 lbs	HTH-DAMAGE CLASS: A
AGE: 29	STAMINA: 28 hours
APPEARANCE: Striking	RUN/SWIM: 25 minutes
HERO POINTS: 1	CARRYING: 60-100 lbs

Weapon:

### Beretta M9 9mm

**PM: +1 S/R: 3 AMMO:9 DC: F**

**Close: 0-4 Long: 12-19 Con: +1 Jam: 99**

**Draw:0 RL: 1**

## GM Note

Anna Ricci is a good contact to have but she will not be seduced fully on the first date.

## Meeting Mr Costa

Any meeting with Mr. Costa, regardless on how they contact him will be on his yacht, the next day as he is fully booked today. He says that the characters will be picked up at Pier 8 at 11.00.

At exactly 11.00 a small sea taxi boat arrives to pier 8. The boat will take the characters to The Empress of the sea.

Mr. Costa greets the characters in a very friendly way and asks them what they want to drink to the lunch. It will be seafood so he recommends a local white wine that he hopefully will be able to serve on flights in a not to far future.

When the characters explain to him who they are and why they want to talk to him and that they only want to hear his side of the story, he tells the characters that his family, his wife and his two daughters, have been kidnapped and that they are held somewhere but he don't know where. The price he has to pay for their safe release is that he will let a list of people be hired by C3 to work at airports. He don't know more that that but he expects the worst. He has sent the list to the HR manager of C3, but he still has the original letter hidden on the yacht.

He do have some other information as well but he was told not to go to the police. His wife has always been told that if something like this ever would happen, she should start voice recording on her cellular phone and drop it somewhere it will not be found, and she did. He as voices recorded but has been to afraid to contact the police.

He is very scared, afraid and anxious about the wellbeing of his family, ready to give up all he has built up just to save them. At the same time he shows a facade of a cold executive. He still believe that they will be freed when whatever those criminals have done what they plan to do.

After the lunch, Mr. Costa thank the characters for their visit and after trading some business cards very visible on the deck, he ways them off in the sea taxi as they were just there on a business meeting. A **Perception EF 5** to see that he is almost over clear. An **INT EF 7** to understand that even the sea has ears and eyes, and this little charade is just to calm things down.

## Analysing the information

If the characters transfer the sound file to a qPhone, the voice file can be uploaded to M.I.6 for analysis.

### The list of names

The list of persons can also be scanned and uploaded to the M.I.6 HQ, which will create a match list, where only four of the names were on the grid, ABDUL JAWAHIR, MOHAMMED KHATID, FAYYAD MEMETH and QUASIM NAWRA. All known Islamic terrorists.

### Asking Anna

If a character contacted Anna Ricci and decides to ask her about the names on the recording continue to Big G.

If the characters do not ask Anna, the analysis at HQ will take almost a day. When the analysis is done, HQ will set up a meeting with a local specialist on the Palermo Mafia, miss Anna Ricci. The characters will meet her at Café Isolde.

### Big G

Anna will point the characters to one person that is mentioned twice on the recording, Giovanni Cuffaro, also known as Big G. Big G lives in a large mansion outside the small town San Vito Lo Capo, about forty kilometre west of Palermo. She will hand a dossier to the characters on Big G, and warning them that he is dangerous but they have not successfully sentenced him for any crimes as he can afford very good lawyers.

## San Vito Lo Capo

Big G lives in a large mansion surrounded by a wall. In the backyard there is a large swimming pool. He will go for his morning swim about 7.30 every morning, together with one of his body guards. Today is different though, he is going out for a drive just when the characters arrive. Just when the characters arrive, a car speed in the other direction out from the driveway of the house. In the car is Giovanni Cuffaro and Rico Andretti.

**[Perception EF 5]** On the drive way are seven cars, five of them have registration plates from Rome.

### Let the hunt begin

Rico Andretti will drive up to the mountains trying to shake the characters, while Giovanni Cuffaro fires his gun at any pursuers. make sure the characters do catch Big G. If they fail miserably, let 007 suddenly stand at the side of the road with a motorcycle, Giovanni Cuffaros car crashed against a tree with the two dying inside, but still conscious. 007 gives a thumbs up, corrects his tie and hurries away to whatever mission he was on. Remember that it can be slippery on high mountain roads in January even on Sicily.

If the chase seems to go too easy, let some interesting obstacles happen along the road, like additional people firing at the characters cars, a huge Perrier truck standing across the road after a sharp hair pin curve. Add another vehicle that comes to aid Big G.

### Giovanni Cuffaro, Big G

**STR: 7 DEX: 8 WIL: 9 PER: 7 INT: 8**

#### SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Boating ( 5 / 12 ), Charisma ( 2 / 11 ), Driving ( 4 / 11 ), Evasion( 5 / 12 ), Fire Combat ( 7 / 14 ), Hand-to-hand Combat ( 1 / 8 ), Stealth ( 6 / 13 )

#### ABILITIES: Connoisseur, First Aid

HEIGHT: 5'7"	SPEED: 1
WEIGHT: 160 lbs	HTH-DAMAGE CLASS: A
AGE: 36	STAMINA: 28 hours
APPEARANCE: Goodlooking	RUN/SWIN: 25 minutes
	CARRYING: 101-150 lbs

Weapons:

#### Browning HP

**PM: 0 S/R: 2 AMMO: 8 DC: G**

**Close: 0-3 Long: 7-20 Con: 0 Jam: 96-99**

**Draw: 0 RL: 2**

## Rico Andretti

**STR:** 11 **DEX:** 7 **WIL:** 6 **PER:** 7 **INT:** 6

### SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Boating ( 5 / 12 ), Driving ( 6 / 13 ),  
Evasion( 2 / 11 ), Fire Combat ( 5 / 13 ),  
Hand-to-hand Combat ( 5 / 16 )

HEIGHT: 6'2"                      SPEED: 1  
WEIGHT: 210 lbs                HTH-DAMAGE CLASS: B  
AGE: 29                            STAMINA: 28 hours  
APPEARANCE: Goodlooking    RUN/SWIN: 25 minutes  
   CARRYING: 151-210 lbs

Weapons:

### Browning HP

**PM:** 0 **S/R:** 2 **AMMO:** 8 **DC:** G

**Close:** 0-3 **Long:** 7-20 **Con:** 0 **Jam:** 96-99

**Draw:** 0 **RL:** 2

## Interrogating Giovanni Cuffaro

Giovanni Cuffaro knows about the location where the hostage is being held, but he will not release that information lightly, **Interrogation** is required. If Giovanni is dying he will still answer the questions before he dies.

- About the hostage: *They are in the hands of god.*
- About cars from Rome: *I celebrate my birthday tomorrow. (an obvious lie)*

## Locating the hostage

To come to the right conclusion based on the facts the characters have the players have to think, the facts they will know and GM can help refresh are:

- In the hands of god
- Cars from Rome

If the characters start to search for leads, they will find an article in yesterdays newspaper that talks about that the Italian Union of construction workers has put a building site in blockade because the construction company is using workers from Asia that work on starvation salaries and without a union memberships. The construction site is the renovation of the church San Clemente, across the street from Colosseum in central Rome.

## Travel to Rome

The fastest way to get to Rome is by plane from the Falcone - Borsellino airport. If they contact Anna Ricci she can help the characters to get to Rome faster and help them to pass time consuming security controls by requesting the use of a DIA private jet. The flight time is only 32 minutes, but adding 2 hours hassle for regular flights.

## Rome - Church San Clemente

When the characters arrive to church San Clemente through the heavy Rome traffic, they see that the whole building is covered in scaffolding and dirty white tarpaulins. The area around the building is sealed off by a high fence and signs saying that the area is a construction site and authorised personnel only, hard hat area.

All workers, machines and construction barracks have a logo saying MRD - Real estate Development. Across the street from the church is a large construction barrack system, five stories high.

There are several workers on the site. A Perception EF 5 to observe that the common workers carry yellow hard hats, while supervisors seems to carry white hard hats.

To sneak into to construction barrack system to grab suitable clothes and hard hats is a **Lockpicking EF 6** plus a **Stealth EF 6**. To pass as a supervisor or a worker, a **Disguise EF 6** is required.

If the site is observed with a **Perception EF 5**, the fence surrounding the church construction site is about 4 meter high, but there are three gates, one main gate where vehicles can enter, and two smaller gates for persons only. The vehicle gate also has a smaller gate within the gate for persons. All gates are unlocked.

The noise is ear crushing as they are sandblasting the facade, and several compressors are working and at the same time they are drilling holes in the concrete walkways around the church as they are replacing the sewer pipes in the ground.

The work is both on the roof and the facade on the outside, but the inside is not part of the job. The doors to the church are locked, **Lockpicking EF 5** to unlock. If the unlock fails, a supervisor will show up shouting in Russian and Khmer (**Local Customs EF 4** to understand):

*The church is off limits and workers sneaking inside for a nap will be fired, or worse, now go back to your duties.*

## Inside the church

Inside the church the light is dim which gives a **EF -1** on all fire combat due to the dim light, and very noise. **EF +2** on all **Stealth** manoeuvres.

There are two Khmer supervisors in the church keeping watch and they carry Spectre M4 submachine guns. If the characters entering succeed with a **Stealth EF 5**, the guards will be unaware. If the roll fails, the guards will address the characters asking them to show ID papers.

## Clock Tower first floor

a **Perception EF 3** to hear voices coming from the direction of clock tower, one floor up, while being on the main floor.

In the clock tower, on the second level are four Khmer workers keeping watch so that no one will enter the clock tower upper level. They don't know why, just that they should prevent anyone from entering. Another team of six workers are resting in a side room on the second floor, they are all unarmed. They are not alert unless the character have made much noise or the Khmer guards below fired their Spectres.

## Khmer Church Guards

**STR: 4 DEX: 4 WIL: 3 PER: 4 INT: 4**

Driving ( 4 / 8 ), Evasion ( 3 / 7 ), Fire Combat ( 4 / 8 ),  
Hand-to-hand Combat ( 4 / 8 ), Local Customs ( 1 / 5 )

Hand-to-Hand Damage: A                      Speed: 0

Weapons:

**Spectre M4**



**PM: 0 S/R: 10 AMMO: 50 DC: 1 (F)**

**Close:** 0-5 **Long:** 23-40 **Con:** -2 **Jam:** 98-99

**Draw:** 0-1 **RL:** 2

## The Clock Tower room

When the characters enter the room the first thing they see is three women tied to chairs in front of some electronic devices and a TV on the wall. From a speaker on the TV, a voice is heard.

*Who are you who uninvited crash my little party for god? I guess you are British Intelligence, which mean close to nothing.*

*I am Möbius, and I have a little secret to tell you, but you must keep it until you die, but on the other hand, that might happen before you know it.*

*You are still fumbling in the darkness aren't you? Lacking the capacity to grasp my plan. The plan that will give me and my security company the exclusive rights to handle all airport security world wide except maybe the US.*

*Don't you see the genius in my plan? Ah, you think the muslims would get a chance to do something bad don't you? You are wrong, again. My security troops would catch them, showing the world that airport security could only be trusted if handled by MAS, Möbius Airport Security.*

*Look in the table in front of you. See, a small tactical nuke, just big enough to ruin a block or two, killing a couple of thousand people. Of course, Al-Queda will take the honour for the attack against Europe, and at that moment my security guards will miraculously arrest no less than twenty islamic terrorist in different airports, airports where my guards just happen to be discussion deals.*

*Can't you at least try to understand the brilliance in all this? I've made some enemies down the road, Mexicans, the Italian Mafia, but what can they do to me? They are just insects that will crawl to me and ask for forgiveness. I am as close to god you will ever be, but frankly, it's getting boring to talk to you.*

*When I press a button, a radio signal will be sent to detonate the bomb. Don't try anything heroic, it will just be a waste of time, time you will not have. The girls will just sit nicely, they know if they move, 1000 grams of C4 behind their backs will blow them to pieces.*

*It was nice knowing you, and it will be much nicer when you are dead. Say hello to god when you see him. Goodbye!*

Möbius now picks up a cellular phone, scrolls a number in the phonebook, and press dial. This is the time for the **White Noise Emitter Bomb**.

To disarm the nuclear bomb, it will require first an **Electronics EF 5** to figure out how the equipment is connected, base time 30 seconds. After that it will require an **Electronics EF 4** to disconnect the bomb from the trigger device without triggering the double tamper trigger, base time 30 seconds. Total time before the White Noise Emitter Bomb has burnt out is 90 seconds. Disarming the C4 in the chairs requires a **Demolitions EF 4** and will take about 10 minutes per seat.

## 007 saves the day

If the characters forgot about the **White Noise Emitter Bomb**, or used it somewhere else, the window behind the screen suddenly crashes and a white Noise Bomb comes flying into the room, and right after comes 007, shouting:

*We got 90 seconds to disarm this baby. Don't just stand there, be useful for once.*

Bond will disarm the nuclear bomb right on time.

## New Vehicles, Weapons & Gadgets

### AUDI TT



A classic German sports car, powerful, elegant and a charm to drive.

**PM:** +1 **RED:** 3 **CRUS:** 60 **MAX:**145 **RGE:** 360 **FCE:** 2 **STR:** 5

### Lamborghini Gallardo



A classic Italian sports car and the model that has been produced the most, over 10 000 units built.

**PM:** +2 **RED:** 2 **CRUS:** 90 **MAX:**190 **RGE:** 320 **FCE:** 2 **STR:** 5

### Lamborghini Aventador



The new flag ship model from Lamborghini, powerful and with fantastic performance.

**PM:** +2 **RED:** 1 **CRUS:** 110 **MAX:**200 **RGE:** 330 **FCE:** 2 **STR:** 6

### BMW Z3



Another classic car, the BMW Z3 roadster. Fun to drive and a powerhouse.

**PM:** +1 **RED:** 3 **CRUS:** 65 **MAX:**140 **RGE:** 340 **FCE:** 2 **STR:** 5

### BMW Z4



Another classic car, the BMW Z4 roadster. The successor of the Z3

**PM:** +2 **RED:** 2 **CRUS:** 65 **MAX:**150 **RGE:** 340 **FCE:** 2 **STR:** 6

### Ferrari F550



Another fine Italian technical masterpiece. This is the car for the fast and the furious.

**PM:** +2 **RED:** 2 **CRUS:** 90 **MAX:**190 **RGE:** 320 **FCE:** 2 **STR:** 6

## Ferrari F612 Scaglietti



Ferraris all aluminium built car. This car has some serious raw power.

**PM:** +2 **RED:** 1 **CRUS:** 100 **MAX:**185 **RGE:** 370 **FCE:** 2 **STR:** 5

## De Tomaso Pantera



Italian power car manufactured from 1971 to 1991. In the beginning suffering from technical problems that were fixed over the years.

**PM:** +1 **RED:** 2 **CRUS:** 65 **MAX:**160 **RGE:** 340 **FCE:** 2 **STR:** 6

## Range Rover L322



British four wheel drive that is the essence of a car that can drive off-road. The trade off is a lower on road driving stability.

**PM:** -1 **RED:** 5 **CRUS:** 45 **MAX:**80 **RGE:** 440 **FCE:** 3 **STR:** 7

## Bentley Continental GT



British luxury sedan with all extras included, great comfort and safety features.

**PM:** +1 **RED:** 4 **CRUS:** 55 **MAX:**110 **RGE:** 390 **FCE:** 2 **STR:** 7

## Q-MSO-01 Mosquito



Q-MSO-01 Mosquito plus a qPad to control it. This is a mechanical insect, about 2 inch long and with a three inch wing span. It is silent and remote controlled. It can take photos that will be sent to the qPad, a larger version of the qPhone which has direct high speed access via satellite network to our main frame computers for instant image recognition and other tasks. The maximum range is 1000 meters, but to be on the safe side, keep the distance under 500 meters. It is dead simple to fly it, I designed the gyroscopic auto adapting system myself. The flight time is about two hours, and the maximum speed is 5 meter per second. You don't have to fly it all the time as you can set destination points by clicking in the map on the qPad, and it will fly there by autopilot, analysing the terrain for an optimal path.

## Key Radio Recorder



One electronic key recorder. A small device that can be placed close an item using radio signals to communicate, like a TV and remote or a more useful usage, between a lock and a remote key, like a car key. The device is controlled from the qPhone up to one hundred meters away and will record the signals send when set in record mode. the signals can then be loaded into the qPhone from the key recorder and then the qPhone can send the same signals to simulate the use of the real key. Please don't be as childish as 007 and use it to switch TV channels in hotel bars.

## White Noise Emitter Bomb



White Noise radio signal blocking bomb, developed to block all radio signals within 20 meters from the device for 90 seconds by sending a broad spectra white noise signal at a very high effect, effectively blocking all other signals. The device is a one use only as it is powered by a chemical power source that will generate so much heat that the device will melt when it is used.

# M.I.6

HER MAJESTY'S SECRET SERVICE

## Operation Safekeeping

**Objective:** Assure the safety of the Huntington family and other guests and their property at the wedding party in Puerto Vallanta.

**Situation:** Mexico is a high risk country and gang- and drug related violence and crimes are very common.

Your objective is clear. You have one full week to organise and prepare the security. Equipment will be shipped to the destination, including multiple wireless security cameras and a security computer for managing and storing feeds.

**Location:** The Huntington estate, Puerto Vallanta, Mexico.

**Intelligence:** No recent information received.



# M.I.6

## HER MAJESTY'S SECRET SERVICE

### Operation Kodak Moment

**Objective:** To photograph and identify the persons holding a secret meeting in an old and abandoned temple ruin in Cambodia, close to the Thai border. When objective is achieved, return. Each person needs to be identified, identification will be done by the qPad. If a picture is not good enough identification will fail, then a new photo of that person is required.

**Situation:** GHCQ has picked up information that some high profile international criminals or terrorists will have a secret meeting on the location. The area is in enemy territory. Both the Cambodian army and other elements might pose a threat.

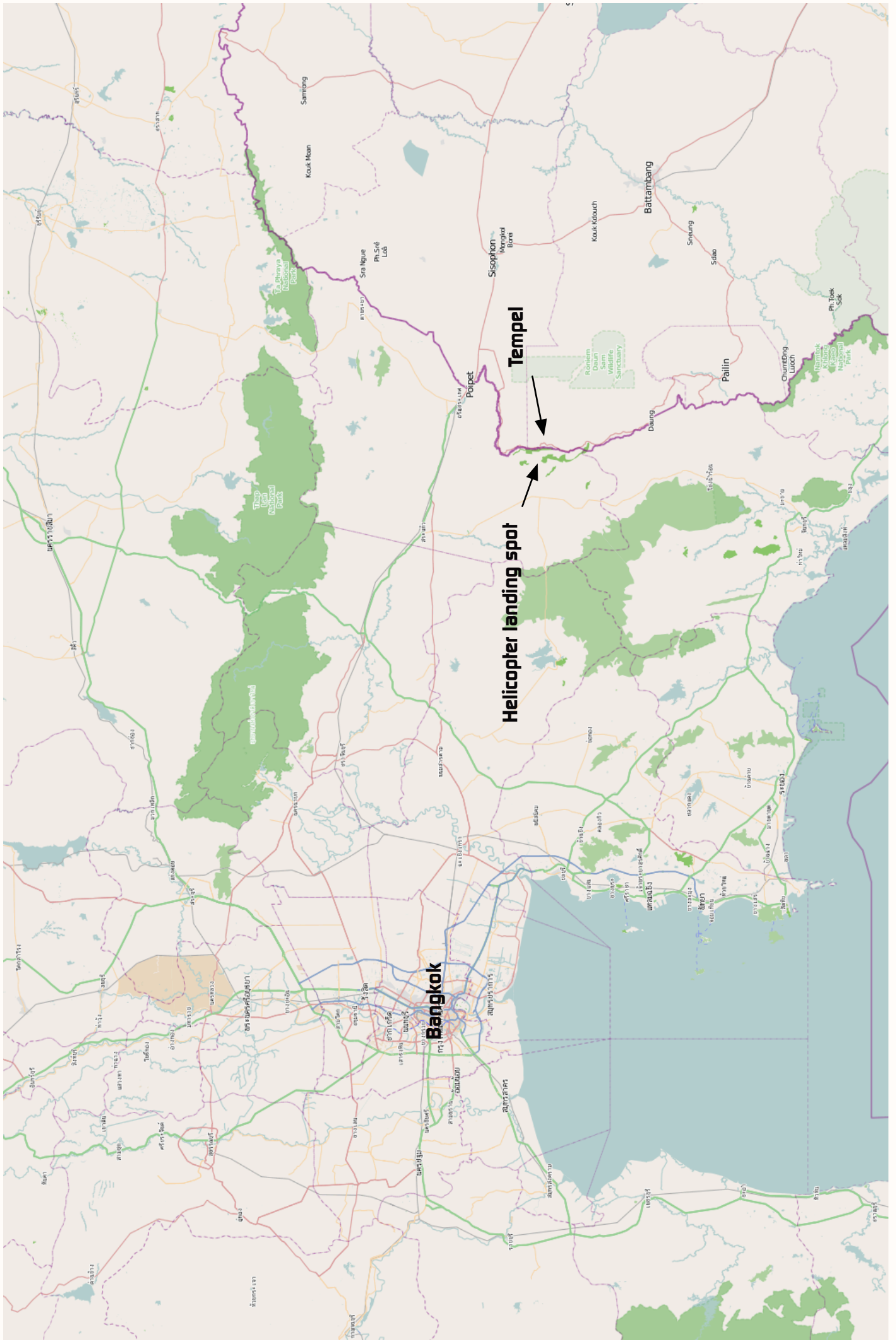
**Location:** 5 km into Cambodia across the border at coordinates +13° 30' 29.97", +102° 22' 22.83" is an old abandoned Buddhist temple, once used by the Khmer Rouge as an execution site.

**Intelligence:** Armed resistance is possible, but not likely.

**Transportation:** You will go by helicopter to a small village 10 km from the Thai - Cambodian border, and from there by jeep to the border. You will return to the village by car, and will then return to Bangkok by helicopter.

**Equipment:** In the helicopter is equipment suitable for the mission. Do not forget to bring the Mosquito.

# Thailand Map for GM



# Teaser equipment list

## H&K MP-5k with silencer



**2 mags + 1 loaded**

PM: 0 S/R: 6 AMMO: 30 DC: G(E) Close: 0-12 Long: 40-70 Con: +3 Jam: 99 Draw: -2 RL: 1

## Walter-P99 with silencer

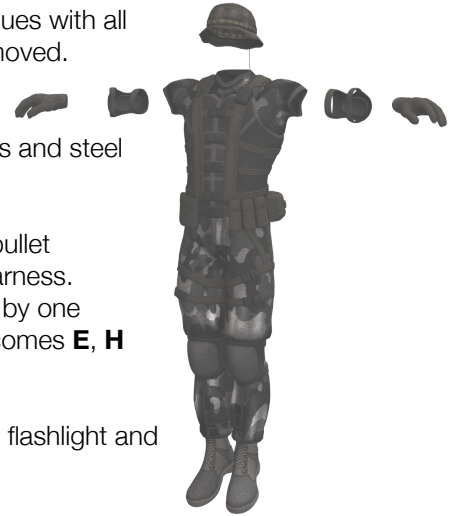


**3 mags + 1 loaded**

PM: +2 S/R: 3 AMMO: 16 DC: E Close: 0-4 Long: 12-20 Con: +1 Jam: 99 Draw: +1 RL: 1

## Commando combat fatigues with night vision goggles

A set of combat fatigues with all military markings removed.



Knee and elbow caps and steel capped boots.

Kevlar and ceramic bullet protected combat harness. Lowers any damage by one damage step. **F**, becomes **E**, **H** becomes **G**.

Also includes a small flashlight and first aid kit.



The night vision goggles gives the characters an **EF -1** instead of **EF -3** when firing in darkness. The goggles are also fitted with flash protection preventing the barer from being blinded by flash bangs or muzzle flashes. Battery life is about 4 hours.

# M.I.6

## HER MAJESTY'S SECRET SERVICE

### Briefing document

**Objective:** Carlos Costa, manager of Carlos Costa Catering, C3.

**Mission:** Talk to Mr. Costa and find out why his name and the name of his company figured in a voice chat between two international criminals.

Do not forget that Mr Costa is not to be treated as an enemy. The meeting has to be on the terms of Mr. Costa, your first objective is to establish contact.

**Intelligence:** Mr. Costa is currently in Portree, Isle of Skye. He travelled there in a rented yacht.

Photo from M.I.6 archives.



# M.I.6

## HER MAJESTY'S SECRET SERVICE

### Briefing document, updated

**Objective:** Carlos Costa, manager of Carlos Costa Catering, C3.

**Mission:** Talk to Mr. Costa and find out why his name and the name of his company figured in a voice chat between two international criminals.

Do not forget that Mr Costa is not to be treated as an enemy. The meeting has to be on the terms of Mr. Costa, your first objective is to establish contact.

**Intelligence:** Mr. Costa is currently attending meetings with wine suppliers at the Grand Hotel Palermo. He is staying on his yacht while not attending meetings. Meeting location is on the terms of Mr. Costa.

FOR YOUR EYES ONLY



## Mr Costas' list of names

YOUSEF AMID - Age 35 - Origin: Yemen  
ACHMED ABDUHLIN - Age 29 - Origin: Egypt  
DARWISH ABD-AL-KARIM - Age 34 - Origin: Palestine  
FUDAIL ALMAS - Age 19 - Origin: Egypt  
ABDUL JAWAHIR - Age 30 - Origin: Pakistan  
ACHMED HAFSAH - Age 25 - Origin: Yemen  
DHAKIR HAGAR - Age 33 - Origin: Sudan  
BILAL HAKIM - Age 23 - Origin: Morocco  
FADI IBTIHAJ - Age: 32 - Origin: Afghanistan  
KHATID I'TIMAD - Age 20 - Origin: Yemen  
LATIF JABRIL - Age 34 - Origin: Egypt  
MALIK JATHIBIYYA - Age 29 - Origin: Palestine  
YOUSEF JUMANAH - Age: 31 - Origin: Libya  
MOHAMMED KHATID - Age: 33 - Origin: Egypt  
MUSTAFA KHALID - Age 24 - Origin: Pakistan  
AZIZ KHATIJAH - Age 31 - Origin: Sudan  
BASIL MAHDI - Age: 22 - Origin: Yemen  
FAYYAD MEMETH - Age: 31 - Origin: Iraq  
JAWAD MURTADA - Age: 19 - Origin: Yemen  
QUASIM NAWRA - Age: 24 - Origin: Egypt

## MRD Logo



**Real estate Development**



*Direzione Investigativa Antimafia - DIA*

**Person:** Giovanni Gustavo Cuffaro

**Age:** 36; born June 16, 1977

**Civil state:** Married to Lisa Andrea Cuffaro

**Address:** 159 Via Angela Musco, San Vito Lo Capo

**Information:** Mr. Giovanni Cuffaro, known as Big G, is heading the Cuffaro clan section of kidnapping and extortion. He has been arrested and brought to trial on several occasions but has always slipped through the net as other members of the organisation has taken full responsibility for whatever crime brought to trial.

**Intelligence:** He is known to take an early morning swim in his swimming pool before having breakfast, usually at 07.30.

He is always accompanied by at least one body guard, and is armed and very dangerous.

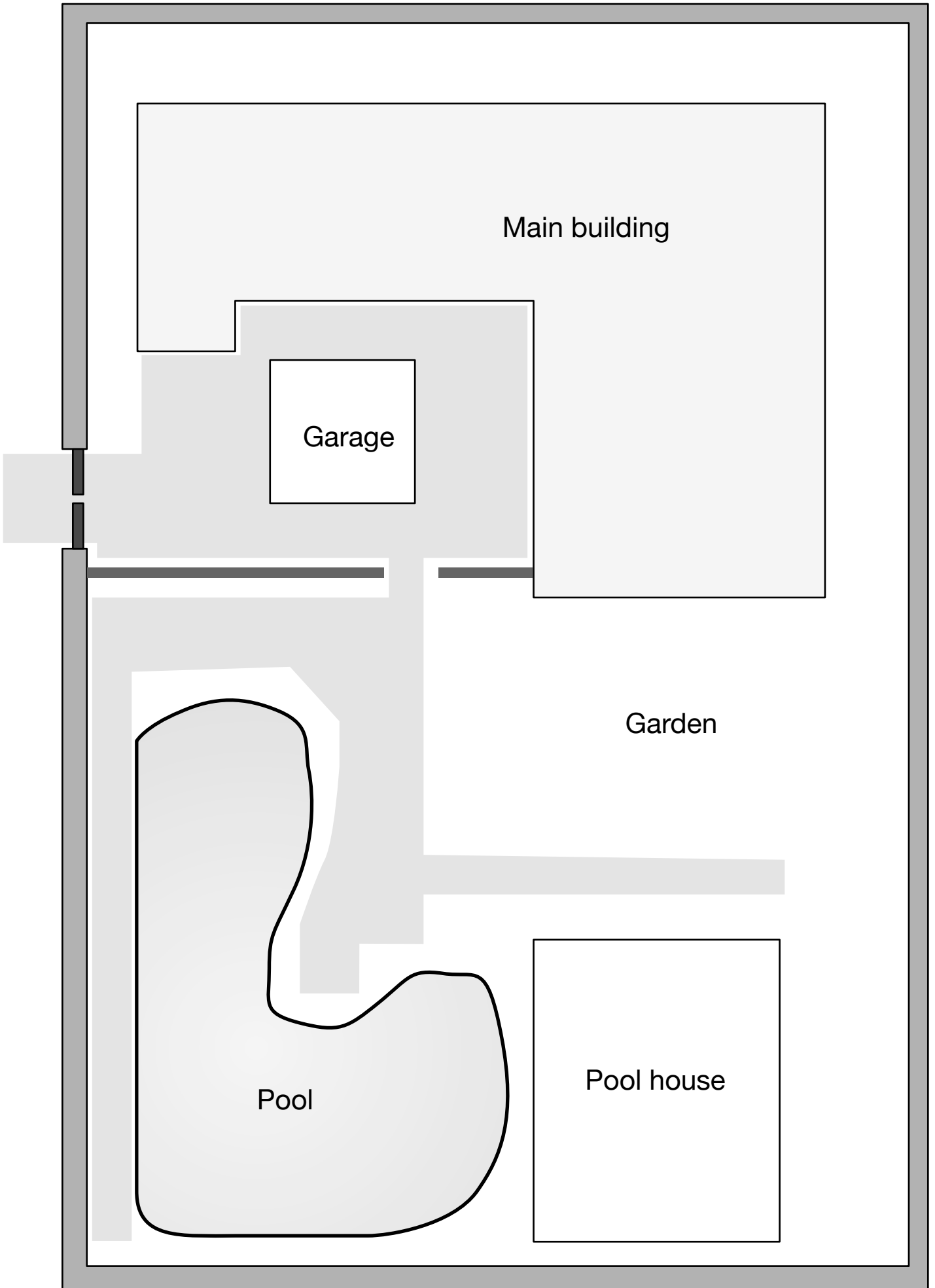
Translated for your convenience

Giovanni Cuffaro to the left and the bodyguard Rico Andretti to the right.



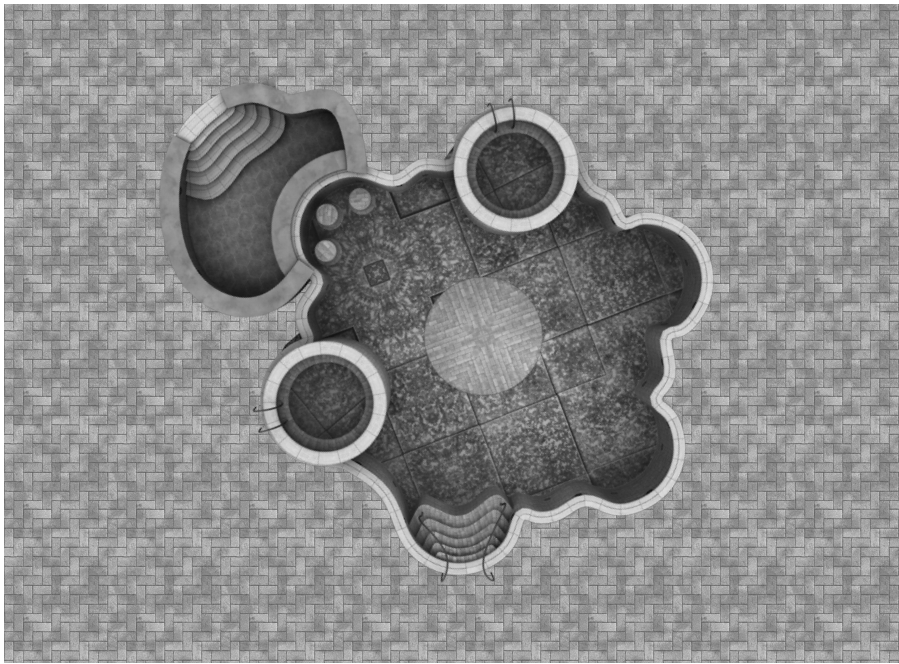
Queste informazioni non devono essere divulgate ed è solo per i tuoi occhi.

# The Huntington Estate



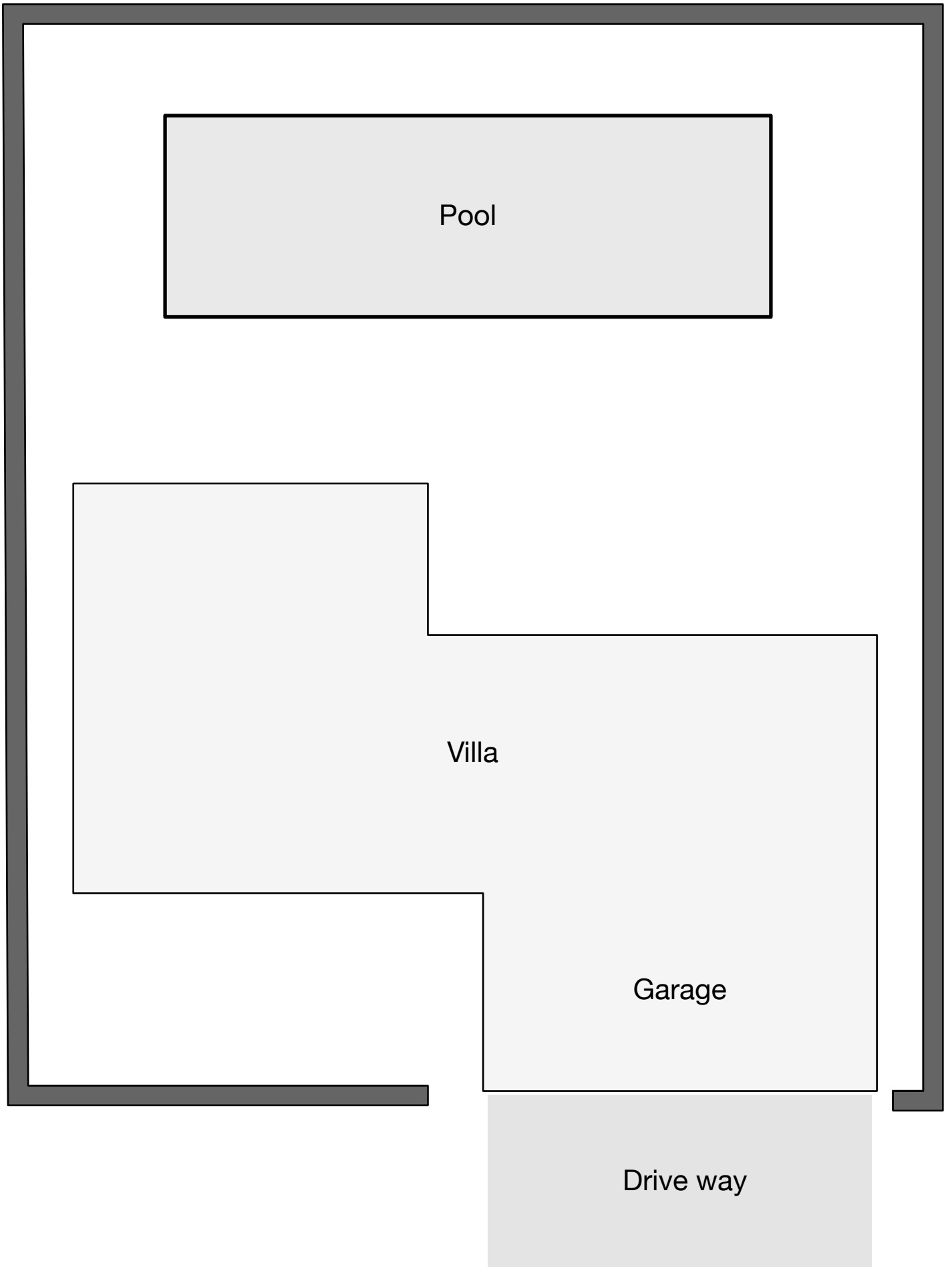


# Villa Sanchez



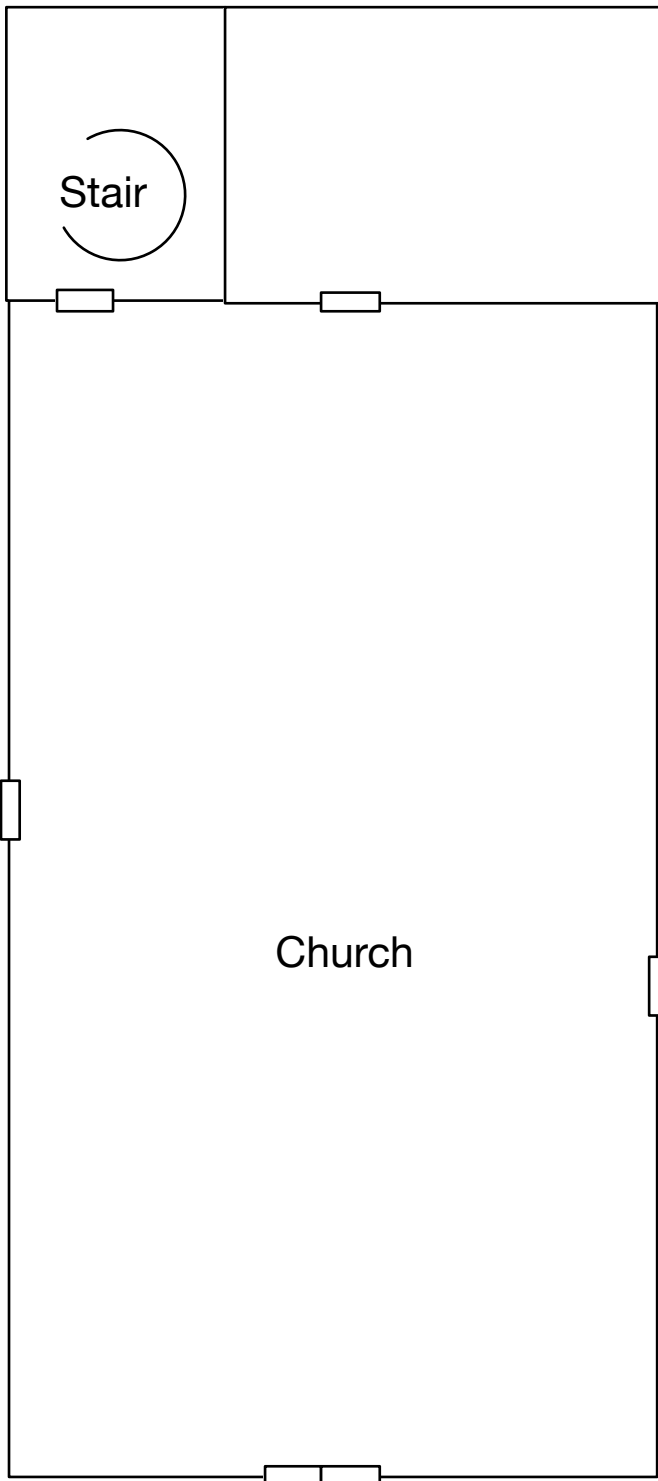
Main building

# Cuffaro Villa in Palermo

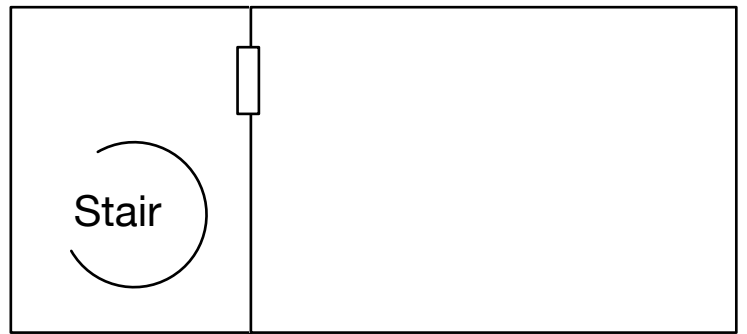


# Church San Clemente in Rome

level 1



level 3



level 2

