

# FUTURUM

An adventure for Victory Games roleplaying game James Bond 007  
A 00-level adventure



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This is a 00 level adventure

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If you enjoy this adventure, please consider a donation. A lot of time, countless hours, has been spent researching different parts of the adventure to get it as scientifically correct as possible while keeping the flare of James Bond.

**please go to <http://4eyes.code66.se/> and make a donation!**

## **Adventure synopsis and main plot - GMs eyes only**

A new strong branch of SPECTRE has risen, and they are controlled by Number 4, Nien Wu Tan, and is called GEG, General Extortion Group. The plan is to use one of the recently repurposed Tupolev TU-160 strategic bombers that has been transformed into a civilian jetliner, but still have the bombing capability intact, to drop massive clouds of small killer drones over different European cities to kill tens of thousands of people and demand a ransom of one Trillion Euro from the EU not to continue the bombings.

The GEG decided to work with a Chinese company called SHAI, which develop custom military equipment. SHAI was eager to get their latest weapon, the AIR-42 field tested, and makes deal with GEG to get a field test.

The other part of the deal is that GEG will get to field test the assassination drones that has been developed secretly, so secret not even the majority of the Chinese government knows about it.

The Contacts between GEG and SHAI are two independent armsdealers, Huan Chi and Noh Kah Chech.

This adventure takes place in the spring of 2018.

## **Teaser Startup**

It's about an hour after noon, and the characters are in a Range Rover SUV, driving along a desert road in Somalia, about 90 km west of the city of Baardeere, and only 60 km from the Somali Kenyan border. ETA 5 minutes to the location. The location is a small abandoned town named Kogetsu, that was partly turned into ruins during the war 20 years ago and was never rebuilt. At the location, in about five hours, a known Chinese arms dealer named Huan Chi will deliver 4 prototype generation five Assault Rifles to members of the Kenyan branch of ISIS, also known as Boko Haram.

## **Message from M:**

When the characters are about four minutes from the destination, M:s voice is suddenly heard in the earplug speakers the characters wear.

- *"The mission is for once straight forward. Eliminate all members of the two groups, arms dealers and ISIS, and take the body of Huan Chi and the weapons back to Mogadishu airport for transportation back to London. There are some special instructions regarding the body. You will arrive 5 hours before the estimated time of the meeting, but be prepared, something might show up early. Do not waste any time making your preparations. Good luck and don't mess this one up."*

**The current time is 12:54 p.m.**

## **Cover story**

The Hong-Kong born British ornithologist and philanthropist Lin Wu has been killed in a tragic accident involving a paraffin lamp that fell over during the night when he was sleeping in a small cabin in South Somalia looking for the very rare Lesser Frigatebird. You are relatives to his late wife Shirley Whittermore, and have come to Somalia to bring the body home for a proper funeral in British soil.

## **Special instructions**

The coffin has a double floor, and under it you should store the weapons, do not arm, or use the weapons. Remove whatever clothes Mr Chi wears. Seal any bleeding wounds with the wound glue in the coffin, and use the makeup to cover it up, just in case someone starts to look.

Then, dress the body in the clothes also in the coffin. Burn hands and feet and parts of the clothes carefully with the two LPG burners also in the coffin. Put the body in the plastic bag, and release the smoke, that will give the clothes and the body a cover of smoke and tar, as it has been in a fire. Now, open the plastic bag and get rid of the smoke, wrap the head with the included bandages, close the plastic bag again and put it into the coffin, then hide the tools and the old clothes in the spare double bottom compartment. You have passports for you and you brother in law, the late Mr Wu. You also have a police report from a police station in Tuweer Dama, in South Somalia, about the fire accident, and a coroners report concluding the cause of death being suffocation due to fire.

The car is a Range Rover Autobiography SUV, specially designed and modified by the Q-branch. It had active camouflage, an enhanced version of the one used on James Bond's Aston Martin Vanquish. This updated version also is invisible with infra red. On the roof is a specially designed packing box which contains a specially made air transport coffin, also a Q-branch speciality. In the coffin are all equipment needed for this mission.

## **Equipment**

The characters have a set each of tactical combat gear, and personal sidearm. There are submachineguns, assault rifles and sniper rifles, all hidden in the coffin double bottom compartment. The SUV also has a jump frequency radar to detect incoming vehicles. It communicates with the Q-Phones and can display radar images overlay on a satellite map image, with speed and direction and altitude.

See the characters equipment list in the handout section of this adventure.

## Action teaser

The characters now have about 5 hours until the rendezvous is supposed to happen, but they will not know when the first enemy will arrive. There are plenty of ruins in the area, and a few smaller patches of forest just a hundred meters away from the village centre. The village is located about 2 clicks south of the main road, accessed via a narrow dirt road that passes through the old village from north to east. As the terrain is rather unfriendly, rough with high cliffs, it is impossible to access the village from any direction with a car except by the roads. See the maps in the handout section for detailed views of the village Kogetsu.

### The drone

About 2 hours before the estimated time of the rendezvous, the Q-Phones warns about a fast approaching flying object, arriving from the East, the same directions the characters arrived from on the main road.

**INT EF 4** or **Scienc EF-4** to identify there object as a drone of some sort. The ETA is five minutes.

### The Drone

The drone is a reconnaissance drone, sent out by Huan Chi to scout the rendezvous point. If the camouflage is activated, the car is invisible. Anyone hiding in a shadow might be spotted, **Stealth EF 4** to determine the hiding and the Drone has a **PER 8 EF 4** to try to spot.

Hiding under a roof is secure as the blazing sun will heat the surroundings so much that the infrared cannot pick up a human from below a think layer of concrete. If the Drone spots a person, it will take picture and alert Huan, and the delivery will be cancelled, and the mission a failure. The Drone is about a meter across, has 4 propellers and looks heavy and tough,

If the drone is attacked or shot down, Huan Chi will abort the meeting and will not show up, the teaser will be a failure and GM needs to adjust the information about the microchip, or 007 saves the day catching Mr Huan Chi later and bringing him to London.

### The first arrivals

The ISIS group arrives first, about 30 minutes before the estimated rendezvous time. They arrive in a Toyota Landcruiser. The persons are Sheik Abam Al-Izkerthi and three of his most loyal fighters, They position themselves in a tactical half circle around the vehicle. They are all Africans, armed with AKMs

30 minutes later a black big BMW X7 SUV arrives. In the roof is a big Drone tied up, the drone that was flying over the area before. From the vehicle three Asian men in modern camouflage uniforms exits and take a defensive perimeter. They are armed with modern Chinese army Assault rifles QBZ-95. Now a fourth man, dressed on black special operations gear, Huan Chi, exits from the back seat of the BMW SUV. He walks to the back of the car, and takes out two large long black plastic cases. The exchange takes place, two cases are carried from the BMW to the Toyota, and then the groups sit up and drive away, unless the characters have other ideas.

### Teaser battle

As the characters most probably will open fire first, which side getting hit first doesn't matter, as both sides will instinctively react as the other side has set them up, so both sides will open fire at the other side, hopefully doing a lot of the characters work. The two leaders, **Huan Chi** and **Sheik Abam Al-Izkerthi** will try to escape, letting their men do the fighting. The two leaders will try to drive away, while shooting at each other.

### Stats for the enemies, weapons and vehicles

#### Sheik Abam Al-Izkerthi

**STR:** 8 **DEX:** 11 **WIL:** 10 **PER:** 10 **INT:** 8

**Driving** (10/15), **Fire Combat** (10/14), **Hand-to-hand Combat** (8/12)

**Speed:** 2

#### Boko Haram Warriors (3)

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

**Driving** (5/6), **Fire Combat** (5/6), **Hand-to-Hand Combat** (4/6), **Stealth** (4/5)

**Speed:** 1

#### AK-47

**PM:** 0/0 **S/R:** 2/10 **AMMO:** 30 **DC:** 1/L **Close:** 0-20

**Long:** 50-90 **Con:** na **Jam:** 97-99 **Draw:**-3 **RL:** 2

#### Huan Chi

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

**Driving** (9/13), **Fire Combat** (9/15), **Hand-to-hand Combat** (8/15), **Stealth** (9/15)

**Speed:** 2

#### Chinese Agents (3)

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

**Driving** (5/6), **Fire Combat** (5/6), **Hand-to-Hand Combat** (4/6), **Stealth** (4/5)

**Speed:** 1

#### QBZ-95

**PM:** +1/0 **S/R:** 2/10 **AMMO:** 30 **DC:** 1/L **Close:** 0-20

**Long:** 50-90 **Con:** na **Jam:** 95-99 **Draw:**-3 **RL:** 2



## Vehicles

### BMW X7 SUV

PM: +1 RED: 3 CRUS: 65 MAX: 170 RGE:400

FCE:3 STR: 8

Info: -1 EF on QuickTurn

### Toyota Landcruiser

PM: 0 RED: 4 CRUS: 55 MAX: 145 RGE:500

FCE:3 STR: 9

If the characters succeed in the mission, the rest is quite simple. A **Disguise EF-7** is needed at the Mogadishu airport to convince the customs and the police about the cover story .

Description of the weapons in the BMW X7 SUV, 4 of them, two in each weapons case.

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### AIR-42



PM: +4 S/R: 2 AMMO: 20 DC: L\* Close: 0-30 Long: 90-450 Con: na Jam: 93-99 Draw: na RL: 2

\* Explosion causes range one area damage of F. As these are prototypes, a Jam result will randomly do any of the following things, 1 d 10:

1-4 : Round was dud, damage is DC E instead, no explosion.

5-8 : Traditional Jam, needs 1 d6 action rounds to clear.

9-0 : Chamber explosion, causing damage class F to shooter.

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**The teaser ends here.**

## M.I.6 M:s Office - two days later 07:00

### GM Note

Depending on the outcome of teaser, M will be in a good or bad mood.

M begins to speak:

*Huan Chi had a microchip implanted under the skin in his forehead. It looks like some kind of advanced RFID chip, origins unidentified, but some Chinese letters was etched into the chip so we guess its origin is China.*

*The Guns were four fifth generation assault rifles, AIR-42 7.92 mm prototypes, manufactured somewhere in China from the actual drawings or copies made from the originals. There are not from the original manufacturer. These weapons are very advanced. They have a Doppler radar and infra red in addition to a camera with motion detection and image recognition, using AI to identify enemies in the fire direction of the weapon. It fires laser guided bullets with a small High explosive directed explosion tip, are armour piercing. It can detect enemies in cover, behind walls or in vehicles and fires two shots, one to blow a hole in the cover and then one to kill the target.*

*It is an AI Aided Auto Aim function, that works much like Aimbot in computer games, hold the trigger and it will fire and direct the bullets to hit the targets. Just imagine the damage these weapons could do in the hands of terrorists.*

*I would really like to send you on a mission to track these down, but the PM has ordered me to pick a secret protection detail and send to Prague, your plane leaves in 55 minutes, at 08.00, from Gatwick. No weapons will can be brought to the Czech Republic as the airport security will be at highest alert. You will get your mission briefing in the car picking you up at the airport, now, dismissed, and we will try to find out more while you're away. Remember, your secret security phrase:*

- You say: "Does it often rain in Prague?"

- Reply: "Not as often as in London"

## Prague

The flight with BA to Prague is quite pleasant. Upon arrival at 11.30, at the exit, there are about thirty drivers standing with signs, a **Perception EF 7** to spot the sign saying "Universal Exports". The driver is polite and speaks impeccable English. The car is a silver coloured Skoda Sedan. When the characters has got their bags inside and the identification is done, the driver will say "Stephen Davies, Station House Prague." He hands over the dossier with the mission briefings saying "**For your eyes only**" and asks the characters to not open until they are in the hotel room:- "Need to know basis, and believe me, I don't want to know."

The characters are booked at the Alchemist Grand Hotel, which is about 300 meters from the hair pin curve and Golden Star Hotel, and across the street from the American Embassy.

They arrive at the hotel at noon, which gives them three hours for preparations.

### Operation Smooth Ride

Brigadier Tom McBowen, British armed forces, has been appointed by Nato as commanding officer for the newly deployed 18th Rapid Deployment Battalion, stationed on Prague, and a part of the new Nato rapid deployment defence initiative. The force consists of two British Parachute companies from the 16th Air Assault Brigade and an French Parachute company from the 2nd Foreign Paratrooper Regiment. The Battalion has 16 Ajax Scout SV armoured vehicles at its disposal plus a variety of trucks.

Tomorrow, in a ceremony, Brigadier McBowen will ride in a cortege in an open top sedan together with some of the high ranked Czech military leaders from the town centre to the Prague Castle to attend a dinner and officially welcome the 18th Rapid Deployment Battalion. GCHQ has, together with our French and German colleagues, discovered a potential assassination plan, but we do not know more.

Attached is the planned route of the cortege and the estimated travelling speed. The red marked hair pin curve is the most likely spot for an attempted assassination, your mission is to defeat any assassination attempts, as it would severely damage European stability.

The cortege will leave the town square at 15.05 and pass the hair pin curve at 15.14.

Sidearms will be located in the safety locker in your hotel room. Remember that this is a friendly country, and we suspect agents from both Germany and France as well as the Czech intelligence to be active in the area. If or when you need to fire your gun, you need to shout "Polizie!" in German, and hold your gun up, both to avoid being shot, and to avoid being recognized as a British citizen. Try to connect with the Czech intelligence service as they will most probably be around. There were no time to arrange that.

### Police preparations

All streets have been cleared from parked cars, and the police enforces a strict do not cross the yellow tape policy. The characters witness a not so sober man jumping the yellow tape and moved into the street but in seconds he is shot with a taser gun and brought down by two strong police officers and carried away, cuffed. The Czech's seems to take this seriously. A **PER EF 4** to spot the police snipers on the roof.

A **Local Customs EF 3** to figure out who the local Czech intelligence security officer is. If the character fails, they can always check with the Prague station house, they have a good knowledge of the Czech agents working in the security details. It will take about 10-30 minutes to find and contact an agent.

Her name is Natalie Cermak and she is a tough as nails woman. The characters can inform her about the their presence as security officers from M.I.6, which is most appreciated by Miss Cermak.

### The assassination attempt

When the cortege arrives at high speed up along the narrow street of Narudova, the characters sees that there are three vehicles, and the Brigadier rides shotgun in the first car, sitting to the right, as they drive on the right side of the road in this country. The car is followed by two army trucks.

When the car slows down A **PER EF 3** to hear a soft buzzing sound, and see two very small dark shapes, in the size of a matchbox, approaching the vehicle fast. The speed will give the characters the option to either:

- Draw + Fire round one with a base of EF -6
- Draw + Aim round one and fire with a base EF of -3

Any damage above Stun will disable the drone causing it to crash on the street, **PER EF 4** to see where it lands. If both drones are disabled the assassination attempt is stopped.

If any of the drones live for two rounds, they will fly to the forehead of Brigadier McBowen, and detonate a small directed charge of 10g TNT, blowing a hole in his head and he will die instantly.

When guns are fired, and if the characters has forget to shout the keyword and hasn't made their presence known to the Czech intelligence, they will be targeted by snipers on the roof, which can be dangerous. The car will speed up and accelerate up the steep ride to the castle, the first army truck will follow while the second will stop and soldiers will jump out and secure the area. All people will be detailed, and they characters too, but the Czech intelligence service will be very cooperative and will gather and delete all photos taken by bystanders, removing them from cameras or phones to protect the identities of the agents. The M.I.6 agents firing will only gain 10 fame points, but gain them right now. If the mission was a failure, another 25 fame points are added to the firing agents.

### **Czeck Police Snipers**

**STR:** 4 **DEX:** 8 **WIL:** 5 **PER:** 9 **INT:** 4  
**Disguise** (4/7), **Fire Combat** (8/13), **Stealth** (5/8)  
**Speed:** 2

**Saku TRG-42 sniper with laser sight**  
**PM:** +2 **S/R:** 1 **AMMO:** 5 **DC:** J **Close:** 0-35 **Long:** 200-475 **Con:** n/a **Jam:** 97-99 **Draw:** 1 **RL:** 2

The remains of the drones are collected by the Czech intelligence service, unless the characters are quick enough to pick one up, and disarmed (the TNT is removed). Miss Cermak will meet with the characters in a small room, handing over the drone wrecks and a two USB sticks with all the photos from the incident. She opens a fridge and takes out a bottle of beer, pops the cap with a small commando knife and asks of anyone wants a cold Czech beer?

### **If the mission was a success and the assassination stopped:**

She looks at the characters and says: - *"This has been a hell of a day. Who used drones for an assassination? What have happened to good old sniper rifles? I know, need to know basis, this is how we all run things, but I am curious. We have booked you on a flight to London tomorrow at 10 am, via Berlin and Amsterdam. We still don't know how many photos has reached social media, so flying to Berlin might keep your identity safe. So, do you have any plans for tonight? I'm off duty in a few hours."*

Any character might try to have a nice Prague night, which Miss Cermak might agree to.

### **If the mission was a failure and the assassination succeeded:**

She looks at the characters and says: - *"Why the hell didn't you tell us about what to expect? Did you know, or was it a surprise for you too? My commander has been breathing down my neck for the past hours demanding full disclosure from the British. So tell me, what do you know and what have you kept from us? I got all night, your plane doesn't leave until tomorrow at 10 am."*

### **Analyzing surveillance photos plus checking with the Golden Star Hotel.**

While looking at the surveillance photos, the characters will see a man, Asian looking, that opens the window of one of the hotel rooms, and places something on the window sill, then carefully closes the window again. The man is later seen leaving the hotel with a small suitcase, walking out to the Narudova parking and jumping into a taxi. This was several hours before the road was closed.

Checking with the hotel staff, the person who stayed one night in that room was a Mr. Zhang Wei, resident of Beijing. Mr Wei has slipped through the net as the assassination was setup before the streets were all closed down.

Checking with the Taxi company, the driver, Honza Mudrak, dropped Mr. Wei at the international terminal, and he was talking about Hainan Airlines direct flight to Beijing.



## A Message from HQ

At 6.a.m. the following morning the Q-Phones gets a message saying: *"Prague Station House 11.00 a.m. Bring any evidence with you."*

The characters needs to inform Miss Cermak about the slight change of plans.

### Prague Station House

When the characters arrive, they are told to take the elevator down to level -2, the Q-Department.

At the Q-Department, Q has already settled in and has a group of technicians experimenting with both small drones and also testing the AIR-42 rifles at the indoor firing range.

When the characters arrive, Q almost shouts, hand over whatever you have gathered, I will dive into it. We have here a connection to the latest experimental AI face recognition system, and will run a full scan of all images and videos to see if we can find any known face. And I will personally analyse the drone, both hardware and software, to try to pinpoint the manufacturer. Meanwhile, go upstairs to level 2, conference room 203, M's orders. Come back here in a couple of hours and see what we have figured out.

### Conference Room 203

It's a very standard station house conference room, with a video wall and a camera, for full audio visual communications. As soon as the characters have taken a seat and poured a cup of tea, the video screen flickers and the M.I.6 logo is shown, and a message saying *"Waiting for counterpart to connect"*. For about 45 minutes, the screen is shown, until the text changes to *"Connected"*, and a few seconds later M's well known face os visible on the screen, with his bookshelf in the background.

If the characters successfully stopped the assassination:

M looks somewhat grumpy today, and starts to talk: *"Good work yesterday, I wish I could enjoy the moment, but things have gotten quite out of hand in other parts of the world."*

If the characters failed to stop the assassination:

M looks really grumpy today, and starts to talk: *"Why am I the only head of an intelligence department that truly seems to lack anything that even remotely resemble intelligence? You're not the only team screwing up royally. The PM wants my neck for this, I should really just call you in, but duty first remember!"*

M's internal speaker phone makes a noise and Miss Money Penny's voice can be heard: *- "M, I have 007 on a secure line from Rio, he says it's urgent".'*

M's looks at the characters through the video camera and says: *- "Hold on, I think I really need to take this."*

M picks up receiver, a good old one, black, with a cord. M: *- "Speaking... You just did what? Are you out of your bloody mind 007? How can you think we have the budget for that? ... A loan you say? Will we ever get that money back? ... Listen very carefully now 007, You have no authority to charter a 787 just to impress the daughter of the 3rd sheik of Abu Dabhi, to as you say, possible increase the chance of getting some intelligence on a shady figure you call Abu Al-Benghati. We don't even know is such person exists! ... What do you mean you already payed with the M-card?"*

M slams the phone, and looks up at the cameras again: *- "This is the reason I still have this old vintage telephone. The satisfaction it gives when slamming it in the ear of someone is worth it every time."*

M takes a sip from a cup of tea to clear his throat.

*- "We have some leads on the chip and the weapons you brought in. You might have seen that Q has one with him to Prague, to show you. The weapon and the RFID chip, both comes from a Chinese government owned high tech weapons developer and manufacturer based in Shanghai. We know that the late Huan Chi worked for the Chinese intelligence service, and worked close to the company. The company is in English called SHAI, short for Shanghai Armament Industries. They specialise in high tech weapons, such as drones and generation five assault rifles, all guided by AI.*

*It was a weapons and surveillance trade show a few weeks back in Toronto, and this is a film clip secretly filmed during one of SHAI's presentations about "the future in intelligent weapons".*

A film clip is shown on the video screen, showing a bomber flying, camera zooming in on the bomb hatch. The hatch opens, and instead of bombs, thousands of small drones are dropped. The drones fly down to ground level, attacking enemy vehicles from the below.

The film shown some schematics showing the drones and they every drone pack about 10g of TNT with a targeted explosion action tip that can penetrate the thin armour of the tanks underbelly.



The next clip shows how hundreds of these small drones simultaneously explodes and tear down a huge hanging bridge by targeting the wire attachments, bolts and nuts.

The clip goes away, and M comes back.

- *"We think someone has taken this one step further, to target people. Q has hopefully, when you come back down to Q-Department after your lunch, figured more out after playing with the real drones. You will fly to Shanghai early tomorrow morning, via Frankfurt, the only route we could arrange with such short notice. Everything will be arranged at the station house."*

The screen goes black and shows the M.I.6 logo for a few seconds before shutting down.

The door opens and a station house operative pops her head telling the characters that lunch is served on floor one. When they arrive to floor one and the lunch room, Q is there smiling his best smile.

- *"I told you I was on to something! The drones were programmed to attack a certain person, in this case Brigadier McBowen. They use a simple face recognition AI neural network, probably the same as the Chinese intelligence use for the newly launched mass AI surveillance system. The RFID chip is most probably a fail safe, the drones will never attack a target with that RFID chip in the forehead. I think the reason for this is that the drone code had a non facial recognition mode, which means it will attack and kill the first human being it detects. Imagine tens of thousands of these drones dropped over a city, like London. It will be as devastating as a nuclear blast, but without any radiation or structural damages, just dead people."*

*The drones kill by exploding 10g of TNT on the forehead of the target, blowing the brains out, causing instant death. It works much like a captive bolt pistol, clean and effective and fast. Now, what will you have for lunch? We have both true British and Czech food here, the Goulash soup is very good."*

After the lunch, the characters follow Q down to level -2, for some more briefings and demonstrations.

## Q-Department at Level -2

First, Q introduce special weapons technician David Smith, who will demonstrate the full potential of the AIR-42 assault rifle. Q starts:

- *"OK, look at this demonstration, we have here a short, just above 90 meters shooting range. Behind that wall in the end, we have two human mockup dolls, with the same body temperature and heat signature as a human body. First, the penetration test. As you see on the monitor over there, the doll is behind that metal door in the wall, the guns AI detects the human body from the temperature emissions and the Doppler radar, and when the trigger is pulled, two shots are fired in rapid succession. The first shot blows a hole in the metal door and the second shot goes into the hole made by the first shot, and kills the target."*

The demonstration is done.

Q continues: - *"Now, we set the gun i AutoAim mode, and just point it in the direction of the enemies. Look when the second dolls head is barely visible over the wall."*

A shot is fired and hits the doll in the head.

Q: - *"As you see, these weapons can turn anyone into a super sniper, and death machine, no training is required. We really hope there are not more of these leaking out on the black market. Now, come with me please, I will show you something less explosive, something of my own invention."*

The walk over to another part of the Q-Department in the Station House.

Q again: - *"Look at these glasses, the look like ordinary glasses to you and me, but to a face recognition AI, they can make you look like anyone in the system. First look at the monitor there, and you see your face, recognised as you. Now put these glasses on, I have selected a pre defined person for it to mimic. "*

When the character wears the glasses, he/she is identified as Barack Obama.

Q continues - *"Facial recognition drills down to finding as few pixels as possible in a face that distinguish it from other faces. It does not look at faces, but at pixel patterns. What these glasses do, is to emit the pixel pattern of a selected person, so that they are picked up by the cameras and the person is identified as that person. As you see, an AI is not stronger than it's weakest link."*

Q walks the characters over to another room.

Q: - "When you arrive in Shanghai, you will be scanned while your passport is read and then the Chinese intelligence will know your every move. So, at the airport, use small hidden camera in your watch, sorry, you will get them issued in a minute, and take as many pictures of Europeans possible, and then let the Q-Phones train on these, and you can then wearing these glasses pass at that person to the AI. Be careful to try to pose as for example Barack Obama, as when someone looks, the fraud will be spotted, try pick someone with the same ethnic background as yourself. And don't pose as a famous or known person, that will be spotted too if someone looks that the feedback screens.

Now, let's see what we have for you today."

Q opens a drawer in a wall cabinet and picks out a box.

Q: - "Here we go, one Mk III Q-Watch, with built in camera. One Q-Phone, latest edition with facial recognition mapping software and a link to the new Q-Glasses. The Q-Glasses can automatically shade into sun glasses, the same way as the windows of the Boeing 787 works. It has a small inside display showing for example a map, or the watch camera feedback. It also can be used with the latest AR technology to overlay information and translate text. It can also emit dots to fool any known facial recognition AI. Yes, I almost forgot, I need to insert a small RFID chip in your forehead, you never know if you will get droned."

Q takes up some auto injectors and injects the chip under the forehead skin, it hurts, but not too much.

Q: - "So, you are ready to go, you are booked at the Park Hyatt Hotel, Shanghai. Our contact in Shanghai will contact you at the hotel, your code phrase is:

- 'The red flowers in the park is very beautiful.'

And the reply is:

-'The blue orchids are the most beautiful.' "

### Equipment list:

Hand out the Shanghai operation equipment list. No weapons will brought to China.

### GM Note

A character can spend a Hero point to have a handgun hidden in a secret location in Shanghai, like at his/her favourite tailor.

## Shanghai 08.30

The security control at the Pudong international airport is massive and the queues to immigration is quite long. As you travel first class you will get your own queue, but still, there is a lot of waiting. You have about 20 minutes before your have passed immigration. In the passport control, when you passport is scanned, cameras take your picture from several angles. **INT EF-5** or **Science EF-5** to realize that you are all now put into the AI surveillance system, and every step you take will be monitored.

From the airport to the hotel, Taxi is probably the best choice.

## Park Hyatt Hotel

When the characters arrives to the hotel, they get their rooms on floor 9, room 904, 906 etc, depending on how many characters playing. There is message for one of them, the character in room 904, in a sealed envelope. The message reads: "Call room 1103 and ask for Rosalinda, I will meet you down in the lobby." The message has no signature.

### GM Note

The message is not from M.I.6, but from the Chinese organization behind the assassinations and the weapons smuggling. If the characters are proactive, My Wiang and a Chinese thug are in room 1103, and two thugs in 1105. If the characters makes the call, a female voice says "Yes?". If the character calling asks for Rosalinda, the reply is a short "Speaking, see you", then the phone hangs up.

### My Wiang

**STR:** 11 **DEX:** 12 **WIL:** 13 **PER:** 12 **INT:** 12

**Disguise** (12/22), **Driving** (12/17), **Fire Combat** (12/20), **Hand-to-Hand Combat** (11/17), **Lockpicking/Safe Cracking** (12/17), **Torture** (12/18)

**Speed:** 3

**Survival Points:** 2

### Glock-19

**PM:** +1 **S/R:** 3 **AMMO:** 19 **DC:** G **Close:** 0-3 **Long:** 13-19

**Con:** 0 **Jam:** 99 **Draw:** 0 **RL:** 1

### Chinese Thugs (6)

**STR:** 8 **DEX:** 11 **WIL:** 10 **PER:** 10 **INT:** 8

**Driving** (12/17), **Evasion** (9/14), **Fire Combat** (10/14), **Hand-to-Hand Combat** (8/12)

**Speed:** 2

### QCW-05 Submachine gun with suppressor

**PM:** 0 **S/R:** 3/10 **AMMO:** 50 **DC:** E/G **Close:** 0-10 **Long:** 40-60 **Con:** +5 **Jam:** 96-99 **Draw:** -2 **RL:** 2

When the characters goes down to the lobby, a stunning looking Chinese woman in her 30s will greet them, introducing herself as My Wiang. If they say their part of the security phrase, she will say:

- *The blue orchids are the most beautiful'*

Then she asks them to follow her to the elevator to go down to the parking area to pickup the delivery. A **PER EF 3** to see that My Wiang is armed, probably carrying a Glock 19, well hidden under her dress.

Down in the parking area they will be surrounded by the six Chinese men, armed with submachine guns, who will force them into a large van, tie them up, hood them and drive them out to the huge container yard at the Zouxuzhai, throw them into a shipping container and lock it.

The characters will only be searched for weapons, which they do not have unless someone used a Hero points to have weapons hidden in Shanghai.

## The Container Death Trap

The Container will be air sealed, and the Oxygen will be enough for about 2 hours. It's pitch black, so to see anything they will need to use Q-Phone or Q-Watch lights, or if someone has a small torch, 1 Hero point in cost, it will have battery for 1 hour.

First, they need to get out of the ropes and remove the hoods. **Evasion EF 2** to escape the ropes, one try per 20 minutes. Anyone free can easily help someone else, as long as they got lights. In the Container is a woman laying on the floor, tied up, and also with a black sack over her head. The characters will recognize her when the hood is removed, **INT EF 5**. They've seen her at the London office, she worked in the Chinese section a year ago. She suffers from a **IN** damage level from heavy torture and is unconscious. A successful **First Aid EF-5** to bring her down to HW and conscious. The first aid will take ten minutes.

Investigating the container, or trying to figure out why no signals from the Q-Phones go through, they will find, **PER EF 2**, that there is a thick lead layer and a tight plastic seal between the inside wooden boarding and the metal walls, thick enough to block any radio signals. They will also realize it's completely airtight.

Mechanical Engineering or other relevant fields of experience to know where to cut a hole to be able to use a small demolition charge to open the container, or **Science EF-5, INT EF 4, Lock picking EF 4** or **Demolitions EF 4** to figure out how to do it.

A Q-Watch explosive can blow a hole in the container, or blow the hinge of a container door, which is of most importance. A hole will allow air to flow in, but the explosion will cause a "Check explosive damages" to everyone on the container, **INT EF-6, Science EF-7** or **Demolition EF -8** to get that.

If one of the lasers is used to cut a hole, about 3 cm in diameter, enough air will come in to prevent suffocation, and Q-Phones will work as long as they are held close to the hole. They can get their exact location with the Q-Phones or Q-Watches as soon as they have a small hole. They are in the middle of the huge container yard at the Zouxuzhai, which is located in the free trade zone.

### GM Note

The Zouxuzhai container yard is at (2) on the Shanghai map.

Now it's just calling the station house and get a pickup, or do it some other way.

## Shanghai Station House

The characters will get their Q-Watches replaced with new ones.

They will also each get palm signature Walter P99s and a beltforhetrousersthatcontains50metersofstrongkevlar reinforced string that can hold 200 kg of weight. The belt buckle can be attached to the string for fast descending.

One Q-branch mini Parachute each.

And the last item, Q has sent us a little device for you to field test, the Q-Drone. A small dragonfly shaped drone that can send live images to any Q-device within 200 yards if the signal is not blocked, and is controlled by voice commands through any Q-device. The Q-Drone needs to be paired with the devices that it will communicate with, and only one device can have control, a special feature implemented to prevent childish agents from being just that, childish. We just need to update the software in your Q-devices to be compatible with the Q-Drone, it will just take a few minutes. Dr. Browning here will do it.

### GM Note

Hand out new equipment description to the players.

## Looking up "SHAI"

The SHAI office is located in the Free Trade Zone, on Meisheng Road, in one of the tall office buildings, Building 57. The building houses almost one hundred difference companies in high-tech businesses or other export segments, most of them started by international investors, as this is the free trade zone.

## Building 57

SHAI, Shanghai Armament Industries is located in the 19th floor of 38. Other companies on the doors closest to floor 19 are:

### Floor 17

- Dynatrack Dynamics: Manufacture smart indoor running belts
- Intellifoil: Manufacture reusable aluminum foil
- Optricon International: Manufactures bird recognizing ornithology binoculars

### Floor 18

- Chum Dwen Cuddly Toys: Manufactures smart soft toys for kids
- Golden Dragon: Manufactures different kinds of custom tourist souvenirs, for example small Empire State Buildings and Eiffel towers, all in gold plated iron.

### Floor 19

- SHAI (Shanghai Armament Industries): Manufactures different smart weapons and smart bombs.
- Drivenetics: Manufactures hardware and software systems for self driving cars
- Hunon Corporation: Manufacturer of smart ear phones for smart phones

### Floor 20

- Biba World store: Web shop exclusively selling products to the western world.
- DashTech: Manufactures 4K Dashboard cameras.

### Floor 21

- Tsou Won: Manufactures protective cases for smart phone
- Nav Tech International: Manufactures the next generation GPS based digital marine plotting and navigation charts for shipping companies.
- Genotica: Manufactures equipment for DNA tests.

The characters can ask the Station house for floor plans for the building. The floors are almost identical except the entrance level which house a large reception and the two top floors which house a canteen at floor 37 and 38, where private lunch meeting rooms are located on floor 38.

## GM Note

Give the players the floor plan handout for Building 57 if they ask for it. If they don't, let them roll an **INT EF-4** to come up with the idea.

The Station house can arrange a meeting with most of the companies on close floors, except SHAI, and provide the characters with covers as purchasers from the UK.

Any business meeting is arranged that either the visitor arrived through car, and drives in to the garage and parks on a pre assigned lot, or comes by Taxi and enters through the main entrance. From the garage there is an elevator leading up to the lobby. There is no way to get to any other floor on the way up. On the way down, you can go directly to either the garage levels or the entrance level. There are six levels of garage under the building, floor -1 to -6. The entrance is at floor 0.

The elevators are in the centre of the building, and close to the elevators are rest rooms. The companies are each accessed through security doors. The elevators are controlled from the lobby, and you cannot enter the building unless you have a booked meeting with a company. The company has to contact the reception and give the names of the visitors, and the reception will give them an elevator and send them to the correct floor. To enter through the security door, each visiting party is given a note with a one time 8 digit security code, that opens only the door to the company to be visited.

In the floor plans there are visible ventilation shafts accessible from the rest rooms. It's possible to climb the shafts and access the different companies on the same level, or move one or two levels up or down. Between each block of five floors, there is a fire barricade which prevents any movement between fire blocks.

There are motion detectors in the ventilation tunnels, but then can easily be disabled from the fan control on each level, **Computers** fields of experience, or a **Electronics EF 5**.

The walls surrounding the elevator area are made of think mirror glass. This glass grants a full view of the elevator hallway from the companies office spaces, but prevents anyone from seeing into the office areas from the hallway. Elevator indicators are placed on all four sides of the elevator and rest room block, and be seen from most offices.

For escape, use the mini parachute, the ventilation shaft has a wall exit for exhausting air conditioner hot air, on floor 18, and it's just a short way from the office wall.



## Stealth operation at floor 19

The area rented by SHAI is not very large, only one conference rooms, an small meeting lobby, and eight small office rooms. The characters will end up at a ventilation tunnel ending in a grating on the wall of a small office. There is an alarm system with motion detectors in the elevator hallway section, but as long as the characters are in the SHAI office area, they will be safe. The night watch if watched for, pass the floor about once per ninety minutes. If the characters doesn't check the night watch schedule in any way, the next round will be in 1d6\*10 minutes. The elevator will indicate at which level it is, go up one level each five minutes, to give the players a hint about how much time they have.

### The Alarm obstacle

There is a secondary alarm in the office space, not mentioned on the official drawings. It will trigger as soon as the door to the elevator hallway is opened, or when the safe is opened. This second level alarm has not, and cannot be, shut off from anywhere else than the reception. Triggering the alarm, see below.

### The security detachment and Night Watch

The Night Watch is a single person, but when the Alarm is triggered, a full security of eight guards are dispatched using two elevators.

### Security Guards (1 or 8)

**STR:** 9 **DEX:** 10 **WIL:** 7 **PER:** 10 **INT:** 9

**Driving** (10/11), **Evasion** (9/10), **Fire Combat** (10/13), **Hand-to-Hand Combat** (9/13)

**Speed:** 2

### QCW-05 Submachine gun with suppressor

**PM:** 0 **S/R:** 3/10 **AMMO:** 50 **DC:** E/G **Close:** 0-10 **Long:** 40-60 **Con:** +5 **Jam:** 96-99 **Draw:-2** **RL:** 2

### Searching the offices and computers

**PER EF 5.** The characters learn everything up to the best result. Search time 20 minutes. Multiple searches can be performed. The search also reveals two names, one is Huan Chi, the dead arms dealer, the other is Noh Kah Chech, who seems to be the assassin from Prague. Noh Kah Chech seems to be booked for a meeting here at SHAI tomorrow at 1 p.m. There is a photograph of Noh Kah Chech, from his passport, in the file.

### QR: 4

The offices are very neat, nothing looks really strange. At first glance, it looks like a company that sells custom military equipment to governments, specially in Africa and Asia. The company has both research, development and manufacturing in the industrial metropolis Shenzhen, located north of Hong Kong, under the name of Hun Hu Chin. The SHAI office here is only a sales and marketing office.

There are some documents, signed and stamped by the Chinese government, that allows SHAI to ship a load of weapons to the Syrian Government to use in the war against the rebels. The weapons has already been shipped to Syria. The shipment contains 200 intelligent mines of the model MX12, and 400 Generation 4 Assault Rifles, the 5.8mm QBZ-03 Assault Rifle with 100 000 rounds of ammunition.

### QR: 3

There is a document mentioning a failed operation performed by GEG, where British counter intelligence stopped the deliveries of 4 AIR-42 prototype rifles to a rebel group in Africa. The weapons were to be field tested by the rebel group. SHAI demanded money from GEG as compensation for the failed field tests and the lost weapons.

In a locked desk drawer in one of the singles person offices is a small toy soldier, that looks very high tech. Examining the toy soldier (a 2 minute task): It looks like it's a mini version of a AI Robot that can walk around and yelling *Halt!*

### GM Note

*This can be used by the characters to place in the lobby, and started to trick security that it was this item that triggered the alarms, which will prevent them from investigating more. An **INT EF-5** to come up with that idea.*

### QR: 2

An attachment to the note is a newspaper article about several fatal explosions in the Shenzhen area, killing several families. The Chinese authorities arrested several managers of the local gas company for lack of maintenance on the gas network.

### If the assassination of Brigadier McBowen was a failure

There is another document regarding GEG, and a failed assassination of the British Brigadier in Prague. The client was quite upset with the failed attempt and demanded both compensation and the names of the responsible engineers, who need to be motivated. They will still continue to phase two, but demand a 30% price cut, plus 1000 more security chips, for free, included in the order.

If the assassination of Brigadier McBowen was a success

There is a letter from GEG praising the assassination drones, and saying that they were very good, and that they will continue to phase two in confidence, but needs another 1000 security chips at the normal discount.

### QR: 1

There is a safe hidden behind a wall mounted white board in one of the small single offices. **Lock picking / Safe crashing EF 2**, 5 minutes base time. The safe contains stacks of 500 Euro bills, roughly estimated to 2 million Euros, and some documents marked "**Operation Phoenix**". The documents mention code name "**Excalibur**", but without any indication on what it is or where in the world it is located. There is a number scribbled at the document, **BIB-736**. It takes 10 seconds to photo the documents with the Q-Glasses.

### Trigger the alarm

As soon as the safe is opened or the door out of the office is opened an alarm is triggered, and the elevators starts to move after just a ten seconds, reaching the floor in about 45 seconds.

### Getting out

Getting into the office room and getting back out through the ventilation shaft is an **Evasion EF 4**. The route is then away and out through a outer wall mounted air exit. Prepare the chutes ready for a grand escape.

**Evasion EF 5** for a safe landing either on a low roof or the ground and steer clear of detection.

### Checking up the information gathered

"Hun Hu Chin": Located in Shenzhen, huge factory and office complex.

If the characters decides to take the route and go to Shenzhen, to investigate Hun Hu Chin, see **The Night Train to Shenzhen**, then the **Hun Hu Chin industrial plant**.

"Noh Kah Chech": The photo is very similar to the photo of Zhang Wei, the possible assassin from Prague.

# Catching Mr Chech

If the characters decides to set a trap for Mr Chech, he will arrive driving a black Geely sedan with dark windows at two minutes to one, and drive down into the parking area under the building. Two goons can be spotted in the back seat of the car. The garage door opens two minutes before the car arrives, and closes right behind the car. There will be about six cars per hour from 8 a.m. entering or exiting the building.

There is a short window of opportunity to get in to the garage, **Stealth EF-6** or **Evasion EF 4** to successfully sneak in through the open garage door without being spotted by the surveillance cameras.

The sedan can be found at level -4, at lot 4139. There are two "goons" standing and smoking 10 meters from the sedan, ignoring the Non-Smoking signs. There are surveillance cameras in the garage, and several cars on each floor. **Stealth EF-6** or **Evasion EF 4** to move around without being spotted. If the characters are spotted, there will be a 2 person guard detachment send down to that floor to investigate.

### Noh Kah Chech

**STR: 9 DEX: 8 WIL: 9 PER: 12 INT: 8**

**Cryptography (8/14), Demolitions (8/16), Disguise (8/15), Driving (10/19), Electronics (8/16), Fire Combat 10/20), Hand-to-Hand Combat (9/22), Interrogation (9/19), Lockpicking/Safe cracking (8/18)**

**Speed: 2**

Mr Chech will resist being captured, but will know when it's game over, like a gun pointed at him at point blank.

### Glock-19

**PM: +1 S/R: 3 AMMO: 19 DC: G Close: 0-3 Long: 13-19**

**Con: 0 Jam: 99 Draw:0 RL: 1**

### Goons

**STR: 4 DEX: 6 WIL: 5 PER: 5 INT: 3**

**Driving (5/6, Fire Combat (5/6), Hand-to-Hand Combat (4/6)**

**Speed: 1**

### Glock-19

**PM: +1 S/R: 3 AMMO: 19 DC: G Close: 0-3 Long: 13-19**

**Con: 0 Jam: 99 Draw:0 RL: 1**

### Interrogating Noh Kah Chech

When the characters have caught Noh Kah Chech, they can drive away to interrogate him. Depending on the result of the interrogation, he will give away true or false facts.

Game technically, Noh Kah Chech is a shady contact, and can wisely be used in the future if his life is spared.

## GM Note

**Interrogation EF-5** on the first attempt, **EF-7** for a second attempt, if the characters are not satisfied with the information they got from the first attempt. Note that the station house will not be involved in the interrogation, it's up to the characters alone.

Keywords for the interrogation are **Excalibur**, **Operation Phoenix**, **BIB-736** and **GEG**.

QR	Time taken	Answers
<b>Failure</b>	24 hours	All false
<b>4</b>	16 hours	4 false, 4 true
<b>3</b>	8 hours	3 false, 6 true
<b>2</b>	4 hours	2 false, 6 true
<b>1</b>	2 hours	All true

## Operation Phoenix

**False:** It is funded by the Chinese government

**True:** It's the code name for the project with the assassination drones

**True:** 20 000 drones are already manufactured and packed into cruise missiles

## Excalibur

**False:** Excalibur is the code name for the operation in Syria.

**True:** It involves an airfield somewhere in a former Soviet Union republic.

**True:** A Tupolev TU-160 heavy bomber, converted into civilian usage and operated by the Chinese Airline Biba Air, will be used in the operation. It will leave Hong Kong and fly to Europe, London.

## BIB-736

**False:** It's the product id for the assault drones.

**True:** It's the flight number of the flight to be used for the operation.

**True:** The operation will be conducted by specialists from GEG.

## GEG

**False:** GEG is a Chinese government controlled secret group.

**True:** GEG have financed this whole operation, I do not know who they are.

**True:** GEG is headed by someone only known as Number 4.

# Searching for information

## TU-160 Converted Strategic Bomber

Vladimir Putin has officially allowed Tupolev to sell a modified version of the TU-160 Strategic Supersonic Bomber as a civilian aircraft. The first planes, which are just upgraded existing TU-160s, have been sold both to Aeroflot and to two Chinese airlines, the Biba Air, owned by the e-commerce giant Biba, and China Air.

## BIB-736

By looking up the flight, they find out that BIB-736 will premier the TU-160 supersonic flight the day after tomorrow from Hong Kong to London City Airport. There are still tickets available in the diamond class at £12,995 per ticket. See further **the Night train to Shenzhen**, From Shenzhen there it a local train to Hong Kong.

## GEG and Number 4

If the characters contact the station house to get help getting information about GEG and Number 4, there will be full activity at the station house and back in the HQ. The time it will take to gather information is probably long, not worth sitting and waiting for it, but they will get the following response withing 24 hours, at a time that suits the GM.

## The GEG/Number 4 information

GEG, or the General Extorsion Group, is a secret group within SPECTRE that is has only been vague rumours about, nothing solid.

If GEG is ran by Number 4, also known as Nien Wu Tan, former major in the Chinese Intelligence , then several pieces of the puzzle falls into place.

We are sorry that we do not have anything more specific on the subject, but we will send any upcoming intel whenever we learn more.

## The night train to Shenzhen

There is a high speed night train from Shanghai to Shenzhen. There are no available flights at the moment, they are all fully booked for several days. The train takes 11 hours and 15 minutes, and leaves at 8 p.m. and arrives at Shenzhen at 7.15 a.m. the next day.

On the train, the characters will be attacked during the night by a group of three goons, trying to kill the characters while they are asleep. They will first drill a small hole in the window to the characters coach, then release some drones into it. The characters will wake up by the sounds of the drones, but the RFID chips will prevent the attack, but the drones will try to leave the cabin and hunt for targets elsewhere if not stopped. If that happens, the goons will testify that they saw these foreigners, probably British Imperialist Agents, release those drones.

The three goons are just hired goons with no real connection to GEG or SHAI. They do not know who their employer is, they just got a job and some equipment by courier.

See the **Night train to Shenzhen** GM handout for more information.

The bartender in the restaurant coach have not seen the goons passing.

### Hired Goons (3)

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

**Driving** (5/6), **Fire Combat** (5/6), **Hand-to-Hand Combat** (4/6), **Stealth** (4/5)

**Speed:** 1

### Glock-19

**PM:** +1 **S/R:** 3 **AMMO:** 19 **DC:** G **Close:** 0-3 **Long:** 13-19

**Con:** 0 **Jam:** 99 **Draw:** 0 **RL:** 1

If the characters survives the attack and get rid of the drones, they will be followed by the goons while leaving the train at Shenzhen, unless the goons were taken care of. **Sixth Sense EF-4** to detect the shadowing.

## Shenzhen

In Shenzhen, the characters will be informed that there is a large electronics fair and most hotels are fully booked, except the rather fancy and quite expensive **Ritz-Carlton Hotel**, located in downtown, about 45 minutes with taxi from the railroad station. They will arrive at the hotel about 10 a.m., the traffic was horrible.

At the hotel in the lobby, the characters will meet a lovely flight attendant working for Biba airlines, miss Ma Shun.

## Quality time with Miss Shun

To speak to Miss Shun, a successful **Seduction EF-9** or **Charisma EF-8** is required.

Ma Shun, a gorgeous and charming young woman, is a little nervous as she has only worked for Biba airlines for two months when she was picked for training in this new aircraft, the Tupolev TU-160. It's a supersonic passenger aircraft, and it only have first class and diamond class. The diamond class seats have their own cabins. The cabins has a real bed and an entertainment system which can be moved around on an arm so you can lie in your bed and watch TV. The beds of course are adjustable, with a remote control, so you can get your perfect position. The cabins are sound proof, Miss Shun giggles a little.

She will be working on the premier flight tomorrow, flight BIB-736 to London, she has been practicing her English all week. Passengers in the diamond class expect nothing but the best, you need to be on top of the situation.

Characters can spend one to several hours with Miss Chun, she will happily spend some quality bedroom time.

The characters will learn that the security on the aircraft is top notch. Multiple hidden surveillance cameras to keep all passengers under surveillance all the time, even in the first class cabins. She knows where the cameras are, she spotted them. A carelessly hung jacket or coat will block the camera vision, and they have been instructed not to make passengers move clothes as that might raise suspicion.

All access to non passenger areas are guarded by key card locked doors.

The surveillance room, operated by Chinese government agents, is located in a small area close to the internal cargo hold access doors.

The cargo hold is temperature controlled and pressurised, just like the normal parts of the plane, except for the low cargo hold, which was bomb bay in the original design.



## Hun Hu Chin Industrial Plant

The Hun Hu Chin facilities are located about 90 minutes by taxi from the The Ritz-Carlton Hotel. It's a huge area, covering about 10 blocks, and the whole area is fenced with a high fence topped with barbed wire, and there are three gates, one for personnel and two for trucks.

Most of the buildings looks like three story factory buildings. **PER EF-5** to spot that the building in the centre of the area is a five story L-shaped building that looks more like an office building.

There are several guards patrolling the area, but the patrols seems to be focused along the perimeter and the warehouses and factory buildings.

**PER EF-5** to see that there is a fire escape ladder going to the roof of the L-shaped office building. The Q-Drone can be used to explore the roof, and reveal the door on the roof.

In the office building - there is a management level, on floor five. The level is accessible from the roof, and the roof can be reached through a fire escape. **Stealth EF-4** to get to the building and onto the roof unseen, and **Evasion EF-4** to get down through the roof hatch down to the management level.

In the marketing office, **PER EF-5**, the characters find documents about cruise missile fittings for a Tupolev TU-160 from Biba airline, production number 238X123. Looking up that aircraft, will point to the plane that is BIB-736, that will have it's premier flight from Hong Kong, to London tomorrow afternoon.

To go from Shenzhen to Hong-Kong, the fastest way is the MTR train as traffic is a real pain, but a taxi, a shuttle bus or rental car are other options.

### Guards (goes in pairs)

**STR:** 4 **DEX:** 6 **WIL:** 5 **PER:** 5 **INT:** 3

**Driving** (5/6), **Evasion** (5/7), **Fire Combat** (5/6), **Hand-to-Hand Combat** (4/5)

**Speed:** 1

### QCW-05 Submachine gun with suppressor

**PM:** 0 **S/R:** 3/10 **AMMO:** 50 **DC:** E/G **Close:** 0-10 **Long:**

40-60 **Con:** +5 **Jam:** 96-99 **Draw:**-2 **RL:** 2

### GM Note

See the industrial plant handout for an overview image of the site and hand out the player map.

## Flight BIB-736

### From Hong Kong to To London City Airport

The characters have cabins in the diamond class. The plane is brand new and the diamond class have small personal cabins where you have real privacy, with a bed that can be adjusted.

### GM Note

Weapons cannot be carried on as carry on luggage, they need to be checked in using the special x-ray safe box provided from Q, one for each gun, then stored in the suitcase.

### Plane description

The aeroplane is not very big, it looks very much like a grown up concord, but it's comfortable and has an Asian luxury atmosphere all over.

Well in the air, the cabin crew serve champagne with Iranian caviar, just after the fasten seat belt signs have been switched off.

The plane is almost full, only 3 of the 30 seats are unsold, and is in the air only 20 minutes late. The plane took off at 14.03 and is estimated to land in Berlin at 15.58 local time, just less than eight hours, about half the time of a normal flight, thanks to the super sonic capabilities of the TU-160.

If the characters met Miss Chun, she will smile at them as she is attending the first class cabins.

A **PER EF-4 QR-3** or better to spot the two cameras in the cabin.

### TU-160 Map description

**(1)** - The cabin space. Some of the rows have been marked,, to make a quick reference to which seat is which.

The door in front is locked and require a key card plus a security code. The two male passengers at seat 1A and 1C are armed aircraft security agents, hired to prevent high jacking and is a demand since 9/11 on all serious airlines these days. See the End Game section for stats.

The seats/cabins that the characters will be assigned are, in order, 9A, 11A, 12C & 12A. If the party is larger than 4 characters, randomly pick one of the non diamond class seats, but which secret intelligence organisation sends out a squad of operatives on a mission?

List of passengers on the plane, just in case the players want to know, and the characters wants to interact. As this flight is really expensive, the passengers are all high profile business travellers or very rich and famous actors or athletes.

To recognize a person, knowing who he or she is, roll a **PER EF-5**. In the list below the needed **QR** is listed to recognize the person, or n/a, not applicable, the person is not recognizable at all. If the result is one QR below the needed result, the character feels he or she might have seen the person before, but cannot remember where or who it is. For those travelling in the cabins, there is not enough time to look at most of them, so it's much harder to figure out who they are.

### Key cards

There are two levels of key cards, the basic level that every flight attendant carries, or the master key, to access the Cargo Hold, which only the first attendant, the captain and the security guards carries.

### Passenger list

1A - Male, Asian, suit, mid 30s, strong built, plays with his phone.  
QR: n/a (Airline security)

1C - Male, African, expensive suit, late 20s, slender build, eat healthy vegetarian food.  
QR: n/a (Airline security)

2A - Female, Asian, fancy dress, mid 50s, sits with laptop.  
QR: 1. "Mai Win Tho - Vice President of Marketing at igloo.com"

2C - Male, Caucasian, jeans and t-shirt, mid 30s, drinks beer, lot's of beer.  
QR: 2 "The drummer in the metal band Howling Hyenas"

3A - Male, Indian, suit, late 40s, sits with iPad and headphones.  
QR: n/a

3C - Female, Asian, blouse and pants, mid 30s. Reads a book about financial strategies.  
QR: 1 "Lin Lau - Vice President of Financial department at Parker & Saul Investments, business woman rising star of 2017"

4A - Empty seat

4C - Female, Caucasian, fancy dress, late 70s. Reads movie magazines.  
QR: 3 "Liza Vanissa, actress, has won three Oscars"

5A - Male, Indian, slacks and polo shirt, mid 30s, drinks mineral water and eat only non carb food, watch action movies on the tv-screen.  
QR: 2 "Khaled Issad, one of India's most famous cricket players."

5C - Male, African, suit, late 50s, sits with his laptop working in Excel.  
QR: 1 "Andrew Sylvester - Cofounder of Intek Vision"

6A - Male, Asian, suit, mid 40s, watch western movies.  
QR: n/a

6C - Female, Asian, suit, mid late 30s, watch romantic movies.  
QR: n/a

6D - Female, Asian, suit, mid late 30s, reading a book, fiction.  
QR: n/a

7A - Male, Caucasian, suit, late 40s, drink lot's of champagne.  
QR: n/a

7C - Female, African, turtleneck and skirt, late 20s, watch sitcoms.  
QR: n/a

7D - Male, African, slacks and polo shirt, mid 30s, orders extra ketchup to his meals.  
QR: 1 "Michael Ford, action actor, very popular in China after his last movie Dragon Slayer III"

8A - Female, Caucasian, jeans and top, mid 30s, sits with her laptop.  
QR: n/a

8C - Male, Caucasian, expensive suit, mid 40s, sitting with his laptop making power point presentations.  
QR: 2 "Kjetil Kjelland, well known Norwegian management consultant."

8D - Female, Asian, suit, mid 40s, read business magazines.  
QR: n/a

9A - Player Character # 1

9C - Male, Caucasian, expensive suit, early 60s.  
QR: n/a

9D - Female, Asian, expensive dress, early 30s.  
QR: n/a

10A - Empty

10C - Male, African, suit, late 40s.  
QR: n/a

10D - Female, African, blouse and skirt, mid 20s.  
QR: n/a

11A - Player Character #2 or Male, Indian, expensive suit, late 40s  
QR: n/a

11C - Male, Asian, suit, mid 30s.  
QR: n/a

11D - Female, Asian, skirt and polo shirt, mid 30s.  
QR: 1 "Hou Guanting, ex Chinese intelligence, now free-lancing."

12A - Player Character #4 or Male, Caucasian, suit, mid 50s

QR: n/a

12C - Player Character #3 or Female, Asian, expensive dress, mid 30s

QR: n/a

**(2)** - Galley, where the food and beverages are prepared by the flight attendants. There is a service trolley elevator here to bring trollies up/down.

**(3)** - The locked back room, requires a key card or **Lockpicking EF-5** to access this area. The door says "STAFF ONLY" in several languages. Lockpicking this door will require a **Stealth EF-4** or a simple distraction by another agent.

**(4)** - The lower deck hallway. Suitcases and cupboards with the personal belongings of the crew is neatly stored here. There is a service trolley elevator here to bring trollies up/down.

**(5)** - Door with a sign saying "**Keep door locked at all times**". The surveillance room, manned by two Chinese security agents. Locked, **Lockpicking EF-5** to pick. The agents will be on low alert and easy to surprise as they are busy watching the couple in the dual cabin with the seats **10C & 10D**, enjoying themselves. See the NPC list in the End Game section for stats.

**(6)** - The cargo hold. Locked, require a master key card or a **Lockpicking EF-5** to unlock. The two fields shows the camera coverage, which leaves a blank spot just inside the door. The flooring is a classic industry rubber carpet. The dark rectangle marks where the hatch is located under the rubber carpet.

**(7)** - Locked with a key card. **Lockpicking EF-5** to pick. The cold storage room, where all the serving trollies with the catered food and beverages are stored.

If the characters enters here before the emergency landing, there will be trollies standing along the fresh catered food wall, which completely blocks the sight to the wall panel that has recently been removed. The frost on the walls will also make it almost impossible to detect it.

**(8)** The hatch used to load and unload cargo to and from the cargo bay.

A **PER EF 4** (or **PER EF-1/2** if before the emergency landing) to spot that one of the wall panels seems to have been removed and replaced as there are scratches on the screws and on the plate.

If the panel is removed, a small computer cabinet with old, Soviet era built computers is revealed. Some modern hardware, black unmarked boxes, seems to be attached to the computer systems.

**Computers** fields of experience or **Electronics EF-4** to figure out that there are two different external devices attached.

**Device 1** is attached to the on board flight operation computer.

**Device 2** is attached to what seems to be the remains of the old Soviet era cruise missile guidance system.

**GM Note:** Things to try to do while in the air.

As the characters has their own cabins, they can communicate via Q-devices, while in the air. They can move freely, or as freely you can move in an aeroplane, even during servings, as there is a real folding table for the tray, which you can move away from.

The toilets are located at the front and at the back, two in each end.

There are a lot of cabin staff members, so picking a security card and clone it using Q-Phone is quite easy, **Pick Pocket EF-5**. If the target is Miss Chun, the **EF** is **7**.

A **Stealth EF-4** is required to successfully open a locked door and sneak into the inner sanctums of the aeroplane. There will not be much to discover here, there is no sign of any missiles.

A **PER EF-5** to find the suit cases belonging to the characters. The Cargo hold has several surveillance cameras, so doing anything here will require a **Stealth EF-4 QR-3** or better, or some ingenious tricks. Bypassing the camera feeds to show a still video of the cargo bay require an **Electronics EF-5** and a **Stealth EF-5** using the video slicer adaptor for the Q-Phone.

## Emergency Landing

When the delicious 5 course meal has been served, and everyone are enjoying the on board entertainment, whether it's on a screen or with someone in the dual diamond class cabins, suddenly the fasten seat belt sign is turned off. The Captain's voice is heard over the speaker system:

- *"Good afternoon, this is the Captain speaking. We are experiencing some technical issues with this aircraft. Nothing to worry about, but we will make a short stop at the nearest airport which have a maintenance facility to service this new and special aircraft.*

*We will be landing at the Ashgabat International Airport in Turkmenistan for a quick maintenance operation, nothing out of the ordinary. Just return to your seats immediately as we will come out of supersonic speed very soon and then begin descending procedures."*

There is a loud gasp from many of the passengers. If any of the characters are not at his/her seat, they will have about two minutes to return to the seat before there will be a knock on the cabin door, and if not opened, the door will be opened.

If a character insists (**Charisma EF-4 QR-3** or better and **Piloting EF-4** or **Science EF-4**) on knowing what technical issues the plane was experiencing, he or she will be allowed to speak to the Captain, Shen Jianhong. They are taken out through the door in the front, and the Captain will inform this obvious pilot colleague that there was an overheating alarm from engine two, the inner port side engine. Safety protocol required an immediate maintenance checkup. Can probably just be that some thing was not correctly mounted as the maintenance crew in Hong-Kong is still unexperienced with this type of engines.

### Handout

Handout the flight computer failure report.

### GM Note

There are no real technical issues, but the on board computer system has been hacked, and the GEG agents in cabin 11C/D made the system report a possible engine failure on the inner left engine at the exact right time, so the plane would need to land in Ashgabat.

### Landing at Ashgabat

The descent was quite fast and the plane made some horrible noises when the wings were folded out again for more lifting capacity.

The touchdown was a little rocky but nothing really scary. The plane is pushed into a hangar, rear end first, which makes it difficult for anyone on board, including the pilots, to see what is really going on.

Mozart's Symphony No. 6 in F major, is playing through the speaker systems and the cabin crew serve complimentary champagne to all the passengers.

**PER EF-4** to hear mechanical sounds from the planes ventral fairing.

### GM Note

Proactive characters might see this as an opportunity to try to get down into the cargo bay to see what is happening, or to get off the plane to try to stop whatever is happening. If they do, they will need to force open an emergency exit door and then jump out, **Evasion EF-2**, or take a LW (Light Wound) of damage. If they do, continue to the End Game section.

As soon as anyone tries to get up from their seat, even using *"I need to go to the toilet"* as an excuse, they will be firmly but polite pointed back to their seat.

If the characters decides to start a fight in the aeroplane, continue to the **End Game** section and take it from there.

This scenario can end in many ways.

### Take off again

After 45 minutes, the music softens and fades out, and the Captain's voice can be heard: *"Cabin crew, prepare for takeoff"*. The start procedure is as boring as every other start procedure. After the plane is in the air again, everything returns to normal, and how it was before.

### The message from HQ

Suddenly, all characters get a message from HQ, it is a short message with an attached video.

The message reads: - *"This video was just sent to all leaders of countries in the EU"*.

### GM Note

If the characters had asked about GEG and Number 4, the message will continue:

- *"I think we have found Number 4"*.

In the video is a person looking like a Taliban, standing in front of a concrete wall, but a **PER EF-4** or **Local Customs EF-5** will spot that the face is more Chinese than Afghan.



The person begins to speak: *-"On it's way to a major European city are cruise missiles containing tens of thousands of deadly drones. The drones will be released, randomly killing tens of thousands of your people and you can not do anything to prevent it. We demand One Trillion Euros to be transferred to the account number you see below in this video. You have 4 hours to comply, or we will let your people know you betrayed them by ignoring our demands. The missiles will be launched to hit their targets from an unknown location."*

**GM Note**

The two cruise missiles have now been loaded into the old ventral cruise missile bay. They are controlled from a secret bomb control computer in the cargo hold storage room (7).

The old on board missile launch system is now controlled by the GEG agents sitting in 11C & 11D.

If not stopped, they will launch the missiles when the plane crosses the English Channel and have 20 minutes to touchdown. The launch will be controlled by their laptop computer.

There is a fail safe built in to the old missile controls computer. If the elevation goes below 10 000 feet or the range to the assigned target goes below 1 000 miles, the automatic sequence is started, the missiles will automatically be launched when the countdown reached zero. The plane will drop out of supersonic speed when the countdown starts. The countdown is 5 minutes, and when it starts, a sound is heard through the aeroplane and a voice in Russian (**Local Customs EF-4** to understand) will say:

*- "Five minutes to automatic launch, five minutes to automatic launch."*

That is built into the old Soviet union cruise missile control system and has to be manually shut off. To do this, you need first **Electronics-EF 4** to connect a terminal to the old system, and then **Cryptography EF-5** to be able to bypass the security and understand how this system works.

There is a counter displaying a count down to launch, it counts down from five minutes.

The cruise missiles are loaded in the bomb hatch, only accessible through a hatch under the rubber mat on the cargo bay floor, under all the luggage. **Mechanical Engineering** field of experience, **Science EF-4** or **INT EF-4** to figure that out.

Using the Q-Phone to quickly download the original drawings of the TU-160 will add an EF +4 to the above checks. The drawings can also be used to located the missile control computer before the alarm has been set of,if the characters know what to look for.

There are about 2000 pounds of luggage and cargo that needs to be moved to access the hatch.

A **STR EF-7** to determine how much luggage a character can move in one minute, based on their **Carrying Capacity**.

QUALITY RATING	POUNDS MOVED
1	4 times Carrying Capacity
2	3 times Carrying Capacity
3	2 times Carrying Capacity
4	Carrying Capacity
F	Carrying Capacity / 2

When the luggage is moved, the pilot needs to roll a **Piloting EF 6** to handle the redistributed weight, a failure will cause 2D6 \* 100 pounds of luggage to fall back into the hatch location due to a rough manoeuvre.

One cleared, the rubber mat can easily be cut open with knife or a Q-Watch laser to access the actual hatch. Cutting the rubber mat will reveal where new flooring mas been laid to cover the old missile system. The small hatch is a service hatch used to for access when mounting the new flooring.

Down in the missile hatch are two cruise missiles. They are connected to the systems controller via set of cables each. If the launch sequence has been activated, the bomb hatch below is opened, and it will require a **STR EF-3** to not be blown right back into the cargo bay from the heavy winds. Using a securing wire is recommended to work with the missiles.

To disable the cruise missiles, an **Electronics EF-4** or a relevant field of experience is required. Characters might try to use other relevant skills devices to increase the ease factor for the roll above.

A Failed attempt meaning the missile falls down and then auto ignite to begin the attack. A Success means the missile is disabled. A Disabled missile can be safely dropped into the English Channel visible below, if the aeroplane has gotten this far.

# End Game

The end game can take place in two different locations, either in the Ashgabat International Airport service hangar, or in the air aboard flight BIB-736.

Below is a list of all NPCs and where they are and how they will react. (M) after the name means Male, (F) Female.

## GM Note

Fire Combat aboard an aeroplane is not recommended. There is a chance that a bullet not hitting its assigned target will hit and damage vital parts of the plane. This is known to all involved parties. Guns are used when you are sure that you will hit, or as a last resort when it's over, to bring it down on everyone else too. The latter is only to be used by GEG agents, or the characters to save the world.

## Chinese surveillance Agents

*Zhong Long (M) & Yao Meng (M)*

**Location:** surveillance room (6) on board.

**Orders:** To surveil the passengers on the plane to identify any activity that can reveal anti China activities. They will use satellite links to connect to the Chinese AI system to identify people.

**Activity:** Watching the different cameras, stuck at watching cabin 10C/D as the couple there are involved in some advanced equivocal activities.

**STR:** 2 **DEX:** 9 **WIL:** 3 **PER:** 4 **INT:** 6

**Disguise** (5/8), **Science** (2/8), **Hand-to-Hand Combat** (3/5)

**Speed:** 1

### Tazer Stick - Hand to hand com

**PM:** -1 **S/R:** 1 **AMMO:** 3 **DC:** C [+2 (all wound levels treat as Stun)] **Con:** -1 **Jam:** 96-99 **Draw:** +1 **RL:** 8

The Tazer Stick has power for three attacks, then it needs a battery replacement.

## Airline Security Guards

*Luo Mu (M) & Xian Jingyi (M)*

**Location:** Seats 1A and 1C

**Orders:** Prevent anyone from trying to hijack the aeroplane or perform any other act that danger the safety of the aeroplane and its passengers. Are under the command of the Captain.

**Activity:** Keeping a discreet watch on the passengers to prevent someone to try to do a 9/11.

**STR:** 7 **DEX:** 8 **WIL:** 5 **PER:** 6 **INT:** 6

**Disguise** (3/8), **Fire Combat** (5/12), **Hand-to-Hand Combat** (4/11)

**Speed:** 1

### Tazer Stick - Hand to hand com

**PM:** -1 **S/R:** 1 **AMMO:** 3 **DC:** C [+2 (all wound levels treat as Stun)] **Con:** -1 **Jam:** 96-99 **Draw:** +1 **RL:** 8

The Tazer Stick has power for three attacks, then it needs a battery replacement.

### SIG-Sauer P230

**PM:** 0 **S/R:** 3 **AMMO:** 7 **DC:** F **Close:** 0-5 **Long:** 14-24

**Con:** +1 **Jam:** 99 **Draw:** -1 **RL:** 1

---

## GEG Agents

*Hou Guanting (F) & Wu Zhelan (M)*

**Location:** Seats 11C and 11D

**Orders:** To fire the missiles and not let anyone interfere with those plans. They are not aware of the fact that the old Soviet Union computer system will go into automatic mode once the aeroplane has taken off, and cruise missiles are loaded and the cruise missile control system has been activated.

**Activity:** Keeping themselves inside their cabin for minimal exposure and to lower the risk of detection.

### Huan Gauting

**STR:** 8 **DEX:** 7 **WIL:** 7 **PER:** 9 **INT:** 6

**Disguise** (4/11), **Fire Combat** (4/12), **Hand-to-Hand Combat** (3/11)

**Speed:** 2

### Wu Zhelan

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

**Disguise** (1/17), **Fire Combat** (3/10), **Hand-to-Hand Combat** (6/15)

**Speed:** 2

### Glock-19

**PM:** +1 **S/R:** 3 **AMMO:** 19 **DC:** G **Close:** 0-3 **Long:** 13-19

**Con:** 0 **Jam:** 99 **Draw:** 0 **RL:** 1

## GEG Ground Staff (10 technicians)

**Location:** Ashgabat in the service hangar.

**Orders:** To load the cruise missiles, will defend but dive for cover.

**Activity.** Loading the cruise missiles onto the aeroplane and arming them and also pretending to service the falsely faulty engine.

**STR:** 3 **DEX:** 6 **WIL:**4 **PER:** 6 **INT:** 8

**Cryptography** (1/9), **Driving** (2/8), **Evasion** (1/5), **Hand-to-Hand Combat** (1/4)

**Speed:** 1

---

## GEG Ground Staff (10 soldiers)

**Location:** Ashgabat in the service hangar.

**Orders:** Defend the Technicians at all cost, do not fire at the aeroplane

**Activity:** Patrolling the hangar area and surroundings

**STR:** 6 **DEX:** 6 **WIL:**5 **PER:** 4 **INT:** 3

**Driving** (1/6), **Evasion** (1/7), **Fire Combat** (1/6), **Hand-to-Hand Combat** (1/7), **Interrogation** (1/6)

**Speed:** 1

---

## AK-74

**PM:** 0/-1 **S/R:** 2/10 **AMMO:** 30 **DC:** 1/L **Close:** 0-20

**Long:** 50-90 **Con:** na **Jam:** 97-99 **Draw:**-3 **RL:** 2

---

## Number 4, Nien Wu Tan

**Location:** Ashgabat in the service hangar.

**Orders:** Run the operation

**Activity:** Overseeing the loading of the cruise missiles onto the aeroplane.

**STR:** 10 **DEX:** 11 **WIL:**14 **PER:** 15 **INT:** 15

**Charisma** (9/23), **Cryptography** (15/30), **Driving** (10/23), **Electronics** (12/27), **Evasion** (8/18), **Fire Combat** (10/23), **Gambling** (8/23), **Sixth Sense** (12/27)

**Speed:** 3

**Survival Points:** 3

## Artillery Luger

**PM:** 0 **S/R:** 2 **AMMO:** 8 **DC:** F **Close:** 0-30 **Long:** 60-110

**Con:** +2 **Jam:** 98-99 **Draw:**-2 **RL:** 2

## Ashgabat Airport Hangar

If the characters decides to sneak out and attack while the plane is on the ground for the emergency maintenance, they will be attacked by the guards, while the technicians will dive for cover. Number 4, Niwn Wu Tan, will quickly evade to hide with good cover, room (7) window, then he will try to shoot the characters with his Artillery Luger. He will use his survival points to try to escape to room (8) and lock the door behind, then down and out through the tunnel that leads to the other hangar (9), where he will drive off in his BMW X7 SUV (10).

If Number 4 is captured, he will gamble, challenging any character with a Gambling weakness, to a game of Bacarat, with his fate as the big prize.

## The hangar

A quick look around, this looks like time stood still and the Berlin Wall never fell.

## Map Legend

(1) - The TU-160 backed into the hangar for engine service.

(2) - A service truck

(3) - Mechanical parts storage. A sliding panel wall between room (4) and room (3).

(4) - Mechanical shop, lot's of tools, old Soviet Union machines like drills A sliding panel wall between room (4) and room (3).

(5) - The Service Commanders office. A desk, a desk phone, a dirty broken desk fan.

(6) - The Political Officers Office. A desk, a desk phone, a dirty working desk fan.

(7) - Small lunch room, some large tables with six chairs round each table.

(8) - A locker room with rows of old metal lockers, and a stair case leading down into dimly lit corridor.

(9) - The other, smaller, service hangar, where the tunnel from room (8) ends.

(10) - The black BMW X7 belonging to Number 4.

(11) - An old and rusty range rover.

(12) - An half filled tanker with jet fuel.

## Mission Completed

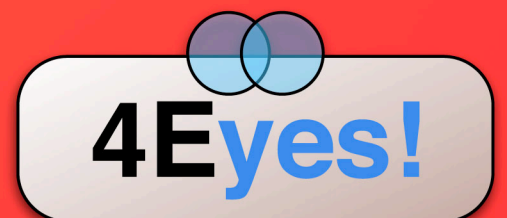
If he mission was a success and the cruise missiles prevented from killing tens of thousands of people, the wrap-up is simple, and there is a young flight attendant that will need some comforting in London.

A failed mission is a catastrophe, heads will roll, politicians will demand full disclosure and media will compete in finding the guilty.

If Number 4 survives, you have a nice evil mastermind with revenge in mind.

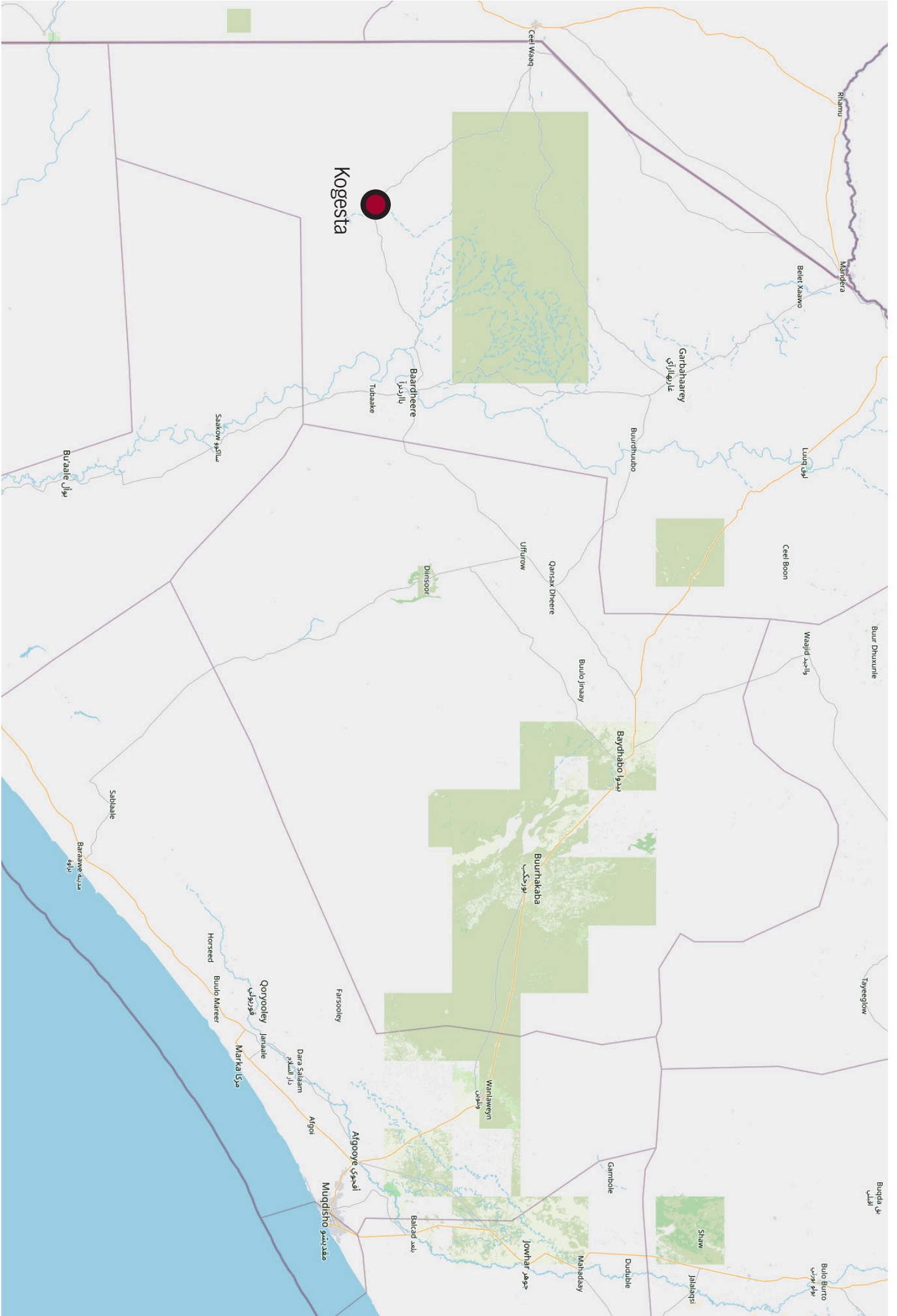
**THE END**

An Adventure for James Bond that will take your players on a mission like no other





# TEASER MISSION AREA MAP





TEASER MISSION BRIEFING

M.I.6

HER MAJESTY'S SECRET SERVICE

OPERATION UNDERTAKER

LOCATION: SOMALIA; KOGESTA, 60 KM FROM THE SOMALI KENYAN BORDER

BRIEFING:

A CHINESE ARMS DEALER, HUAN CHI, WILL ACCORDING TO THE INTELLIGENCE REPORTS WE HAVE, TRANSFER AN UNSPECIFIED BUT SMALL AMOUNT OF PROTOTYPE INFANTRY ASSAULT RIFLES TO SHEIK ABAM AL-IZKERTHI, LOCAL LEADER OF BOKO HARAM, ALSO KNOWN AS A FRACTION OF ISIS. WE SUSPECT THE TWO TARGETS WILL COME WITH AN ESCORT, AND FROM DIFFERENT DIRECTIONS.

THE RENDEZVOUS IS AT 18.00 AT THE ABANDONED TOWN OF KOGESTA, WHICH WAS DESTROYED IN THE WAR 20 YEARS AGO. YOU SHOULD BE AT THE LOCATION FIVE HOURS BEFORE THE RENDEZVOUS TIME TO MAKE PREPARATIONS. THE VILLAGE OF KOGESTA IS ACCESSIBLE BY TWO DIRT ROADS ONLY.

YOU WILL BE EQUIPPED WITH A VEHICLE WITH SPECIAL EQUIPMENT, DELIVERED TO YOU FROM THE Q-BRANCH IN MOGADISHU. YOU WILL DRIVE TO KOGESTA, THE CLOSEST MAJOR TOWN IS BAARDEERE, WHICH IS LOCATED 90 KM EAST OF KOGESTA. THE DISTANCE TO MOGADISHU IS 450 KM AND AN 11 HOUR DRIVE CONSIDERING THE STATE OF THE ROADS.

MISSION:

YOUR MISSION IS TO STOP THE TRANSFER, ELIMINATE BOTH GROUPS, AND BRING THE WEAPONS AND MR HUAN CHI'S BODY BACK TO MOGADISHU FOR TRANSPORT BACK TO ENGLAND. SPECIAL INSTRUCTIONS FOR THAT PROCEDURE DESCRIBED BELOW.

COVER STORY:

THE HONG-KONG BORN BRITISH ORNITHOLOGIST AND PHILANTHROPIST LIN WU HAS BEEN KILLED IN A TRAGIC ACCIDENT INVOLVING A PARAFFIN LAMP THAT FELL OVER DURING THE NIGHT WHEN HE WAS SLEEPING IN A SMALL CABIN IN SOUTH SOMALIA LOOKING FOR THE VERY RARE LESSER FRIGATEBIRD. YOU ARE RELATIVES TO HIS LATE WIFE SHIRLEY WHITTERMORE, AND HAVE COME TO SOMALIA TO BRING THE BODY HOME FOR A PROPER FUNERAL IN BRITISH SOIL.

SPECIAL INSTRUCTIONS:

THE COFFIN HAS A DOUBLE FLOOR, AND UNDER IT YOU SHOULD STORE THE WEAPONS, DO NOT ARM, OR USE THE WEAPONS.

-REMOVE WHATEVER CLOTHES MR. CHI WEARS.

- SEAL ANY OPEN WOUNDS WITH THE WOUND GLUE, AND USE THE MAKEUP TO COVER IT UP, JUST IN CASE SOMEONE STARTS TO LOOK CLOSELY.

- DRESS THE BODY IN THE CLOTHES.

- BURN HANDS AND FEET AND PARTS OF THE CLOTHES CAREFULLY WITH THE TWO LPG BURNER.

- PUT THE BODY IN THE PLASTIC BAG, AND RELEASE THE SMOKE, THAT WILL GIVE THE CLOTHES AND THE BODY A COVER OF SMOKE AND TAR, AS IT HAS BEEN IN A FIRE.

- OPEN THE PLASTIC BAG AND GET RID OF THE EXCESS SMOKE, WRAP THE HEAD WITH THE INCLUDED BANDAGES, CLOSE THE PLASTIC BAG AGAIN AND PUT IT INTO THE COFFIN,

- HIDE THE TOOLS AND THE OLD CLOTHES IN THE DOUBLE BOTTOM COMPARTMENT TOGETHER WITH THE WEAPONS.

YOU HAVE PASSPORTS FOR YOU AND YOU BROTHER IN LAW, THE LATE MR WU. YOU ALSO HAVE A POLICE REPORT FROM A POLICE STATION IN TUWEER DAMA, IN SOUTH SOMALIA, ABOUT THE FIRE ACCIDENT, AND A CORONER REPORT CONCLUDING THE CAUSE OF DEATH TO BE SUFFOCATION DUE TO CARBON MONOXIDE POISONING.





TEASER MAP OF KOGESTA FOR THE PLAYERS



0m 10m





# TEASER MAP OF KOGESTA FOR THE GM







## TEASER PLAYERS EQUIPMENT LIST

### Q-branch Range Rover Autobiography



**PM:** +1 **RED:** 3 **CRUS:** 65 **MAX:** 125 **RGE:** 600 **FCE:** 5  
**STR:** 8

This custom built Range Rover sports not only reinforced chassis, bullet proof tires and an extra powerful V12 Engine, it also comes with a few built in extra features as well.

#### - Adaptive Camouflage 2.0

When activated the vehicle is almost invisible, cast no shadows and do not leave any thermal footprint. This gives an **EF -7** to **Perception** rolls to spot the car. The new adaptive camouflage also enables the car to change colour to any of the Range Rover standard colours, including adding a controllable level of dirt and bad polish. If any part suffers from damage, that part and its counter part in the other side will stop working.

#### - Q Satellite communication system

The car will act as a base station for the teams Q-Phones and invisible tactical ear plugs, with in a 1 km radius from the car.

#### - Bullet proof enhancement

The vehicle has a **Level III** armour protection which means all damage is reduced by 6 levels, for example damage class **I** becomes damage class **C**. In addition to that, the armour absorbs one would level, i.e. a Medium Would becomes a Light Wound, and a stun has no effect.

### Silenced Heckler & Koch MP7-SF



**PM:** +1 **S/R:** 3/8 **AMMO:** 40 **DC:** F/1 **Close:** 0-15 **Long:** 60-100 **Con:** -3 **Jam:** 98-99 **Draw:** -1 **RL:** 1

### Silenced L115A3 Long Range Rifle

**PM:** +2 **S/R:** 1 **AMMO:** 5 **DC:** J **Close:** 0-30 **Long:** 200-450 **Con:** na **Jam:** 99 **Draw:** -4 **RL:** 2



### Heckler & Koch G-36C



**PM:** +1 / 0 **S/R:** 2 / 10 **AMMO:** 30 **DC:** 1 / L **Close:** 0-35 **Long:** 70-110 **Con:** na **Jam:** 98-99 **Draw:** -2 **RL:** 1

The Q-coffin with a double bottom which holds:

- 1 Silenced L115A3 Long Range Rifle with 3 mags.
- 2 Heckler & Koch G36C with 3 mags each.
- 3 Silenced Heckler & Koch MP-7SF w, 3 mags each.
- The equipment needed for convincingly arranging the death by fire for Huan Chi, which is:
  - Wound glue plus makeup
  - Ornithologist Clothes for Huan Chi
  - Two LGP Burners
  - Plastic body bag with smoke canisters
  - Bandages



## MISSION BRIEFING

# M.I.6

HER MAJESTY'S SECRET SERVICE

OPERATION UNDERTAKER

LOCATION: PRAGUE; CZECH REPUBLIC

### MISSION BRIEFING:

BRIGADIER TOM MCBOWEN, BRITISH ARMED FORCES, HAS BEEN APPOINTED BY NATO AS COMMANDING OFFICER FOR THE NEWLY DEPLOYED 18TH RAPID DEPLOYMENT BATTALION, STATIONED ON PRAGUE, AND A PART OF THE NEW NATO RAPID DEPLOYMENT DEFENCE INITIATIVE. THE FORCE CONSISTS OF TWO BRITISH PARACHUTE COMPANIES FROM THE 16TH AIR ASSAULT BRIGADE AND AN FRENCH PARACHUTE COMPANY FROM THE 2ND FOREIGN PARATROOPER REGIMENT. THE BATTALION HAS 16 AJAX SCOUT SV ARMoured VEHICLES AT ITS DISPOSAL PLUS A VARIETY OF TRUCKS.

TOMORROW, IN A CEREMONY, BRIGADIER MCBOWEN WILL RIDE IN A CORTEGE IN AN OPEN TOP SEDAN TOGETHER WITH SOME OF THE HIGH RANKED CZECH MILITARY LEADERS FROM THE TOWN CENTRE TO THE PRAGUE CASTLE TO ATTEND A DINNER AND OFFICIALLY WELCOME THE 18TH RAPID DEPLOYMENT BATTALION.

GCHQ HAS, TOGETHER WITH OUR FRENCH AND GERMAN COLLEAGUES, DISCOVERED A POTENTIAL ASSASSINATION PLAN, BUT WE DO NOT KNOW MORE.

ATTACHED IS THE PLANNED ROUTE OF THE CORTEGE AND THE ESTIMATED TRAVELLING SPEED. THE RED MARKED HAIR PIN CURVE IS THE MOST LIKELY SPOT FOR AN ATTEMPTED ASSASSINATION, YOUR MISSION IS TO DEFEAT ANY ASSASSINATION ATTEMPTS, AS THEY WOULD SEVERELY DAMAGE NATO STABILITY.

THE CORTEGE WILL LEAVE THE TOWN SQUARE AT 15.05 AND PASS THE HAIR PIN CURVE AT 15.14.

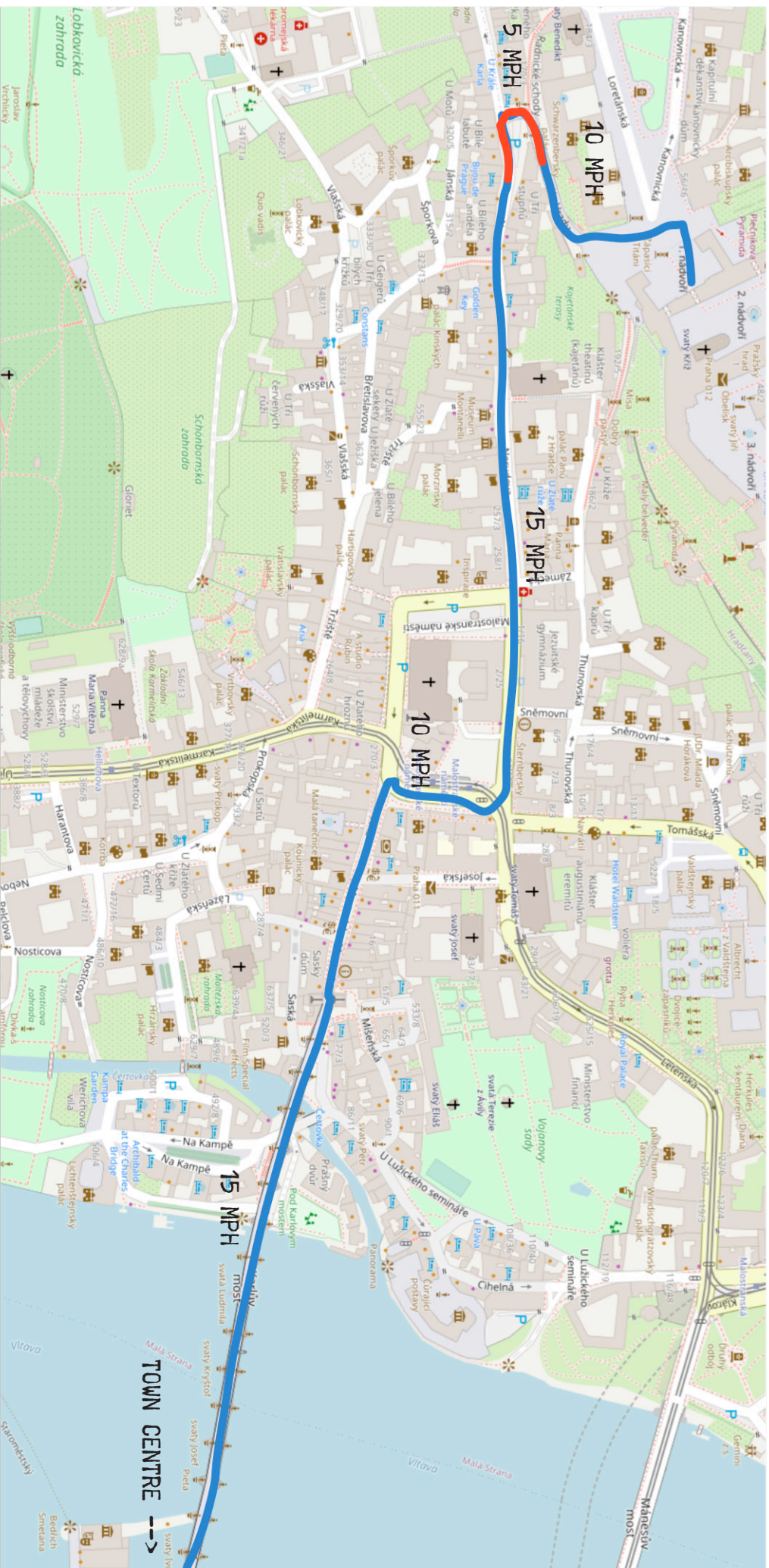
SIDEARMS WILL BE LOCATED IN THE SAFETY LOCKER IN YOUR HOTEL ROOM, REMEMBER THAT THIS IS A FRIENDLY COUNTRY, AND WE SUSPECT AGENTS FROM BOTH GERMANY AND FRANCE AS WELL AS THE CZECH INTELLIGENCE TO BE ACTIVE IN THE AREA. IF OR WHEN YOU NEED TO FIRE YOUR GUN, YOU NEED TO SHOUT "POLIZIE!" IN GERMAN, AND HOLD YOUR GUN UP, BOTH TO AVOID BEING SHOT, AND TO AVOID BEING RECOGNIZED AS A BRITISH CITIZEN.

TRY TO CONNECT WITH THE CZECH INTELLIGENCE SERVICE AS THEY WILL MOST PROBABLY BE AROUND. THERE WERE NO TIME TO ARRANGE THAT.





# THE PLANNED ROUTE AND CORTEGE SPEEDS













## PRAGUE MISSION EQUIPMENT

### Walther P99 signed



**PM:** +1 **S/R:** 3 **AMMO:** 10 **DC:** F/E **Close:** 0-4  
**Long:** 12-18 **Con:** -2 **Jam:** 99 **Draw:** +1 **RL:** 1

Can only be fired by the agent who's signature it is programmed for.

## PRAGUE STATION HOUSE Q EQUIPMENT

### Mk III Q-Watch

Tells time  
Links to Q-Devices  
Camera for still and video  
Laser cutter for 10cm cut  
20g of two-component explosives, one component in each strap, Remote controlled igniter in one strap.



### Q-Phone

Links to Q-Devices  
Encrypted communications  
Camera  
Facial recognition training software  
GPS  
Advanced maps



### Q-Powerbank

Magnet card skimmer with 3 blank cards  
3 Video splicers, can splice a video cable and feed looped footage or a still video, or copy the video signal to the Q-Phone

### Q-Glasses

Links to Q-Devices  
Shades glass shading  
AR technology with live translation.  
Ear plug and microphone  
Camera  
HUD Display  
Face Recognition Trickster



## SHANGHAI STATION HOUSE Q EQUIPMENT

### Wire Belt

A belt for the trousers that contains 50 meters of strong kevlar reinforced string that can hold 200 kg of weight. The belt buckle can be attached to the string for fast descending.



### Q-Drone Dragonfly

It can send live images to any Q-device within 200 yards if the signal is not blocked, and is controlled by voice commands or a virtual joystick through any Q-Device. It comes in a fake packet of smokes which also works as a wireless charger. Each charge is sufficient for 10 minutes of flying.



Using the Dragonfly as an aid while using **Stealth** give an **EF +2** to Stealth.

### Mini Parachute

This small parachute backpack is designed to be easy to carry on the back while moving in narrow spaces.

It opens using a small air bag explosive and can be used at height above 25 yards. Below that height, the chute will not have time to extend properly before crash landing occurs.



# Park Hyatt Shanghai

100 Century Avenue, Pudong Shanghai, China, 200120

*Call room 1103 and ask for  
Rosalinda, I will meet you  
down in the lobby*

We aim to please

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## BUILDING 57

### Floor 17

- Dynatrack Dynamics: Manufacture smart indoor running belts
- Intellifoil: Manufacture reusable aluminium foil
- Optricon International: Manufactures bird recognizing ornithology binoculars

### Floor 18

- Chum Dwen Cuddly Toys: Manufactures smart soft toys for kids
- Golden Dragon: Manufactures different kinds of custom tourist souvenirs, for example small Empire State Buildings and Eiffel towers, all in gold plated iron.

### Floor 19

- SHAI (Shanghai Armament Industries): Manufactures different smart weapons and smart bombs.
- Drivenetics: Manufactures hardware and software systems for self driving cars
- Hunon Corporation: Manufacturer of smart ear phones for smart phones

### Floor 20

- Biba World store: Web shop exclusively selling products to the western world.
- DashTech: Manufactures 4K Dashboard cameras.

### Floor 21

- Tsou Won: Manufactures protective cases for smart phone
- Nav Tech International: Manufactures the next generation GPS based digital marine plotting and navigation charts for shipping companies.
- Genotica: Manufactures equipment for DNA tests.





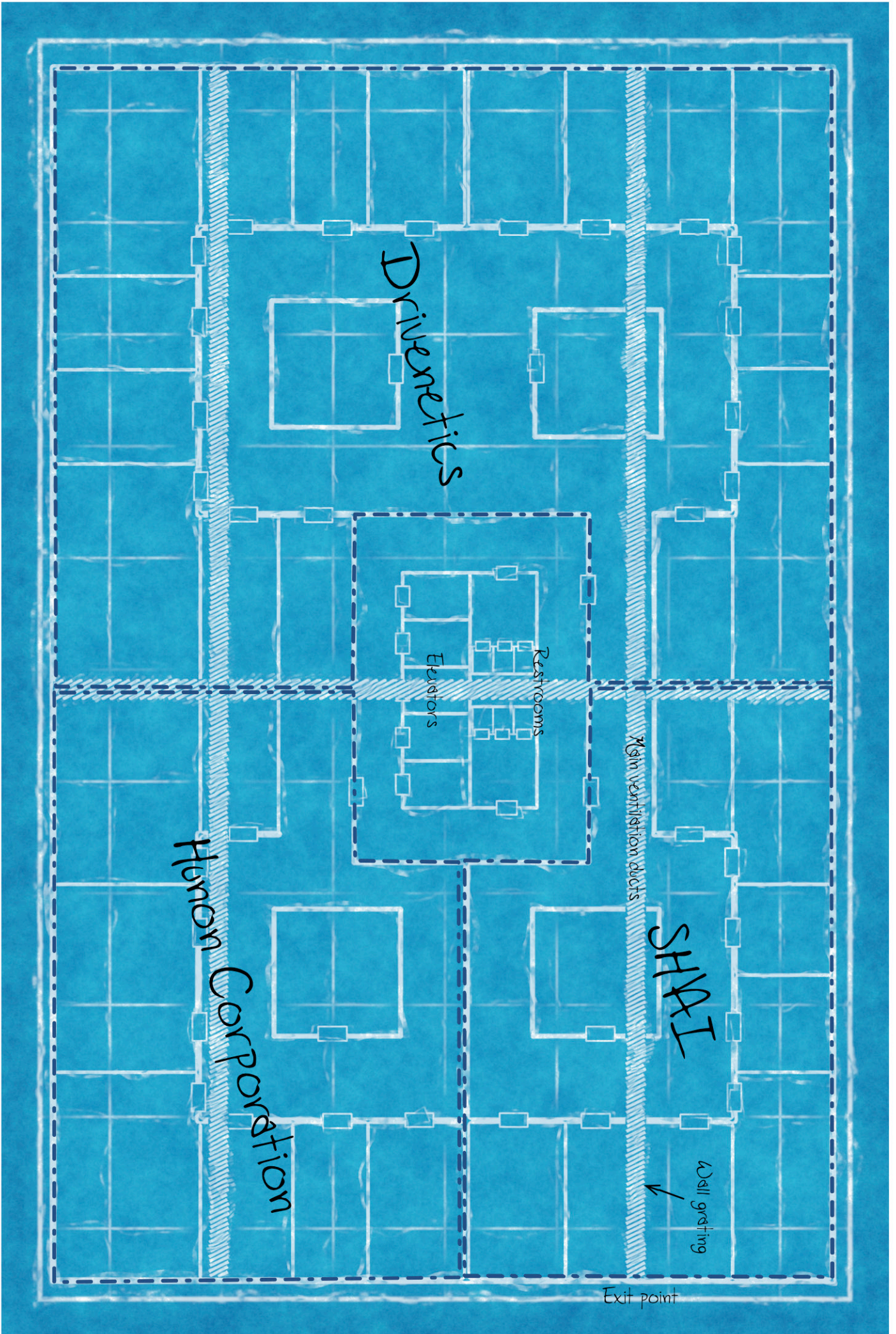






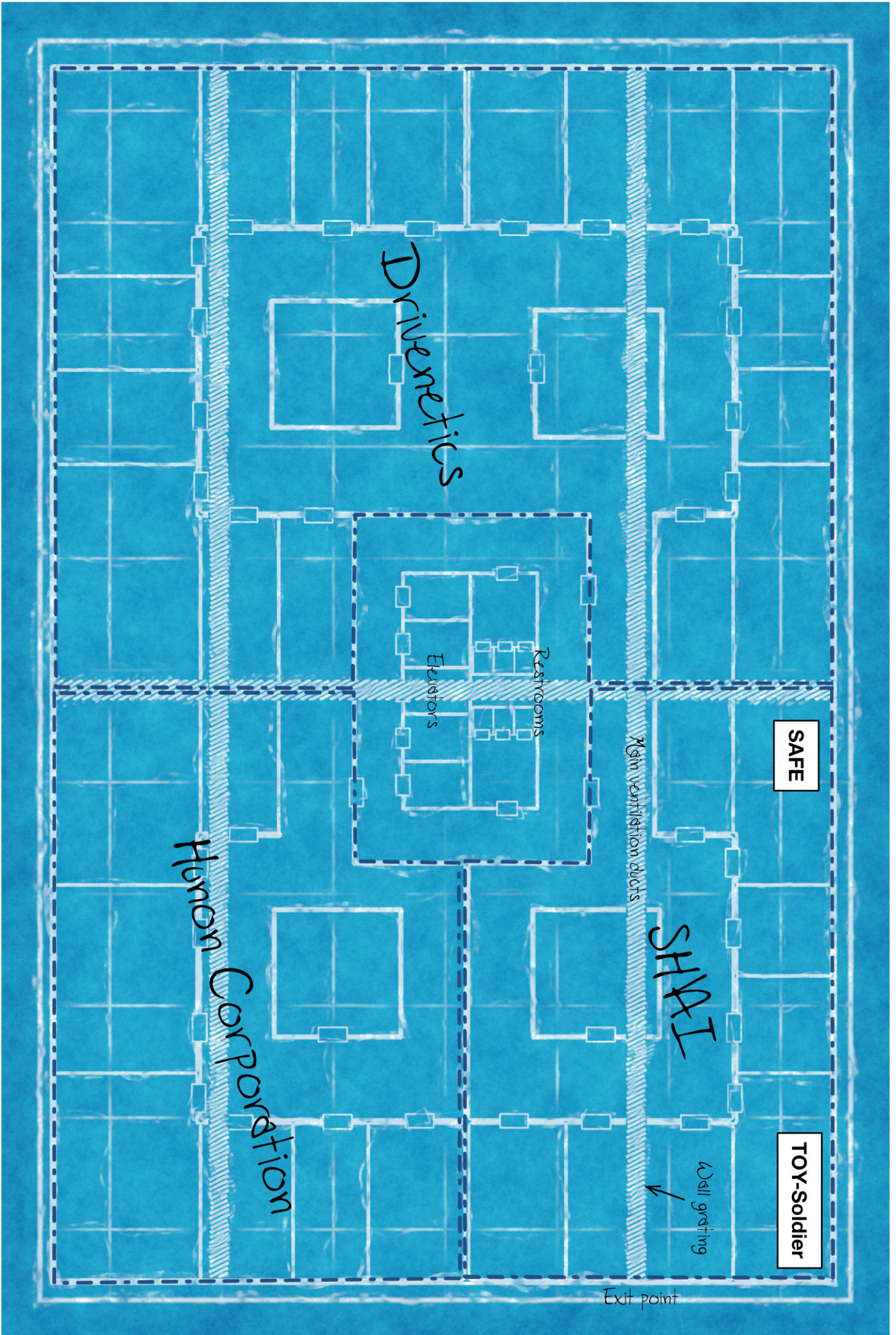
















Hun Hu Chin Industrial Plant - Players



The Hangar At Ashgabat Airport - Players







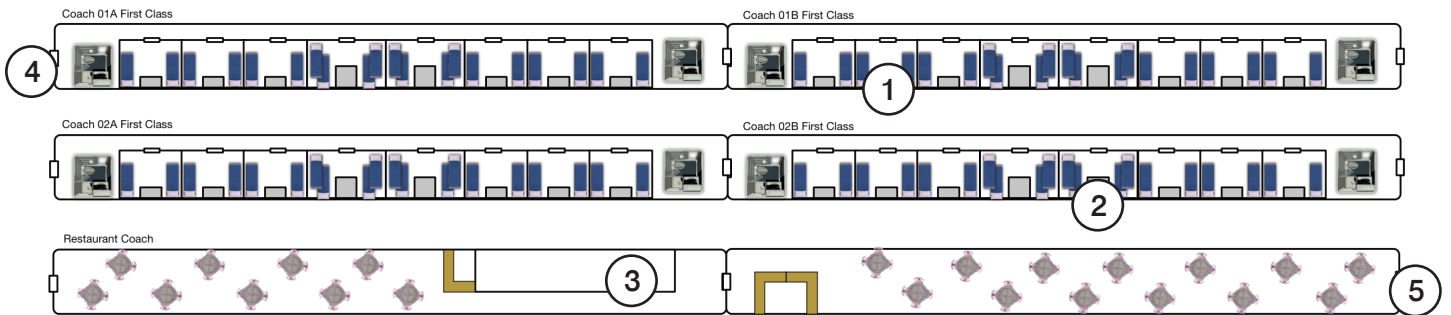
# Hun Hu Chin industrial Plant - GM



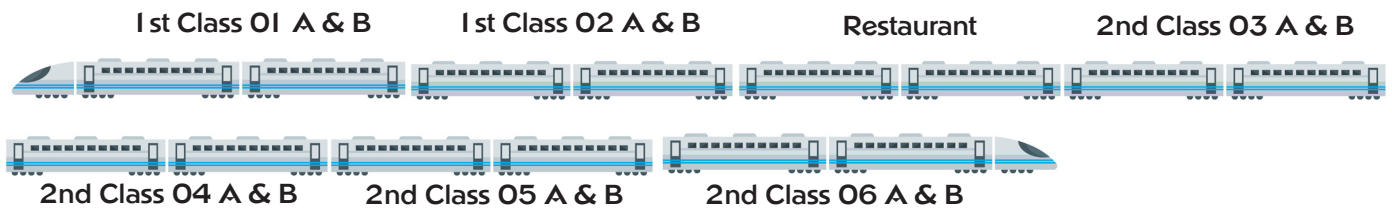
**Map Legend**

- (1) The Office building
- (2) Truck Gates
- (3) Personnel Gate

## The night train to Shenzhen - GM



Train layout



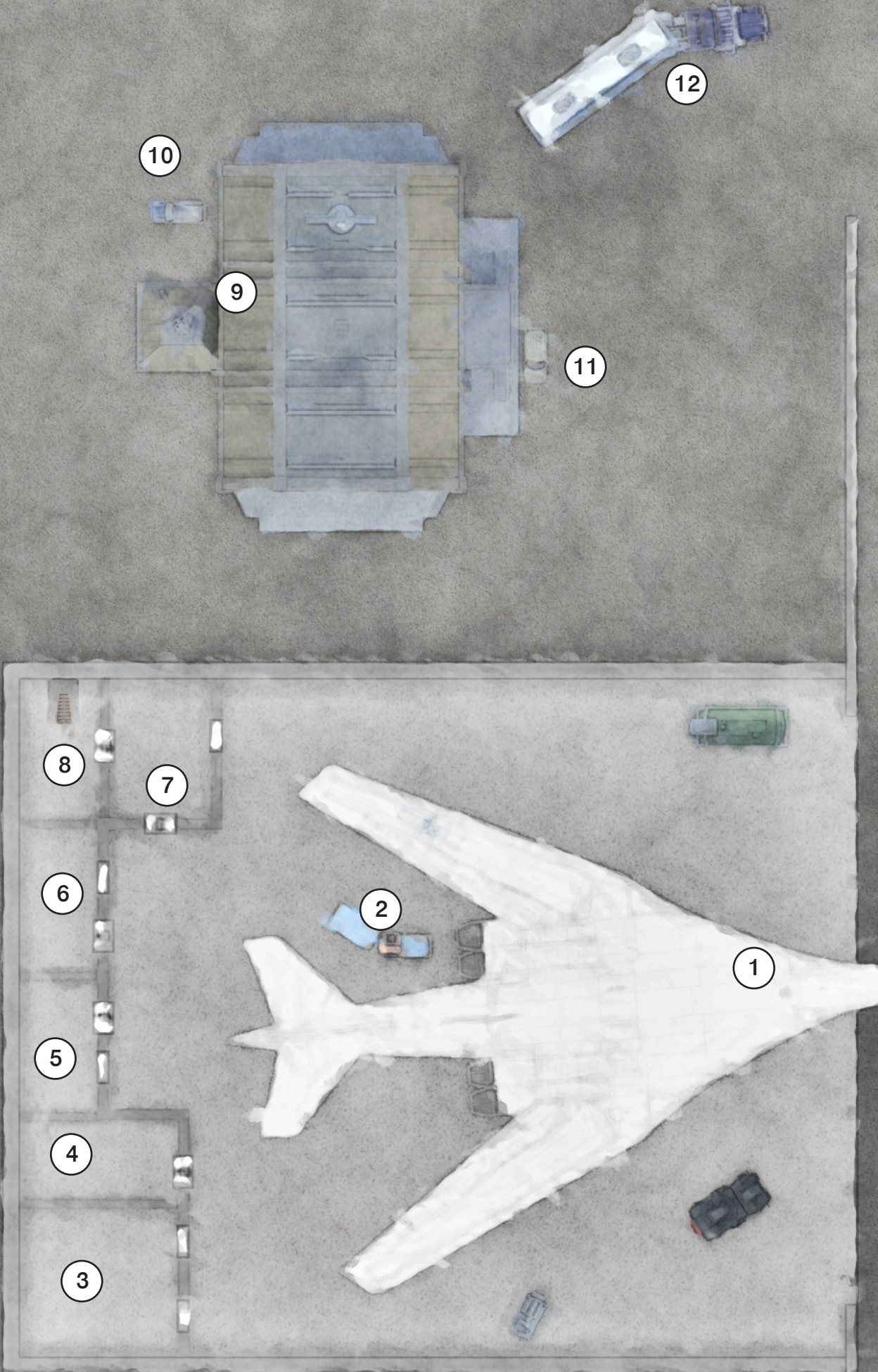
**MAP LEGEND**

- (1) The characters coach
- (2) The goons coach
- (3) Restaurant coach
- (4) Locked door to engine
- (5) Door to 2nd class part of the train





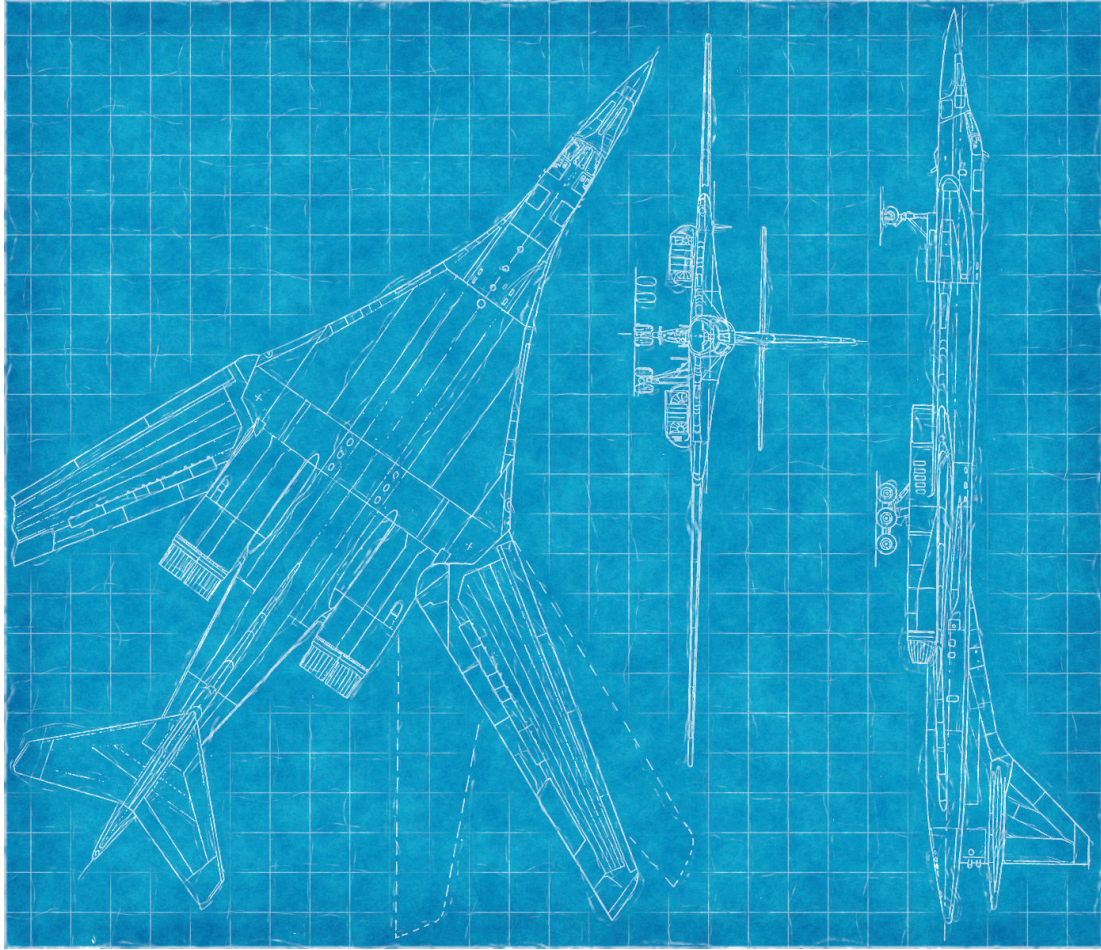
The Hangar At Ashgabat Airport - GM



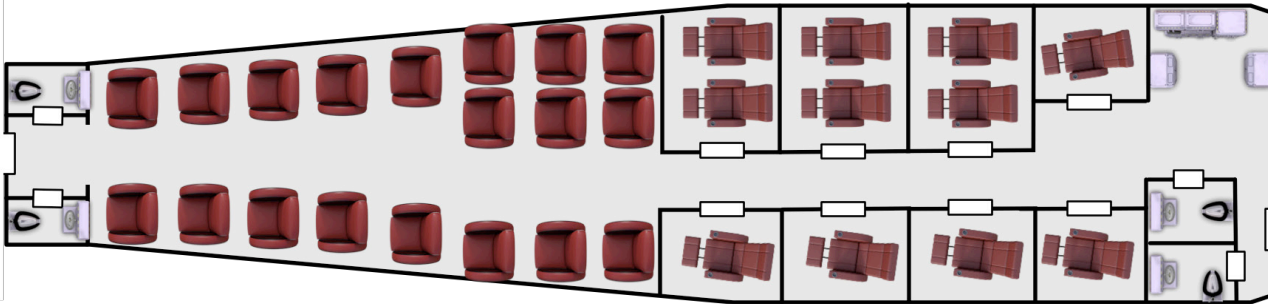




# TUPOLEV TU-160 DRAWING



## TU-160 CABIN -PLAYERS



## FLIGHT COMPUTER REPORT

### \*\*\* FLIGHT COMPUTER SYSTEM FAULT REPORT \*\*\*

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### ENGINE/FUEL STATUS REPORT

PORT ENGINE 1:	OK
PORT ENGINE 2:	* TEMPERATURE FAILURE *
STARBOARD ENGINE 1:	OK
STARBOARD ENGINE 2:	OK
PORT FUEL TANK:	OK
STARBOARD FUEL TANK:	OK



TU-160 CABIN - GM

