

Gamemaster Guide

THE LIVING DAYLIGHTS

An Adventure Module
for the *James Bond 007 Game*

GAME CREATED AND PUBLISHED BY VICTORY GAMES, Inc.

ADVENTURE DESIGN

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Part I: Introduction and Briefings



A. Introduction

The *Living Daylights* Adventure Module is designed to be played by up to four players and a Gamemaster. It presents a challenge to one “00” rank, two Agent rank characters, or four Rookie rank characters. Guidelines for modifying the adventure to suit parties of different ranks are offered in this booklet.

Note: *The information contained in this book is for you, the Gamemaster, only. Players should not read this booklet.*

As Gamemaster, you should be quite familiar with the adventure as presented in this booklet before you attempt running it. You should read through this booklet once to become familiar with the contents of the mission. Then you should go over it carefully, highlighting the main points with a marker and making any notes that you feel you will need.

If you are familiar with the movie, you will notice that some of the NPCs and their backgrounds have been altered from the film. These changes have been made to keep your players from anticipating events and to instill an element of surprise. It is recommended that you inform your players at the starts they will not be simply replaying the movie. Like the movie though, this adventure is set in the 1980s world of the original Victory Games *James Bond 007* roleplaying game. You may, of course, alter the adventure to make it closer to the movie or to fit your own campaign.

This booklet is organized to present the information in a logical, sequential manner while you run the adventure.

The “Briefing for the Characters” in this section provides the background information given to the characters at the start of the mission. You can either read this material verbatim or paraphrase it in a conversation between M (you) and the characters. The “Briefing for the Gamemaster” contains an overview of the adventure’s story and the events that have happened before the mission starts. The “Notes on the Adventure” section includes information on how a typical mission will run, a timetable for the mission, notes on the props in the Mission Envelope, and a description of the maps that are used in the adventure.

The chapter on NPCs includes the allies and enemies the characters will encounter during the mission, and gives you information on how to roleplay these characters effectively. The chapter on Places, Events, and Encounters describes the locations the characters will likely go to, what will happen when they get there, and special circumstances for meeting important NPCs. The chapter on Adventure Information describes the consequences should the characters succeed or fail the mission, suggestions for altering the adventure, and other missions that can be designed using the elements of this adventure. Finally, the Thrilling Cities section provides additional information about Vienna and Tangier.

There are a number of Mission Sheets included in the Mission Envelope that provide maps and clues for the characters. These sheets should be given to the players as explained in the text.

B. Briefing for the Characters

It is 9:00 on a brisk November morning. The last few weeks have passed without anything in the way of assignments other than reading the daily security briefing (hand the characters Mission Sheet 1 at this time). When M calls to summon the characters to their office, there is a sense of anticipation in the air after the call.

After arriving at Moneypenny's desk however, that sense begins to dissipate. There is no discernable tension in the room, and she seems all too eager to chat. Also waiting in the room are two other M.I.6 operatives of equal rank to the characters: Andrew Bagwell and Elizabeth Cleary. (If your characters already know other M.I.6 NPCs of the same rank, you may substitute them instead.) After keeping everybody waiting for a few minutes, she sends them into M's office.

"Have a seat," he says to all as he clears his pipe. "We've got a training exercise lined up for all of you. I know things have been quiet lately, but I expect you to keep your skills sharp. Your objective is to penetrate the radar installation on Gibraltar. You'll be airdropped over the Rock. After you land, you are to stow your gear and make your way up to the station located at the top of Rock

Gun Summit." Hand the characters Mission Sheet 2 to show them their objective.

"The SAS will have been placed on full alert to intercept you, but I know you won't let me down. Your plane leaves in two hours. Drop by Q Branch for your equipment. Good luck." And with that, the characters are dismissed.

Q BRANCH EQUIPMENT

At Q Branch, the characters will be given black commando outfits, parachutes (with reserve chutes), knives and Tippmann SMG-68 paintball guns.

TIPPMANN SMG-68 PAINTBALL GUN

PM	S/R	AMMO	DC	CLOSE	LONG
-1	2 (5)	20	A(C)	0-2	5-10
CON	JAM	DRAW	RL	COST	
+1	98-99	-1	4	???	

C. Briefing for the Gamemaster

The training exercise in Gibraltar serves as a teaser for the main adventure, which involves a three-way confrontation between M.I.6, SMERSH and the KGB – with a double-crossing British agent and a defecting Russian bureaucrat at the center of it.

Note: *This adventure uses some of the characters from the SMERSH booklet in the Villains supplement. If your characters have encountered these characters before, you may have to modify portions of this adventure accordingly. If you do not own the Villains supplement, enough information has been provided here for you to be able to still run the adventure.*

DEATH TO SPIES

SMERSH is the unofficial name for the KGB's Section for Terror and Diversion. The nickname is derived from the Russian phrase *Smiert Shpionam*, or "Death to Spies." During the height of the Cold War, from 1950 to 1970, this agency specialized in assassination, kidnapping and blackmail, and it was as feared inside Russia as it was outside.

During the era of detente in the 1970s, SMERSH was disbanded. General Alexis Gogol, M's counterpart in the KGB, was one of the primary forces behind the dissolution of SMERSH. Gogol has long thought that the arms race between the flexing of military muscle between

East and West can lead nowhere. He has constantly argued that differences can be negotiated to an agreeable compromise.

His main enemy over the demise of SMERSH has been General Vladimir Orlov. Once they were friends, but Orlov's adherence to a philosophy of conquest rather than negotiation drove a wedge between the two comrades.

Orlov's arguments for a strong and aggressive Soviet national policy fell on deaf ears for over 10 years. Recently though, changes in Soviet leadership and a chilling of detente suddenly gave Orlov allies in high places. With this added support, Orlov asked the Politburo to reactivate SMERSH and make it as large as the KGB but not answerable to Gogol. The debate over this request was long and heated.

Finally, the Politburo reached a compromise: enough funds were allocated to establish a headquarters and pay a skeleton force of officers and agents. The revived SMERSH is a separate directorate of the KGB, independent of Gogol's authority and answerable only to the Politburo, where Gogol is supposed to have a say in how it is run.

Officially, Orlov merely serves as the liaison between the new SMERSH and the Politburo. His progress reports to the Politburo reflect a small organization with a nominal staff and token field strength. His oral reports

usually end with a loud complaint that he does not get enough funds to “make SMERSH the vital arm of the Soviet Union it must become.”

All of Orlov’s complaining masks the fact that SMERSH is far more powerful than anyone in the Politburo suspects. It is a small, but efficient, organization. To augment the government funds, Orlov is making deals with international criminals and smugglers. One of his most profitable ventures is a drugs-for-arms arrangement with Brad Whitaker, an American arms dealer working out of Tangier. Orlov sends opium to Whitaker from a Soviet airbase in Afghanistan. In return, Whitaker sends cash and high-tech weapons that SMERSH can use. (See the *Octopussy* adventure from *Victory Games, Inc.*, for details on another of Orlov’s criminal contacts, Kamal Khan.)

RUSSIAN RIVALS

At this point, Orlov feels there is only one obstacle remaining before SMERSH can again become the fearsome power it once was – Gogol. And so he has set in motion a plot that will announce SMERSH’s rebirth and permanently remove Gogol at the same time.

After receiving a tip from a mole working in London, SMERSH knows about the upcoming training exercise in Gibraltar. A SMERSH agent, Necros, will be waiting on the Rock to kill as many unarmed M.I.6 agents as he can. This attack will serve notice that SMERSH is back in business. Orlov expects that M.I.6 will initiate a response, so after the Gibraltar attacks he will plant information that Gogol and other high-ranking SMERSH leaders will be meeting in Bratislava, Czechoslovakia, ostensibly to attend a cultural festival.

In truth, there is no SMERSH meeting, only a bona fide cultural festival. Orlov knows that Gogol, a fan of the arts, will be at this festival. While Orlov hopes the British will assassinate his rival, all he needs to set his plot in motion is for M.I.6 to send an agent to the festival. If the M.I.6 agent does not try to kill Gogol, then Necros (or another SMERSH agent, should Necros fail to survive the Gibraltar incident) will do so. SMERSH will then try to capture the M.I.6 agents and pin Gogol’s killing on them. Gogol’s death will remove him as an obstacle to Orlov’s plans, and also provide a *casus belli* for the Politburo to

order SMERSH to make reprisals against Western intelligence agencies.

It will be up to the characters to foil Orlov’s plot by discovering that Gogol is *not* the man behind the revived SMERSH and saving the Soviet general’s life.

THE DEFECTOR

There is a complication in the works for both the Russians and the British to contend with. What Orlov does not know is that another SMERSH leader will also be in Bratislava: Yuri Shadrin. Shadrin is the director of intelligence for SMERSH, although he is not at all happy in this role. He greatly fears Orlov and is disgusted by the man’s aims. This plot to kill Gogol has finally convinced Shadrin that Orlov is mad and that he must get out.

Shadrin has therefore arranged his defection with Paul Saunders, M.I.6 head of Station V Vienna. Unfortunately, he has made a mistake in doing this. Saunders is a greedy, duplicitous rogue who engages in shady deals on the side: drugs, information and arms. Through well-placed contacts, he is able to procure popular submachine guns for Whitaker. He has been planning for weeks to kidnap Shadrin and sell him back to SMERSH, using Whitaker as the middleman in the deal. But the sudden arrival of the characters’ M.I.6 agents in Vienna has made him nervous, and now he plans to disappear along with the kidnapped Shadrin. Saunders will take Shadrin to a villa in southern Italy owned by Whitaker, where he will wait for SMERSH’s ransom payment. This payment – a fortune in opium – is to be sent from a Soviet airbase in Afghanistan.

Shadrin is being watched in Bratislava by Kara Milovy, a low-level KGB informant who uses her reputation as an accomplished cellist as a cover. She is also Gogol’s mistress. He has ordered her to report on Shadrin while he is in Bratislava as a way of keeping tabs on what SMERSH is up to.

After Saunders and Shadrin disappear, the thrust of the adventure will shift toward rescuing Shadrin before he can be returned to SMERSH. The characters, possibly with the help of Kara or other KGB agents, will work their way from Vienna back to Whitaker in Tangier. From there, they may head to his Italian villa, where Saunders is waiting, or to a Soviet airbase in Afghanistan, where Orlov is to arrive and retrieve Shadrin.

D. Notes on the Adventure

GENERAL COURSE OF THE MISSION

While the series of events will depend heavily on the decisions of your players, the optimum course of the adventure, as described below, will prove to be the most efficient and entertaining for all involved. If the players

are going too far off track, you may have to force an encounter to give them an important clue. Note that Orlov’s arrival at the airbase can be pushed forward or back as needed in order to give the characters a chance to finish the adventure.

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The attack on Gibraltar is a teaser to the main adventure. After resolving it, enough time will pass for the characters to heal any wounds before their second briefing with M.

Monday, January 15: The characters will fly to Vienna. Upon arriving at the airport, Saunders will page them on the airport courtesy phone with new instructions. The characters are to proceed across the Austrian border to Bratislava and meet him at the People's Music Conservatory precisely at 8 p.m. At the conservatory, Saunders will tell them of Shadrin's plan to defect. He will order them to provide cover for the defection in case a SMERSH sniper is watching. While the defection is taking place, the characters may spot Kara. After Shadrin has defected, Saunders will order the characters to take Shadrin to a Trans-Siberian Pipeline Station, while he returns to Vienna to pick him up on the other side of the border. At the Pipeline Station, they will meet Rosika Miklos, who will help them place Shadrin in a modified scouring pig and send him on his way to the West.

Tuesday, January 16: After Shadrin's defection appears to be complete, the characters will be free to explore Bratislava. They will discover the hotel where Gogol is staying. They may also encounter Necros, Milovy or other KGB agents. At some point during this time, they will be contacted by M, asking for an update on the situation. At this time, it should be revealed that London knows nothing about Shadrin's defection. Shortly thereafter, it will be evident that Saunders and Shadrin have disappeared. M will tell them to complete their work in Bratislava and then find the missing Shadrin.

Wednesday, January 17: Gogol will speak on the final day of the Cultural Festival. At his speech, Necros will make his assassination attempt. Suspicion may fall on the characters; if so they will have to escape over the border.

Thursday, January 18: Once back in Vienna, the characters will be able to investigate a number of leads that point to their next destination, Brad Whitaker's palace in Tangier.

Friday, January 19: At Whitaker's palace in Tangier, the characters will learn that Shadrin and Saunders are at a villa in southern Italy. They will also learn that Orlov, the real head of SMERSH, will soon be at a Soviet airbase in Afghanistan to arrange the deal for Shadrin. Whitaker is sending a cargo plane to the airbase to collect the ransom. The characters may be able to ride this aircraft (whether as captives, stowaways or impostors) to the airbase.

Saturday, January 20: Depending on how they get to Afghanistan, they may encounter Russian troops, members of the Mujhaideen resistance, or the Snow Leopard Brotherhood. They may also meet Kamran Shah or Necros.

Sunday, January 21: Orlov arrives at the airbase to arrange the deal for Shadrin. This will be the characters' best chance to defeat Orlov.

Monday, January 22: With Orlov out of the way, the characters are free to fly to Whitaker's villa in Italy to rescue Shadrin and deal with Saunders.

PROPS AND MAPS

The Mission Envelope has xxx Mission Sheets that contain maps, visuals and clues for the characters. The clues are described below, and they should be found as indicated, plus back-up locations if the characters miss them. If the characters are too far off-course, you may have to improvise a method for them to find a vital clue.

Sheet 1: A daily security briefing. Hand this to the characters before their first briefing with M. Most of the information on this sheet will be of no interest to the characters, except for the mention of Gogol's recent address to the Soviet congress and the ongoing Soviet involvement in Afghanistan.

Sheet 2: A map of Gibraltar. The characters should receive this during their first briefing with M to use in planning their training assault.

Sheet 3: An M.I.6 dossier on the revival of SMERSH. The characters should receive this during their second briefing with M.

Sheet 4: Saunders' map to the Trans-Siberian Pipeline Station along with the names of their contacts there, Rosika Miklos and Milos Ferens.

IMPORTANT NOTES FOR THE GM

1. For the adventure to work, Saunders must be able to escape with Shadrin. If the characters do not trust him, then you may have to improvise changes so that Saunders can steal the Russian away. For example, if a character insists on accompanying Saunders back to Vienna to meet Shadrin on the other side, then Saunders will use one of his underworld contacts to have the character detained at the border. If the characters insist on using their own escape route out of Czechoslovakia instead of the Trans-Siberian Pipeline, you'll have to create an encounter where Saunders can kidnap Shadrin.

2. Another important consideration is that the players must be given a chance to deduce that Gogol is not the real threat behind SMERSH. If Gogol has appeared previously in your campaign, you may be able to use this history to good advantage. If this is the characters' first encounter with Gogol, then you will need to encourage interactions with NPCs like M, Kara Milovy, Pola Ivanova and Kolya Maskov to help them learn the truth.

3. Although Kara Milovy, Pola Ivanova, Kolya Maskov and Gen. Gogol are all listed as "Allies" in Part II.B, it is

important to keep in mind that they are still agents working for an enemy foreign power. In fact, the KGB would like to find out what happened to Shadrin as much as M.I.6 would, so KGB personnel should be considered as potential enemies until the agents can convince them to work together to defeat SMERSH. Playing up the three-sided conflict in Bratislava and Vienna will help to maximize tension during this part of the adventure. These KGB personnel can also be used to balance the adventure if your characters are more or less experienced than the standard adventure is designed for.

4. The characters may face an important decision after visiting Whitaker's palace in Tangier. Whitaker is the middleman in the transaction between Saunders and Orlov, so they'll have to decide which end of the deal to tackle first: whether to go to Afghanistan to deal with Orlov, or to Italy to deal with Saunders and Shadrin. The adventure will be easier for them if they go to Afghanistan next aboard Whitaker's cargo plane. Given M's primary orders of defeating SMERSH, Afghanistan also makes the most sense as their next destination. However, if they go to Italy first, you can modify the adventure as needed to give them a chance to encounter Orlov. Whichever way they go, if they should fail in this next part of the adventure, they may well lose the opportunity to deal with the villain at the other location should he be alerted to the danger facing him.

5. The most important method for the characters to gain information is through their role-play with the NPCs. Each NPC has either 4 or 8 Points of Information (POI) that can help the characters. These POI are listed in the best order for them to be revealed to the characters, but you can also

select facts from the list in response to the direction the characters' role-playing takes.

How the POI are revealed depends on the method of interaction used by the characters. If the initial Reaction roll is Friendly, an NPC will reveal one POI. If the initial Reaction roll is Enamored, an NPC will reveal *two* POI. Any other Reaction will gain the characters no information.

If a character attempts to Persuade an NPC to reveal information, he will receive one POI for each "Y" result. If any Persuasion attempt results in an "N," the character will not reveal any more information to that character through Persuasion.

If a character attempt Seduction on an NPC, that NPC should reveal one POI should the Seduction successfully reach the Beginning Intimacies stage and another POI with a successful When and Where. Should the NPC resist the Seduction at any stage, he or she will not reveal any more information through Seduction.

If a character uses Interrogation on an NPC, the number of POI they receive depends on the standard rules for Interrogation on page 65 of the *James Bond 007* Game. Thus, if an Interrogation attempt indicates the NPC reveals 50% of the truth from the Skill Use chart, he would give up half of his POI. For quick reference, you can consult this chart:

POI REVEALED BY INTERROGATION

	NPC has 4 POI	NPC has 8 POI
Quality Rating 4 (50%)	2	4
Quality Rating 3 (75%)	3	6
Quality Rating 2 (90%)	4	7
Quality Rating 1 (100%)	4	8

Part II: Non-Player Characters



The NPCs in this chapter have two-part descriptions. The first part contains Characteristics, Skills, and a personal description. The second part gives background and personality, along with suggestions on how to role-play the NPC. Every NPC has an idiosyncrasy or two that will aid you in role-playing him or her.

Each NPC has interaction modifiers that are used along with the rules in the “How to Use Non-Player Characters” chapter of the *James Bond 007* Game. If you are rolling the NPC’s initial Reaction to a character, use the Reaction modifier for this adventure. The Persuasion, Seduction, Interrogation and Torture modifiers are cumulative with any other modifiers normally applied to

that interaction. The interaction modifiers will help you differentiate one NPC from another; you can change or ignore them as you wish.

Note: *These modifiers are used only when a Player Character performs interaction rolls against an NPC, never the other way around.*

If the players question an Ease Factor that is low because of one of these special modifiers, you should explain the difference using some aspect of the NPC’s personality (“She seems friendly” or “He acts sullen and uncooperative” or something similar). You should not tell the players what modifiers have been given to each NPC.

A. Enemies



GEN. VLADIMIR ORLOV

STR: 9 DEX: 9 WIL: 10 PER: 10 INT: 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Boating (1/10), Demolitions (5/16), Driving (7/16), Electronics (7/18), Evasion (2/11), Fire Combat (6/15), Hand-to-Hand Combat (4/13), Interrogation (12/23), Torture (12/22)

HEIGHT: 5’8”

WEIGHT: 200 lbs

SPEED: 2

HAND-TO-HAND DAMAGE CLASS: B

AGE: 45

APPEARANCE: Plain

FAME POINTS: 67

SURVIVAL POINTS: 5

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

WEAPON: Makarov PM

FIELDS OF EXPERIENCE: Military Science, Political Science, Space Sciences, Toxicology

WEAKNESSES: Claustrophobia, Greed, Sadism

IDIOSYNCRASIES: Has the odd habit of yelling the last syllables of certain words, so that “Czechoslovakia” becomes “CzechosloVAKYA.”

INTERACTION MODIFIERS: Reaction (-5), Persuasion (-3), Seduction (0), Interrogation (-3), Torture (-2)

BACKGROUND: Orlov sees himself as the ultimate Soviet patriot, someone who is determined to lead the country to greatness by overcoming all of its enemies – both internal

and external. He was born in Stalingrad (now Volgograd) during the traumatic winter of 1942. His parents were killed during the intense fighting that occupied the city for the entire winter. He was raised in Leningrad after the war, and ended up in Moscow as an officer training cadet. He has been there ever since, advancing through the ranks until he reached the Politburo.

As a Politburo member, he regularly takes a hard-line view on dealing with the West, going so far as to advocate military action at the slightest provocation. During periods of detente, his views were extremely unpopular, but with the rise in international tensions, Orlov has gathered considerable influence.

Unlike his counterpart in the KGB (Gen. Gogol), the unofficial head of SMERSH is very temperamental. He regularly loses his temper when dealing with lackeys, especially when they do something he deems to be wrong (even if he had ordered them to do it). When he gets angry among people who could hurt his career, he will attempt to control himself. He will turn very red as he strives to control his rage.

For all his bluff and bluster though, he is a crafty and cagey fellow. While his hatred of the West and hawkish views are well-known within the Politburo, the full depth and deceit of his designs are not. And, more and more, those who speak out against Orlov are also thinking it wise to hold their tongues, lest they become a target of the revived SMERSH.



PAUL SAUNDERS

STR: 7 DEX: 9 WIL: 8 PER: 9 INT: 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Charisma (4/12), Cryptography (8/18), Driving (3/12), Evasion (3/11), Fire Combat (5/14), Hand-to-Hand Combat (5/12), Interrogation (9/19), Local Customs (7/16), Stealth (8/16)

HEIGHT: 6'0"	SPEED: 2
WEIGHT: 170 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 42	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 85	CARRYING: 101-150 pounds
SURVIVAL POINTS: 3	WEAPON: Heckler & Koch VP70

FIELDS OF EXPERIENCE: Chemistry, Economics/Business, International Law, Law, Microphotography, Military Science, Political Science, Snow Skiing

WEAKNESSES: Greed

IDIOSYNCRASIES: Has a cold and superior demeanor. Always addresses characters by their last names.

INTERACTION MODIFIERS: Reaction (-4), Persuasion (-2), Seduction (-1), Interrogation (+1), Torture (+1)

BACKGROUND: Saunders was recruited into M.I.6 just after leaving Cambridge as an Eastern European languages expert. Beginning with his first assignments, he quickly proved himself to be a solid and resourceful intelligence agent. He created a wide network of contacts on both sides of the Iron Curtain; these contacts have been extremely useful to M.I.6. The modified Trans-Siberian Pipeline scouring pig that the characters will use to get Shadrin out of Czechoslovakia was a direct result of Saunders' work.

But despite Saunders' talents, he was always stymied in his accomplishing his ultimate goal: to join the Investigations and Enforcement branch and become a "00" agent. Every time he would ask for a transfer, his request would be denied - his superiors felt that he didn't have quite "the complete package" to become an Investigations & Enforcement agent, plus he was simply too valuable in his current field role.

Over time, Saunders' resentment at being passed grew to the point of bitterness and disillusionment. After finally deciding to himself, "All I have to lose is my pension," he started to use his network of contacts for his own ends.



BRAD WHITAKER

STR: 8 DEX: 9 WIL: 11 PER: 10 INT: 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Charisma (6/17), Driving (5/14), Electronics (5/15), Evasion (6/14), Fire Combat (9/18), Gambling (5/15), Hand-to-Hand Combat (7/15), Interrogation (10/20), Local Customs (5/15), Sixth Sense (5/15), Stealth (4/15), Torture (11/21)

HEIGHT: 5'5"	SPEED: 2
WEIGHT: 205 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 51	STAMINA: 28 hours
APPEARANCE: Good-looking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 80	CARRYING: 101-150 pounds
SURVIVAL POINTS: 4	WEAPON: ???

FIELDS OF EXPERIENCE: Military Science, Political Science, Space Sciences, Toxicology, Wargaming

WEAKNESSES: Greed

IDIOSYNCRASIES: Always appears in military uniform.

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-1), Seduction (0), Interrogation (+1), Torture (+2)

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BACKGROUND: Whitaker is widely known throughout intelligence circles as an arms dealer who lives in Tangier. Less well known is that he also traffics in drugs and information. He is fascinated with military history and war, but as a young cadet he was expelled from West Point for cheating. After that, he spent a short stint as a mercenary in the Belgian Congo. Eventually, he started working with various criminal organizations to help finance his first arms deals. With the help of Orlov, he uses Soviet money and opium sent from Afghanistan to purchase high-tech weapons.

Whitaker is motivated strictly by greed and not by any particular ideology. He is not the Major Villain in this adventure; instead he is merely serving as the middleman between Saunders and Orlov, for which he expects to receive a considerable “finder’s fee.” Under different circumstances, he might be convinced to sell Shadrin to M.I.6 instead of Orlov – however, because Orlov is such an important client, the offer would have to be something truly amazing.

POINTS OF INFORMATION:

1. He will tell the characters that he has already arranged to sell Shadrin back to SMERSH.
2. Gen. Orlov himself, the mastermind behind SMERSH, will be arriving at a Soviet airbase in Khowst, Afghanistan to arrange the deal for Shadrin.
3. Whitaker is sending a plane to Khowst, where he will pick up SMERSH’s payment for Shadrin.
4. The plane will then head to southern Italy. Shadrin and Saunders are waiting at Whitaker’s villa there. Once the plane arrives, Saunders will put Shadrin on the plane and send him to Afghanistan.



NECROS

STR: 13 **DEX:** 11 **WIL:** 13 **PER:** 11 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Boating (5/16), Charisma (5/18), Disguise (5/14), Diving (5/17), Demolitions (11/20), Driving (10/21), Electronics

(10/19), Evasion (10/22), Fire Combat (12/23), Hand-to-Hand Combat (13/26), Interrogation (10/20), Local Customs (10/21), Lockpicking and Safecracking (10/21), Mountaineering (10/23), Piloting (5/16), Seduction (5/14), Sixth Sense (10/20), Stealth (10/23), Torture (8/19)

HEIGHT: 6’3”

WEIGHT: 200 lbs

AGE: 32

APPEARANCE: Striking

FAME POINTS: 75

SURVIVAL POINTS: 7

SPEED: 2

HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 30 hours

RUNNING/SWIMMING: 40 minutes

CARRYING: 151-210 pounds

WEAPON: ???

FIELDS OF EXPERIENCE: Military Science, Political Science, Space Sciences, Toxicology

WEAKNESSES: Greed

IDIOSYNCRASIES: Always wears a pair of Walkman headphones.

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-2), Seduction (-1), Interrogation (-3), Torture (-3)

BACKGROUND: Necros is a professional assassin and ideological soldier. His parents were dedicated members of the KKE, the Greek Communist Party. After the KKE was defeated in the Greek Civil War, his parents moved to Moscow in the early 1950s. Necros was born shortly after they arrived. His parents raised him in their ideals, and he believes them without question. In order to continue their struggle to turn Greece into a Communist nation, Necros signed up to be a KGB agent. He quickly proved his effectiveness and came to Orlov’s notice, who recruited him to join SMERSH.

As an assassin, Necros has several idiosyncrasies that make his methods well-known to intelligence agencies. He is fond of using disguises to get close to his target, although the disguises are usually simple ones--a change of clothes and small changes to his appearance. Despite his love of disguises, Necros is *never* without a tell-tale giveaway

He prefers to use explosives if possible, especially ones disguised as other objects. These explosives always share one common trait as is detailed in Section III.B, the “Second Briefing with M”: Necros always marks his devices with the letters KKE in honor of his parents.

B. Allies



GEN. ALEXIS GOGOL

STR: 8 DEX: 9 WIL: 9 PER: 11 INT: 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Charisma (8/17), Diving (10/18), Driving (8/18), Fire Combat (5/15), Hand-to-Hand Combat (3/11), Interrogation (6/18), Local Customs (4/15), Piloting (4/14)

HEIGHT: 6'1"	SPEED: 2
WEIGHT: 210 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 58	STAMINA: 28 hours
APPEARANCE: Good-Looking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 60	CARRYING: 101-150 pounds
SURVIVAL POINTS: 5	WEAPON: None

FIELDS OF EXPERIENCE: Economics/Business, Fine Arts, International Law, Military Science, Political Science

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+1), Interrogation (-3), Torture (-2)

BACKGROUND: Gogol is M's opposite number in the KGB. He enlisted in the Red Army and was one of the leaders, under Marshal Zhukov, responsible for the destruction of German Army Group Center in June 1944. For his brilliant leadership in this campaign, he received the Order of Lenin. Throughout the 1950s and '60s, Gogol was a staunch defender of Soviet military supremacy and denounced the Western powers vehemently. At this time, he sponsored the rise of Orlov, who seemed to be a promising protege.

With the passing of years, however, his stand has mellowed and he now works as energetically for detente. He has confided privately that he now believes cooperation is the only way for mankind to survive. He knows, however, that change must come from within and occur slowly. Gogol is a widower and a grandfather, a chain of events that may have had a direct influence on his softening attitudes.

He has also expressed an interest in resigning his position as head of the KGB and transferring to the Soviet Foreign Ministry. He believes he can do more good for the Soviet Union in that role, but he also has two selfish reasons for wanting to make this career change. Gogol has a considerable interest in the fine arts and an even greater interest in attractive young blond women. He believes that being a statesman would afford him more opportunities to pursue both of those interests.

Thus far though, he has resisted retiring for one reason: Orlov. Gogol's mellowed new attitude has caused a total break with his old friend. Gogol is especially suspicious of Orlov's desire to revive SMERSH. He suspects that Orlov is up to more than he lets on, and so he has placed a few carefully chosen KGB agents (including Kara Milovy, one of his current mistresses) in place to watch the SMERSH leaders.

POINTS OF INFORMATION:

1. The KGB had nothing to do with the attack in Gibraltar. If the characters were able to identify Necros as the attacker, he can confirm that Necros is now a SMERSH assassin.

2. SMERSH is a separate bureau from the KGB. Gogol tried to prevent the revival of SMERSH; he thinks the organization is too dangerous for the current political climate.

3. The force behind the revived SMERSH is Orlov, who convinced the Politburo to revive the agency and serves as its liaison. Gogol suspects that Orlov is secretly in control of the organization. As far as he knows, Orlov is currently in Moscow.

4. He does not know where Shadrin is. He has assigned two of his best agents, Ivanova and Maskov, to find him.



YURI SHADRIN

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Charisma (5/11), Cryptography (5/13), Driving (3/8), Electronics (4/12)

HEIGHT: 5'8"	SPEED: 1
WEIGHT: 205 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 55	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 87	CARRYING: 50-100 pounds
SURVIVAL POINTS: 3	WEAPON: None

FIELDS OF EXPERIENCE: Computers, Political Science

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: Prone to panic

INTERACTION MODIFIERS: Reaction (-1/+1), Persuasion (0), Seduction (+3), Interrogation (0), Torture (+1)

BACKGROUND: Shadrin would have preferred to spend his days in his little office in Moscow processing requests for visas into the Soviet Union. He is a man who has few opinions of his own. His belief is that "opinions and

principles result in headaches and frostbitten toes from being sent to Siberia.”

Unfortunately, Shadrin is one of the men that Shakespeare referred to as having “greatness thrust upon him.” Shadrin was blessed with a phenomenal memory, almost photographic. He never forgot a passport photo and could always link it to the name on the passport. While he certainly could not check all people coming into the Soviet Union, his position allowed him to identify frequent visitors who may have entered the country under different names.

His reports soon brought him to the attention of Gogol, who had Shadrin attached to the KGB. Shadrin was given a nominal title and was invited to most state functions involving visiting dignitaries. After going through the photos of known foreign agents, Shadrin usually could identify no less than three foreign agents traveling undercover at each party. Gogol considered him an invaluable source of information and became quite fond of Shadrin. Because of Shadrin’s computer programming expertise, Gogol expanded his duties to include updating KGB computer files.

Shadrin also came to the attention of Orlov, but not for the same reasons. Shadrin is married, but not faithful

Because of Shadrin’s amazing memory, he receives a +5 Ease Factor modifier to any Fame roll made to recognize a character. If the character is a “00” and Shadrin recognizes him, then Shadrin’s Reaction Interaction Modifier is +1. If the character is a lower rank, or Shadrin does not recognize him, then Shadrin’s Reaction modifier is -1, as he expects M.I.6 to send only their best agents to help him cross over.

POINTS OF INFORMATION:

You should make it so that characters have very little time to learn anything beyond the first two POI from Shadrin before his defection. Only if he has a positive Reaction to the characters and they think to Persuade him to reveal more will they learn the last two POI.

1. He will say “He’s mad! Crazy! I had to get out before he destroys us all!” (He is referring to Orlov, but characters may think he is talking about Gogol.)

2. He will tell the characters “Gogol is in grave danger here in Bratislava. You must warn him.”

3. SMERSH will kill Gogol at the conference and frame M.I.6 unless the characters can stop the plot.

4. Orlov is the real mastermind behind SMERSH, not Gogol.



KARA MILOVY

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Charisma (4/10), Driving (3/12), Evasion (2/8), Fire Combat (1/9), Local Customs (4/12), Riding (5/12), Seduction (5/10)

HEIGHT: 5’6”

WEIGHT: 100 lbs

AGE: 28

APPEARANCE: Striking

FAME POINTS: 43

SURVIVAL POINTS: 5

SPEED: 2

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 50-100 pounds

WEAPON: VZ54

FIELDS OF EXPERIENCE: Fine Arts, Rare Collectibles

WEAKNESSES: Attraction to Members of the Opposite Sex, Close Personal Tie

IDIOSYNCRASIES: Is usually carrying a large cello case.

INTERACTION MODIFIERS: Reaction (+1), Persuasion (+3), Seduction (-2/0/+2), Interrogation (+4), Torture (+4)

BACKGROUND: Kara was born in Bratislava and displayed considerable musical talent at a young age. Her father was a sniper in the Czech Army. When she was a young girl, he was killed in a training exercise, and her grief-stricken mother never remarried. Raised by a single mother with limited means, Kara lacked the opportunities to pursue her ambitions until a chance meeting in Moscow at age 19 introduced her to Gen. Gogol.

Impressed with her musical talent and her beauty, Gogol began to take an interest in Kara’s welfare. For her part, Kara saw in Gogol the father figure she’d always sought. At first, when Gogol’s wife was still living, their relationship was strictly platonic, but eventually they became lovers.

In addition to advancing her musical career, Gogol also added Kara to the KGB payroll as an informant as a way to support her. The agency has never asked her to do too much beyond keeping tabs on visiting dignitaries and advising Russia on the state of Slovakian politics. Her assignment to watch Shadrin is the most serious thing she has been asked to do.

Kara will often be seen lugging a large cello case around. If the agents get a chance to open it, they will either find a cello or a VZ54 sniper rifle inside – you can decide which based on what item seems most appropriate at the time.

If cello is discovered, any character with the Rare Collectibles or Fine Arts Field of Experience will

recognize it as one of considerable craftsmanship. If they ask her about it, they will discover it is a genuine Stradivarius named *The Lady Rose*. Should they investigate this lead, they will discover *The Lady Rose* belongs to the Soviet government but is on official loan to Kara as a “gesture of goodwill between the peoples of the Soviet Union and Czechoslovakia.” Gogol made this loan happen by pulling the necessary strings for her. This cello means the world to Kara; if she is separated from it she will risk life and limb to retrieve it.

As for Kara’s VZ54, she owes that to her father. She is not very proficient with it; she only thought to bring it out of storage after Gogol ordered her to keep tabs on Shadrin.



POLA IVANOVA

STR: 8 DEX: 12 WIL: 14 PER: 12 INT: 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Boating (8/20), Charisma (12/26), Cryptography (7/19), Disguise (10/22), Diving (8/18), Driving (12/24), Electronics (10/22), Evasion (6/16), Fire Combat (10/22), Gambling (8/20), Hand-to-Hand Combat (8/16), Interrogation (4/16), Local Customs (4/16), Piloting (12/24), Riding (4/17), Seduction (14/27), Sixth Sense (10/22), Stealth (8/22)

PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	10	K	0-220	660

CON	JAM	DRAW	RL	COST
n/a	98-99	-4	2	7000

At the beginning of the adventure, Kara is emotionally attached to Gogol; he is her Close Personal Tie. If she learns the characters are in Bratislava to kill Gogol, she will do what she can to oppose them. Because of her feelings for Gogol, there is a -2 Ease Factor modifier to any Seduction attempt against her. This penalty can be erased in one of two ways: first, if Kara discovers that Gogol has a new mistress (Ava) with him at the hotel, that will erase the negative modifier. Second, if a character goes out of their way to protect her prized cello, that will also make it easier to win her heart. If both events have occurred, there is a +2 Seduction Ease Factor modifier.

POINTS OF INFORMATION:

1. Milovy occasionally works as an informant for the KGB.
2. She has been ordered to keep watch on a top SMERSH leader, Yuri Shadrin. His appearance here in Bratislava was very sudden and unexpected.
3. Kara does not know much about SMERSH, only that Gogol views the agency distastefully. Besides Shadrin, as far as she knows, no other SMERSH leaders are in Bratislava.
4. She is Gogol’s mistress. She will say “I owe him everything: my scholarship at the conservatoire, my Strad, my life.” The Strad she is referring to is, of course, her cello.

HEIGHT: 5’8”

WEIGHT: 125 lbs

AGE: 35

APPEARANCE: Sensational

FAME POINTS: 77

HERO POINTS: 8

SPEED: 3

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 32 hours

RUNNING/SWIMMING: 45 minutes

CARRYING: 101-150 pounds

WEAPON: Tula Tokarev

FIELDS OF EXPERIENCE: Board Games, Computers, Fine Arts, Forensics, International Law, Jewelry, Microphotography, Political Science, Rare Collectibles, Snow Skiing, Tennis, Water Skiing

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (+1), Persuasion (0), Seduction (+1), Interrogation (-2), Torture (-3)

BACKGROUND: A former dancer with the Bolshoi Ballet, Ivanova has been a KGB agent since her early 20s. By the age of 30, her days as a prima ballerina were over, and she dropped the cover to become a full-time KGB operative. She is one of the highest ranking female KGB agents, second only to Anya Amasova.

During a ballet tour of London, she was assigned to seduce James Bond in order to gain information from him. The seduction was a success, but Bond did not reveal anything of Soviet interest. Pola and Bond become romantically linked for a short time, broken up only by their ideological differences and the vagaries of the Bolshoi tour. Characters may have also encountered her in the *A View to a Kill* adventure published by Victory Games.

Pola is a warm, beautiful woman with a good heart and an even keener mind. Her ultimate loyalty is to the Ukraine and the steppes of her homeland. She is a Russian down to the depths of her soul; when making decisions for her, she will *always* do what is best for her homeland.

POINTS OF INFORMATION: Ivanova and Maskov have the same POI; they are listed under his biography.



KOLYA MASKOV

STR: 8 DEX: 10 WIL: 11 PER: 10 INT: 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Boating (7/17), Charisma (12/23), Cryptography (10/19), Demolitions (8/17), Disguise (11/20), Driving (9/19), Electronics (7/16), Evasion (11/20), Fire Combat (11/21), Hand-to-Hand Combat (5/13), Interrogation (7/16), Local Customs (7/17), Lockpicking and Safecracking (6/16), Pickpocket (5/15), Sixth Sense (10/19), Stealth (10/21)

HEIGHT: 5'9"

SPEED: 2

WEIGHT: 185 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 37

STAMINA: 30 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 40 minutes

FAME POINTS: 55

CARRYING: 101-150 pounds

SURVIVAL POINTS: 5

WEAPON: Tula Tokarev

FIELDS OF EXPERIENCE: Computers, Forensics, Law, Microphotography, Political Science, Snow Skiing, Toxicology

WEAKNESSES: None

IDIOSYNCRASIES: Remarkable in how unremarkable he is

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (-1), Interrogation (-2), Torture (-2)

BACKGROUND: Gogol is M's opposite number in the KGB. He enlisted in the Red Army and was one of the leaders, under Marshal Zhukov, responsible for the destruction of German Army Group Center in June 1944. For his brilliant leadership in this campaign, he received the Order of Lenin. Throughout the 1950s and '60s, Gogol was a staunch defender of Soviet military supremacy and denounced the Western powers vehemently. At this time, he sponsored the rise of Orlov, who seemed to be a promising protege.

With the passing of years, however, his stand has mellowed and he now works as energetically for detente. He has confided privately that he now believes cooperation is the only way for mankind to survive. He knows, however, that change must come from within and occur slowly. Gogol is a widower and a grandfather, a chain of events that may have had a direct influence on his softening attitudes.

He has also expressed an interest in resigning his position as head of the KGB and transferring to the Soviet Foreign Ministry. He believes he can do more good for the Soviet Union in that role, but he also has two selfish reasons for wanting to make this career change. Gogol has

a considerable interest in the fine arts and an even greater interest in attractive young blond women. He believes that being a statesman would afford him more opportunities to pursue both of those interests.

Thus far though, he has resisted retiring for one reason: Orlov. Gogol's mellowed new attitude has caused a total break with his old friend. Gogol is especially suspicious of Orlov's desire to revive SMERSH. He suspects that Orlov is up to more than he lets on, and so he has placed a few carefully chosen KGB agents (including Kara Milovy, one of his current mistresses) in place to watch the SMERSH leaders.

POINTS OF INFORMATION (FOR IVANOVA AND MASKOV):

1. Ivanova and Maskov are working for the KGB, not SMERSH.

2. SMERSH is a separate bureau from the KGB. There is no love between the two agencies.

3. The KGB had nothing to do with the attack in Gibraltar. If the characters were able to identify Necros as the attacker, they can confirm that he is a SMERSH agent.

4. They are in Bratislava to investigate the disappearance of Yuri Shadrin.

5. Gogol is in Bratislava on vacation, to visit the arts festival. He is not here on official business.

6. Besides Shadrin, as far as they know, none of the other SMERSH leaders are in Bratislava.

7. The force behind the revived SMERSH is Orlov, who convinced the Politburo to revive the agency and serves as its liaison. Gogol suspects that Orlov is secretly in control of the organization. As far as they know, Orlov is currently in Moscow.

8. Gogol tried to prevent Orlov from reviving SMERSH; he thinks the organization is too dangerous for the current political climate. They were once friends, but now they are rivals.



KAMRAN SHAH

STR: 9 DEX: 10 WIL: 12 PER: 11 INT: 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE):

Charisma (8/20), Cryptography (3/14), Driving (2/12), Evasion (9/18), Fire Combat (11/21), Gambling (4/15), Hand-to-Hand Combat (8/17), Interrogation (9/20), Local Customs (10/21), Riding (12/23), Seduction (8/18), Sixth Sense (9/20)

HEIGHT: 5'10"

SPEED: 2

WEIGHT: 165 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 39

STAMINA: 30 hours

APPEARANCE: Attractive

RUNNING/SWIMMING: 40 minutes

FAME POINTS: 43
HERO POINTS: 5

CARRYING: 101-150 pounds
WEAPON: AK-47

FIELDS OF EXPERIENCE: Economics/Business, International Law, Law, Military Science, Political Science

WEAKNESSES: None

IDIOSYNCRASIES: A slightly cynical demeanor

INTERACTION MODIFIERS: Reaction (0), Persuasion (-1), Seduction (+1), Interrogation (-3), Torture (-3)

BACKGROUND: In spite of its education in Oxford, Kamran Shah is the assistant commander of the Eastern district of Afghan resistance, Mujaheddins. Kamran Shah is an interesting character who is friendly, has a direction of the subtle humor and which has many resources. Kamran Shah is also in business with traffickers of opium.

NOTE: Kamran Shah has no Points of Information. If Kara Milovy or Pola Ivanova have not accompanied the characters to Afghanistan and you need a Beautiful Foil at this part of the adventure, you can change the gender of Kamran Shah to a female NPC named Jasmine Shah.

ROSIKA MIKLOS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (2/7), Driving (1/6), Seduction (3/5)

HEIGHT: 5'3"

SPEED: 1

WEIGHT: 150 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 26

STAMINA: 24 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 13

CARRYING: 101-150 pounds

SURVIVAL POINTS: 0

WEAPON: None

FIELDS OF EXPERIENCE: Military Science, Political Science, Space Sciences, Toxicology

WEAKNESSES: None

IDIOSYNCRASIES: Has an odd habit of yelling the last syllable of certain words, so that "Czechoslovakia" becomes "CzechosloVAKIA."

INTERACTION MODIFIERS: Reaction (+1), Persuasion (+2), Seduction (+1), Interrogation (+2), Torture (+2)

BACKGROUND: Unlike his counterpart in the KGB (Gen. Gogol), the head of SMERSH is very temperamental. His hot-headedness comes from a hard upbringing. He was born in Stalingrad (now Volgograd) during the traumatic winter of 1942. His parents were both killed during the intense fighting that occupied the city for the entire winter. He was raised in Leningrad after the war, and ended up in Moscow as an officer training cadet. He has been there ever since, advancing through the ranks until he reached the Politburo.

POINTS OF INFORMATION:

1. Miklos and Ferens sell Skorpios submachine guns to Saunders in exchange for money and drugs. They use a modified scouring pig to trade the goods back and forth.

2. They do not know who Saunders is really working for. They think he is merely a well-connected criminal.

3. They are not quite sure what Saunders does with the guns they sell him, but he did once mention a "client in Tangier."

4. They are not quite sure where Saunders is taking Shadrin, nor do they know who he really is. Saunders told them he would be "taking him back home to his people."

Part III: Places, Events, and Encounters



A. Gibraltar

This part of the adventure serves as a teaser. If you wish, you can add more detail to this section to make the characters think it is a real training mission, or you can simply sketch the scene quickly to get on with the action.

As described in Part I: B. Briefing for the Characters, the characters will airdrop over Gibraltar. Each character will first make an Ease Factor 7 Piloting roll to determine the quality of their drop. A Failure means the character was caught up in a tree and discovered by the SAS. After being tagged by a paintball gun, they will be out of the teaser, at least until Necros attempts to escape (see below).

Success on the Piloting roll means the character lands and is able to put away his or her gear without notice from the SAS. Higher levels of success mean the character will get an Ease Factor modifier for their final Mountaineering roll up the Rock. Make a note of their Success level and final Ease Factor Modifier.

Quality Rating 4: No modifier; in addition, the character may be “caught on the rope” (see Encountering Necros below).

Quality Rating 3: +1 Mountaineering Ease Factor modifier

Quality Rating 2: +2 Mountaineering Ease Factor modifier

Quality Rating 1: +3 Mountaineering Ease Factor modifier

If you wish, you can have the players make an Evasion roll after landing to see if they must deal with any SAS guards. A Failure means they encounter two separate SAS guards; Quality Rating 4 means one guard; and Quality Rating 3 or better means they encounter no

guards. Characters may attempt to use Stealth to get by any SAS guards, or they may try to win a Fire Combat with them using their paintball guns. You can improvise these encounters; the main purpose of these rolls will be to build suspense before encountering Necros, and to possibly earn some Hero Points.

One of the two NPCs (Bagwell or Cleary, determine randomly which one) will automatically be discovered by the SAS after landing. That NPC will be available later to help out the characters if they get into a jam in this part of the adventure.

ENCOUNTERING NECROS

After landing and getting by any wandering SAS guards, the characters will make Mountaineering rolls on their final ascent up the Rock. At this time, Necros will strike at one of the agents. Any character who had a Quality Rating 4 Piloting roll could be one of his intended victims; in addition, the remaining NPC (Bagwell or Cleary) will automatically be a potential target. Randomly select the final target.

As the target climbs the rope, Necros will appear at the top of the cliff and send a small, handwritten message reading “Smiert Shpionam” on a carabiner clip down the rope. After the agent receives the message, Necros will try to cut the rope; this will take one complete Action Round. If the rope is cut, the victim will fall – potentially to his death. Quick-thinking characters will be able to use their reserve parachutes to make a safe landing, but NPC victims will automatically perish.



Characters caught on the rope may fire their paintball gun to try and stop Necros (or at least make him use up some Survival Points – Necros will spend any points necessary to avoid being hit and making a Pain Resistance roll that could knock him off the cliff). The range will be determined by the character’s Mountaineering roll.

Failure: Necros is out of range

Quality Rating 4: Range is Long

Quality Rating 3: Range is Medium

Quality Rating 2: Range is Short

Quality Rating 1: Range is within 10 feet

The other way that Necros may be prevented from completing his attack is by characters who were able to complete their ascent quickly. For the other characters, their Mountaineering rolls determine their location after Necros’ attack. You may assume that the victim’s scream as he falls will alert the agents to the attack.

Failure: The character is unable to respond to Necros’ attack before he escapes.

Quality Rating 4: May start a chase at Long range after Necros’ attack.

Quality Rating 3: May start a chase at Medium range after Necros’ attack.

Quality Rating 2: May start a chase at Short range after Necros’ attack.

Quality Rating 1: Character is in position *before* Necros’ attack at Short range from him. All the character will see at first is a man dressed in black bending over the cliff. They may possibly mistake him for an SAS guard or another agent.

If the characters are able to get within Short range of Necros at any point, they can make a Fame roll to see if they can identify him. A “Y” result means they will know him as a KGB assassin (remember, the characters will not know that SMERSH has been reactivated yet). A “?” result means they will not be able to identify him during the Gibraltar attack, but will discover who he is during the Second Briefing with M.

ESCAPE BY TRUCK

Assuming the characters are in a position to intercept Necros, the chase will start on foot. Necros will reach the covered truck he is using to escape in two Action Rounds; the character must be at Short range by then to jump on the truck. Otherwise, Necros escapes unless you decide that another vehicle is close enough for the characters to begin a chase.

OBSTACLE TABLE

D6 Roll	Obstacle (Ease Factor Modifier)
1	Monkeys (0)
2	Sidewalk Cafe (-1)
3	SAS Checkpoint (-1)
4	Vehicle on Narrow Road (-2)
5	Cliff (-2)
6	Escape Boat (-2)

B. Second Briefing with M

“We have to nip SMERSH in the bud. Gogol is attending a cultural festival in Bratislava. A termination warrant has been issued for him.”

Q BRANCH EQUIPMENT

ASTON MARTIN V8 VANTAGE

After M assigns the characters their mission, Q will introduce the characters to their transportation.

PM	RED	CRUS	MAX	RGE	FCE	STR
+2	2	85	155	310	3	8

C. Shadrin’s Defection

After arriving, they meet Saunders, head of Station V, Vienna. Saunders has been engaging in criminal activities

on the side, purchasing Czech arms with heroin and selling them to Brad Whitaker. Unbeknownst to London,

he has also arranged to handle the defection of Yuri Shadrin, whom he will sell to Whitaker. When the characters arrive, Saunders will tell them of his plan and bring them into it.

Saunders will instruct the characters to bring a car and park it in the alley behind the Slovakian Communist Party reading library (*KSS Agitacné Stredisko*). This building is across the street from the Reduta concert hall.

“Sorry, old man. Section 26, Paragraph 5. That information is on a need-to-know basis. I’m sure you understand.”

“Now let’s understand one another. Yuri Shadrin is a top SMERSH mastermind. His defection is *my* baby. He contacted me. I’ve planned this out to the last detail.”

KARA THE SNIPER

During the intermission, Saunders will lead the characters across the street from the Reduta into the shuttered KSS library and up the stairs. Saunders will enter a small bedroom on the second floor and turn on the lights (be sure to mention this). The characters will find that he has prepared the room for their mission. On the bed, there is a pair of TH70 Nitefinder goggles and a mean-looking sniper rifle, a Walther WA-2000 that deserves special mention.

Any character with the Military Sciences Field of Experience will know that the WA-2000 is a rare weapon; Walther manufactured only 167 of these guns. This particular rifle is not from M.I.6; it is from Saunders’ personal stash – a gift from Whitaker. (Although Q Branch has one, it is reserved only for special missions involving “00” agents.) If Saunders is asked about it, he’ll simply smile and say “Unlike you lads in Investigations & Enforcement, I don’t have to ask for one of Q’s toys. I can use my own.”

In addition to the sniper rifle, Saunders will offer them their choice of bullets – steel-tipped or soft-nosed. “You’ll want the steel-tipped ones, I expect.” Saunders will say, “SMERSH snipers usually wear body armor.”

PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	6	I	0-250	600-750
CON	JAM	DRAW	RL	COST	
n/a	99	-3	2	7000	

After five minutes, the lights in the lobby of the People’s Music Conservatory will be seen to flicker, a signal to concert-goers that the intermission is about to end. This is also the signal that Shadrin is about to come over.

It will take Shadrin about 10 seconds, or 3 Action Rounds, to cross from the music hall to the KSS library (“Enough time for a sniper to make strawberry jam out of him,” Saunders will remark.)

At this time, make an Ease Factor 5 Perception roll for any character watching the street, including Saunders. A successful character will see Kara Milovy in a third-story window, holding her rifle and watching the street. Although she has the rifle raised, she is merely using the scope to watch Shadrin. If Saunders spots Kara, or if a character announces he has seen her, then Saunders will order the character to shoot Kara. The number of Action Rounds it takes to spot Kara will depend on the Quality Rating of the Perception roll.

Quality Rating 4: 2 Action Rounds (1 Action Round remaining until Shadrin crosses over)

Quality Rating 3 or 2: 1 Action Round (2 Action Rounds remaining until Shadrin crosses)

Quality Rating 1: No Action Rounds (3 Action Rounds remaining until Shadrin crosses)

After Kara is spotted, make a Sixth Sense roll for any character (not Saunders) who sees her. Success will give the character some information that Kara does not mean to harm Shadrin, but is merely observing him.

Quality Rating 4: Kara is in a fully lit room and is not wearing body armor.

Quality Rating 3: The above, plus Kara does not appear to be very proficient with the rifle; the way she moves the gun indicates she’d be a poor shot.

Quality Rating 2: Both of the above facts, plus Kara appears to be moving the gun around a lot, as if she were using the scope to watch the street around Shadrin.

Quality Rating 1: All of the above, plus Kara’s weapon is wrong for a SMERSH sniper. The standard Russian sniper rifle is the well-known Dragunov SVD; she has a different gun. (A character with the Military Sciences Field of Experience could identify her rifle as a VZ54.)

After hearing the Sixth Sense information, ask the player holding the Walther WA-2000 if he wishes to shoot Kara. If he says yes, make him undertake a Willpower roll at an Ease Factor equal to *twice* the Sixth Sense Quality Rating (so, he’d take an Ease Factor 6 WIL roll if the Sixth Sense roll was QR3). Apply a further -2 modifier if the character has the Attraction to Members of the Opposite Sex Weakness. The character may attempt to disarm Kara using a Specific Shot (as Bond does in the movie) without making a WIL roll.

Kara will also receive an Ease Factor 5 Perception roll to spot the character; there is a -3 Ease Factor to this roll if the character told Saunders to turn the lights off in the room. If Kara sees a character holding a rifle, she *will* attempt to shoot the character, thinking that Shadrin’s life is in danger. Use the Quality Rating of her Perception roll to see how many Action Rounds she has to shoot at the character.

In no case will there be more than three Action Rounds of gunfire exchanged. After that, Kara will drop out of sight, and Shadrin will have made his way across the street into the apartment building.

THE TRANS-SIBERIAN PIPELINE STATION

After Shadrin is safely across the street, Saunders will bag up the equipment he has laid out (including the Walther WA-2000) and then lead the characters down to the alleyway. If the characters did not park their car there, he will be quite irate and the characters will have to get Shadrin to wherever they have parked their vehicle.

In his haste, Saunders will push Shadrin into the character's car and place the bag containing the WA-2000 in there as well. This is a mistake on his part – he won't be able to retrieve the WA-2000 later and so the gun will

remain in the characters' possession. If one of them thinks to trace the gun's serial number, they will discover (after a delay of 12 + 2d6 hours) that it was originally purchased at a gun auction in New York City by Whitaker for \$12,000.

Saunders will give the characters a map to the Trans-Siberian Pipeline Station (Mission Sheet 4) with the names Rosika Miklos and Milos Ferens on it, his contacts at the TSP. He will instruct the characters to take Shadrin there and tell them Miklos and Ferens will know what to do from there.

D. Bratislava

-- After the defection, they are free to investigate the hotel where the cultural festival is being held.

-- Two things will happen around this time: an assassination attempt on Gogol (masterminded by SMERSH), and the characters will learn that Shadrin and Saunders have disappeared.

-- Investigating Kara Milovy -- characters may have a chance to tail her or break into her room at the hotel. She will be picked up by KGB agents Ivanova and Maskov

and questioned. Characters may get a chance to find her cello, a genuine Stradivarius given to her by Gogol.

-- Investigating Saunders -- characters will learn that he was using the scouring pig to smuggle weapons out of Czechoslovakia in exchange for heroin. The weapons lead to Whitaker in Tangier.

-- The characters will have to escape Czechoslovakia if they are implicated in the attempt on Gogol.

E. Vienna

-- Exploring Saunders station house in Vienna.

-- Possible assassination attempt by Necros.

F. Tangier

-- The characters will meet Brad Whitaker and learn of the Soviet airbase in Khowst, Afghanistan and Whitaker's villa. They will discover that he is sending a cargo plane

to the airbase, which they may be able to use to get to Afghanistan. If they are captured, Whitaker will put them on the plane.

G. Afghanistan

-- Final confrontation with Orlov.

H. Italy

-- Final confrontation with Saunders, rescue of Shadrin

Part IV: Adventure Information



A. Consequences

This adventure combines two separate missions, and the characters' success or failure hinges on accomplishing both. To succeed, the characters must identify Orlov as the head of SMERSH and remove him as a threat (M's original assignment), and they must rescue Shadrin. Note that killing Orlov is not necessary if they can gather enough evidence to convince Gogol that SMERSH was behind the plot to assassinate him. In fact, this would be a far greater success than merely killing the SMERSH leader.

IF THE CHARACTERS SUCCEED

If the characters are able to gather conclusive evidence that Orlov was behind the assassination plot *and* they can rescue Shadrin, then Gogol will be able to muster enough support within the Politburo to dismantle SMERSH entirely. Orlov will be imprisoned in a Siberian gulag (if he is not dead already), and the characters need never fear reprisals from the treacherous Soviet agency again. To have this conclusive proof, the characters must capture either Necros or Orlov alive, or uncover the podium bomb before it explodes and link it back to Necros. M.I.6 will pass this information along to friendly contacts within the KGB, where it will make its way to Gogol.

If the characters are unable to come up with this conclusive proof but instead are able to kill Orlov and save Shadrin, then SMERSH's credibility will be damaged within the Politburo. Shadrin and Orlov will be replaced, but the organization will lose its political support and illicit funding, making it much less of a threat to the

agents. Nikolai Lebedev, SMERSH's head of Planning and Administration, will lead the agency in Orlov's place.

IF THE CHARACTERS FAIL

In general, the consequences of failure in *The Living Daylights* are not as world-altering as in other *James Bond 007* adventures. The most damaging way the characters can fail will be if they do not prevent Gogol from being assassinated – or worse, if they are the ones to kill him. With his rival out of the way, Orlov's prestige in the Politburo (or that of Lebedev, his successor) will be greatly heightened. SMERSH will be strengthened, and the KGB itself will also become more antagonistic to M.I.6. An intelligence war between the Soviet and Western agencies could well result as the KGB makes reprisals.

In comparison, failing to rescue Shadrin is much a lesser sin. While his rescue would be a major coup for British intelligence, there will be no great harm done if the characters are unable to accomplish this part of the mission. Shadrin will be executed for treason and his position within SMERSH will be replaced by a new leader.

If the characters are unable to kill Orlov, or conclusively prove that he was behind the attempt on Gogol's life, then SMERSH will continue on as a threat the characters must occasionally face. M will be disappointed by their failure. This disappointment will range from mild (if Shadrin was rescued) to extreme (if Shadrin was lost as well).

B. Altering the Adventure

1. *The Living Daylights* adventure uses NPCs from other Victory Games products, chiefly the *Octopussy* adventure and *Villains* supplement. If your players have already encountered some of these NPCs, you should modify the adventure as necessary to reflect your campaign. If Orlov, Shadrin or Gogol have been eliminated in your campaign, you can substitute other characters from the movie, such as Gen. Leonid Pushkin (for Orlov or Gogol) and Georgi Koskov (for Shadrin). You might also use Rosa Klebb (for Orlov) and Alexi Kronsteen (for Shadrin) from the movie *From Russia With Love*.

2. In the movie version of *The Living Daylights*, the defector (Koskov in the movie, Shadrin here) is faking his own defection. The revival of SMERSH is a ruse, and the defector is merely a renegade Soviet general trying to get out of the Soviet Union and live the good life in exile. An interesting alteration for this adventure would be to follow that plot twist exactly – players who are used to anticipating differences from the movies may be surprised by such a faithful following of the script.

3. TAROT could be used as the real force behind the adventure. Its plot is to start an intelligence war between the British and Soviet secret services by setting up Gogol. Saunders is also in their employ. The Major Villain could be Achmal Al Korba in place of the arms dealer Whitaker. In this case, the characters would have to rescue Shadrin from some other exotic location.

4. If your *James Bond 007* campaign is set in the present day, you should be able to run the adventure with small modifications. First you will have to invent some pretext for a chill in British relations with Russia that would lead to conditions being right for the revival of SMERSH – the plutonium-induced death of Russian dissident Alexander Litvinenko in London is a very recent, timely event. After that, you may wish to relocate some of the settings. St. Petersburg, Russia can serve as a stand-in for Vienna and Bratislava; the Trans-Siberian Pipeline can be moved to run over the Finnish border. The Soviet airbase can be moved to Chechnya and the Mujahadeen resistance can become Chechen rebels.

C. Further Adventures

1. If SMERSH is still functioning after this adventure, you have a readymade situation for further missions as the nefarious Russian agency seeks revenge. If SMERSH has been disbanded, the surviving members (Lebedev, etc.) could still unite to form a secret cabal called “Pride and Patriotism” that would hunt the characters.

2. If Whitaker survives the mission, he could become the Major Villain in another adventure. His plot might be to start a regional war between countries in the Middle East, in order to sell weaponry to both sides.

3. If Saunders survives the mission, the characters might encounter him later on as he becomes an underworld kingpin.

Part V: Thrilling Cities



Vienna, Austria

The *Living Daylights* Adventure Module is designed to be played by up to four players and a Gamemaster. It presents a challenge to one “00” rank, two Agent rank characters, or four Rookie rank characters. Guidelines for modifying the adventure to suit parties of different ranks are offered in this booklet.

As Gamemaster, you should be quite familiar with the adventure as presented in this booklet before you attempt running it. You should read through this booklet once to become familiar with the contents of the mission. Then you should go over it carefully, highlighting the main points with a marker and making any notes that you feel you will need.

If you are familiar with the movie, you will notice that some of the NPCs and their backgrounds have been altered from the film. These changes have been made to keep your players from anticipating events and to instill an element of surprise. It is recommended that you inform your players at the starts they will not be simply replaying the movie. Like the movie though, this adventure is set in the 1980s world of the original Victory Games *James Bond 007* roleplaying game. You may, of course, alter the adventure to make it closer to the movie or to fit your own campaign.

This booklet is organized to present the information in a logical, sequential manner while you run the adventure. The “Briefing for the Characters” in this section provides the background information given to the characters at the start of the mission. You can either read this material verbatim or paraphrase it in a conversation between M (you) and the characters. “Q Branch Equipment” describes

the special equipment available to the characters during the course of the mission. The “Briefing for the Gamemaster” contains an overview of the adventure’s story and the events that have happened before the mission starts. The “Notes on the Adventure” section includes information on how a typical mission will run, a timetable for the mission, notes on the props in the Mission Envelope, and a description of the maps that are used in the adventure.

HOTELS: There are over 200 hotels in Austria, but visitors prefer to stay in the famous Inner City, within walking distance of Vienna’s most famous museums, restaurants and fashionable shops.

- **Ambassador** (*Neuer Markt 5*)
Features: Modernized, but old traditions and contemporary facilities are happily combined. A favorite with diplomats, it has a long tradition of catering to important personalities.
- **Bristol** (*Kärtner Ring 1*)
Features: Right across the street from Vienna’s Opera House, this hotel features plush suites, an American-style bar and glittering dining room.
- **Imperial** (*Kärntner Ring 16*)
Features: This 100-year-old hotel has several suites with antique furnishings, though most of the decor is modern. Elegant restaurant and cafe with Viennese music, cozy bar.
- **Palais Schwarzenberg** (*Schwarzenbergplatz 9, 1030*)
Features: This small, quiet hotel features period furnishings in a wing of the baroque Schwarzenberg palace overlooking the park. Excellent restaurant, delightful bar.
- **Sacher** (*Philharmoniker Strasse 2, 1010*)
Features: A house of great distinction with two bars, several cafe rooms, and one of the best restaurants in town.