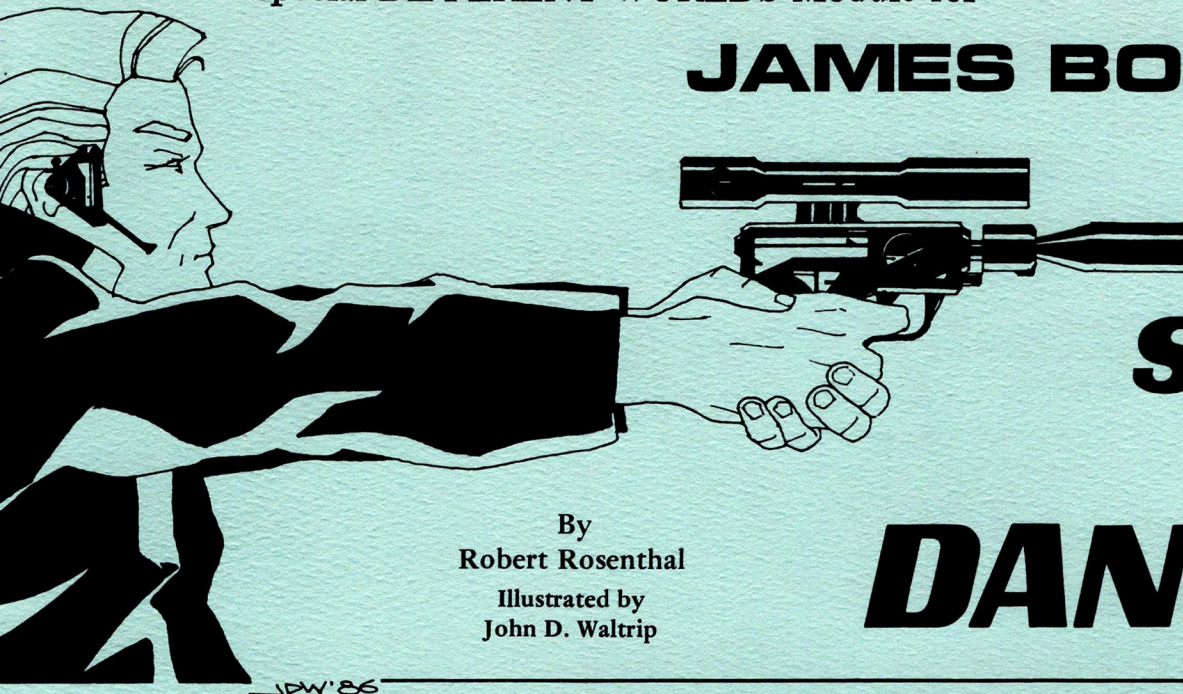


Special DIFFERENT WORLDS Module for

JAMES BOND 007



THE SOUNDS OF DANGER

By
Robert Rosenthal

Illustrated by
John D. Waltrip

JDW '86

M.I.6 HEADQUARTERS

IT IS Thursday the 7th of June. The agents arrive at M's office at 8pm. Miss Money Penny shows them in. The briefing is a set of nine points:

- [1] Professor Feodor Ikonovych contacted our man in Leningrad last week indicating his desire to defect. He is the Soviet's leading scientist on experimental energy.
- [2] He has promised to make whatever arrangements necessary to aid in his escape.
- [3] The Professor will be in East Berlin at the Stadt Berlin Interhotel for an energy conference of the Eastern Bloc countries for one week.
- [4] You are to contact him and effect his escape without bloodshed.
- [5] Your contact in East Berlin is Doug Bremer. He is the

proprietor of a tavern called Mutters.

- [6] You will make arrangements with the Professor to get him out of East Berlin. You will identify yourselves as wine dealers from Universal Import/Export. He will respond by offering you a glass of pre-war Rhine wine.
- [7] Once the Professor is in West Berlin you are to see he makes it safely to our consulate. Then you are to go to your hotel and wait.
- [8] After the Professor announces his defection publicly, you will be assigned by the embassy to bring him safely back to London.
- [9] See Q Branch for any equipment you might need. Miss Money Penny has a file for you on the Professor and will make your travel arrangements.

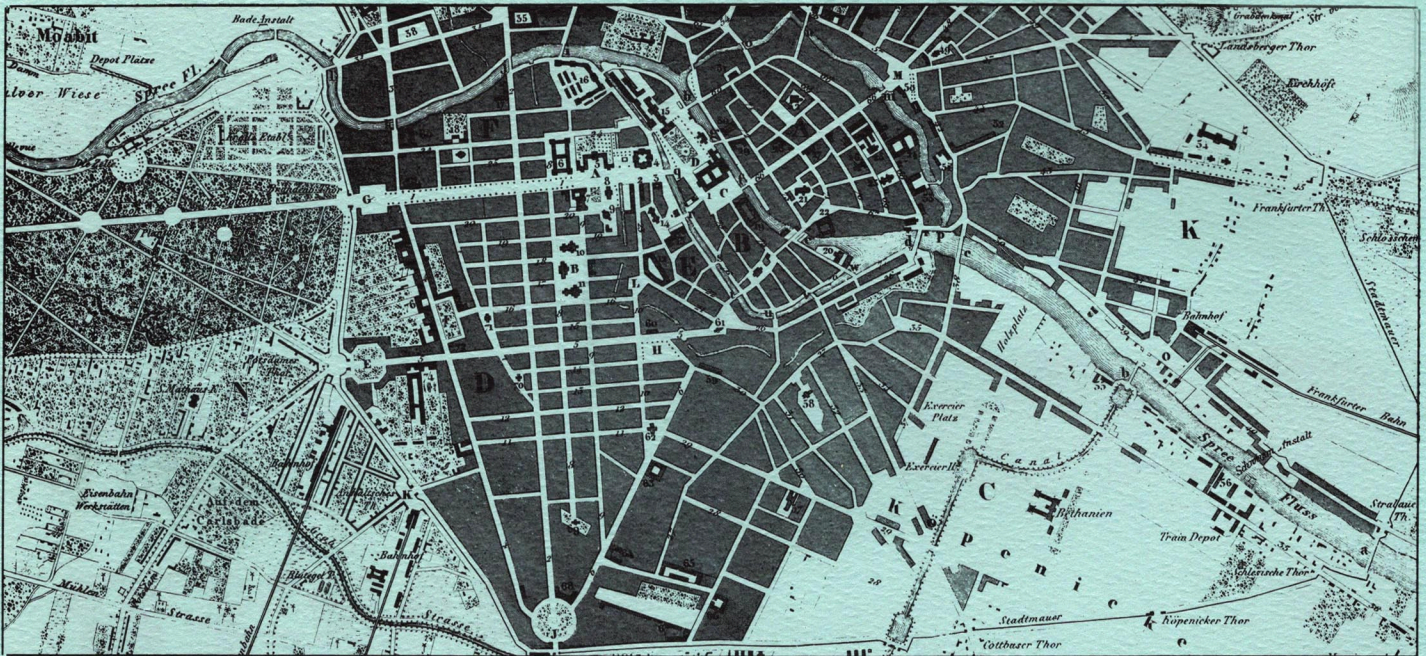
BRIEFING FOR THE GAMEMASTER

The adventure would be quite easy if it were not for the powerful criminal organization known as TAROT (Technological Accession, Revenge & Organized Terrorism). They will learn of the plan to rescue the Professor from Opal Isopyra, an agent they have coerced into betraying her comrades by holding her daughter hostage. She is Doug Bremer's bar maid and right-hand confidant.

The play of the game will depend much on what the agents choose to do and when. There is a certain flow that should be maintained whenever possible. The agents should meet their contact in East Berlin before attempting to see the Professor. They should then contact the Professor. After contacting the Professor, they may find they are being kept under surveillance by Soviet security. After the Professor disappears, the Soviet security team should always be one step behind the agents. The Soviet security team should be used to unwittingly aid in destroying the TAROT base.

Q BRANCH EQUIPMENT

Q will be found working late as usual on a jet platform with Dr. Powell. As the agents enter they will overhear Dr. Powell remark that he wished they had one of the TAROT models to study. The agents should be allowed any equipment on the standard-issue list on page 79 of the Basic Game book and one of the attaché cases for no experience cost. They will also be outfitted with some new equipment ready for field testing. A small easily concealed lockpick will be placed against their wrist. It is held there by a flesh-colored synthetic wrist wrap. By flexing the wrist all the way forward, it will force the lockpick to drop into the palm of the agent. It provides a -4 Ease Factor concealment value. There is a -3 Ease Factor to pick handcuffs behind one's back. While any other equipment may be wheeled out of Q, the agents should not load themselves down this early in the adventure. Remind them that they are going into East Berlin and will be subject to a very thorough search upon entering the country.



BERLIN

TO ENTER East Berlin a visa is required. A visa will be issued at the border for agents with confirmed reservations. A transit visa will be issued for people just traveling through the German Democratic Republic for 72 hours. For further information on Berlin see *For Your Information*, pp 58-59, or a good travel book.

The Stadt Berlin Interhotel is 37 stories tall and has 955 rooms. It has meeting facilities for 500 that will be filled to capacity for the conference. The most notable difference while the conference is going on is the guards at the intersection to all the meeting rooms. The Professor and the energy conference are being held at the Stadt Berlin Interhotel. A Hero Point will allow an agent a persuasion roll to procure an empty room. A Quality Rating of one or two is required to be successful.

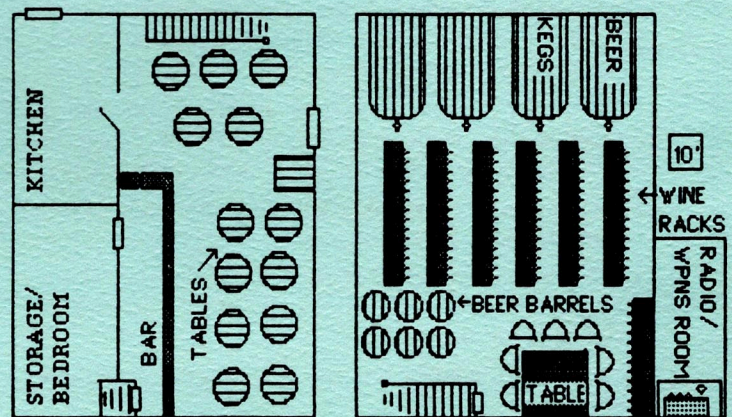
MUTTERS TAVERN

The contact and proprietor of the tavern is Doug Bremer. He has three rookie operatives to aid him: Pitor Viley, Stephan Shymanik, and Opal Isopyra who is a double agent for TAROT. All spy business is conducted in the wine cellar. Doug can arrange papers, weapons, whatever is needed, usually within 12 to 24 hours. Pitor and Stephan are used for strongarm; at the tavern they are waiters. Opal is the bar maid and tends bar whenever Doug has business in the wine cellar.

When the agents first arrive at the tavern, Opal will be serving the clientele and Doug will be tending bar. After the agents identify themselves as wine dealers from Universal Imports, Doug will invite them to sample a bottle of prewar wine he has stored down in the cellar. He will tell Opal to watch the bar and to have Pitor and Stephan come out of the kitchen to wait on the customers. Once downstairs, Doug will pour them a fine Rhine wine. He will then explain what he needs to get the Professor out of East Germany. When the agents have the Professor, they are to bring him back to the tavern. The Professor will then be disguised as an American tourist and slipped aboard a midnight tour bus from West Berlin. One of the agents will accompany him while the rest follow in a rent-

ed car. It departs at 1am from the Marx-Engels Square.

When the agents come back upstairs, Opal will attempt to seduce the most attractive male agent to find out their plans. She will use this knowledge to form an ambush, probably at the tavern. However, the final decision will be dictated by the agents' actions.



MAIN FLOOR

CELLAR

Secret room behind sliding wine rack.

CONTACTING THE PROFESSOR

Anything the players can think of to contact the Professor should be given a fair chance of working. If they cannot figure out something, allow Doug Bremer or Opal Isopyra to give them an idea. Doug will advise the agents to sneak a member into the conference disguised as a scientist. If this option is used, they should enter during the Professor's speech. . . .

PROFESSOR IVONOVYCH'S SPEECH

" . . . Before I show the film on my work, I think it best to explain how isomerismic energy works. Isomerismic energy uses sound waves with the identical atomic weight and mass as the compound it displaces. Please run the film and I will narrate the scenes you are about to see."

The light go out and the film starts up with only the Professor's voice being heard over the projector.

"Since sound waves can move through any substance and are nonpolluting, they can be the perfect form of

energy for mass transportation. Here is an example of a toy car being moved solely by the sound waves from a tuning fork. Under similar conditions and a larger scale, the arm of this crane is being slowly moved by sound waves. As a final demonstration of the power of isomeric energy, I will allow the film to speak for itself."

A picture of a bowling ball is shown resting on a table. It slowly begins to vibrate increasingly more violently until after a half a minute or so when it crumbles into dust. The lights come on and the Professor stands up on the platform.

"Like the bowling ball a tumor might be removed without the need for internal surgery. Only time, money, and hard work is needed to make this the energy of the future."

CONVERSATION WITH THE PROFESSOR

The Professor has already figured out the perfect spot for the agents to free him from his Soviet guards. "On Sunday, I will be taken to an illegal gambling house owned by the state. It is for the pleasure of important German and Soviet officials. While the conference is going on, it will be opened to members of the KGB, a select group of scientists, and their guards. I've been there once before. The guards at the exit make sure that we leave with the guards we entered with. I should arrive there at 2100 but it doesn't get crowded until 2300 or so. After that I should no longer be under the scrutiny of my guards. You need only find a way of getting in and getting me out without arousing suspicion."

The Professor will offer whatever other aid he can but the agents will have very little time with him as he is under constant surveillance.

THE ABDUCTION

The most convenient place for the agents to abduct the Professor is at the gambling house. Doug Bremer should know as much as needed to aid the agents in any questions they may have about the gambling house. If they have their own ideas, then use them and have them suffer the consequences. Doug will suggest they go as KGB agents and take the Professor out of there with forged papers. He will have the papers ready just in time for the agents to get to the gambling house by 11pm.

There are two guards at the door of the gambling house checking everyone's documents as they enter and leave. The place is packed with leading Eastern scientists, guards,

KGB agents, and . . . Red Grant. The Professor will be at the bacarat table. Red Grant will notice the agents leaving with the Professor but will take no action unless he recognizes them from a previous encounter. At the door the guards will ask to see their orders. The Professor will make a show of being reluctant to leave, but all will go according to plan. From here the most likely place for the agents to go is the tavern.

When the agents arrive, Opal will be tending the bar. She will hurry them downstairs. Pitor and Stephan are tied and gagged upstairs in their rooms. There are four TAROT operatives hiding downstairs with M10s, and one in the kitchen who will keep watch on anyone staying upstairs; otherwise he will follow the agents down. Doug is drugged and tied to the chair. A gun battle will most certainly result in the agents' deaths and should be avoided at any cost.

The TAROT agents will tie up everyone but the Professor. Opal will come to say goodbye, leaving a clue for the agents. "Sorry it had to end like this, Doug, but as the rock star Bob Seeger once said, 'gotta get out of here, that's what I'm gonna do.'"

As they leave, they will set the tavern afire. The agents have ten rounds to escape from the inferno. They must make an Ease Factor 2 dexterity roll to untie themselves, and Ease Factor 6 to untie someone else. The Quality Rating of their roll is the number of rounds it will take to become untied. Doug is drugged and unable to untie himself, although he will mumble something about Stephan and Pitor upstairs.

The Professor's disappearance won't be noticed until the next morning. If the agents were seen with him, they will be wanted for interrogation. The agents could find where the Professor was taken by checking what flight he boarded with Doug's forged passport. This will take a couple of days. An easier method is to ask Doug about the remark Opal said prior to leaving. He will explain it's from a song about going to Kathmandu by some rock star she used to listen to.

The TAROT agents drive to West Berlin with the Professor, taking the first flight out, connecting in New Delhi for Kathmandu. If the agents call in they will be instructed to get the Professor back. If additional agents are desired they will meet them in Kathmandu. Red Grant and his colleagues will be one day behind the agents in getting to Nepal. If they know who the agents are, then they will spot them at the airport in Berlin and attempt to follow them to the Professor.

GAMEMASTER CHARACTERS

DOUG BREMER: STR 10, DEX 7, WIL 7, PER 11, INT 12. Age: 58. Appearance: Attractive. Skills: Fire Combat 12; Disguise (Forgery) 15; Hand-to-Hand Combat 15.

OPAL ISOPYRA: STR 6, DEX 7, WIL 7, PER 7, INT 8. Age 32. Appearance: Sensational. Skills: Fire Combat 10; Piloting 10; Boating 9; Hand-to-Hand Combat 8; Evasion 10; Seduction 10.

PITOR/STEPHAN: STR 9, DEX 8, WIL 6, PER 8, INT 7. Age 27. Appearance: Attractive. Skills: Fire Combat 12; Hand-to-Hand Combat 12.

PROFESSOR FEODOR IVONOVYCH: STR 6, DEX 6, WIL 5, PER 8, INT 14. Age 68. Appearance: Plain. Skills: Science 21; Electronics 18.

RED GRANT*: STR 13, DEX 12, WIL 10, PER 10, INT 9. Age 33. Appearance: Good Looking. Skills: Fire Combat 25; Hand-to-Hand Combat 26; Torture 21; Interrogation 19; Disguise 18.

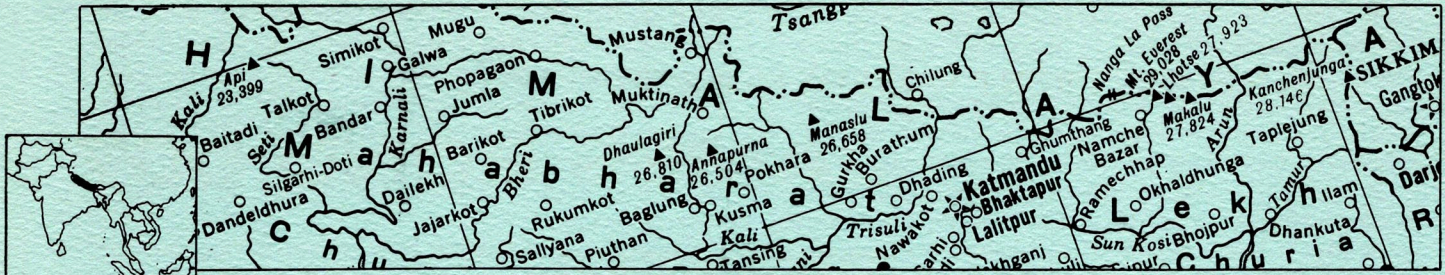
MAJOR NICHOLAS BURKE*: STR 13, DEX 10, WIL 13, PER 11, INT 12. Age 42. Appearance: Normal. Skills: Fire Combat 23; Hand-to-Hand Combat 25; Piloting 19; Interrogation 21; Boating 20.

BULAWAYO/SAGAR: STR 13, DEX 10, WIL 10, PER 8, INT 6. Age 32. Appearance: Normal. Skills: Fire Combat 16; Hand-to-Hand Combat 17; Torture 16; Piloting 14; Boating 13.

RUSSIAN/TAROT GUARDS: STR 7, DEX 7, WIL 5, PER 7, INT 5. Age 19-39 (add +3 for Security Team). Skills: Fire Combat 11; Hand-to-Hand Combat 10; Evasion 9; Boating/Piloting 8.

*For additional information see the Basic Game book.

As each adventure will be played slightly different, only the most basic skills are given above. The gamemaster should flesh out the characters to suit his campaign.



KATMANDU

TO FIND the professor, the agents will need to ask around at the airport. One of the cabbies will tell them: "A helicopter from the Nepali Corps of Engineers came and picked up six men and a lady, probably to work on the dam at Trisuli Bazaar."

To go up to Trisuli Bazaar, or to pass there, requires a trekking permit, which takes 48 hours or more to obtain. Relations with Nepal are edgy at best, so London will not be able to speed up this process, whereas a bribe might. The reason for poor relations is because TAROT has a

power hold over the king of Nepal. All visas go through TAROT personnel. A trekking visa obtained with a bribe would negate TAROT seeing it, but would not reveal TAROT's hold on the royal family.

TAROT has a neutron bomb hidden in the old palace of Kathmandu. They will explode it unless King Birendri does exactly as TAROT demands. Their plans are to explode the bomb while a foreign dignitary is visiting. They hope to gain total control of this small mountain kingdom and further their aim of causing unrest throughout the world. The Vice President of the United States will make an unscheduled stop on his Asian tour while the agents are at the TAROT complex.

TRISULI BAZAAR

There are two ways up to Trisuli Bazaar: helicopter or automobile. To drive up to Trisuli, they can take a taxi or a four hour crowded bus ride up the winding roads. Either way should prove to be an uneventful trip. There is only one charter helicopter service available to the agents if they wish to fly up to Trisuli Bazaar. It is Bobji's Flying Rhino, and is operated by a member of TAROT. The pilot will fly them up past Langtang, on the Tibetan border. He will ask the agents to fetch him some water from a nearby stream or some other diversionary tactic. Once they are far enough away, he will take off, firing a couple of shots to alert any nearby Chinese patrols. If the agents manage

to avoid the patrols, they will reach Langtang. In Langtang, if an agent asks about the Nepali Corps of Engineers, he will be told they are working by the Gosainkund lakes. The pilot has also hired thugs (see "The Bridge") to stop the agents from reaching Gosainkund. He will tell TAROT he has killed the agents.

If the agents reach Trisuli Bazaar, they will find nothing except the hydroelectric plant and the Nepali Corps of Engineers. If they ask around they will find out that, for the past three or four years, work on the water runoff problem is being done by a special branch of the Corps up at Gosainkund. Once or twice a month, a helicopter lands here on its way there.

THE TREK TO GOSAINKUND

The trek to Gosainkund is a strenuous walk along mountain pathways from one village to the next, where food and shelter may be found. The map shows the name of each village where the agents will find food and shelter. The numbers correspond to the number of days hike it is from Trisuli Bazaar. As the agents make their way up through the Himalayas, they will notice the great beauty and grandeur around them, not to mention the strain of climbing through the mountains. A -1 Ease Factor on all rolls for the first three days should be used to illustrate the strain the agents are having due to the elevation. Any book on trekking or photographs of the Himalayas will prove very helpful to add realism to the agents' hike up.

[1] TRISULI BAZAAR.

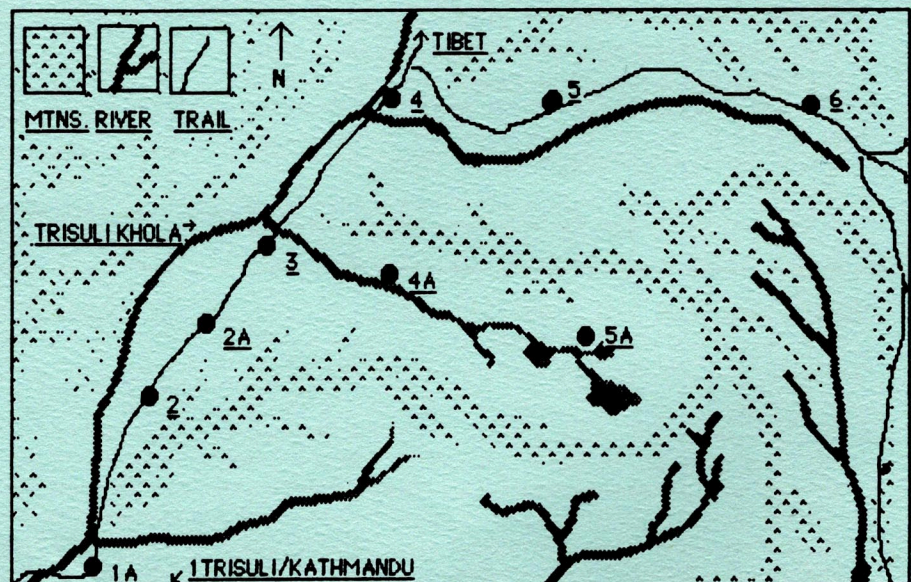
[1A] BETRAWATI: A small village two hours from Trisuli up a long stair case carved into the natural landscape.

[2] RAMCHE: A small village where food and lodging can be found.

[2A] THE BRIDGE: See next section.

[3] DHUNCHE: A village with a hand-woven clothing factory.

[4] SYARBRUBENSI: This village has a hot spring nearby and Tibetan refugees.



[4A] HUTS: Vacant huts for trekkers on the way to Gosainkund.

[5] SYARPRA: A picturesque village where the yaks can first be seen grazing in the fall and winter months.

[5A] GOSAINKUND: The lakes and TAROT's complex are here.

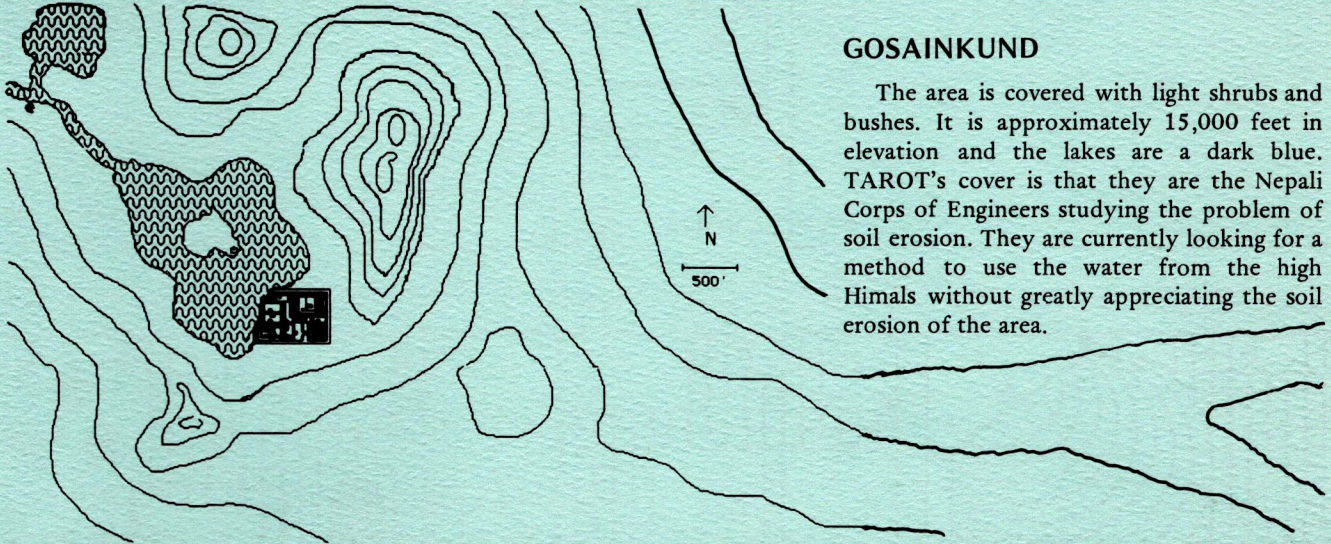
[6] LANGTANG: There is a cheese dairy here and a small inn for trekkers. From here the agents are only three miles to the border of China. If they go any farther north, they will run into 2-20 Chinese border guards. They are identical to the Soviet guards and carry number 4 rifles.

THE BRIDGE

From Ramche, on the way to the Dhunche, the agents will have to cross one of a multitude of small bridges, only this one is a trap. It's a rope bridge spanning 20 feet across a 2000-foot drop to the river below. There is sufficient cover around for a small army to hide. On an Ease Factor 5 sixth sense roll, the agent will know someone is hiding in the rocks on the other side. There are four Tamang natives hidden on the opposite side of the bridge. They

have cut a part of the rope on the bridge so it will hold no more than 150 lbs. Anyone on the bridge will have to make an Ease Factor 2 dexterity roll to grab on to the bridge when it falls. The Tamangs will wait until the first person is across and the others are crossing to attack. Once the bridge is down, an Ease Factor 3 mountaineering roll is needed to climb along the rock face to get to the other side of the chasm.

The Tamangs have Gurka blades (+2 Damage Class). Their stats are as follows: Mountaineering 9; Evasion 7; Hand-to-Hand Combat 8 (Damage Class A).



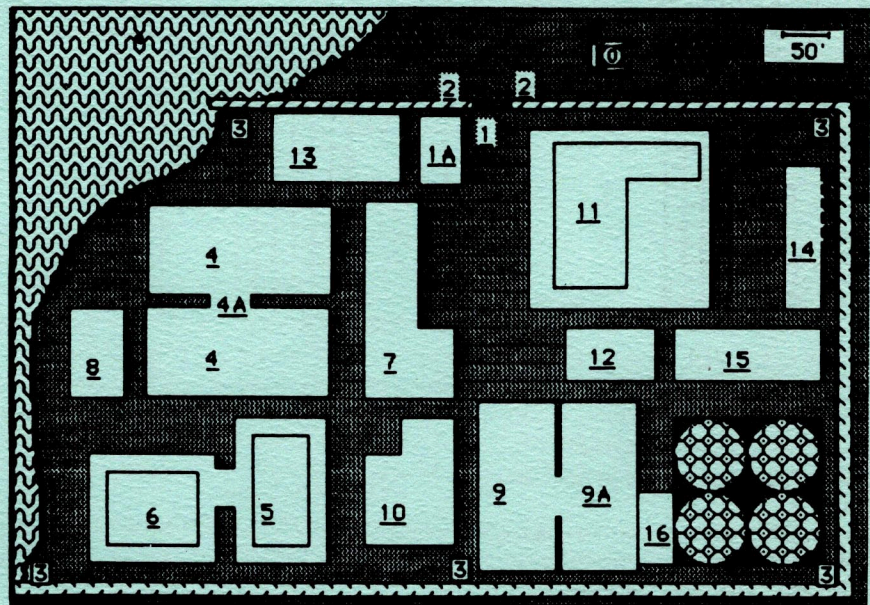
GOSAINKUND

The area is covered with light shrubs and bushes. It is approximately 15,000 feet in elevation and the lakes are a dark blue. TAROT's cover is that they are the Nepali Corps of Engineers studying the problem of soil erosion. They are currently looking for a method to use the water from the high Himalas without greatly appreciating the soil erosion of the area.

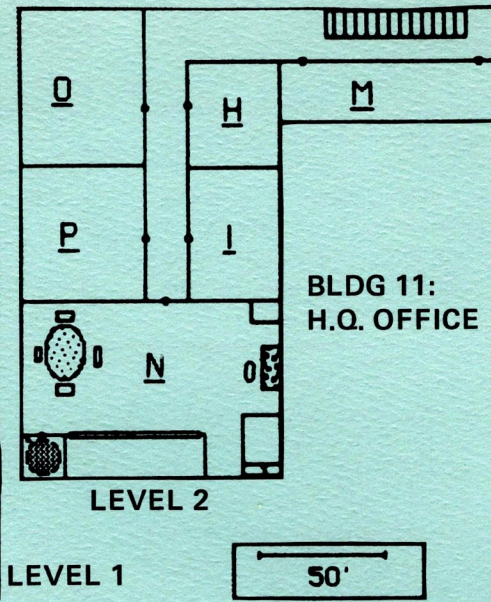
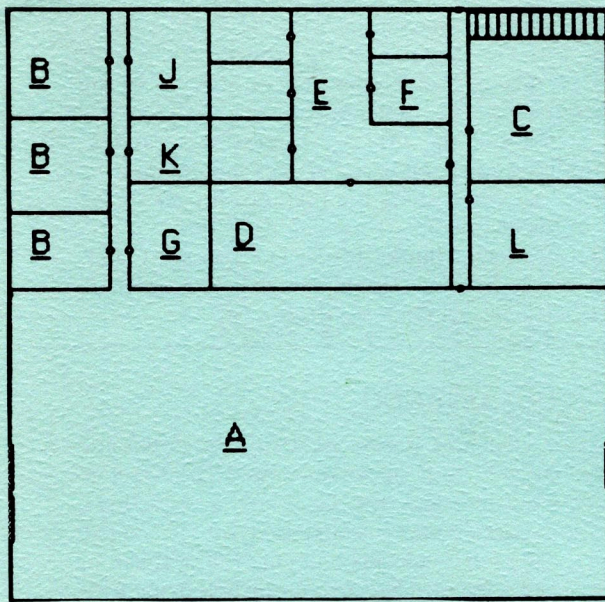
THE COMPOUND

The Compound is surrounded by two 12 foot-high wire fences 10 feet apart from each other. In front of the compound are several excavation holes. All of the building in the compound are made of corrugated steel except for buildings 5, 6, and 11, which are made of concrete blocks.

- [1] FENCE AND GATE: The gate is manned by two guards 24 hours a day. The fences have seismic detectors that register in building 11, the main office.
- [1A] GUEST HOUSE AND GUARDS QUARTERS: If anyone bluffs their way in to visit, they will be put up for the night here. The building houses the six guards from the gates and has two extra rooms.
- [2] GATE HOUSE.
- [3] GUN TOWERS: One guard in each tower with an M-2.50 calibre Browning machine gun hidden under a tarp. A rope ladder leads up to the towers.
- [4] BARRACKS: Quonset-hut style.
- [5] OFFICIAL VISITING QUARTERS: A two-story barracks for TAROT operatives visiting.
- [6] TRAM STATION: On the outside, this building appears identical to building 5. The windows are shuttered and the door has a -2 Ease Factor lock on it. Inside the building is a second building with a five-foot walkway between the two buildings. The door to the second building and the door to building 5 has a key-board lock on it. The code is "0001." Inside are four pairs of scuba gear and two underwater trams leading to the Island. One carries personnel, the other



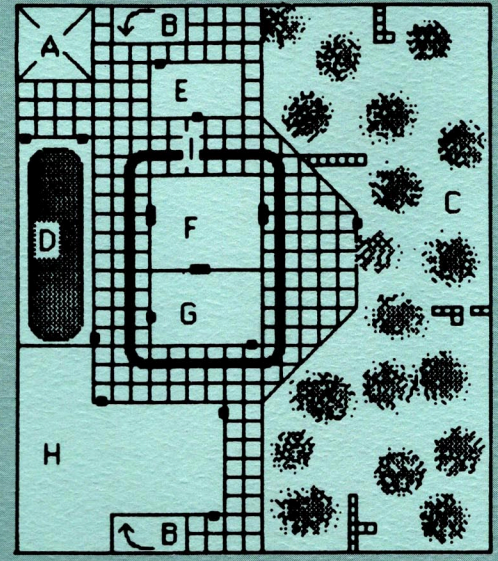
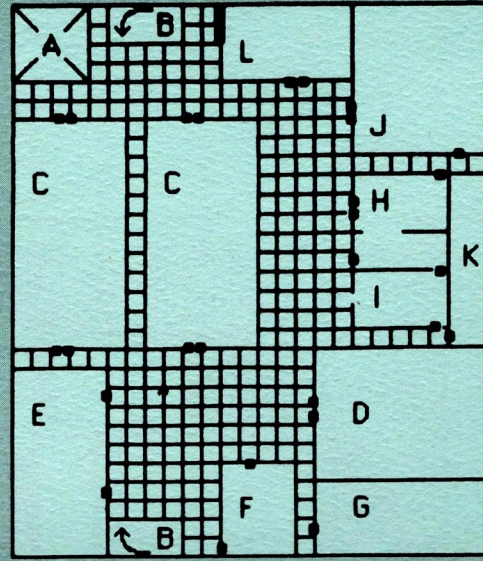
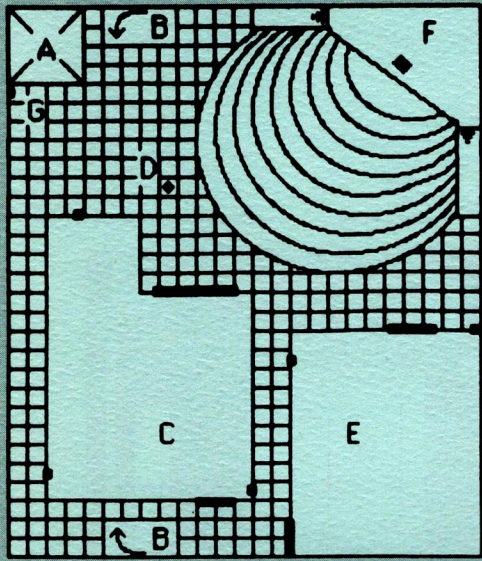
- carries cargo. The personnel tram has room to carry thirty people comfortably and has a wet bar.
- [7] MESS AND KITCHEN.
- [8] GENERATOR.
- [9] STORAGE AND SUPPLY SHEDS. Clothing, cleaning equipment, etc.
- [9A] Same as 9 but contains mostly weapons and ammunition.
- [10] KITCHEN SUPPLIES: Cooking utensils and fuel.
- [11] H.Q. OFFICE: A two-story brick building that is the headquarters for the compound.
- [12] GUARDS' RECREATION QUARTERS.
- [13] OFFICERS' RECREATION QUARTERS.
- [14] STABLES: Houses horses and two yaks.
- [15] SMALL VEHICLE STORAGE: Auto scooter and sleds for moving equipment around are stored here.
- [16] HELIOPAD AND OFFICE: A large tent can be extended from the office to cover the heliopad. If the agents decide to wage an all out attack, give TAROT an Apache helicopter under the tent.



BLDG 11: H.Q. OFFICE

- [A] OPEN AREA: For briefings. There are two tractors here currently.
- [B] OFFICES.
- [C] MAJOR BURKE'S OFFICE.
- [D] GUARD ROOM: For cell area.
- [E] CELLS.
- [F] Previously captured OO agent (optional).
- [G] BEDROOM: Empty.
- [H] SUPPLY CLOSET: Linen, towels, etc.
- [I] MAP ROOM: The map of the whole TAROT base and Island is on the wall, but may be copied.
- [J] SUPPLY CLOSET: Cleaning equipment and supplies.

LEVEL 1 LEVEL 2 50'



LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 1

- [A] ELEVATOR: From surface to level 4.
- [B] RAMP: Golf carts are used to go from level 1 to level 5.
- [C] STORAGE: This building contains building materials, machinery, etc.
- [D] STATUE OF SKORPIOS AND GREY-HOUND: A camera and microphone are in the statue.
- [E] STORAGE: This building has a -1 Ease Factor lock and contains transportational storage. Inside are three 14-man river rafts, eight jet platforms, two skorpions, two rocket belts, and four Dynafoil Mark 1's.
- [F] AUDITORIUM WITH SMALL STAGE: For briefings and entertainment.
- [G] IRON RUNG LADDER: To hut on surface.

- [B] RAMP: Golf carts are used to go from level 1 to level 5.
- [C] GUARDS BARRACKS: Barracks and showers for twelve guards.
- [D] TECHNICIANS BARRACKS: Barracks and showers for ten technicians.
- [E] SCIENTISTS BARRACKS: Barracks and showers for eight resident scientists.
- [F] BOXING ARENA AND WORKOUT AREA.
- [G] MARTIAL ARTS WORKOUT AND TRAINING ROOM.
- [H] CLASSROOMS.
- [I] WEIGHTROOM.
- [J] KITCHEN/MESS HALL.
- [K] FIRING RANGE.
- [L] GOLF CART STORAGE.

- [C] THE GARDEN: New agents gain field experience in this garden where trees, bushes, and walls provide natural cover. A captured agent will be brought here to be killed by new recruits of TAROT. The agents will be placed in here one at a time with five guards hidden in the surrounding cover, each with a different non-firearm weapon. The guards are dressed in black ninja gear. The agents will be given red ninja outfits. It is possible for the agents to kill one of the guards and switch clothing. This process will be repeated for each agent with the guards being sent back in and any additional guards to bring the total back up to five to one. See "Island Tour" section.
- [D] SWIMMING POOL.
- [E] INFIRMARY.
- [F] GYMNASTICS.
- [G] FENCING.
- [H] GENERAL OFFICE/LAUNDRY/COPIERS/ADDITIONAL CLASSROOMS.

LEVEL 2

- [A] ELEVATOR: From surface to level 4.
- [AA] ELEVATOR: Operates from level 4 through level 6.

LEVEL 3

- [A] ELEVATOR: From surface to level 4.
- [B] RAMP: Golf carts are used to go from level 1 to level 5.

Scale: 1 square = 5'

[K] WEAPONS ROOM: -2 Ease Factor lock.

[L] RADIO ROOM: Manned 24 hours a day. A TAROT code book is on the desk.

[M] LATRINE AND SHOWERS.

[N] MAJOR BURKE'S ROOM: Inside a -1 Ease Factor locked

closet is a jet platform. A lever on the inside of the closet will blow off a portion of the roof allowing for the Major to escape on the jet platform.

[O] BULAWAYO'S ROOM: Major Burke's bodyguard.

[P] SAGAR'S ROOM: Head of security on the Island.



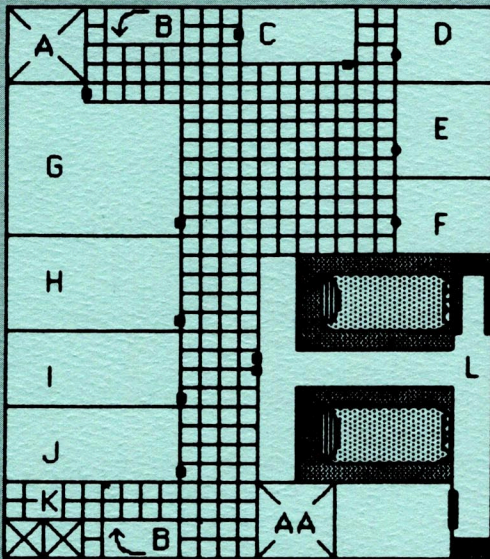
The agents will either be taken to the Island, if captured, or will find their own way there. If the agents are having trouble, point out that the island does not show on their map, or have them overhear two guards talking about taking the last of the equipment over to the Island tonight. From shore, the island appears to be nothing more than a jutting peak with a makeshift wooden hovel and a small row boat.

The island is solid rock and supports no plant life. Anyone on the island with mountaineering or science skills

ENCOUNTERING MAJOR BURKE

If anyone is caught snooping around the camp, one of two actions will be taken. If there is sufficient cause to believe the agents are nothing more than curious trekkers, they will put the agents up in the visitors' shack under light guard. The next day they will have a helicopter take

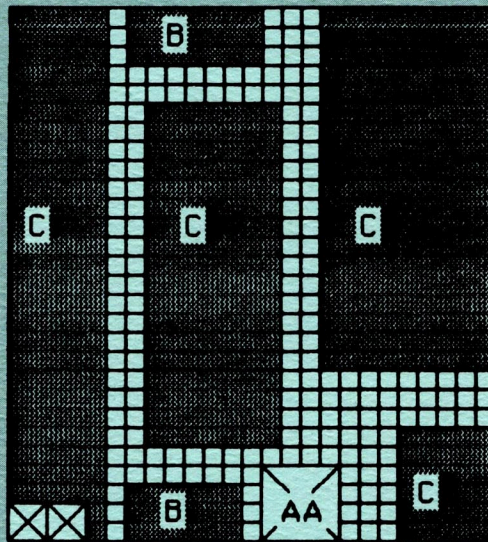
will get an 8 Ease Factor roll to determine that it is man-made. The wooden hut is 30'x40' and has no windows. Inside the hut is a table, chairs and a small pantry with a sack of rice. On a 3 Ease Factor, or upon close examination, a 6 Ease Factor perception roll, an agent will notice that the whole east wall is removable. Behind it is a ball-bearing ramp that lowers into the lake outside. In the same area the agents will notice a 20'x20' area on the floor that forms the roof of the elevator to the levels below. On one side, the floorboards are removable, revealing a 5'x5' hatch with a ladder leading down.



LEVEL 4

LEVEL 4

- [A] ELEVATOR: From surface to level 4.
- [AA] ELEVATOR: Operates from level 4 through level 6. It is operated from the level 6 control center to carry necessary cargo down.
- [B] RAMP: Golf carts are used to go from level 1 to level 5.
- [C] SCIENCE LABS STORAGE.
- [D] CLASSROOM.
- [E] THINK TANK: For scientists to discuss ideas and for use as briefing room.
- [F] CHEMISTRY LAB.
- [G] VEHICLE REPAIR: With two hydraulic lifts.
- [H] WEAPONS LAB.
- [I] COMPUTERS LAB.
- [J] MICROCIRCUITRY REPAIR AND MANUFACTURING.
- [K] ELEVATOR: Operates from level 4 to level 6 only.



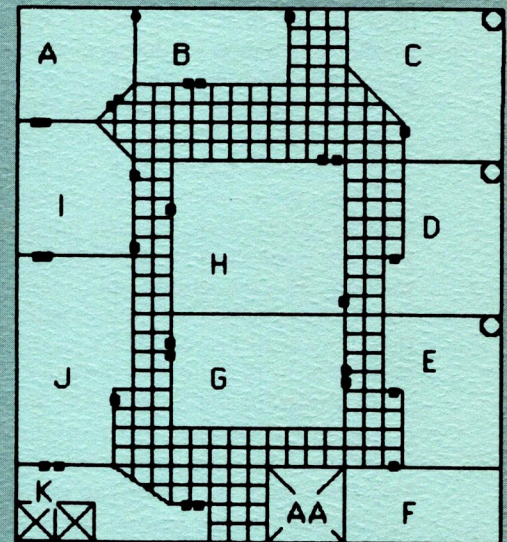
LEVEL 5

LEVEL 5

- [AA] ELEVATOR: Operates from level 4 level 6. It is operated from the level 6 control center to carry necessary cargo down.
- [B] RAMP: The ramp ends here with two heavily padlocked steel doors.
- [C] ENERGY HOUSING AND CONTROLS: For the Island complex.

LEVEL 6

- [A] VISUAL CONTROL CENTER WITH ALL OTHER TAROT BASES AND OPERATIONS: The controls to the nuclear bomb are in this room.
- [AA] ELEVATOR: Operates from level 4 through level 6. It is operated from the level 6 control center to carry necessary cargo down.



LEVEL 6

- [B] SECURITY ROOM: There are always two guards on duty here.
- [C] MAJOR BURKE'S ROOM: In the corner of the room is a small closet that contains a jet platform that is launched in an emergency escape pod that breaks apart once it breaks the surface of the water. Major Burke is not usually here and will not use the pod due to his claustrophobia.
- [D] DR. ISA NAKAHARA'S ROOM: See the Major's room for escape plan.
- [E] OPAL'S ROOM: See Major's room for escape plan.
- [F] PROFESSOR IVONOVYCH'S ROOM.
- [G] SECURITY GUARDS ROOM: Eight Ghurkan guards maintain order on the base.
- [H] THE PROFESSOR'S LABORATORY.
- [I] COMPUTER BANKS AND MONITORS.
- [J] LIBRARY.
- [K] ELEVATOR: Operates from level 4 to level 6 only. There is also a small reception area with one guard at a desk to check security for all personnel entering this level.

the agents to Trisuli Bazaar or Langtang. Everything will be done to convince the agents that the compound is nothing more than an ideal location for the Nepali Corps of Engineers to perform their tests on the soil. Major Nicholas Burke will be interested in talking to the agents to find out more about them over dinner. He will tell the agents he was originally with the Peace Corps; hence the title Major. If the Major has reason to be suspicious of the agents, he will arrange an accident similar to the helicopter ride up to Langtang. If his suspicions are confirmed, he will lock the agents up in the H.Q. cells for interrogation. After a few hours of interrogation the Major will order the agents killed unless they have made a reference of interest to TAROT, i.e., the Island, Professor, etc. Once the Major's interest is piqued, he will offer them a personal tour of the island in hopes of convincing the agents to work for TAROT.

THE ISLAND TOUR

The Major, along with two guards per agent, will tram to the Island. They will take the elevator to level 1, giving the agents a full tour down to level 3. He will then show one of the agents into the garden, soundly closing the door behind them. The Major's voice booms over a loud speaker explaining to the agent the test they are to undergo to prove their worthiness to TAROT.

"You have ten minutes to orient yourself. You will find a red ninja outfit in front of you. I suggest you put it on as I speak. It will allow you greater stealth, shielding you from your enemy. At the end of the ten minutes I am sending in five men in black ninja outfits to try and kill you. They will each be armed with a different non-firearm weapon. If you should kill them, then you are truly worthy of TAROT's employment. If they should win, then they shall move up to a place of honor as one of the Island's security team. Let the games begin!"

This process will be repeated one at a time for each of the agents. If an agent is victorious, he will be kept with the Major where a careful watch will be maintained. The Major will have the victorious agents taken to the guards' barracks to change before meeting with him for dinner and a brief orientation. They will be accompanied by one more guard than there are agents. If the agents refuse to join TAROT, the Major will offer them time to reconsider over dinner, keeping them under heavy guard at all times. After dinner, they will be handcuffed and taken to see the bomb detonated.

If they are disguised as one of the guards upon coming out of the garden, they will be told "Report to Sagar on level 6. You will be issued new uniforms and weapons there. From now on you're a member of TAROT security on this island." Sagar is the chief of security and will assign the new guards to the visual control center on level 6 after they have rested.

DINNER WITH THE MAJOR

After the agents are refreshed, they will be shown to the Major's room where he and Opal Isopyra are already seated before a well prepared meal. He will ask them to sit down and to help themselves to whatever they like. On a 4 Ease Factor perception roll, the agents will notice that Opal is terribly uncomfortable around the Major. As the meal progresses, the Major will begin to brief them on the Island and TAROT's immediate plan at hand.

"You have an opportunity to switch sides at a most fortuitous time. With one bold move TAROT will destroy

the working relations between the Soviet Union, the U.S.A., and China. In exactly 2 hours, the Vice President of the United States will begin a tour of the old palace of Nepal conducted by none other than the reigning King. We have had the foresight to plant a small nuclear device there; which we have previously used to get the King to let us operate unhampered. You will have the privilege of watching us detonate it. Our own people have already infiltrated into the Nepali government and will take power upon the King's death. They will also turn over papers to the various governments that will incriminate both the Soviets and Chinese in the conspiracy. Our friends in the crime syndicate have prepared for some damaging evidence to leak out showing that it was the CIA that had placed the bomb. And with the seeds of dissension planted, the cold war will heat up; TAROT's strength will increase and men such as ourselves will become of great value." Opal will say very little during the whole meal, but she will apologize for trying to kill the agents, explaining that she had to do then what was necessary. When she makes this apology she will look imploringly into the agent's eyes that she had played up to before. On a successful sixth sense, the agent will realize that TAROT has some hold over her. After all the conversation is finished, the Major will say "Let us finish our drinks and then to the control room."

THE VISUAL CONTROL CENTER

The agents should either be disguised as guards or handcuffed guests of the Major. This is an excellent time to use their lockpicks if they still have them. There will be two more guards than captured agents. Bulawayo will already be waiting in the control room with the Professor when they arrive. He will whisper something to the Major who will then excuse himself to take care of more pressing matters. The Major will hand Bulawayo a red key as he leaves. Bulawayo has just informed the Major that a Soviet assault team is heading towards the base.

The Professor will tell the agents how the bomb is to be detonated. "The neutron bomb is armed with a safety device to prevent detonation. A sound wave generated at the correct pitch will destroy that device causing the bomb's immediate detonation. A high-pitched squeal will be their only sound of danger. The red key is a tuning fork designed to generate that perfect pitch. Thirty seconds after the key is inserted, the power will build up to a sufficient level to reach Kathmandu. Only a total power shutdown can stop it."

As soon as the first agent is free, Bulawayo will insert the key. If the fight starts to go against them, Opal will come to their aid. The quickest way to stop detonation is to actually pull out the key; otherwise the gamemaster should, at his or her discretion, decide how to achieve a complete power shutdown.

Opal will lead the agents to her room where her 7-year-old daughter is. She will show the agents the jet platforms and how to use them. Once the agents reach the surface, they will find themselves in the midst of a firefight. They should be chased by any and all forms of transportation available to TAROT; jet platforms, skorptions, dynafoils, etc. If they manage to live through the ensuing firefight, they will find out that they have to turn over the Professor to the Soviets. He'll be happy to go back. Things were much quieter in the Soviet Union, and he can work without the threat of death over his head. The kingdom of Nepal will be forever indebted to the agents. □