

An Adventure
for 1 to 4 Players
PLUS Gamesmaster

JAMES BOND

007



Role Playing
In Her Majesty's
Secret Service



YOU ONLY LIVE TWICE



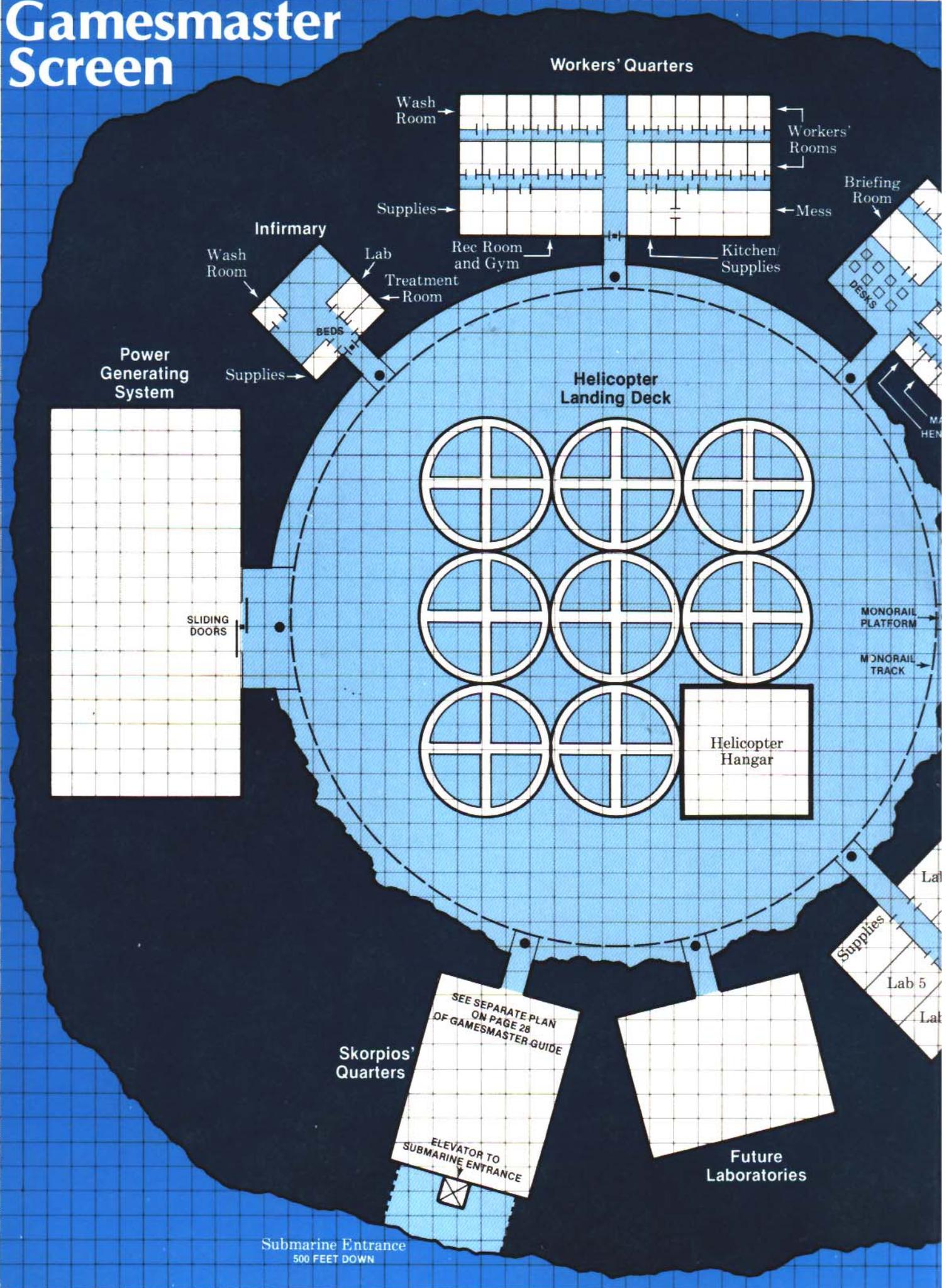
VICTORY GAMES, INC., New York, NY 10001

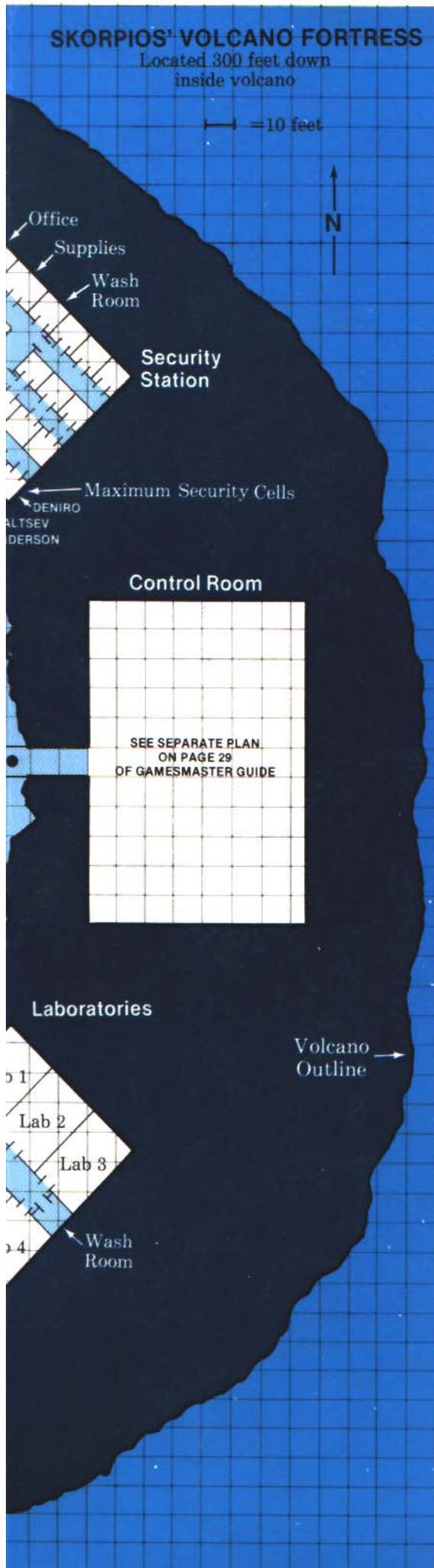
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For Ages 12 to Adult

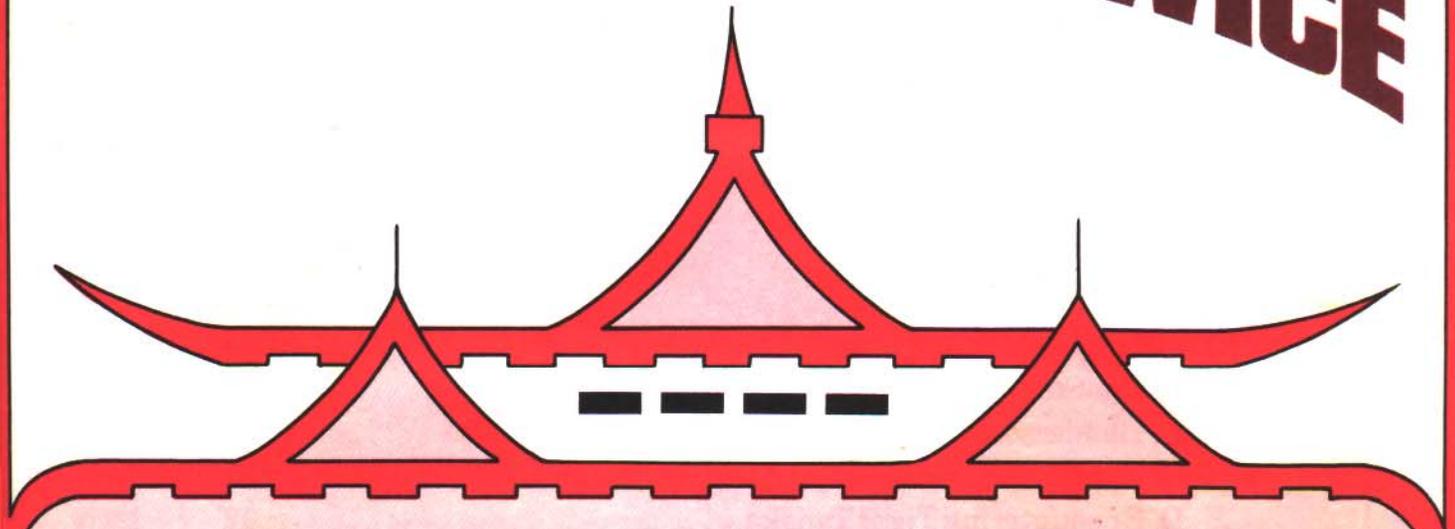
Gamesmaster Screen





Gamesmaster Guide

YOU ONLY LIVE TWICE



An Adventure Module for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

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Table of Contents

Part I: Introduction and Briefings	3
A. Introduction	3
B. Briefing for the Characters	4
C. Q Branch Equipment	6
D. Briefing for the Gamesmaster	7
E. Notes on the Adventure	9
Part II: Non-Player Characters	13
A. Enemies	14
B. Allies	20
Part III: Places, Events, and Encounters	24
A. The Sumo Match	24
B. Henderson's House	25
C. Encountering Aki	31
D. Encountering Tiger Tanaka	32
E. Osato Industries	34
F. Encountering Osato	36
G. The Yokohama Docks	38
H. The Volcanoes	40
I. Hekura Jima	43
J. The Volcano Complex	44
K. Skorprios' Speech	49
L. The Science Station	50
Part IV: Adventure Information	52
A. Consequences	52
B. Altering the Adventure	53
C. Further Missions	54
Part V: Thrilling Cities	55

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Part I: Introduction and Briefings



A. Introduction

The *You Only Live Twice* Adventure Module is designed to be played by up to four players and a Gamesmaster. While presenting a challenge to one “00” rank or two Agent rank characters, the adventure is designed for a party of four Rookie rank characters. Guidelines for modifying the adventure to suit parties consisting of characters of different ranks are offered in this booklet.

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

As Gamesmaster, 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 you feel you will need.

If you are familiar with the movie, you will notice that some backgrounds for the NPCs and the basic plot 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 start that they will not simply be replaying the movie. You may, of course, alter the adventure to make it 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 Players” 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 Gamesmaster” contains the events that have happened before the mission starts and the plans of TAROT leader Karl Ferenc Skorprios. 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 role-play these characters effectively. The chapter on Places, Events, and Encounters describes the locations the characters will most 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 Tokyo beyond that found in the *James Bond 007* Game.

There are eight 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. The Mission Sheets include: a map of Hekura Jima; two visuals of volcanoes as seen from the air; a note with a microdot attached, a photograph of three volcanoes and a small ship, plus an enlargement of the ship; an illustration of a Wallis Autogyro (“Little Nellie”); a navigation

chart from the *Kunisada Chuji Maru*; an article in the style of the *London Times*, and a certified check from Osato Industries; a memo from Osato Industries; and a loading manifest from Osato Shipping. Some of these props will have to be cut out and then handed to the players.

The central four pages of this booklet contain maps of major locations the characters will probably visit during the mission. The stand-up screen contains a floorplan of Skorpios' volcano complex and a map of Japan. These maps are for the GM's eyes only and should not be shown to the players.

B. Briefing for the Characters

It is 9:00 on a Monday morning in late August, and already the air is stifling from the heat wave affecting London. The characters, reliving in their minds the events of the weekend — or perhaps their last mission — are already in the office, sipping their first cup of coffee from the commissary. As they stare out the window at the haze beginning to form over the city, they dream of a new mission in a place far away from this sweltering weather.

The phone wakes them. It is Miss Money Penny, summoning them to M's office. There they find a wide-awake and obviously concerned M, who bids them a good morning.

"Sit down," he says. "Miss Money Penny will be bringing in some coffee. While we're waiting, I'd like you to read this."

M hands the characters an article from the *London Times*. (Give the players the prop from the Mission Envelope. For additional effect, you might bring them some real coffee or other refreshment.) The *Times* story outlines the disappearance of a Soviet space laboratory and Soviet accusations of sabotage by the United States. It also mentions the sabotage of a U.S. shuttle mission by a ground crew member who confessed to being a Soviet spy. After the characters read the article, M continues the briefing.

"As you know, this is merely the latest in the accusations between the Soviets and the Americans. Relations between those countries have been deteriorating for the past several years, I'm sorry to say. But accusations aren't our business. I've brought you here for something far bigger.

"I've had a call from the Minister of Defence. He has alerted me to something of which I was previously unaware. It seems there is more to the Soviet space laboratory than the Russians have let out. They were conducting experiments in bacteriology — particularly with viruses — aboard the lab. Something about the effects of zero-gravity on viral growth and solar radiation affecting mutation rate. Very advanced experiments.

"For some reason the Soviets decided to abandon the lab — or so we have heard. The Minister of Defence and I have concluded that something went wrong on the space lab, perhaps a new form of virus mutating. If this is indeed the case, then there is a great danger of an epidemic of some sort should the space lab return to earth.

"Of course, Moscow isn't admitting anything of the kind. They would never admit they are performing what might be considered germ warfare experiments. They have also accused the United States of sabotaging their mission in retaliation for a failed American mission.

"I find this accusation hard to accept. Nonetheless, the Soviet space shuttle has disappeared. One of our top operatives in Moscow has reported that the Soviets lost track of the shuttle *Potemkin*, which contained the lab, as it re-entered earth's atmosphere. The last calculation indicated it was due to come down somewhere in the North Pacific.

"The last clue we have to the space lab's location comes from a Soviet naval base on Sakhalin, which reported that an unidentified object plummeted towards the Sea of Japan. There is now a rather large Soviet naval exercise being held in that area — obviously, they are hoping to find the lab before anyone else does. As far as we can determine, they have not told the Japanese authorities anything about the space lab or indeed why their navy seems to keep encroaching into Japanese waters.



“As you can well imagine, if the world knew that a virus-laden laboratory had possibly blown apart in the sea, the resulting panic would be indescribable. Moscow has kept quiet about the contents of the space lab, but they have suggested sabotage on the part of the Americans. Tension between the two nations has been building recently, and the current crisis is not helping matters.

“Normally in a situation like this, we would simply be willing to aid our American allies with what information we gather and let them do the leg work. However, we have not told anyone our real fears about the contents of the space lab. We have reason to believe that the virus experiments the Soviets conducted on the lab were based on British research. Not that our scientists were working on germ warfare; quite the contrary.

“It seems that these virus strains originated from some experiments on genetic engineering. When our researchers discovered how dangerous the new strains were, they were ordered to end their research in that area. Somehow, their research must have been leaked to the Soviets...for a healthy price, I’ve no doubt.

“If the Soviets do reveal the truth about their space lab — and the source of their viral experiments — the damage to Britain and its intelligence network will be irreparable. Therefore, we must become involved in this matter. We have gone so far as asking Tiger Tanaka, the head of the Japanese Secret Service, to find out anything about downed aircraft in the Sea of Japan. We gave him the impression it was one of our spy-planes. He agreed to cooperate, but he hasn’t yet replied. We really can’t press him without giving him reasons.

“This is where you come in. You are to go to Japan and find out what happened to that lab. Tanaka will provide you with whatever you need and with whatever information he’s so far uncovered. Don’t be afraid to work with him; he’s been of enormous help to us before, and I’m sure he’ll willingly assist us again.

“*But*, you are not to tell anyone — not even Tanaka — about the virus experiments. The Minister of Defence and I do not want anyone — not even our best friends — knowing that we may be partly responsible for what may occur. Not yet, at least. So I repeat: What I have just told you is top secret. Is that understood?”

Once the characters agree, M will continue with the briefing.

“Our operative in Moscow is even now relaying information about the strains of virus that were being used in the experiments. Q Branch is coordinating an all-out effort with our scientists to find anti-toxins to neutralize these viral strains.

“If you find the lab, and it’s still in one piece, make sure it stays closed. Don’t open it, and don’t let anyone else open it. If our scientists find an anti-toxin, we’ll send it to you immediately. Then you can open the lab and do what you must to sterilize it. If we haven’t yet come up with an antitoxin, then you must guard the lab until we find one.

“Remember, if you find the lab, you are to tell no one but us.

“You will catch the flight for Tokyo at 4 this afternoon. Your contact will be Richard Henderson, an expatriated Australian who frequently works with Tanaka. He is expecting you, and has arranged to contact you at a sumo wrestling match in Tokyo tomorrow afternoon. When you land, take a car to Kokugikan Hall. There are three ticket windows at the front doors; Henderson will arrange for the tickets to be reserved in any name you like at the first window. As many of you as you wish can make the contact...

“Five minutes into the match, a Japanese woman will sit in an empty seat beside you. She will wait a few minutes, and then give the password — ‘I love you’ — to whomever sits next to her. She will take you to see Richard Henderson, for whom she works. Henderson will take you to see Tanaka.” p. 55

The briefing with M ends at this point. (You can include Kishimoto’s lecture from Part V at this point if you wish.) M will tell the characters to visit Q Branch. There they will be shown the Wallis WA-116 Agile Autogyro (“Little Nellie”), and each given an Avram tracer and a safecracking device for their attache cases, plus the pen alarm. The characters can take the smaller items. Q will personally transport the Wallis Autogyro to Japan and assemble it at the characters’ request. You can show the players the Wallis Autogyro hand-out from the Mission Envelope as you describe the various functions it can perform. See C. Q Branch Equipment, below, for descriptions of the equipment for the mission.

After the meeting with Q, the characters will depart for Heathrow Airport to catch their 4 P.M. flight. The flight will take 14 hours, and they will arrive at 3 P.M. the next day in Tokyo.

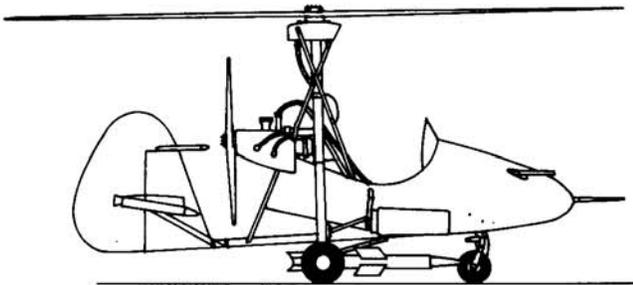
C. Q Branch Equipment

WALLIS WA-116 AGILE AUTOGYRO ("LITTLE NELLIE")

The Wallis Agile weighs only 255 pounds, but it can take off carrying 550. Normally, only one character can ride in the autogyro, but for the purposes of this adventure, you can allow up to two characters to fly in it. The autogyro can be transported in four suitcases, and can be assembled in three hours. Its normal cruising speed is 70 mph, but it can attain a top speed of 115 mph.

For a quick strike, Little Nellie has more firepower than the AH-1 Cobra combat helicopter used by the Americans in Vietnam. Its armament includes 4 rearward jettisonable flamethrowers, 2 L7A2 .30 caliber machineguns with 100 rounds of ammunition each, 50 air mines, 14 free-flight rockets, and 2 air-to-air heat-seeking missiles.

The Attributes for Little Nellie are:



PM	RED	CRUS	MAX	RGE	FCE	STR
+1	1	70	115	140	0	1

The weapons (except the missiles) on Little Nellie require a successful Piloting skill roll to have effect. In case of a chase or air-to-air combat, the autogyro's weapons function as follows:

1. The four flamethrowers each have one "shot," producing a stream of flame lasting one Action Round. It takes a successful Force maneuver to get Little Nellie in position to use the flamethrowers. In a chase, the target vehicle must be at Close or Medium range to take effective damage. If the Piloting skill roll is a Quality Rating 1, the target vehicle is destroyed (for example, a pursuing helicopter would blow up); on any other successful roll, the result is a Light Wound to the target. The flamethrowers fire directly to the rear of the autogyro; if you are using a grid for the chase, the flamethrowers would shoot into the squares behind it.

If the flamethrowers are used on people, their Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	1	J	0-8	16-24
		CON	JAM	DRAW	RL
		na	98-99	na	na

2. The machineguns require a successful Trick maneuver to get the autogyro in line to hit a target. The Attributes for the machineguns are:

PM	S/R	AMMO	DC	CLOSE	LONG
+1	20	100	3×J	0-100	250-400
		CON	JAM	DRAW	RL
		na	98-99	na	na

Note: The machineguns and the flamethrower cannot be removed from the autogyro and used as hand weapons. They cannot be reloaded while in the air, but can be reloaded between flights.

3. The fourteen rockets are fitted in disposable pods on the autogyro, one pod on each side. They have a top speed of 300 mph and thus can fly faster than any helicopter in the *You Only Live Twice* Adventure Module; they are very inaccurate, however. They are fired in clusters of seven. When they are fired, use the firer's Primary Chance for the Piloting skill. The rocket will either hit the target, doing Damage Class I damage, or miss it. It requires a successful Trick maneuver to get the autogyro in line with the target before a rocket cluster is fired.

The Attributes for the rockets are:

PM	S/R	AMMO	DC	CLOSE	LONG
-2	na	na	I	0-50	150-300
		CON	JAM	DRAW	RL
		na	99	na	na

4. The 50 air mines are deployed all at once. To use the air mines, the character must make a successful Force maneuver (representing his getting into position where the mines will be deployed effectively). As with other Force maneuvers, the character must get a Quality Rating 3 or better to successfully deploy the air mines. In this case, the target vehicle takes no damage from the Force maneuver itself.

The mines do Area Damage Class J. They will explode in 10 seconds. The damage a target takes depends on its distance from the mines when they go off; this distance is determined by rolling a D6 and

referring to the Area Weapon Damage Chart. On a roll of 1, the mines explode at 0-10 feet; on a 2 or 3, they explode at 11-20 feet; on a roll of 4 or 5, they explode at 21-30 feet; and on a 6, they explode at 31-40 feet. The pilot of the target vehicle should get a PER roll if the D6 result is a 4, 5, or 6 to notice the mines; he will then have to make a successful Trick maneuver (-2 Ease Factor modifier) to avoid taking damage from the mines (the D6 is not re-rolled).

5. The two air-to-air heat-seeking missiles will seek out the closest heat source (excluding the autogyro). A missile will begin to chase the target aircraft on its own and will go for 5 Action Rounds before running out of fuel. The pilot of the target vehicle must make a successful Trick maneuver (-2 Ease Factor modifier) to get out of the way (in which case the missile will not be able to catch up with the vehicle before running out of fuel).

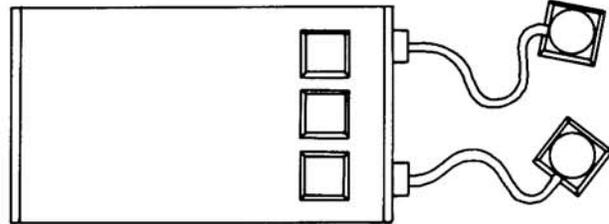
A missile does Area Damage Class K. The only time a missile will jam is on the first round, indicating it has misfired. On a roll of 100 in a round, the missile explodes prematurely, doing Kill damage to the autogyro. The missile's Attributes are:

PM	DC	RGE	SPEED	JAM
+2	K	3000	600	99

Note: The Performance Modifier is applied to the character's Piloting skill roll when he fires a missile.

ATTACHE CASE ITEMS

Q will provide two special items for the group. One is the Avram tracer (see the Equipment chapter of the *James Bond 007 Game*) and the other is a safecracking device about the size of a pack of cigarettes. The safecracking device gives a +2 Ease Factor modifier for a Safecracking attempt.



PEN ALARM

Q will give one character a pen alarm. When activated, the pen alarm emits a signal that will be picked up by a Royal Navy submarine stationed in the Pacific near Japan. As soon as M.I.6 is alerted to the character's peril, they can use the signal as a homing device to track the character's location. You may wish to encourage the characters to carry this pen at all times; it is a way of signalling for help should the party find itself trapped inside the virus-filled space laboratory at the end of the mission.

D. Briefing for the Gamesmaster

THE SPACE LAB

The Soviet space laboratory did plunge into the Sea of Japan. It landed intact, and is indeed filled with a deadly viral strain. It is now in the possession of Karl Ferenc Skorpios, the leader of TAROT. The lab is being kept in an underwater science laboratory near Skorpios' volcano fortress off Japan's north coast. There, Dr. Isa Nakahara, leader of TAROT's Research and Development Section, is investigating the Soviet space lab.

Skorpios has created a major research station inside a dormant volcano near Hekura Jima. The location was chosen for several reasons. First, the island was uninhabited. Second, the thermal energy makes an excellent power source, without attracting attention. Third, the presence in Japan of Tetsuro Osato, one of TAROT's best operatives, made the construction of the fortress relatively simple to achieve in secrecy.

Most important, the location of Japan so near to the Soviet Union is perfect for Skorpios' long-range plans of world domination. Skorpios intends to sow the seeds of distrust among the major nations of the world. Doing so will allow his TAROT agents to move more freely throughout the world, since

several countries have already expressed interest in using TAROT's freelance operatives for assassinations, extortions, and investigations.

Skorpios' Japanese location is being used to direct operations primarily against the Soviet Union (and Japan, of course). TAROT has maneuvered several confrontations between the United States and the Soviet Union in the past several years, with the intent of heating up tensions between the two.

Earlier in the year, the US space shuttle, *Explorer*, was launched from Cape Canaveral. Aboard it was Spacelab, a manned space laboratory. After partially completing its mission, it was forced to make an emergency landing when one of its main computers malfunctioned. Tests by NASA revealed that the computer had been tampered with prior to launch.

After several months of investigation, NASA discovered that one of the ground crew was responsible for the sabotage. Max DeNiro, head of the ground crew, not only admitted to the sabotage, which was true, but also admitted to being a Soviet spy, which was false. While DeNiro was in custody, he was somehow murdered before revealing any more information. The United States naturally accused the Soviets of the sabotage and DeNiro's murder. The

Soviets staunchly denied DeNiro was one of theirs.

DeNiro was not a Soviet spy, nor was he actually Max DeNiro. To increase international tension, Skorpios had a top TAROT agent impersonate DeNiro, sabotage the launch, and then admit to being a Soviet agent. The impersonation was so successful even DeNiro's girlfriend suspected nothing. Rather cold-bloodedly, Skorpios then had the impostor eliminated. The real DeNiro is being held in Skorpios' volcano fortress.

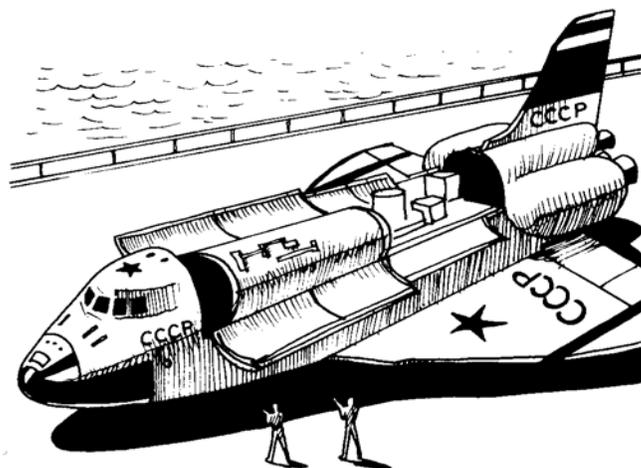
On June 15 of this year, the Soviets launched their own space laboratory aboard the shuttle *Potemkin*. One of the major projects was the virus experiments, conducted by two scientists. Two cosmonauts maintained communications from the shuttle. On August 26, the scientists reported that one of the cultures had mutated explosively and was killing every other living thing within the lab. The next day the scientists died. Fortunately, the cosmonauts were isolated in the shuttle cockpit and were safe for the moment. Soviet ground control ordered them to abandon the lab, after boosting it to a higher orbit, and return home.

This order was never completed. As soon as the main computer was engaged, it shorted out. The back-up computer in the space lab then clicked on, taking over control of the shuttle. The re-entry boosters were engaged, and the shuttle began descending to earth, with the space lab laden with virus still inside. It landed in the Sea of Japan, a few miles from Skorpios' underwater station. It was taken aboard the *Kunisada Chuji Maru*, where the cosmonauts were removed; Skorpios removed the lab and had it taken by a Neptune mini-submarine to the underwater science station.

Skorpios was also behind the failure of the Soviet mission. A second TAROT operative had been assigned to impersonate Leonid Maltsev, one of the Soviet ground crew for the mission. The impersonator had installed an override system (designed by one of TAROT's top researchers, Dr. No) in the space lab. The override system shorted out the shuttle's controls and gave command of the whole complex to Skorpios. The lab and shuttle were guided to the Sea of Japan for splashdown. The *Kunisada Chuji Maru* (Osato's ship) took the lab and shuttle in tow, and the cosmonauts were removed from the shuttle. The lab was then attached to one of Skorpios' submarines and towed to the underwater station. The shuttle was scuttled.

The Soviets immediately suspected sabotage against the lab and began a vigorous search for the culprit. The TAROT impersonator was killed while attempting to flee the KGB. The kidnapped Maltsev is being held by Skorpios in the volcano complex.

The Soviet Union is now accusing the United States of sabotaging their space lab in retaliation for the failure of the *Explorer* shuttle mission. They assume the TAROT imposter was an American agent.



Skorpios was not aware of the virus experiments. His capture of the space lab was meant to cause another international crisis. The existence of the deadly virus was both an unexpected bonus and a major problem.

The space lab has not yet been opened. The cosmonauts warned Isa Nakahara about the virus in the lab before being sent to join the other prisoners in the volcano fortress. Skorpios is somewhat skeptical of their claims and wants the lab opened immediately. Nakahara has resisted the pressure so far, wishing to take all precautions should the cosmonauts prove right. She will open the lab as described in Part III: L. The Science Station.

The mission for the characters is to stop the lab from being opened. To find the lab, they will have to locate Skorpios and through him the space lab. Locating the volcano complex is not enough; they must also find the underwater science station where the space lab is being kept. The consequences of failing the mission are outlined in Part IV: A. Consequences.

PLOT AGAINST TANAKA

Skorpios is also working on another plot which will complicate the characters' mission even before it begins. Tiger Tanaka, head of the Japanese Secret Service, has been interfering rather effectively with TAROT's operations in the Orient. Skorpios is determined to eliminate Tanaka. The plans he has concocted to this end coincide with the arrival of the characters.

Through Osato, Skorpios has hired a freelance assassin to impersonate Richard Henderson (the characters' contact in Japan) and to kill Tanaka. The assassin is Australian (like Henderson) and goes by the alias, "Kangaroo" (his real name is Bert Smyth). Kangaroo was able to approach Henderson as a fellow Australian in exile and become drinking buddies. It was a simple matter for Skorpios and Kangaroo to trap Henderson and replace him. None of Henderson's contacts with the Japanese Secret Service has ever seen Kangaroo.

The real Henderson was taken prisoner and brought to the basement of Osato Industries shortly after he had been contacted by M about the tickets for the sumo match. Henderson was given scopolamine and forced to reveal his association with M.I.6. During this session, Henderson revealed that he would take the characters to Tiger Tanaka. He told his interrogators that the initial contact with the characters would take place at 5 P.M. at the sumo match at Kokugikan Hall. Actually, he has assigned Aki, his assistant, to meet the characters, but Skorprios wrongly assumed that Henderson himself was the contact. After Henderson was questioned, he was spirited off to the volcano complex.

Skorprios, aware that the characters' arrival might interfere with Tanaka's assassination and the research into the space lab, has ordered Kangaroo to kill them as well. Kangaroo strongly protested the extra burden, especially since Tanaka is expecting their arrival. Skorprios countered with: "By the time Tanaka notices, he will be dead. Or you will be." The case was closed.

Kangaroo was rather shaken by the turn of events. After Skorprios left for the volcano complex, Kangaroo visited Tetsuro Osato, Skorprios' financier, and demanded to be paid by certified check, suggesting "he would not feel secure enough to perform adequately." Osato, knowing time was growing short, reluctantly agreed; he wrote the check and had it certified. Kangaroo pocketed the check and left. (This check is a prop in the Mission Envelope).

Kangaroo's plan is to meet the characters at the sumo match and take them back to Henderson's house (as the real Henderson would have done). After a sumptuous dinner Kangaroo has arranged for sword-brandishing fighters to leap into the room and

assassinate the characters. Kangaroo will then visit Tanaka, ostensibly to tell him of the "tragedy," but actually to shoot him. With the characters and Tanaka out of the way, Skorprios will be able to continue with his plans undisturbed.

Aside from Tanaka's assassination, Skorprios has no other major operation in progress at the time. He is concentrating on completing his volcano fortress while arranging small missions (kidnappings, extortions, assassinations and the like) throughout the world. The *You Only Live Twice* Adventure Module is designed to present TAROT's founder in the process of setting up a base for future worldwide operations. The characters' mission is a world-saving one, but Skorprios is not aware of the danger from the space lab. If Skorprios survives, he will definitely profit from the experience.

Note: If you have already introduced TAROT and Skorprios into your campaign, you may need to alter the adventure. Suggestions for altering the adventure are included in Part IV: B. Altering the Adventure.

The real Max DeNiro, Leonid Maltsev, and Richard Henderson are prisoners in the volcano complex along with the cosmonauts. Once the characters reach the volcano complex, they will be able to rescue the prisoners.

The primary villains in the adventure are Skorprios and Isa Nakahara. Tetsuro Osato, owner and president of Osato Industries in Tokyo, is TAROT's primary financial controller and benefactor; he is one of the primary enemy NPCs the characters will meet. Helga Brandt and Kangaroo are the other major enemies who will be met in the adventure.

The allies for the characters in this adventure are Aki, Tiger Tanaka, and Kissy Suzuki.

E. Notes on the Adventure

GENERAL COURSE OF THE MISSION

How the adventure proceeds, of course, depends entirely on what the characters do. The following order of events shows the most logical sequence the characters should follow. You may use it as a guideline, since it highlights the most important clues and meetings for the characters. This sequence is separate from the Mission Timetable (see below). If you find your characters are missing the clues or are wandering aimlessly around, you may have to force encounters to get them back on track.

1. After their briefing with M, the characters will fly to Tokyo to find the missing Soviet space lab. Their contact in Tokyo is Henderson, who has scheduled one of his people to meet the characters at the sumo match. The password is "I love you."

2. At the sumo match the characters will meet Kangaroo, the imposter who took Henderson's

place. He will say the proper password and then drive the characters to Henderson's house.

3. After dinner the party will be attacked by black-garbed assassins; there will be one assassin for each character (except Kangaroo). The assassins will do their best to kill the characters. Kangaroo will be out of the room during the fight. Should the characters defeat the assassins, Kangaroo will change his plans and tell them they must get to Tanaka quickly before anything else happens. He will drive the characters to Tanaka's headquarters and attempt to kill the characters and Tanaka. If the characters grow suspicious and try to attack or question him, Kangaroo will try to escape and go to Tanaka to assassinate him.

4. At Tanaka's office, Kangaroo will attempt to kill the characters and Tanaka. Should the characters save Tanaka, they will gain his trust and friendship. Tanaka will introduce them to Aki, if they have not

previously met. If they search Kangaroo, they will find Osato's certified check. This should lead them to investigate Osato. Tanaka will provide them with plans of Osato Industries should the characters wish to steal in at night or visit him directly.

5. If the characters decide on a daytime visit to Osato, they will be greeted politely. Helga Brandt will be present and will be closing the door to Osato's safe as the characters enter. If they can get the safe open, they will find documents linking Osato with a Mr. Wun (that is, Skorprios, who is number 1 in the organization). (The documents, included as props in the Mission Envelope, are Osato's memo regarding Tanaka and the photos of the volcano and a ship.) The characters' identities may be discovered, resulting in a chase.
6. The characters may otherwise attempt to steal into Osato Industries at night. In the safe they will find the props described above. They may be discovered by the guards, resulting in a fight and chase.
7. The materials found in the safe should make the characters suspicious of the volcanoes. Tanaka will offer to locate the volcanoes, but it will take 12 hours.
8. The characters may decide to visit Osato, if they have not already done so. They may also decide to visit the docks to check out Osato's ship. There they will discover a loading manifest that links Osato to Mr. Wun (#1, Skorprios) and a navigation chart that reveals the splashdown spot where the shuttle landed. (These props are included in the Mission Envelope.) While at the docks, they will probably be discovered and chased; if captured, they will be turned over to Helga Brandt who will take them directly to the volcano complex. Aki will be available with a car and, if the chase continues long enough, the pursuers will find themselves literally being picked up by Tanaka's helicopter.
9. The characters may decide to visit the splashdown location where they may locate the shuttle but not the space lab. Tanaka will notify them that he has found three groups of volcanoes similar to those in the photograph. He will offer to search the splashdown area if they wish to check out the volcanoes.
10. The characters may use one of Tanaka's helicopters or Little Nellie (see Q Branch Equipment, above) to fly over the volcanoes. When they are over the correct group of volcanoes, they will notice that one looks unusual (the players will be given the volcano props from the Mission Envelope). There will be a chase as the TAROT helicopters try to shoot down the intruder.
11. Tanaka will identify the volcano group as being near the island of Hekura Jima, where he has one of his operatives (Kissy Suzuki) located. They will join forces to investigate the volcano, where Skorprios has his fortress. Inside the volcano they will confront Skorprios and his henchman Kushido. Sure that the

characters will be killed by Kushido and the fortress guards, Skorprios will go to the underwater station in a submarine to hurry Nakahara with her work.

12. The characters may pursue Skorprios to the science station where they will find Nakahara about to open the space lab. They will successfully complete their mission if they prevent the lab from being opened or destroy the deadly virus before it can escape into the ocean.

If the characters do not follow the adventure as outlined above, you will probably have to move props or encounters to allow them to find the clues and stay on track. Suggestions on where you might alternately place the physical evidence are outlined in "Props and Maps" below.

Note that you should keep the timetable for the mission fairly rigid. Nakahara should open the space lab the sixth day after the characters arrive in Tokyo. If the characters do not get to the underwater science station in time to stop the lab from being opened, they have failed the mission. You should impress upon the players the importance of finding the space lab before someone opens it, so they do not allow their characters to idle away time. Depending on the characters' actions, you may need to move up the time when the space lab is opened, but you should never delay it.

MISSION TIMETABLE

In the James Bond movies, 007 manages to prevent a global crisis only at the last second. Your main job as Gamesmaster is to allow the players to experience the same kind of dramatic climax. To do so, you must keep strict track of the day and time as the mission proceeds. You will thus be able to insert some roadblocks if the characters are progressing too quickly, or help them along if it seems they will not reach Skorprios until the next century.

The timetable below lists the times and dates important to the adventure. "A" refers to the day the adventure begins for the characters.

Friday, August 26 (A-3 days): The virus on the space lab goes out of control, killing the two scientists. The cosmonauts contact ground control for instructions.

Saturday, August 27 (A-2 days): The cosmonauts attempt to leave orbit, but the shuttle and lab are taken over by Skorprios. The Soviet space station is guided to a splashdown in the Sea of Japan. The lab is recovered by Skorprios, the cosmonauts taken prisoner, and the shuttle scuttled.

Sunday, August 28 (A-1 day): The Minister of Defence contacts M.I.6 about the missing space lab and the virus. M contacts Richard Henderson about the impending arrival of the characters. Henderson is kidnapped and questioned by Skorprios.

Monday, August 29 (A day): M has a briefing with the characters and orders them to Tokyo. The questioning of Henderson continues.

Tuesday, August 30 (A+1 day) The fake Henderson gets the certified check from Tetsuro Osato. The characters arrive in Tokyo and go to the sumo match. Five minutes later Kangaroo arrives.

Sunday, September 4 (A+6 days) Between 5 A.M. and 10 A.M. Tokyo time, Nakahara begins to open the space lab, releasing the deadly virus.

PROPS AND MAPS

This section describes the props in the Mission Envelope and the ideal times when they should be handed to the players are indicated (plus alternate locations where you might place these props if the players do not follow the General Course of the Adventure as outlined above). Also, the maps and floorplans for the adventure are described here.

Some props are called “photographs,” while others are called “visuals.” Photographs represent pictures taken by camera, and visuals represent what the characters actually see at that moment. For example, one photograph shows a close-up of Osato’s ship. The visuals of the volcanoes, on the other hand, are what the characters would see as they fly over each caldera, the crater of the volcano.

Article from the London Times and Certified Check. The *Times* article is handed to the characters during the briefing with M. The certified check and receipt is made out to Bert Smyth (Kangaroo) and signed by Osato. Ideally, the characters should find the check on Kangaroo once the assassination attempt against Tanaka is foiled. Should Kangaroo somehow escape the characters, the check can be placed in the glove compartment of his car. These props should be cut apart and handed out as indicated.

Note: *Do not cut apart the check and the receipt. These together are one prop and should be handed to the players as one piece.*

Note and Photographs of Freighter. The note that reads “Taken by tourist. Liquidated.” should be found by the characters in Osato’s safe. The black dot on the note is a microdot. Any character with the Field of Experience in Microphotography will recognize it as such; otherwise, the characters should get a PER roll to recognize it. When the microdot is enlarged, the characters should receive the photo of the three volcanoes with the small freighter seen in the foreground. If they ask Tanaka for an enlargement of the freighter, they should get the larger picture showing the *Kunisada Chuji Maru*. If the characters cannot get into the safe, the note can be placed in a safe in Helga Brandt’s apartment (one of the characters will have to successfully Seduce Brandt for this to happen; see Part III: F. Encountering Osato). These props should be cut apart and handed to the characters when indicated.

Interoffice Memo. This prop connects Osato with the fake Henderson and with Mr. Wun (Skorprios).

This prop is also in the safe in Osato’s office, or it can be placed in Helga Brandt’s home safe, if necessary.

Loading Manifest. If the characters explore the Yokohama Docks, they can find this form lying on the dock near the *Kunisada Chuji Maru* or on board the ship in the captain’s cabin. It provides a link with Mr. Wun (Skorprios) and suggests that something was moved by a submarine. For added effectiveness, you can dampen the sheet before handing it to the characters. If the characters do not go to the docks, you can place the manifest in either Osato’s or Brandt’s safe.

Note: *The footprint on the manifest has nothing to do with the adventure. If the prop is found in a safe or cabin, tell the players to ignore the footprint.*

Navigation Chart. This prop shows where the Soviet lab and space shuttle splashed down into the Sea of Japan, and indicates the positions of the *Kunisada Chuji Maru* and the TAROT submarine. It can be found on the ship or, if necessary, in Osato’s or Brandt’s safe.

Visual of “Little Nellie.” If a character uses the Wallis (“Little Nellie”) to fly over the volcanoes, this visual is given to him. It shows a side and front view of the autogyro and also contains boxes for marking off ammunition and weapons used in combat.

Visuals of Volcanoes. The bottom visual is shown to the characters the first time they fly over the third volcano near Hekura Jima. This volcano contains Skorprios’ fortress and the fake lake covering is partially opened, revealing part of the fortress within. The top visual should be handed to the characters when they fly closer to the caldera; it shows the opening with the fake lake closed. The characters should realize that this volcano is their target. These visuals should be cut apart.

Note: *When the characters fly over the first two volcanoes in this group, you can simply tell them that there is nothing unusual about the calderas of the volcanoes. It is the third volcano that is important, and your handing them the prop at this time will help clue them in to its importance.*

Map of Hekura Jima. The map shows the layout of the island, located near Skorprios’ volcano complex, where they will meet Kissy Suzuki. It should be given to the players prior to their departure for Hekura Jima.

Included with this adventure are a number of maps and floorplans of the various locations the characters will be visiting. A map of Japan is on the Gamesmaster Screen, indicating the major locations where the action of the adventure occurs. You should photocopy the Mission Sheet with the map of Hekura Jima for your own reference.

The floorplans to Skorprios’ volcano complex is given on the Gamesmaster Screen. This screen is folded to allow you to use it as a shield. The central four pages of this booklet include floorplans to the

other major locations the characters will visit. These floorplans are for Henderson's house, Osato's office, Tanaka's office, the Yokohama Docks, the *Kunisada Chuji Maru*, Skorpios' quarters in the volcano complex, the control room for the complex, and the underwater science station.

Note: You will have to make up the floorplans and details of any other locations the characters may decide to visit. The locations described in this book are the important ones for the characters to complete their mission.

IMPORTANT GM INFORMATION

1. Most of the clues the characters will find will lead them in an orderly fashion to the space lab in the underwater science station. The certified check for the fake Henderson leads to Tetsuro Osato. The photos and charts found either at Osato's office or at the Yokohama Docks clues will lead to Skorpios' volcano complex.

As with many adventures, effecting transition between locations may prove difficult. In the *You Only Live Twice* Adventure Module, the characters will not likely argue about going to Tokyo, but will disagree with each other from that point onward about where to go. The General Course of the Mission (above) should help you keep the characters on the track if they decide to hit, say, the Kyoto nightspots for some reason. However, if the characters cannot decide where to go next, or if they simply cannot figure it out, remind them of the clues they have already found or create an encounter that will get them back on track.

If the characters are clearly not going to find an important clue (for example, the documents in Osato's office), you may have to intervene. It is possible to place clues in alternate locations, such as in Helga Brandt's safe or apartment, and create an encounter with Brandt that will lead them to the clues. You might create an Osato Industries office at the Yokohama Docks for the characters to find. The success of the adventure depends on the characters finding certain clues, and you should do whatever you can to make sure the clues are found. If your players refuse to follow your leads, you may wish to penalize them by giving fewer Experience Points at the conclusion of the mission.

2. Since the mission will probably run over several play sessions, you may need to remind the players of important facts, such as the password ("I love you") or their ultimate mission (finding the space lab). Remind them also of the urgency of the mission. You might wish to capsule M's briefing to them at the beginning of each new session. This method is suggested since, due to the secretive nature of the mission, you cannot use the NPCs to remind the characters of their objective.

It is suggested you make notes as the mission progresses so as to be able to remind the characters at the start of each game session of what they have so far accomplished. These notes will also refresh your memory as to what has happened. It is important to write down such things as NPCs' Reactions to the characters, Seduction stages achieved, and information points revealed. You should review your notes before re-entering the ring with your players.

3. The players, in the excitement of finding the volcano complex, may decide to destroy the fortress immediately. Should they succeed, they will not fulfill their mission of finding the missing space lab. You can have Tiger Tanaka, Aki, or Kissy Suzuki try to deter them from such a course of action, saying that its presence is a matter for the Japanese Secret Service to deal with. If the characters persist, have Tiger suggest that such action will cause trouble between the Japanese and British authorities. As a last resort, you, as Gamesmaster, may remind them that the space lab could be in the volcano and that by destroying the complex they will be releasing the virus. If the characters destroy the complex anyway, and thus do not find the space lab, they will fail.

4. As the adventure comes near conclusion, remember that Dr. Isa Nakahara is at your command. She will open the space lab between 5 and 10 A.M. Sunday morning (the sixth day after the characters start their mission). Depending on the progress of the players, you may advance the time she opens the space lab. Under no circumstances should you delay the opening; if the characters fail to prevent her opening the space lab, they have failed the mission. Since they are designed as continuing NPCs, it is strongly recommended that you allow Skorpios and Nakahara to escape at the end of the adventure.

Part II: Non-Player Characters



Besides the physical evidence, the other major method by which the characters gather information is through their interaction with the NPCs. The characteristics and statistics given for each NPC allow you to role-play them more effectively with your players.

The NPCs in the *You Only Live Twice* Adventure Module differ in several ways from those presented in the *James Bond 007* Game. The NPCs in this adventure are given idiosyncrasies and defined interaction modifiers to help you individualize them when playing them. The background given for each NPC explains who the person is and how he or she fits into the overall adventure. Additionally, NPCs are given weapons of preference, which you may change as you wish.

The idiosyncrasies listed for each NPC are quirks or habits that will help you personalize the character so that the players will be able to recognize the person easily during any meeting with him or her. The interaction modifiers are used in conjunction with the chapter "How to Interact with Non-Player Characters" in the *James Bond 007* Game. The Reaction modifier listed in this adventure is the only one you use when determining the NPC's initial Reaction to the characters. The other modifiers (Persuasion, Seduction, Interrogation, and Torture) are cumulative with any other modifier that is normally applied to this form of interaction. Since the interaction modifiers exist to show differences among the NPCs as people, feel free to alter or ignore them as you wish.

Note: *Except for Reaction, these modifiers apply only when a Player Character is performing interaction rolls against the NPC, never the other way.*

If the players question a very low Ease Factor because of one of these modifiers, you should explain

the difference by using some aspect of the NPC's personality ("She seems friendly" or "He acts sullen and uncooperative," or something similar). You should not announce to them what the specific interaction modifier is. Note that most of these modifiers are used in conjunction with other modifiers; you do not have to tell the players what modifiers you are applying to a roll.

Most NPC descriptions list several points of information the NPC knows. Allied NPCs will give the characters as much information as you wish; it is suggested that the Player Characters make the first effort of getting the information rather than you simply offering the points to them. The enemy NPCs will not reveal their information except through interpersonal actions.

The enemy NPCs will usually have four or eight points of information. These points are listed in order of importance. You may, however, give the characters the points of information in any order you wish or withhold any information points if your adventure demands it. The points of information that will be revealed depend on the method of interaction used by the characters.

If the initial Reaction roll is Friendly, an NPC with 8 information points will reveal the first. If the Reaction is Enamored, an NPC with 8 information points will reveal the second point as well (an NPC with 4 information points will reveal the first point only on an Enamored result). Any other Reaction will gain the characters no information.

If a character attempts to use Persuasion to gain information, he will receive one information point for each "Y" result. If any Persuasion attempt results in an "N," the NPC will reveal no further points to the character through Persuasion.

If a character attempts Seduction on an NPC, the NPC will reveal one point of information should the Seduction successfully reach the Beginning Intimacies stage and another point will be revealed with a successful When and Where stage. Should the NPC at any stage of the Seduction successfully resist, he or she will reveal no further point through Seduction.

If the characters use Interrogation on an NPC, the number of information points they receive depends on the standard rules for Interrogation. Thus, if the Skill Use Chart indicates the NPC reveals 50% of the truth, an NPC with four points will reveal the first two, and one with eight points will reveal the first four. A result of 75% means the NPC reveals three or six information points; a result

of 90% would have an NPC with four points hint towards the fourth, and one with eight points would reveal the seventh. A result of 100% means the NPC reveals all information points, and anything else you determine the person knows.

As a rule of thumb, the more damaging the point of information is to the NPC, the less willing the person will be to reveal it. The interaction modifiers given to an NPC may make that person less susceptible to various forms of interaction.

It may happen that an allied NPC will fall into the hands of Skorpios, who would be willing to use Torture to find out what the person knows. In such a case, use the Interrogation/Torture Chart to determine what points of information Skorpios learned.

A. Enemies

KARL FERENC SKORPIOS

STR: 12 DEX: 14 WIL: 14 PER: 13 INT: 13

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (8/21), Charisma (13/27), Disguise (12/25), Driving (12/25), Electronics (12/25), Evasion (13/26), Fire Combat (13/26), Gambling (9/22), Hand-to-Hand Combat (14/26), Interrogation (13/26), Local Customs (9/22), Lockpicking and Safecracking (10/24), Pickpocket (13/27), Piloting (8/21), Riding (8/21), Science (10/23), Seduction (11/24), Sixth Sense (14/27), Stealth (13/27), Torture (12/25)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'1"	SPEED: 3
WEIGHT: 175 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 43	STAMINA: 32 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 45 minutes
FAME POINTS: 70	CARRYING: 151-210 pounds
SURVIVAL POINTS: 11	WEAPON: Mauser

FIELDS OF EXPERIENCE: Board Games, Computers, Economics/Business, Fine Arts, Golf, Mechanical Engineering, Military Science, Political Science, Space Sciences, Squash, Tennis, Wargaming

WEAKNESSES: Greed

IDIOSYNCRASIES: Very cold, but charming on the surface; devoted to his Greyhound dog

INTERACTION MODIFIERS: Reaction (-7), Persuasion (-4), Seduction (-2), Interrogation (-2), Torture (-1)

DESCRIPTION: Slender and athletic build. No distinguishing scars or physical handicaps. Handsome, aristocratic features. Black eyes and hair, with a distinctive white stripe running back from the middle of the forehead.

BACKGROUND: Skorpios' history is given in the chapter on TAROT in the *James Bond 007* Game. His background only hints at the type of man he has become. He is ruthless, calculating, and manipulative. He desires power because he believes that only superior people should rule. He seeks to destroy the will of all human beings. He has lived and trained himself towards this end.



In the *You Only Live Twice* Adventure Module, Skorpios will be encountered only in the volcano complex or the science station. He is satisfied to leave the running of TAROT's operations in Japan to Tetsuro Osato. Although he has hijacked the Soviet space lab, he is not in the process of launching a world-shaking plot. He is concentrating on completing the volcano complex, although he does have a number of minor TAROT operations afoot around the world to pour money into TAROT coffers.

The capture of the Soviet space lab was intended simply to exacerbate tensions between the world superpowers. With the US and Soviet Union accusing each other of sabotaging their space programs, TAROT has been able to expand its operations unnoticed. The assassination of Tiger Tanaka is the next major operation scheduled. He has been pressuring Dr. Isa Nakahara to open the Soviet space lab, but she has resisted his impatience so far.

If the characters are captured in the volcano fortress or in the science station, they will be regaled with Skorpios' visions of world conquest (see Part III: K. Skorpios' Speech). If in the volcano, Skorpios will dispose of the characters by having them thrown into his piranha pool. Claiming more important matters demand his attention, he will not stay to watch.

Skorpios has a henchman, a ninja named Kushido. Kushido will be with Skorpios at all times in the volcano unless assigned other duties by his master. Kushido is described later in this section.

If the characters invade the volcano complex, Skorpios will automatically be Opposed or Antagonistic to them. In this adventure, it is unlikely they will do anything else. If the characters somehow manage to meet Skorpios under the pretense of doing work for TAROT (using Disguise or whatever other means they devise), determine Skorpios' Reaction according to the rules in the chapter on interacting with NPCs in the *James Bond 007* Game. Of course, if Skorpios has already been encountered in the course of your campaign, you will already

know his Reaction to them.

If there is any danger that Skorpios will be defeated in the volcano fortress, he will escape via submarine to the underwater science station. He and Nakahara will do their best to escape from the station if the characters get the upper hand there as well.

Skorpios has the following points of information available. If the characters are captured, he will gladly reveal the first two points in his speech. The third point will take some digging to learn, and the last point will be revealed only after prolonged Interrogation. Depending on your campaign, you can expand or eliminate any point.

1. His name. Under no circumstances will Skorpios reveal his background.
2. The name of his organization and his current plans to increase tensions between the US and the Soviet Union.
3. The ultimate aim of TAROT: world domination.
4. The location of the Soviet space lab.

DR. ISA NAKAHARA

STR: 7 DEX: 10 WIL: 12 PER: 14 INT: 15

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/16), Charisma (8/20), Diving (8/16), Driving (6/18), Electronics (15/30), Fire Combat (5/17), Hand-to-Hand Combat (3/10), Riding (10/23), Science (15/30), Seduction (7/17)

HEIGHT: 5'3"	SPEED: 3
WEIGHT: 112 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 36	STAMINA: 30 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 65	CARRYING: 101-150 pounds
SURVIVAL POINTS: 5	WEAPON: None

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Chemistry, Computers, Forensics, Mechanical Engineering, Medicine/Physiology, Space Sciences, Toxicology

WEAKNESSES: None

IDIOSYNCRASIES: Aloof; impatient with those less intelligent than she.

INTERACTION MODIFIERS: Reaction (-6), Persuasion (-1), Seduction (0), Interrogation (-1), Torture (0)

BACKGROUND: Nakahara's history is given in the chapter on TAROT in the *James Bond 007* Game. Her new science station is the fulfillment of a lifelong dream. Not only does it contain every piece of scientific equipment she could desire, but its underwater location assures absolute isolation and therefore absolute obedience from her assistants.

While she can be charming when she wishes, Nakahara is impatient with failure. She has a relentless drive for knowledge, and she demands results, not mere attempts. Just recently, when one of her assistants reported failure in an experiment, she stared at him coldly for a moment, then turned to a guard and ordered the man killed for failure. Need-



less to say, her cold resolve in these matters has provided an incentive for her people to strive for successful results.

She is quite excited about the acquisition of the Soviet space lab, but she does believe the cosmonauts about the dangers of the virus in the lab. So far, she has been able to convince Skorpios that the lab must be tested carefully before it is opened. Skorpios is growing very impatient, however, and Nakahara has agreed to open the lab Sunday morning.

Like Skorpios, Nakahara will not be encountered until the characters enter either the volcano complex or the science station. If the characters appear to be winning the fight in the volcano, Nakahara will attempt to escape with Skorpios. As the leader of TAROT's Research and Development Subsection, she is not expendable in Skorpios' eyes. He will go out of his way to keep her alive (a favor he bestows on

very few). If the characters are spotted approaching the science station, Nakahara will escape immediately. She has no intention of staying to fight. In fact, Skorprios has ordered her never to do so. The means of escape are described in Part III: J. The Volcano Complex, and L. The Science Station.

Nakahara has the following points of information available.

1. Skorprios is the head of TAROT.

2. She is TAROT subsection leader for Research and Development.

3. The underwater science station was built specifically for her. She is conducting biological research at the moment.

4. The Soviet space lab is in the science station. It has not yet been opened, though Skorprios is pressing her to open it.

TETSURO OSATO

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (5/14), Electronics (12/22), Evasion (7/15), Fire Combat (5/14), Interrogation (7/17), Local Customs (9/18), Science (11/21), Sixth Sense (8/17), Stealth (7/16)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'7"	SPEED: 2
WEIGHT: 150 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 56	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 98	CARRYING: 101-150 pounds
SURVIVAL POINTS: 2	WEAPON: Luger Parabellum

FIELDS OF EXPERIENCE: Chemistry, Economics/Business, Law, Mechanical Engineering

WEAKNESSES: Greed

IDIOSYNCRASIES: When speaking, keeps eyes half-closed and nose slightly in the air; when listening, twiddles his thumbs; speaks deliberately and with a condescending tone; brightens considerably when the topic turns to Japanese yen, German marks, or American dollars

INTERACTION MODIFIERS: Reaction (-6), Persuasion (0), Seduction (0), Interrogation (+2), Torture (+4)

BACKGROUND: Osato's background is described in the allies and enemies chapter of the *James Bond 007* Game. Because of the growing diversification of Osato's interests, the name of his company has been changed from Osato Chemicals to Osato Industries. The name change reflects the firm's growth in the manufacturing sector.

As a businessman, Osato is unsurpassed even in Japan. He has also become adept as a TAROT operative. Skorprios relies on Osato to launder any funds required by TAROT for operations in Japan, Southeast Asia, and even Australia (a major trading partner of Japan). Through Osato's Australian connections TAROT was able to discover that Henderson (an Australian) was actually working with Tiger Tanaka. Replacing Henderson with an impostor then became an easy task.

Nor has Osato restricted himself to financing operations solely within the business sector. In a deal with Skorprios a few years ago, as part of TAROT's long-range plan to create political tensions throughout the world, Osato was given the authority to assign freelance operatives of his own to minor missions.



Osato Shipping is a subsidiary of Osato Industries. Combining ocean shipping with domestic water and road shipping, this subsidiary is one of the largest shipping concerns in Japan. The *Kunisada Chuji Maru* is Osato's personal freighter. It operates from the docks of Yokohama, near Tokyo (see the map of Japan on the Gamesmaster Screen). From there it ships materials to South Korea, China, Taiwan, Hong Kong and, lately, to a small volcano off Hekura Jima. It stops at the volcano whenever Skorprios orders supplies for his fortress or the science station.

It is quite possible that the characters may decide to pay a call on Osato (as Bond did in the film). Osato's Reaction to the characters depends on the result of the Reaction roll. How he reacts to the characters is summarized below:

REACTION ROLL RESULT	OSATO'S REACTION
Opposed	Osato definitely does not like them. He will maintain his composure during the encounter, however. When the characters leave, he will order them followed. If he knows they are M.I.6 agents, he will automatically be Opposed to them and will order them killed.
Antagonistic	Osato will be terse, ending the meeting quickly. He will attempt to discover what he can about the characters in the shortest possible time. He will use Helga Brandt for this purpose.

Neutral Osato will be his normal self: aloof, business-like, and disinterested unless the topic involves money. After the characters leave, he will have Helga Brandt trace them to find out what she can about them.

Friendly In the unlikely event Osato is Friendly towards the characters, he will speak more openly to them and will offer a tour of his facilities. Roll D6; on a result of 1 to 4, he sees them as potential business associates, and on a result of 5 or 6 he sees them as potential accomplices in his espionage activities. See Part III: F. Encountering Osato, for more details.

Enamored This Reaction will not happen. Osato is enamored with nobody but himself. Treat this result as Friendly.

Osato is not a fighter. If he considers himself in danger, he will flee, trying to take Helga Brandt with him. If necessary, he will order her to stay behind to cover his retreat.

Helga Brandt is Osato's assistant. She is described later in this section.

Osato has the following points of information available:

1. He is the owner and president of Osato Industries, formerly Osato Chemicals. His company is involved in shipping, chemical engineering and refining, imports/exports, and research. His assistant, Helga Brandt, is originally from Germany and is an expert in the European transportation industry.

2. The *Kunisada Chuji Maru* is his personal ship. It carries only those goods authorized by Osato personally, such as special shipments to China, Korea, or Hong Kong.

3. Richard Henderson is a private detective who has delivered information to Osato about questionable customers.

4. Henderson works directly for him. He contacts people whom Osato suspects are in Japan to investigate his business affairs. That is why Henderson contacted the characters. (These last two points are obviously lies. If the characters have not discovered the fake Henderson, give them a PER roll, with a -2 Ease Factor modifier, to realize that Osato is lying.)

5. One business associate of Osato is a Mr. Wun, who owns a chemical plant in Shanghai. (Osato will reveal this information only if the characters have discovered the Loading Manifest prop.)

6. Henderson is really a TAROT impostor. The real Henderson has been kidnapped and is a captive.

7. Osato is the head TAROT operative in Japan.

8. The Navigation Chart prop shows where the Soviet space lab landed in the Sea of Japan (obviously, the characters will first have to find this prop to learn this information). The space lab is being held by Skorprios, whom he calls Mr. Wun. At an extreme, he will detail which volcano is occupied by Skorprios. He does not know of the science station.

HELGA BRANDT

STR: 7 DEX: 7 WIL: 13 PER: 9 INT: 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (10/23), Driving (8/16), Evasion (8/15), Fire Combat (9/17), Hand-to-Hand Combat (8/15), Interrogation (10/19), Piloting (9/17), Seduction (9/20), Sixth Sense (10/19), Stealth (12/25), Torture (12/23)

ABILITIES: Photography

HEIGHT: 5'7"	SPEED: 2
WEIGHT: 125 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 32	STAMINA: 30 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 51	CARRYING: 101-150 pounds
SURVIVAL POINTS: 3	WEAPON: Luger Parabellum

FIELDS OF EXPERIENCE: Computers, Economics/Business, Medicine/Physiology, Toxicology

WEAKNESSES: Attraction to Members of the Opposite Sex; Greed

IDIOSYNCRASIES: Speaks very softly and suggestively; eyes always transmitting an invitation

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

BACKGROUND: Helga Brandt was born in Hamburg. Her parents met while helping to clean up the city after it was leveled and burned by an Allied bombing attack in World War II. Probably as a result of the horror of that attack, her parents raised her to deplore violence and to live always with forgiveness in



her heart and a keen love of life. Helga would have a difficult time convincing anyone she paid the least attention to what her parents said.

After graduating from business school, Helga went on to become secretary to the president of a small electronics firm in Frankfurt. After two years work there, she decided to move on. A short time after she left, it was discovered that someone had made copies of diagrams of a new guidance system the company was developing for NATO and that those plans had somehow wound up on the other side

of the Iron Curtain. Her next job was in the Mediterranean where she became secretary to an admiral in Her Majesty's fleet. An information leak was traced back to the base where she was working, but nothing could be proved. She left that job two months later. She disappeared for a time and then resurfaced as personal secretary to Tetsuro Osato. She has been with him for over five years.

Brandt was responsible for the theft of the guidance system and the information leak. She was scouted by TAROT in Frankfurt and, after leaving the admiral's service, was recruited and trained by TAROT. Second-in-command of TAROT's Japanese operations, she is extremely loyal to Osato and to TAROT. She has dedicated herself to the organization's cause as long as she can remain with Osato.

The characters will first encounter Brandt with Osato. Her Reaction to the characters will depend on Osato's Reaction to them, and she will reflect Osato's interaction with them (see Osato's Reaction, above). If Osato suspects the characters, he will use Brandt to get information from them. If Osato orders the characters killed, Brandt will do her best to do away with them, either on her own or by means of TAROT underlings.

A Seduction resistance by Brandt receives the following modifiers: if she suspects the character is an enemy, modify the Ease Factor of her WIL roll by +1, and if she is sure the character is an enemy, modify the WIL roll by +2. At any time during the Seduction sequence, if she makes her WIL roll, she

will continue to lead the character on (see the rules on Seduction) and lure them into a trap (see Part III: E. Osato Industries).

Brandt has the following points of information available:

1. She is from Hamburg, where she attended business school. She is a superb secretary. She works for Osato Industries as Osato's personal secretary.
2. Osato is engaged in many business enterprises, including shipping, research, and import/export. He does not like people snooping about because he fears industrial spies. She accompanies him wherever he goes. Osato spends quite a bit of time around his personal ship, the *Kunisada Chuji Maru*.
3. Osato has been involved in illegal dealings, especially in chemicals. He was somehow involved in automobile espionage over the past several years and some episode in Burma.
4. She and Osato work for TAROT. Their superior is Number 1, whom Osato calls Mr. Wun. She has never met Number 1. Osato supplies Number 1 with materials for a special project. He also handles Number 1's money. Number 1 has just become involved in something to do with a space ship.

NOTE: If your party consists primarily of female characters, you may wish to change Helga to Heinrich Brandt. You may want to change Heinrich's characteristics and skills, but his reactions will be much the same.

KUSHIDO

STR: 14 DEX: 14 WIL: 14 PER: 12 INT: 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (3/16), Diving (5/19), Evasion (9/23), Fire Combat (7/20), Hand-to-Hand Combat (13/27), Sixth Sense (8/19), Stealth (12/26), Torture (4/16)

HEIGHT: 5'9"	SPEED: 3
WEIGHT: 175 lbs	HAND-TO-HAND DAMAGE CLASS: C
AGE: 28	STAMINA: 32 hours
APPEARANCE: Plain	RUNNING/SWIMMING: 45 minutes
FAME POINTS: 45	CARRYING: 211-280 pounds
SURVIVAL POINTS: 2	WEAPON: Shuriken

FIELDS OF EXPERIENCE: None

WEAKNESSES: Sadism

IDIOSYNCRASIES: Looks very mean; cannot talk

INTERACTION MODIFIERS: Reaction (-6), Persuasion (-2), Seduction (-1), Interrogation (-3), Torture (-2)

BACKGROUND: Kushido is Skorpios' private henchman. He sports an ugly scar down the side of his face and across his throat. It is assumed the fight that gave him the scar also resulted in the cutting of his vocal chords, making him mute. He is Japanese but his origins are unknown. So too are the reasons why he approached Skorpios for employment in 1977. Skorpios saw in Kushido a perfect bodyguard and



hired him immediately. That he is cruel, evil and sadistic as well as silent probably influenced Skorpios' decision.

Kushido will be encountered in the volcano complex, where he is in charge of security. He will be willing to sacrifice his life to make sure Skorpios and Nakahara escape.

Kushido is a ninja. Ninjas do not use firearms, but rather are fully versed in their traditional

weaponry and in Hand-to-Hand Combat. They are masters of the art of Stealth, depending on it to accomplish what they set out to do. Ninja are highly dedicated to their art. Due to his training, Kushido receives a +2 Ease Factor modifier to any PER roll. Kushido has spent nearly his entire life stealing himself against pain, and therefore any Pain Resistance roll receives a +2 Ease Factor modifier.

Kushido's favorite weapon is the *shuriken* (ninja stars). These are star-shaped weapons, each being about two inches across and weighing only 3.5 ounces. Shuriken are easily concealed, and trained throwers can release them rapidly. Given equal amounts of time, more shuriken can be thrown than bullets shot from a Walther PPK. Characters with a Hand-to-Hand Combat Skill Level less than 5 can throw only one shuriken per Action Round. Those with a Skill Level of 13 or better (for example, Kushido) can throw up to three per Action Round (keeping their Speed in mind, of course). The Attributes for the shuriken are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	3	na	+1	na	na
	CON	JAM	DRAW	RL	
	-5	na	+1	na	

Kushido carries 12 shuriken with him at all times. He keeps them in a specially designed "ammo belt," which allows him to draw them quickly (nullifying the -2 Speed Roll Adjustment for having to pull out the weapon). If he can make it to his quarters in the volcano complex, he can get 12 more.

His Reaction to the characters will reflect Skorpios', but will never be better than Neutral. He will tolerate them if Skorpios does, or he will attack them if Skorpios so orders or is in danger.

Kushido has no points of information available for the characters, since he is mute.

KANGAROO (Bert Smyth)

STR:6 DEX:7 WIL:12 PER:12 INT:11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Cryptography (4/15), Disguise (12/23), Driving (4/13), Electronics (5/16), Evasion (3/9), Fire Combat (7/16), Gambling (4/16), Hand-to-Hand Combat (6/12), Interrogation (3/14), Local Customs (6/18)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'9"	SPEED: 2
WEIGHT: 205 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 53	STAMINA: 30 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 15	CARRYING: 101-150 pounds
SURVIVAL POINTS: 2	WEAPON: Smith & Wesson

FIELDS OF EXPERIENCE: Computers, Cricket, Economics/Business, Golf, Wargaming

WEAKNESSES: Gambling; Sadism

IDIOSYNCRASIES: Very casual manner; never in a hurry; good (if dry) sense of humor; enjoys eating (same as the real Henderson)

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

BACKGROUND: Originally from Australia, Kangaroo has spent much of his life involved in the seamier side of Oriental organized crime. He helped smuggle guns and drugs into North Korea during the Korean War, and later into North Vietnam during the Vietnam War. He made a good deal of money, but always managed to lose it, either through gambling or blackmail. When he was approached by a TAROT operative in Singapore, he was open to any suggestion or employment.

Skorpios' plan to assassinate Tanaka was based on the relationship of Richard Henderson with the Japanese Secret Service. Kangaroo was the perfect candidate for the imposture. He became a barroom pal to the real Henderson so as to study the original's



quirks and manners. The abduction of Henderson and replacement by Kangaroo went smoothly. Helped by a passing resemblance, Kangaroo was able to disguise himself as the real Henderson.

Although Kangaroo does not realize it, Skorpios knows the impostor will die whether he kills Tanaka or not. The Japanese Secret Service is too professional to allow their leader's killer to escape; Skorpios has dropped hints to Kangaroo about their interrogation techniques so that the impostor is more willing to die than be captured. Should Kangaroo be captured alive and interrogated by the Japanese Secret Service, allow them one Interrogation attempt (using Tanaka's Interrogation Primary Chance). Cross-reference the Quality Rating of this roll with the Skill Use Chart to determine the percentage of information Kangaroo will reveal.

Kangaroo is aware that the characters are from M.I.6 and will be Opposed to them. It is recom-

mended you fake a Reaction roll so that the players do not become suspicious too early of your impostor. If the assassination attempt at Henderson's house fails, he will take the characters to Tanaka and attempt to kill all of them at the same time.

Kangaroo has the following points of information available:

1. He was hired to impersonate Richard Henderson.

2. His assignment is to kill the characters and Tiger Tanaka.

3. The real Henderson is still alive and being held captive, but Kangaroo does not know where.

4. He is being paid for his work by Tetsuro Osato. There is another person involved in the plot, whom Osato calls Number 1. Kangaroo does not know Skorprios' real identity.

B. Allies

TIGER TANAKA

STR: 10 DEX: 14 WIL: 14 PER: 13 INT: 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (12/26), Cryptography (11/23), Demolitions (8/20), Driving (10/23), Electronics (12/24), Evasion (12/24), Fire Combat (12/25), Hand-to-Hand Combat (15/25), Interrogation (10/22), Local Customs (11/24), Science (11/23), Seduction (9/22), Sixth Sense (13/25), Stealth (12/26)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'10"

SPEED: 3

WEIGHT: 175 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 41

STAMINA: 32 hours

APPEARANCE: Good Looking

RUNNING/SWIMMING: 45 minutes

FAME POINTS: 150

CARRYING: 101-150 pounds

HERO POINTS: 9

WEAPON: Type 57 Nambu

FIELDS OF EXPERIENCE: Computers, Fine Arts, Forensics, Law, Military Science, Political Science, Toxicology

WEAKNESSES: None

IDIOSYNCRASIES: Somewhat patronizing toward women

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

BACKGROUND: Tiger Tanaka's background is given in the chapter on allies and enemies in the *James Bond 007* Game.

Tanaka has been long established as the head of the Japanese Secret Service. He does not believe that women should be sent on dangerous assignments (much to the annoyance of Kissy Suzuki in particular) and may unconsciously slight any female Player Character with the party.

He has become aware of TAROT's activities in the Orient and has been particularly effective in ending some of their operations (hence the desire by Skorprios to eliminate him). However, he does not know anything about the organization itself or about Osato's position in the organization. He uses Richard Henderson because the Australian is not only familiar with Japan but also because he still has many useful connections in Australia. He has assigned Aki to work with Henderson.

Tanaka is not aware of what is contained in the Soviet space lab, but he suspects the shuttle and space lab are what the characters are really interested in. He will not press the characters for more in-



formation than they are willing to give. Should he find out more from the characters, he will be annoyed at M.I.6, but he will be even more willing to help the characters than before.

If Tanaka has previously met the characters in your campaign, his Reaction will already be known. Otherwise, his Reaction to them is determined normally. His Reaction will depend largely on the circumstances in which he meets the characters (see Part III: D. Encountering Tiger Tanaka).

He will give the characters as much information as they need, and will provide them with whatever services or equipment they might need. He will assign Aki to assist the characters.

NOTE: *Tiger Tanaka can act as a play-balancer. If the characters are doing fine on their own, he should be kept busy with his own affairs. If they are having trouble, however, he can prove enormously useful, even so far as going with them to the volcano. If the party consists of characters of Rookie rank, they will find his presence beneficial. For parties of high or mixed rank characters, his presence should be limited to offering them technical advice and an occasional helping hand.*

AKI**STR:**6 **DEX:**8 **WIL:**6 **PER:**8 **INT:**7**SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Boating (5/13), Charisma (8/14), Cryptography (6/13),
Demolitions (5/12), Diving (3/10), Driving (10/18),
Electronics (7/14), Evasion (9/16), Fire Combat (6/14),
Hand-to-Hand Combat (8/14), Local Customs (6/14),
Piloting (5/13), Riding (6/13), Science (5/12), Seduction
(3/10), Sixth Sense (4/11), Stealth (6/12)

ABILITIES: First Aid, Photography**HEIGHT:** 5'3"**SPEED:** 2**WEIGHT:** 110 lbs**HAND-TO-HAND DAMAGE CLASS:** A**AGE:** 29**STAMINA:** 28 hours**APPEARANCE:** Attractive**RUNNING/SWIMMING:** 25 minutes**FAME POINTS:** 35**CARRYING:** 101-150 pounds**HERO POINTS:** 5**WEAPON:** Beretta**FIELDS OF EXPERIENCE:** Computers, Economics/Business**WEAKNESSES:** Close Personal Tie**IDIOSYNCRASIES:** Flawless manners**INTERACTION MODIFIERS:** Reaction (0), Persuasion (-1),
Seduction (+1), Interrogation (-1), Torture (+2)

BACKGROUND: Aki is a member of the personal staff of Tiger Tanaka. Because it has been traditional to have women in subservient roles in Japan, only recently have opportunities for advancement materialized for them in the service. Until now, they have been relegated to the chores usually associated with messengers or as companions to give male operatives more credibility when undercover.

Aki was born in Sakhalin north of Japan, into one of the few Japanese families left since the Soviets overran the island in 1945. Her father was a petroleum engineer who worked with the Soviets in developing oil and gas resources offshore. A series of developments, including the downing of a Korean airliner in 1978, made him decide that Sakhalin was not a good place to stay. He decided to flee with his family without going through the usual red tape. His experience made it easy for him to rig up a boat. While making their way across the Sea of Okhotsk, the family's boat was sighted and sunk by a Soviet gun boat. Only Aki and her sister Amiko survived. They swam to shore and made their way to Tokyo. Aki's sister soon succumbed to the attraction of becoming a bar girl. Aki applied at one of the companies which served as a cover for the Japanese Secret Service. Although her professional talents were meager, her thorough knowledge of Sakhalin earned her a small pittance as a special consultant on the area. She requested and was permitted entry into training sessions, where she was an excellent pupil. While she has never proven herself in the field, she has become a valuable aide on Tiger's staff.

Lately, Tanaka has been expanding her responsibilities. He sent her to Henderson as an assistant, telling him that "her talents might be better realized working for you." Thus, Henderson assumed she was trustworthy, but in reality she was actually keeping tabs on Henderson for Tanaka. Tanaka trusted Hen-



derson as far as one secret agent ever trusts another, but he did want him watched (after all, Henderson was in Tanaka's territory). Henderson has kept Aki busy meeting visitors and reporting on the activities of suspicious persons. Hence, she was chosen to meet the characters at the sumo match. When the real Henderson was captured and questioned, he did not reveal that Aki was to meet them.

As soon as Aki has confirmed the characters' identities (see Part III: C. Encountering Aki), she will help them in whatever way she can. She will not, however, let them out of her sight, as per Tanaka's orders. She will Tail them, or simply watch them, and will always seem to be around when they need her. If they are without a car and in danger, Aki will suddenly appear in a Nissan 300ZX Turbo (see Part III: C. for its Attributes). She will also be available for any odd jobs the characters might need done.

Until she is certain of the characters' identities, her Reaction to them should be determined normally. Once she knows who they are, her Reaction will be Friendly or better.

Aki has the following points of information available. It is suggested that you have the characters learn this information through role-play, rather than you simply blurting out all she knows.

1. She is working for Tiger Tanaka, but has officially been assigned to work with Henderson. She had been assigned to meet them at the sumo match. She arrived early and noticed Henderson approaching them, so she waited to see what would happen. She followed them to Henderson's house when they left together.
2. She normally sees Henderson every few days. She has not noticed any change in him, except that he has been hard to contact lately.
3. Henderson is Australian, but has been living in Japan for 18 years. He has an impeccable knowledge of Japanese manners and eating customs (therefore, the real Henderson would not have made the dining error; see Part III: B. Henderson's House).

4. She knows nothing of the Soviet space lab, except what has been announced on news reports.

NOTE: *Aki can be used as another play-balancer. She will prove valuable to a party consisting of low-rank characters and will appear as necessary to help them escape from overwhelming danger. She can act as the*

perfect guide for getting around Japan and may prove useful in an assault on the volcano. If the party contains higher ranked characters, her action should be limited somewhat. At no time should she ever take it upon herself to perform critical actions without direction from the Player Characters.

KISSY SUZUKI

STR:7 DEX:9 WIL:10 PER:10 INT:11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (11/20), Charisma (8/18), Cryptography (8/19), Demolitions (6/17), Disguise (4/15), Diving (10/18), Driving (7/16), Electronics (6/17), Evasion (10/18), Fire Combat (9/18), Hand-to-Hand Combat (9/16), Local Customs (7/17), Mountaineering (5/13), Piloting (4/13), Riding (4/14), Science (3/14), Seduction (5/14), Sixth Sense (6/16), Stealth (7/17)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'5"

SPEED: 2

WEIGHT: 116 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 31

STAMINA: 28 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 61

CARRYING: 101-150 pounds

HERO POINTS: 6

WEAPON: None

FIELDS OF EXPERIENCE: Fine Arts, Mechanical Engineering

WEAKNESSES: None

IDIOSYNCRASIES: Wants a chance to prove herself as an agent; tries to excel in every assignment

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

BACKGROUND: Suzuki is one of the few women to achieve a high rank in the Japanese Secret Service. Her assignments, though, have been incredibly dull. Usually she has been placed on some out-island assignment in an undercover capacity, reporting on sightings of Soviet trawlers and the like. This is not the type of work she feels qualified for or longs to do. She is biding her time and doing excellent work, hoping that she will be allowed to train as one of Tanaka's ninjas (the Japanese equivalent of "00"). She hopes to become the first woman to complete the training.

Suzuki has been more or less permanently assigned to Hekura Jima. Her cover is as an *ama* (diver) in the small village on the eastern side of the



island. Her initial Reaction to the characters is determined normally. However, even if she is Antagonistic or Opposed, she will do nothing to jeopardize the mission. She is dedicated to the service, and will do whatever Tanaka demands. Suzuki will work with the characters as outlined in Part III: I. Hekura Jima.

Suzuki has the following points of information for the characters:

1. She is a member of the Japanese Secret Service, assigned to watch Soviet trawlers operating near Hekura Jima.
2. Many ships of many nations pass by Hekura Jima, since it lies along a major traffic route. She is interested only in the Soviet ships.
3. There is a group of three volcanoes 15 to 20 miles to the west of Hekura Jima that matches the description of the islands the characters seek.
4. She knows almost nothing about the missing Soviet space lab, except that it is missing.

RICHARD HENDERSON**STR:6 DEX:8 WIL:8 PER:7 INT:9****SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Charisma (3/11), Cryptography (4/13), Driving (5/12), Fire Combat (2/9), Gambling (9/16), Local Customs (7/14), Piloting (1/8), Sixth Sense (2/10)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'9"	SPEED: 1
WEIGHT: 205 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 55	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 45	CARRYING: 101-150 pounds
HERO POINTS: 1	WEAPON: None

FIELDS OF EXPERIENCE: Cricket, Economics/Business, Golf, Wargaming**WEAKNESSES:** None**IDIOSYNCRASIES:** Very casual manner; never in a hurry; good (if dry) sense of humor; likes to eat**INTERACTION MODIFIERS:** Reaction (0), Persuasion (+1), Seduction (+2), Interrogation (0), Torture (-3)

BACKGROUND: Henderson, a self-exiled Australian now living and working in Japan, has been working for Tanaka for the past five years. He was originally a private eye in Australia, and one assignment brought him to Japan 23 years ago. He became so infatuated with the country that he moved there a few years later. He worked as a freelancer with the Japanese police over the years, and word of his excellent record reached Tanaka, who desired an operative with connections in Australia on his staff. Henderson has proved himself several times, although Tanaka has assigned Aki to work with Henderson to keep an eye on the man.

Henderson's love of a good time eventually led to his entrapment. Kangaroo introduced himself as a fellow Australian and frequented the bars with Henderson. When Skorprios was ready, Kangaroo helped kidnap the agent and then replaced him. Henderson is now being held captive in Skorprios' volcano complex.

The characters will meet Henderson only if they rescue him from his cell in the volcano. He will be more than willing to help them in their fight. He is not a great fighter, however.



Henderson has the following points of information for the characters:

1. He was kidnapped and replaced by Kangaroo just after his conversation with M.I.6. He knows the fake Henderson was to assassinate Tanaka.
2. The volcano complex was built by an organization called TAROT. The leader is called Skorprios.
3. He has learned from the cosmonauts that the Soviet space lab contains a deadly virus. They have been frequently interviewed by a woman called Nakahara. The lab has not yet been opened, but it is to be opened any time now.
4. The space lab is in an underwater science station. It is located somewhere a few miles to the west of the volcano complex.

NOTE: *The information Henderson has can be made more specific if, for some reason, the characters have reached the volcano complex but have failed to learn the location of the underwater science station. If the characters are doing well on their own, you can limit his knowledge to the fact that the Soviet space lab is to be opened in a few hours. It should be stressed through Henderson that the mission is not over until the space lab is found and sealed.*

Part III: Places, Events and Encounters



A. The Sumo Match

During their briefing with M, the characters are told their first stop will be the sumo match at Tokyo's Kokugikan Hall. When they arrive at the hall, they will see three ticket windows, each with a queue of 30 people waiting to pick up tickets. As M promised, the tickets are available at the first window. Should the characters forget this information and go to a different window, they will not find the tickets and will become the center of attention as they argue with the teller.

The sumo match is conducted on a raised floor of mats in the center of a large theater/auditorium. There are tiers of benches all around the central arena. The characters will find enough open seats for themselves plus one extra seat next to them.

Sumo originated in Japan about 2500 years ago; it is a ritualistic and stylized form of wrestling. The pro sumo wrestlers are a small group of highly trained men, each of whom weighs about 300 pounds and stands up to 6 feet tall. They wrestle almost naked, wearing only a ceremonial sash and G string.

The match occurs in a ring that is about 15 feet in diameter. After ritual purification, the contestants move in elaborate motions around each other, but without physical contact; then they crash together and the real contest begins. The game is won by one wrestler having his opponent touch the ground with any part of his body but his feet or by forcing him out of the ring.

Five minutes into the second bout, the characters will see a tall, stocky, gray-haired man, dressed in a suit, approach them and sit in the open seat next to them. This is Kangaroo, impersonating Henderson (see Part I: C. Briefing for the Gamesmaster). After a moment, he will whisper to the nearest char-



acter, in a full Australian accent, "I love you." Then, after a minute or so of silence, he will say, "Follow me." A few minutes later, once the second bout is over, he will lead them outside and introduce himself as Richard Henderson.

Then he will take them to his *Caprice Classic* (see the chapter on Equipment in the *James Bond 007 Game* for its Attributes). He will inform them that he is taking them to his house for an excellent Japanese dinner.

The characters may ask why a woman did not meet them, as they were told would happen. If this

happens, Kangaroo must perform a WIL roll. Keep track of the Quality Rating of this roll. No matter the result of the roll, Kangaroo will be startled for a moment, then say, "We needed her for other duties. I do hope you're not too disappointed." His manner will be jovial. The characters should each get a PER roll at an Ease Factor equal to the Quality Rating of Kangaroo's WIL roll (if the result of the WIL roll was a failure, the characters make their PER roll at

an Ease Factor of 10). Any character passing the PER roll will sense that Kangaroo is acting nervous.

During the drive, Kangaroo will attempt to divert the characters with a rambling account of his life, his experiences with the Japanese Secret Service, and his contacts within Australia. He will drop Tanaka's name frequently in his conversation. He will admit he is being used by Tanaka primarily as a liaison between Japanese and Australian services.

B. Henderson's House

Henderson's house is in a suburb 5 miles north of Tokyo. The house is of Japanese design, with open *shoji* (paper screen doors) and large windows affording a view of an elegant garden. *Tatami* (mats) line the floor, with several *sudare* (cushions) placed for comfort. *Furin* (wind-bells) tinkle in the light breeze. See the floorplans for Henderson's house on page 27.

After the characters step over the *shikii* (door sill), they must remove their shoes. It is acceptable for *gaijin* (foreigners) to wear socks in a Japanese house. Kangaroo will lead them into his *zashiki* (guest room) and go change into a kimono. The *zashiki* is traditionally the best room in the house, made from the best materials. Its features include the *tokonoma* (alcove) and the side shelf. The room contains many flowers and several *kakemono* (wall hangings, paintings, and calligraphy). Here a *geisha* (waiting girl/companion) will pour tea; she has been hired especially for this one night. Although the *geisha* will sit on the *tatami* in the traditional Japanese manner (squatting squarely on toes and heels), the characters may sit cross-legged or recline. After tea, Kangaroo will order the meal to be brought in.

Note: *The cha-no-ma (tea room) is traditionally used only by family members. In fact, with its habachi and pot of continually boiling tea water, it is the main living room of the house. The characters will probably not enter the room, but you may have them each make a Local Customs roll to see if they recognize it (they should receive a Hero Point on any Quality Rating 1 result).*

The meal is *mamushi*, a skinned, broiled snake (poisonous when alive). Kangaroo orders *sake* (rice wine, pronounced saw-key) with the *mamushi*. The characters should perform a Local Customs roll to realize "Henderson" has made an error in ordering. Failing that, the characters should make a PER roll (with a -1 Ease Factor modifier); if they succeed, they notice the *geisha* looks startled.

Japanese dishes are served either with rice (that is, a bowl of the cooked grain) or with sake (rice wine);

they are not interchangeable. Since this is a well-known distinction to anyone who has spent time in Japan, Henderson should have known it. Kangaroo's error is that *mamushi* should be served with cooked rice, not sake. Since the real Henderson has been in Japan for 18 years, he would not make such a mistake, and the characters may wonder at the breach in etiquette. This is another clue that something is wrong with Henderson.

Kangaroo will explain that Tiger Tanaka is expecting them in a few hours and that he will take them to meet Tanaka. As the various dishes are brought in by the *geisha*, Henderson will insist each character try a portion.

One minute after the final warm sake is served (at 98.4 degrees F., of course), the *geisha* will leave. Kangaroo will also excuse himself at that moment and leave the room. At this point each character should have a Sixth Sense roll made for them.

Kangaroo's departure is a signal. Suddenly, sword-wielding assassins will burst into the room through the paper sliding doors leading to the gardens. The assassins wear sinister, black, Japanese ninja garb. There are as many assassins as there are characters. The assassins have the following characteristics and skills:

ASSASSINS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Evasion (5/13), Hand-to-Hand Combat (7/14),
Stealth (4/12)

SPEED: 2

HAND-TO-HAND COMBAT: A

STAMINA: 28 hours

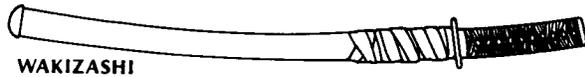
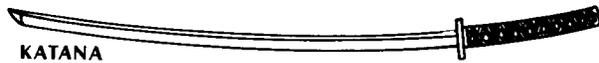
RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

WEAPON: Daisho

The *Daisho* are a pair of swords, carried by the great warriors of Japan's past. The assassins are using the *Katana*, the larger sword, but they also carry the smaller *Wakizashi*. If disarmed of the *Katana*, each assassin will attempt to use his *Wakizashi*.

The Attributes for the *Katana* and the *Wakizashi* are given below. Under Damage Class and Draw, the top figure is for the *Katana*.



PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+3 +2	na	na
CON		JAM	DRAW	RL	
na		na	-1 0	na	

The assassins have been ordered by Kangaroo to kill the characters, and will continue to fight until they are Knocked Out, fully Restrained, or Killed. Kangaroo will not return until the combat is over.

Kangaroo will act totally surprised when he returns, expressing great concern for the characters' well being. Inwardly, of course, he will be cursing that the assassination did not work. He will immediately suggest going to see Tanaka and will offer to drive them to the rendezvous. He will attempt to kill the characters and Tanaka as per Skorprios' orders (see D. Encountering Tanaka, below).

Before leaving, Kangaroo will excuse himself to go to the wash room where he will "freshen" the makeup of his Disguise. Make a Disguise skill roll for him. The characters should get a PER roll at an Ease Factor equal to the Quality Rating of the Disguise roll to notice the slight change in makeup (if the Disguise roll was a failure, the Ease Factor for the PER roll is 10).

If Kangaroo is suspected by the characters and is Interrogated by them, he will attempt to get away. He will try to escape in his Caprice Classic, if possible, or on foot otherwise. He will go to Tanaka and try to assassinate him. If the characters manage to Tail Kangaroo, they will be led directly to Tanaka and should arrive just in time to try to prevent the assassination attempt. If Kangaroo detects the Tail, he will attempt to lose the characters or make his

way to the *Kunisada Chuji Maru* at the Yokohama Docks (see G. The Yokohama Docks, below).

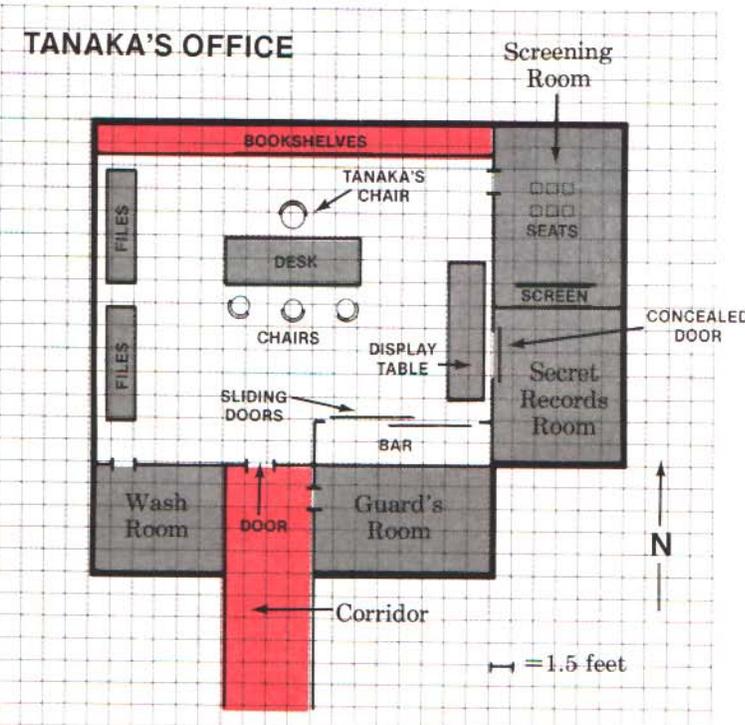
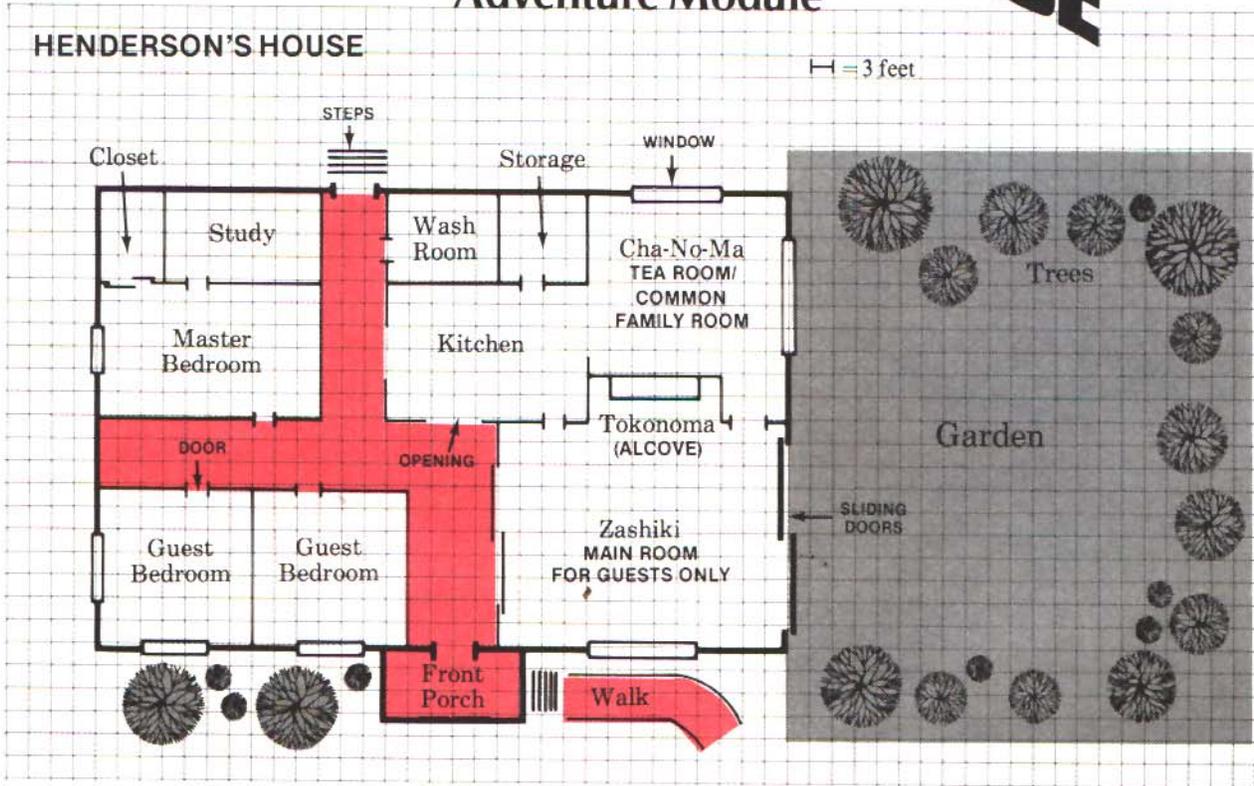
If the Caprice Classic is left behind, the characters may search it. In the glove compartment is a check from Osato Industries (it is included as a prop in the Mission Envelope). The check is for \$250,000 in American dollars and is made out to "Mr. Bert Smyth" (Kangaroo). It is signed by Tetsuro Osato. The detachable part of the check reads "For Accounting Services." A character with the Field of Experience in Business/Economics will immediately know two things: the price is very, very steep for accounting services, and the president of a company that size would not sign a check for accounting services. Otherwise, a character can deduce this information by passing an INT roll.



Floorplans and Map

YOU ONLY LIVE TWICE

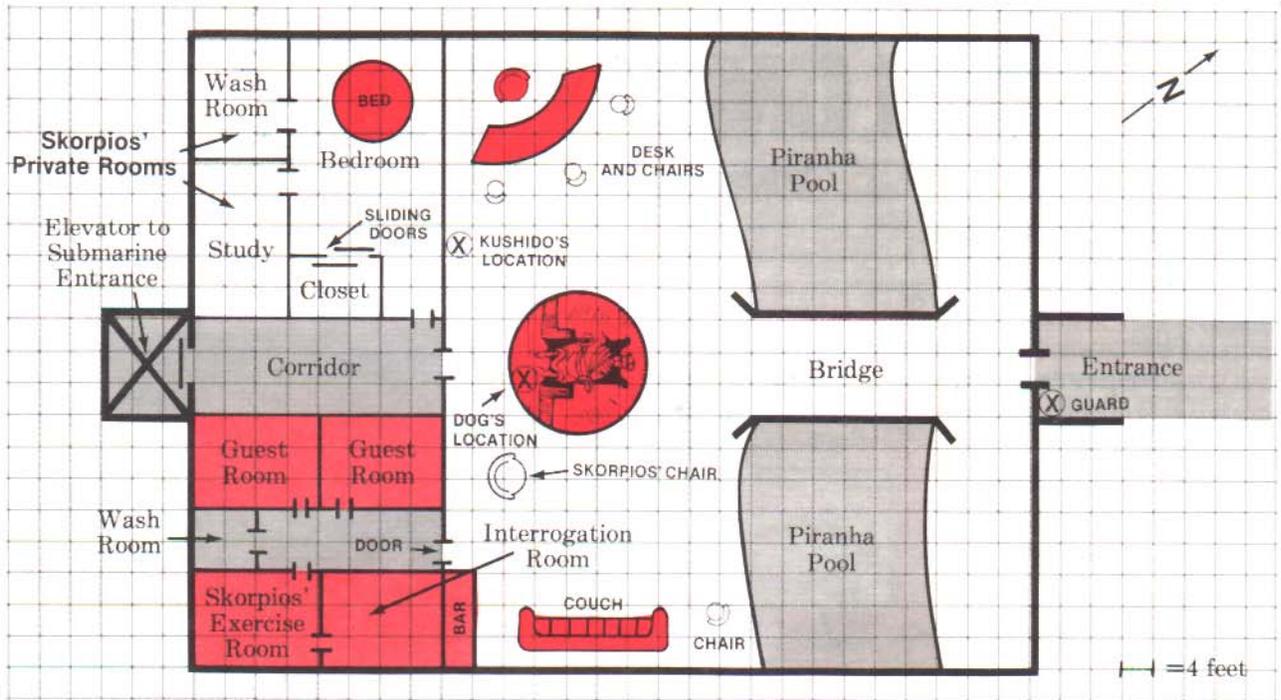
Adventure Module



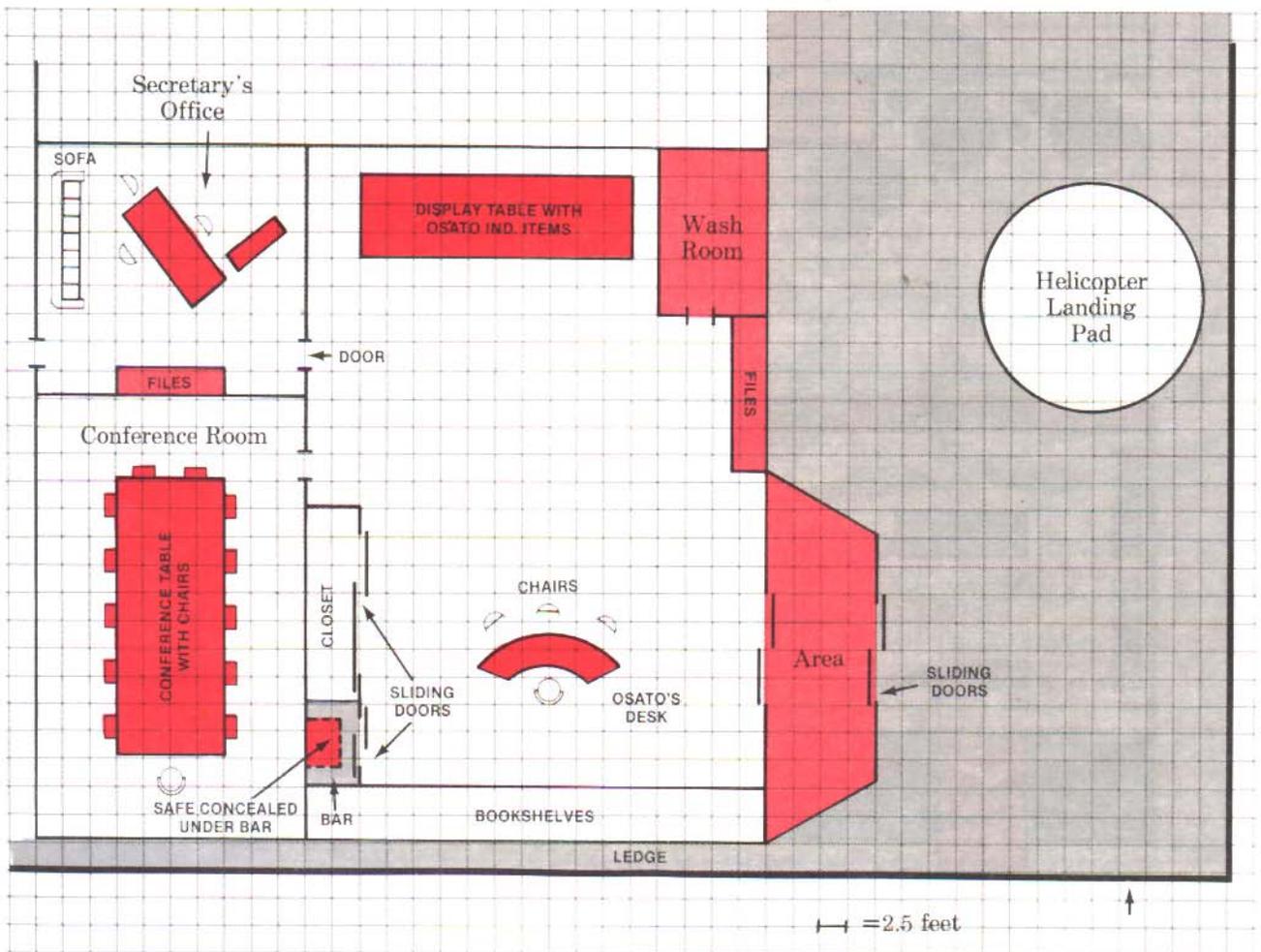
KEY TO FLOORPLANS AND MAP:	
Henderson's House	page 27
Tanaka's Office	page 27
Skorpios' Quarters	page 28
Osato's Office	page 28
Volcano Control Room	page 29
Science Station	page 29
Yokohama Docks	page 30
Kunisada Chuji Maru	page 30
Deck Plans	page 30

You may remove these maps by bending back the staples and pulling out the center four pages.

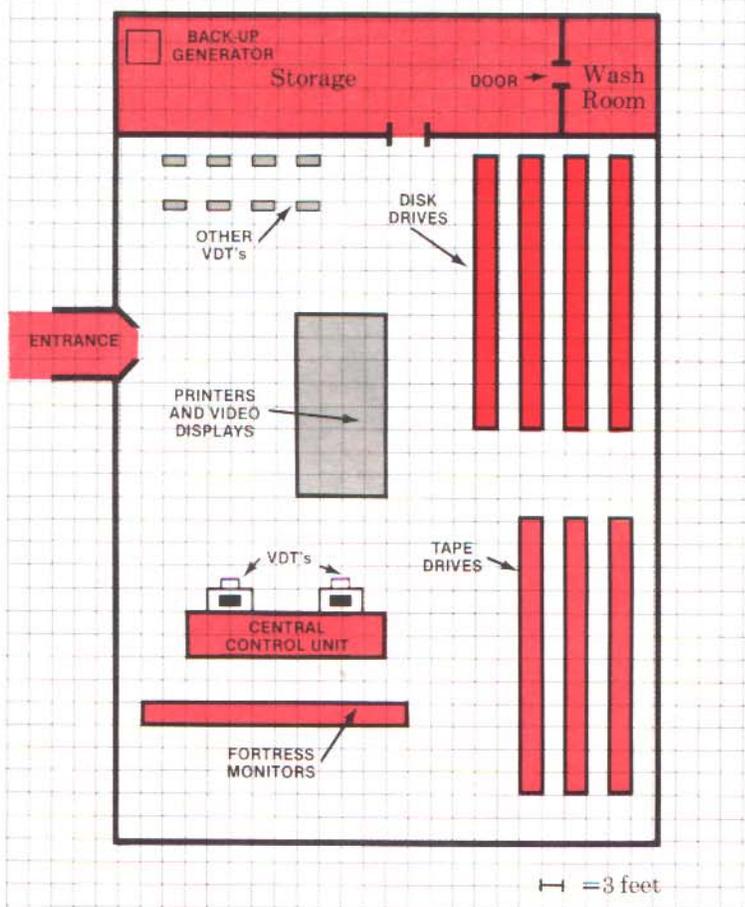
SKORPIOS' QUARTERS



OSATO'S OFFICE

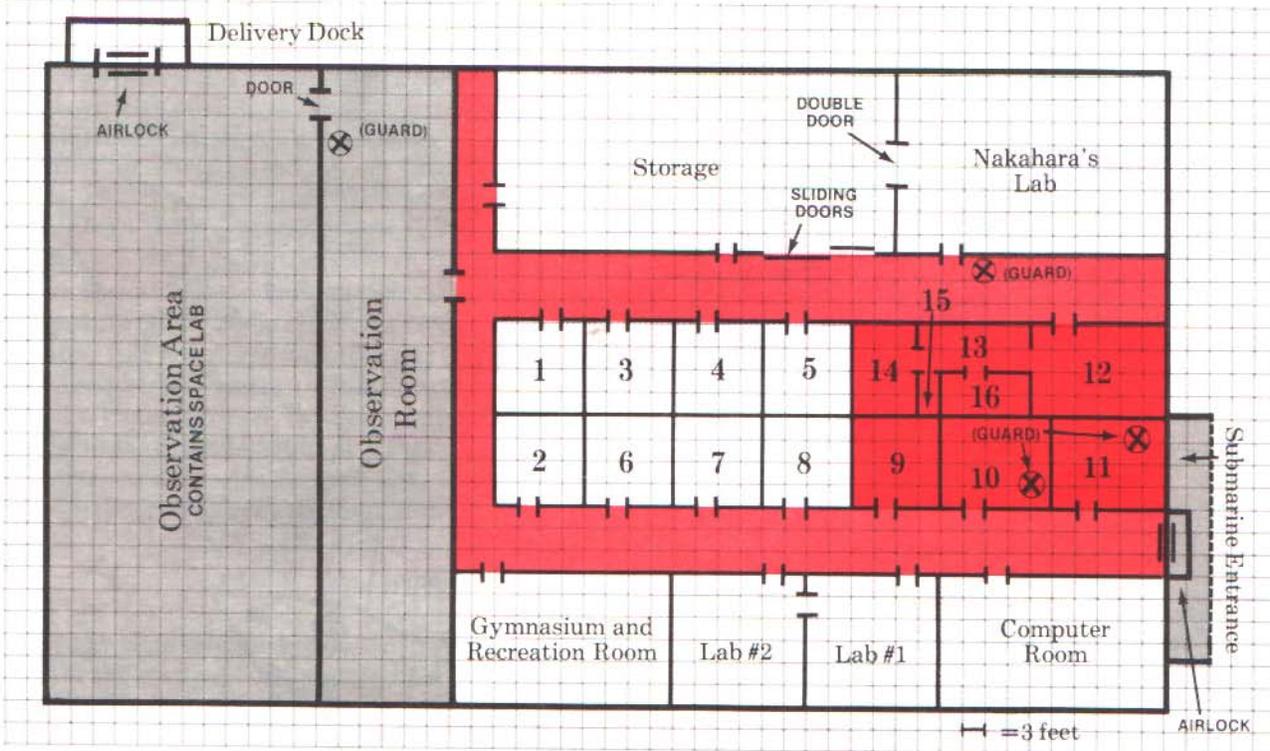


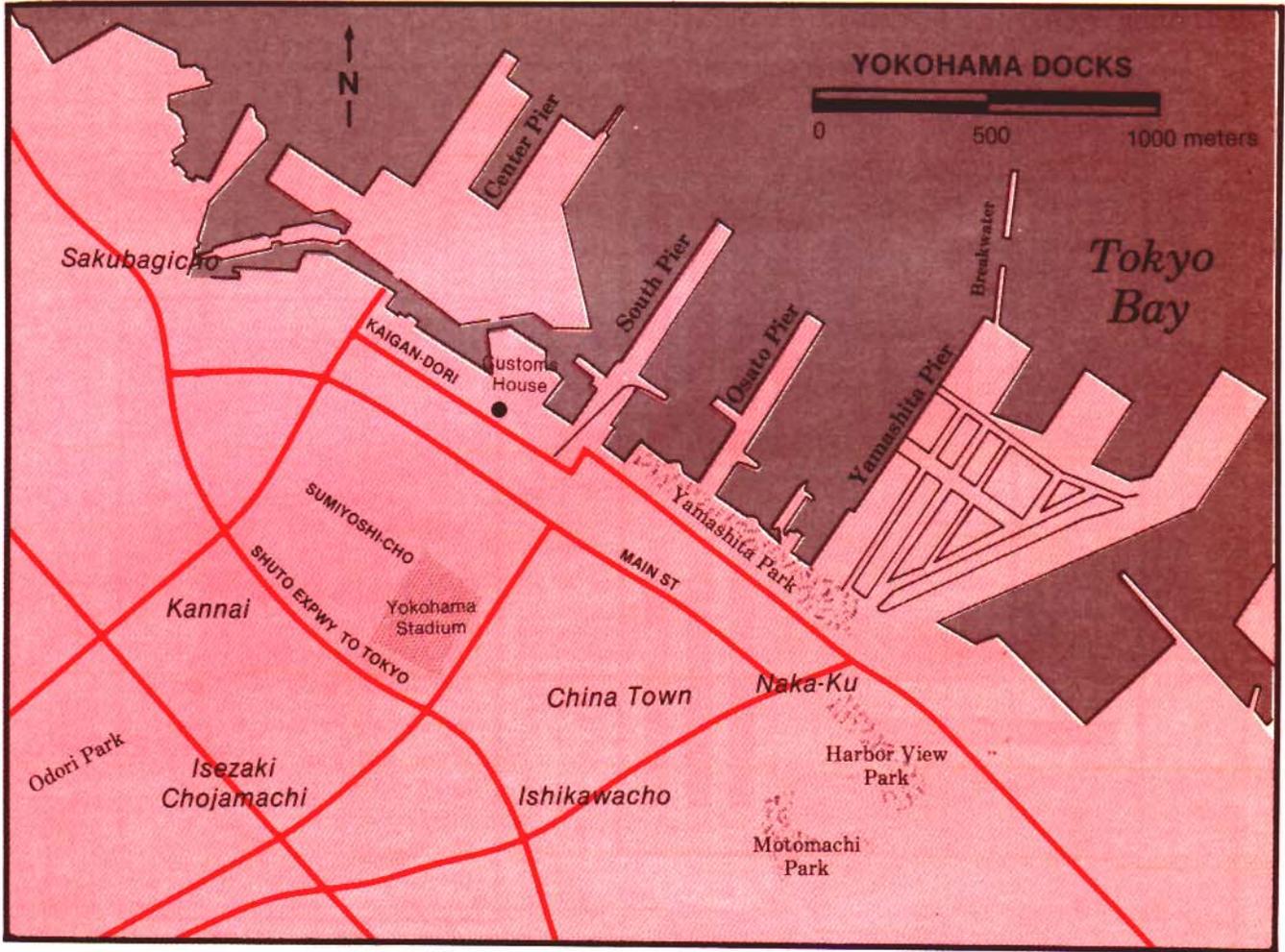
VOLCANO CONTROL ROOM



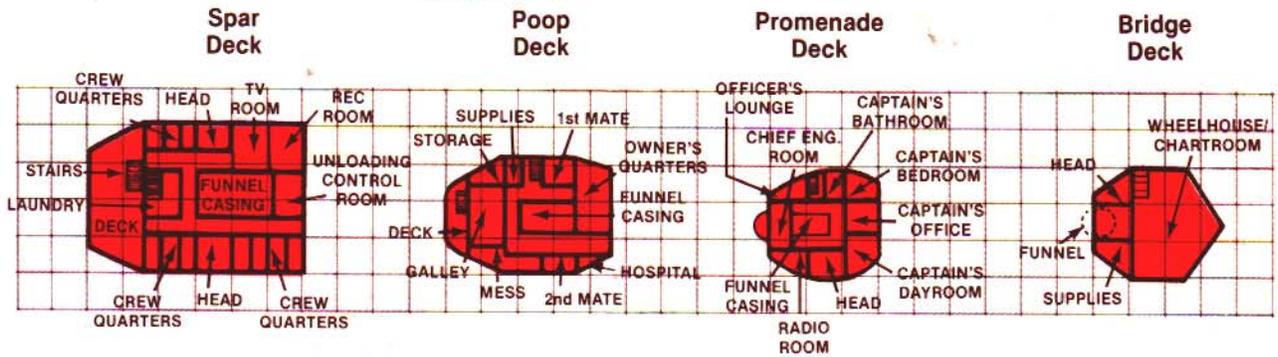
- KEY TO SCIENCE STATION:**
- 1= Mess Hall
 - 2= Wash Room
 - 3= Kitchen
 - 4= Empty room
 - 5= Skorprios' room
 - 6= Scientists' room
 - 7= Scientists' room
 - 8= Technicians' room
 - 9= Technicians' room
 - 10= Guards' room (two guards)
 - 11= Guards' room (two guards)
- Nakahara's Personal Quarters**
- 12= Living room
 - 13= Kitchen
 - 14= Bedroom
 - 15= Storage
 - 16= Wash room

SCIENCE STATION



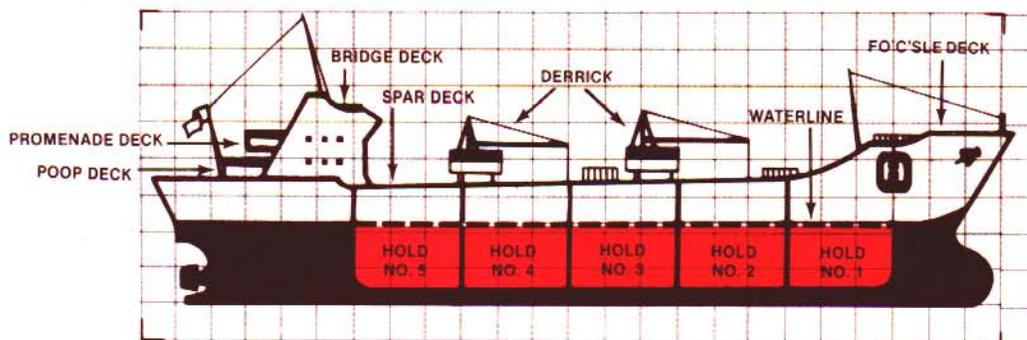


Deck Plans of the Kunisada Chuji Maru



KUNISADA CHUJI MARU

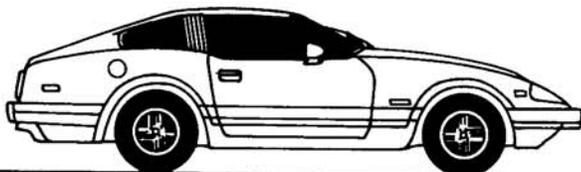
□ = 10 feet



C. Encountering Aki

The characters will be followed during their first hours in Tokyo by a red Nissan 300ZX Turbo. Inside is Tanaka's assistant, Aki. She was assigned by the real Henderson to meet the characters at the sumo match. When it seemed Henderson himself made the contact, she followed the group at a discreet distance. She will be available to meet the characters at several points: at the sumo match, at Henderson's house, or in Tanaka's office.

She will approach the characters if they are without transportation and say, "I love you" (the password). She will offer them a lift in her Nissan. Its Attributes are:



PM	RED	CRUS	MAX	RGE	FCE	STR
+2	2	70	140	425	2	5

The car is equipped with a Mobile Phone/Black Box, Puncture Proof Tires, and an Oil Slick Sprayer. The Mobile Phone allows hookups with any other phone in the world, and the Black Box prevents any form of interception. The Puncture Proof Tires require two Kill results to be punctured. The Oil Slick Sprayer squirts oil onto the road, causing all vehicles following at Close, Medium, or Long range to perform two immediate Ease Factor 2 Safety rolls.

She will approach the characters only if they need her assistance or if they need to meet Tanaka (to foil the assassination attempt). If it appears the ninja assassins will kill the characters, you can have her appear in time to help the characters; in this case, Kangaroo will not reappear after the fight, but will drive straight to Tanaka to kill him. Aki will then drive the characters to Tanaka's office in time to stop the assassination attempt. If they do not meet Aki before the assassination attempt, the characters will be introduced to her in Tanaka's office.

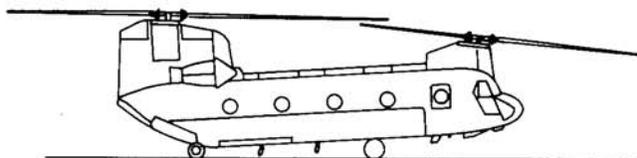
BAILING THE CHARACTERS OUT OF DANGER

At any time the characters are in Japan, you can have Aki show up in the Nissan to help bail them out of trouble. For example, if the characters are chased from Osato's office and cannot reach their car (or do not have one), you can have Aki drive up and yell at them to get in. She will always let one of them drive.



If Aki is involved with the characters in a car chase in which they are pursued, she may radio Tanaka, describe their location, and request that the pursuers be given "the usual reception." After five Action Rounds (during which a chase must be conducted normally), a Boeing Vertol CH-47D Chinook helicopter will appear above and behind the pursuers' car. It takes two rounds for the helicopter to lower a large magnet onto the car's roof and lift it up. The helicopter will then veer off and deposit the car in the sea. If there is more than one pursuing vehicle, the helicopter will, at the characters' request, drop one car onto another pursuing car, thus offering a dramatic end to the chase.

The Attributes of the Boeing Vertol CH-47D Chinook helicopter are:



PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	120	155	115	7	46

While hovering, the Chinook can pick up a weight of 25,000 pounds. Its total cargo carrying capacity is 28,000 pounds.

D. Encountering Tiger Tanaka

Since the characters do not know where Tanaka is headquartered, they will need someone to lead them there, either Aki or Kangaroo. The characters may accompany Kangaroo to Tanaka voluntarily, or they may Tail him to Tanaka's offices. Otherwise, if they have lost Kangaroo or he has died, they will meet Aki who will give the password and take them to Tanaka.

MEETING TANAKA THROUGH KANGAROO

If the characters survive the assassins' attack and do not confront Kangaroo, they will be taken by the imposter to Tanaka's offices. Kangaroo will then attempt to kill the whole party as Skorpios ordered. If Kangaroo is forced to flee from the characters, he will go straight to Tanaka to carry out his assignment anyway. The characters may follow Kangaroo, but they will find it more difficult to meet Tanaka.

If they are escorted to Tanaka's offices, their guide will lead them to an underground Tokyo subway station. They will be led to the first ticket office and ushered inside. The guide must give the proper password to the cashier, who will then press a button that opens a door at the back of the office. This door leads to Tanaka's offices.

If the characters ask about the other people in the ticket office being suspicious, they will be told that all the workers are members of the Japanese Secret Service. It is their duty to occupy the ticket office at all hours and to prevent anyone who does not know the password from entering. Should any intruders attempt to brush past the ticket office workers, they will be stopped by security agents who will be summoned by the office workers.

If Kangaroo is alone, he will give the password (which Henderson was forced to reveal) and immediately go to Tanaka's office. Since the characters do

not know the password, they will be stopped at the ticket booth (trying to get past by telling a worker "I love you" will get them nowhere since that is not the password). If they cause a disturbance, the security agents will be called. One of the agents will be Aki. If a character says "I love you" in her presence, she will know they are the ones she was supposed to meet at the sumo match, and she will take them in to Tanaka.

The door at the back of the ticket office opens into a reception area for Tanaka's offices. Tanaka has a large complex at this location. There are a number of long hallways, leading to the many offices of the Japanese agents; the staff is quite busy with their various duties and will scarcely notice Kangaroo or the characters as they pass by. One hallway leads to a special subway station where Tanaka has his own train. Tanaka's train uses an abandoned section of the Tokyo subway to get him safely to any area of the city (Tanaka's success against organized crime has made him numerous enemies).

Tanaka's private office is in another hallway. The office has Western-style furniture, though the overall decor is Japanese (paintings, paneling, sculptures and the like). In the center of the office is a massive mahogany desk with a comfortable, overstuffed chair behind it. There are several small chairs in front of the desk for visitors. Tiger will usually be at his desk, poring over papers and assignments. See the floorplans for Tanaka's office on page 27.

If Kangaroo reaches Tanaka's office well ahead of the characters, have him kept waiting while Tanaka completes a phone call. He should not be allowed into Tanaka's office until the characters are in the front ticket office. For heightened effect, the characters should hear a shot from Tanaka's office just as they reach it. Use the Assassination Attempt Table to determine the effects of Kangaroo's fire.

ASSASSINATION ATTEMPT TABLE

D6 DIE RESULT	EFFECT ON TANAKA
1-2	Kangaroo missed. Tanaka is not injured.
3-4	Tanaka is Stunned (pinned under his desk) by the shot.
5	Tanaka receives a Light Wound.
6	Tanaka receives a Medium Wound.

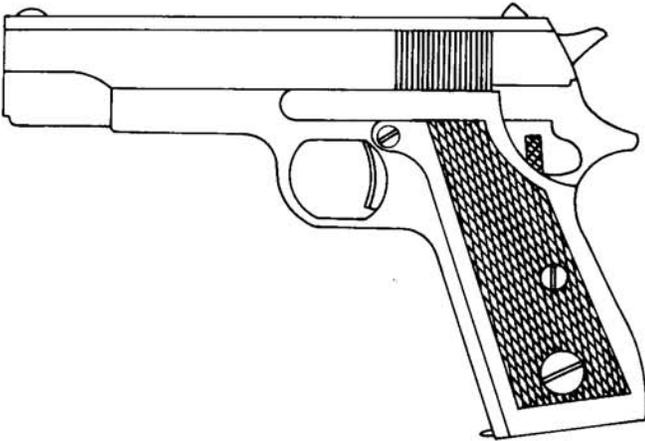
Combat will be initiated as soon as the characters enter the office. Two characters may enter the office per Action Round. Kangaroo will shoot first at Tanaka in a round and then at a character. The combat will continue until Kangaroo is either disarmed, unconscious, or killed; Kangaroo will never surrender voluntarily.

If Kangaroo is guiding the characters into Tanaka's office, the combat will begin as soon as all



characters are in the office. Before the combat begins, Tanaka should be given a roll to detect Kangaroo's Disguise (assume a Quality Rating 2 Disguise or use the Quality Rating rolled if he touched up his disguise at Henderson's house). Kangaroo should be given a Stealth roll to attempt to draw his Smith & Wesson without being detected. If the characters suspect Kangaroo, but have gone along with him anyway, they get to Draw in the same round as he does. The combat is then resolved normally.

Tanaka is armed with a Type 57 New Nambu Japanese pistol. The Attributes for his pistol are:



PM	SIR	AMMO	DC	CLOSE	LONG
0	2	8	F	0-3	10-17
CON		JAM	DRAW	RL	
0		98-99	0	1	

Tanaka will shoot to disarm Kangaroo, since he wants to Interrogate all intruders. Once the combat is ended, Tanaka's Reaction to the characters will be Friendly, if they managed to kill Kangaroo, or Enamored, if the imposter is still alive.

If Kangaroo is still alive, Tanaka will have him taken out of the office for later Interrogation. He will then introduce himself to the characters, ask them about their trip so far, and then say, "Oh, I almost forgot. I love you." After the initial meeting, Tanaka will begin the Interrogation of Kangaroo. During the Interrogation the characters will presumably continue their investigations (Interrogation takes a long time). Perform an Interrogation roll for Tanaka to see how many points of information Kangaroo will reveal; Kangaroo will reveal no further information.

The check from Tetsuro Osato will be found on Kangaroo (if the characters have not found it in the car). It will direct the characters to begin investigating Osato (see "The Link to Osato," below).

MEETING TANAKA THROUGH AKI

Aki will meet the characters in time to get them to Tanaka's office for the assassination attempt. She

will follow the characters and give them the password ("I love you") at your convenience. She will drive them to the office in her Nissan if the characters have no means of transportation.

It is possible that Kangaroo may die before reaching Tanaka, in which case Aki should be made available to introduce the characters to Tanaka. She will guide them through the ticket booth and through the underground offices.

Tanaka's Reaction to each character should be rolled separately. The worst possible Reaction Tanaka will have to a character is Neutral. If his Reaction to all the characters is Friendly and/or Enamored, he will suggest they call him Tiger.

Once the preliminary greetings are done, the characters should explain why they are in Japan. If they have foiled the assassination attempt before Tanaka was in danger, they will have to use Persuasion to gain Tanaka's help. Remind them that they are not to tell Tanaka about the lab. Because Tanaka thinks it strange to send specialized agents to investigate what he believes to be a downed spy plane, he will be curious about their mission.

It is up to the characters to decide who will make the Persuasion attempt. If the result is a "Y," Tanaka will help them without asking questions. If the result is a "?," the characters must attempt Persuasion on Tanaka each time they request his assistance; a +1 Ease Factor modifier should be applied to each attempt. If the result is "N," they will still need to Persuade him when they want his help, but a -1 Ease Factor modifier is applied to each attempt. Tanaka will never refuse to help them, but on an "N" result, he will want more information before helping the characters. They should never be told the results of these rolls; they may assume it is Tanaka's nature to be difficult (or cooperative).

If the characters have Kangaroo's check from Osato with them, apply a +1 Ease Factor modifier to the first Persuasion roll. Tanaka is quite interested in anything that might affect Japanese security.

If the characters save Tanaka's life in his office, they will not need to use Persuasion. He will give any help willingly.

Tanaka will give the characters a guided tour of his offices. In the Weapons Shop, he will give them a demonstration of a cigarette rocket (see the Equipment chapter of the *James Bond 007* Game for its description). He will give the characters 5 cigarette rockets, which they may divide up as they wish.

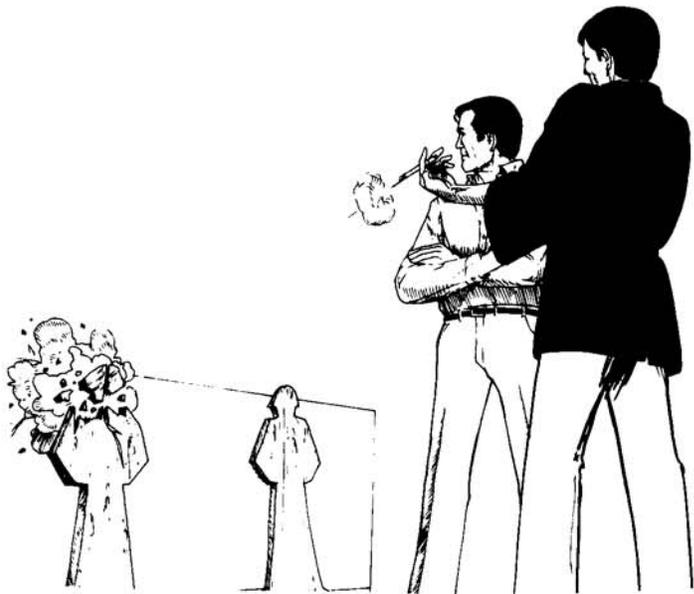
THE LINK TO OSATO

The most important clue the characters can find up to this point is Osato's check to Kangaroo; it connects Osato with Kangaroo and the assassination attempt. It will be found on Kangaroo or in the glove compartment of his car. If, for some reason, the characters have not found the check, you can have

Tanaka or one of his agents find it. (In this case, you can assess an Experience Point penalty against the players, and stress their failure by having Tanaka make a comment about the laxity of their investigation methods.)

Tanaka will suggest that the characters investigate Osato. He can further pique their interest by saying that he has had growing suspicions about the Japanese business magnate and his less than honorable business practices. Tanaka will explain that he will be busy interrogating Kangaroo or has other pressing business to occupy him at the moment.

The characters will be given as much support as they wish. Tanaka will help them develop covers if they decide to investigate Osato during the day or by giving them whatever equipment they need if they decide to sneak into Osato's offices at night. Aki, of course, will also be made available as their guide to Tokyo and assistant in case of trouble.



E. Osato Industries

The head office of Osato Industries is the source of two important clues in the adventure. The safe contains a memo connecting Osato with the assassination attempt against Tanaka and a microdot, which, when enlarged, shows a photo of Skorpios' volcano with Osato's ship, the *Kunisada Chuji Maru* near it. These props are included in the Mission Envelope. See the floorplans for Osato's office on page 28 for the location of the safe.

The 22-story building is owned completely by Osato Industries. It is an ultra-modern, energy-efficient office building, completely enclosed with glass windows. It is the hub of Osato's legitimate business concerns. The first floor is the main reception area; visitors to the office stop here and are announced by a receptionist. There are rest rooms on the floor and also the company's maintenance facilities (with ladders, cleaning supplies, tools, and the like). The next twenty floors are the business offices, each major subdivision of the company occupying one or more floors. The top floor contains Osato's personal offices.

GETTING IN

If the characters arrive at Osato Industries during the day, they will be greeted by a receptionist. Her name is Miss Yamoto. (If you need characteristics for her, use the Civilians Table in the chapter "How to Use Non-Player Characters" in the *James Bond 007 Game*.) She normally contacts the employee in question to make sure a visitor is expected and then hands the visitor a special "Temporary Guest" badge, directing the person to the correct floor for his meeting. There are two guards armed with Luger Parabellums on duty during the day.

If the characters attempt to force their way past Miss Yamoto, she will push a button under her desk. A siren-alarm will sound, and three more guards will reach the desk within one minute (at 20 second intervals). Miss Yamoto is not armed.

GUARDS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Evasion (3/10), Fire Combat (4/11), Hand-to-Hand Combat (5/12)

SPEED: 1

STAMINA: 24 hours

CARRYING: 101-150 pounds

HAND-TO-HAND DAMAGE CLASS: A

RUNNING/SWIMMING: 10 minutes

WEAPON: Luger Parabellum

Each guard has two reloads for the gun. The guards will attempt to capture any intruders. They will normally be reluctant to use their guns during business hours unless absolutely necessary. Once they have captured the intruders, the guards will contact Osato for further orders. Osato will have the intruders interrogated and will be willing to use Torture if he suspects the intruders are dangerous to TAROT. If the intruders convince Osato that they are industrial spies, they will be turned over to the police; if Osato suspects they are more than industrial spies, he will have them eliminated.

The characters may decide to break into the office at night. There are two shifts of six guards, working a 4 P.M. to midnight shift and midnight to 8 A.M. shift. They have the same characteristics and skills as the other guards, but they will be more willing to use their guns to shoot or kill any intruders.

One of the six guards will be on duty in the reception area. There is a 10% chance that the guard work-

ing the graveyard shift (midnight to 8 A.M.) will be asleep. The other five guards regularly patrol the rest of the building. One patrols floors 2-5, another patrols floors 6-10, the third patrols floors 11-15, the fourth patrols floors 16-20, and the fifth patrols the top two floors.

Any guard who is attacked or who notices the characters will signal the others by pressing a signal button on his walkie-talkie. If the characters manage to commandeer a walkie-talkie, they may try to contact the other guards. They will have to Persuade the guards to do what they ask (which could prove difficult if you decide the guards only speak Japanese and the characters do not). You can modify the Ease Factor for this Persuasion roll not only for any language barriers, but also for whatever the character is asking.

The office building is normally empty at night. You may place janitors, or a late-working *sarariman* (Japanese company employee, literally "salary man") as you wish.

If the characters attempt to forcibly enter the building by breaking a window or prying open a door on the ground floor, they will set off a siren-alarm that will bring the guards to investigate. The first guard will arrive within 30 seconds, and the other five guards one minute apart. There are four main doors on the ground floor; the lock on each door has a -2 Ease Factor modifier for a Lockpicking attempt. Only the front door is guarded. If the characters manage to get in, they will have to take the elevator to the 22nd floor.

The characters may also enter the building through one of the windows on another floor. There are no balconies, so the effort will require a Mountaineering roll. The building is 400 feet high. Breaking a window on any floor but the first will not set off the alarm.

OSATO'S OFFICE

Osato's personal offices occupy the twenty-second floor of the building. It has two sets of sliding glass doors that lead out to the building's roof. Osato uses the roof as a landing pad for his helicopter, which he uses to commute around Japan and to Skorpios' volcano complex.

The characters can reach the office either by sneaking in and fighting their way up from the ground floor or, more directly, by climbing up the side of the building (-3 Ease Factor modifier for the smooth glass) or by landing Little Nellie or another helicopter on the landing pad on the roof. They must then enter through the sliding doors on the roof. These doors require a Lockpicking roll (-2 Ease Factor modifier) to open; a failure on this roll will automatically set off the siren-alarm. The door is wired to sound the alarm if opened from the outside. The characters must make a PER roll to notice the alarm and an Electronics roll (-2 Ease Factor

modifier) to disconnect it. The alarm can be switched off from inside by pushing a switch on the left side of Osato's desk; the characters must make a PER roll to notice the button.

If the alarm goes off, it will alert all the guards in the building. The guard patrolling the top two floors will arrive in 20 seconds, and the other guards in 40 second intervals. The guards have been told to shoot to kill any intruders in Osato's office.



Inside the office is a sliding wooden door which reveals a bar when opened. The bar is fully stocked with the best brands for each liquor. Under the bar is another sliding wooden door which hides Osato's safe. The safe has a combination lock. Any Safecracking roll receives a -2 Ease Factor modifier; this modifier is offset by using the safecracking device (see Part I: C. Q Branch Equipment).

The safe is protected by another alarm, which sounds a high-pitched squeal. It sounds throughout the whole building and will bring the guards running (but this time they will wait for one another and arrive as a group in 2 minutes). The alarm is controlled by a switch inside the top left-hand drawer of Osato's desk; the desk is not locked, but the characters must make a PER roll (-3 Ease Factor modifier) to find it. The characters must make a PER roll to notice the alarm and pass an Electronics roll to disconnect it before opening the safe.

Inside the safe is some money, several business documents, and a brown envelope containing the memo from Osato to Skorpios (#1) and the note with the microdot. A character with the Field of Experience of Business/Economics will recognize the busi-

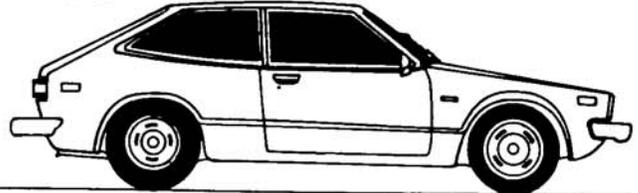
ness documents as being unimportant to the mission within 30 seconds. Otherwise, they must make an Ease Factor 10 INT roll to recognize this fact; the Quality Rating equals the number of minutes it takes to figure it out. If the INT roll results in failure, the character takes 5 minutes to examine the documents, but he is unable to determine their importance. If the characters take the envelope, hand them the two props from the Mission Envelope when they open it.

Note that, if the characters do not open the safe, the props can be moved to another location — Helga Brandt's safe or in Osato's briefcase, for instance. The note with the microdot, which when enlarged shows the *Kunisada Chuji Maru*, is a vital link to that ship, where other major clues are to be found. Osato's memo to Skorpios should be with this prop, wherever the characters find it. The characters should be given several chances to find these props, or they will have problems completing their mission.

If they have sounded the alarm, and the guards begin arriving, the characters may wish to escape. They may escape by eliminating the guards, by using Little Nellie or another helicopter, by using Mountaineering to climb back down to the street, or by any other means they can devise. If Osato's helicopter (see below) is on the roof, it may be used as

an escape means, but its loss will be reported immediately to the Tokyo police.

Assuming the characters reach the street by Mountaineering or by elevator, they will be chased either by four of the building guards or by four TAROT agents of Hood rank. Osato will be alerted by the guards or the TAROT agents and will arrive at the office in an hour. The guards or TAROT agents will pursue the characters either on foot or in two Honda Accords. The Attributes for the Honda Accords are:



PM	RED	CRUS	MAX	RGE	FCE	STR
-1	5	50	90	475	2	4

Aki can be made available to pick up the characters in her Nissan.

If the characters use Little Nellie or another helicopter to escape, the guards will be able to get off one shot at the vehicle, but there will be no chase.

F. Encountering Osato

The characters may wish to meet Osato, if only to get to know with whom they are dealing. Tanaka and Aki will help them set up any cover they need for this meeting and arrange the time. M.I.6, of course, will support the characters should they decide to visit Osato as representatives of Universal Import and Export. The meeting may take place any time between 9 A.M. and 5 P.M.

Miss Yamoto will greet them at the reception desk, confirm their appointment, give them their visitor badges, and direct them to the correct elevator. Osato's personal secretary will usher them into Osato's office and offer them chairs, telling them Mr. Osato will be arriving at any moment. If they look at the ceiling, they will see what is obviously a television camera, revolving to follow them as they walk around the office.

Five minutes later, Osato's helicopter will land on the roof outside the office. His company's helicopter is an Aerospatiale SA 315B Lama (see the Equipment chapter in the *James Bond 007* Game). Osato will be accompanied by Helga Brandt and a guard. The guard will take his normal position outside the door to Osato's office. Osato will greet the characters and then ask Helga to serve them drinks. While Brandt is making the drinks, the characters

should be given a PER roll (apply a -2 Ease Factor modifier) to notice the sliding doors (this roll should be made only if this is the first visit by the characters to the office).

While the characters are seated, a special scanner in Osato's desk will take fluoroscope pictures of them. The fluoroscope image will appear on a screen on Osato's desk. It can be seen only by people behind the desk. If a weapon is detected, Osato will attempt to terminate the meeting as quickly as possible, pressing the characters for any relevant information, such as where they are staying while in Tokyo.

If the characters are not carrying weapons, the meeting will proceed more smoothly. Osato's Reaction to the characters should be determined to see how he interacts with them (see Osato's background in Part II: Non-Player Characters). If Osato talks straight business with the characters, you should make an INT roll every fifteen minutes during the meeting to determine whether the characters make an error; Osato will direct at least one question to each character during the meeting. Note that any character with the Field of Experience in Business/Economics will automatically be able to answer any question relating to business dealings. If any character fails to make the INT roll, Osato will im-

mediately become suspicious of the whole group and will again seek to end the meeting as quickly as possible.

The characters may attempt to convince Osato that they are willing to do some dirty work for him. The characters should be the ones to bring up this possibility to Osato. They will have to use Persuasion to make Osato interested in their offer. If the result of the Persuasion roll is an "N," Osato immediately becomes suspicious of them and will attempt to end the meeting. On a "?" result, Osato will begin asking the characters questions; each character must succeed at an Ease Factor 3 INT roll to answer his question (any character with a Field of Experience in Law will automatically be able to answer the question). If any character fails this INT roll, Osato will suspect the group and end the meeting. If all the characters succeed at this roll or the Persuasion is a "Y," Osato will suggest the characters provide him with proof of their willingness to work for him. He will tell them to return to their hotel rooms, where they will be contacted later.

In this last case, Osato will have as many TAROT operatives (of Hood rank; there will be at least two NPCs) as there are characters suddenly break into the hotel room. They will be told that they are under arrest for working with Mr. Osato, who has been arrested and has implicated them. The characters should be given a PER roll (-3 Ease Factor modifier) to realize the policemen are fakes. If the characters in any way try to convince the "police" that they are innocent or shift the blame to Osato, they will be told the truth by the "police" who will try to kill them. If the characters do not blow their identities, they will be trusted by Osato and taken back to see him.

If at any time during the initial meeting Osato becomes suspicious of the characters, he will conclude the interview and dismiss the characters, asking where they are staying so that his delivery men can bring some business notes to them. He will then send his guards after the characters to kill them, if any weapon was detected on them or, if no weapon was found on them, he will tell Helga Brandt to investigate them further.

Once the characters are out of the building, they will be chased by the guards in Honda Accords. If Osato has ordered the characters killed, the chase should include Fire Combat. If you decide Osato wants the characters captured, he should summon guards to his office while the characters are still there. Osato will have the captured characters sent to Skorpions' volcano if he finds they are M.I.6 agents through Interrogation.

Note: You can use this method to get the characters to the volcano in the event they have gone totally off course during the mission. They will have to meet Osato first and be captured before this happens.

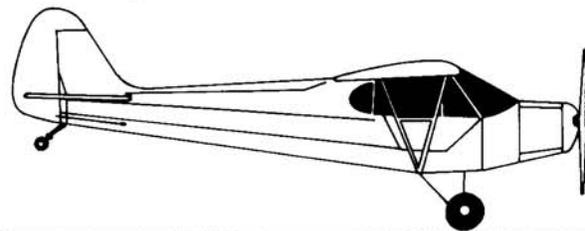
ENCOUNTERING HELGA BRANDT

In the event that Osato is merely suspicious of the characters, he will order Helga Brandt to investigate them further. She will follow the characters and will make her presence known to one of them. She will seem readily open to an advance from one of the characters, who may decide to attempt Seduction on her. Since she is suspicious of the characters, add a +2 Ease Factor modifier for her WIL rolls.

Note: If the characters have not been able to get into Osato's safe to find the memo and volcano/freighter props, you can place them in Brandt's home safe where they can be found. Brandt will offer to take the character she is interested in back to her apartment.

At any time during the Seduction sequence, if she makes her WIL roll, she will allow the Seduction to continue. She will tell the character that Osato has threatened to kill her if she did not try to kill the characters. She will ask the characters' help in escaping him and, in return, offer to show them Osato's secret hideaway where the Soviet space lab is located. The character should be given a INT roll to realize she is leading him on (apply a -2 Ease Factor modifier if the character has an Attraction to Members of the Opposite Sex).

She will have the character drive her to a small airport on the outskirts of Tokyo. There, she will show them Osato's private plane, a Piper Cub with the following Attributes:



PM	RED	CRUS	MAX	RGE	FCE	STR
-1	6	70	100	200	0	2

She will offer to pilot the plane, but will let the character fly if he insists. Once they are airborne, she will take out a cigarette, offering the character another. Her cigarette is actually a smoke bomb which will ignite and fill the cabin with smoke in one Action Round. Brandt will then put on a gas mask. The character must make a WIL roll (-2 Ease Factor modifier) to avoid being overcome by the smoke. If the WIL fails, the character is considered Stunned and must make an Ease Factor 8 WIL roll to recover.

Just as the smoke bomb goes off, any character in the aft passenger seat will find the wooden fold-up writing table slamming down in front of him, locking into position. If the character is flying or in the seat next to the pilot, he will find the arm of his seat folding in across his midsection and locking in place.

Brandt will then put the plane into a dive. She

will put on a parachute and dive out the nearest exit. Her entire exit will take, at most, three rounds.

The character must break free of his restraints and regain control of the plane within five rounds after Brandt's exit, or it will crash, killing the character and anyone else in the plane. Assuming the character recovers from the smoke, he must make a STR roll (one per round) to break free of either restraint. He must then make a Piloting skill roll (-1 Ease Factor modifier) to bring the plane back under control.

The character may decide to try for a controlled crash, so that it appears he was killed but in actuality walked away. To do so requires a Piloting skill roll (-3 Ease Factor modifier). If the roll fails, the character is killed in the attempt. If the roll succeeds, the character may still take damage based on the Quality Rating.

PILOTING RESULT	DAMAGE INCURRED
Quality Rating 1	No damage
Quality Rating 2	Stunned
Quality Rating 3	Light Wound
Quality Rating 4	Medium Wound

If the character is Stunned or Wounded, he must pass all necessary rolls as if he were hurt in Hand-To-Hand Combat. Three rounds after the controlled crash, the plane will explode.

Brandt, seeing the explosion, will assume the character is dead and will report this to Osato, who will pass on the information to Skorprios. When the character shows up later, you can have one of the NPCs tell the character his luck has run out and quip, "After all, you only live twice."

G. The Yokohama Docks

The characters will be led to the Yokohama Docks to find the *Kunisada Chuji Maru* by the prop of the note with attached microdot from the Mission Envelope. The note indicates that the tourist who took the photo has been eliminated. The microdot, when enlarged, shows the *Kunisada Chuji Maru* in front of three volcanoes. This microdot will automatically be found if the characters turn the note over to Tanaka for examination. Otherwise, a character must make a PER roll (no special modifier) to notice the microdot on the note. A character with the Field of Experience in Microphotography will automatically notice the microdot if he examines the note.

The characters may wish to have the microdot enlarged without alerting Tanaka of their discovery. They must either find the correct equipment to do this or else find someone who will help them. To find the equipment themselves requires passing an Ease Factor 6 Local Customs roll (the Ease Factor for finding equipment in Tokyo; you can add other modifiers as you wish). If they find the equipment, it will take them 1 hour to enlarge the microdot and make a print showing the freighter in front of the volcanoes. (Give them this prop from the Mission Envelope.) If they seek someone to help them, they must pass a Local Customs roll (-4 Ease Factor modifier) to locate someone to make the print.

The characters can get an enlargement of the photo by the same method. The enlargement shows the freighter in greater detail and reveals its name, *Kunisada Chuji Maru*. (Give the players the enlargement prop from the Mission Envelope.)

If the characters show the Osato memo to Aki, she will tell them that Tanaka will be interested in seeing the memo and the note. Once Tanaka sees Osato's memo, he will gladly help the characters. His men will find the microdot on the note (if the charac-

ters have not) and will produce a print of the ship and three volcanoes in 30 minutes. At the characters' request, Tanaka will agree to enlarge the print to reveal the name of the freighter. Tanaka will invite the characters to his screening room to see the enlargement. (The players should be shown the enlargement prop at this point).

Tanaka will be willing to have his people locate the volcanoes seen in the picture at the characters' request. He will tell them the search will take 12 hours. In the meantime, he will suggest the characters might wish to visit Osato (if they have not done so already). If the characters ask where the freighter is now located, Tanaka will call one of his agents and pass on the request; the agent will call back in five minutes and say that the *Kunisada Chuji Maru* is normally docked in Yokohama.

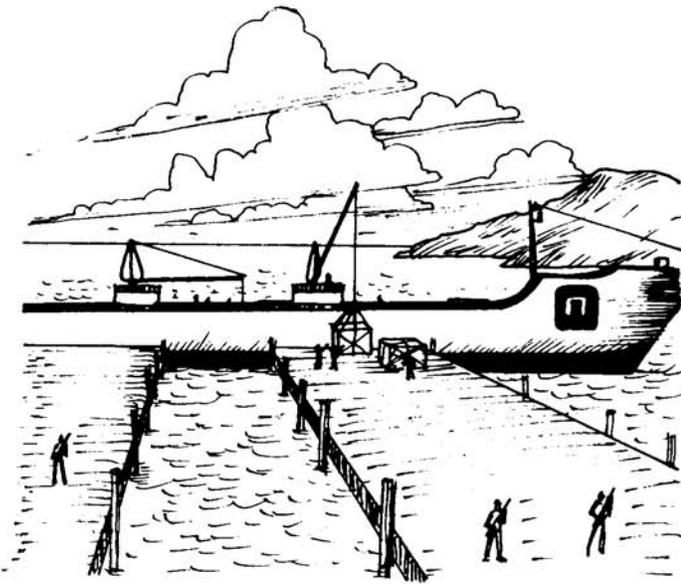
Aki will be available to drive the characters to the docks if they wish to investigate the *Kunisada Chuji Maru*.

THE KUNISADA CHUJI MARU

Osato's ship, the *Kunisada Chuji Maru*, docks at Osato's pier at Yokohama, the port city called "the Gateway to Tokyo." The city is about 20 miles southwest of Tokyo. The characters should have no trouble finding the freighter when they arrive, if they mention either Osato or the name *Kunisada Chuji Maru*. The characters will be told that Osato Shipping has its own docks in Yokohama. There are plans for the Yokohama docks and floorplans of the freighter on page 30 of this booklet.

The *Kunisada Chuji Maru* is a medium-sized freighter. It is well-known as Osato's personal ship and carries only those goods that he has personally authorized. Osato frequently uses it for special favors within the business community.

When the freighter is in port, it is protected by four guards, who stay below decks. Each is armed with a Number 4 rifle and a Luger Parabellum (they carry one reload for each weapon). When the ship is away from port, the Osato Pier is still patrolled by two guards (the other two go with the ship). They will be disguised as dockworkers and carry only the Luger Parabellums. The guards have the following characteristics and skills:



GUARDS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Evasion (3/10), Fire Combat (4/11), Hand-to-Hand Combat (5/12)

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

WEAPON: See above

Any character found on Osato Pier (whether the ship is in port or not) will be questioned by a guard. If the character cannot give the correct password, he will be ordered to leave the pier. The guards will attempt to capture any character who refuses to leave or is caught sneaking back onto the pier. If they cannot capture the character, they will attempt to shoot him. The characters may inspect the pier for D6 minutes before the guards arrive. The characters may gain the correct password ("Kushido") by overhearing a guard say it or by capturing a guard and threatening him with a weapon (treat this as a Persuasion attempt; the guard will reveal the password only on a "Y" result).

Note: You can assume that all Japanese workers and guards are able to speak English as a second or third language.

If the characters are captured by the guards, they will be taken to the main building of Osato Industries, where they will undergo Interrogation by

Osato. If the characters escape from Osato Pier, they will be chased by the guards who drive Honda Accords. If the characters cannot get to their car, they can expend a Hero Point to have Aki bail them out. If Aki is already with the characters, no Hero Point need be expended.

CLUES FOR THE CHARACTERS

There are two major clues available to the characters at the Yokohama docks. Both clues will connect Skorpios with the missing Soviet space lab. When the characters find the clues, hand them the props from the Mission Envelope.

The first clue is a loading manifest from Osato Shipping. It provides a link between Osato and "Mr. Wun" (Skorpios). It also indicates that a large object was delivered to a submarine for towing; the large object is the Soviet space lab that has been towed to Skorpios' underwater science station.

The loading manifest can be located in several sites at the Yokohama Docks. It can be with the files in the captain's office aboard the *Kunisada Chuji Maru* along with the navigation chart (see below). If the characters are having great trouble getting near the Osato Pier and the freighter, you can create an Osato Shipping office at the foot of the pier and have the manifest and navigation chart in one of the files. As a last resort, you can have one of the characters discover the manifest blowing down a street by making a PER roll. If all else fails, it can be found wet on Osato's Pier; since it is an extra copy, its absence has not been noticed (for added effect, you may dampen the prop before handing it out).

The second clue is the navigation chart. It shows the movement of the *Kunisada Chuji Maru* (the white lines) and Skorpios' Neptune submarine (the purple lines) as they rendezvoused near the splash-down site of the Soviet space station (the dashed black lines). The notes on the chart indicate the freighter was first to find the space lab and then transferred it to the submarine for transport to the underwater science station. The course of the submarine back to the science station is not marked, though the direction back toward it is indicated. The notes on the chart also refer to "Nr. 1" whom the characters will hopefully identify as the "Mr. Wun" on the loading manifest.

The navigation chart can be placed in the captain's office aboard the *Kunisada Chuji Maru*. It can also be placed in the files inside an Osato Shipping office at the foot of the pier. As a last resort, it can be carried by a guard and found on his person by the characters.

The characters should definitely find the loading manifest, but they should work to find the navigation chart. The loading manifest ties Osato in with the missing space lab, and the navigation chart will help the characters realize that the important volcanoes to check out are the ones near Hekura Jima.

H. The Volcanoes

Several clues will indicate the characters should investigate the volcanoes near Hekura Jima. The tourist snapshot shows the *Kunisada Chuji Maru* next to the volcanoes; it was waiting to unload supplies for Skorpios' complex. The navigation chart indicates the Neptune submarine began its trip at the volcanoes and returned in that direction with the Soviet space lab.

If the characters show the tourist snapshot to Tanaka, they will be told it will take 12 hours to locate such a volcano grouping. If they do not use Tanaka's help, then they will need someone else to help them locate the three volcanoes. Depending on the cleverness of your players as to whom they will use to locate the volcanoes, you can have the person tell them it will take 24 hours to locate the volcanoes; if the characters use Persuasion on the person, they will get this information in 12 hours on a "Y" result.

Depending on the progress of the characters up to this point, you can either get them to the correct volcano grouping immediately or delay them a bit by telling them there are three possible volcano groupings like the one found in the snapshot. If the time factor is becoming critical for the party, have Tanaka or whomever they use tell them the volcanoes are 15 miles to the northwest of Hekura Jima. If the party is far ahead of your expected schedule or has anticipated the existence of a volcano complex, tell them that there are three groupings: one off the east coast of Honshu (near the Izu islands; see the map of Japan on the Gamesmaster Screen), one south of Kyushu (near Yaku Island), and the third off the northwestern coast of Honshu (near Hekura Jima — this, of course, is where Skorpios' complex is located).

The characters will have to come up with some method to reach and investigate the islands if they are not working with Tanaka. Tanaka will make things much easier for the characters by offering them a means of transportation to check out the islands. He will make available Bell TexasRanger helicopters if time is short; if the party consists of four characters, he will suggest they take two helicopters (otherwise, they will be offered one). The Attributes for Bell TexasRanger are:



PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	120	130	380	1	4

Each helicopter is armed with a 7.62mm L7A2 GPMG (light machinegun), which has the following Attributes:

PM	S/R	AMMO	DC	CLOSE	LONG
+1	20	100	3×J	0-100	250-400
		CON	JAM	DRAW	RI
		na	98-99	-4	na

The characters may wish to use Little Nellie to investigate the volcanoes. Tanaka can drop a hint to the characters to remind them of its availability by telling them that M.I.6 has prearranged to get a special package to them as soon as possible. It will take 14 hours to have Little Nellie flown to Japan. During this time the characters can investigate Osato in his office or check out the Yokohama Docks, if they have not done so already. You might have Tanaka remind the characters about Little Nellie when they turn over the note to him, so that the autogyro will arrive a few hours after the volcanoes' location is determined. It is possible, but not recommended, that Tanaka tell M.I.6 to send the autogyro to Japan while the characters are busy elsewhere; this should happen only if time is growing short in the mission.

Q will arrive with four suitcases in which Little Nellie is stored. The autogyro can be assembled in three hours (assuming Q is overseeing the assembly). Little Nellie can hold two passengers if you so decide. If your party consists of more characters, have Tiger Tanaka offer one of his Bell TexasRangers for the other characters. Hand the Little Nellie prop from the Mission Envelope to the characters at this point. Q will be willing to recap what Little Nellie can do, if necessary, and will admonish them to be careful with it.

Note: One of the premises of this adventure is that the characters will want to scout the volcanoes before taking any action. If they are eager to attack the volcano, have their information source indicate there are several groupings, so that the party will have to locate the correct volcano grouping before attacking. If the characters are procrastinating, remind them of the urgency of their mission; having Tanaka order Little Nellie be flown to Japan can be a reminder of the urgency.

The characters can go to the volcanoes by several methods — boat, airplane, or helicopter. The best method is by helicopter (particularly Little Nellie), but the other choices are covered briefly in case they make another choice. Tanaka will consistently encourage them to use helicopters.

If they decide to use a boat, have Tanaka suggest that this method will consume a lot of time. Not

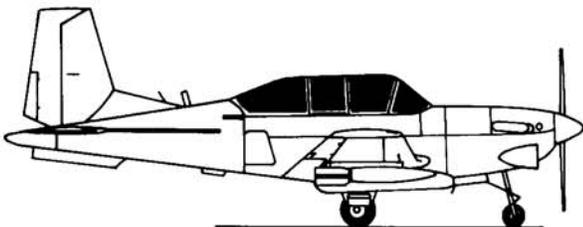
only will they have to reach the volcanoes, they will also have to climb them to see inside them. If they insist, have Tanaka give them a Riva 2000 (its Attributes are listed in the Equipment chapter of the *James Bond 007* Game). Tanaka will have boats available at a city near the three volcano groupings.

The nearest volcano grouping (near the Izu Islands) is 100 miles south of Tokyo. It will take the characters about 1¼ to 3 hours to reach this group with the Riva. They must spend three hours to investigate each island in the group. They will find nothing in the caldera (the crater) of these volcanoes but stone, and no one will interfere with their investigation.

The volcano grouping near Yaku Island off Kyushu is 100 miles from Kagoshima, where the Riva is available. Kagoshima is about 580 miles from Tokyo, so the characters will have to get there by flying. It will take the characters three hours to explore each island in this grouping. They will find a lake in the caldera of one volcano and stone bottoms in the calderas of the others; they will not be bothered during their investigation.

The volcanoes near Hekura Jima are 65 miles from Matsue, where the Riva will be available, and 15 miles west of Hekura Jima. Matsue is about 350 miles from Tokyo. The two volcanoes not occupied by Skorpios will take three hours each to investigate. Skorpios' volcano is 700 feet tall; the characters must perform a Mountaineering roll to scale the last 300 feet. When they reach the top, show them the illustration of the volcano with the roof half open (it is included in the Mission Envelope). Two Bell Texas-Ranger helicopters will emerge from the complex to chase the characters as they climb down the volcano and will engage in combat to destroy the Riva (see the "Helicopter Chase," below, for the Attributes of the helicopters' weapons).

If the characters request an airplane, Tanaka will attempt to convince them to use the helicopters instead. If they persist, he will loan them his Beech T-34 Mentor. The plane is not armed, nor will Tanaka allow them to carry any heavy weapons (machine-guns, bombs, and the like). The T-34 Mentor has the following Attributes:



PM	RED	CRUS	MAX	RGE	FCE	STR
0	4	160	210	740	1	3

As the characters fly over the volcanoes, you must describe what they see. First, describe the sight of the entire group of volcanoes as they approach it. Each group consists of three volcanoes, none of them showing any sign of activity. Each mountain is ash-gray with a bit of green around the bottom from plantlife, and the crater of each is dark gray. The center of each is too dark to see clearly from more than 100 feet in the air.

The group of islands containing Skorpios' complex have the same appearance inside the crater. Each has a lake in the caldera. Describe the first two in minor detail; when the characters fly over the third volcano (containing the complex), show them the visual of the volcano where the opening to the complex is partially uncovered. For best effect, do not let the players hold the prop from the Mission Envelope, but show it to them for a few seconds. If they decide to take a closer look at the inside of this volcano, show them the visual of the top of the volcano with the opening now closed. It will appear as though the volcano has a lake filling the crater.

The characters, at this point, should realize that this volcano is their target. As if to accentuate the point, they will be attacked by two of Skorpios' helicopters from inside the complex (see the "Helicopter Chase," below). The helicopters will attempt to blast the T-34 Mentor apart.

Note: The characters may request submarines from Tanaka to explore the volcanoes. Tanaka has Neptune mini subs only, and they do not have the range to reach any island from the mainland. Tanaka will not allow the characters to use his mini subs until they have come up with some definite evidence that Skorpios has his fortress inside a volcano.

HELICOPTER CHASE

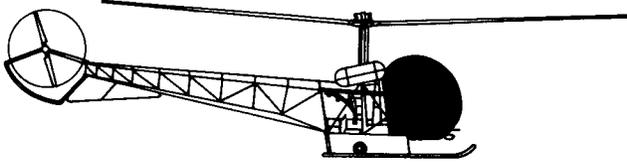
Skorpios' volcano is protected by a fleet of two Bell TexasRanger and six Bell AB47G helicopters. Each carries a mounted 9mm light machinegun with 50 rounds of ammunition. The Attributes for the machinegun are:

PM	S/R	AMMO	DC	CLOSE	LONG
+1	10	50	I	0-100	250-400
		CON	JAM	DRAW	RL
		na	98-99	-4	na

As with Little Nellie, the machineguns are mounted in the housing of the helicopters. It requires a successful Trick maneuver to get the machinegun lined up on the target before firing; use the Pilot skill when an NPC fires the machinegun.

The other six helicopters are Bell AB47G's. Each is armed with one light machinegun with 50 rounds of ammo (see above). Any fire attempt receives a -2 Ease Factor modifier when firing the

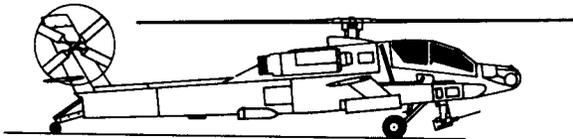
machinegun because of the helicopter's ineptitude as a combat chopper. The Attributes of the AB47G are:



PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	60	105	210	1	3

All the TAROT helicopters will be out of the volcano complex, waiting at a high altitude to attack the characters. The visual of the volcano shows the last helicopter coming out and the fake cover closing. The helicopters will arrive in three groups. Three AB47G's will arrive behind the characters within 20 seconds of their passing over the volcano the second time. The next three will arrive 4 rounds later, and the two TexasRangers 4 rounds after that. You can determine the range at which the first helicopters appear by using the Range Table in the Chase chapter of the *James Bond 007 Game*; the first helicopters should never be beyond Long Range.

If the characters are using several helicopters or, if you so wish, you can include a Hughes AH-64 Apache helicopter on the TAROT side. The protective armor of the Apache can be defeated only by the rockets or missiles on Little Nellie. The Damage Class of the missile or rocket is reduced by 8 due to the Apache's armor; a Stun result against the Apache is treated as no effect. It is armed with one light machinegun with 50 rounds (see above). The Attributes for the Apache are:



PM	RED	CRUS	MAX	RGE	FCE	STR
+1	2	120	192	380	4	17

Note: The Apache is a rugged machine and hard to stop. Only if the characters are having too easy a time in a combat should you include this helicopter.

It is possible that the Beech T-34 might be able to outrun the helicopters. The Riva 2000 will not be

able to outrun the helicopters, so the characters will have to shoot them down. Note that only two Texas-Rangers will appear to attack the Riva.

The characteristics and skills for all the TAROT pilots are as follows:

PILOTS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Diving (3/10), Evasion (3/10), Fire Combat (7/14), Hand-to-Hand Combat (5/15), Piloting (8/15)

SPEED: 1

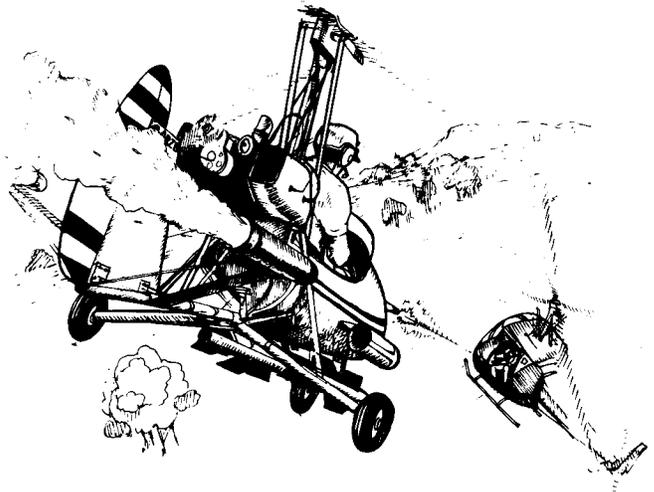
HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

WEAPON: None



The TAROT helicopters will try to force the characters to land, so they can be captured. This will hold true until one of the TAROT craft is shot down or destroyed, at which point the TAROT pilots will shoot to kill. Thus, the TAROT helicopters will choose only those maneuvers which will put them in position for a Force maneuver. After the first helicopter is downed, the remaining pilots will attempt Trick maneuvers to get into position to fire on the characters.

The characters may choose to land and invade the volcano immediately after the chase. They can do so, but they will be greeted by a fully prepared contingent of 30 guards, each brandishing a Number 4 rifle and Luger Parabellum (see J. The Volcano Complex, below, for details). That the characters have been chased indicates TAROT knows they are there.

I. Hekura Jima

Flying over the groups of volcanoes will help the characters determine the one they want is off the northwest coast of Honshu, 15 miles from the island of Hekura Jima. Tanaka will inform the characters that he has an operative stationed on Hekura Jima, observing Soviet naval activity in that part of the Sea of Japan. Her name is Kissy Suzuki.

Tanaka will suggest they use Hekura Jima as a base for investigating the volcano. He will arrange for them to meet with Kissy Suzuki, who will guide them to the volcano. He will provide the characters with a camp in a Buddhist temple in the village of Hozo-ji. From there they will wait until nightfall, and then travel to the volcano to scout it out or perhaps to get inside. If the characters agree to go to Hekura Jima, give them the map of the island from the Mission Envelope.

Note: Depending on the size of the party and the ranks of the characters, you can have Tanaka either join them on Hekura Jima or stay in his offices. For a small party or one with low rank characters, his skills and firepower can be a great balancer in any assault on the volcano.

GETTING THERE

Tanaka will offer to fly the characters to Matsue, where they will be able to reach Hekura Jima by boat. He will offer them his T-34 Mentor or a Bell TexasRanger, if he does not join them, or he will pilot the helicopter himself, if he does join the party. The characters can choose any cover and means of transportation they can think of to reach the island (as a last resort, Tanaka will have Kissy Suzuki meet them in Matsue to transfer them to Hekura Jima).

Hekura Jima is a tiny, flat island, roughly one mile long and a half-mile wide. Its highest point along the west coast is 40 feet. A lighthouse stands in the center of the island; it communicates with the mainland by radio. The island is composed almost completely of gray basalt. The only exception is the green water of Dragon Lake, a place of religious importance to the islanders. The island's wildlife consists of non-poisonous snakes, swallows, gulls, and numerous mosquitoes.

The primary occupation of the islanders is deep sea diving. The divers are called *ama*. The ama women, girls, and young boys dive daily for edible seaweed and shellfish (they do not dive for pearls). The diving day begins at sunrise and lasts all day.

The village of Hekura extends from the northern to the southern tip, along the eastern coast. A path of flat, gray stones links all parts. The village consists of 300 wooden houses strung along the shore. Officials who live there include a Buddhist priest, a schoolmaster, a policeman, and a doctor. There are several Buddhist and Shinto shrines around the island.

Tanaka (or Kissy) will arrange for the characters to "camp" in a temple building near the northern tip of the island. The temple consists of a central hall 30 by 20 feet, where the altar is located, and several other rooms for sleeping, eating, praying, or meeting. The building itself is mostly a wooden hut, but it is very well kept.

The priest in charge of the temple is Yanagida. With Suzuki translating, he will ask the characters why they have chosen to visit such a barren rock as Hekura Jima. He will say that it is long since a foreigner has visited the island. "Three years ago," he will add, "a European visited our island. He had black eyes and black hair, and he brought with him a man named Osato to translate. The European was cold and unsmiling, and I did not like him. He asked many questions about those volcanoes you can barely see from the west coast. Then the two men left."

The European, of course, was Skorprios. He was trying to decide where to build his complex.

If you need characteristics and skills for the priest, refer to the Civilians Table in the How to Use NPCs chapter of the *James Bond 007 Game*.



ENCOUNTERING KISSY SUZUKI

Suzuki is Tiger Tanaka's operative on Hekura Jima. Her background is described in her biography in Part II. On all the island, only she speaks English.

The characters will encounter Suzuki either in Matsue, if they need transportation to the island, or on Hekura Jima. Whatever cover or disguise the

characters use in reaching the island, Suzuki will know. Her Reaction to each character should be determined normally, but even if she is Opposed or Antagonistic to a character, Suzuki will do nothing to compromise the mission.

Suzuki knows nothing about Skorpios' volcano complex. Her assignment has been to watch for Soviet activity, and Skorpios' care not to attract attention has kept her in ignorance of TAROT's presence so close to Hekura Jima. If the name *Kunisada Chuji Maru* is mentioned to her, she will

remember that the freighter has often been seen in the area. She is not aware, however, that this is how Skorpios gets his supplies.

The main purpose for having Suzuki in the adventure is to help the characters reach Skorpios' volcano (see "Getting There" in J. The Volcano Complex, below). She will accompany the characters to the island and will take part in the assault if they request her help. She will be ordered by Tanaka to do whatever the characters request. If Tanaka is with the party, she will still fulfill this command.

J. The Volcano Complex

The volcano complex is Skorpios' current base of operations. During the next few years, he plans to convert it to a major TAROT scientific site. As yet, the complex is still under construction. During the early construction of the complex, the underwater science station was built at the request of Dr. Isa Nakahara. She wanted an isolated area away from the turmoil of construction to carry on her experiments. Once the complex is complete, she will transfer her staff and research there.

Note: It is important to note that, although the volcano was the site of the showdown in the movie, it is not the end of this adventure. The characters must reach the science station to complete their assignment. This shift in destination will keep the players on their toes.

GETTING THERE

Kissy Suzuki can provide the characters with ama fishing boats to reach the volcano. Each is 15 feet long, made of wood, and is propelled and steered by a long oar/paddle at the stern of the boat. One boat can hold two characters. The Attributes of the fishing boats are:

PM	RED	CRUS	MAX	RGE	FCE	STR
-2	5	4	6	na	1	3

Note that the volcanoes, 15 miles from Hekura Jima, will take four hours to reach by fishing boat.

To help the characters reach the volcanoes, Suzuki will disguise them as ama men (wearing cotton shirts and shorts and a wide-brimmed hat) and will have them join the next day's fishing expedition. She will guide the diving expedition towards the volcano. At dusk, when the rest of the islanders return to Hekura Jima, she will break away with the characters and lead them on to the volcano. Four hours later, the characters will land at their chosen volcano and may begin climbing it.

If the characters reach the volcano by means of the ama fishing boats, they will not be able to find the submarine entrance (see below). The only way the characters will be able to get into the complex is through the opening in the crater.

Skorpios' volcano is 700 feet high. The first 400 feet can be traversed with no problem, but the last 300 feet will require Mountaineering (+2 Ease Factor modifier). Refer to the Mountaineering skill in the Skills chapter of the *James Bond 007* Game. The crater opening is 120 feet in diameter, and the sides slope down at a sharp angle.

Once the characters are at the summit, they will see what appears to be a stagnant lake at the bottom of the crater, 100 feet down. The "lake" is 80 feet in diameter. To reach the "lake" requires another Mountaineering roll (there are no modifiers to this roll). Note that the entire climb up and into the crater can take two hours or longer, depending on the results of the Mountaineering rolls. You may wish to inform the players of this in advance, so they can have their characters expend Hero Points if they are pressed for time.

The characters may decide to test the "lake" before descending into the crater. A stone thrown onto the "lake" (or a body, if a character fails the Mountaineering attempt going down) will prove that it is not water. Rather, it is a blue-green plastic covering that looks like water. It has a seam down the middle, where it obviously comes apart.

The "lake" consists of a large piece of thick, translucent plastic, 100 by 100 feet. The plastic slides back from the edge of the volcano, forming the main entrance to the complex. The cover is moved by controls on the hangar deck 300 feet below the crater opening.

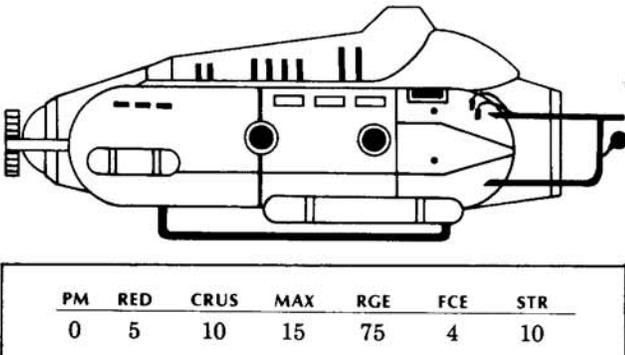
To descend into the complex, the characters must wait until the cover opens. It opens approximately once every hour, at which time a Bell AB47G emerges on a short reconnaissance mission. Roll D6 and multiply the result by 10; this is the number of minutes the characters must wait for the cover to be opened. The pilot gets to make one PER roll (apply a

-1 Ease Factor modifier) to notice the characters. He will then warn the guards inside, who will be prepared when the characters arrive. The cover stays open for one minute, during which time the characters may enter.

There is a substructure under the plastic cover that supports it. The characters will have to pass a Mountaineering attempt to successfully climb down along the inside of the volcano (-2 Ease Factor modifier). They can also climb down by rope, but they will immediately be detected by the two guards patrolling the hangar platform below. The characters will have to make four Stealth rolls (one for each 50 feet) to reach the bottom and avoid being detected by the two guards; if at any time a Stealth roll fails, the characters must make another Mountaineering roll to either continue down or to try to get back to the opening. If the guards detect the characters, they will sound the alarm, bringing 30 other guards within 20 seconds, and they will shut the plastic cover in 30 seconds.

Note: *In the movie, the storming of the complex involved Tanaka and his ninjas. It is strongly recommended that you steer the characters away from a similar attempt, especially since staging such a massive firefight will cause you headaches. You might suggest to the players that they still do not know the location of the missing space lab, and that the destruction of the complex is not their assignment. If Tanaka is with the characters, he will not agree to such an attack, saying that he wishes to capture the complex intact.*

If the characters have made arrangements with Tanaka, they may wish to travel to the volcano by submarine. Tanaka will give the characters as many Neptune mini-submarines as they need (each sub holds two characters). The submarines will be at Matsue when the characters arrive; they will have to refuel the subs once they reach Hekura Jima. The Attributes for the Neptune mini-submarine are:



It will take one to one and a half hours for the Neptune to reach the volcano.

Once the characters arrive at the volcano by submarine, they must search for an entrance. A character passing a PER roll (-2 Ease Factor modifier) will notice the submarine entrance (see the description of

this entrance below). This entrance will be protected by four scuba divers, who will attempt to attach an explosive to the submarine's propeller housing. The explosive will detonate in 20 seconds, once it is attached. It will disable the propellers, thereby stopping the submarine but not harming the occupants. The intent of the divers is to capture the characters, not kill them. The divers have the following characteristics and skills:

SCUBA DIVERS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/13), Diving (8/15), Fire Combat (4/11), Hand-to-Hand Combat (5/12)

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

WEAPON: Speargun

Each diver is armed with a Heavy Speargun (see the Equipment chapter of the *James Bond 007* Game for its Attributes) and carries two reloads. The speargun cannot harm the characters while they are in the submarine.

The characters may exit the submarine to chase and fight the guards underwater. If they overcome the divers and get through the submarine entrance, they will be greeted by a fully prepared contingent of 30 guards, each armed with a Number 4 rifle and a Luger Parabellum. There is no way to get through the submarine entrance without Skorprios becoming aware of them. If Skorprios is away, Kushido will be in charge and aware of the characters' presence.

If the characters are captured at this point, they will be held in maximum security cells until Skorprios confronts them (see K. Skorprios's Speech, below).

PHYSICAL DESCRIPTION

The complex is in the hollow core of the volcano, and the major room sections are tunneled into the surrounding rock. Two hundred feet below the opening is the helicopter deck, which has a monorail track around it. The monorail connects with each of the major room sections that branch off the helicopter deck. See the map of the volcano complex on the Gamesmaster Screen for details.

The Helicopter Platform

The helicopter platform is 300 feet across and is directly under the opening in the crater, 200 feet down. The platform has eight circles 55 feet in diameter on which the helicopters land. In the southeast corner is a 55 by 55 foot hangar where maintenance and repairs are done on the helicopters. There are six Bell AB47G and two Bell TexasRanger helicopters assigned to the complex (take into account any losses due to combat with Little Nellie and the inclusion by you of any Apaches). They take turns patrolling the volcano and transferring passengers to the mainland.

To determine how many helicopters are currently away from the complex, roll D6. The result is the number of Bell AB47G's away on assignment. For each of these helicopters, roll D100; this result is the number of minutes in which each is due back. You should keep track of the arriving helicopters on a piece of scrap paper. Each helicopter will return with one pilot and one guard.

There are two guards patrolling the helicopter deck at all times. They carry Number 4 rifles and Luger Parabellums (two reloads for the rifle and one for the pistol). See "Guards," below, for their characteristics and skills.

Monorail Track

The helicopter deck takes up considerable space inside the volcano, being 300 feet in diameter. To facilitate getting from one part of the complex to another and to move supplies, Skorpios has installed a monorail around the helicopter deck perimeter.

At a top speed of 30 mph, the monorail can get a person from one point to another in the complex in well under a minute. Skorpios has ordered that the monorail should not exceed 15 mph, so anyone running the monorail at higher speeds will be suspect. The monorail runs in a clockwise direction. There are three cars composing the monorail, and each can hold six passengers. The cars are entered by stepping down from a platform into one of the open seats; there are no coverings for the cars.

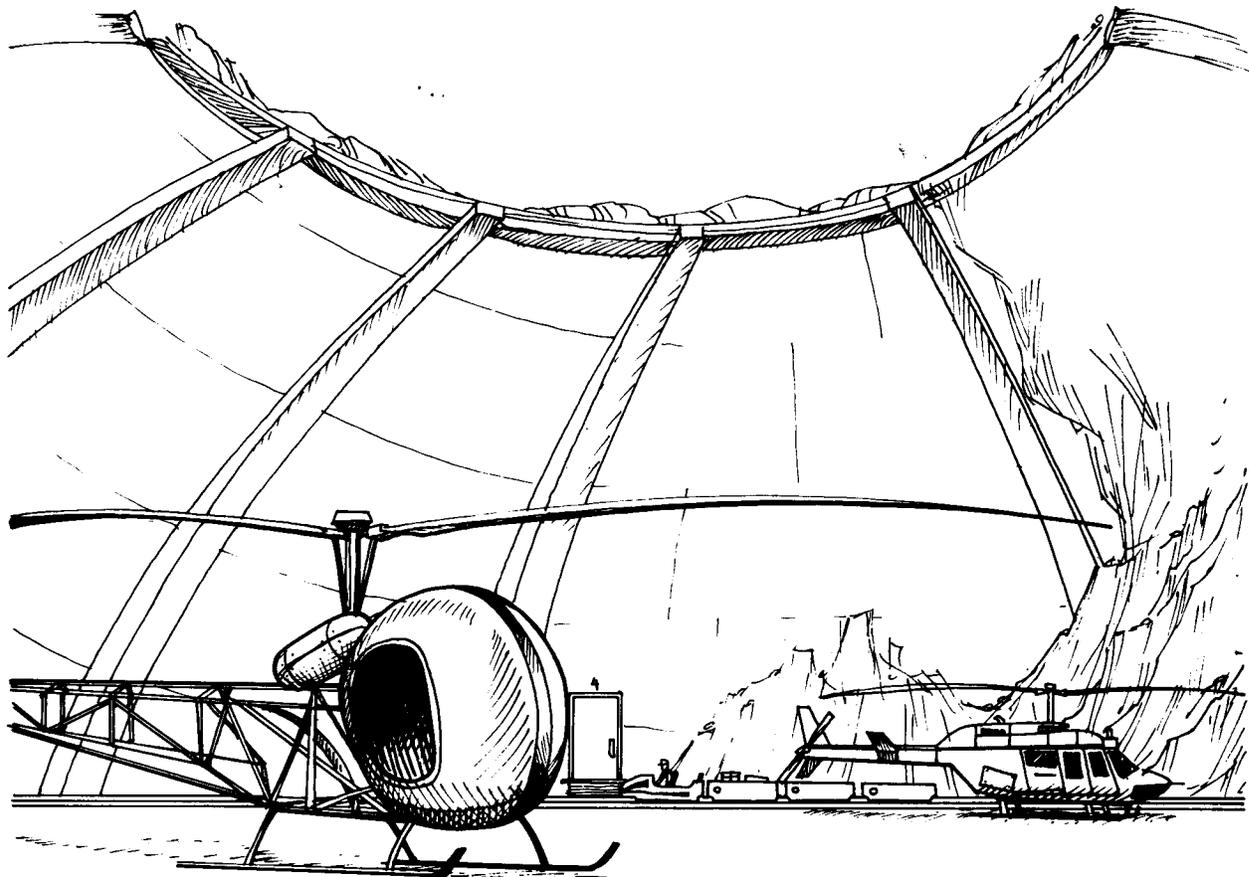
The monorail has no driver. A passenger wishing to board the monorail calls it by pressing a button at one of the platforms outside each section. It is operated by a simple lever. Pushing it forward moves the car forward, and pulling back slows the car and stops it. Pushing the lever full forward speeds the car up to 30 mph. Normally, the car runs at 15 mph. The characters may attempt to hitch a ride and hope they will not be noticed.

Workers' Quarters

This section is at the north end of the complex. It contains 22 small rooms; two workers or guards are assigned to each room. This section also contains a kitchen and mess area, and a reception room/gym where the workers can relax. The supply closet contains soap, light bulbs, towels, and other everyday necessities.

Infirmary

The infirmary contains 10 beds to treat any workers who are sick or injured. The treatment room contains a small operating table, and the lab has a small selection of surgical instruments. The supply closet contains bandages, sheets, and other necessities. The infirmary is not meant to handle serious injuries, nor is it equipped for them. Any worker seriously injured is moved to the mainland by one of the helicopters.



Power Generating System

The volcano complex is run by geothermal energy. Though the volcano is long dead, there are magma pools beneath it that heat water forced down 3000 feet below the volcano. There are two large electricity generating systems that power the complex. They control the power to all sections, except Skorpios' quarters and the control room, which have their own generators. Both generators must be damaged before the power shuts down in the complex. There are two guards on duty here at all times, each armed with a Number 4 rifle and a Luger Parabellum.

Future Laboratories

This is a large, empty room 70 by 80 feet. It has just recently been hollowed out of the rock, and the workers are now beginning to put up the walls. There are many carpenter's tools, picks, shovels, rock drills, dynamite blasting caps (but no dynamite, which is kept in the security station until needed), wheelbarrows, and an acetylene torch; this torch may be used in Hand-to-Hand Combat, does E Damage Class, and may be used only against a target within 10 feet of the acetylene tanks.

Laboratories

This section has been completed, but has not been completely furnished. There are working bunsen burners in each lab, a table and chair per lab, and empty cabinets. Otherwise, the labs are empty, as is the supply room.

Control Room

This 75 by 110 foot room is equipped with the latest in computer technology. As seen in the floorplan of the control room on page 29, it is filled with computer terminals, disk drives, video display terminals, and the like. Its main power comes from the power generating station, but it does have its own back-up generator that switches on if the main power goes down. The future uses of this room will be many, but the computers are not up and running at the moment. Currently, it controls only the life-support systems within the volcano. The control room has two guards on duty at all times, each armed with a Number 4 rifle and Luger Parabellum.

Destroying the computer will not destroy the complex, just turn off the air conditioning and circulation systems. After 30 minutes, it will become unbearably hot, and the people in the complex will have to climb to safety.

Security Station

This section has been in operation the longest. There are 12 cells in this section, three of them maximum security. The head of security has his own office, and the other guards share the desks near the cells. The supply closet has a weapons rack, where the Number 4 rifles and Luger Parabellums are normally stored. There are weapons for 20 people, plus

ammunition. Also, the dynamite is kept locked in the same case with the weapons.

The cells are currently being occupied by Skorpios' prisoners, including Richard Henderson, Max DeNiro, Leonid Maltsev, and the two cosmonauts (see Part I: D. Briefing for the Gamesmaster). They have been kept alive because Nakahara believes she can get more useful information from them. They are kept in small concrete cells, each with a bed, toilet, and wash stand; the only window is the one in the door. The doors are steel and require a Lockpicking roll (-3 Ease Factor modifier) to open. Alternately, the characters can shoot open the locks (on a Quality Rating 1 result only) or get the keys from Kushido (who carries them at all times). The prisoners are fed at 6 A.M. and 6 P.M.

If the characters free the prisoners, they will have five willing allies. Roll up the characteristics and skills for DeNiro, Maltsev and the cosmonauts on the Technicians Table from the How to Use NPCs chapter of the *James Bond 007* Game. Each should have the Science skill. They have no special interaction modifiers, and will be Friendly to the characters. Henderson's skills and characteristics are listed in Part II.

Note: If the characters lose Skorpios at the complex and are stumped as to how to find the Soviet space lab, you can have Henderson give them clues as to the science station's location. He knows it is underwater and several miles to the northeast of the volcano; he gained this information in talks with Skorpios and from the cosmonauts.

GUARDS

The volcano complex is well guarded. There are 40 guards in the complex, each armed with a Number 4 rifle and Luger Parabellum (one reload for the rifle and two for the pistol). Normally, 20 guards are on duty at any one time — two on the helicopter deck, two in the power generating station, two in the control room, two near Skorpios' quarters (see below), four in the security station, four in the submarine entrance (see below), and the rest patrolling the complex in pairs. The guards are split into two shifts, each working 12 hours. If an alarm is sounded, all will come pouring out to answer; D6 guards will arrive every 20 seconds once the alarm is sounded. Unarmed guards will race to the security station to get a weapon. They have the following skills and characteristics:

GUARDS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Diving (3/10), Evasion (3/10), Fire Combat (4/11), Hand-to-Hand Combat (5/12)

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds WEAPON: See above

Skorpios has ordered the guards to capture any intruders. He wishes to meet and Interrogate them personally (see K. Skorpios' Speech). Thus, the guards will first try to subdue, not to kill, and will take the characters to Skorpios. If it appears that the characters are winning a fight, they will attempt to kill the characters.

SKORPIOS' QUARTERS

The location of Skorpios' quarters is shown on the plan of the volcano complex on the Gamesmaster Screen, and the floorplans appear on page 28. There are two guards on duty at all times, guarding the entrance to this section. There is a 30 foot tunnel leading from where the guards are stationed to the entrance to Skorpios' quarters.

Directly above the entrance leading into Skorpios' quarters is an enclosed room which houses a Browning machinegun. The Browning fires through a gun-slit. A character must make a PER roll to notice the slit and then make a Specific Shot or get a Quality Rating 1 result in Normal Fire to fire through the slit and hit the firer. A steel ladder attached to the wall of the entrance tunnel leads up to the room; a circular metal trapdoor pushes upward into the room to allow entry. The Browning has the following Attributes:

PM	S/R	AMMO	DC	CLOSE	LONG
0	25	200	3×L	0-200	500-700
		CON	JAM	DRAW	RL
		na	98-99	-5	2

There are 5 reloads for this weapon. The Browning can shoot at all targets within 30 feet of each other, doing Damage Class L to all characters within that range. The listed Damage Class of 3×L means that one hit from this weapon will do three wounds of the indicated level if fired at one character. The Damage Class is not increased at Close Range.

The Browning has a crew of two guards (the ones in front of Skorpios' quarters). They will man the machinegun only if the complex is being overrun by intruders. Thus, if the characters are successful in concealing their presence, the Browning will not have a crew.

Note: The characters will have an easier job fending off the complex's 40 guards if they commandeer the Browning.

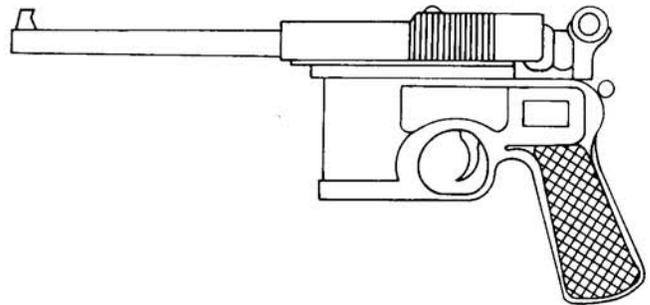
At the end of the corridor is an oak door. If Skorpios is in his quarters, the door will be unlocked. Inside the door is Skorpios' main room, 80 by 80 feet. The floors and walls are covered with marble. The ceiling is painted as a collage, showing all the cards of the TAROT deck, and on the floor is the Emperor symbol (Skorpios' card). The lighting in the room depends on Skorpios' mood. You may select any color you think will be most effective.

Skorpios' sitting area, with futuristic furniture and enormous works of modern painting and sculpture, occupies one side of the room, and is separated from the main door by a bridge. The bridge begins 10 feet inside the doorway. Below it is a pool, extending from one side of the room to the other (there is no way around it). It contains a large school of very hungry piranhas. Anyone falling into the pool will be attacked within seconds. The bridge is hinged; Skorpios controls the bridge with a switch on his reclining chair. When the switch is thrown, the bridge drops open, depositing the unfortunate party into the pool.

To escape from the piranha pool, a character must pass a Diving skill roll. The Quality Rating of this roll indicates the number of Wound Levels inflicted by the piranha. For example, a Quality Rating of 1 results in no wound, a Quality Rating 2 a Light Wound, and so on; a failure means the character has been killed.

Besides the switch for the bridge, there are other controls on the side of Skorpios' reclining chair. Skorpios normally sits in his chair to greet visitors. He has a Greyhound, named Emperor, who is trained to lie at his feet next to the chair and to stay there even if Skorpios moves. If Skorpios leaves his seat, his bodyguard Kushido will station himself by the chair to throw any switches.

Skorpios' personal weapon is a Mauser Military Model. It has the following Attributes:



PM	S/R	AMMO	DC	CLOSE	LONG
+2	2	20	F	0-4	11-18
			H		
		CON	JAM	DRAW	RL
		+2	98-99	+1	1
		+4		+1	

Note: The top line is used when the pistol is firing single shots, and the bottom line when firing automatic bursts. The +4 CON is used when the pistol is fitted with a shoulder stock, but the stock is not needed when firing automatic bursts.

Behind the main room are Skorpios' private quarters and guest rooms, plus a corridor that leads to an elevator to the submarine entrance. The submarines are used to transfer materials and personnel

between the volcano complex and the underwater science station. Skorprios will attempt to flee via submarine if he is in danger.

The elevator descends 500 feet down (100 feet below sea level), and it is controlled by simple "Up" and "Down" buttons. The elevator opens on to a 200-foot long tunnel that leads to a cavern where the submarines are stored. To exit the cavern, the submarine pilot descends fifty feet underwater and guides the sub through a 50-foot wide tunnel that leads to the opening in the volcano.

The docking area for the submarine is patrolled by four guards at all times. There is a sonar system installed to warn them of any approaching craft; if they realize it is not one of TAROT's subs, they will don scuba gear to meet the intruders (see "Getting There," above). They will summon help from the main complex to form a "welcoming" party for the intruders while they confront them.

Skorprios goes to visit Nakahara at the science station daily at 2 P.M. and returns at 5 P.M. Nakahara returns with Skorprios on Friday afternoons to check progress on the complex, and then goes back to the station on Saturday afternoon. The rest of the time she stays at the science station.

There are two Neptune mini-submarines in the volcano complex. The Neptunes are crewed by two people, have a duration of six hours underwater, and can operate to depths of 1500 feet. The subs contain scuba gear; an airlock allows the crew to get in and

out while submerged. It also has a sonar screen which can locate and identify objects out to 5 miles (a character must pass an Ease Factor 7 Electronics roll to operate the sonar). The Attributes for the Neptunes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	10	15	75	4	10

If Skorprios has taken a Neptune to visit or flee to the underwater science station, you may wish to place an additional submarine in the docking area to accommodate the characters.

Just inside the submarine entrance is what looks like a fuse box. Inside it is a button, labelled "Self-Destruct." Skorprios has the only key to the lock on the box. A character can use Lockpicking to open the box, or shoot it open. If it is shot open, the button's mechanism will be destroyed on any Quality Rating except 1. Pushing the button will start a series of explosions deep inside the volcano that will bring it back to life; lava will start welling up into the volcano complex, and the whole island will go up in a massive eruption within 30 minutes.

Kushido is willing to die to protect Skorprios. He will station himself in Skorprios' quarters to make sure his master escapes in the Neptune. For the characters to follow Skorprios, they will first have to get past Kushido.

K. Skorprios' Speech

Should the characters be captured in the volcano complex, they will be held in the Security Station until Skorprios is available to speak with them. The characters will be taken from their cells and brought to Skorprios' quarters for the interview, escorted by Kushido and two guards per character.

Skorprios will be seated in his reclining chair with his Greyhound by his foot. He will keep the characters on the side of the hinged bridge nearest the door while he talks with them. If the characters attempt to charge, he will press the switch to dump them into the piranha pool.

Note: It is possible that the characters will not confront Skorprios in the complex, if they succeed in eliminating the guards. As soon as Skorprios realizes the battle is going against him, he will take the elevator to the Neptune mini-sub and flee to the underwater science station. He will leave Kushido in his room to guard his escape. Thus, the characters will have to get across the bridge and past Kushido to follow Skorprios. Should Skorprios flee, he can give his speech to the characters if they are captured at the science station. You will have to change his speech somewhat to match the new circumstances.



Also, it may happen that Skorpios has already become aware of the characters in your campaign. In this case, he will address each character by name when meeting them, and his whole attitude will be much more menacing, especially if they have foiled his plans in a previous mission.

If Osato and Brandt have survived, they will also be present. If any character has evaded death at the hands of Osato or Brandt, Skorpios will acknowledge his resourcefulness. He will then ask the responsible party (Osato or Brandt) to go and search the characters. As that person crosses the bridge, Skorpios will hit the button, activating the bridge trap. The person will die screaming as the surrounding waters roil with hungry piranha. (If Osato or Brandt are unavailable, you can substitute a guard in their place; any guard Skorpios holds responsible for the characters' entry will do.)

"My friends," Skorpios will begin, "you have caused me no little worry these past few days. Not only have you prevented the assassination of Tanaka which I so carefully planned, but you have threatened the position of my head financier, Tetsuro Osato. And what, I wonder, is your reason?"

"I have constructed this complex with the utmost secrecy. It has taken TAROT and me three years to accomplish the wonders you see around you. The Japanese authorities are not aware of our presence here. I must congratulate you on your deductive abilities. Why have you come?"

Skorpios will wait for a minute to see if one of the characters will tell him the reason for their presence. If no one speaks, he will continue. "Let me think. Ah, I have it. You are looking for the missing Soviet space laboratory! But why would the *British Secret Service* be so interested in a Soviet problem... unless, of course, you know what is aboard the lab. Yes, that must be it."

Skorpios will chuckle a moment, and then say, "The deadly virus. So, Nakahara was correct in her assumptions. You see, it was a TAROT operative who managed to steal the research on those viruses from your British scientists and sell it to the Soviets. Well, if you have worked so hard to find the space lab, then the virus aboard it must truly be as danger-

ous as my head scientist has been telling me."

"And to think, all that interested me was spreading discord between the United States and the Soviet Union. TAROT was responsible for the failure of a recent American space shuttle mission; we managed to place an impostor among the ground crew to sabotage the American mission. You may have met Mr. DeNiro in our Security Station.

"We were also responsible for sabotaging the Soviet space lab. Another impostor in the Soviet ground crew; the real Maltsev is my guest at the present as well. You see, my plan was to make the two superpowers distrust each other, and what better way to arouse their mutual enmity than to sabotage two important space missions?"

"I hardly expected such a benefit from our plan. To think, I now have in my possession a new weapon, a biological bomb that will make the world kneel in terror before TAROT. This complex is but the first step for world domination by TAROT. In a few months it will be complete and become our science station. I will give Dr. Isa Nakahara the most modern laboratory in the world. She is far too important to rot in her tiny underwater station. But, since she is dealing with those deadly microbes, I'm rather happy her station is a safe distance away.

"It is a pity you will not be around to see TAROT triumph. You are far too dangerous to keep as prisoners. It will take us several months before we can exploit the new virus, and I cannot afford anyone on hand to stop me."

Skorpios will rise from his chair, take his Greyhound, and head for the elevator to the submarines. Kushido will move around the characters on the bridge to Skorpios' chair. He will gesture to the other guards, who will move in to throw the characters into the piranha pool.

The characters should realize the fate that is in store for them. They should be encouraged to take the opportunity to attack now.

If the characters manage to escape their fate, they will still have to track Skorpios to the underwater science station. They should realize that the Soviet lab is not in the volcano, and therefore they will have to follow Skorpios to find it.

L. The Science Station

The science station is an underwater research center four miles from Skorpios' volcano. Because it performs TAROT's most secretive experiments and because Nakahara does her best research in isolation, the science station is located away from the volcano until the new science facilities are completed in the complex. At the same time, Skorpios wanted the science station built nearby to allow easy access. He normally visits the science station daily

between 2 and 5 P.M. The missing Soviet space lab is in the science station, and the characters must reach it to prevent the lab being opened.

The science station has one other main function; it is the first stop in Skorpios' escape route should the volcano complex be tracked and overrun. He will leave the volcano in a Neptune mini-submarine if he feels he is in danger, and will hide there until Osato sends a seaplane to rescue him. Skorpios and

Nakahara will surface in scuba gear to meet the plane above the station.

As can be seen on the floorplan of the science station on page 29, it is not enormous, but it is large enough to admit the Soviet space lab into the observation room. The station contains a small computer room (run by one technician), three small laboratories for various fields of research, living quarters for the guards and technicians, Nakahara's private quarters, a large storage room, and an observation room. The observation area containing the space lab was built by Skorprios for satellite construction and for handling radioactive materials safely; the space lab was brought in through the delivery dock airlock.

Dr. Isa Nakahara lives and works in the science station. With her are two scientists, two technicians, and four guards. The characteristics and skills for the scientists and technicians can be generated from the Technicians Table in the How to Use NPCs chapter of the *James Bond 007* Game. Give each scientist the Science skill at Skill Level 8 and the technicians the Electronics skill at Skill Level 9. Their Reactions are determined normally, but they will initially never be better than Neutral towards the characters.

The guards have the same skills and characteristics as those in the volcano complex (see J. above). There are four Number 4 rifles and four Luger Parabellums available for the guards; each guard carries a gun and pistol and one round of ammunition for each weapon.

The characters will arrive at the science station via submarine or by scuba diving. The submarine entrance allows a character in scuba gear to enter the airlock from outside. Inside the airlock are two sets of scuba gear (for Skorprios and Nakahara). One guard is permanently assigned to the observation room, another occupies a chair outside Nakahara's lab, the third will be off-duty in his room, and the fourth is asleep in his room. Of course, the guards change shifts periodically.

Each laboratory is equipped with specific scientific equipment. One contains equipment for experiments in biology and genetics; this lab contains extra sets of protective clothing that will be worn when the space lab is opened. A second specializes in nuclear and space physics. The largest lab is Nakahara's and contains a wide assortment of scientific equipment; since she is currently interested in the virus, her lab is dominated by biochemical equipment. She has two sets of protective clothing here for when she opens the Soviet space lab.

Characters who wish to use their Science skill or any scientific Field of Experience will find equipment and supplies in the labs to do almost anything they wish. If the characters arrive in the science station before Q sends them an antigen for the virus,

they will have to determine if the virus is still alive and dangerous. A character with the Field of Experience of Biology/Biochemistry will be able to determine this automatically; otherwise, a character must pass a Science roll to discover this fact. It is possible to discover this information from one of the TAROT scientists by using Persuasion or threats.

Skorprios and Nakahara will attempt to escape the minute it becomes clear that the characters will defeat the guards and capture them.

THE SOVIET SPACE LABORATORY

The space lab has been kept in isolation inside the observation area since it was recovered. The cosmonauts warned Nakahara of its contents, and she believes them enough to worry. She has delayed an impatient Skorprios and not opened the lab so far. Now she feels she can control the virus and will soon open the lab.

She will open the space lab at 10 A.M. Sunday (Tokyo time) at the very latest. Skorprios will be with her at this time (unless he has died in the volcano complex, something you should try to avoid at all costs). Ideally, you should have her start to open the lab just as the characters arrive on the scene to stop her. Opening the lab is simply a matter of turning the latch and popping the door. Skorprios, Nakahara and her scientists will be wearing protective clothing to open the door, and the door to the observation area will be closed. If the door to the observation area is opened, the virus will escape. If the airlock is opened any time thereafter, the virus will escape into the sea (see Part IV: A. Consequences).

The characters will succeed in their mission if they reach the science station in time to prevent the virus from escaping. It will take D6 minutes for the virus to spread out of the space lab and attach to the people in the station. Anyone who escapes in this time will not be infected, nor will they spread the virus if they escape the lab.

Note: It is strongly recommended that both Skorprios and Nakahara escape the science station, preferably before the virus escapes. At the first hint of trouble, they will order the guards to stop the intruders and will flee to the airlock. There they will don their scuba equipment and escape in a Neptune mini-submarine. If they are captured by the characters, they should be allowed to escape shortly after being incarcerated by the authorities. If it appears they are going to be killed, have them surrender and escape at a later date.

If the virus does escape and contaminates the people in the lab, it can be destroyed by Q's antigen (see Part IV: A. Consequences, below). The characters will have to keep the science station sealed until they can create or get the antigen.

Part IV: Adventure Information



A. Consequences

This mission is not over until the Soviet space lab has been found in Skorpios' underwater science station. The characters may assume that taking control of the volcano complex finishes their assignment, but they will not find the space lab there. The cosmonauts will reinforce the danger of the virus in the lab, and Henderson will be able to give them a lead to where the science station is located, if the characters have lost track of Skorpios.

Note that it is not just enough to capture the space lab; the virus must be contained until the space lab is secured by the Royal Navy. If these conditions are met, the mission is a success. If the characters do not make it to the science station to prevent Nakahara from opening the space lab by Sunday morning (thus releasing the virus), they have failed the mission.

IF THE CHARACTERS SUCCEED

As outlined in Part III: L. The Science Station, above, the characters will be able to close the Soviet space lab before the virus escapes, contain the virus in the observation area or science station if it does escape, or seal the science station until the Royal Navy arrives. If any of these actions occurs, the mission is a success.

The main problem the characters will face is being stuck in the science station with the virus loose. They will have to wear the protective clothing until someone arrives to rescue them. You can reinforce the danger of the virus by having one of the enemy NPCs die while the characters look on. There are oxygen tanks in the supply closet, which will replenish their air supply for several days.

If one of the characters still has the pen-alarm (see Part I: C. Q Branch Equipment), he can use it to contact the Royal Navy submarine in the Sea of Japan. The submarine will arrive in 5 hours. There is a bathysphere aboard the sub that will attach to the airlock of the science station; the characters will be transferred to the submarine in the bathysphere. The sub has a decontamination chamber aboard which the characters will be able to enter. Q will be aboard the submarine with a serum to kill the virus. The characters will be injected with the serum and kept in the decontamination chamber until Q is satisfied as to their well being. The characters will then be able to emerge. They will receive the congratulations of all aboard and be returned to England.

If they do not have the pen-alarm, the characters can use the radio equipment in the science station to broadcast a message, either to the submarine or to Tiger Tanaka. Tanaka will be in the volcano complex to receive a message (he will be contacted by one of the other NPCs and will fly to the complex immediately). He will pass on the message to the Royal Navy submarine.

The science station will have to be decontaminated as well. Q will supervise having an anti-virus circulated for several weeks through the ventilation system of the science station. Once Q is certain the station is decontaminated, he will allow the navy or the Japanese Secret Service to enter.

IF THE CHARACTERS FAIL

The mission will be a failure if the virus escapes into the sea. This will happen if a contaminated character escapes or if the science station is not hermeti-

cally sealed within one hour of the Soviet space lab being opened. Also, if the characters do not find the science station at all, Nakahara and Skorprios will be picked up by Osato's seaplane; they will take with them a sample of the virus for later use by TAROT.

The virus attacks the nervous system of any animal that contacts it. It will affect all forms of sea life, or any living thing which enters the sea (including humans) within 100 miles of the station, for a period of one year. It has an incubation period of 6 hours, after which the host develops a high fever (usually fatal in itself) and then massive convulsions as the virus attacks the nervous system (leading to death within minutes).

The virus will spread quickly and will not be noticed by a new host until too late. After a few days spreading through the ocean, fish and other sea creatures will begin to wash up on the shores of nations surrounding the Sea of Japan. The sea will become a dead zone for one year, after which time the virus will mutate and slowly become less malignant. It will take two decades for life in the Sea of Japan to return to normal.

A serum will be made available to people who contract the disease, although many people will die before enough vaccine is available. However, the economic chaos caused by the virus will have international impact.

Japan, which relies heavily on seafood as a dietary supplement for its people, will be particularly hard hit. Massive relief drives will have to be started

to feed the Japanese people until the virus becomes benign. The economy of Japan will suffer as the government is forced to buy food from other nations.

International relations will also be strained. The Soviet Union will come under heavy criticism from the United States and others for their experiments with the virus. Economic sanctions instituted to punish the Soviets will lead to threats of retaliation.

The Soviets will, in turn, point the finger at England as the source of the virus. Cooperation among the Western allies will become strained as a result, and Japan will break off diplomatic relations with England. The discovery of the antidote to the virus (by Q branch) will alleviate some of the stress. However, the United States will begin new biological warfare experiments to counteract the Soviet threat, leading to even greater international tension.

In short, the goals of TAROT will be fulfilled by the release of the virus. The world will be rife with discord, and the services offered by TAROT will be in high demand. Over the next few years, Skorprios will become the leader of a worldwide conspiracy network and will be able to launch several offensives against the world's major nations.

Needless to say, M will take a dim view of the situation. While the crisis will not destroy the world, it will make M.I.6 appear incompetent. The only way the characters will be able to redeem themselves in M's eyes is to continue investigations of TAROT, especially if Skorprios escaped with the virus. This, of course, leads to a new mission.

B. Altering the Mission

The *You Only Live Twice* Adventure Module is designed to be an excellent introductory mission for novice players of the *James Bond 007* Game. Experienced players may find the mission a bit too straightforward, which will require some alterations on your part to make it more challenging. If your party consists of Rookie rank characters, the adventure can be run as is; the major obstacle they will have to overcome will be Kushido. If your party consists of higher rank characters, you can increase the Characteristic Values and Skill Levels of the guards and technicians involved in the mission to make the mission more challenging. Other suggestions and alterations are given below.

1. The allies appearing in the adventure will provide you with a method for balancing the actions of the characters. The combination of Tanaka, Aki, and Suzuki add quite a bit of firepower to any confrontation with enemy forces. How much the NPCs will aid the party will depend on the number of characters and their ranks.

If the party consists of one Agent rank character or two Rookie rank characters, you can have Aki

available to help them while they are in Japan, but she should not go to the volcano with them. With this group you can have Tanaka and Suzuki on hand to accompany the characters to the volcano complex; neither should be involved in the final confrontation at the science station.

If the party consists of two Agents or three Rookies, you can have Aki available while they are in Japan and have Suzuki accompany them to the volcano complex. Tanaka will excuse himself from joining them by being involved in another major case, but he will offer them whatever equipment they will need.

If the party contains four Rookies, three or more Agents, or one more "00's," Aki should appear rarely in Japan and Suzuki should accompany the party to the volcano only if they request her presence. Tanaka will not directly work with the party, but will offer them the equipment that they need.

2. The players who remember the movie, or who are familiar with this adventure, may try to bypass their investigations of the NPCs and start looking for a volcano as soon as they arrive in Japan. You can move the location of Skorprios' volcano to a different

island, one without a volcano on it. He will build his complex deep inside a small island, similar to Hekura Jima in detail. Thus, if the characters keep looking for a hollow volcano, they will not discover the complex. Note that you will have to eliminate the visuals of the volcano if you make this change.

You can also relocate the science station to another area, either near Japan or in another nation. In this case, you will have to create clues for the characters to get them to the right destination.

3. The loyalty of various NPCs can be altered. Rather than having Henderson be kidnapped, you can substitute a Tanaka or Aki impostor. A fake Tanaka will be able to do many things to delay the characters, including having the Japanese Secret Service treat them as enemies. Until the fate of Tanaka is uncovered, the characters will face considerable difficulty in their investigations.

Tetsuro Osato can be made an innocent pawn forced to work for TAROT. Brandt can be made the actual TAROT operative who is blackmailing Osato into doing her bidding. She will attempt to kill Osato the moment the characters become suspicious of him.

Osato can be made totally in charge of the TAROT operations in Japan. He is the one in charge of building the complex, and as a consequence, has Kushido as his Privileged Henchman for the adventure. He will flee to the complex if the characters are after him, leaving Kushido to handle his pursuers.

Skorpios can have several henchmen of Kushido's ability. TAROT runs its own ninja school, and thus employs these skilled killers at all their installations in addition to armed guards.

The real Henderson can meet the characters at the sumo match. Aki is the impostor in this case and trying to frame Henderson by planting a check on him (note that you will have to alter the check prop since she would not implicate Osato in the plot).

4. Since the Soviets will be interested in recovering their lost shuttle and lab, you can have Anya Amasova appear to assist the characters. She will appear only at the last moment, when the characters are in danger of being eliminated. If she does appear to save the characters, you should consider the mission a failure.

C. Further Missions

1. If Skorpios and Nakahara escape with the virus, they will prove a greater threat to the world's security. M will, of course, want the virus recaptured and will send the characters on their way.

With their major complex captured, Skorpios and Nakahara will have to join another TAROT subsection leader at a different location. You will thus be able to add another major TAROT character to your campaign. The new site of TAROT's operation will not have a major fortress of any kind, but there will be numerous TAROT minions to interfere with the characters' investigations.

2. Skorpios and Nakahara escape to another TAROT installation, run by Dr. No in the Caribbean. There Nakahara will continue her work with the virus, while Dr. No carries out his own plans. The *Dr. No Adventure Module* by Victory Games provides you with a complete adventure detailing Dr. No's fortress and master plan; since Dr. No is working for

TAROT, you will be able to introduce him into your campaign.

3. If he has not been captured or killed, Tetsuro Osato will be available to carry on TAROT operations in the Orient. He and Brandt will move to another country to assume charge of an Osato Industries subsidiary that will not be discovered by the Japanese Secret Service. They will, of course, have a burning desire for revenge against the characters, and may even attempt to lure the characters to their location to exact revenge. TAROT minions will be made available to help them with their plans.

4. Kangaroo will reveal the existence of TAROT operations in Australia. He will not know much about these operations, except the person who contacted him to impersonate Henderson. Major Nicholas Burke, section leader of TAROT's Military Action and Operations, is organizing guerrilla bands to work in the Far East. He helped track down Kangaroo at Skorpios' request.

Part V: Thrilling Cities



Tokyo is described in the Thrilling Cities chapter of the *James Bond 007* Game. Various locations described in this adventure can be found on the map of Tokyo. You may wish to note these locations for reference when running the campaign.

Tanaka's underground offices are located to the west of the Imperial Palace on Hichibori-Dori. The main offices of Osato Industries is on Hongo-Dori Avenue, near the Koishikawa Botanical Gardens. Henderson's house is situated five miles north of the city, on a sideroad leading off Showa-Dori Avenue.

Yokohama is about 20 miles southwest of Tokyo. The characters can get on the Shuto Expressway and drive to the docks, or take a train there.

BRIEFING WITH KISHIMOTO

The following information is optional to the adventure. Having a meeting with Michael Kishimoto will lengthen the initial briefing with M, but it will also give your players a better understanding of the differences between Western and Eastern cultures. You may wish to introduce situations in the mission that will force the players to act accordingly. If the players have their characters act correctly, you can reward them with additional Experience Points for excellent role-play. If they forget this information and make a social gaffe, you can use the situation as an obstacle to delay them. The following information is included to allow you to create a definite Japanese atmosphere when running the adventure.

Once M has finished with his briefing (see Part I: B. above), he will tell the characters, "Since this is your first assignment in Tokyo, we don't expect you to get along too well in Japan without knowing something about the place. You'll already be 'gaijan' — foreigners. You don't, above all, want to be called barbarians. You will have to know how to act correctly at all times. If you don't, you could be totally

snubbed, or you might even blow your cover. Barring any ideas you might have on the subject, we will send you to Japan as sales representatives of Universal Import and Export. According to my sources, the best cover a gaijan can have is that of a businessman.

"Now, you've only a few hours until your flight, but you're going to spend that time in a crash course in Japanese customs and manners. And then you're going to spend some of your 14 hours on the flight going over and over it until it sinks in."

M will then call Miss Money Penny on the intercom and ask her to bring in the "visitor." A moment later, the door will open and Money Penny will lead in a young Japanese gentleman. M will nod and say to the characters, "I'd like you to meet Michael Kishimoto, an expert in Japanese customs and manners. He was born in Osaki, but has lived in London for the past 12 years. He taught Japanese language and literature courses at Cambridge until recently, when he joined M.I.6. He will spend the next four hours with you, teaching you what you will need to know to get by in Japan. You will, of course, take notes.

"Mr. Kishimoto, they are your students."

Kishimoto will shake hands with the characters and lead them to a conference room, where he will try to explain what a new traveller to Japan can expect. You can paraphrase the following information or role-play the speech.

Note: This section attempts to guide Gamesmasters who have no practical knowledge of Japanese customs and manners. As a result, there may be some generalizations offered with which some readers will disagree. There is no intention of discrediting either the many changes taking place in Japanese society or Japanese tradition in general. Any comments or suggestions on the materials presented here should be sent to Victory Games.

The most important point to get across is that Japanese society and culture is simply different from those of Europe and North America. To use just two examples, the Constitution of the United States, with its emphasis on the rights of the individual, is practically meaningless to the Japanese, and Freudian psychology, which Western popular culture has pretty well assimilated and accepted, runs into a brick wall when applied to the Japanese. These Western theories are based on certain assumptions which the Japanese simply do not hold.

Because the Western democracies place so much emphasis on the individual, Western writers have argued that it is impossible to describe a "National Character." However, of all nations the Japanese come closest to matching such a description, because of their emphasis on "the group." Below are listed the major points about the Japanese "National Character" which the characters should become aware of.

1. One of the Japanese terms for foreigner — "gaijin" — was once considered a slur, but is less so today. Gaijin have a special place in Japanese society. They are not expected to conform to Japanese norms, because they are outside the Japanese societal system. In Japan, one does not necessarily do as the Japanese do; instead, one does what one would normally do, and the Japanese will accommodate. Even foreigners who have become Japanese citizens have noted this.

2. Japanese society revolves around the group, not the individual. This is becoming less true today, but the group is still a very powerful force. Conformity is expected and desired. One such example (which will puzzle New Yorkers more than Londoners) is the conduct of Tokyo's subway patrons. The subway handles millions of people daily, but there are no congestion problems. The Japanese line up on the platform and patiently await their turn to ride. They even allow themselves to be pushed into the car by subway workers, to make sure every car is filled to capacity (not something that could happen in New York, by any means). Everything in Tokyo exists in line-ups, but there is very little disorder.

Still, this is a very limited example. The group concept has a great effect on the lives of the Japanese. Workers are trained by a company and they stay with that company sometimes for life; some companies even have a corporate song, which the employees sing every morning before beginning work, after their group exercises. Family is still highly important, even though the number of divorces and single people is increasing of late. And tradition is revered; the Japanese have managed to become a thoroughly modern nation while keeping their past solidly intact. Unlike the West, Japan does not delight in destroying myths.

3. Most important Japanese business and political decisions are made by consensus. The viewpoints of all subordinates are considered before the person in



charge will announce a decision. In this way, the concept of the group is given its due. Furthermore, subordinates' viewpoints are actually considered, not merely solicited so that the leader can seem like a good fellow. One result of this approach is that decisions take a long time to reach. Business meetings often run for days, with entertainment and small talk considered important to the final decision. The normal Western businessman is often consumed with impatience by this process.

You may wish to apply this point to the meeting the characters have with Osato. You can have him gather his major subordinates for the first interview with the characters, and have the business negotiations extend over lunch or dinner. Any insistence by the characters on speeding up the process will arouse Osato's suspicions and make him cancel the rest of the meeting.

4. The ideals of the Japanese past are loyalty, duty, obligation, courage, obedience, and submissiveness to authority. The famous system of *giri* and *on* — duty and obligation — suggests that doing the right thing in response to something is vitally important to getting along in Japanese society. Moreover, the right thing to do is in part determined by the concept of *ninjo* (noble human feeling). The Japanese believe that the individual must be secondary to the group in all things, that the individual exists only as part of the group, within which one is obliged to work.

5. It is important never to offend. One should be polite, even if it is difficult. Also, patience is expected. The Japanese may be in a hurry to modernize, but not to put a lid on a business deal. A person should never go against the grain of the people around him. It is fine to take the initiative, but not to the point of offending people. The fairness of what one does may take a back seat to actually doing it and winning. But a person should be polite, even if attacking from the rear.

FOR YOUR EYES ONLY

TOP SECRET
Classified
Information

SOVIET SHUTTLE AND SPACE LAB MISSING

Moscow Accuses United States of Sabotage

MOSCOW (August 28) — The growing tensions between the Soviet Union and the United States increased this morning when the Kremlin accused the United States of being responsible for the disappearance of their latest Soyuz Space Lab/Shuttle mission. The United States denied the charge by the Soviets and repeated their own accusation of Soviet sabotage.

Tracking stations reported that the shuttle, carrying the Soyuz lab, disappeared from their screens early this morning as it headed east over Manchuria towards the Pacific.

The station was launched aboard the shuttle Potemkin on June 15 of this year. Both craft have been in orbit since then, conducting experiments in "immunobiology", according to Tass, the official Soviet news agency. The mission was to continue for two more weeks, when the station would then be detached from the shuttle and placed into permanent orbit. The crew was to return to earth aboard the shuttle.

The fate of the crew aboard the space craft is not known.

While denying any involvement in the current mishap, the United States repeated its accusation that the Soviets sabotaged its Explorer mission in September of last year. The Explorer mission was cancelled when the main on-board computer failed. The United States claims the mission was sabotaged. A ground crew member confessed to being the saboteur and a Soviet agent, but he died before coming to trial.

The Soviets, while neither confirming nor denying this allegation, did note that the destruction of their spacecraft and the loss of human life involved could be termed "a completely immoral and inhumane act".

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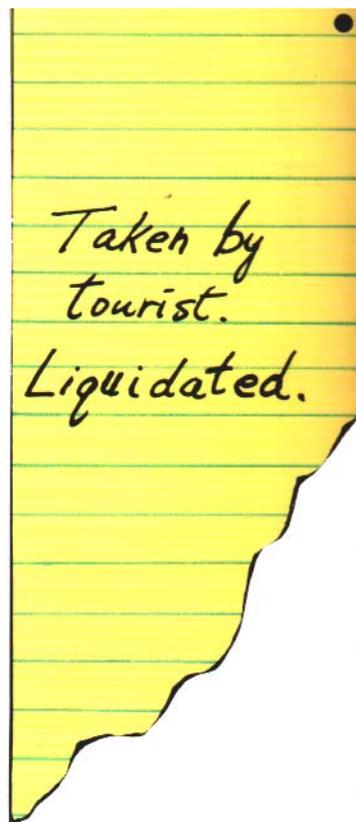
Two-hundred + fifty thousand ^{xx}/₁₀₀ DOLLARS
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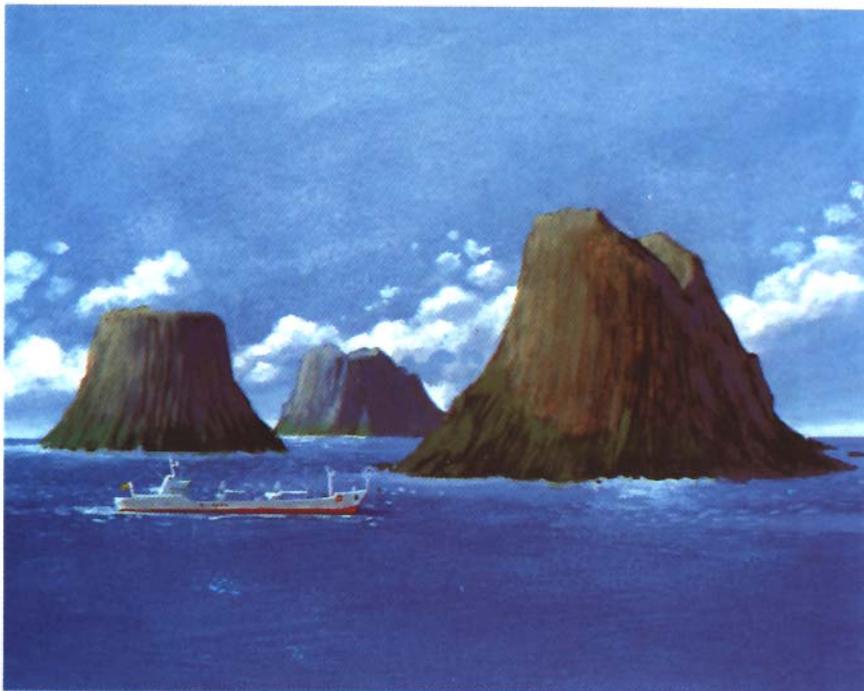
Toru Osato
TETSURO OSATO, PRESIDENT

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NON-NEGOTIABLE



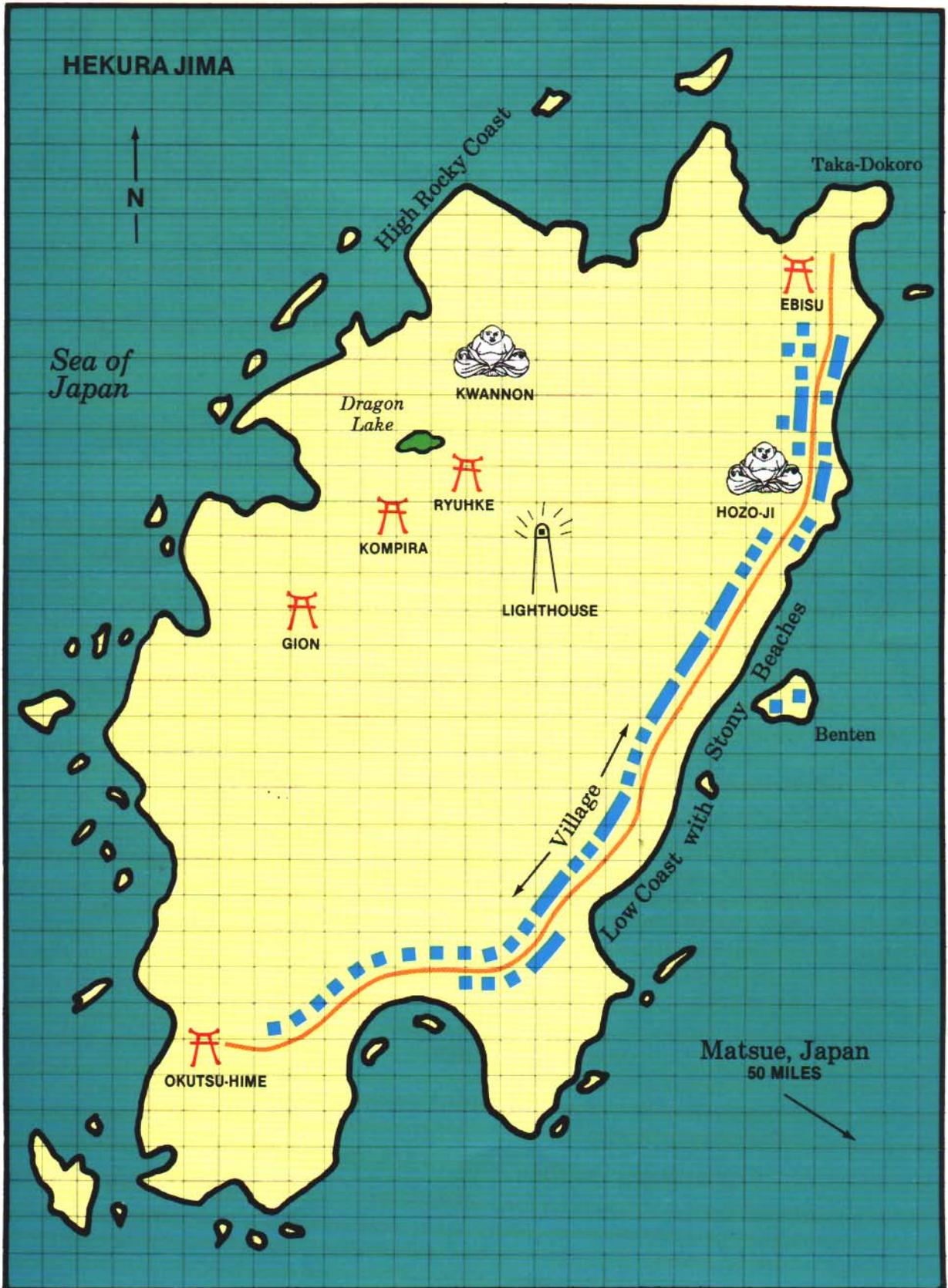
Taken by
tourist.
Liquidated.











□ = 165 feet

Road

Dwellings

Buddhist Temple

Shinto Temple

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INTER-OFFICE MEMORANDUM

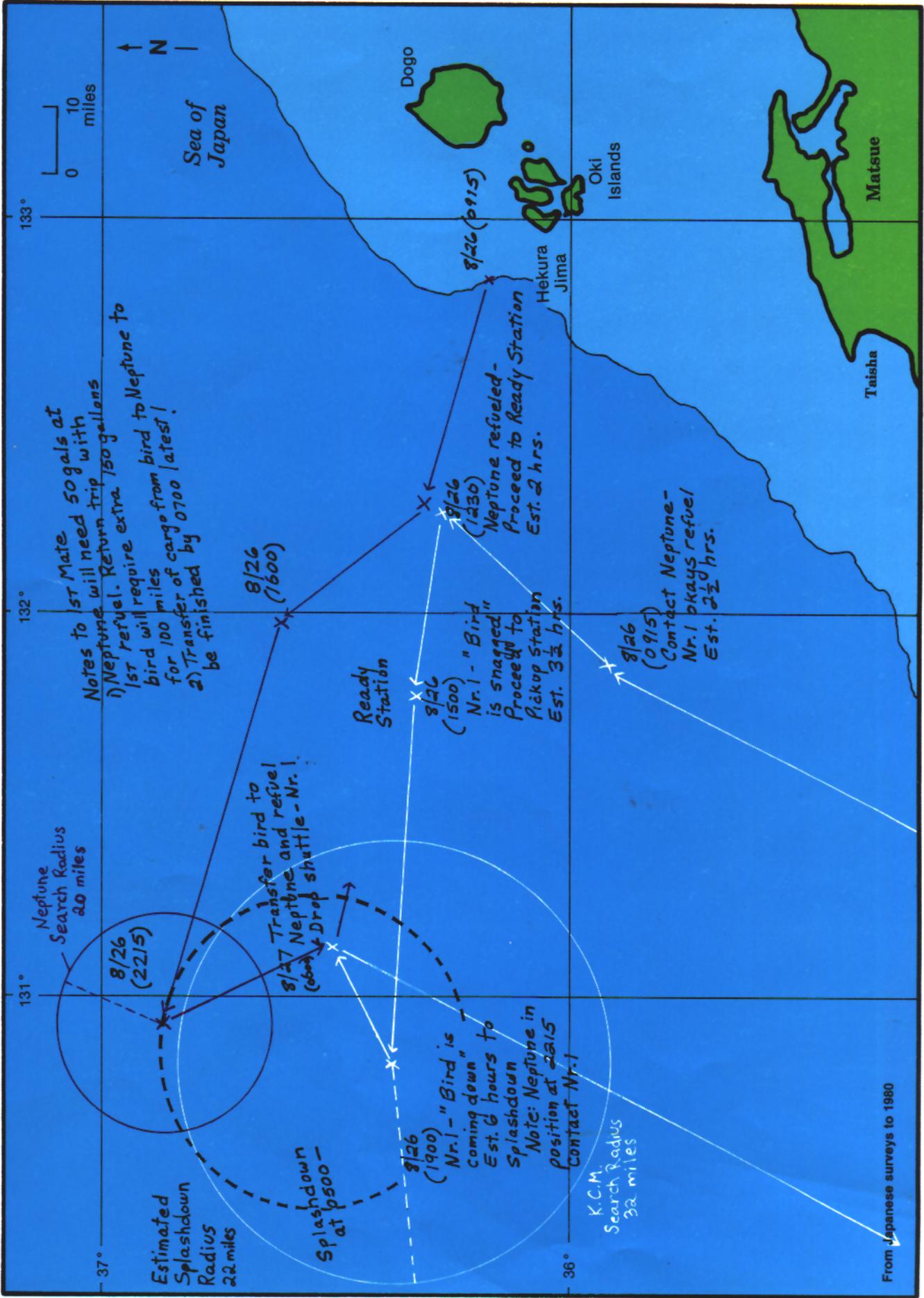
TO #1
FROM T.O.
SUBJECT Tanaka

DATE _____
CC _____
CC _____

Tanaka is being looked after.
Kangaroo all set to go. British
to arrive Tokyo at 3 p.m.

Labs are ready for Nakahara's
results.

Humbly suggest prisoners kept
alive as hostages.



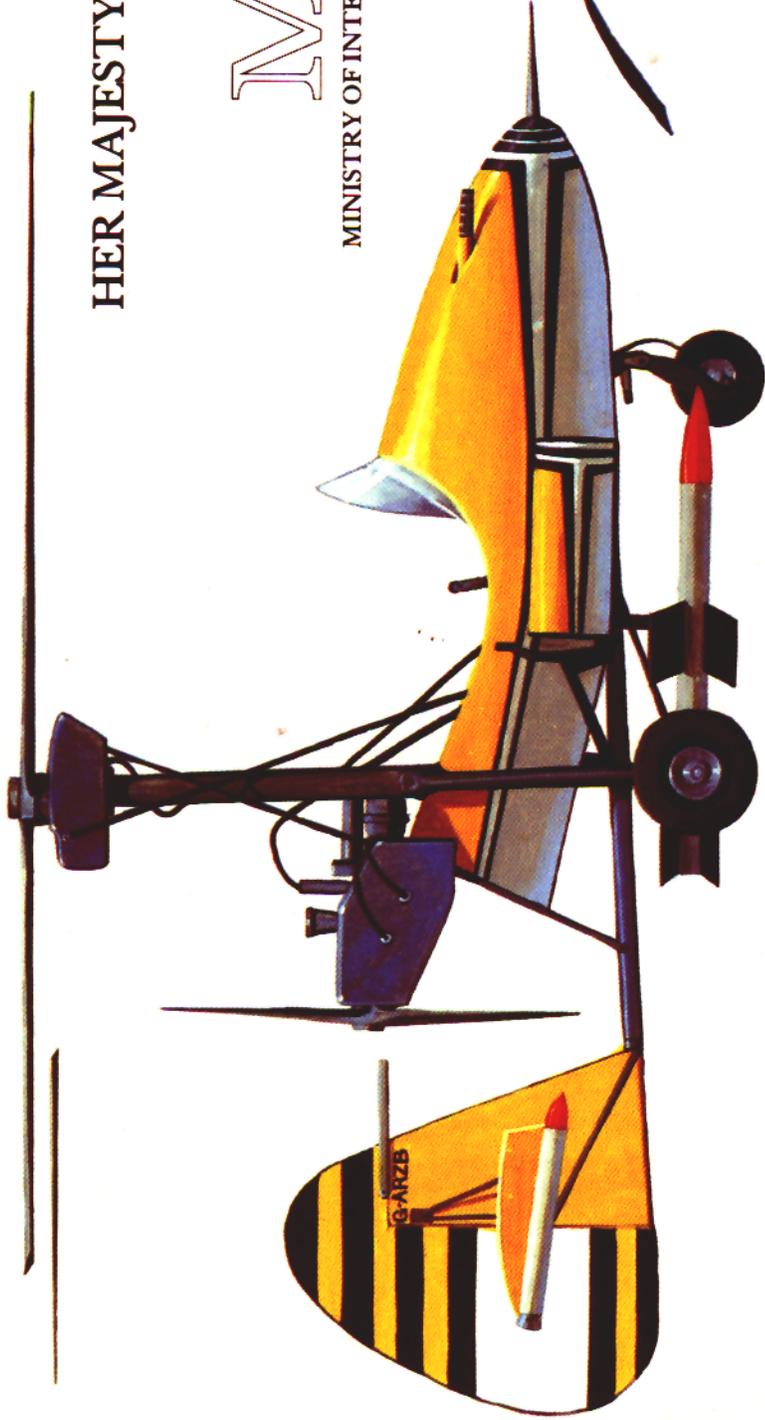
From Japanese surveys to 1980

HER MAJESTY'S SECRET SERVICE



M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6



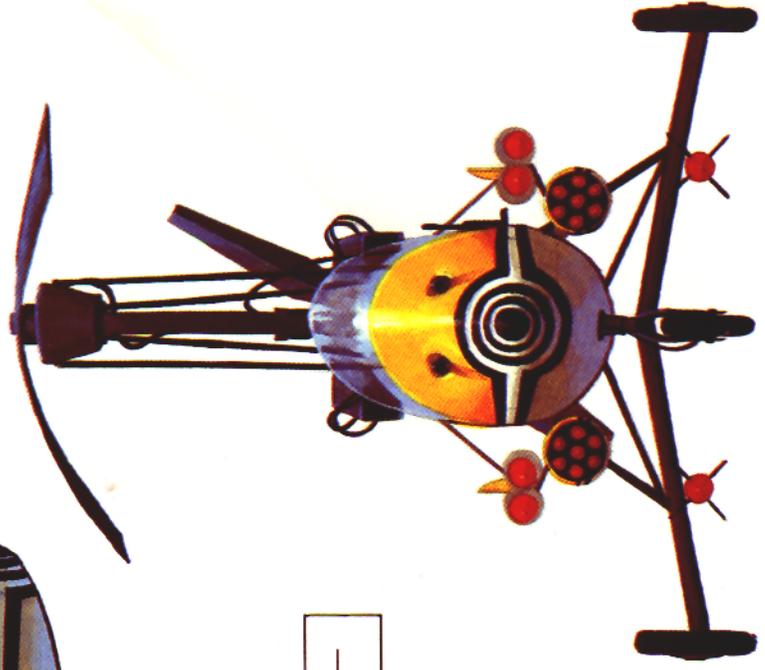
WEAPON SYSTEMS (AMMUNITION)

As the ammunition is used during combat, check off the boxes for that weapons system.

- Flamethrower (FORCE MANEUVER)
- Rockets (TRICK MANEUVER)
- All rockets on each side are fired at the same time.
- Air Mines (FORCE MANEUVER)
- Missiles
- Machineguns (TRICK MANEUVER)
-

WALLIS WA-116 AGILE AUTOGYRO

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	70	115	140	0	1



TOP SECRET
Classified
Information

YOU ONLY LIVE TWICE

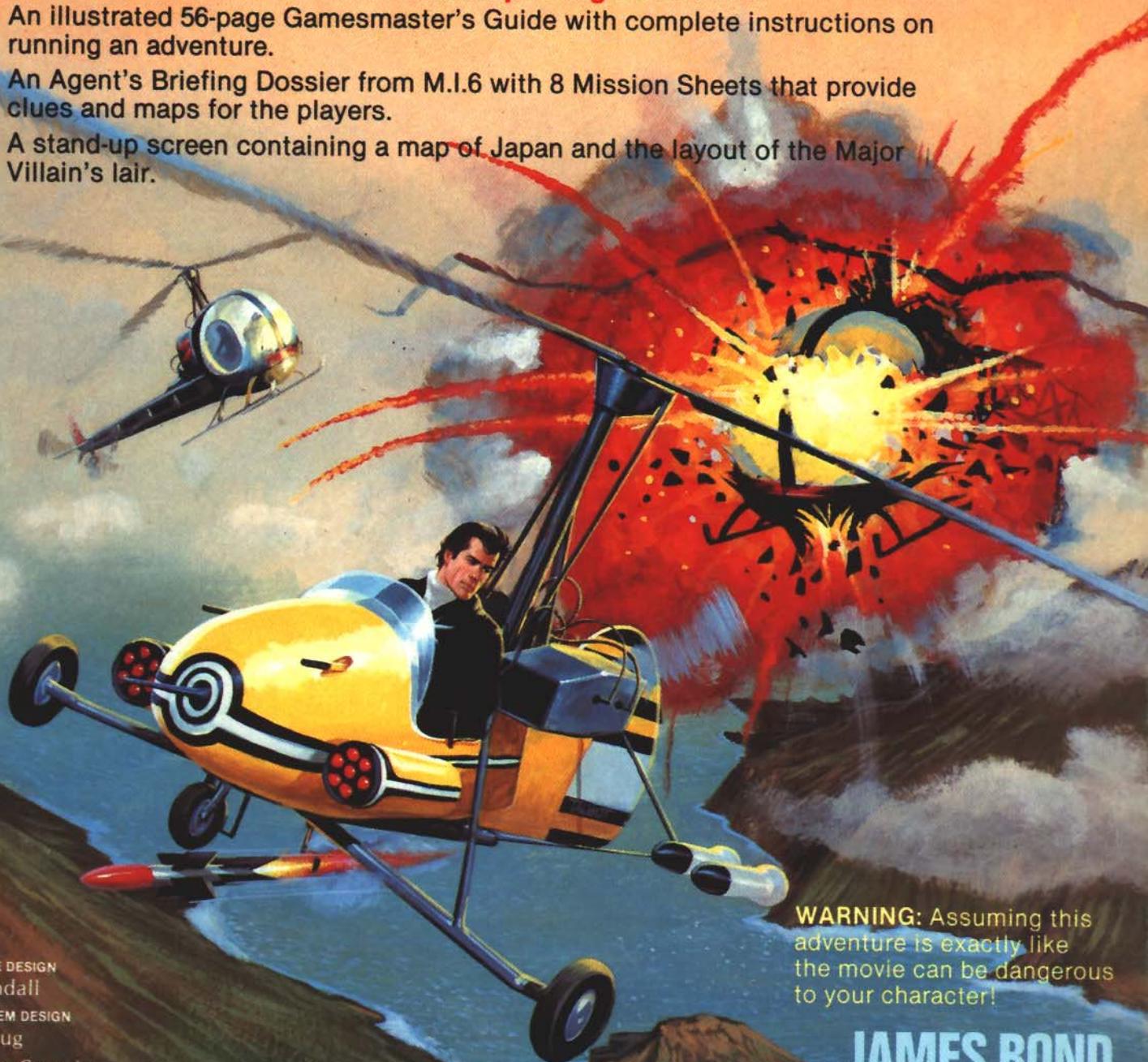
Where is the missing space lab and its cargo of death?

BRIEFING: A Soviet space laboratory has somehow dropped out of orbit and crashed into the Sea of Japan. Unknown to the rest of the world, an experiment aboard the lab has gone out of control. A deadly strain of virus has mutated inside the lab. If the lab is opened, the virus will escape and decimate the world's population. It is now a race against time to discover who has found the space lab...and to stop them from releasing a plague that will destroy civilization.

MISSION: Your search for the fallen space lab takes you through the exotic streets of Tokyo and to the outer islands of Japan. As your investigations proceed, you find there is far more to the mystery than an accident in space. Treachery and deceit await you at every turn. Finally, you must come face-to-face in a showdown to the death with the dreaded Japanese master assassin — the Ninja!

The *You Only Live Twice* Adventure package contains:

- An illustrated 56-page Gamesmaster's Guide with complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.
- A stand-up screen containing a map of Japan and the layout of the Major Villain's lair.



WARNING: Assuming this adventure is exactly like the movie can be dangerous to your character!

ADVENTURE DESIGN
Neil Randall
GAME SYSTEM DESIGN
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