



A FIVE RING CIRCUS

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



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An adventure for Victory Games™ James Bond 007™ roleplaying game.
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Design notes

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

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

The Plot - for GM

As the old leader of North Korea, Kim Jong-il has passed away, and Kim Jong-un is now trying to hold the country together, there are powers who can roam somewhat freely, as long as their purpose serve the greater good of the nation and the leader.

Among those who plan to make a personal fortune and leave the country is the Minister of Education, Mr. Rhee Sekyung, He has a small staff with some of the countries brightest hackers, and he has come up with a plan that would both poke an eye of the corrupted capitalistic west and at the same time ensure his wellbeing for the rest of his life.

It all started when Kim Jong-il in 2009 declared that for every failed attempt by a North Korean athlete to take a medal in the 2012 Olympic Summer Games in London, one random minister in the government would lose his head. Anyone with the slightest logical mind would realise that most of the North Korean leadership would end up dead after the summer, so even the Minister of Education. Kim Jong-un hasn't backed an inch from that statement, and beside different projects of making untraceable anabolic steroids, little has been done.

Mr. Rhee Sekyung identified several areas where they could help North Korea to win some medals and at the same time make a lot of money, and most of the where about cheating. He pinpointed these events, the rest would not be possible to manipulate except from tampering with doping tests off the competitors, which was already in the planning stage,

Women's Archery
Women's 25 m pistol
Table tennis Women's singles
Women's Swimming
Women's weightlifting

For the Archery and Table tennis contests, he put some of the worlds best engineers to construct a device that could deviate a moving object at a distance using a pulse of fast moving air sent with a so high frequency that the human ear would not be able to hear it. The research is conducted in Kiev, Ukraine, at the University of Kiev, by professor Boris Kapuskin and team.

For the pistol shooting, he put a team to try to manipulate the ammunition so that the competition would have unbalanced bullets which would deviate from the point of aiming, and a team would be needed to see to that those bullets ended up in the mix used by the worst competitors. This was done by some weapon experts in Libya, working for Mr. Gadaffi. Now when Gadaffi is dead and the government overthrown, a rescue team has been sent into the country to try to salvage the remains of the work they have done. This was a big setback for the whole project.

For the swimming they decided to manipulate the clocking system so that the North Korean swimmer would get just a few tenth of a second up at the start, and then fix it so when a race is tight for a place, the North Korean athlete would win. This operation is performed from North Korea and on site, as the development has been outsourced to India, some of the Indian consultants has been put on the North Korean pay list. The contractors for this are DevelopIT in Bangalore, India.

Furthermore remove any winners by manipulate the doping tests, which would clear any obstacles for a North Korean medal. The doping tests for the 2012 Olympic Summer Games are bought from a Chinese manufacturer complete with everything you need, and shipped in sealed boxes. An operation to randomly add a substance to the test tubes that when it meet the iron in the blood will react and the result will show up positive on the test. North Korean athletes are given an injection with an anti-dot substance that will counter the reaction. This stage is already completed.

To do all this, they need their agents to have full access everywhere, so the first project was to breach the security systems with help from a group of Chinese hackers.

To accomplish all this, the North Koreans have set up a cover company, Global Fundings LLC in Zürich, Switzerland, as the embargoes will prevent North Korea from doing the business required for this operation. They have also setup a base of operations on the channel island Guernsey, in an old lighthouse.

Adventure Background

Pavel Drakovic, a Bulgarian post doc student in Computer Science and Security at the University of Berlin have been trying to breach and hack several high profile institutions and computer systems around the world, including the M.I.6 Thames Building. His attempts put him on the radar for M.I.6, and they have closely followed his every step for the past year. He has been suspected to be a leading character in the internet organisation called Anonymous, but so far has no evidence of that been revealed other than that he frequents the same chat rooms on the internet.

During one of his break-ins, Pavel happened to find a back door in one of the systems designed for the security controls of athletes and officials for the 2012 Olympic Summer Games in London. The problem was that the backdoor was created by the Russian intelligence service FSB, as they do not trust the British to be capable of keeping terrorists off the grounds, and the Russians fear that Chechen terrorists would attack Russian athletes during the games, much like the attack in Munich in 1972.

When FSB realised that their backdoor was compromised, and probably could end up on some hacker black market, they decided to pick up Mr. Drakovic and bring him to Moscow using one of many ready to run plans.

What FSB was not aware of is that the backdoor they were using was put in place by the Chinese working for the North Koreans, one of several backdoors.

GM Note

The M.I.6 dossier handouts have a code on the page to make it easier for GM to hand out the correct ones. The code ends with a three figure page number.

Player backgrounds

The playing characters are new recruits of the M.I.6 that have been doing all kinds of boring paperwork at the big building at Vauxhall Cross. They have all been dreaming of field assignments, but every week they have been on watch, nothing has happened.

Teaser

Thursday, June 14 2012 at 04.41, the standard issue iPhone wakes up the characters with the very special message signal that identifies a high priority message from HQ. The message reads:

Incoming message

From: hq
Security level: 5
Priority: Urgent

Heathrow airport, flight BA455 to Berlin, departure 07.45.
Briefing and equipment at Universal Export private lounge at 06.45

Moneypenny

At the Universal Exports private lounge, M is looking extremely tired and seems to be in a really bad mood. She's busy talking on her cellular phone, and you overhear some of what she says:

- Yes 007, I know, but that is unacceptable.

- I said no! *Seducing the Queen of Bahrain* is out of the question.

- No, not her chambermaids either. I said focus on getting the job done or I will send someone else.

M slams her cellular phone into her pocket and turns to the characters.

"I'm in a bad mood this morning, thanks to 007, so, you behave. Don't you dare become selfish womanisers like 007, or I get your sorry asses kicked out from this department before you even have a change of thinking that thought. You have everything you need in here. I know this is your first assignment, but I have faith in you that you pull it through, or you can start looking for a fish and chips stand to work in. Do I make myself clear? We're a little short of agents right now, as most of our agents are assigned to different antiterrorist operations around the world."

Handout: OH-bx-001, 002, 003

M sips from her glass of something that looks like whiskey.

- Your travel light, personal sidearms only, and remember that you don't have licence to kill. It's required that you store your weapons in these briefcases, which will give the airport security scanners the correct signal to prevent you from being harassed at the security checks. OK gentlemen, you got a plane to catch.

M opens her handbag and hands over two cellular phones to the characters.

- Before you do anything with these, listen to the message recorded by Q in the voice mail.

The message:

*- This is the latest invention from the department of non lethal weapons. It looks like an ordinary cellular phone of a non specific make. It can be used for calls but the battery life is somewhat crippled as we used most of the space where the battery usually is and inserted a small container with a highly effective sleeping gas, vaporised halothane. All you have to do to is to select Mr Q in the phonebook and click call. That will start the timer, which is set to 30 seconds, after that the gas is emitted. Remember that this is the first field test and I want a full written report on the performance of this device when you come back. Now this message will self delete. *click**

The check-in and security at Heathrow airport usually takes a very long time, but thanks to M, this time it is smooth. The flight to Berlin is boring, but the characters might notice the exceptional amount of younger people aboard the plane, (**Perception EF 5** to notice).

Berlin Airport

The chaos at Berlin international Airport is extreme. The Berlin Techno Festival is starting this weekend, and tens of thousands of teenagers are coming to Berlin, turning the airport and the city into one gigantic traffic jam. As the characters now find them self driving on the wrong side of the road, the right side of the road, the driver will need as **Driving EF 6** not to cause an accident which might cause them to be delayed and jeopardize the train from Frankfurt Oder.

The drive to Frankfurt Oder is pleasant, once you leave the chaos of Berlin behind and get onto the E55 eastbound, and later the A12 autobahn to **Frankfurt Oder**.

Frankfurt Oder

The car can be left at the rental car service across the street from the railway station, and then board the train.

The tickets are for a first class four person sleeping compartment with four beds and a small shower/toilet. The characters are located in car 3, compartment 5.

The dinner is served in the restaurant car, first class section, with an exclusive selection of food and drinks, including a fine selection of wines.

For GM

Here you will find all information for the train part of this adventure.

- The FSB team has compartment 8 and 10 in car 12, second class, two 3 person compartments.
- One of the conductors, Marie Sometag, a blond, blue eyed German beauty, can be persuaded to give information about per persons in compartment 8 and 10 in car 12, that they are a Russian medical team transporting a wounded American soldier from Afghanistan to Moscow for specialist treatment as his condition prevents flying.
- There are 4 FSB operatives aboard the train, including Vladimir Oliganov. They have Mr Drakovic in compartment 10, tied and drugged and sitting in a wheelchair, and they have papers showing that Mr Jack Pepper, an American soldier wounded in Afghanistan and treated in Germany is to be transported to Moscow by train for specialist treatment as his condition prevents flying.
- At Brest on the border between Poland and Belarus, the train will do a boogie adjustment to fit onto the Russian wider railroad tracks, which takes about two hours.
- Pavel Drakovic is drugged into unconsciousness and it will take about a week before he will be conscious again. The Russians will not try to kill him when the characters tries to run off with him, only try to kill the British agents.
- The special phones are not field tested. One will work as expected, the other one will not. GM's decision.

Dinner and Milli van Taschtick



Milli van Taschtick

At 17.30, a dinner table is reserved in the restaurant wagon. Seated at the table next to the character's table, is a beautiful brunette sitting all by herself.

Se almost immediately opens up a conversation by handing over her business card** saying that she's running a very good spa resort outside Warsaw with the name of The Wellington Spa. **Local Customs EF 6** or **Intelligence EF 4** to know about the establishment, which is genuine and have a very good reputation. Milli also talks a little about her being a Dutch Countess now living in Warsaw, and if asked why she is on this train, she answers:

- I've held a business meeting in Berlin and now I'm to attend yet another boring aristocratic wedding, in Moscow this time. That's why I take the train. I'll come late and I'll leave early, and it is environmentally correct so no one will complain about it.

After a few drinks, she rather proudly brags about her establishment and that has been serving everyone from high ranked officials to gangster bosses from all over eastern Europe, including Poland, and that she now can just make a quick call to make anything happen to anyone, then she laughs.

If persuaded or seduced, Milli can help the characters arranging some kind of incident to make the train stop or anything else to make it easier to escape with Mr Drakovic, within the limit of GMs reason. Also, she can provide transportation within Poland, and if it's necessary, White Russia, Belarus.

If Milli's services are used, she will tell the characters that they now owe her a stay at the Wellington Spa, at least a weekend, she will see that they will get the best possible service.

The Escape

The escape will succeed if the characters make some good plans, but depending on the characters performance and what help they request from Milli, it will be really difficult or just simply hard. If things really seems to fail, 007 will pass by, saving the day and then head on to whatever mission he was on. If Pavel Drakovic is killed, the information that M.I.6 would get from him when he wakes up will come through another source, the European Union Traffic Logging Directive, which has been implemented at the University of Berlin.

A car chase is a good way of getting some action, and remember the characters do not have license to kill yet, so any kills will be investigated by M.I.6.

Vladimir Oliganov

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

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Charisma (7 / 6), Cryptography (4 / 11),
Driving (1 / 7), Evasion (4 / 10),
Fire Combat (5 / 11), Gambling (2 / 8),
Hand-to-hand Combat (3 / 9),
Lockpicking/Safecracking (2 / 9), Riding (2 / 8),
Science (3 / 10)

ABILITIES: First Aid

HEIGHT: 5'8"	SPEED: 1
WEIGHT: 202 lbs	HTH-DAMAGE CLASS: A
AGE: 41	STAMINA: 28 hours
APPEARANCE: Plain	RUN/SWIN: 25 minutes
FAME POINTS: 29	CARRYING: 101-150 lbs
SURVIVAL POINTS: 1	

Weapons:

Tula-Tokarev 1930

PM: -1 S/R: 2 AMMO: 8 DC: G
Close: 0-3 Long: 7-20 Con: 0 Jam: 96-99
Draw: 0 RL: 2

Heckler and Koch MP-5

PM: 0 S/R: 6 AMMO: 30 DC: I (F)
Close: 0-12 Long: 45-70 Con: +3 Jam: 99
Draw: -2 RL: 1

FSB hoods (4)

STR: 5 DEX: 6 WIL: 7 PER :6 INT: 4

Demolitions (4 / 8), Driving (3 / 8),
Fire Combat (3 / 9), Hand-to-hand Combat (4 / 9)

Hand-to-Hand Damage: A Speed: 1

Weapons:

Tula-Tokarev 1930

PM: -1 S/R: 2 AMMO: 8 DC: G
Close: 0-3 Long: 7-20 Con: 0 Jam: 96-99
Draw: 0 RL: 2

Back at Thames House

The characters have had a few days to patch up and rest, and is now called to a meeting at M's office, Monday, June 18.

When they arrive to M's office, Miss Moneypenny is looking very tense, and the characters can hear why through her intercom, which is active and is picking up what goes on inside M's office.

M: *-How on earth do you think this department can handle such expenses 007? I've just went through your last expenses report with our accounting department, and there are several entries there you really have to explain, now.*

007: *- Yes m'am.*

M: *- First, the president suite in Dubai, at three hotels for a week? Isn't one enough for you? And what does the bill mean when it says extra services, at over four hundred thousand pounds?*

007: *- Security measures m'am, security measures, and those extra costs. Do you know how expensive the rug in the presidential suite is, and the hotel disliked the bloodstains, the bullet holes and the burn marks.*

M: *- And the second item here, a diamond ring worth over one hundred thousand pounds?*

007: *- I'm so sorry m'am, but it was a crucial part of the operation and I had planned to give it to*

The intercom went silent, and after five more minutes 007 exits through the thick padded door to M's office. He looks at Miss Moneypenny and says:

- M disliked your eavesdropping, but I promise, that ring was for you, but it has been confiscated by M now.

If 007 saved the day for the characters in the teaser, he will look at the with a nod s and say:

- Next time I might not be around to save you. You're next, she's in a bad mood today.

Otherwise he will say:

- Good work, I think you impressed M, hope she treats you better that she treats me.

The intercom buzzes and M's voice can be heard.

- Moneypenny, send them in, and please stop listening every time I speak with 007.



M at her desk.

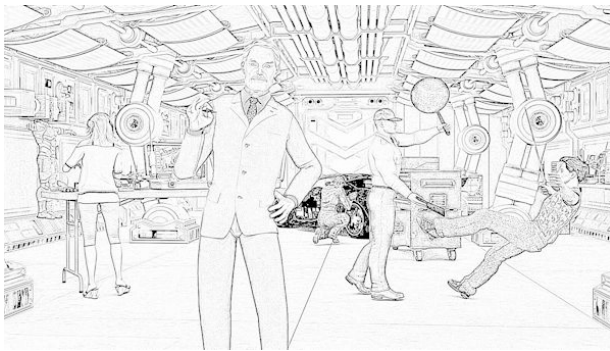
M tells the characters to sit down, and begins to speak:

We need you to go to Libya, to Taraghin to meet up with a someone known as Sama Baheera Kadath, who has a beduin camp south of the town. Sama Baheera Kadath will according to information we have received know the whereabouts of a certain Yousef Al'Bundi, who until recently worked for the late Muammar al-Gadaffi. Mr. Al'Bundi has been on the Interpol international warrant list for many years. We need you to find out Al'Bundi's current whereabouts.

- Now, stop by Q-Branch, Q might have something for you that needs field testing. Dismissed.

Handout: AB-1z-001,002

Q Branch



The Q branch

When the characters arrive down to the Q Branch facility deep down in the basement, Q meets them in the door with something in his hand.

Gentlemen, I'm happy to say the phones were working beyond expectations, it was after all the first field test. Now I have something else for you that we think would be perfect for you to field test.

It is a small movable video camera which sends an encrypted video signal to your phone as long as it's within the distance of ten meters. For a longer distance you need to place a repeater, this small device and it will amplify the signal so it get a range of about three hundred, over flat land. The camera has a limited battery life, about sixty minutes in our tests, but we think that has been improved with the latest software.

We also have an improved version of the M-Card lock picking device that we want you to test. It looks like a common credit card but when you put your thumb over the chip socket here, It's calibrated to work only for you in the team, an automatic lock pick comes out here, making it much easier to pass locked doors.

The last thing I want to get field tested is this watch. It looks like a standard watch, and yes, it does show the time, but inside the wrist band is a small cable with a USB connector. This can both be used as a 256GB storage also as a password cracking system.

The characters get one M-Card each, one Hacker Watch and a set of four video bugs and two repeaters.

Asking Q for equipment

The characters can ask Q for additional equipment, but remember that they need a QR2 on a EF 3 Charisma to persuade Q to hand over some equipment, and that is rather basic equipment, but with a small touch of Q-Branch engineering.

Traveling to Taraghin

The trip goes by a RAF-plan from Heathrow to Sabhá. In Sabhá, the characters are handed an old Range Rover for the journey to Taraghin. The Beduin camp is located about 5 km south of the town, in a lowly populated desert area. In Libya is hot and sunny, so it might be time for a tropic hat to match the three piece suit.



Map of Libya

Taraghin- Sama Baheera

Sama Baheera Kadath is a very beautiful and powerful woman who is the only daughter of the late Beduin Shiek Memet Kadath, known as the brothel King. He has been travelling with his Beduin camp which is a roving brothel for many years, and now his daughter has taken over the business.

Now when Muammar al-Gadaffi has fallen, the business is blooming.

Muammar al-Gadaffi used to frequent Kadath's camp rather often, usually in company with his special guests.

When the characters arrive to Taraghin, it's a **Local Customs EF 5** to find directions to the Beduin camp of Kadath. They will notice that people smiles, nods and say good good when they ask about it. There are armed guards everywhere in the camp.

When they arrive to the camp located in a small valley, a man will kindly ask who they are coming to see, and when they say Sama Baheera Kadath, he will smile and say that he will see if her excellency Sama can take visitors. He then picks up a cellular phone and makes a quick call. After the call he gives the characters directions to a large tent in the centre of the camp.

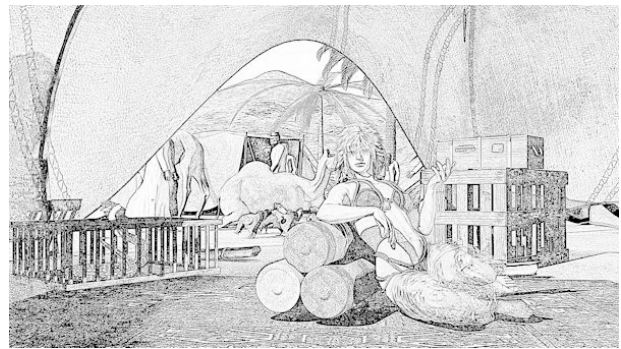
GM Note:

Sama Baheera Kadath is a beautiful and sexy woman and she knows it. She's been using her feminine attributes to make herself a fortune for several years. She ran the business for a few years even before her father passed away, and learned the trade of a Madame by heart.

She has about ten girls from different part of the world in her camp. The girls make money and are free to leave whenever they like, but they won't get their bonus until they have worked for two years, which makes most of them stay at least that long. Sama Baheera Kadath is only loyal to her money. She has been paid generously over the years by Muammar al-Gadaffi, a generosity not easily forgotten. That her father was seriously wounded by the British agent 007, which was the cause of his early death, is not easily forgotten either.

Sama Baheera Kadath will just try to squeeze as much money she can out of the Brits. She will let them run to the bank and take out any sum they think is the right one, just for the pleasure of setting them up. She will then tell them when and where they can meet Yousef Al'Bundi, and then tell Al'Bundi where, warning him about British agents.

Meeting Sama Baheera Kadath



Sama Baheera Kadath

Sama Baheera Kadath, called just Sama by her friends receive the characters in her large tent with Persian rugs covering the floor. Her pet snake Salim is peeking interested at the visitors from cage. When the characters enter she tells them to sit down and asks if they want anything to drink, something fresh or just a cup of tea? Then she shows off her servants and says:

- What kind of business brings a group of Brits to my tents? M.I.6 I presume. I've met your most famous agent, 007, on several occasions, but as you know I can't talk about that anymore than I can talk about this meeting.

She let the characters explain their business, which hopefully will contain the name Yousef Al'Bundi in it.

She will look at the characters with her most seductive look (*any male character with attraction to members of opposite sex will require a **WIL EF 4** or be seduced by her smile*) and then she says:

- In my world everything has a price. If you want my body, it has a price, You want me dead, it too has a price. If you want my silence, it has a price, if you want me to speak up, it has a higher price. What you are asking for is to take a valuable diamond from my collection. If your bid is right, it's yours, otherwise you might offend me, so name your bid.

Now the characters need to make a decision. A **Local Customs EF 5 CR 3** or better will place the sum around one fifty-thousand pounds, a failure will double or half that, GMs call. If anyone has a **Field of experience** that the player wants to use, the sum will be pinpointed too. Failure will make that bigger or smaller, GMs decision.

The characters now need to locate that sum of money, in Euros, Dollars or Pounds, in cash, to pay her. This will require a call or two to M or Chief of staff, Bill Tanner, plus arrangements with transportation of the suitcase with money. GM will have to make them sweat a little to get that kind of money they are asking for.

GM Note:

Sama will require at least fifty-thousand pounds for the information, and at the same time, she will get at least as much from Yousef al'Bundi for tipping him off. If the characters place bugs in the tent, they will see her call al'Bundi telling him M.I.6 is on his tale.

If the characters try to use the new **remote video bug**, they will see her pick up her satellite phone but then the image and sound will instead be blurry clips from a Bollywood style musical movie from a local TV channel for 20 seconds, then they when the picture comes back, she will have left the tent.

Back in the Beduin camp

When they are back in the camp, Sama Baheera Kadath will ask the characters to show her the money, and when she is satisfied, she says:

Remember, you did not get this information from me. If someone asks, you only came here to spend some good money on my very good girls.

*Yousef al'Bundi has left this area about six months ago, long before al-Gadafi was killed. You can find him in Morocco, in Marrakech. All I know is that he has established his business in a building in the corner of **Rue Ibn Sina** and **Rue Yougoslavie**, in the old town.*

Now leave, unless you have some more money and you want to forget the problems of the world for a while and just enjoy life as it's supposed to be enjoyed.

When they have left the camp and studied the information they got, any character who was not seduced will be able to make a **Sixth-Sense EF 3 CR 2** roll to call her bluff.

If her bluff is seen through, the character will be aware of that she might be setting them up, so extra precautions will be required when contacting Al'Bundi.

Sama Baheera Kadath

STR: 5 DEX: 9 WIL: 11 PER: 10 INT: 8

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Charisma (11 / 23), Disguise (8 / 13), Evasion (7/12), Fire Combat (9 / 14), Hand-to-hand Combat (5 / 9), Seduction (11 / 22), Stealth (9 / 16)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'6"	SPEED: 2
WEIGHT: 128 lbs	HTH-DAMAGE CLASS: A
AGE: 33	STAMINA: 30 hours
APPEARANCE: Striking	RUN/SWIM: 40 minutes
FAME POINTS: 35	CARRYING: 60-100 lbs
SURVIVAL POINTS: 2	

Weapons:

Browning HighPower 1935

PM: 0 S/R: 3 AMMO: 13 DC: G

Close: 0-3 Long: 13-19 Con: 0 Jam: 99

Draw: 0 RL: 1

Guards (30)

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

Driving (5 / 5) / Fire Combat (5 / 7),
Hand-to-hand Combat (5 / 8), Stealth (5 / 7)

Weapons:

AK-47 Kalashnikov

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

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

Draw: -3 RL: 2

Going to Marrakech

To go to Marrakech, the simplest route is to go back to Sabhá and take a regular flight to Marrakech. They will arrive early in the morning to Marrakech, before sun rise.

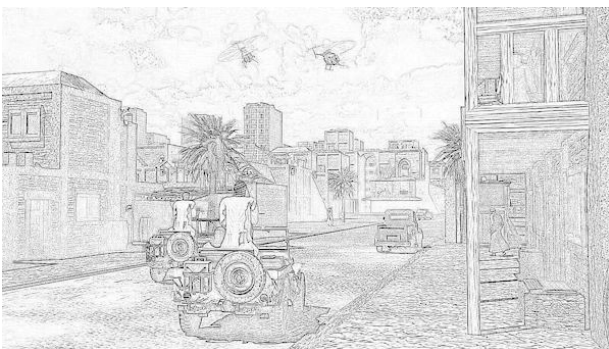
Marrakech

This is a hectic town with influences from the Arabic, African and French cultures, mixed with today's modern western style. The old town still has very much of the traditional architectures, while the more recent parts of the town could be any main city in the world, as glass facade banking palaces look the same wherever you go.

It's an **INT EF 8** to navigate through the city using the GPS in the smart phone. The sun rises quickly and the heat that the day will bring now begins to show. When the characters approach the old town and Rue Ibn Sina, they hear the distant sounds of helicopters, a **Piloting EF 2 CR3** to identify it by the sound as an old Hughes OH-6, and not only one. Then when they are almost on Rue Ibn Sina, two rusty old Jeeps, with a manned mounted machine gun, drives fast by them, and the helicopters become visible over the roof tops.

The characters can all now roll a **Sixth-Sense EF 7** to realise that it's best to stay out of sight, or they will be turned to minced meat on a second.

Any character still standing on the road might become an accidental target by the helicopters.



Street mayhem about to begin

GM Note:

What happens here is that North Korean Agents are coming to get Yousef Al'Bundi, as they feel he has neglected their agreement by not delivering the modified ammunitions in time. The agents in the helicopters are the backup and the muscles. Al'Bundi's men found out about the helicopter raid and went out to defend him. There will be a short and violent shoot out this morning, a very action loaded scene, and when the dust settles, there will be two burning jeeps and two crashed helicopters in the streets.

In the meantime, two North Korean agents have been sneaking into the building from the other side, and is about to capture Yousef al'Bundi.

After this violent fight, people start to flock the streets yelling and trying to help the dead Arabs in the cars and the dead helicopter pilots, and in the distance, sirens are heard.

Now the characters have two options, either go after the kidnappers, or go into the workshop and miss the kidnappers. The police will arrive about three minutes after the battle ended. They will if they catch the characters inside al'Bundi's workshop start to ask questions.

The Chase

The characters will see two men dragging away a tied up and blindfolded man on a side street towards an old VW van and toss the tied up man into the van and hastily drive away. The characters can now try to grab any vehicle they seems fit, and spend Hero points to get a better ride. The car will be passing by on the street or be parked on a side street, away from the mayhem.

0 Hero points spent:

- An old Fiat Punto Taxi cab that they just stopped on the street and said the famous words "Follow that car", with a successful **Local Customs EF 6**.

1 Hero point spent:

- A rather old but fully functional Volvo 850 is parked near by and the keys are in the ignition.

1 Hero point spent:

- A Harley Davidson motorcycle just stopped and the driver left it running while he rushed to see the mayhem on the street.

2 Hero points spent:

- A brand new Audi A5, rental car from Avis, passes by on the street. The car is driven by a beautiful French woman. She stops and asks if anyone can help her get her car out of town to the airport as she hates driving in this chaotic traffic.

Different cars have different performances and the better car they got, the more likely they will catch up with al'Bundi's capturers in time.

The car chase

The chase start at medium distance, as the North Koreans have a small advantage. They will drive to the Northeast to a small airfield about 15 miles from the old town, the same airfield from which the two helicopters came from. The chase will probably not go that far but with the head start the North Korean agent have they will soon be out of the crowded old town streets and onto the larger and more modern multi lane roads that leads to the Northeast.

The agents will fire at the pursuing characters, ignoring the risk of hitting innocent bystanders, they are bad guys after all.

North Korean agents (2)

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

Driving (4 / 9), Evasion (3 / 9), Fire Combat (3 / 8),
Hand-to-hand Combat (4 / 10), Local Customs (1 / 6)

Hand-to-Hand Damage: A Speed: 1

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

WV Bus

PM: -1 RED: 5 CRUS: 50 MAX:75 RGE: 320 FCE: 2 STR: 5

Information from North Korean agents

The agents bare no markings of papers but a successful **Interrogation EF 5** will make them reveal that they are North Korean agents and that they work for a man named Rhee Sekyung. Their mission is to bring al'Bundi to Switzerland for further transportation to North Korea. They will have an address, Mühlegasse 25, 2nd floor.

A checkup on the name Rhee Sekyung will point at him as Minister of Education in North Korea.

Information from al'Bundi

Al'Bundi hasn't been working for anyone else since he left Libya, except the Israeli secret police, Mossad and for an Asian Government, he doesn't know which.

For the Israeli's, he's been working on improving the armour piercing capabilities of an upgraded Heckler & Koch MP-7k. The money from the Israeli has been paid by a Mossad contact.

For the Asian's, he's been working on making .22 target shooting ammunitions to be unpredictable in many ways, both random duds but more specific making the bullets have an unpredictable trajectory, making it miss the aiming point. The money from the Asian's has been paid through a company in Zürich, Global Fundings LLC.

The dead pilots

The dead pilots in the crashed helicopters were all Asian. A **Local Customs EF 3 CR 3** to identify the smell from them as Kimchi, a very popular Korean dish. The persons in the Jeeps were all North African or Arabic.

Al'Bundi's workshop

Several boxes of 4.6x30mm ammunitions for the Heckler & Koch MP-7Ik. Several boxes of .22 calibre precision target shooting ammunition, packed in boxes marked *Göpplinger - Olympic Summer Games 2012 official ammunitions supplier*.

In al'Bundi's laptop that is protected by a password and encryption **Electronics or Cryptography EF 4 CR 3** or better to unblock, or bring it in to HQ for decryption, there are detailed information on regular payments from a company in Zürich, Switzerland, Global Fundings LLC.

End of the Marrakech part

Now the characters should have some clues pointing at Global Fundings LLC, located at Mühlegasse 25, 2nd floor, Zürich, in Switzerland. If they don't get it, you need to do a **go to Rio!**

Global Fundings LLC, Zürich

When the characters starts to investigate this company with some help from HQ, they will be ordered to Zürich to investigate it. They will be informed that information will be received when they arrive in Zürich, in the British Airways lounge.

Traveling to Zürich

The journey to Zürich is quite eventless and the characters arrive at the Zürich international airport without any major problems. If anyone is interested, the flight went directly from Marrakech to Zürich. The date of arrival is approximately Friday, June 22 if they did not spent too much time in bars in Marrakech.

When they arrive at the lounge, they are shown to one of the small meeting rooms at the side, *chambre séparé* as the French call it.

The station house here is very important as Zürich is still the capitol of capitalism and most terrorists are funded one way or another.

They are met by a young woman introducing herself as Mary Talbot, operative secretary of the local operations in Zürich. She hands over an envelope to the characters says:

– Everything you need is in there. I'll need to head back to the station house, good luck, and stay away from Miss Hottinger, I've heard not very pleasant rumours about here.

Handout: ZU-gf-001,002

Pay a visit to Global Fundings LLC

If the characters decides to pay a nightly visit to Global Fundings LLC's office, the door has a security system with both a normal alarm and as silent alarm, both are connected to a private security company, Stadtwache AG. A sign on the door says so. There are 4 other companies on this floor, GM can make them up if the characters want to know.

To bypass the alarm, a **Lockpicking/Safe cracking EF 5** is required, but to even disable the silent alarm, a **CR 3** is required. If an alarm is triggered, a car from Stadtwache AG will arrive within 5+1d6 minutes.

The office is rather small, only a lobby, a hallway with a meeting table and a reception desk, two offices and a small pantry. One of the offices is has a sign on the door saying **Victor Bachmann**, the other **Gyeong Kwõn Phang**.

Victor Bachmann's office

While searching, a **Perception EF 6** will reveals a brochure** in one of the drawers regarding a vintage automobile race that will take place in Montreux on Sunday, June 24. It also contains a receipt for a ticket to the V.I.P. gallery, which cost 400 Swiss Francs each, about £500 total. The race will begin at 1 p.m.

There is no computer on his desk as he seems to be using a laptop as there is a mouse and a docking station and a screen here.

Gyeong Kwõn Phang's office

This office is very neat, very neat indeed. There is absolutely nothing here except the computer on the desk that reveals that this room is ever used. The keyboard and the mouse is the only items that look used at all. The book shelves and drawers are all clean and empty.

The computer is running Windows 7. To break into it an **Electronics or Cryptography EF 4** is required and will take about 5 minutes. The characters can now with ease copy whatever they want onto the USB-stick they have in the watch.

In the computer is a contact register for something called **Operation Gold**, which contains the following names with telephone numbers.

Yousef al'Bundi
Boris Kapuskin
Otto Krüger
Jagachandra Malakar
Lin Cheng

*See below when checking these numbers and persons up.

Receptionist desk

The computer on the reception desk is locked with a password, but a **Perception EF 5** to find the password written on a Post-It under the keyboard, the password is **Liebe69**.

On the computer are not much, but the browser history shows that someone has been frequently logging in to different adult chat sites with the handle Nympho85. The passwords for those sites are already filled in by the browsers autofill function.

Among the emails are several reservations for plane tickets to Warsaw, and reservations at the Wellington Spa, for Mr. Gyeong Kwõn Phang and for a Mr. Boris Kapuskin. The next reservation** and set of tickets are for Tuesday, July 3 to Thursday, July 5.

Checking up the names

When the characters decide to check up on the list of names in Operation Gold that they found in Mr. Gyeong's computer, this is what HQ can dig out for them.

Boris Kapuskin

This person is unknown to M.I.6.

Otto Krüger

Otto Krüger is Chairman of the German ammunitions manufacturer Göpplinger GmbH, located on Cologne, Germany. M.I.6 has a dossier on this person.

Jagachandra Malakar

Jagachandra Malakar is a clients account manager at the Indian IT outsourcing company DevelopIT in Bangalore, India.

Lin Cheng

Lin Cheng is a production plant manager for the medical equipments manufacturing company Xian Medicals based in Shanghai, China.

Making further inquiries

The characters can now make some further inquiries regarding the information they have gathered, as long as they have made the connection with the Olympic Summer Games 2012 in London. Without that connection it won't be possible to filter out any relevant information.

Göpplinger GMBH

Göpplinger GMBH has been chosen to be sole supplier of ammunitions for the Olympic Summer Games 2012 in London. They will supply all ammunitions in special boxes that are all sealed with a special seal.

DevelopIT, Bangalore

DevelopIT has been developing major parts of the electronic start and timing system for the swimming competition, everything from the false start detection to the touch plate at the end of the basin where the swimmers touch with their hands. The system is already installed and tested in the Aquatics Centre.

Xian Medicals

Xian Medicals are responsible for supplying a complete doping-test-in-a-box for the Olympic Summer Games 2012 in London. The test boxes come fully prepared with numbered test tubes for both A and B tests, protocols where the Olympic athlete numbers are entered to match with the test tube numbers and boxes where the samples are stored and then sent directly to the labs for testing.

Grand Casino Luzern

The characters might decide to follow **Victor Bachmann** to the Casino in Lucern, or go there and check him out when he plays. Mr. Bachmann prefers to play BlackJack or Roulette and is at the Casino at Weekdays except Fridays, as there are too many tourists and casual gamblers in the weekends. So the first chance for the characters to meet him at the Casino is Monday, June 25.

If a character challenges Mr. Bachmann at the table and wins, Mr. Bachmann will withdraw after paying his debts, but will surely remember the characters' face. He will continue at another table.

If the characters try to chit-chatting with Mr. Bachmann, they will learn that he has a great job for an international investment corporation, at the European branch in Zürich, and that he makes a lot of money just for being the CEO and he has a hot secretary that does most of his work. The business is run by the accounts manager, he is just enjoying the ride.

If the characters take him aside, for example at the rest rooms, and successfully interrogate him, he will give the information below

After the characters have talked with Mr. Bachmann, he and Sandra Hottinger will be found dead in the morning in a park in a car.

Information from Victor Bachmann

- He knows there is something fishy going on at Global Fundings LLC, he suspects arms running or drugs or something with organised crime as there seems to be an endless supply of money, which suits his gambling habits.
- He has never met the owner or anyone else from the trust fund at Cayman Islands that owns the company. All communications have been via letter, fax or phone. He knows he is Asian, you can hear the accent and he has an Asian name, but he can't remember it. Wee Chee Dong or something.
- The Accounts manager, Mr. Gyeong, is very seldom at the office. He is always away on long trips all over the world. He frightens me though, he is a very cold person.
- Sandra on the other hand is a very soft and gentle girl and I have to admit I have asked her out a few times but she's always turn it down. I guess she's has an active life, her phone is always ringing.

GM Note

If they spend the time at the Casino after confronting Mr. Bachmann, without *disposing him* into police custody, they will be attacked on the way back from the Casino by a group of agents.

North Korean agents (3)

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

Driving (4 / 9), Evasion (3 / 9), Fire Combat (3 / 8),
Hand-to-hand Combat (4 / 10), Local Customs (1 / 6)

Hand-to-Hand Damage: A Speed: 1

Weapons:

Tula-Tokarev 1930 (TT-33)

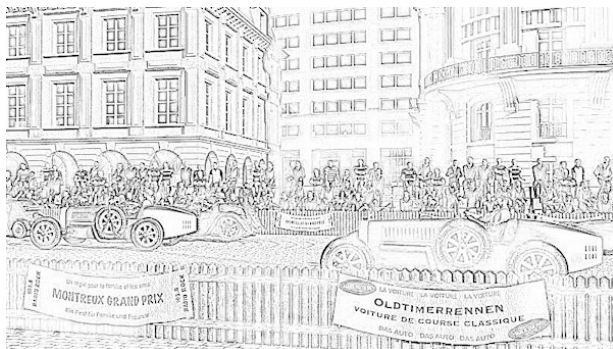
PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

Montreux Vintage Automobile Race

In the town of Montreux, located about 100 miles from Zürich there is a race for vintage cars at Sunday, June 24. This is a very special arrangement and there are a lot of people that come to watch all those amazing old cars. The drivers are dressed in clothes from the era of their cars and it is a real feast for the crowd. The tickets for the seats are expensive, about \$250 pounds a seat, but if you can bare to stand or have access to any of the buildings around you can watch for free.



The vintage automobile race

GM Note:

During the race, Mr. Bachmann will meet Mr. Otto Krüger, Chairman of Göpplinger industries in Colonge, Germany. During the meeting, Mr. Bachmann pays Mr. Krüger 1 million Euros in cash, in a small black attaché case. Mr Bachmann has no idea what the money are for, Mr.Gyeong just told him that he should take out 1 million Euros in cash from the company account, and add 10% for himself as a bonus.

If the characters keep Mr Bachmann under surveillance, they will see (**Perception EF 6**) the briefcase handover.

The payment is for the delivery of ammunition and the ammunition boxes with the Olympic Games logo, and the official seal to seal the boxes so the will look authentic during an inspection.

If the characters takes a photo and send it to HQ for lookup, they will after about 6 hours get a message that a dossier is available for them at the Zürich office.

Handout: BM-fe-001

Zürich NPCs

Victor Bachmann

STR: 4 DEX: 4 WIL: 5 PER: 7 INT: 9

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Driving (4 / 9), Hand-to-hand Combat (1 / 5),
Gambling (6 / 13)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'8"	SPEED: 1
WEIGHT: 166 lbs	HTH-DAMAGE CLASS: A
AGE: 63	STAMINA: 24 hours
APPEARANCE: Plain	RUN/SWIN: 10 minutes
FAME POINTS: 12	CARRYING: 60-100 lbs
SURVIVAL POINTS: 0	

Weapons: **none**

Sandra Hottinger

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

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Charisma (4 / 10), Driving (2 / 6),
Hand-to-hand Combat (1 / 7), Local Customs (3 / 7),
Seduction (6 / 11)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'7"	SPEED: 1
WEIGHT: 131 lbs	HTH-DAMAGE CLASS: A
AGE: 27	STAMINA: 28 hours
APPEARANCE: Sensational	RUN/SWIN: 25 minutes
FAME POINTS: 9	CARRYING: 101-150 lbs
SURVIVAL POINTS: 0	

Weapons: **none**

Vacation in Warsaw

The characters will hopefully realise that they need to book rooms at the Wellington Spa and travel to Warsaw, to find out more about Boris Kapuskin. They also know that he won't be there until July 3rd, so they might have plenty of time to spend at the Casino in Montreux or at the Wellington Spa, or they might decide to be useful and follow up some of the other leads they have.

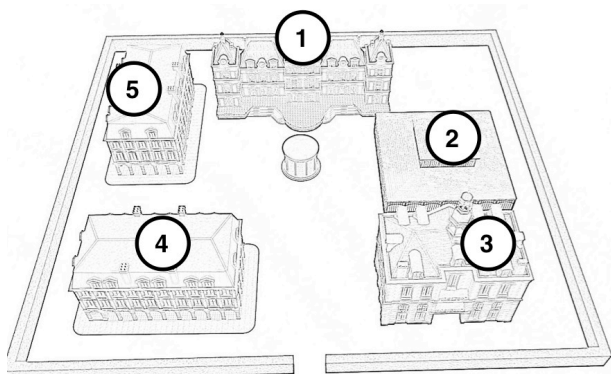
When they call Milli van Taschtick, she promises them that they will get the best service and she says that she looks forward to see them again.

If they ask the HQ. about Milli van Taschtick or the Wellington Spa, the characters will get a dossier with code **4C-g8-001** delivered at the airport by a cute young woman in airport attendant outfit.

To travel from Zürich to Warsaw there are Swiss Air first class direct flights available. From Warsaw there is a one hour taxi ride to the Wellington Spa, which is located north of Warsaw.

The Wellington Spa

When the characters arrive, Milli herself is coming to greet them, kissing them on the cheeks and saying over and over that she is so happy to see them, hoping they will have a great stay.



The Wellington Spa - quick guide

(1) Main building

- Reception desk
- Main dining rooms
- Conference rooms
- Deluxe suits

(2) Spa building

- Main basin
- Hot tubs
- Relax bar
- Fitness centre
- Sauna & Turkish steam bath

(3) Officers' Mess

- Guest rooms
- Night club

(4) Waterloo House

- Guest rooms
- Conference rooms

(5) Napoleon House

- Guest rooms
- Conference rooms

The characters are booked on the third floor in the Waterloo House.

GM Note

Mr. Gyeong and Mr. Kapuskin are booked two suites in the main building and they have a reserved conference room there on the top floor reserved for the whole stay. They will enjoy the facilities as much as anyone else.

1. Main Building

The building is built as a copy of an eighteenth century royal castle. There is an impressive building with an impressive reception and dining rooms. There are deluxe suites in the second and third floor, and on the fourth floor are several conference rooms. There are several dining rooms, one large common dining room and five smaller private dining rooms for companies up to 12 guests.

2. Spa Building

The spa, built as an eighteenth century Paris market building, contains the large basin, olympic size and several outdoor hot tubs are located outside the spa building. There is a large relax bar here and a well equipped fitness centre where every guest can book a personal trainer for the stay. Massage and treatments are also performed.

There is also a Finnish Sauna and a Turkish hot bath here, both with both a separated gender section and a mixed section. Fresh birch twigs are always in a small bucket outside the Sauna section.

3. Officers' Mess

The main attraction in the officers' Mess is the huge two floor night club with a more modern section below with modern music and a softer piano bar style section on the upper floor. There are several bars and they also serve lighter meals.

The guest rooms on the upper three floors is just a camouflaged brothel. Over 50 people, both men and women work here and they stay in the guest rooms as long as they work in the nightclub. The prostitutes are forbidden to pick up guests anywhere else but can accompany a client to the spa or anywhere else as long as they are getting paid. The Wellington Spa takes 50% of the income.

4. Waterloo & Napoleon Houses

Build in French eighteen century style, the guest quarters house large luxury rooms with conference rooms on the fourth floor.

There are many guests in these buildings, mostly companies having kick-offs or conferences.

Where do we go from here?

The main goal here is to find out more information about what is going on. There are some leads to find in different places, and they will all point to the channel island Guernsey, and a lighthouse just west of Fort Doyle, on the northern tip of the island. That is the next and final goal in this adventure.

People and Obstacles

This part of the adventure is more open and less linear than the rest. This is the slow moving part before the final adrenaline pumping grand finale, which won't be that grand as the poor lads are just rookies. Listed below are first different NPCs that the characters bump into, and after that is a list of some obstacles on the way to finding the clue to the final part of the adventure.

People

Kondrat Kowalski

One of Milli van Taschtick's most loyal bodyguards. He is strong and a pistol marksman, and his job is simple, keep Milli safe. As many of the guests are deeply involved with organised crime, he always tries to work proactive. If someone acts suspicious, he will act to prevent that.

Saina Mäkkile

This beautiful woman can easily be mistaken for a helpless beautiful foil, but she is well equipped to handle most situations. A former world champion in full contact Thai boxing and a lieutenant in the Finish army, she is as deadly as most agents. She will often be close to Milli, but she will also roam the Officers' Mess nightclub looking for potential troublemakers to take care of.

Boris Kapuskin

Mr Kapuskin is in his mid sixties and is Professor in applied physics at the University of Kiev. He is here to convince Mr. Gyeong that his part of the operation is in order. The equipment has been loaded on a TIR registered truck loaded in Ukraine, officially carrying parts to the Nissan Motor Factory in Sunderland. The cargo is well hidden inside one of the boxes containing break pads. The box has shipping number 524-65572-7836.

Obstacles

The management consultant

Whenever the characters are trying to do something important, like doing a stake out, sneaking, or trying to lay low, the loud, chatty and nosy Norwegian management consultant Kjetil Kjelland will appear. He will ask what the characters do at the Wellington spa, what company they work for, what trade they are in, if they need someone to help them reorganise the organisation or the business model.

He will not take a hint about him being an annoyance, any attempts to shake him off will just make him more eager. He will say that he is here with his company Kjelland & Gejier, and his employee are having a conference where can learn from each other and he has hired the best management coaches and tutors in the world, but as he already knows it all he has a lot of spare time, and he always sees who might need his services.

The sauna

If the characters, or just some of them decides to take a hot sauna bath, they will suddenly notice that the temperature is rising beyond pleasant and beyond the point where even a true Finn would leave.

The door has been blocked from the outside by five wooden wedges that has been placed under the door, preventing it from swinging outwards.

To break the Sauna door open, it has to be "killed". For each minute the character is in the overheating Sauna one **Hand-to-hand combat** attack at **EF 10** can be performed against the door. After 3 minutes the character will suffer a **LW** wound level, cumulative.

The door was bolted with the wedges by Mr. Gyeong as he has begun to suspect them for not being who they claim to be as he his information sources in Zürich has informed him about the characters.

If the characters bring this up with Milli, she will be very upset but at the same time realise that the characters might be here for another reason than just relaxing. She will order Saina to keep an extra eye on the characters and their whereabouts.

The conference room of Global Fundings

The door to the room has a dual security system with both a key and a keypad.

The lock itself requires only a **Lockpick EF 5** to unlock, but the keypad is a little bit harder. Tampering with it will set off the alarm, it is a **Perception EF 7** to see that the whole keypad case is bugler protected using both light and motion sensors. Each guest program their own 5 digit code for the door.

The way to go here is cloak and dagger, use some ingenious skills to get the code when it is used, much like what Bond does in Moonraker. The keys give away a very distinctive sounds.

Another approach is of course seduction, as both Mr. Gyeong and Mr. Kapuskin spend plenty of time with the girls in the Officers' Mess. A successful seduction of any of the girls who has spent time with them in the conference room will probably know the code as they have heard the sounds very often.

The third approach is to seduce someone in the staff, like Milli or Saina to get the master code and instructions how to reset the master code used info that will flash whenever the master code has been used.

Inside the conference room a **Search EF 5** will reveal that there is a used block of paper where the writing can be revealed by careful use of a pencil. The writing is in Korean characters. A successful **Local Customs EF 3** to translate it on the fly, or the paper can be photographed and a translation** will be send from the HQ within an hour.

If the characters plant a video bug in the room, they will when the room later is use, see a presentation video that is projected into the whiteboard from Mr. Kapuskin's cellular phone. The video shows first two people playing table tennis, and how a third person using some kind of device that makes the ball take very odd turns and the second player misses all the time. In the next videoclip there is a person practicing archery, and she hits the target bulls eye almost every shot. When a second person is using the same device as in the previous sequence, the arrows are deviated from their original trajectory and sometimes miss the bulls eyes completely.

The room of Boris Kapuskin

To open the door to Mr. Kapuskin's room, a **Lockpick EF 5** is required. The characters also need a successful **Evasion EF 5** to shake anyone shadowing them in their way to his room.

In the room, found by a **Perception EF 5** is a document** from the University of Kiev, written by Professor Boris Kapuskin, The theory of deviation of fast moving objects by electro magnetic pulses. There is also a customs receipt** in the waste bin.

A **Science EF 5** with a time frame of 2 hours to briefly understand the concept of changing the ballistic trajectory of a moving object by hitting it with an aimed fine electro magnetic pulse.

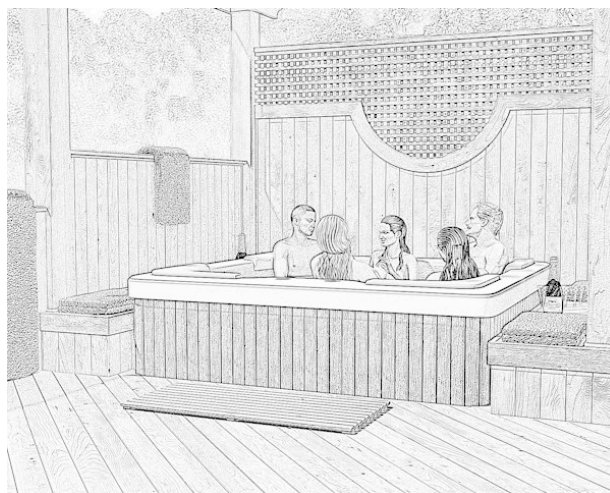
The room of Mr. Gyeong

To open the door to Mr. Gyeong's room, a **Lockpick EF 5** is required. The characters also need a successful **Evasion EF 5** to shake anyone shadowing them in their way to his room.

In the room, found by a **Perception EF 5** is a dossier** regarding a project funded by the EC Regional Development Fund for preservation of historical landmarks.

The dossier contains lists of contractors, working permits and bills that has been refunded through the EC Regional Development Fund.

The project has initially been funded by a company located in Switzerland, Global Fundings LLC.



Mr. Gyeong and Boris Kapuskin enjoying the hot tub

The Murder

Play this only if both Mr. Gyeong and Mr. Kapuskin are both alive.

After the last session in the conference room in the afternoon of Thursday, July 5, Mr. Gyeong and Mr. Kapuskin are done and leave the Wellington spa.

GM Note

This is a description of events that the characters might notice if they later try to remember or if they ask around among other guests or staff members.

Mr. Gyeong and Mr. Kapuskin both took a taxi to the airport, separate taxis, Mr. Gyeong left first.

About five minutes after Mr. Kapuskin left, a distant explosion is heard, and soon after the sounds of sirens.

A police patrol arrives to the Wellington spa about ten minutes later, and want to ask questions to establish if Mr. Kapuskin had any enemies.

The Police inquiry

Depending on what kind of relations the characters have built with the other guests and the staff, and what actions they have taken, other witnesses might say things to the police that will or will not incriminate the characters.

The Polish police will not appreciate that foreign agents are operating in the country and if the characters covers are blown, they will be put into custody for a later trial and an angry diplomatic note will be sent to the British ambassador in Poland, and the characters photos will appear in the Polish morning papers.

The characters will in this case have to convince the Polish authorities that Mr. Gyeong was a North Korean agent, which can be done with some roleplaying and good rolls, but every character will gain **40 Fame points** for this little incident.

M.I.6. will of course help them you of trouble, but the incident might be a lesson, and M will be very upset on the phone once they have been bailed out and brought to the British embassy in Warsaw.

The TIR marked truck

If the characters report this information back to the HQ, the truck will be stopped in customs and the special device constructed by the late Professor Kapuskin will be found and brought to the Q-department for investigation. The number scribbled on the note is the box number of the box.

Wellington Spa NPCs

Milli van Taschtick

STR: 4 DEX: 5 WIL: 7 PER: 5 INT: 6

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Charisma (9 / 16), Driving (2 / 8),
Hand-to-hand Combat (1 / 5), Local Customs (6 / 11),
Seduction (8 / 17), Stealth (3 / 10)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'5"	SPEED: 1
WEIGHT: 128 lbs	HTH-DAMAGE CLASS: A
AGE: 36	STAMINA: 28 hours
APPEARANCE: Striking	RUN/SWIN: 25 minutes
FAME POINTS: 32	CARRYING: 60-100 lbs

Weapons: **none**

Gyeong Kwŏn Phang

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

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Boating (5 / 12), Charisma (2 / 11), Driving (6 / 13),
Evasion (5 / 13), Fire Combat (7 / 14),
Hand-to-hand Combat (1 / 7), Interrogation (4 / 12),
Local Customs (5 / 12), Lockpick/Safecrack (3 / 11),
Stealth (6 / 13)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'6"	SPEED: 1
WEIGHT: 145 lbs	HTH-DAMAGE CLASS: A
AGE: 38	STAMINA: 28 hours
APPEARANCE: Plain	RUN/SWIN: 25 minutes
FAME POINTS: 17	CARRYING: 101-150 lbs
SURVIVAL POINTS: 1	

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

Kondrat Kowalski

STR: 11 DEX: 9 WIL: 6 PER: 8 INT: 5

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Charisma (1 / 7), Driving (5 / 13),
Evasion (5 / 15), Fire Combat (7 / 15),
Hand-to-hand Combat (10 / 21), Interrogation (7 / 12),
Local Customs (2 / 10)

ABILITIES: Connoisseur, First Aid

HEIGHT: 6'1"	SPEED: 2
WEIGHT: 212 lbs	HTH-DAMAGE CLASS: B
AGE: 41	STAMINA: 28 hours
APPEARANCE: Plain	RUN/SWIN: 25 minutes
FAME POINTS: 19	CARRYING: 150-120 lbs
SURVIVAL POINTS: 1	

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

Saina Mäkkile

STR: 6 DEX: 8 WIL: 8 PER: 12 INT: 7

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Charisma (5 / 13), Diving (6 / 13), Driving (3 / 13),
Evasion (5 / 15), Fire Combat (7 / 17),
Hand-to-hand Combat (8 / 14),
Local Customs (3 / 15), Seduction (2 / 15)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'7"	SPEED: 2
WEIGHT: 135 lbs	HTH-DAMAGE CLASS: A
AGE: 29	STAMINA: 28 hours
APPEARANCE: Attractive	RUN/SWIN: 25 minutes
FAME POINTS: 9	CARRYING: 101-150 lbs
SURVIVAL POINTS: 1	

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

Steyr Rifle

PM: +2 S/R: 2 / 10 AMMO: 42 DC: I / L

Close: 0-30 Long: 70-130 Con: na Jam: 96-99

Draw: -3 RL: 2

The lighthouse lead

The characters have hopefully realised by now that the lighthouse on Guernsey is the key to this operation. The fastest way to travel to Guernsey is to first travel to Paris, then take the TGV from Paris to Saint Malo on the coast. In Saint Malo there are ferries to Guernsey.

If the characters report the information they have on the lighthouse to the HQ, they will be ordered to investigate, and the department will send someone to assist them on site.

It will take about nine hours including waiting time for the characters to reach Saint Malo. From Saint Malo the ferry leaves 2 times a day, mornings and evenings and take about two hours.

Guernsey - St. Peter Port

The ferries all arrives to St. Peter Port. When the characters arrive, they will be met by a young beautiful woman in the typical British police uniform. She introduce herself as constable Marie Hawkins, Guernsey police, and that she has an envelope for the characters, handout **5R-GC-001**.

If the characters to be on the safe side makes a call to HQ, they will learn that everything is in order.

The St. Peter Port Police Station

The police station is quite small and has only a handful police officers. The characters will be asked to enter the office of Chief Superintendent Mark Richard to meet Sergeant Harold Moore, the highest ranking officer at the moment as Chief Superintendent Mark Richards is on vacation.

Mr. Moore looks rather nervous and says when the characters enters the room.

"Welcome Sirs, it has been a rather stormy day today. Tea? I rally hope you don't do blow things up like James Bond, we're not used to such things here in St. Peter Port. I've been instructed to help you in any way I can, and my men will be your backup here on the main island. The lighthouse is located just a little over two miles North of here, and another 300 yards out in the sea, but 1 mile from the port in Fort Doyle."

He sips from his cup of hot flavoured tea,

"We have some weapons and some heavy weight body armour in the crisis locker, if you are interested. Your boat is being readied up at Fort Doyle as we speak."

The Police crisis locker

In the Police crisis locker are five bullet proof vest type body armours model 1970. Heavy weight steel and Kevlar plated vests that weight over 45 pounds each.

There are also four scoped tactical AR-15 semi automatic rifles using 5.56 mm cartridges, with three magazines each and a box of 6 stun grenades, flash-bangs.

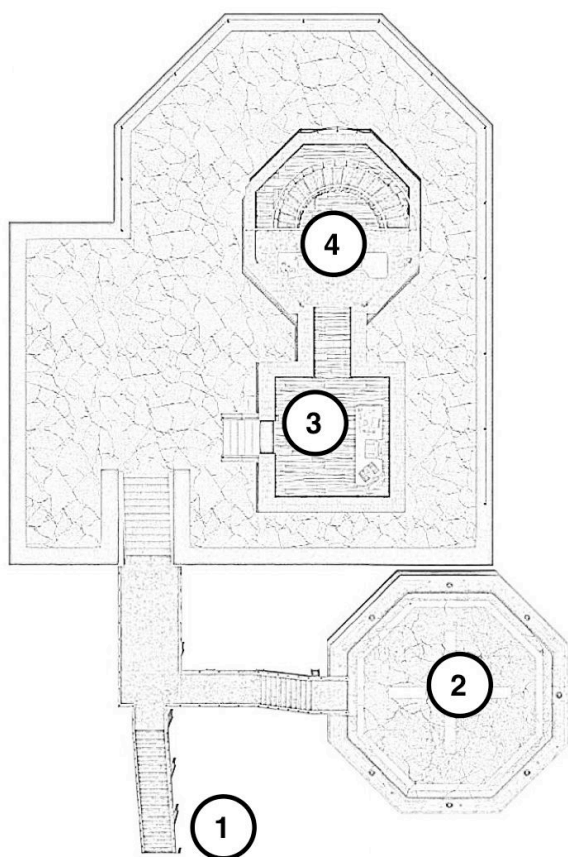
Crossing the water

When the characters watch the lighthouse from the shore of Guernsey, they see as larger boat moored at the lighthouse cliff.

The ride over requires a **Boating EF x** , where **x** is the minutes the ride will take. The faster they go the higher is the risk for an accident. A normal ride with the inflatable boat Q has dispatched is about five minutes as the sea is not fully calm.

If the roll fails, they will have a mishap, and that can be corrected with a safety roll of the Boating primary chance x 6. If that fails too, the boat hit some submerged driftwood and the engine was torn off by the impact and the boat is turned over. Now it's time to practice some swimming.

The lighthouse



Lighthouse map description

- (1) The ladder from the water and where the powerboat is moored.
- (2) The helicopter landing pad.
- (3) The small side building.
- (4) The lighthouse building

1 - The ladder

The long iron ladder that leads from the water up to the lighthouse is in good condition.

The powerboat is empty and it looks to be a rental boat from Cunningham's, stickers are everywhere. If the characters make a checkup on the boat, they will learn that it was hired by a Mr. Rhee Sekyung from the company Global Fundings Inc. in Switzerland.

A **Stealth EF 5** is required to avoid being noticed by the people in (3).

2 - The helicopter landing pad

A **Perception EF 5** to see that this landing pad has been used a lot as the grass that tries to grow between the stones as been worn down.

3 - The small side building

In this building, three North Korean agents, one of the is Mr. Gok Chan-Sook, are preparing the injection of several million false identities into the security system for the Olympic Summer Games 2012. They will be added by some of the fake accounts set up by Mr. Gok in London a while back.

When attacked, Mr. Gok will try to escape down to the powerboat at the end of the stairs, letting his underling fire covering fire and take the bullets from the characters. He will use a window to bail through.

If any combat evolves here, the people in (4) will be alarmed, see (4) for more information.

North Korean agents (2)

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

Driving (4 / 9), Evasion (3 / 9), Fire Combat (3 / 8),
Hand-to-hand Combat (4 / 10), Local Customs (1 / 6)

Hand-to-Hand Damage: A Speed: 1

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

Gok Chan-Sook

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

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Boating (3 / 9), Disguise (4 / 13), Driving (6 / 11),
Evasion (6 / 12), Fire Combat (4 / 10),
Hand-to-hand Combat (3 / 10), Interrogation (5 / 14),
Local Customs (1 / 7), Lockpick/Safecrack (5 / 11),
Stealth (5 / 12)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'5"	SPEED: 1
WEIGHT: 155 lbs	HTH-DAMAGE CLASS: A
AGE: 34	STAMINA: 28 hours
APPEARANCE: Plain	RUN/SWIN: 25 minutes
FAME POINTS: 29	CARRYING: 101-150 lbs
SURVIVAL POINTS: 1	

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

Aftermath

Any characters with Field of Experience computers can spend as minute to analyse what they were doing and reverse the false IDs already in place, plus delete the administration account created by Mr. Gok.

4 - The lighthouse building

In this building are three North Korean agents plus Mr. Rhee Sekyung himself, supervising the final tests. Two of the agents are downstairs working on the satellite dish encryption transformer.

If combat noise is heard from building (3), two of the agents are sent to investigate, and the third will stay up in the long and winding stairs as a guard.

Mr. Rhee Sekyung has just initiated his own special plan B, which is planting a very sophisticated computer virus into the security system of the Olympic Summer Games using one of the backdoors planted by the Chinese hackers and not discovered by anyone yet. The plan is that the virus should spread to any system connecting to the security system, leaving it wide open. Then he will activate it in the opening day of the Olympic Games, and publish on the internet how to bypass the system, which will close down the Olympic Games as the security cannot be guaranteed, and that way no one will take the gold medals from the North Koreans athletes, and he will survive.

On the lower floor is a huge power transformer plus some other electronic equipment to run the satellite communications dish up above.

On the upper floor of this building, instead of the gigantic lighthouse light, is a movable satellite communications dish.

If Mr. Rhee Sekyung is threatened he will tell the characters that they will need him alive if they want to save the Olympic Games, that he has compromised the system and only he can remove it. His demands are modest, 2 billion Euros and political asylum in a European country of his choice.

Anyone with Computers as Fields of Experience can use Mr. Rhee Sekyung's laptop from which he did the injection and find out what he did, and how to remove it.

North Korean agents (3)

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

Driving (4 / 9), Evasion (3 / 9), Fire Combat (3 / 8),
Hand-to-hand Combat (4 / 10), Local Customs (1 / 6)

Hand-to-Hand Damage: A Speed: 1

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

Rhee Sekyung

STR: 4 DEX: 5 WIL: 12 PER: 5 INT: 11

SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Boating (1 / 6), Disguise (5, 16), Driving (2 / 7),
Evasion (2 / 6), Fire Combat (2 / 7),
Hand-to-hand Combat (1 / 5), Local Customs (5 / 10),
Science (9 / 20)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'7"	SPEED: 1
WEIGHT: 185 lbs	HTH-DAMAGE CLASS: A
AGE: 49	STAMINA: 30 hours
APPEARANCE: Plain	RUN/SWIN: 40 minutes
FAME POINTS: 56	CARRYING: 60 - 100 lbs
SURVIVAL POINTS: 1	

Weapons:

Tula-Tokarev 1930 (TT-33)

PM: -1 S/R: 2 AMMO: 8 DC: G

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

Draw: 0 RL: 2

THE END

New Vehicles, Weapons & Gadgets

Hughes OH-6



The Hughes (later McDonnell Douglas Helicopter Systems) OH-6 was originally designed to meet the needs of the US Army 's LOH competition, but it gave rise to a large family of commercial, corporate, and private helicopters. Light, nimble, and easily maintained, the MD500, as it became known, is designed to carry four or more passengers in a small but comfortable cabin. Many different versions have been built for both the military and civil markets for a variety of missions and requirements. Was built under license in Argentina by RACA, in Japan by Kawasaki, in South Korea by Korean Air and in Italy by Breda - Nardi.

PM: 0 **RED:** 4 **CRUS:** 80 **MAX:** 170 **RGE:** 350 **FCE:** 1 **STR:** 3

Armaments:

Twin Gatling Machine guns

PM: +1 (mount) **S/R:** 50 **AMMO:** 2000 **DC:** 2xL

Close: 0-150 **Long:** 400-600 **Con:** n/a **Jam:** 98-99

Draw: -4 **RL:** 4

FIAT Punto 1.1

Internally codenamed Project 176, the Punto was announced in September 1993 and launched in late 1993 as a replacement for the ageing Fiat Uno. The Fiat Punto was voted European Car of the Year for 1995. The Punto's distinctive clean-cut styling by Giorgetto Giugiaro was an instant hit (though one of the car's most recognisable features, the vertical tail/rear lights, were not part of Giugiaro's original design and were in fact added later in-house at Fiat's factory.

PM: 0 **RED:** 5 **CRUS:** 55 **MAX:** 95 **RGE:** 230 **FCE:** 2 **STR:** 2

Audi A5 S5 quattro

The Audi A5 (internally designated Typ 8T) is a coupé produced by the German automobile manufacturer Audi since 2007. It is the coupé, cabriolet, and five-door fastback versions of the fourth generation (B8) Audi A4 saloon and estate models.

PM: +1 **RED:** 3 **CRUS:** 60 **MAX:** 165 **RGE:** 360 **FCE:** 2 **STR:** 4

Volvo 850 Sedan T-5

The Volvo 850 is a compact executive car produced by Volvo Cars from 1992 to 1997 and designed by Jan Wilsgaard. Available in sedan/saloon and station wagon/estate body styles, the Volvo 850 was notable as the first front-wheel drive vehicle from this Swedish manufacturer to be exported to North America. It is often considered the vehicle that gave Volvo its reputation as a high-end auto maker in North America due to the level of features available in this model that were not offered in previous models. At the time of its development, the 850 was regarded as one of the largest engineering endeavours in Sweden.

PM: +1 **RED:** 3 **CRUS:** 55 **MAX:** 145 **RGE:** 340 **FCE:** 2 **STR:** 4

Jeep with .50 cal machine gun



The brand has gone through many owners, starting with Willys, which produced the first Civilian Jeep (CJ) in 1945 and who were the first granted the trademark in 1950. Willys was sold to Kaiser Motors in 1953, which became Kaiser-Jeep in 1963. American Motors Corporation (AMC) purchased Kaiser's money-losing Jeep operations in 1970. The utility vehicles complemented AMC's passenger car business by sharing components, achieving volume efficiencies, as well as capitalising on Jeep's international and government markets. The PM +1 modifier is only when driving in off road situations.

PM: +1* **RED:** 5 **CRUS:** 30 **MAX:** 65 **RGE:** 280 **FCE:** 2 **STR:** 4

Armaments:

Mounted Browning .50 caliber machine gun

PM: +1 (mount) **S/R:** 25 **AMMO:** 1000 **DC:** 3xL

Close: 0-200 **Long:** 500-700 **Con:** n/a **Jam:** 92-99

Draw: -3 **RL:** 2

VW Type 2 Transporter



The concept for the Type 2 is credited to Dutch Volkswagen importer Ben Pon. (It has similarities in concept to the 1920s Rumpier Tropfenwagen and 1930s Dymaxion car by Buckminster Fuller, neither of which reached production.) Pon visited Wolfsburg in 1946, intending to purchase Type 1s for import to Holland, where he saw an improvised parts-mover and realized something better was possible using the stock Type 1 pan. He first sketched the van in a doodle dated April 23, 1947, proposing a payload of 690 kg (1,500 lb) and placing the driver at the very front.] Production would have to wait, however, as the factory was at capacity producing the Type 1.

PM: -1 **RED:** 5 **CRUS:** 50 **MAX:**75 **RGE:** 320 **FCE:** 2 **STR:** 5

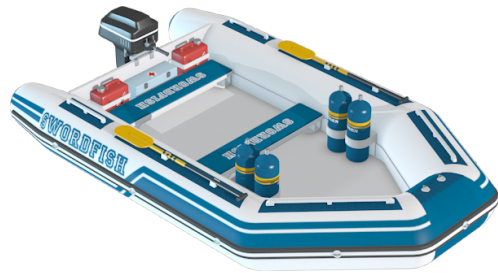
Harley-Davidson EL Type



One of only two American cycle manufacturers to survive the Great Depression, Harley-Davidson again produced large numbers of motorcycles for the US Army in World War II and resumed civilian production afterwards, producing a range of large V-twin motorcycles that were successful both on racetracks and for private buyers.

PM: +1 **RED:** 3 **CRUS:** 45 **MAX:**85 **RGE:** 240 **FCE:** 1 **STR:** 1

Inflatable Boat



This inflatable boat uses a special kind of foam instead of air, making it practically unsinkable as long as it is still in one piece. Earlier models were very vulnerable to small arms fire and shrapnel.

PM: 0 **RED:** 5 **CRUS:** 15 **MAX:**35 **RGE:** 35 **FCE:** 0 **STR:** 1

Predator Powerboat



This powerboat is about 75' long and powered by two V12 engines. It's fast and can handle rather heavy seas very well as the hull is built in aluminium and carbon fibre composite materials. Fitted with a luxury suite and high speed satellite broadband, this is the boat if you are a serious internet addict with too much money.

PM: +2 **RED:** 4 **CRUS:** 25 **MAX:**55 **RGE:** 240 **FCE:** 2 **STR:** 4

Gas Emitting phone

Anyone with 1,5 meters of the phone will be knocked out after one Action Round, and be knocked out for at least one hour. Spend two hero points to shake the drugs effects.

Remote video bug

Range, 10 meters. Battery life 60 minutes (in reality about half). Size of small nail, head lens can move thirty degrees in all directions. The repeater in size of a matchbox, range 300 meters. Up to three video bugs can be connected to the same repeater.

M-Card Mk III

Lock picking device which gives the user a Primary Chance of 20 for lock picking. A failed result breaks the delicate device and render it unusable.

Hacker Watch

This watch has many functions except showing the time.

- It has 256 GB of storage.
- It is a USB hacker/cracker device adding a **PM +2** to any hacking attempts where the user has physical access to the computer, and the computer has an USB-port.

Old Bulletproof Vest



This old piece of body armour is a leftover from the times when most bad guys used lead ammunitions or pistols. It will reduce the damage taken by a weapon by two levels, for example F becomes D. On the other hand it will give the barer a **EF -2** for all skills involving **DEX** due to it's bulkiness.

AR-15 Tactical Semiautomatic rifle



ArmaLite sold its rights to the AR-10 and AR-15 to Colt in 1959. After a tour by Colt of the Far East, the first sale of AR-15s were made to Malaysia on 30 September 1959 with Colt's manufacture of their first 300 AR-15s in December 1959. Colt marketed the AR-15 rifle to various military services around the world, including the U.S. Navy, Air Force, Army, and Marine Corps. The AR-15 was eventually adopted by the United States military under the designation M16. However, Colt continued to use the AR-15 trademark for its semi-automatic variants (AR-15, AR-15A2) which were marketed to civilian and law-enforcement customers. The original AR-15 was a very lightweight weapon, weighing less than 6 pounds with empty magazine, though later heavy-barrel versions of the civilian AR-15 can weigh upwards of 8.5 lbs.

PM: +1 **S/R:** 3 **AMMO:** 30 **DC:** K

Close: 0-12 **Long:** 40-65 **Con:** +5 **Jam:** 97-99

Draw: -2 **RL:** 2

Flash-bang grenade



These flash bangs do Area Damage Class **I**, but damage from the blast is reduced by one level, MW becomes LW and LW becomes ST. Pain resistance rolls are performed at **EF -4**.

M.I.6

HER MAJESTY'S SECRET SERVICE

Operation Homerun

Objective: Bring Pavel Drakovic to M.I.6 HQ in London.

Subject: Pavel Drakovic
Bulgarien post doc student in Computer Science and Security at the university of Berlin.

Age: 29

Height: 5'9"

Hair: Brown

Eyes: Brown

Intelligence: Pavel Drakovic was abducted this morning by what we suspect were Russian FSB agents. We have had Mr. Drakovic under surveillance for a period of time since his skills in computers and his attempts to hack into the M.I.6 systems at the Thames Building have made him visible for us.

Procedures: Mr Drakovic and the FSB agents will take Train #14 at 13.34 from Berlin to Moscow. As FSB have the Berlin central station under close surveillance, you will board the train at Frankfurt Oder.

Mission: Your mission is to leave the train with Mr Dracovic before the train crosses the Polish - Belarus border at Brest. Warsaw is the obvious choice, but FSB and GRU might have Warsaw under strong surveillance, so Poznan or Terespol might be better alternatives, depending on how you progress aboard the train.

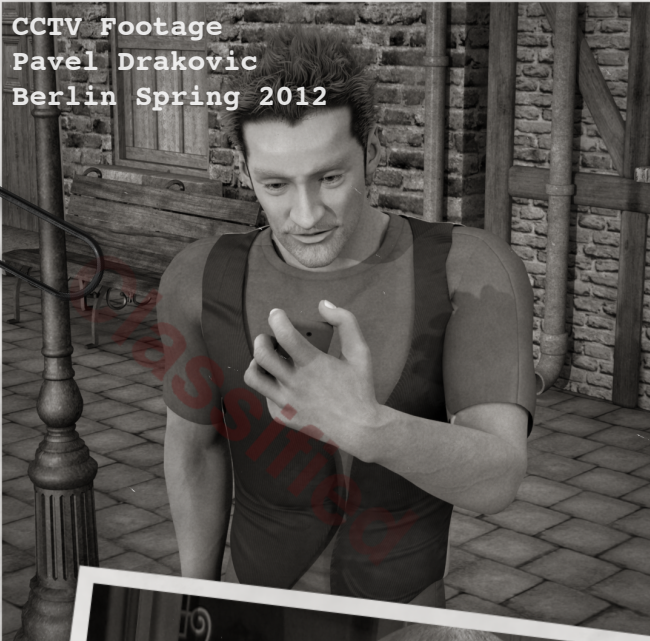
When you have left the train, and have followed standard procedures to shake any followers, make contact with HQ and we will arrange transportation.

We have reasons to believe that the operation is led by FSB operative Vladimir Oliganov.

M.I.6

HER MAJESTY'S SECRET SERVICE

CCTV Footage
Pavel Drakovic
Berlin Spring 2012



FOR YOUR
EYES ONLY

CCTV Footage
Vladimir Oliganov
Paris Fall 2011



OH-bx-002

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M.I.6

HER MAJESTY'S SECRET SERVICE

Train #14 Berlin - Moscow time table:

City	Location	Distance	Time	Arrival	Departure
Berlin	GERMANY	0 km			13:34
Frankfurt-Oder	GERMANY	100 km	1hr. 6min.	14:40	15:01
Poznan'	POLAND	279 km	3hr. 41min.	17:15	17:20
Warsaw	POLAND	595 km	7hr. 30min.	21:04	21:09
Terespol'	POLAND	805 km	10hr. 26min.	00:00	00:54
Brest	BELARUS	812 km	12hr. 6min.	02:40	04:47
Minsk	BELARUS	1156 km	18hr. 15min.	08:49	09:20
Orsha	BELARUS	1368 km	21hr. 23min.	11:57	12:24
Smolensk	RUS	1488 km	23hr. 13min.	14:47	14:52
Vjaz'ma	RUS	1664 km	1d 1h 10min.	16:44	17:07
Moscow	RUS	1907 km	1d 4h 46min.	20:20	

More information:

- Train tickets for the train Frankfurt am Oder to Moscow, first class, including a dinner reservation in the restaurant car at 17.30 sharp.
- ID kits two sets each. One as an employer at Irwin & Jennings, Management consulting, one as an employer at Nottingham Pension Fund Trust.
- An Avis car reservation at Berlin Airport.

WARNING

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Assorted handouts

The Wellington Spa
Recreation in Poland made easy

Milli van Taschtick
Managing Director

Tel: +48 815 994 4125
email: milli@wellingtonspa.pl

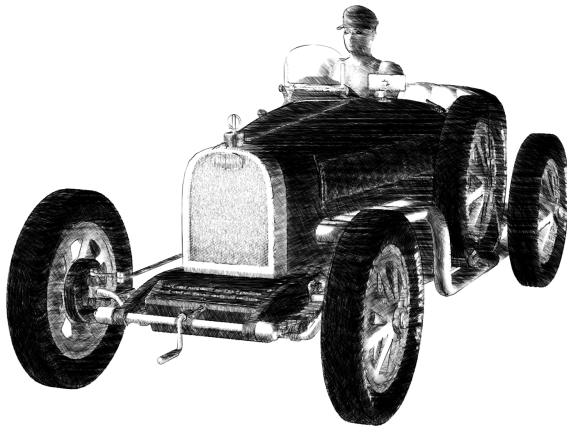


MONTREUX GRAND PRIX

SUNDAY, JUNE 24

Ein Fest für Familie und Freunde

Un régal pour la famille et les amis



**OLDTIMERRENNEN
VOITURE DE
COURSE CLASSIQUE**

Tabac Francois Receipt

Tickets	400.00
Cigarettes	12.65
Newspaper	2.55

Total due 415.20

Thank you!
2012-06-19

From: info@wellingtonspa.pl
To: saho@gf_inc.com
Subject: Re:Reservation request

Dear Sandra,

We are happy to welcome Mr. Gyeong and Mr. Kapuskin for their stay from July 3 to July 5. The Turkish hot bath is reserved on July 4 from 5 p.m. to 8 p.m.

Milli van Taschtick
The Wellington Spa

ITINERARY KBC TRAVEL 14JUN12/09:31
MR GYEONG KWON PHANG

DATE	TIME	FLIGHT	CL
------	------	--------	----

ELECTRONIC TICKET ISSUED

03JUL	0755	LX 1156	F	DEP	ZURICH - WARSAW (NONSTOP)
0950	OK		ARR	WARSAW	
			SEAT	3B	OK
			Departure terminal 3		
			Arrival terminal 2		
			Meal: breakfast		
			Duration: 1:55		

M.I.6

HER MAJESTY'S SECRET SERVICE

Taraghin, Libya

Meet with Sama Baheera Kadath to find out the whereabouts of the target. Transportation will be arranged by R.A.F in Sabhá.



AB-1z-001

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M.I.6

HER MAJESTY'S SECRET SERVICE

M.I.6 Objective profile

Name: Yousef Al'Bundi

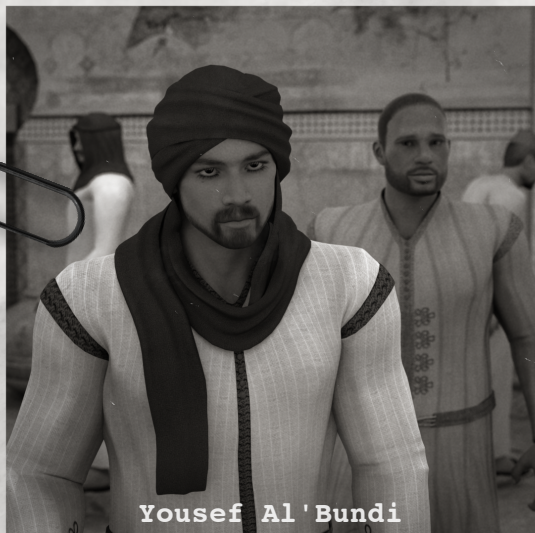
Last known location: Libya

Occupation: Gun smith and arms dealer

History: Trained in Lebanon by Hizbollah, he's worked for Syria and Iran. He has been working for Muammar al-Gadaffi the past years, and after the fall of Muammar al-Gadaffi, he's been doing all kinds of jobs, mainly for the rebels that now roam the border between Chad and Libya.

Mission: Contact and interrogate Mr. Al'Bundi about his possible connections or deals with the guerilla group Al'Fadish which operates in the northern Chad.

Intelligence: We have reasons to believe that Yousef Al'Bundi and his group is selling arms to different rebel groups that are close to the old Libyan government. His signature, modified ammunitions and weapons have been found among dead rebels loyal to Muammar al-Gadaffi.



Yousef Al'Bundi

Picture from Interpol, taken around 2009 in Tripoli.

Showing Yousef Al'Bundi in the foreground and his right hand Abdul Khemar in the background.

M.I.6

HER MAJESTY'S SECRET SERVICE

Global Fundings LLC, GF

Registered in the Cayman Islands and owned by a trust fund. According the information available on the company, it is an Risk Capitalist company specializing in funding small startup companies, mostly in the third world. There are no recent records of activity but a few years back several minor businesses where financed in Uganda and Rwanda with much success.

Zürich office:

The small office in Zürich at Mühlegasse 25 is manned only by three persons.

Victor Bachmann - CEO

Sandra Hottinger - Secretary

Gyeong Kwōn Phang - Accounts Manager

Persona

Victor Bachmann, 41 years old, divorced. Born in Zürich. Has a Masters in Business Management at Harvard. Mr. Bachmann has worked for GF since the start in 2009. He has a known addiction to gambling and is often seen at the **Grand Casino Luzern** in Luzern, about 23 miles from Zürich.

Sandra Hottinger, 27 years old, single. Born in Montreux. Worked at UBS in Switzerland until the layoffs in 2009. Started to work for GF in May 2010.

Gyeong Kwōn Phang, 38 years old, martial state unknown. Born in Seoul in South Korea, moved to Zürich to work for GF in 2010. Very little information available on Gyeong Kwōn Phang.

M.I.6

HER MAJESTY'S SECRET SERVICE

FOR YOUR
EYES ONLY



Sandra Hottinger



Victor Bachmann



Gyeong Kwŏn Phang

zu-gf-002

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M.I.6

HER MAJESTY'S SECRET SERVICE

Person dossier information

Hans Otto Krüger

Chairman of Göpplinger GmbH, Cologne, Germany.

Age: 63

No other information available.

Göpplinger GmbH

The company won the bidding for supplying all ammunitions for all the Olympic Summer Games 2012 shooting competitions held in the Royal Artillery Barracks. The company gave the best offer and after that also cleared the security controls.



BM-fe-001

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M.I.6

HER MAJESTY'S SECRET SERVICE

Information retrieved when interrogating Pavel Drakovic and from the Yard.

During his hacking attempts Mr. Drakovic discovered a backdoor in the security system designed for the Olympic Summer Games in London. This system was supposed to be absolutely secure as it's been tested by M.I.5.

If he could do it, who else could? By monitoring the system very closely over the last few days we have found five different unauthorized accesses to the system. Three came via the backdoor that Mr. Drakovic found and published on some hacker websites. That backdoor now goes to a sink hole system that acts like the real system but just monitors whatever activity that goes on.

The other two used other backdoors, two different, which means that this system has been severely compromised. One of the intrusions has been backtracked to Moscow, which we suspect is the FSB. The other is more interesting as the access came from a WiFi connection in London, and we could get some CCTV footage of the hotel lobby from which the access was done and from a street where he jumped into a cab.

This was not the end of the story as the cab was reported missing and the Yard went through a lot of CCTV footage and tracked down the chain of events.

The cab was found in a garage, and the driver was dead, shot in the head at close range. The bullet was found, Russian 7.62mm pistol round, the standard used by Russians, the Chinese and the North Korean intelligence services, the Tula-Tokarev 1930.

When we finally were informed about these events, we suspect that the target had already left the country as the car was found on the Heathrow parking, but we have a good picture of who the killer and hacker is.

His name is **Gok Chan-sook**, Major in the North Korean intelligence service.



Hotel lobby



Taking cab



Into garage



Leaving garage



Gok Chan-Sook

TY'S SEC

FOR YOUR
EYES ONLY

PD-tz-002

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M.I.6

HER MAJESTY'S SECRET SERVICE

Name: Milli van Taschtick

Information: Dutch countess, moved from Amsterdam to Warsaw, Poland, in 2002. Started the recreation facility **The Wellington Spa**

Threat rate: 4C. Not a current threat, but as known criminals frequent her establishment for recreation, she is on the M.I.6 watchlist

Attachments: (a) Milli van Taschtick at the opening of the new pool at the Wellington Spa

(b) Milli van Taschtick in a hot tube, guarded by her two most trusted bodyguards, Kondrat Kowalski (Polish) and Saina Mäkkile (Finnish)



4C-g8-001

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University of Kiev
Department of applied physics

The theory of deviation of fast
moving objects by electro
magnetic pulses

Professor Boris Kapuskin



Kjetil Kjelland

Kjetil Kjelland

Markering director

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Project final report

Project ID: 2010GBLZ-071

Location: Guernsey channel island**Purpose:** Preserve the old lighthouse west of Fort Doyle**Extent:** Building structures and lighthouse functionality**Status:** Completed

The pictures clearly shows that the work described in the project description has been carried out in accordance to the regulations specified in sections 3.8 and 4.6 in the EC-Regional Development Fund manual for building restorations.



Photograph taken 2010-06-19



Photograph taken 2012-02-04

**EC Regional Development Fund**

Note translated from Korean for your convenience

- The plan is now in place.
- All equipment has been installed at the location.
- Identifications has been successfully planted into the security system.
- Pistol ammunitions has been delayed, a new plan is worked on.
- Swimming timing control in place.
- Doping test system rigging complete and shipped.
- Archery and table tennis systems are finally shipped to the UK.

CUSTOMS AUTHORITIES OF UKRAINE

FROM
TO
CONTENT
VEHICLE
STATUS

Ukraine Motor Corporation, Ukraine

Nissan Motor Company, UK

Motor parts

AA 4515 BX

OK, TIR certification controlled

BOX #524-65572-7836

AR-15 Tactical Semiautomatic rifle



PM: +1 S/R: 3 AMMO: 30 DC: K Close: 0-12 Long: 40-65 Con: +5 Jam: 97-99 Draw: -2 RL: 2

G60 Flash Bang



These flash bangs do Area Damage Class I, but damage from the blast is reduced by one level, MW becomes LW and LW becomes ST. Pain resistance rolls are performed at EF -4.

Old Bulletproof Vest



This old piece of body armour is a leftover from the times when most bad guys used lead ammunitions or pistols. It will reduce the damage taken by a weapon by two levels, for example F becomes D. On the other hand it will give the barer a PM -2 in all skills involving DEX due to it's bulkiness.

M.I.6

HER MAJESTY'S SECRET SERVICE DEPARTMENT SIX

Special orders

As you might be aware of, the National Police armed response force, the M.I.5 and the Scotland Yard special response teams are all involved in a huge joint forces drill to brush up the units for the upcoming Olympic Summer Games in London.

You're hereby lent to the Guernsey Police until your operation is finished. Your commander during this operation is Police Sergeant Harold Moore of the Guernsey Police. In addition to your new temporary assignment, your rank is now Police Constable and you also have the authority of a police officer regarding usage of firearms in self defense and to make an arrest.

Q-department has a new improved inflatable self repairing boat that they have dispatched to the Guernsey Police for you to test. The Guernsey Police will serve as your backup team. Additional equipment will be supplied by the Guernsey Police.

Good luck and don't let Her Majesty down.

Bill Tanner

Chief of staff - M.I.6

Bill Tanner

5R-GC-001

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