

THE AGENTS FROM A.U.N.T.I.



HUNTING NAZIS NEVER LOOKED SO GOOD

A DENIABLE TREATMENT
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THE AGENTS FROM A.U.N.T.I.

MODE

"Serious Stuff"

LOCATION

Globe Trotting

TIME PERIOD

The Swinging 60's

GENRE

Espionage

THEME

Fighting Secret Nazis

THE PITCH

When A.U.N.T.I. - the Autonomous United Nations Tactical Intelligence force - was established after WW2 it's mission was to track down and eliminate any potential resurgence the Nazi threat. Each nation lent their best and brightest spies to the task.

That was two decades ago. Now, with the cold war in full swing, the Nazi menace all but forgotten in the fight between ideologies. A.U.N.T.I. has become a dumping ground for failures and embarrassments.

Under-funded, under equipped, under-supervised, on probation, AUNTI is seen as little more than somewhere to put people that governments would rather forget about. Perhaps they can spy on each other? Just as long as they stay out of trouble.

BUT... the old threats are real! Even if the powers that be don't realise it, they still need AUNTI. For around the globe, the dark forces of Nachzehrer - the Reich Resurrected - are rising. And this time, they mean business!

INSPIRATIONS

The Man From UNCLE (Duh)
The Avengers (British, not superhero!)
Danger Man
The Prisoner
The Cold Warrior
Agents of Shield
Agent Carter
James Bond
The Boys from Brazil

SECRET DIRECTOR BACKGROUND

The Boys from Brazil have been busy. It's not just advanced cloning technology. They have all sorts of advanced science at their disposal. Weapons that could bring down entire nations. The Reich intend to control the world through any means. Right now, it's stealth, coercion, blackmail and bribery however they are nudging the cold war towards hot. They are sabotaging the efforts of sanity and peace. And they have operatives...everywhere.

Their greatest achievement has been convincing the world they do not exist. Only the handful of agents in the underfunded, much maligned A.U.N.T.I. suspect the truth. And even then they only have the tiniest idea of the full extent of the peril that awaits them.

RULE HACKS

COUNTRY OF ORIGIN

Much of the drama of The Agents from A.U.N.T.I. will revolve around the fact that the protagonists - all operatives of various stripes - come from different countries and have mixed allegiances. Therefore, we've added a an initial step right at the start of character creation. The Director should print (or write) out the following nations on separate bits of paper. These are folder in placed in a hat (or dice bag) and each player may draw out TWO slips. Each player may select which of the two slips will be their home country. This way, they have a little choice in the matter, but no protagonist will have the same origin.



United Kingdom	United States of America
Russia	East Germany
Israel	West Germany
Italy	Canada
Argentina	France
Switzerland	Vatican
South Africa	China
Japan	Australia

CONTACTS

The protagonists of the Men from A.U.N.T.I. are all relatively capable spies in their own rights. However, they HAVE failed horribly in the past. Not quite badly enough to be eliminated, but not quite well enough for them to be trusted.

The good news is, they may still have useful contacts back home... even friends. But not necessarily allies. They will probably ruin everything. Probably.

The Family table is replaced with the Contacts table. Roll as if using the Family table. The players should take the text from the first dice roll and invent a little more context and history in relation to the protagonist's past. Allocate any friends or contacts identified as per the Deniable core rules.



NOT TOTALLY INCOMPETENT

All of the protagonists are spies. This, we know. But what sort of spies? When selecting a job for the protagonist, the players may write down a specialisation that fits with 60s era spycraft. Examples include:

- * Cat burglar / Thief
- * Undercover agent
- * Double agent
- * Specialist knowledge (eg. nuclear, chemistry, history, geopolitics)
- * Weapons Specialist (rifles, pistols, hand to hand, heavy weapons, etc)
- * Martial artist
- * Communications & interception
- * etc.

These specialisations have a narrative impact on the game, and also will provide the protagonists with past training and equipment. As a result, each protagonist starts the



game with one free advance. This may be chosen and revealed right at the start of the game - as a pre-credits opening scene narrated by the player. Treat it's reveal as a montage scene done as a flashback.

VICE/SECRET PAST

Rather than having a vice, the players may elect to take on a 'secret past.' This is something they would very much rather keep quiet. It may be the reason why they are under suspicion, or an illegal activity, or even a secret they are keeping on behalf of another. Either way, it is something that will come into play at some point.

If the player elects to adopt a secret past, they must write it down on a slip of paper and hand it to the director. It remains secret until cunningly introduced into the narrative..

THE THRILL OF THE CHASE

Chases are almost essential to this genre and as such, players should be encouraged to pursue their targets. For this treatment, agents should be awarded a point of Cred when they start a chase scene. This is temporary Cred and is not carried to subsequent episodes.

LOCATION

Despite having very little budget, the spies of A.U.N.T.I. seem to get around a lot. The Director should roll on the Location table frequently, tossing scenes all over the globe. Remember, it's all about style!

STRESS MANAGEMENT

The protagonists will be able to reduce stress by engaging in slice of life scenes as per the normal rules however for this treatment, the scenes must involve dealing with fallout from the past and perhaps trying to address that which screwed them up in the first place.

This may mean anything from doing a favor for an old comrade to perhaps digging into something their government would rather be left undisturbed. It may even involve spying on other protagonists (wouldn't this be fun?). In short, reducing stress is all about getting redeeming oneself in the eyes of their home country's Organisation.

GROUP THERAPY

A.U.N.T.I. has a director. She is a very prim, bureaucratic, and grandmotherly lady with a slight Southern Drawl. Her codename is Madam 54. She expects to be called that. The team reports directly to her. She has her secrets. She has her plans. And she, ultimately, is the final adjudicator of the team's successes and failures. After each mission, she will call the team in for a briefing and she will reward (or not) the team members as she sees fit.

CONTACT

	1.	2.	3.	4	5	6
1 Failed mission	Retired handler	Disavowed team members	Love interest still in the agency	Betrayed lover	Alcoholic Handler	Parent in the agency
2 Suspect by Association	Questionable partners	Foreign agent lover	Security risk spouse and child	Junkie sibling	Ousted politician best friend	Criminal family connections
3 Politically inconvenient	Lifestyle partner is not approved	Illegitimate child poses security risks	Ex-lover in the wrong faction	Old school friend of questionable moral fiber	Outspoken parent	Journalist lover
4 Too honest for own good	Journalist with the rest of the story	Love interest you saved despite orders	Family you saved	Rescued child	Old mentor saved from embarrassment	Lawyer who holds the evidence you collected
5 Compromised	General's daughter	Mentored a Double agent	Romantic involvement with other protagonist's sibling	Romantic tension with other protagonist's spouse	Celebrity Lover	Volatile / Flaky partner
6 Criminal	In debt to crimelord	Fallen for a mark	Ex-cell mate	Family IS the family	Cartel connection	Blackmailer

THE MISSION DOSSIER

THE INITIAL CONTACT

(The individual who contacts one or more Protagonists during a drop scene).

	1.	2.	3.	4	5	6
1	Mysterious stranger	Femme Fatale	Concentration camp survivor	Stranger in the night	Nervous stranger	Ex-nazi scientist
2	Anonymous voice on phone	Foreign Emissary	'Friend' from your old agency	Vivacious Russian agent	Activist	Psychedelic guru
3	Suave businessman	UN Ambassador	Old boss	Politician from the past	Organised crime figure	Sexy Vatican agent
4	Naval officer	Anonymous package	A 'friend' calls in a debt	A ghost from the past	Friend of a friend	Self-destructing tape recording
5	Media mogul	Call for help from past lover	Family member	Mossad	Stolen Microfiche on dead body	The smoking man
6	Intercepted report	Unofficial channels	Agent provocateur	Ex- Army buddies	Air Force intelligence officer	Revolutionary

THE OBJECTIVE

(An element of the main mission)

	1	2	3	4	5	6
1	Revenge for 911	Prove you are innocent	Prove you are innocent...before you are caught!	Find the source of the Nachzeher super-weapons	Find & destroy the secret Nachzeher super-science lab	Collect the evidence for International Criminal Court
2	Foil an assassination	Kill the killer or be killed	Seduce and infiltrate an organisation	Raid the Nachzeher armory	Rescue a hostage from the Nazi base	Kidnap the Nachzeher scientist
3	Assassinate a Nachzeher mastermind	Extricate a very important lead out of the country	Frame a Nachzeher leader	Find Nachzeher double agent	Hide someone from certain Nazi peril	Sabotage Nachzeher mega-con
4	Stop a revenge attack against an old ally	Protect your only lead	Stop an International Incident	Capture a Nachzeher agent for questioning	Get a Nachzeher agent to work for you	Replace the device with a bomb
5	The world is not yet ready to know!	Deliver a package	Escort & protect a witness to the International Criminal Court	"Prove" something - even if it means playing dirty	Frame a Nazi sympathiser	Expose a powerful (and deadly) corporate executive as a Nazi war criminal
6	Recover nuclear material	Intercept cargo or people...or both!	Leave 'the device' in the proper location	Find the device and replace it with a decoy	Character assassination of a secret Nachzeher leader	KILL HITLER??

A LOCATION

(An element of the main mission)

	1	2	3	4	5	6
1	Paris, France Art gallery	Rome, Italy Opera	Vatican Cathedral	Munich, Germany Munitions factory	Okinawa, Japan US Military Base	London, UK University
2	New York, USA Fashion Show	Greece Island	Amsterdam Coffee House	Siberia, Russia On a train	Nigeria Embassy	South America Corporate Lab
3	Istanbul, Turkey Grand Bazaar	Wales, UK Country estate	Monte Carlo, Monaco Casino	Caribbean Resort	Argentina Rural estate	Zurich, Switzerland Bank
4	Chicago, USA Airport	Toronto Wilderness	Alcatraz San Francisco, California, USA	Dubai Luxury Hotel	Paris, France Convention center	Rome, Italy Coliseum
5	New York City The Bronx	Spain Festival	Miami, Florida Nightclub	Palermo, Sicily Cruise liner	Kyoto, Japan Zen Garden	Alps, Switzerland Covert lab
6	Ibiza Exclusive Party	Montreal, Quebec, Canada Expo	Shanghai, China Secret Govt. facility	Turkey Spa	London, UK Underground Train	Hong Kong Race track

A COMPLICATION

(An element of the main mission)

	1	2	3	4	5	6
1	Wrong target	Mistaken identity	Body double	Brainwashing	Love intervenes	Blackmail
2	Wrong location	Foreign powers	Super-science	Change of orders	Enemy within	Betrayal
3	Timing	Unexpected resistance	Mind-control	Innocents in the way	Timebomb	Administrative problem
4	Captured	Interpol!	Criminal gang	Rival Organisation	It's a trap!	Cash dries up
5	Mole	Bad equipment	Cover Compromised	Temptation	Leak	Experimental drugs
6	Competing agencies	Contact no-show	Contact eliminated	Supernatural... or is it?	Mind-control	Hitler is back!

AN ANTAGONIST

(Need not be the main "target"and in fact doesn't need to be actively working against the Protagonist . Sometimes, they are just in the wrong place at the wrong time)

	1	2	3	4	5	6
1	Ultra-right Politician	Celebrity	Dodgy media baron	Power-hungry banker	Ambassador	Whistleblower
2	Tinpot dictator	Casino tycoon	Assassin with a grudge	Vindictive clone	Traitor	Mad Scientist
3	Arms dealer	Ninja cabal leader	Criminal cabal	Lone gunman	Investigative reporter	Slightly disagreeable scientist
4	Heir / Heiress	Nazi supersoldier	Interpol	Unknown organisation	Cult leader	Robocop
5	Unwitting pawn	Eco-Terrorist	Broker of strange science	Dangerous idealist	"Cleaner"	Honest detective
6	Double sgnt	Sleeper agent	Foreign power	Fugitive	Doctor dabbling in the occult	Ethnic crime gang