CODE RED

An adventure for Victory Games James Bond 007 Roleplaying Game

00 - level adventure

4Eyes!

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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

The Russian Maffia boss, Pavel Yagdrov,, is working for SPECTRE has a two fold plan. First, he has stolen complete documentation of all NATO codes, manuals and protocols, then he has using blackmailing, got his hands on 4 US Patriot systems delivered for Saudi Arabia.

His plan is to first get enough information from the NATO Manuals to be able to shoot down several Russian aircrafts over Syria and make it looks like they were shot down my Israel and the US, secondly, sell the manuals to the highest bidder to cause damage to NATO and give Russia a winning hand.

The Indian secret service did through a now silenced leak within Yagdrov's organisation get the hands on information and printouts of the stolen NATO information, and Yagdrov is eager to take that back and destroy the evidence. To do that he hires a freelancing former GRU Major, Ivan "Redneck" Petrov.

His plan is to assassinate Redneck when the mission is completed, for that he hires three Warzaw criminals.

He plans to sell the NATO documents at a charity opera performance at the ancient greek theatre in Taormina, Sicily, After the sell is completed, he will sail his yacht, "Isobel of the sun" and meet up the freighter "Freedom Express", which has a docking bay and is armed.
The plan is to continue to Tartus in Syria, then secretly move the four Patriot systems into Syria for the final part of the operation.

Adventure Background

An unknown organisation have successfully stolen a complete set of all Nato operational manuals and codes, and this had been flagged as a Code Red alert, which means it is top priority to recover those codes.

The Indian Intelligence has through an informer got their hands on a hard copy of the stolen NATO information and has agreed to share that information with M.I.6. The characters are now in Calcutta, on a simple information pickup mission. The only reason M.I.6 send the characters and not just some desk clerk, is to show respect for their Indian allies.

Start the adventure by handing out the briefing materials for the teaser.

Teaser

The PCs are in Calcutta, their mission is to meet a contact who has information regarding a recent, well covered up, theft of the latest Nato operational manuals and codes.

The contact is Isha Tawadesh, an employee of the Indian military intelligence. They are to meet at a Hotel, but the exact information will be sent to the PCs just before the meeting.

At 14.02, a text message says "Hotel Shanau". The hotel is located about 45 minutes from the PCs current location.

When the PCs arrive at the Hotel Lobby, a second message arrives: "ROOM 1209".

When the PCs arrives at room 1209, no one answer the door. The door is locked, Lock picking EF 3 to open. Inside a man lies dead, shot in the head, and he is missing one arm. The arm has been crudely cut off, and blood trails leads to the balcony door. Perception EF 3 to see that a rope is attached to the balcony rail. When they get to the balcony, they see a rope hanging down to the ground, 12 floors down, and they see someone just getting on to a motorcycle, driving off, with an attache case attached to the packet holder, with an arm attached with a handcuff, dragging the bloody stump on the asphalt.

Chase starts at medium range, characters at 12th floor.

Ivan "Redneck" Petrov

STR: 12 **DEX:** 15 **WIL:** 12 **PER:** 15 **INT:** 12

SKILLS (SKILL LEVEL / PRIMARY CHANCE)
Disguise(10 / 22), **Driving** (10 / 25), **Evasion** (10 / 25), **Fire Combat** (13 / 28), **Hand-to-Hand Combat** (11 / 23)

ABILITIES: First Aid
HEIGHT: 5'8"

WEIGHT: 189 lbs
AGE: 33
APPEARANCE: Plain
FAME POINTS: 29
Survival Points: 6
SPEED: 3

HTH-DAMAGE CLASS: B
STAMINA: 30 hours
RUN/SWIN: 40 minutes
CARRYING: 151-210 lbs

Weapons:

Scorpion VZ 61
PM: +1 **S/R**: 5 **AMMO**: 32 **DC**: H
Close: 0-11 **Long**: 35-55 **Con**: +4 **Jam**: 95-99 **Draw**:-1
RL: 2

GM Note

He will drive out of the town towards a small private airport. He will take a chartered Jet to Dubai. The Pcs will not catch him, but the chase will be fun.

Rednecks motorcycle

Honda CBR 900 RR Fireblade
PM: +2 **RED:** 2 **CRUS:** 60 **MAX:** 155 **RGE:** 190
FCE:0 **STR:** 2

Available motorcycles

Kawasaki GPz-750
PM: +1 **RED:** 4 **CRUS:** 60 **MAX:** 130 **RGE:** 200
FCE:0 **STR:** 2

Yamaha YZ-125
PM: 0 **RED:** 3 **CRUS:** 45 **MAX:**85 **RGE:** 160
FCE:0 **STR:** 2

Royal Enfield Classic 350
PM: -1 **RED:** 4 **CRUS:** 50 **MAX:** 110 **RGE:** 180
FCE:0 **STR:** 2

Bajbaj Pulsar 150
PM: -1 **RED:** 4 **CRUS:** 55 **MAX:** 115 **RGE:** 145
FCE:0 **STR:** 2

Honda Activa 4G
PM: -2 **RED:** 5 **CRUS:** 30 **MAX:**85 **RGE:** 140
FCE:0 **STR:** 3

Available cars

Mahinda Scorpio SUV
PM: +1 **RED:** 4 **CRUS:** 55 **MAX:** 110 **RGE:** 480
FCE:3 **STR:** 8
Info: -1 EF on QuickTurn

Jeep Compass SUV
PM: 0 **RED:** 4 **CRUS:** 55 **MAX:** 100 **RGE:** 480
FCE:3 **STR:** 9
Info: -1 EF on QuickTurn

Tata Tiago
PM: -1 **RED:** 5 **CRUS:** 55 **MAX:**85 **RGE:** 320
FCE: 1 **STR:** 4

Volkswagen Beetle
PM: -2 **RED:** 5 **CRUS:** 50 **MAX:**90 **RGE:** 280
FCE:2 **STR:** 4

Maruta Suzuki Omni VAN
PM: -2 **RED:** 5 **CRUS:** 50 **MAX:**90 **RGE:** 280
FCE:2 **STR:** 5

Chase Obstacles:
1) Find wheels : **Perception EF 4** can spend Heropoint later to change ride,
2) Redneck jumps across a broken bridge, **EF 2**
3) Redneck drives against the traffic on a crowded highway, **EF 3**
4) Redneck drives through a market square filled with people and market stands, **EF 3**
5) Drives up on a scaffolding that goes several blocks and jumps across the street to the next building, **EF 2**
6) High speed on the highway to avoid a police blockade, **EF 3**
7) Picked up by a helicopter on the highway, Helicopter fires at the PCs, Evasion **EF 4**
8) Helicopter flies to private airport, Redneck takes private Jet to Dubai.

Two days later at M's office, London

M: -"*The PM is on my neck for this. You have created a diplomatic incident with India, an alley we cannot afford to lose in the current situation. The PM wants me to suspend you all. Please explain to me what happened and why you were on National Indian Television.*"

If the explanation is plausible and close enough to the truth, M will accept it.

M Continues:
- "*We tracked the small private Jet to an airport in Dubai.*"

-"*The person you have been chasing was identified as Ivan Redneck Petrov, a former GRU Major, now freelancing for the Russian maffia. We really need to know who his current employer is, and what he did with the information the Indians had on the Nato breach. The Indies don't speak with us any more. The private jet he chartered is leaving Dubai in a few hours, for a small airfield outside Warsaw, your flight for Warsaw leaves in 90 minutes from Heathrow. Q will be on the plane. Your taxi is waiting outside, and any hardware you will leave here with me. Q will supply you with proper equipment.*"

Flight BA-478 to Warsaw

Q is on the place, and as Q and the PCs are the only passengers inb the Diamond Class, they have complete privacy except for the air plane stewardess.

Q begins:
-"*Here is a ticket to the luggage deposition service at the airport, it is a silver coloured suitcase, here are the keys, don't loose them, the suitcase is unbreakable. If someone tries to break it open, everything inside it will be destroyed by a small termite fire. Inside you will find:*"

GM Note
Give the handout with the Q-Suitcase

Q Switches on the onboard entertainment system and M comes visible:

- "Redneck will land in two hours at a small airfield close to the town of Pruszkow, south west of Warsaw. Your mission is simple and straight forward, catch Redneck alive, not necessary unharmed, but in a state so he can be interrogated. We want to know:

- Who his current employer is
- What did he do with the information from the Indies.
Report in when the mission is accomplished."

Car rental - Chopin Airport

Because there is a large internarional industrial tradefair i Warsaw at the moment,, the number of available cars is quite limited. Specially modern and more fancy cars seems to be very popular among industrial business salesmen,

To get any of the * marked cars, which means get a car already booked for another customer, the characters needs to succeed with a **Charisma EF 4 QR 3** or better for each star, or they can use **1 Hero point** and get whatever car they want from the list.

Available cars:

***** BMW M5 Sport edition**
PM: + 1 **RED:** 3 **CRUS:** 75 **MAX:** 195 **RGE:** 420
FCE:2 **STR:** 5

**** Audi A6**
PM: + 1 **RED:** 4 **CRUS:** 65 **MAX:** 175 **RGE:** 420
FCE:2 **STR:** 5

**** Volvo XC60**
PM: 0 **RED:** 4 **CRUS:** 55 **MAX:** 145 **RGE:** 400
FCE:2 **STR:** 6

*** Opel Astra**
PM: - 1 **RED:** 4 **CRUS:** 50 **MAX:** 135 **RGE:** 390
FCE:2 **STR:** 4

Kia Picanto
PM: -2 **RED:** 5 **CRUS:** 45 **MAX:**95 **RGE:** 350
FCE: 1 **STR:** 4

Toyota Aygo
PM: -2 **RED:** 5 **CRUS:** 45 **MAX:**95 **RGE:** 400
FCE: 1 **STR:** 3

Pruszkow

The airfield is located outside a small town and is a former Soviet Union military airfield. The airfield has a small tower two hangars and a small brownstone building serving as terminal building. Three small private jets are standing in the airfield plane parking area. The place is empty a Black BMW M7 SUV standing at the terminal, at the air field side of the building. Two security guards are visible, and the tower is manned. In the SUV, three members of the Russian Mafia is waiting for Redneck. The events as follows:

1) Plane lands, the car drives out on the runway. Redneck jumps from the plane into the open roof hatch of the car and the plane accelerates and takes off again.

2) BMW drives towards Warsaw.

3) The car drives down to the parking garage under Hotel Bristol at Przedmiescie 42/44

4) The group riders elevators to plane 8, suite 802

One hour passes here unless PCs do something

5) Redneck is executed in the suite by poison (in the 50 years old MacAllen),

6) The three thugs leave again, by foot. splitting up. They only know one name, Yagdrow

7) If the room is searched, the is a go to Rio (XP cut in half). In Rednecks left pocket is a small linen napkin, with the text "**Isobel of the sun**" embroidered.

Warzaw thugs (3)

STR: 10 **DEX**: 8 **WIL**: 9 **PER**: 8 **INT**: 8
Driving (8/12), **Fire Combat** (4/13), **Hand-to-hand Combat** (10/8)

Weapons:

Browning HP 1935
PM: 0 **S/R**: 3 **AMMO**: 13 **DC**: G **Close**: 0-3 **Long**: 13-19
Con: 0 **Jam**: 99 **Draw**:0 **RL**: 1

Vehicle:
BMW M7 SUV
PM: +1 **RED:** 3 **CRUS:** 65 **MAX:** 170 **RGE:**400
FCE:3 **STR:** 8
Info: -1 EF on QuickTurn

Interrogating Redneck (he was caught alive)
For each success:

- He works for a man named Pavel Yagdrov
- The indie documents where destroyed. First burnt, then dissolved in acid, This was in a hotel in Dubai.
- Pavel Yagdrov owns a Yacht named "Isobel of the Sun". It's currently anchored outside the town of Taormina, in Sicily. He is attending a special performance of the Opera Madama Butterfly by Puccini that is to be played at the ancient Greek Theatre at Taormina.
- At the Opera, there will be an auction of the Nato documents.

"**Go to Rio information**", also available if Redneck is caught alive and interrogated.

- "Isobel of the Sun" is owned by a company registered in Russia, Pandax Holdings.

- "Pandax Holdings" is owned and controlled by a Russian named Pavel Yagdrov, mobster known as "The Banker"

- "Isobel of the Sun" is currently in the Taormina, Sicily.

Sicily

At just a few minutes past noon, the characters arrive to Sicily at the Catania Airport from Warzaw via Rome. Not very pleasant flight, but at least there were seats in business class. At the airport, the characters can rent a car or two, mostly Italian cars available, but also a decent selection of German cars. There are also a few motorcycles available.

Cars:

BMW M5 Sport edition
PM: +1 **RED:** 3 **CRUS:** 75 **MAX:** 195 **RGE:** 420
FCE:2 **STR:** 5

Audi A6
PM: +1 **RED:** 4 **CRUS:** 65 **MAX:** 175 **RGE:** 420
FCE:2 **STR:** 5

Alfa Romeo 4c
PM: +1 **RED:** 3 **CRUS:** 90 **MAX:**200 **RGE:** 370
FCE:2 **STR:** 6

Maserati GranTurismo
PM: +2 **RED:** 3 **CRUS:** 110 **MAX:**220 **RGE:** 380
FCE:2 **STR:** 6

Ferrari 488GTB
PM: +2 **RED:** 2 **CRUS:** 140 **MAX:**250 **RGE:** 350
FCE:2 **STR:** 6

Motorcycles:

MV Agusta Brutale 1090RR
PM: + 1 **RED:** 2 **CRUS:** 70 **MAX:**230 **RGE:** 200
FCE:0 **STR:** 2

Multistrada 1200 Enduro Pro
PM: +2 **RED:** 3 **CRUS:** 55 **MAX:**95 **RGE:** 160
FCE:0 **STR:** 2

Catania Airport to Taormina

When the characters are on the road from Catania up along the east coast of Sicily to Taormina,, with the Mediterranean sea to the right and the mysterious silhouette if the volcano Etna to the left, they sense a kind of calm, the kind of calm that just is there, for a moment before the storm erupts out of nowhere.

They can choose either the A18, a four lane highway which will take them to Taormina in about an hour, or the SS114, the ols scenic route that will take a little bit longer but is rather pleasant to drive as it goes closer to the sea.

The A18 - Trap

Suddenly the road is blocked by two big, old and dirty garbage trucks driving side by side. The trucks A **Perception EF 4** to spot a few fast approaching black SUVs from behind where gun barrels are visible through the side windows.

The SS114 - Trap

Suddenly the road is blocked by a big, old and dirty big garbage truck driving in the middle of the road, and a lot of approaching traffic is coming the other way.. A **Perception EF 4** to spot a few fast approaching black SUVs from behind where gun barrels are visible through the side windows.

The Henchman's Trap

The chase starts at medium range if the characters spotted the enemies, otherwise at close range.

Andrijovych Zhuk

Privileged Henchman

STR: 15 **DEX:** 12 **WIL:** 15 **PER:** 12 **INT:** 11

SKILLS (SKILL LEVEL / PRIMARY CHANCE)
Disguise (15/26), **Driving** (10/22), **Fire Combat** (11/23), **Hand-to-Hand Combat** (11/26), **Piloting** (15/27)

ABILITIES: First Aid

WEIGHT: 224 lbs
AGE: 36
APPEARANCE: Plain
FAME POINTS: 33
Survival Points: 3
SPEED: 3

HTH-DAMAGE CLASS: C
STAMINA: 36 hours
RUN/SWIN: 55 minutes
CARRYING: 281-350 lbs

Weapons:
Browning HP 1935
PM: 0 **S/R**: 3 **AMMO**: 13 **DC**: G **Close**: 0-3 **Long**: 13-19
Con: 0 **Jam**: 99 **Draw**:0 **RL**: 1

Brass knuckles
PM: 0 **DC**:+1 **Con**: -3 **Draw**:0

Thugs (3 in each car)

STR:5 **DEX**: 4 **WIL**: 5 **PER**: 7 **INT**: 2
Driving (1/6), **Evasion** (1/5), **Fire Combat** (2/7), **Hand-to-hand Combat** (1/6)

BMW M5 SUV (4)
PM: + 1 **RED:** 4 **CRUS:** 60 **MAX:** 155 **RGE:** 440
FCE:3 **STR:** 7
Info: -1 EF on QuickTurn

AKM
PM: + 1/0 **S/R**: 2/10 **AMMO**: 30 **DC**: 1/L **Close**: 0-20
Long: 50-90 **Con**: na **Jam**: 97-99 **Draw**:-3 **RL**: 2

The attackers will try to drive the characters off the road or into the garbage trucks or in any other way try to dispose them, making it look like a job my the Cosa Nostra.

Ancient Greek Theatre in Taormina

The theatre is open to the public for visiting until 3.30 p.m. The characters can look around and see the stage being set up for tonight's performance, take a picture of the layout map, and also picture the yacht in the port, and get it identified.

All handouts for this section in the end of the adventure.

As this is a charity performance where all profit goes to organisations helping and rescuing refugees crossing the mediterranean from Libya in non sea worthy vessels, the tickets are very expensive and hard to come by. The PCs will get one ticket, and a cover as a philanthrope from the UK, Sir John Sykes.

During the Opera, which starts at 9.30 p.m. and ends at 00.45 a.m. the following day, bids are placed. The bidders are only identified by numbers, 1 - 8, and by looking at the audience with the binoculars, **Perception EF-3**, the PCs can spot the eight persons involved in the bidding:

#1 Asian Woman, Wu Chi Tzen, Chinese Intelligence.
#2 Felix Leiter, CIA
#3 Caucasian Male, Francois Bertrand, DSCE France
#4 Arabic looking male, Abdullah Bin Fallush, suspected ISIS financier
#5 African looking female, Unknown, Kenyan Intelligence
#6 Caucasian male, slavic looking, Sergei Fetisov, GRU
#7 Beautiful beyond Striking Latin Female, Unknown, "Emma Alvarez", bids for Mexican drug Cartel
#8 Asian Male, Kim Hing Too, North Korean Intelligence

The bidding starts and the most active bidders are 1,2,3, 6 & 8

Intermission, with mingle and champagne. PCs can approach anyone, but approaching anyone except 2 or 7 will be politely turned down.

#2 Will recognise the PCs, smile and politely disappear into the crowd again.

#7 Will accept a little small talk, and then warn the PCs that this is a very dangerous game.

After the intermission, the bid is at 38 million Euros, and #3 is suddenly shot, the sound muffled by a crescendo in the music, **Perception EF 3** to see it and trace the shooter to right light rig, even though the shooter is not visible, by the green targeting laser on his Glock Pistol is for anyone using light enhancing equipment.

On the radio they here #3 just resigned, the voice is the voice of the auctioneer.

The targets will be, in order, 5 & 2, with ten minutes a part. The PCs can warn Felix on his cellphone, but the shooter will try to shoot if Felix stands up and tries to leave. There are about 20 armed guards in and around the theatre, but the darkness is to their advantage.

Guards (20)

STR: 6 **DEX**: 6 **WIL**: 5 **PER**: 4 **INT**: 3
Driving (5/6), **Evasion** (6/8), **Fire Combat** (5/9), **Hand-to-hand Combat** (5/8)

Weapons:

Uzi
PM: 0 **S/R**: 2/8 **AMMO**: 32 **DC**: F/1 **Close**: 0-10 **Long**: 40-60 **Con**: +5 **Jam**: 96-99 **Draw**:-2 **RL**: 2

If the shooter is shot or neutralised, he will fall straight down on the stage, if not avoided, and will cause widespread panic and the performance will end.

The sniper

STR: 4 **DEX**: 8 **WIL**: 5 **PER**: 9 **INT**: 4
Disguise (4/7), **Evasion** (6/9), **Fire Combat** (8/13), **Hand-to-hand Combat** (4/5), **Stealth** (5/8)

Weapon

Glock 40 Gen 4 - long barrel sniper with laser sight - silencer
PM: +3 **S/R**: 3 **AMMO**: 15 **DC**: G **Close**: 0-8 **Long**: 16-20
Con: +1 **Jam**: 97-99 **Draw**:-1 **RL**: 2

If the shooter is stopped and not falling down on the stage, and the next shot doesn't happen, security will be put on full alert, but the darkness will give the PCs an advantage, guards having a **EF -5** due to the darkness at any range beyond point blank. The darkness is everywhere outside the theatre.

If the PCs decides to confront Pavel, he will be totally unknowing and ask his guards to escort these men out, to be executed by being tossed of the very steep cliff at the back of the theatre rock which is over 90 meters about ground.

Conclusions

If the PCs finds Emma Alvarez and decides to have a little night flirt, she will give the following information:

- Pavel Yagdrov works for SPECTRE
- Her employer wants the item to bargain with
- "Isobel of the Sun" is the base for Pavels Operations.

If the PCs waits it all out, letting the allies be shot (Felix will live but will need immediate medical attention.)

- #6 wins the bidding

If they stop the bidding in time:

- Felix Leiter has resources, a stupid boss and no clues
- "Isobel of the Sun" has left Taormina. CIA can track her, if asked, so can MI6 (via CIA)

Just in Case: Isobel of the Sun

The Isobel of the Sun has a standing guard of ten men plus ten crew members. If the PCs decides to sneak aboard, they will not find anything really hot, except:

- A list of the 8 names, all names are fake names
- A young French woman, Pavel's girlfriend and a ballet dancer, Cécile Décourt, nicknamed "Little dove" by Pavel. She is afraid of Pavel. Little dove has a very cute necklace that she was given by Pavel. The necklace contains a small USB memory module which holds all the stolen Nato information.

Isobel Guards (10)

STR: 4 **DEX**: 5 **WIL**: 3 **PER**: 4 **INT**: 4
Diving (4/5), **Evasion** (4/7), **Fire Combat** (4/7), **Hand-to-hand Combat** (4/8)

Weapons:
Browning HP 1935
PM: 0 **S/R**: 3 **AMMO**: 13 **DC**: G **Close**: 0-3 **Long**: 13-19
Con: 0 **Jam**: 99 **Draw**:0 **RL**: 1

Isobel Crew (10)

STR: 6 **DEX**: 3 **WIL**: 4 **PER**: 3 **INT**: 4
Boating (3/6) **Diving** (4/5), **Evasion** (4/6), **Fire Combat** (4/5), **Hand-to-hand Combat** (6/10)

Weapons:
Browning HP 1935
PM: 0 **S/R**: 3 **AMMO**: 13 **DC**: G **Close**: 0-3 **Long**: 13-19
Con: 0 **Jam**: 99 **Draw**:0 **RL**: 1

Tracking Isobel of the Sun

"Isobel of the Sun" suddenly disappeared in the Mediterranean sea on international waters. According to the satellite information she crossed paths with a cargo ship, "Freedom Express", registered in the Cayman Islands, owned by Regina Shippings, which is owned by Pandax Holdings.

GM Note

"Isobel of the Sun" docked inside the cargo ship "Freedom Express". The ship is slowly steaming and according the the shipping register heading for Tartus in Syria. According to Lloyds shipping register, the "Freedom Express" is loaded with construction material supplies shipped from Murmansk in Russia.

The Freedom Express

Aboard the "Freedom Express" which has an openable bow ad a complete dock for "Isobel of the Sun" are in addition to the construction material supplies from Russia, a set of four Patriot Missile Systems that were originally shipped from the US to Saudi Arabia as a part of the Missile Defence Network. A Saudi Prince, with a taste of very young and blond girls, was conveniently convinced to load those onto the "Freedom Express" in return for not having a movie of him raping a ten years old Dutch girl posted on the internet.

CIA, Felix Leiter, can provide the characters with a fast, small deep sea ship to reach the "Freedom Express". It will be ready in the Port of Aya Napa, Cyprus, a plane is ready to take the characters there.

Approaching the Freedom Express

When the characters comes within range, visible or on radar, night or day, they will get a radio message on the VHF radio saying:

-"*From Freedom Express to approaching vessel, prepare to dock, or you will be treated as a hostile vessel and be sunk."*

The sound of a screaming sound automatic gun fire is heard in the distance, and a some seconds later water explodes about 100m from the characters boat, hundreds of small explosions.

Radio again: -"*That was the first warning shot, shut down your engine, raise a white flag, come on the deck with your hands in the air, unarmed.*"

If the characters tries to be stupid, the gun will fire and try to hit. This is a good time to drop weapons and to give up.

The Bow of the freighter opens and inside is a small port. The "Isobel of the Sun" is docked there. Many guards in black uniforms patrol the docks and the characters are carelessly searched.

The PCs will be brought onboard, hands in cuffs. Several armed guards escort the PCs to the upper deck.

The enter a large luxury room, with screens on the walls and a large round table in the middle, also with a huge screen inset.

A tall man wearing elegant clothes stands on the other side of the table, he begins to speak:
- "*You have annoyed me enough with your feeble attempts to stop my plans, plans you do not even understand the beauty of. I have in my possession four Patriot Missile Systems, which I have acquired from a Saudi Prince with a peculiar taste in young children that he rather wanted to keep a secret.*"

One of the screens shows a clip of an Arabic looking man having sex with a child. A **Perception-roll EF 7 QR-1** to see that it's Prince Faruch, and the girl is the missing ten years old dutch girl hat was in he news last year.

- "*As you see, people do anything these days to avoid having the wrong but true information posted on the internet.*"

The screen goes black again.

- *"Excuse my rude introduction, my name is Yagdrov, Pavel Yagdrov, and I will soon let the Jews and Americans shoot down not only one, but several Russian aircrafts over Syria. An action that will not pass unattended by Moscow, and soon we will have a new cold war again, really cold, it will burn you. Europe will stand down, and Russia can reclaim territories sadly lost due to weak leadership over the past 100 years. Finland, who is so eager to celebrate it's 100 years of independence, will never have the pleasure to do so. "*

Pavel points at the characters:
-*"Lock them up in the prison, they will prove useful later. Some bodies needs to be found at the bombed out patriot stations, and we cannot use arabs for that,"*

The characters are now moved below, they are below the waterline, and are locked in a cell with a sturdy iron door with no visible lock on the inside.

Lockpicking/Safecracking EF 1/2, EF 3 with the watch, interval 3 hours.

The characters have 7 hours before the Freedom Express reaches Tartus, and the plan is set in motion, which mean they only have two attempts of cracking the lock.

On the ship are 30 armed guards plus the crew and guards from Isobel of the Sun.

Guards (30)

STR: 6 **DEX**: 6 **WIL**: 5 **PER**: 4 **INT**: 3
Driving (5/6), **Evasion** (6/8), **Fire Combat** (5/9), **Hand-to-hand Combat** (5/8)

Weapons:

Uzi
PM: 0 **S/R:** 2/8 **AMMO**: 32 **DC**: F/1 **Close**: 0-10 **Long**: 40-60 **Con**: +5 **Jam**: 96-99 **Draw**:-2 **RL**: 2

Pavel Yagdrov

SKILLS (SKILL LEVEL / PRIMARY CHANCE)
STR: 10 **DEX**: 12 **WIL**: 13 **PER**: 13 **INT**: 15
Boating (1/23), **Charisma** (11/24), **Hand-to-hand Combat** (4/14), Interrogation: (5/20), Mountaineering (3/14), Piloting (4/16), Science (6/21), Seduction (4/16)

ABILITIES: Connoisseur, First Aid

HEIGHT: 6'1"
WEIGHT: 178 lbs
AGE: 57
APPEARANCE: Plain
FAME POINTS: 63
Survival Points: 1
SPEED: 3
HTH-DAMAGE CLASS: B
STAMINA: 30 hours
RUN/SWIN: 40 minutes
CARRYING: 101-150 lbs

Weapon:

SIG-Sauer P230
PM: 0 **S/R**: 3 **AMMO**: 7 **DC**: F **Close**: 0-5 **Long**: 14-24
Con: -1 **Jam**: 99 **Draw**:-1 **RL**: 1

If the control of the ship is lost, Pavel will try to man the gun in the bow and aim for the bridge to try to kill the PCs.

The characters might contact CIA or M.I.6 if they could get hold of their Q-Phones, which are either located in the boat they arrived in if they did think about hiding them (**1 Hero point**), or in a locker in the guards quarters, depending on what they did, The guards took everything except watches. If the suitcase is still on the boat, and not hidden, it will be opened by force, destroying anything within, but the characters might have hid it (**2 Hero points**).

The bow gun on Freedom Express
The gun is a modern Russian 30 mm/54 (1.2") AO-18 Gun model AK-630M1-2, which means it's a twin mount. It is a six barrel gatling type of gun, and it has a rate of fire at 10,000 rounds per minute.

The Freedom Express crew
The crew of 12 people have same stats and the crew of Isobel of the sun,

Andrijovych Zhuk is not on board the Freedom Express.

Freedom Express map items

Lower Deck
(1) The bow port
(2) Isobel of the sun
(3) The characters boat
(4) The locker where the characters items are. Lockpicking EF 3 with the watch tools. Time frame as this is from the outside is 3 minutes.
(5) The cell where the characters are put
(6) The barracks where 10 guards are off duty

Mid Deck
(1) The Bow gun
(2) The front cargo bay, containers
(3) The rear cargo bay, where the four Patriot systems are hidden,
(4) The superstructure, where the mess is, several rooms for the crew, showers and other common areas.

Upper Deck
(1) The bridge

Aftermath

When the characters have finished whatever they decided to do to stop Mr Yagdrov, and they are picked up by either elements of the US sixth fleet, the Royal Navy, or EU immigrant rescue ships, they will end up in Italy, in Reggio Calabria, close to the Messina gap, for a relaxing transport back home via train. M wanted the characters to get some rest so they would be alert during debriefing.

They have first class accommodations, and if any character brought someone with them, he or she are also on board in his or her own cabin.

During the night, Andrijovych Zhuk, Privileged Henchman, will try to murder the characters, starting with anyone having a friend on board the train.

Q-Branch expeditionary suitcase

One palm signatured handgun per charcter, Walther P99, can only be fired by the owner, with silencer.

One set of documents each, you are now employees of the British department of agriculture.

One H&K-MP7k with 6 mags of AP ammo, please don't loose it.

One Ruger Mini-14 sniper rifle with night vision scope.

Six stun grenades

A pair of small binoculars with image enhancing and a camera function that can look up faces via satellite to the MI6 database. Time will vary

A small radio set with a decryption system that might let the you listen to almost any encrypted radio communication within a range of the transmitter.

Two pair of night vision sun glasses

One Q-Phone per character with all things included, including encrypted earplug with a tie mounted throat microphone for silent communication

One wristwatch with a built in magnetic and ultrasonic lock pick plus ordinary lock pick tools in the wrist band,..

One wrist watch with a small explosive in the wrist band.

The rest of the wrist watches (up to 3 depending on number of players) shows time, and the direction and distance to the suit case.

The Q-Branch expeditionary suitcase when locked, will pass any airport x-ray system as it contains a small communications device that will communicate with the x-ray scanners using a secret communications protocol, or for some scanners, one of many exploits in the operating systems used to control the x-ray machines.

Walther P99 signatured
PM: +1 **S/R**: 3 **AMMO**: 10 **DC**: F/E **Close**: 0-4 **Long**: 12-18 **Con**: -2 **Jam**: 99 **Draw**:+1 **RL**: 1

H&K-MP7k
PM: 0 **S/R:** 2/10 **AMMO:** 30 **DC:** G/J **CLOS:** 0-8 **LONG:** 25-50 **CON:** +2 **JAM:** 98-99 **DRAW:** -2 **RL:** 2

Ruger Mini-14 sniper rifle w. scope
PM: +2 **S/R:** 2 **AMMO:** 10 **DC:** 1 **CLOS:** 0-60 **LONG:** 120-180 **CON:** na **JAM:** 98-99 **DRAW:** -3 **RL:** 1

Q-Branch suitcase
Lockpick EF 1/2, QR 2 or better to succeed. Any failure will trigger the thermite to ignite, ruining the content and the suitcase.

Teaser mission handout

M.I.6

HER MAJESTY'S SECRET SERVICE

Operation Code Red
Priority: Utterly Urgent
Location: Calcutta - India

Briefing:
A week ago, someone successfully got their hands on the complete set of NATO operation manuals and codes. This have been a rigorously guarded secret and we have been very proactive to keep this from reaching the press. The theft was discovered by our Indian counterparts, the Indian Military Intelligence. They did receive a complete printout of all lists and documentation stolen.

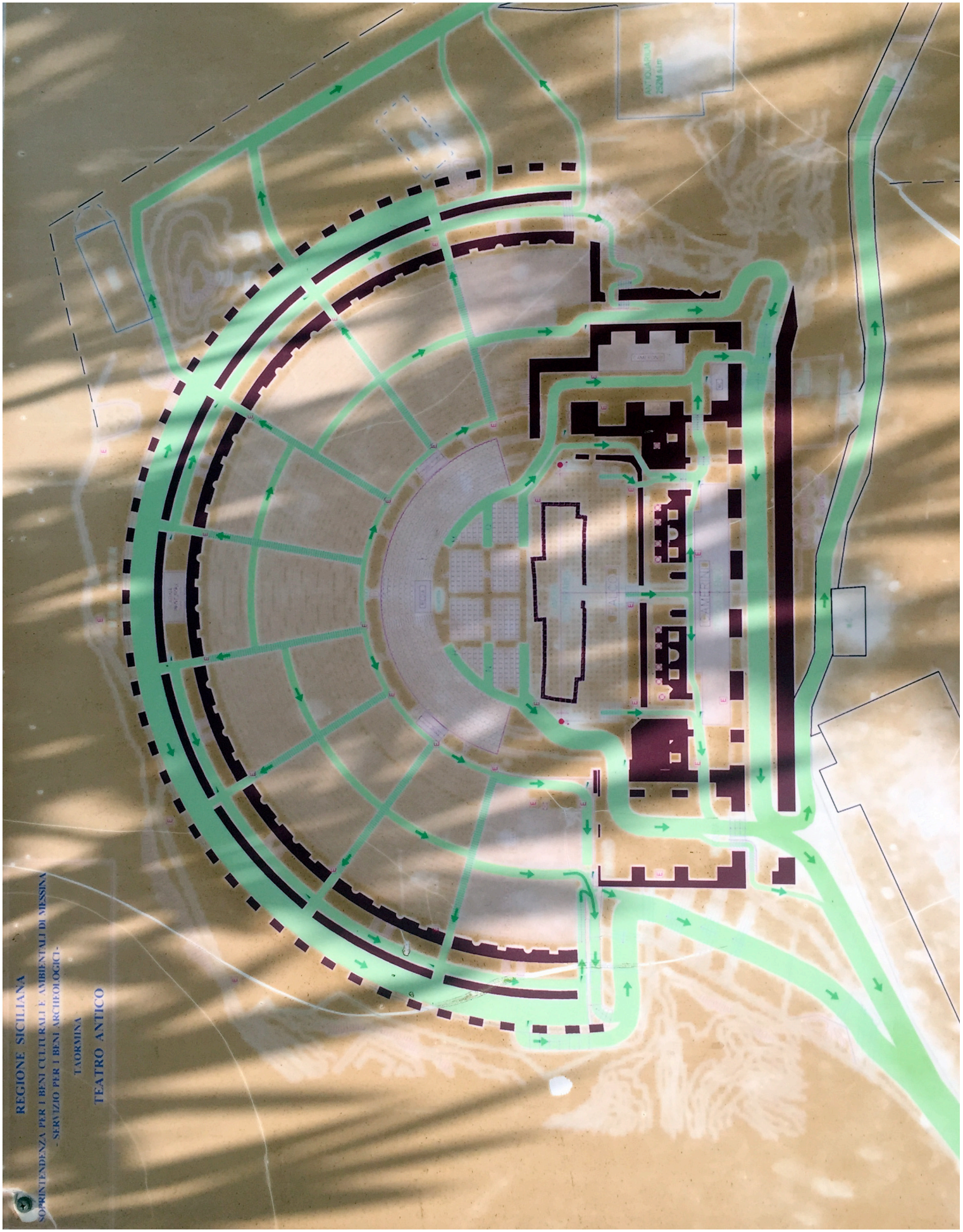
Your mission is to meet Captain Isha Tawadesh of the Indian Military Intelligence Service in Calcutta, at a location and at a time of his convenience.

You have been given a phone specially for this mission, make sure it is destroyed when the mission is completed. You will get text messages with further instructions from Captain Isha Tawadesh.

When you have retrieved the package from Captain Isha Tawadesh, return to the Calcutta station house.

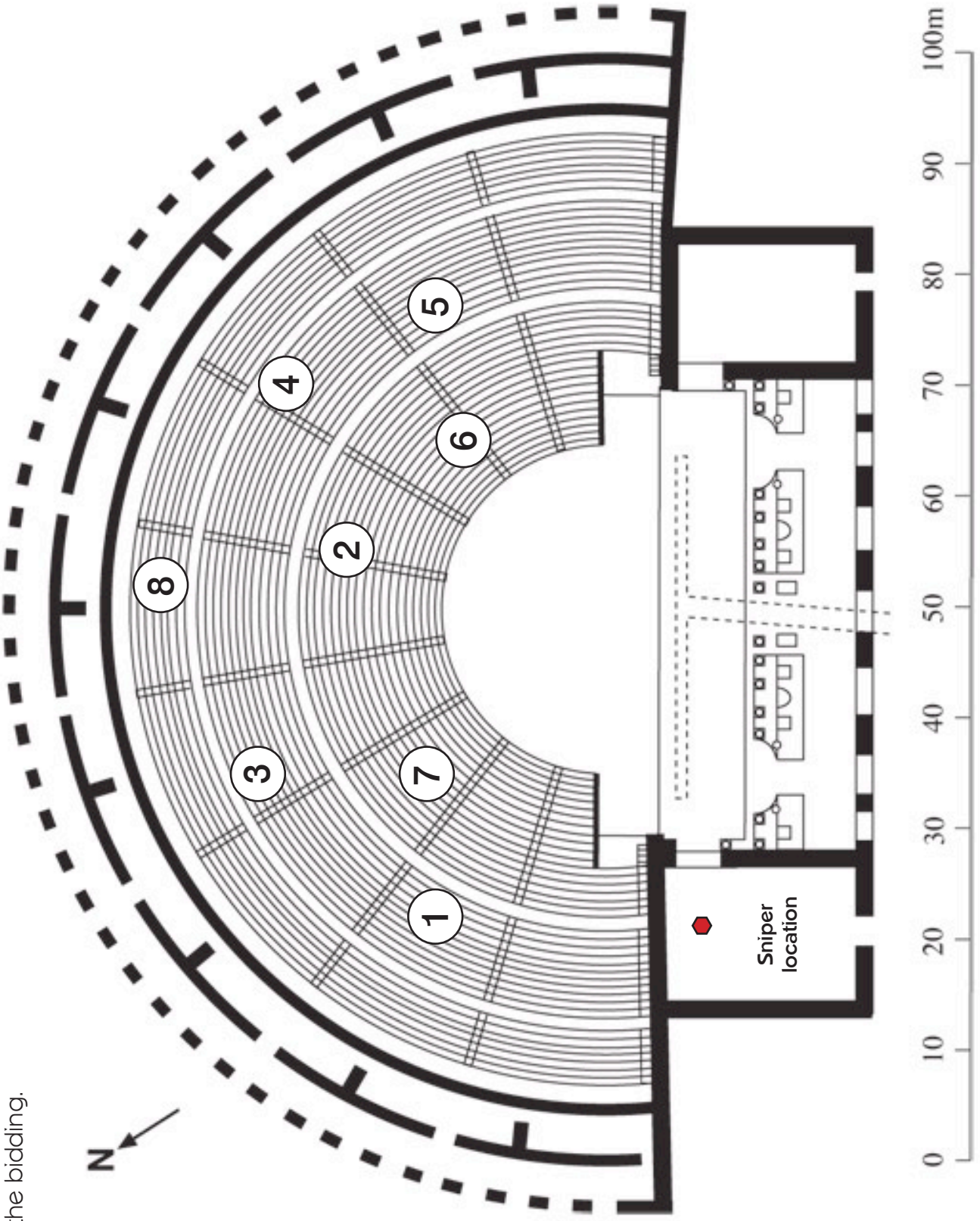
FOR YOUR EYES ONLY

The theatre information board



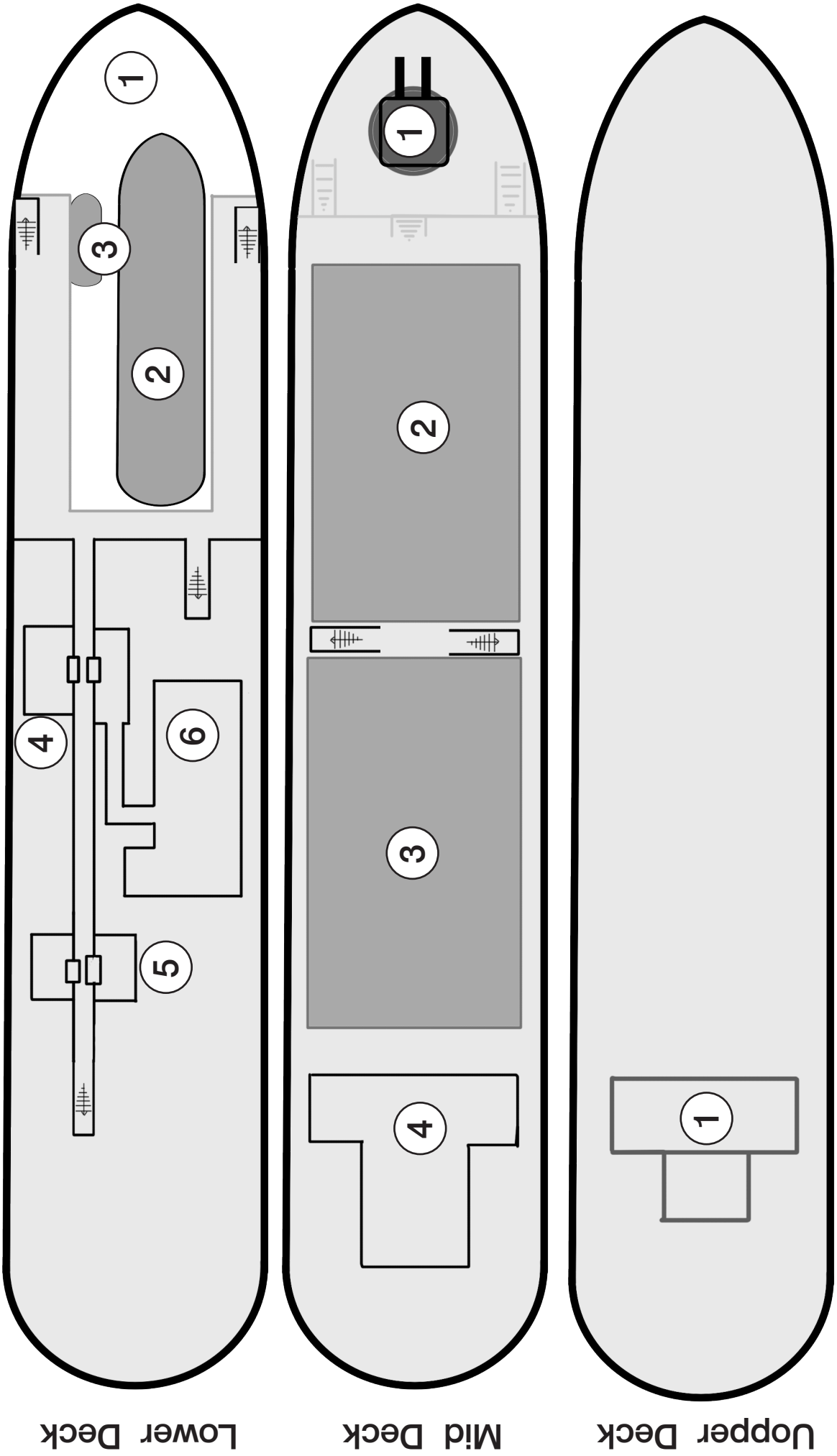
The theatre map for GM

The number marks the seating of the 8 persons doing the bidding.



Greco-Roman Theatre at Tauromenium (modern Taormina, Italy).
Cavea width: 109 m, orchestra width: 28 m; capacity: 8,900/11,150; ca. 265-215 BC.
Plan (T.H. after A. Hutson)

Augmented Reality picture of Isobel of the sun

Stage setup during the day

Freedom Express