

# Game Log, James Bond 007 RPG

Started March 27, 2021

GM: **Alan Barclay**

Player: **Jon Huston** Character: **Ifan Webb, Agent 0713**

Game: James Bond 007, Victory Games 1983

Venue: Video teleconference via Discord.com

## Setting

You are MI-6 agents, serving Queen and country in the Cold War. It's 1967 and there are no mobile phones or portable computers. Europe is the primary battle ground, split by the Iron Curtain between East and West Germany. Your opposition are usually agents of Eastern Bloc countries and sometimes criminal organizations exploiting the rift between East and West.

Cinematic quality of the game will be around the Sean Connery era of Bond, not the silliness of Roger Moore, or the uber grit of the current Bond.

## GM Approach

I decided to stick exactly to the rules explained in the text. The game had guidelines for preparing adventures which I followed to create the basics. But the general guidelines on how to GM the unfolding events showed some schizophrenia: there's advice on going with the outcome of player actions in the main text, but many of the published modules have lots of set pieces with advice on how to channel players into them. I decided to toss this model and apply the method of *The Now* from *Champions Now*, as a means of supporting emergent story.

## Format Key

- Plain text is narrative of what the player experienced.
- *Italic text focuses on game mechanics or GM thinking and dice resolution.*
- *[Italic Text in square brackets]* is action mediated by the GM and unknown to the player during the session.

## Session #1, March 27, 2021

Character creation completed in about 1 hour. GM took 10 minutes to come up with a short mission and we played the following in about another hour.

**Mission:** Destroy shipment of arms intended for communist rebels in Burma.

**Location:** Shipping yard, Rangoon, Burma

**Personel;** Ifan Webb, Yin Lin (Station V rookie)

**Opposition:** Shipping yard guards and two dogs.

### After Action Report

Agent Webb surveyed the shipping yard, planned infiltration, and executed infiltration, and demolition. In the process, he rendered one guard unconscious using a sleeper hold. He planted charges and headed towards the dock with intent to escape by river. When attempting to slip past two guards playing dice on the dock, he was spotted, but, fortuitously (*spending a Hero Point*), the demolitions detonated, distracting the guards long enough for Webb to escape into the river.

He then celebrated with scotch and a game of cards with Yin Lin in their safe house.

The next day, he received orders to return to MI-6 in London.

## Session #2, April 3, 2021: The Paris Lift, part 1

Before Mission Play:

- Webb met Elliot Byrne, the new Director of Operations (D. Ops) at MI-6. Byrne is the former 004, but has been assigned to a desk job after his primary hand was crushed on a mission. Byrne is old school upper class military and bitter about being forced to leave field duty. Webb, being of the lower-middle class, senses potential friction between himself and Byrne.
- Webb is upgraded from “rookie” status to Agent and given the number 0713. (*GM gave Webb 13 as a challenge to the character’s flaw of “superstitious.”*) Webb claims this as his new “lucky number.”
- Webb is assigned to desk work in the Ops room, reviewing reports from station houses (in-country bases) until a mission comes up.
- Webb spots the Station F report on the approach from Noah Wieser, (*Station F Report handout provided by GM*) asking for asylum in exchange for some advanced electronics plans. Webb spots the “Stromberg Electronics logo on the attached sample page. He

recalls that the weapons he destroyed in the previous mission were stored in a shed labelled "Stromberg Shipping." He flags the report for special attention from D. Int and brings it to the attention of D. Ops (his superior).

- (In this MI-6, only "00" agents interact directly with M, the rest have a Director of Operations).
- Webb is assigned the mission. (*Mission handout provided by GM*).

**Mission:** Contact Noah Wieser, assess his value and the value of the plans he's offering. If warranted, bring Wieser and his plans to London.

**Locations:** Paris: Central Train Station, Crocodisc, Cafe D'Or, a hotel, Safe House

**Personel;** Ifan Webb, Astrid Carr (Station F number two, agent 0711)

**Opposition:** Jager and Mahler of the STASI, Augustsson, Stromberg Detective, and Victor Laurent, Assassin and fan of Albert Camu.

## Background

Nine years ago, Lise Wieser, then age 14, escaped East Germany. She took on the name Lise Courbet. Three years ago, her brother, Noah Wieser was recruited by Stromberg Research and smuggled out of East Germany. There he played a key role in developing a revolutionary submarine detection system.

Recently the STASI, East German secret police, tracked Wieser to the Stormberg Research facility in Sardinia and attempted to pressure him to return to East Germany. Wieser fled, taking plans for the detection system with him. He located his sister in Paris and engaged her help in contacting the British Embassy to seek asylum. Wieser is convinced the Stasi are tracking him and intend to kill him, so he is hiding.

Wieser is right that his life is in danger but wrong about the source of the threat. The STASI want to return him to East Germany--but Stomberg has hired an assassin to kill him.

## After Action Report

Agent 0713, Ifan Webb of MI-6, played by Jon Huston, is on a mission to contact Wieser. Wieser, a former East German electrical engineer, had contacted the British Embassy in Paris, offering plans to innovative technology in return for asylum. MI-6 knows Wieser escaped the East three years ago and has been working for Stromberg Research, which may have some kind of shady agenda.

In the previous session, Agent Astrid Carr (an NPC) met Webb at Paris Central Train Station. She provided the weapons and other equipment issued by Q. They spotted and evaded a tail but were unable to identify who they were.

Stasi were staking out the train station (and other transportation hubs) looking for Wieser. In the train station, an agent spotted Webb and Carr as potential opposition and set a second agent to tail them in a taxi. Webb, driving the BMW1800TI through Paris streets, and Carr shook the tail with one quick turn. (*Engaging the games Chase Rules.*)

Webb followed instructions to bring a particular record single to the Crocodisc record store as a signal. He found another suspicious person pretending to be a patron at the store, but carried through the signal and received instructions, slipped into another record jacket, to meet at 8pm at Cafe D'or.

Crocodisc (map) <https://www.google.com/maps/@48.8493371,2.3440257,17z>

Session ended when Webb walked into Cafe D'or and saw the girl from Crocodisc waiting for him.

Play time: about 2 hours.

## Session #3, April 10, 2021: The Paris Lift, part 2

### The Now

8:00pm. Agent Webb is meeting the girl from Crocodisc (Lise Courbet) at Cafe D'or. He just spotted his tail passing the cafe. Agent Carr is in the BMW parked back around the corner, prepared to pick up Webb or take other action as necessary.

#### *Behind the scenes:*

- *The tail is Knut Augustsson, a detective hired by Stromberg to finger Wieser to the assassin Stromberg hired to destroy Wieser.*
- *Agent Jager of the STASI is tailing Augustsson. He's tailing Augustsson, on the tip that Augustsson works for Stromberg. Jager and his boss Mahler are tasked to return Wieser to East Germany.*
- *Augustsson has alerted Victor Laurent, the assassin, to the possible connection between the girl at Crocodisc and Wieser. Laurent is currently breaking into Crocodisc and raiding their employee records. He will find her home address and her boyfriend.*

## After Action Report

Time 20:05. Agent Webb, Agent 0713, meets Lise Courbet, the girl from the record shop, at Cafe D'Or. He and Agent Carr arrived 30 minutes early. Carr parked the BMW down the block and remained with the vehicle, ready to assist.

*[Stromberg detective Augustsson tailed Courbet to the Cafe, unaware that Agent Jager of the STASI was tailing him. Meanwhile, the assassin, Victor Laurent, breaks into Crocodisc, reads their employee records and learns Courbet's address. (The GM made several secret rolls to determine who spotted whom.)]*

*Webb's player declared a Hero Point for use with the next secret roll to perceive enemy action while at the cafe.*

Agent Webb engaged Courbet to develop trust. Courbet was obviously nervous, but provided a napkin scrawled with instructions to meet Weiser the next day. [GM rolled secretly for Webb to spot Agent Jager spotting Webb in the cafe with Courbet. The roll failed, but the previously submitted hero point shifted that to a success, so...] In nervously passing over the napkin, Courbet bumped her coffee cup and knocked it over. As Webb followed the motion and the clean up, Webb spotted a heavy set man [*Jager*] (whom he recognized as the man who followed him from the train station the day before) watching through the window.

Webb maintained a facade of calm and tried to persuade Courbet to take him to Wieser immediately but failed. Courbet left.

Webb waited briefly, then left to speak with Carr, instructing Agent 0711 to follow him discreetly with the vehicle. He then tailed Courbet, being cautious of the other two operatives he was aware of.

Webb made a Quality Rating (QR) 1, "Excellent," evasion roll to tail. Neither Courbet, Augustsson, nor Jager made perception rolls to detect him.

Courbet tried some simple evasion techniques, but she failed an unskilled evasion roll, leading all three of her tails to her apartment building!

*[Meanwhile, Victor Laurent had already gotten into the apartment Courbet shared with her boyfriend, Louis Gougon. Offering a large bribe, Laurent succeeds at a roll to persuade Gougon to give him the time and location of the meeting with Wieser the next day. ]*

Time 21:15. Arriving at Courbet's block, Webb observes Augustsson stop outside the entry to a four story apartment building, while Jager pretends to walk past on the far side of the street. When Jager is out of sight, Webb challenges Augustsson. *(Resolved with a persuasion roll, with*

*the quality rating acting as Ease Factor for Augustsson's Will roll to resist.)* Augustson fails and walks away.

Webb then gains entry to the apartment by deceiving a downstairs neighbor, saying he just walked Courbet home, but she left something and he needs her apartment number. *His persuasion roll is good enough to gain entry, directions, and additional information.* The neighbor comments that there was another friend who arrived a few minutes earlier and "you better not be planning a loud party!"

Webb arrives outside the door of the third floor apartment. *(GM secretly rolled Sixth Sense.)* He overhears raised voices inside: Courbet is arguing with Gougon about Gougon betraying Wieser when Webb hears Laurent slap Courbet and intervene.

Webb busts down the door. *(No roll for the door, but a PER roll to take in the scene without hesitation.)* Webb's roll succeeds. He sees Laurent hold Courbet in front of himself as a shield while aiming a silenced pistol over his shoulder at the door. Gougon is backing out of the line of fire.

*We initiate the combat rules. Courbet and Gougon have speed 1, so they declare first. Gougon is backing away from the burst door, Courbet will attempt a Release action. At speed 2, Webb and Laurent roll d6 to determine order. Webb wins, so Laurent declares first, saying he will shoot Webb. [This order of declaration and execution is, according to rules, set in stone for the duration of the combat.] Webb declares that he's going to roll into the room, evading bullets, to get close to Laurent -- in game terms, this is a Zigzag action, which makes it harder to shoot him, but does not allow him to attack in the same round.*

Webb rolls into the room, closing with Laurent. Laurent fires twice, hitting the first time for a QR4, a bare success. *Webb decides to spend a Hero Point to shift it one QR worse, making it a miss. (The GM struggled to justify this in fiction and doesn't remember what he came up with.)* The second shot missed. Courbet, being unskilled at hand to hand combat, fails her roll to escape Laurent's hold.

*New Round. Courbet declares attempting release again. The GM forgot about Gougon. Laurent declares shooting out the window behind him and jumping out onto the ledge. Webb declares a punch followed by a restrain.*

The punch scores QR2, which Laurent alleviates by spending 3 Survival Points *(The GM gave up on in fiction explanations here)*. But Webb's restrain catches Laurent. The GM ruled his shots went wild, smashing the window. Courbet gets free.

*New Round. Gougou and Courbet declare they will flee. Laurent will try to escape the restraint. Webb will yell at Courbet not to leave.* In execution, Webb yells "there are others outside looking for you" and rolls QR1 persuasion. Courbet stops and tries to yank her boyfriend to a halt. Laurent succeeds his escape roll despite a low STR.

*New Round. Courbet gathers her wits. Gougou will flee. Laurent will shoot Webb. Webb will punch Laurent.* Laurent pays another survival point to make Webb's only success a miss. Laurent misses once and hits once for a light wound and Webb makes his resist pain roll to stay functional. Gougou runs out of the apartment.

*New Round. Courbet will throw a lamp at Laurent. Laurent will flee through the window onto the ledge.* Webb tries again to punch. He succeeds with one, scoring a Medium Wound, but Laurent makes his Resist Pain roll. Laurent leaves, with Courbet's lamp shattered against the window frame behind him.

Webb decides not to pursue. *Chase rules not initiated.* .

Webb leads Courbet out of the building, wary of tails, but spotting none. Nor does he see Agent Carr and the BMW. After some caution trail breaking, Webb and the girl arrive at his hotel. Webb gives himself First Aid, reducing his light wound one step to no wound.

*[While the battle raged in the apartment, Agent Carr observed and tailed Sargeant Jager of the STASI. Jager beat information out of Augustsston and later waylaid the fleeing Gougou and learned the time and location of the meet with Wieser tomorrow. Carr tries to follow Jager (who was on foot) in her car, which is why she's missing at the end of the session. The GM didn't resolve the actual outcome of her actions until just before the next session of play. ]*

End of Session. Time played: about 2 hours.

*To be continued...*

## Ally Dossiers

**Elliot Byrne, Director of Operations, Special Section (D. Ops).** Byrne was 004 for five years. His promotion to D. Ops is so recent that you have not yet met him in person. Byrne routinely conceals the loss of function he has in his right hand, which was reconstructed after being crushed. He shakes hands with his left hand. Byrne is old school upper class military background and keeps everything on a business-like level. He is secretly very resentful that his injury has taken him out of the field.

## Mission Dossiers

**Noah Wieser.** (alias Arther Leroux) age 32. Electronics engineer, graduate of University of Potsdam in East Germany. He escaped the Iron Curtain three years ago and has been working in secret in the Stromberg Research facility on Sardinia for the past two years. The Stasi tracked him down and tried to pressure him into returning to East Germany. He fled to France with papers describing a revolutionary submarine detection system he was developing for Stromberg. He hopes to sell the papers for asylum and a new identity in the United Kingdom or Canada.

**Lise Courbet** (nee Wieser) age 23. Lisa Wieser, living under an assumed identity. She hasn't seen her brother in a decade but helps him out of a sense of duty. She and her boyfriend Louis Gougan live in an apartment near Crocodisc.

### Noah Wieser

STR 6, DEX 9, WIL 6, PER 10, INT 12 – HTH A, SPD 2, Fame na, Hero Points na  
Charisma 1(7), Disguise 1(13), Driving 1(10), Evasion 1(8), Electronics 3(15), Fire 1(10), HTH 1(7),  
Science 10(22), Stealth 1(7)  
Equipment: Colt Cobra .38, improvised sonic screamer

### Lise Courbet (nee Wieser)

Age 28, 5'6", 128lb, Striking  
STR 6, DEX 8, WIL 8, PER 6, INT 7 – HTH A, SPD 1, Fame na, Hero Points na  
Boating 3(10), Charisma 7(15), Driving 8(15), Local Customs 7(12), Seduction 3(10)  
Equipment: Citroen Dyane

### Astrid Carr, MI-6, 0711, Station F Number Two

Age 26, 5'10", 135lb, Attractive  
STR 9, DEX 10, WIL 8, PER 12, INT 10 – HTH B, SPD 2, Fame 35, Hero Points 3  
Charisma 1(9), Cryptography 1(11), Disguise 5(15), Driving 4(15), Evasion 1(10), Fire 1(12), HTH  
1(10), Lockpicking 10(20), Sixth Sense 1(11), Stealth 7(15)

### Madame Baume, Safe House Matron, 7 Rue d'Ormesson, Apartment 111

### Police (Rookie)

STR 7, DEX 7, WIL 5, PER 5, INT 5 – HTH A, SPD 1, Fame na, Hero Points na  
Charisma 1(8), Driving 2(8), Evasion 3(10), Fire 21(8), HTH 1(8)

## Opposition

### **Stromberg Detective, Knut Augustsson**

STR 6, DEX 8, WIL 8, PER 10, INT 10 – HTH A, SPD 2, Fame na, Hero Points na  
Charisma 4(12), Driving 2(13), Evasion 4(15), Fire 1(10), HTH 4(10)

### **Victor Laurent, French Assassin For Hire**

**Mission:** Kill Wieser, destroy documents. Hired through intermediary by Stromberg.

**Modus Operandi:** Prefers to break into his target's home and kill with a silenced pistol. Will use a sniper rifle as a second choice. Likes to leave quotes from French existentialist writers as a calling card ([https://www.goodreads.com/author/quotes/1466.Jean\\_Paul\\_Sartre](https://www.goodreads.com/author/quotes/1466.Jean_Paul_Sartre)).

STR 6, DEX 10, WIL 10, PER 10, INT 5 – HTH A, SPD 2, Fame 100, Survival Points 7  
Charisma 5(15), Disguise 5(10), Driving 5(15), Evasion 5(13), Fire 12(22), HTH 6(12), Lockpicking 5(15), Stealth 5(15)

### **Equipment**

SigSauer P230 Pistol, Silencer (-1 DC, -4 EF to hear), AR-7 Survival Rifle, Commando Knife, KawasakiGPz-70 Motorcycle

## Stasi Team

**Mission:** Kidnap Wieser. The Stasi believe they are a step ahead of the KGB and hope to score a coup against the rival agency.

**Plan:** Find Wieser, inject him with haloperidol, take him to a waiting small plane hidden on a nearby farm and fly under radar over Baltic to Finland, then car to Leningrad.

### **Ernst Mahler, Lead Agent, Stasi Abduction Team**

STR 9, DEX 11, WIL 9, PER 9, INT 10 – HTH B, SPD 2, Fame 91, Survival Points 5  
Charisma 4(13), Cryptography 5(15), Demolitions 5(15), Driving 5(15), Evasion 5(15), Fire 5(15), HTH 6(15), Piloting 5(15), Sixth Sense 5(14), Stealth 2(11).

Luger Parabellum PO8

Hypodermic, 3 doses haloperidol. EF 5 STR roll to remain conscious. Roll each action round until failure or QR1, which shakes off the effect. During the rolls, all other actions are -2 EF.

### **Kuno Jäger, Ernst's number two**

STR 11, DEX 11, WIL 8, PER 9, INT 7 – HTH B(C)\*, SPD 2, Fame 80, Survival Points 1  
Charisma 1(9), Driving 5(15), Evasion 2(13), Fire 4(14), HTH 4(15), Interrogation 3(10)  
Equipment: Luger Parabellum PO8, \*Brass knuckles +1 DC

### **Guards/Thugs (Rookie)**

STR 7, DEX 7, WIL 5, PER 5, INT 5 – HTH A, SPD 1, Fame na, Hero Points na  
Charisma 1(8), Driving 2(8), Evasion 3(10), Fire 2(8), HTH 1(8)

**Equipment**

<b>Weapons</b>	<b>PM</b>	<b>S/R</b>	<b>Am mo</b>	<b>DC</b>	<b>Close</b>	<b>Long</b>	<b>CON</b>	<b>JAM</b>	<b>DR AW</b>	<b>R L</b>	<b>Cost</b>	<b>Page</b>
<b>AR-7 Survival Rifle</b>	+1	2	8	E	0-20	50-100	+3(0**)	99	-2	2		80
<b>Beretta .25</b>	0	2	6	E	0-2	8-12	-4	98-99	0	1	100	80
<b>Commando Knife</b>	+1	-	-	+1	-	-	-4	-	+1	-	35	Q28
<b>Colt Cobra .38</b>	0	2	6	D	0-2	8-12	-2	99	0	3	140	80
<b>Luger Parabellum PO8</b>	0	2	8	F	0-4	12-18	0	99	0	2	150	80
<b>Rifle, Bolt Action</b>	+2	1/2	10	I	0-50	120-200	na	99	-4	2	276	80
<b>SigSauer P230 Pistol</b>	0	3	7	F	0-5	4-24	-1	99	0	1	225	Q12
<b>Walther PPK</b>	+1	2	7	E	0-3	12-18	-2	98-99	+1	1	150	80

<b>Vehicles</b>	<b>PM</b>	<b>RED</b>	<b>Crus</b>	<b>Max</b>	<b>Range</b>	<b>Force</b>	<b>Structure</b>	<b>Cost</b>	<b>Page</b>
<b>Motorcycle</b>	+0	4	60	100	200	0	2	2,000	na
<b>Citroen Dyane (1967)</b>	-2	5	42	70		2	3		
<b>Renault R8 (1967)</b>	+0	5	65	108		2	4		
<b>Citroen</b>	-2	5	50	100		3	6		
<b>BMW 1800TI (1965)</b>	+1	4	62	105		2	4		