



INTRODUCTION

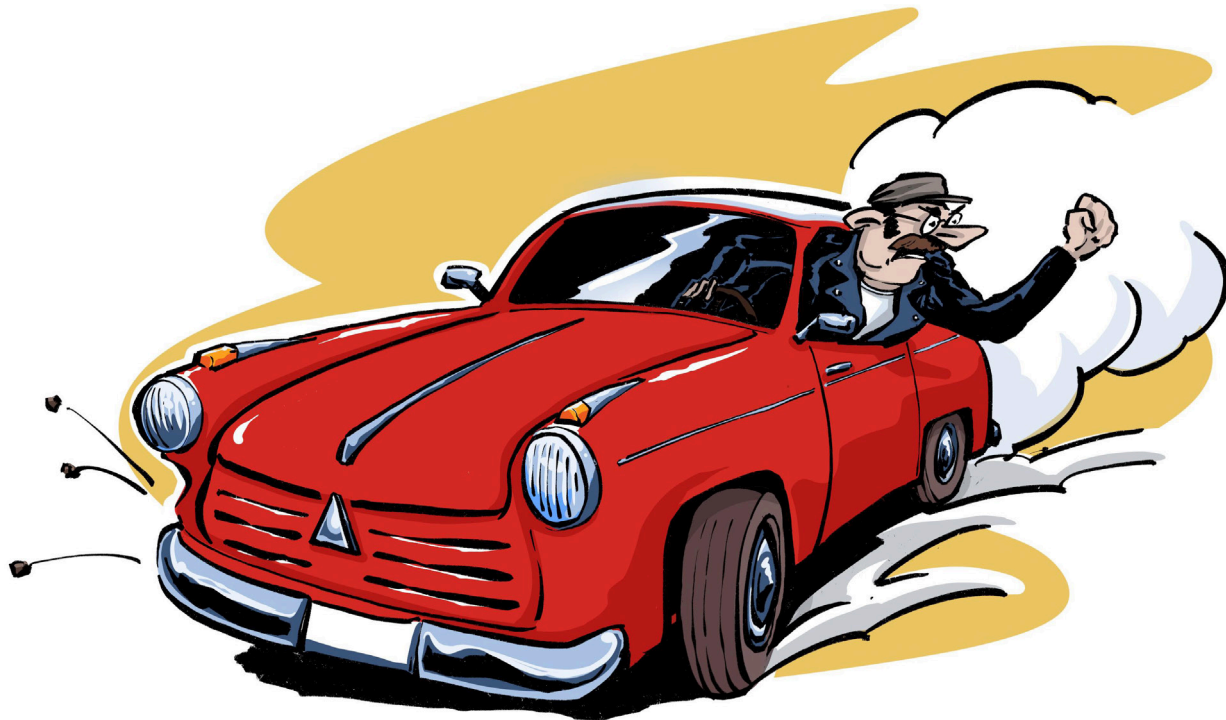
This quickplay scenario is an introduction to *The Troubleshooters* roleplaying game. We assume that you already know what a roleplaying game is, and are curious about *The Troubleshooters*.

Adventure & rules design, maps and layout: Krister Sundelin

Graphic design: Dan Algstrand

Illustrator: Ronja Melin, Peter Svärd

Helmcast: Marco Behrmann, Paul Dali, Martin Fröjd, Niklas Fröjd,
Petter Nallo, Krister Sundelin, Anton Wahnström



SETUP

This scenario supports up to six players plus a Director of Operations (the gamemaster). We think that 4 players is a good number, but it will be playable with as few as two players plus a Director (although not as fun).

- Ideally, the Director of Operations should be someone who is both familiar and comfortable with the rules.
- The players choose one character each. The descriptions of abilities and complications are listed on each character.
- Start the adventure.

WHAT YOU NEED

To play this quickplay scenario, you need:

- At least one set of dice (two ten-sided dice, preferably numbered 0–9 and 00–90, and half a dozen or more six-sided dice), though more than one set, or even one set per player, is a good idea
- This scenario
- [The quickstart rules \(separate file\)](#) or the core rules
- Pre-generated characters (from the quickstart rules)
- Pen and paper
- A printer (to print the pre-generated characters)

GETTING STARTED

If you are using the quickstart rules, start by printing the six pre-generated characters from the quickstart rules. If you use the the core book, transfer the pre-generated characters (page 8-11) to the “emergency passport”, or have the players make their own characters.

Get acquainted with the scenario and the rules. The scenario is somewhat railroaded and consists of a number of scenes happening consequently.

The scenario is a comedy based on the late Swedish comedian Sven Melander’s much beloved character “Steve with the Lloyd”, with additional guest stars from spy fiction, racing movies and musical comedy.

Even if you don’t get the references, don’t worry. Just take it easy and have fun!

GETTING THE PLAYERS STARTED

Have the players look at the pre-generated characters, and pick one each. Set the rest of the characters aside. You won’t be needing them unless you choose to replay the scenario later.

From the characters chosen, pick two as the startup characters. Then pick one startup handout for each character that fits your idea of how to start the adventure.

TEACHING THE PLAYERS

You will need to teach the players how to play the game. There is a cheat sheet provided on page 41, which you should print and distribute to your players. It is a handy reference which explains the basics of the game.

The most important thing for the players to understand is the basic task check:

- Roll percentile dice, usually abbreviated **d%**, and compare the result against a skill value.
- Equal to or lower than the skill value is a success, higher than is a failure. Try to fail forward, though; don’t let failure stop the action or bring the characters’ progress to a halt, but rather let the failure drive the story.
- In opposed checks, on top of succeeding, your roll must be higher than the opponent’s in order to win.
- If an action has a modifier, check the **Ones**. If the **Ones** are between 1 and a negative modifier, disregarding the minus sign (i.e. 1 or 2 for a modifier of **–2 pips**), the task check fails regardless of whether the roll is lower than the skill value. If the **Ones** are between 1 and a positive modifier (i.e. 1, 2, 3, 4 or 5 for a **+5 pips modifier**), the check succeeds even if the roll is higher than the skill value.
- If the **Ones** and **Tens** are equal, **Karma** happens. If the task check fails, it’s **Bad Karma** (something bad happens). If it succeeds, it’s **Good Karma** (something good happens).

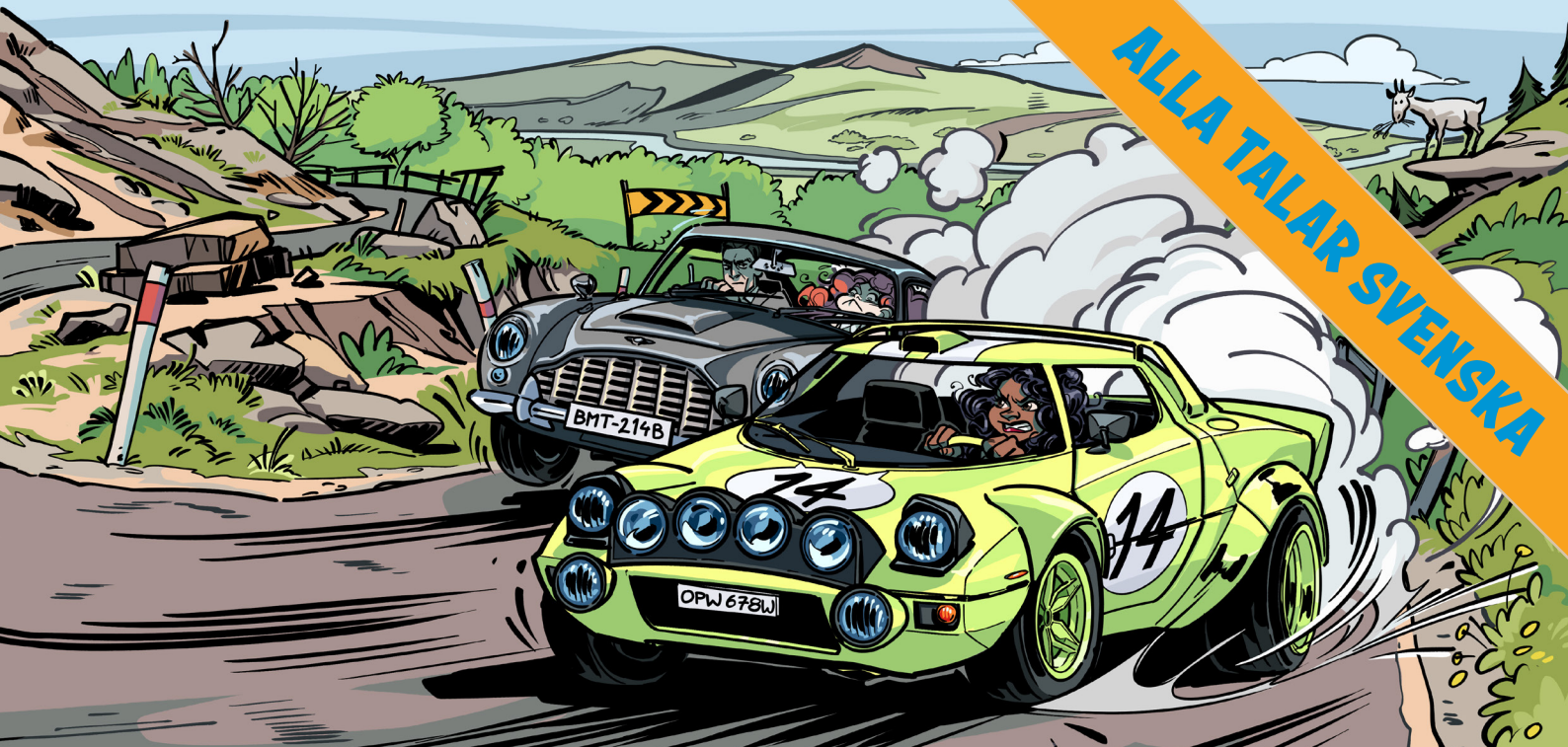
Sometimes you want the players to participate in a challenge. You will list a number of skills, and the present characters must distribute the task checks among themselves as evenly as possible. The more checks that succeed, the better the challenge goes.

You also need to explain how Damage (**NdX**) and Recovery/Soak rolls (**NdP**) work.

- Roll N number of six sided dice.
- Each 4, 5 or 6 is one point of Damage, Soak or Recovery.
- Damage rolls (**dX**) explode. This means that for each result of 6, roll an additional die. Repeat until there are no more sixes.
- Soak and Recovery rolls (**dP**) do not explode.

Finally, **Story Points** allow the players to influence the story, activate abilities, and change rolls. The players get **Story Points** for **Karma** (good or bad), entertaining the table, activating complications, or being captured by the villains.

Each character starts the adventure with **4 Story Points**, and can have as many as **12 Story Points**.



ALLA TALAR SVENSKA

FULL SPEED IN GÄLLIVARE

A TROUBLESHOOTERS QUICKPLAY SCENARIO

SYNOPSIS

Rumour has reached the racing teams, oil companies and car manufacturers of Europe of a mysterious fuel additive developed by a genius researcher in Gällivare in the northern end of Sweden, which is so effective that it can make a Lloyd Alexander run faster than a Ferrari. This should be impossible, since the Lloyd has an engine marginally more powerful than a lawnmower. As a result, a lot of industrial spies, regular spies and saboteurs have suddenly convened in the sleepy town of Gällivare.

RUNNING THE ADVENTURE

“Full Speed in Gällivare” is an adventure outline, which needs either a fair bit of improvisation skill, or some fleshing out.

The adventure is meant to be a parody of the spy genre, as well as a tribute to some of the most loved Swedish fictional characters. Part of the parody is that it is set in a small town in Sweden, which is about as anti-cosmopolitan and non-exotic as you can imagine.

“ALLA TALAR SVENSKA!”

Everybody in Gällivare speaks Swedish and/or Lule Sàmi. Some speak Norwegian, which is mutually intelligible with Swedish. Nobody they ever talk to understands any

French or more than a few words in English. A few of the more learned people will know conversational German.

Use communication problems as a source of comedy: give the characters bad directions, any order of food is completely misunderstood, and so on.

If the characters cannot make themselves understood, the local person may drag them off to the telegraph station to talk to the clerk Bodil, who understands quite a lot of languages.

Any character who knows Swedish or Norwegian can communicate freely. Otherwise, all communication above pointing will require a **Languages check** at -5 pips.

Bork bork bork!

“Alla talar svenska” is Swedish for “everybody speaks Swedish”, which is a common tagline for movies for children when dubbed. In this case, it is a joke: almost everybody, except the characters and the agents, speak nothing *but* Swedish. Go full Swedish Chef unless someone can translate for the characters or one of the characters speak Swedish or Norwegian.

STARTING THE ADVENTURE

Don't use plot hooks to start the adventure. Start the adventure *in medias res*. Tell the players that they are going to Gällivare in the north of Sweden to find out about a secret fuel additive or technological device which can improve the performance of a cheap compact car to rival that of a towing truck or a racing car. This sounds ludicrous, of course, but it also sounds like an adventure.

Going to Gällivare from Paris is a long journey. It is over 3000 km, which at the ridiculous speed of 90 km/h would mean a four day journey by car. The characters have just left the town of Arvidsjaur by car, and will arrive at Gällivare by nightfall.

Now ask the players to make up what's in it for them and why they are committed to the adventure.

DIRTY TRICKS

The characters are not the only ones going to Gällivare. Rudolph Moen, racing driver for Snake Oil, and his henchman Mysil Sprekken, are also going there in order to find out about the secret additive. When they realise that the characters are on the same mission but for the other side, they will do everything to stop them, including sabotaging their vehicles. The brake line of one of the vehicles gives up near Jokkmokk. The driver of that vehicle must make a successful **Vehicles task check**.

If the task check fails, the car runs off the road and comes to a halt on a field. Nobody is injured, and the car is only slightly damaged. A Mechanics task check can get the car running again until it reaches a workshop, or it can be towed by another car. Either the character making the task check or the mechanic at the workshop will tell them that the brake line is cut off using a hacksaw.

It doesn't take long to repair the car, and the characters are off again, but this time, they notice a silver Mercedes 300 SL – the one with the gullwings – following them.

As the characters finally arrive to Gällivare, it is late at night.

FIRST ENCOUNTER WITH STEVE

When having a late night snack at the local hamburger diner, the only place open when the characters arrive, they overhear a conversation between some of the local "raggare".

One of them is bragging about how he was driving on the road from Jokkmokk in his Lloyd, when a Mercedes 300 SL overtook him. The driver punched it, shifted to third gear and took up the chase at 120 km/h, finally running past it by Andra Sidan (the district of Gällivare south of the river).

If any of the characters own a fancy car, like Elektra's Lancia, that car brand is also mentioned in the story.

If the characters don't speak Swedish, they will still recognise the car brands in the story, although heavily mangled when pronounced in Swedish, and the gist of the story will still be understood as the driver gesticulates a lot while telling the story.

"Raggare"

"Raggare" is a Swedish car subculture somewhat reminiscent of the US rockabillys and British rockers which appeared in the mid-1950s. Mostly common in rural areas and smaller towns, they are infatuated with big American cars and love the idea of individualism and the open road. The typical raggare dresses in jeans and leather jacket, with their hair styled with Brylcreem.

BREAKFAST CLUB

By pure chance, all the agents and spies have rented rooms at the same place as the characters, which makes breakfast particularly awkward. Everybody will pretend that the others do not exist. This is a perfect time to introduce the other agents.

- **John** and **Dan**, dressed in black business suits with black ties, white shirts, shades and black fedoras (even indoor and at night). They are obviously American, and only speak English.
- **Federico** and **Valentino**, impeccably dressed in Italian gray suits and with violin cases and shades. They only speak Italian.
- **Jean** and **Luc**, actually trying to blend in with the locals but failing miserably, since they don't speak a word of Swedish, only French.
- **Mysil** and **Rudolf**, dressed in racing suits. They can actually communicate with the locals, since they are Norwegian. However, their English is horrible.
- **Mr Sinclair**, dressed in a well-tailored Saville Row suit of English cut. He speaks Oxford English, plus Latin, classical Greek, French, German, Russian, Japanese, Spanish, Italian, and some Arabic. He was working on his Danish before this assignment. He doesn't speak one word of Swedish though.

If spoken to, all of these agents will first ignore anyone except a team mate and the hostess. If the characters persist, they will excuse themselves and scoot.

THE CAR MYSTERY

No matter how much you look, there is no trace of a super-fast car anywhere, except Federico and Valentino's Ferrari 275, Rudolf and Mysil's Mercedes 300 SL, Dan and John's Dodge Monaco, Jean and Luc's Alpine A110, Mr Sinclair's Aston Martin DB5, and whatever cars the characters brought. (This is likely the greatest number of high performance cars that Gällivare has ever seen).

If the characters manage to ask around about fast cars, and also make clear that they are not talking about their own cars, but that of someone in Gällivare, they are told about Steve and how he brags about his Lloyd.

STEVE AND THE LLOYD

Finding Steve is trickier than one might think. He is not at home very often. Either he is working at various customers' homes, dating his sweetheart Berit, or visiting his best friends Uffe and Edwin. At times, he hangs out with the other raggare in Gällivare. When asking, everyone will point to another location (assuming the characters can talk to someone). Delay finding Steve as long as it is fun not finding him.

When they finally find him, he will gladly tell the characters about his adventures with the Lloyd. They usually include:

- Getting to 60 km/h on first gear
- Driving at 120 km/h in second gear
- Towing everything from loaders to plowtrucks at breakneck speed
- Going in reverse gear at 90 km/h
- Loading ridiculous amounts of cargo into the Lloyd

Steve is very proud of the Lloyd and will gladly show it if the characters ask for it. As far as any character can see (Mechanics or **Engineering task checks**) the Lloyd has not been tampered with in any way. Examining the fuel will take some time and require a **Science task check** and a **Chemistry** lab kit, but will not reveal anything out of the ordinary: it seems to be regular petrol with an octane rating of 87.

If accused of lying, Steve will throw out any of those rude visitors. If the characters persist, Steve will hit the nearest male character squarely on the jaw, or slap the nearest female character.

SHOOTOUT AT DUNDRET

While asking around, the characters hear that the local chemistry teacher has speculated that since Steve hangs around with Edwin and Uffe a lot, maybe there is some petrochemical gas released from the marshes at Dundret which improves the performance of ordinary petrol. If nothing else, Bodil can tell them.

When the characters arrive at the top of Dundret, they will find that the other agents are there too. Federico and Valentino are not that fond of going out into the wetlands in their expensive Italian shoes; Jean and Luc have no idea what they are doing here; Dan and John seem to be more at home except that there are too few cows; Rudolf and Mysil are examining the Lloyd; and Mr Sinclair is already busy taking samples from the fuel tank.

As usual, the agents try to ignore one another and the characters, acting as if everyone was invisible. They can also see Steve's Lloyd parked, but no sign of Steve.

Then, suddenly, a shot rings out. All agents immediately draw their guns and start shooting, believing that some of the other agents shot at them and therefore shooting back.

This is of course a huge misunderstanding: it was just Uffe finally getting a majestic moose in his sights. It was his shot which started the firefight.

Run the firefight for a few rounds. Then in round 3, Uffe, Edwin and Steve come out of the woods, right in the middle of the firefight completely unfazed. Edwin teases Uffe about the moose getting away, and then they all climb into Steve's Lloyd and drive off as if the gunfight was never there. The only reaction to the shootout at all is from Uffe, who remarks "*Så vackert!*" ("How beautiful!") at the sound of gunfire. Then they race off leaving the firefight behind them.

Dan and John get into their car trying to get away from the mad Europeans. Mr Sinclair sets off next in his car, saying "*Damnation! The Yankees found something!*" This is followed by Federico and Valentino: "*Maledetto! Sanno qualcosa!*"; followed by Rudolf and Mysil: "*Jammen! De vet noe!*"; and last Jean and Luc: "*Merde! Ils savent quelque chose!*".

HIGHWAY TO GÄLLIVARE

The road from the top of Dundret to Gällivare is a narrow single lane dirt road at first, until it reaches the main road between Jokkmokk and Gällivare, “Inlandsvägen”. From then on, the road is paved.

Run the resulting car chase as a duel with the target number 5. Each roll that the characters win means that they pass one of the other agents or that those agents have run off the winding road.

The order of the agents are:

- Jean and Luc
- Rudolf and Mysel
- Federico and Valentino
- Mr Sinclair
- Dan and John

If the characters lose the duel, they arrive after those who they did not pass to find them piled up outside the police station. In this case, they may actually get away scot free.

If the characters win the duel, they are the first to pass the police station and narrowly miss the police car before spinning around and coming to a halt. Then the cars of the other agents will similarly spin, flip and pile up, trapping each other and the characters to be picked up by the police.

HOW DO WE EXPLAIN THIS?

Likely, all agents including the characters end up in the prison of the local police station where they are interrogated. If a translator is needed, the police will get Bodil to translate.

If the characters honestly explain what they are looking for, the police laugh at them and tell them that it is just Steve bragging about his cheap German car, which is only a danger to the traffic by being too slow.

The best way to escape is actually just to wait. The police will present a fine for dangerous negligence and speeding, and that's that. If they promise to leave Gällivare promptly, they will be released as soon as the fine is paid.

If they persist, it will take a few weeks before the Swedish government decides to act and simply have the case dismissed – they don't want a spy scandal in Gällivare, especially over such a trivial thing as a bragging raggare.

END AND AFTERMATH

As it becomes clear that there are no super-additive or strange contraptions in Gällivare, all the agents go home.

On the road from Gällivare, they pass Steve and his Lloyd. He may or may not race the characters to Jokkmokk. Either way, Steve will brag about how he outran those agents who piled up outside the police station – twice!

GÄLLIVARE

Gällivare in a nutshell

Foundation: ~1740 CE

Population: 6,834

Area: 4.55 km²

Elevation: 358 m

Climate: Subarctic

Notable landmarks: Dundret ski resort, Sandviken beach, the Midnight Sun, Malmberget iron mine

The foundation of Gällivare goes back to the 18th century, but already in the 17th century, the location was mentioned as the Cracked Mountain, or Jiellovárre in Lule Sàmi. The town was built around the One Öre Church, built to convert the local Sàmi to Christianity, and expanded as the ore extraction at nearby Malmberget increased. At the end of the 19th century, when

Malmbanan was laid down, the activity at Gällivare drastically increased as ore transport became a lot easier.

Gällivare is a local railway hub in the middle of Norrbotten, the northernmost county in Sweden. It lies only 5 km south to Malmberget, one of the major iron ore mines in the north of Sweden. If Malmberget is the mining town, Gällivare is the transportation hub for the produced ore. About half of the ore goes to Narvik in Norway, and is then shipped all over the world; the other half goes to Luleå in the west, and then by rail along the east coast of Sweden or by ship on the Gulf of Bothnia.

Gällivare is also the seat of the municipality of the same name. The municipality has had a Social Democrat majority since at least after the War, and together with the Communist party, the Left block consistently has around 70% of the votes and mandates in the municipal government.



Gällivare in itself is not the most exciting place in the world. There is the local ski resort at Dundret, which attracts both local and foreign skiers looking for something out of the ordinary. The town sometimes hosts World Cup skiing events, both cross-country and alpine. Otherwise, Gällivare is mostly a small town in the north of Sweden which you just pass through.

Gällivare is also the home of the first hamburger restaurant in northern Sweden.

Languages in Gällivare

The most common language is Swedish. The local dialect is terse and slow. Most older people also speak German.

There are also Meänkieli, Finnish and Lule Sàmi-speaking minorities in the area, but they also speak Swedish, except the odd eccentric old Sàmi or Finn.

Languages	d%
Swedish	95%
German	35%
Lule Sàmi	15%
Meänkieli	5%
Finnish	5%
Norwegian	10%

Money in Gällivare

The currency in Sweden is Swedish krona, which is divided into 100 öre. The value is pegged to gold, and is worth 1.04 krona to 1 franc.

HOW TO GET TO GÄLLIVARE

There are basically two ways to get to Gällivare: by train or by car.

“Inlandsbanan”, the Inland Line, is a 1,288 km railway line which runs from Kristinehamn in the south to Gällivare in the north. The construction started in 1908 in sections, and the entire line was inaugurated in 1937. It is not electrified, and is mostly trafficked by railcars and diesel trains. There are still steam locomotives in service on Inlandsbanan, but likely not for long.

The other rail line, “Malmabanen”, the Ore Line, runs from Luleå to Narvik, a distance of 473 km. It is a single-track rail line and the first electrified line in Sweden. It is used for passenger trains as well as for ore transport to Narvik. Since there are no roads between Narvik and Kiruna, and by extension to Gällivare, the only way to take your car to Norway is by motorail, a passenger

train which allows you to bring your car along with you. Otherwise, you have to take a long detour as far north as Alta or as far south as Storuman.

By car, go by road 98 from Luleå in the south-east or Kiruna in the north. It is a decent road, but not excellent and certainly not a motorway. If you drive a fancy car, it is quite likely that you will overhear a person bragging about how they overtook your fancy car in their Lloyd. Remember that unlike France, Sweden has left-hand traffic. Sweden will change to right-hand traffic on September 3rd, 1967 and preparations for the switch are being made.

There is no civilian airport in Gällivare. There is a military airfield with three 800 m landing strips at Kavaheden east of Gällivare, but there are discussions of converting it to a civilian airport. Until then, it is off-limits to civilian aviation.

WHERE TO STAY

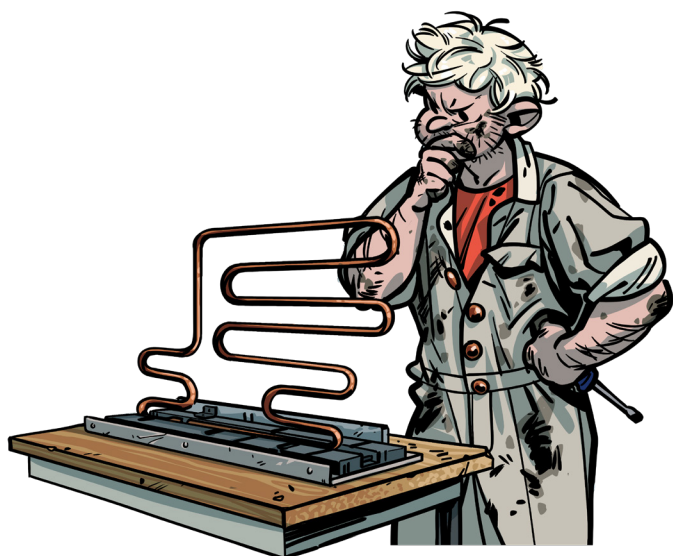
- **Grand:** Grand Hotel, or simply “Grand”, in the centre of Gällivare, is not just a hotel. It is also the local dance palace and bar, and the place where people hang out with their friends, get drunk, dance, and flirt with the opposite gender. As a hotel, Grand is nowhere near the standard of a continental hotel.
- **Pensionat Augustin:** The less adventurous visitor would probably wish to stay at Pensionat Augustin, a small guest house in the city centre. You may have to share the room with other guests. No dinner is served, but a hearty breakfast.

THINGS TO DO IN GÄLLIVARE

- **World cup skiing:** The ski season is from early November to late April. Many national skiing teams start their seasonal training in Gällivare. Dundret ski resort has two prepared slopes, a ski lift, and a ramp for ski jumping.
- **Hiking and fishing:** The nature around Gällivare is absolutely stunning, and is best experienced when you are fully immersed in it. The many streams and lakes are good fishing waters, and why not take a romantic swim under the midnight sun? Just make sure to bring the mosquito repellent.
- **Folk music:** Swedish folk music is still very much alive in the north of Sweden, and nowhere is this more apparent than at the Saltoluokta folk music festival, which is held annually at a fell somewhere around Gällivare.

WHY GÄLLIVARE IS IN YOUR ADVENTURE

- A new Lutheran church, Purple Laestadians, has started in Gällivare, and has stolen members from the Firstborn Laestadians. The new church is evangelical and authoritarian, but a bit more lax about sports and sex. Despite disassociation of the converts, the Purple Laestadians still attract new members. The current elder in Gällivare suspects that the new church is a sham. And the new church leader, von Zuppé, is a very suspicious person, with a German accent and all that.
- The iron mine at Malmberget suddenly has to stop operation, as they breach into an underground cavern beaming with light. Strange lizard-like creatures running amok in the mine forces the government to close operations, and an expedition of international experts is assembled in order to investigate the issue so that operations can resume.
- The famous East German Olympic class biathlete Erich Kriegler has started his training season early at Dundret, which is strange since he is rarely training outside the Eastern Bloc. Some people fear that he is actually there to spy on or sabotage the Malmberget mine, or maybe even assassinate a Swedish anti-Soviet politician who is to visit Malmberget shortly.



NAMES IN GÄLLIVARE

Here is a list of common Swedish names.

Male names	Female names	Surnames
Anders	Agneta	Ahldmark
Bengt	Anna	Berghagen
Christer	Ann-Charlotte	Cedergren
Conny	Annika	Collander
Danne	Bodil	Danielsson
Erland	Carina	Englund
Fritz	Eva	Forssell
Glenn	Gisela	Gran
Håkan	Jane	Jonsson
Jan	Kristina	Jungstedt
Kaj	Liselotte	Kindgren
Klas	Maria	Lindberg
Lars	Mary	Malmström
Magnus	Monica	Myrén
Mikael	Nettan	Norberg
Ove	Pia	Olofsson
Per	Regina	Pihl
Roger	Susanne	Ryding
Stefan	Sussie	Sjödahl
Sören	Vanja	Swahn
Thomas	Vivianne	Torstensson
Tony	Yvonne	Ullman

NEW GEAR KIT

LLOYD ALEXANDER

Lloyd Motoren Werke GmbH was a producer of small and cheap cars based in Bremen, Germany, between 1908 and 1963. The Lloyd Alexander is a coupé which differs from its predecessor Lloyd 600 by having a four-speed gearbox instead of a three-speed gearbox. Otherwise it is basically the same car.

Earlier Lloyds were infamous for their wood frame and fabric or leather cover, but with the 600 and Alexander, they could afford steel panels. The engine, a two-cylinder four stroke engine, produces about 19 horsepower. The official top speed is 100 km/h, but it is doubtful that any Lloyd ever reached that speed.

THE LLOYD ACCORDING TO STEVE

Story points: 3

Contains: Four seats, steering wheel

Tags: Road travel, car chases or races: **+3 pips**, hauling heavy loads: **+2 pips**

THE LLOYD ACCORDING TO EVERYONE ELSE

Story points: 3

Contains: Four seats, steering wheel

Tags: Road travel, car chases -2 pips

Which Lloyd?

This adventure is deliberately crafted to be ambiguous about the performance of Steve's Lloyd. Although we suspect that Steve's Lloyd is actually an ordinary Lloyd, there is the possibility that it is actually something beyond the ordinary. We leave that decision to you.



THREAT FILES

THE LOCALS

Use the template Street Cop for the local police.

STEVE

Steve (pronounced “Stev-eh”) is a plumber from Gällivare in northern Sweden. He is a typical example of the “raggare” subculture, and dresses accordingly.

Unlike his fellow raggare, Steve does not own a big American car, but a small German Lloyd Alexander. Lloyds are notorious for “being built from plywood and having an engine marginally bigger than that of a lawnmower, and only capable of reaching 40 km/h when going downhill with the sun to the back”. But Steve is very proud of it, and gladly tells stories of his adventures in the Lloyd.

Steve

Tags: Lieutenant

Initiative: 5 **Vitality:** 3

Attacks:

- Pipe wrench 55%, 4dX

Defence: –

Skills: Basic 35%, Brag 105%, Plumbing 85%, Driving 65%

UFFE

Uffe is one of the local residents and an avid hunter. He adores masculinity and manliness, especially as expressed with hunting and hunting rifles. He is almost always dressed in army pants, boots, hunting jacket, and black sunglasses.

Uffe Lidén

Tags: Lieutenant

Initiative: 6 **Vitality:** 6

Attacks:

- Hunting rifle 75%, 7dX, Loud, Single shot
- Hunting knife 45%, 4dX, Precise
- Fists like Clint Eastwood’s: 55%, 2dX

Defence: –

Skills: Basic 35%, Being manly 75%, Hunting 95%

EDWIN

Edwin is Uffe’s best friend. He is middle-aged, a bit on the short and plump side, balding and with a receding hairline. Edwin also enjoys hunting, but doesn’t make it a lifestyle. He lives with his wife and dog just outside Gällivare.

Edwin Alfredsson

Tags: Lieutenant

Initiative: 4 **Vitality:** 4

Attacks:

- Hunting rifle 75%, 7dX, Loud, Single shot

Defence: –

Skills: Basic 35%, Not being upset 65%, Hunting 85%, Fishing 65%, Drinking coffee 95%

BODIL

Bodil Sjöden is the bubbly and ditzzy clerk at the telegraph station. She can connect domestic and international calls, as well as send telegrams. She is probably the most cosmopolitan person in Gällivare, having been interrailing in Europe several summers before getting the job at the telegraph station. Bodil speaks fluent French, English and German (with a Swedish accent), and conversational Italian and Spanish.

Bodil Sjöden

Tags: Underling

Initiative: 2 **Vitality:** 2

Attacks:

- Fully loaded handbag 65%, 4dX, Brittle

Defence: –

Skills: Basic 35%, Telegraphy 65%, Switchboarding 85%, Languages 75%

THE BAD GUYS

All of the agents are armed, but none of the agents will use their weapons in Gällivare itself, no matter the situation. They will slug it out fisticuff style if provoked (or in the case of Mr Sinclair, “judo chop”), but will generally try to avoid violence.

RUDOLF MOEN

Rudolf Moen is not actually a spy. He is a racing driver for Snake Oil A/S, a Norwegian oil company. But just as he likes dirty tricks on the racing track, he is not afraid of using dirty tricks to do his sponsor’s biddings. He is still very self-assured of his skills, but what’s wrong with a little insurance?

Rudolf Moen

Tags: Lieutenant

Initiative: 7 **Vitality:** 5

Attacks:

- A fistful of hurt: 55%, 2dX

Walter PP: 55%, 5dX, Loud, Short Range, Reload (9-0)

Skills: Basic 35%, Specialist 55%, Race cars 95%

MYSIL SPREKKEN

Mysil is Rudolf’s best friend and mechanic. He almost never speaks, but acts. When he acts, he is even sneakier than Rudolf.

Mysil Sprekken

Tags: Lieutenant

Initiative: 7 **Vitality:** 5

Attacks:

- A fistful of hurt: 55%, 2dX

Walter PP: 55%, 5dX, Loud, Short Range, Reload (9-0)

Skills: Basic 35%, Mechanical stuff 95%, Be silent 55%

“JOHN”

“John” (of course a code name) is a former FBI agent, working for RanchOil, an oil company from the American South. He speaks with the southern drawl and dresses exactly as he did as an FBI agent, except that he now wears sunglasses all the time. Had he been a bit more discreet, he would be the perfect man-in-black; now he is like the man-in-black with a huge neon sign pointing at him.

“John”

Tags: Lieutenant

Initiative: 6 **Vitality:** 5

Attacks:

- Colt M1911 .45 pistol: 65%, 6dX, Loud, Short Range (3), Reload (8-0)

Defence: 35%

Skills: Basic 45%, Investigate stuff 85%, Intimidate 75%

“DAN”

“Dan” (also a code name) has been John’s partner for ages. He is shorter and stockier than John, but otherwise identical. He speaks American English with a fake Italian accent, as if leaving the FBI made him a mobster. In a sense, it did.

“Dan”

Tags: Lieutenant

Initiative: 5 **Vitality:** 5

Attacks:

- Colt M1911 .45 pistol: 65%, 6dX, Loud, Short Range (3), Reload (8-0)

Defence: 35%

Skills: Basic 45%, Investigate stuff 75%, Intimidate 95%

FEDERICO BOATTI

Federico looks more like an Italian male fashion model than a secret agent. He works for Dino Fabbrica Motori S.r.l, and like the other agents, he is trying to find the secret of the mythical Gällivare engine. He is very good at seducing ladies, not quite so good at engineering or chemistry, or in fact spying.

Federico Boatti

Tags: Lieutenant

Initiative: 7 **Vitality:** 5

Attacks:

- .45 Thompson submachine gun in violin case: 45%, 6dX, Loud, Reload (9-0)

Defence: –

Skills: Basic 45%, Intimidate 75%, Seduce ladies 75%, Smooth fashion 75%, Spying 35%

VALENTINO GAMBINI

Valentino looks more like a racing driver trying to look like a fashion model. That's because he originally was a racing driver for Ferrari. Federico often stops to adjust the shirt, the tie, or other minor details which Valentino misses.

Being a former racing driver means that he recognises Rudolf Moen, and also any character with the Racing Driver template.

Valentino Gambini

Tags: Lieutenant

Initiative: 7 **Vitality:** 5

Attacks:

- .45 Thompson submachine gun in violin case: 45%, 6dX, Loud, Reload (9-0)

Defence: –

Skills: Basic 45%, Racing cars 95%

"LUC"

"Luc" (also code name) is an agent for ERF Oil (Elektra's sponsor), and he looks like he was picked up from the French underworld in Marseille just last week. His crooked nose and jaw indicates that his preferred solution to any problem is to just beat someone up until they spill the beans.

"Luc"

Tags: Lieutenant

Initiative: 8 **Vitality:** 6

Attacks:

- Fists like potato sacks: 85%, 4dX, Precise
- Smith&Wesson revolver: 55%, 5dX, Loud, Short Range (3), Reload (8-0)

Defence: 35%

Skills: Basic 45%, Intimidate 95%, Vehicles 65%

"JEAN"

"Jean" (code name, of course) looks a bit like he had not slept for a week because of his sunken eyes, unshaved chin, and constant consumption of coffee. He can be quite friendly and talkative, as long as it is not about the job.

"Jean"

Tags: Lieutenant

Initiative: 8 **Vitality:** 5

Attacks:

- Fists of steel: 65%, 4dX, Precise
- Smith&Wesson revolver: 65%, 5dX, Loud, Short Range (3), Reload (8-0)

Defence: 35%

Skills: Basic 45%, Specialist 65%, Alertness 65%, Illegal Entry 65%, Vehicles 65%, Sneak 65%, Find Clues 75%

MR SINCLAIR

Mr Sinclair is the epitome of the suave British super-spy: impeccably dressed, well-mannered, ready to crack a sarcastic joke, and utterly cold. He speaks English with an Oxford accent, but also speaks fluent Latin, classical Greek, French, German, Russian, Japanese, Spanish, Italian, and some Arabic and Danish.

Sir Roger Sinclair

Tags: Lieutenant, Flips (2), Multiple Attacks (2)

Initiative: task check **Vitality:** 7

Attacks:

- Walther PPK with silencer (2): 75%, 4dX, Short Range (2), Reload (9-0)
- Judo chop (2): 75%, 3dx, Tripping

Defence: 35%

Skills: Basic 45%, Specialist 65%, Alertness 65%, Agility 65%, Vehicles 65%, Sneak 65%, Tail Someone 55%, Seduce 75%