



THE CHAMELEON ECLECTIC WORLDWIDE WEB GAME ARCHIVE

IDENTIFICATION FRIEND OR FOE

An Assignment for *Millennium's End*

A long-distance caller hires a BlackEagle cell to protect an unknowing teenager from a possible death threat. The teen's father's work for the Colombian military makes him a target for retaliation by FARC, the Colombian insurgency. The threat is real, but FARC's not the only one gunning for the kid. The identity of the mysterious client may hold the key to unraveling this complex, fast-paced assignment.

Adventure Designed and Written by Charles Ryan

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THE ASSIGNMENT

Raleigh is waiting for you as you enter the conference room. As always, the Senior Cell Leader is casual and relaxed, his loafered feet propped on the large table. But there's something missing: the client. Raleigh is alone in the room.

"G'day, chums," he says as you file in. "Glad you all could make it on such short notice." As you sit down, he leans back and hits *play* on the CD player behind him. "This is a recording of a phone conversation I had this morning," he explains as he scans it forward a bit.

"Let me give you our situation," an unfamiliar voice begins. It sounds a little fuzzy, as though recorded over a bad long-distance line. *"We've had some threats made against our company recently. The callers threatened to kill several of our employees, although they have only mentioned one by name. I've hired a BlackEagle cell here in Seattle to protect the individual and his family, but his son is flying to Miami today to attend the National Science Fair Exhibition. He'll be there for four days, and I'd like you to keep an eye on him. Neither the boy, nor his family know about the threats, and we don't want to alarm them, so your people can't contact the boy directly. The kid's name is Kevin Daggerty."*

Raleigh's voice comes on. *"Have you got any idea why these threats were made? What did the caller say?"*

"Nothing specific, just that they would kill employees, starting with Daggerty. I think – I think the caller was mad because Armitage makes weapons systems for Colombia. I think the caller was from FARC."

"Well, I'll be honest with you. Protecting someone without his knowl-

edge is a tricky proposition, and FARC has a pretty solid organization here in Miami. I can't tell you whether or not we'll take the job until I talk with some of the cells—

"Well, hopefully it's just a hoax, but we can't take chances. Are there cells available?"

"Yes."

"I'll forward a \$10,000 retainer. If you take it, the job pays \$50,000 total. Kevin's flight arrives there at 3:15. Call me if you take the job, and leave a message if I'm not in—"

Raleigh pauses the recording. "The rest is just business," he says. "That was a man named Simon Phillips of Armitage Software Systems in Seattle. I talked to Bob Flemming at our office out there, and confirmed that the same guy hired a cell to protect Ken Doggerty, the father. Phillips sent some hard copy including a picture of the kid, his hotel, and flight information, and an itinerary for this science fair thing. Looks like a straight shot, and the price is right. You all up to it?"

THE REAL SCOOP

A couple of months ago, the system administrator at the FARC political office in Miami noticed some unaccounted-for activity on the office subnet. A decent hacker herself, she managed over the course of several weeks to trace the interloper to a GenNet account in Seattle belonging to a K. Doggerty. She informed her seniors, who investigated the account's owner. The information accessed by the hacker was sensitive, and FARC was ready to exact revenge on an apparent spy. But what the investigators learned about the hacker soon changed their plans.

The account belonged to Ken Doggerty, a programmer with the software company Armitage Systems. It was Armitage's software that coordinated tracking and communication equipment aboard U.S. AWACS aircraft. It so happened that two months earlier, Alberto Visconte, a corrupt official in the Colombian Defense Ministry who frequently sold information to FARC, had made an exceptional offer: he had arranged for a flaw to be written into the system code for the two AWACS destined for Colombia. Essentially, the aircraft had a blind spot; if they received a particular IFF (Identification Friend or Foe) transponder code, they would ignore the signal, leaving the transmitting aircraft off their radar screens. That aircraft could then travel without being detected by the central element of the Colombian air defense system. Although this blind spot would not give FARC aircraft total freedom, it might let FARC fighters to get close enough to the AWACS planes to shoot them down. All that was needed were the IFF codes, which Visconte offered to provide for a price.

But Visconte balked at the last minute, afraid of being caught in a growing Defense Ministry investigation. Now, however, FARC had an alternative – a skilled hacker named Ken Doggerty who worked at the company that produced the faulty control software. Although FARC did not know who rigged the blind spot, they figured that Doggerty could find out, so they made him an offer that he couldn't refuse: get them the IFF codes and all would be forgiven. They wouldn't even have to kill him, or his fifteen-year-old son.

But the FARC investigators had made one mistake. Ken Doggerty wasn't the hacker; it was Kevin, his son. And since the blackmail threat was sent electronically to the K. Doggerty address, it was Kevin, not his father who

Eyes in the Sky

In the summer of 1998, political opposition to American activity in Colombia forced the discontinuation of most military aid, including American AWACS (Airborne Warning and Command System) flights. The AWACS radar planes kept tabs on all air traffic in Colombia, preventing FARC from developing effective air combat or attack capability. FARC's air-defense systems were becoming quite sophisticated in late 1998, and with the cessation of AWACS flights FARC stepped up its use of ground attack helicopters and even imported high-end fighter/bombers. But in November, the U.S. approved the Federal Colombian purchase of two U.S.-made AWACS planes. The aircraft were delivered in March and the first began flying last week, with mixed Colombian and American crews. Results were immediate: two FARC airstrips were identified and destroyed, and attack-helicopter flights all but ceased in contested areas. All of this information has been well covered in the international media and is pretty common knowledge among informed operatives. Feed this information to the players surreptitiously, however, or well in advance of running the adventure, because its impact on this assignment should not be immediately obvious.

read it.

Kevin is a bright kid, an experienced hacker with a long history of electronic breaking and entering. FARC didn't scare him, and he sure wasn't about to tell his dad what he had been up to. So he answered the threat, letting FARC think they were dealing with his father, and promised to deliver if given some time. Kevin formulated a plan: he would find the IFF codes on the Armitage subnet, then hand them over to FARC as promised. But he would also tip off the Federal Colombians while on a trip to Miami that he was about to make anyway. That way, the IFF codes wouldn't help FARC, because the Colombians could fix the AWACS blind spot. But because the tip to the Federales would be secret and anonymous, FARC would never know that it was his fault.

The last communication he received from the FARC blackmailers put everything on the line. "Mr. Daggerty," it read, "we are giving you four days to come through for us. And don't worry about your son; we'll keep an eye on him in Miami." Kevin called the BlackEagle offices in Miami and Seattle, and using a speech processor to mask his youthful voice, hired cells to covertly protect him and his father. Payment was provided by a number of corporate sponsors, thanks again to Kevin's hacking skills.

But Kevin's skills are not perfect, and there is one thing he doesn't know. A corrupt and paranoid programmer at Armitage, the very one who sabotaged the AWACS code, noticed Kevin's activities on his account and realized that his work had been discovered. Unlike the FARC investigators in Miami, he was able to discover Kevin's identity. Fearful of being caught, he warned Visconte, giving him Kevin's name and telling him that Kevin was headed for Miami.

Kevin's plan is to contact Federal Colombian officials shortly after he arrives in Miami. He doesn't want to give the IFF codes to FARC until he knows that the Federales have them. But he also doesn't want FARC to suspect that he is double-crossing them; his life and that of his father, who has no idea that any of this is going on, hang in the balance. He's hired the operatives as a precaution, but he is assuming that FARC will be watching him, so he doesn't want to be seen with the operatives.

Kevin is right, but that doesn't mean he is safe. Visconte has hired a couple of cocaine cowboys to kill Kevin in Miami. He doesn't know that Kevin is planning to give the codes to both sides, but he does know that he is facing the death sentence should he be caught, and Kevin holds the key.

THE ACTION

If the operatives take the assignment, they'll only have a few hours before Kevin's flight arrives. Raleigh will call Phillips, leaving a voice-mail message that the job is a go. Any preparations the operatives care to make before Kevin's arrival will have to be made quickly.

Throughout most of the events outlined below, one or more groups will be watching Kevin. All of these watchers – the operatives, FARC's thugs, Visconte's assassins, and the Colombian government representative – will be undercover most of the time. Unless otherwise noted, follow this procedure for every scene:

Have each player involved make a Hiding/Shadowing roll, modified to the conditions at the scene. If anyone fails, make a Perception roll for each group of NPCs also in the area. If that roll is made, the NPCs have noticed one or all of the operatives and may change their behavior to observe them or

FARC and the Colombian Civil War

Colombia has faced insurgency from FARC and a number of other organizations for almost three decades. But in 1995, FARC was absorbed by the Medellin Cartel and began to fight a well-financed conventional war. In 1999, FARC controls almost a third of Colombia. American aid to the Federal government has been sporadic, as the political climate at home has not favored military adventurism. But although FARC is worldwide considered a criminal organization rather than a political insurgency, it is well financed, and without outside support, the Federal forces may well lose all or most of Colombia.

FARC has offices in a number of countries, using them to maintain political liaisons, deal with the international media, and purchase the arms that keep it afloat. Despite American activity in Colombia, the FARC office in Miami is totally legal, although not popular. FARC officials and employees face threats and attacks on a weekly basis, but they carry out their jobs nonetheless. There are fourteen employees at the FARC office.

Questioning FARC officials will be fruitless; most of the office personnel know nothing about the Daggerty affair, and those who do won't talk. The GM will have to field any attempt to infiltrate the office, keeping in mind that that the security is quite good. Hacking the office subnet is another story, however. FARC's GenNet address is in the directory, and a Computer Ops/Security roll at -30 will get a hacker past the mailbox and into the subnet's restricted areas. With enough searching – use a Computer Ops/Civil Systems roll to see how long it takes – the operatives will find a file containing all of the blackmail correspondence sent to the K. Daggerty account.

More information on FARC and the Colombian civil war can be found in the *Millennium's End* rulebook and the *1999 Datasource* (also see the *Miami Sourcebook* and *The Medellin Agent*).

stay out of the way. Once that is decided, have the players make a Perception roll, at a base -20 if they aren't deliberately looking or a +20 if they are, plus any other modifiers that apply. If they succeed, they notice one or more of the NPCs in the area.

If the FARC thugs become aware of the operatives, they will hang back a bit to try to learn who they are and why they, too, are watching Kevin. This will make them harder to notice; change the operatives' Perception modifiers to -30 and +10. On the other hand, the FARC men's distance from their target will make them easier to derail or steer away from Kevin.

Thursday

Kevin's flight arrives on time. He's easy to identify walking down the ramp – a tall, lanky kid with unkempt hair, a pimply face and a laptop. Any operatives at the airport should make their Perception and Hiding rolls described above; Vasquez, a FARC man, is present as well. Kevin will notice anyone who fails the Hiding roll by more than 20. He will try not to react since he's not supposed to know they are there, but an additional Perception roll will tell the operatives that Kevin has spotted them.

Kevin collects his suitcases and a large trunk from the baggage carousel, then takes a taxi to his hotel – the Regal, in Miami Beach's Art Deco district. While he doesn't act with the ease of a seasoned world traveler, he handles himself pretty well for a fifteen-year-old traveling on his own. Once checked in, he retires to his third-floor room for a couple of hours. Operatives successfully making their Perception rolls will notice two men (the FARC thugs) watching the hotel from the lobby, Collins Park, or across Collins Avenue. One of them, Vasquez, might be recognized from the airport.

About 6:00 in the evening, Kevin comes downstairs to have dinner in the hotel restaurant. About halfway through his meal, he gets up and places a brief call from the phone booth in the lobby. Watchers making a successful Perception roll will notice that he pulls some sort of object out of his pocket and seems to be holding it near his mouth as he speaks. Operatives getting close enough may see that it is an electronic device about the size of a mini-cassette recorder, but if Kevin notices anyone watching him, he'll turn his back and hastily conclude. Once finished with the call, Kevin returns to his dinner, then heads upstairs for an exciting evening of cable TV. One of the FARC thugs stays in the vicinity of the hotel all night.

Kevin's call was to the Colombian consulate in Miami, made from a pay phone for fear that his home or even hotel room might be bugged. He informed the consulate desk officer that he has important information concerning Colombian air defenses, and told him about the drop he plans for the next day. He didn't leave his name.

Friday

The operatives will know from the Science Fair itinerary that things don't really start until Saturday, although exhibitors can set up Friday afternoon. Kevin doesn't get himself out of bed until almost noon. He then plays around on one of his computers for a while before taking a shower. At around 1:00, he sets out from the hotel in search of lunch, with Vasquez and LaPas in tow.

About two blocks from the hotel Visconte's assassins go for Kevin. A man and a woman in a red Ferrari convertible pull suddenly out of a side-street, cutting across the busy Collins Avenue traffic and squealing to a halt

The National Science Fair

The National Science Fair is the culmination of a nationwide high-school science competition. Hundreds of teenagers from around the country have come to display their award-winning science projects. The fair is being held in the Miami Beach Exhibition Center, about two blocks from the Regal Hotel, and includes displays on cutting-edge technology and seminars by several important scientists as well as about 200 student science projects.

Kevin's project has to do with holographic data-storage. It's an impressive display, with a computer and homemade holographic drive among other things, and it actually contributes a few new ideas to the field, although no breakthroughs (Engineering/Electrical at -20 to accurately assess the importance of Kevin's work). The operatives may be tempted to believe that the various watchers and assassins are after Kevin's scientific discoveries. Let them.

The operatives were given a copy of the Science Fair brochure and itinerary. Here is an abbreviated version:

Friday:	14:00-19:00	exhibitor set up
Saturday:	08:00-10:00	exhibitor set up
	10:00-18:00	public display, talks, and seminars
Sunday:	10:00-16:00	public display
	13:00-14:00	finalist presentations
	14:30-15:00	awards presentations
	16:00-18:00	tear-down

alongside Kevin. The man stands in the passenger seat and levels a pistol at the astonished teenager, squeezing off four quick shots. But the car's sudden stop throws him off balance, and all four shots miss their mark. Kevin turns and ducks quickly into the shop behind him.

What happens next depends on the operatives' actions; the equally surprised FARC men will make no move. With no intervention, Lawry will hop out of the car and pursue Kevin through the shop, out a side door, and down to the beach, where he will kill him, then be picked up by his partner. If the operatives hesitate but pursue, Glitter will fire upon them. She and Lawry will then try to break it off and escape. If the operatives act before Lawry can start after Kevin, the assassins will simply drive away, with a few parting shots. Whatever the case, Lawry and Glitter will not press a fight in the face of powerful resistance, and the GM should endeavor to keep one or both alive for the final scene.

If the operatives do not recover Kevin, he will return to the hotel in a couple of hours, conspicuously cautious. He will flash a knowing and relieved look at any BlackEagle operative he recognizes, and then head upstairs. But if approached by the operatives at any time, he will keep up the pretense of innocence, trying to disassociate himself from direct contact that might be observed by FARC.

At about 4:00, Kevin collects a hotel porter to give him a hand with his gear, and starts out on the two-block walk to the Exhibition Center. Before leaving the hotel, he glances about to insure his covert security team is on hand, which any operative making a Perception roll will notice. Once he gets to the center, Kevin checks in at the crowded registration desk, gets a cart on which to pile his gear, and releases the hotel porter. He heads off into the hall, moseying along between displays, most of which are almost assembled. He pauses frequently to look, occasionally talking to the other exhibitors about their projects. At one table he has a lengthy discussion, talking for almost fifteen minutes and showing off quite a bit of his own work before moving on. While all this is going on, a careful observer will notice that not only are LaPas and Vasquez nearby, but there is also another mysterious Hispanic man loitering in the vicinity (Perception at -10).

As Kevin pulls away, a strange incident occurs. The kid to whom was talking holds up a manila envelope, calling out, "Hey! You forgot something!" Kevin seems to ignore him, but the mysterious Latin man steps forward, mumbles something, takes the envelope, and walks quickly away. How much of this the operatives take in depends on the result of yet another Perception roll, modified for the operatives' point of view. Kevin moves on to his table and begins nervously setting up his display; he will deny any knowledge of the envelope if asked. The mysterious man heads out through the lobby and towards Collins Avenue. LaPas follows him.

After setting up for a couple of hours, Kevin heads back to the hotel. The entire time, he keeps glancing around every few minutes, just to make sure his protectors are still around. He doesn't interact with anyone else at the Exhibition Center, and eats dinner in his room when he gets back to the hotel.

Saturday

The incident at the exhibition hall was a rather amateurish drop attempt. The manila envelope, which wasn't supposed to be noticed by the other kid, contained the IFF codes and information on the corrupted AWACS software for

Background Checks: Kevin, Ken, and Armitage

At some point in the adventure, the operatives are probably going to want to do some background checking on Kevin, his father, or Armitage, their apparent client. The best way to deal with such an eventuality will depend on how the operatives go about their checks.

If the operatives attempt to contact Armitage through the number that Kevin (posing as Phillips) left, they will reach Kevin's computer phone mail system, which will identify itself as Armitage and request that they leave a message. The next time Kevin checks his mail, he will return the operative's call using his voice processor, posing as Phillips, and answering questions as best he can while maintaining his ruse. Operatives speaking with him may make a Perception (if they do not suspect) or Diplomacy/Prying (if they do) roll to notice that something about Phillips and his story is not right. If the operatives try to reach Phillips by calling Armitage direct, they will be told he is out of town on business; the real Phillips actually is. Nobody else knows anything about death threats or BlackEagle assignments.

Operatives looking into Kevin's father will learn that Ken Daggerty is a mid-level programmer and Kevin's only immediate family. He makes \$64,000 a year and owns the small house he and Kevin live in. He was not involved in the AWACS system software project. Contacting Daggerty will only alarm him; he knows nothing about any of what is going on. If the operatives let him know that his son is in danger, he will head for Miami posthaste.

There's not a lot available on Kevin. Although he's bright, Kevin's grades are average. He has few extra-curricular involvements and no police record. An operative making a Computer Ops/Networking roll may find the K. Daggerty account – and may, like FARC, assume it belongs to his dad, although another Computer Ops/Networking roll at -20 will reveal that all transactions with that account are being forwarded to Kevin's hotel room. A Computer Ops/Security

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the Colombians. The man who picked it up was Major Fernando Marquez, a consular official. From the Exhibition Center, Marquez headed for his car, not pausing to read the envelope's contents. But Kevin's bungle, a result of watching too many bad spy movies, tipped FARC to his attempts to double-cross them, and Marquez was intercepted. Only the intervention of his driver/bodyguard saved his life, and the envelope was lost; stage this scene if the operatives follow Marquez. Now FARC thinks that Ken Daggerty is using his son to double-cross them, and, with the codes in hand, they're ready to carry out their threat. Meanwhile, Marquez still doesn't have the codes, or even really know what this is all about. He does, however, know what Kevin looks like and where to find him.

Shortly after Kevin arrives at the Exhibition Center Saturday morning, Marquez approaches him. Kevin, not wanting to be seen with this man, reacts desperately, but does not run. If the operatives don't intervene, Marquez will calm Kevin, explaining his loss of the envelope. If they do get in his way, he will assume they are Kevin's bodyguards and impress upon them the importance of his speaking with Kevin, without giving details.

This situation is ripe with possibility, especially if the operatives are on edge. But Marquez is persuasive, and despite some tension, should be able to get through without anybody drawing a weapon. At this point Kevin's involvement in more than the science fair will become unavoidably obvious. When Kevin hears that FARC knows he tried to pass the codes, any attempt at a ruse will be superfluous. He and Marquez agree to head back to the hotel to get the codes from Kevin's laptop; his computer at the exhibition center is not on the net. The FARC men are nowhere to be seen, and Marquez urges speed. Kevin orders the operatives to ride shotgun.

Nothing happens on the way to the hotel. The FARC thugs are in Kevin's room, stealing his computer. As the operatives enter the hotel lobby, they run point blank into the thugs coming out of the elevator (or a stairwell, if the operatives come in by a rear entrance) with Kevin's laptop in hand. The FARC men won't hesitate; their job is to retrieve and conceal the codes, and if possible, kill Kevin. Doing both in a busy hotel lobby doesn't bother them at all.

Once the firefight is over, Kevin plugs his laptop into the GenNet jack at the registration desk and sends the codes to Marquez's account at the consulate. This break in the action may lull the players into thinking the assignment is over. In the few moments before the police arrive, Kevin will answer as best he can any questions they have about his role in the events or about the identity of Marquez and the FARC men. Marquez doesn't really know what's going on either, so he asks, "If you didn't sabotage the software, and FARC didn't either, someone else must be involved. Why haven't we heard from them?"

Just then Lowry and Glitter screech to a halt in front of the hotel firing at Kevin through the glass of the lobby doors with automatic weapons. Both hop out of the car to pursue their target through the hotel. They are used to drive-by shootings and don't have much grasp of more sophisticated tactics, but unless the operatives posted a lookout, they should have the advantage of surprise. This time, they will press the fight, not quitting until they or Kevin are dead.

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roll at -50 will get a hacker onto Kevin's system; from there the operative can find several dozen gigabytes worth of fascinating material, including all of the correspondence with FARC, the IFF codes and AWACS information, the records of the account transfers by which the operatives were paid, and evidence of unrelated hacking.

The Regal

The northernmost building in Miami Beach's historic Art Deco district, the Regal is a small but luxurious hotel that still retains much of its 1930s splendor. The Art Deco district was revitalized in the early eighties, and most of the hotels were restored. But the depression and malaise of the nineties have taken their toll, and many have fallen into disrepair again. But the Regal, sitting on the beach only two blocks from the Exhibition Center, does good business year round and remains in pretty good shape. The seven-story hotel has ninety-two rooms and suites.

Kevin's room is 312, near the beach end of the L-shaped building and facing into its courtyard and pool. It's a simple room, with a queen-size bed and the typical assortment of hotel-room furniture, all in the art deco style. When Kevin arrives, one of the first things he does is plug his laptop into the GenNet jack, so any correspondence addressed to the K. Daggerty account goes there. His computer, and the account, will be up for the length of his stay in Miami.

There are additional rooms available at the Regal. The closest to Kevin's are 313 (a two-room suite) and 302. Neither of the rooms directly above or below are free, but there are rooms on most of the other floors. Use the *Small Hotel* on pages 66 and 67 of the *GMs Companion* for floorplans of the Regal Hotel.

Aftermath

The fight with Visconte's assassins shouldn't take long, and the police, already called after the first firefight, will arrive within a minute. The operatives and Kevin won't be charged unless bystander casualties were heavy, but police business and the press will keep them busy for several hours. Marquez has diplomatic immunity and enough connections to keep his involvement out of the public eye.

Kevin will leave Sunday morning, not bothering to stay through the science fair judging. The shootings, a minor footnote in Miami's violent involvement in the Colombian war, won't even make the national news. The contract will be paid in full within a week, and FARC will leave Kevin and his father alone, for the time being.

THE PLAYERS

Kevin Doggerty

Kevin is a precocious teenager; a brilliant hacker, a budding electrical engineer, and a skilled conniver. Unfortunately, his opinion of his skills exceeds even their actual level. This arrogance has won him few friends at school, but has never gotten him into this sort of trouble before. Kevin sees the operatives as little more than hired thugs – *his* hired thugs, countering those sent after him by FARC. This attitude will become apparent if the operatives interact with him for any length of time. Attitude aside, Kevin will stick to his innocence story up to the last minute, claiming that he knows nothing about the attackers or the operatives.

Kevin is a tall but thin young man with an unkempt look and a propensity for faded T-shirts. He is not strong, but fairly agile and a quick thinker.

Kevin Doggerty

15 year-old male, 185cm, 60kg, Blonde hair, brown eyes, light skin.

Int	83	Sen	30	Acting	42	46
AgI	52	Cor	48	Con	21	67
Con	41	Str	38	Computer Ops	62	70
Per	34	App	40	Networks	31	101
Bra	70	Wil	62	Security	28	98
				Diplomacy	44	49
Perception			34	Lying	22	71
Base Speed			16	Unarmed H-t-H	20	25
Damage Rating			2	Dodge	10	35
Mass Factor			1.1	Punch	8	33

Weapon	Roll	DF/DD	Dam. Type
Punch	33	2	Impact

FARC Goons

Kevin is watched throughout most of this adventure by Marco Vasquez and Eduardo LaPas, employees of the FARC political office in Miami. Vasquez and LaPas have been ordered to keep tabs on Kevin and kill him if given the word. They are both skilled in physical surveillance and the ways of the gun, and have no compunction about offing Kevin or anyone else who gets in the way. Nevertheless, at least at the start of the assignment they don't suspect Kevin at all, and have no clue who the operatives are or why they too would be after the kid. They communicate with each other and the FARC office by mobile phone. Both will avoid confrontations with the operatives, and resist



The Miami Beach Convention Center

Miami Beach has an enormous Exhibition and Convention Center, located just on the edge of the Art Deco district and only a couple of blocks from the beach. The expansive, post-modern building has well over a million square feet of exhibition space, of which the National Science Fair is using about a quarter. The rest of the center is unoccupied during this adventure.

The Science Fair occupies the eastern and northern lobbies, several adjoining conference rooms, and a single huge exhibition floor. Only the eastern lobby entrances are open; the northern lobby doors are locked, as the lobby space is being used for high-technology displays. Armed guards are present in both lobby spaces and at the entrances to the main exhibition floor.

Floorplans for the Convention Center can be found online at:
<http://www.ci.miami-beach.fl.us/newcity/culture/convfpln.html>

questioning if cornered.

Vasquez is a tall man with a long, somber face, dark hair, and a moustache. LaPas is built like a fireplug, with close-cropped dark hair and a pug nose. As if unable to shield their drug-lord-hit-men image, they both wear dark suits, ties, and sunglasses.

Marco Vasquez

32 year-old male, 187cm, 78kg, Black hair and moustache, brown eyes, tan skin.

Int	38	Sen	52	Aim	44	49
AgI	48	Cor	50	Autofire	19	68
Con	44	Str	54	Smallarm	22	71
Per	36	App	46	Hiding	48	53
Bra	52	Wil	52	Shadowing	24	77
				Unarmed H-t-H	34	39
Perception			49	Dodge	10	49
Base Speed			15	Punch	16	55
Damage Rating			3			
Mass Factor			0.9			

Carries a MAC M11 (32 rnds hollowpoint) and an extra magazine. Wears a Class II+ concealable ballistic vest.

Weapon	Roll	DF/DD	Dam. Type
M11	88	18	Hyd. Shock
(auto)	85	18	Hyd. Shock
Punch	55	3	Impact

Eduardo LaPas

27 year-old male, 168cm, 95kg, Black hair, brown eyes, tan skin.

Int	48	Sen	44	Aim	40	45
AgI	54	Cor	42	Autofire	10	55
Con	62	Str	68	Smallarm	20	65
Per	56	App	40	Hiding	42	46
Bra	40	Wil	50	Shadowing	21	67
				Unarmed H-t-H	60	66
Perception			45	Dodge	25	91
Base Speed			16	Grapple	20	86
Damage Rating			4	Punch	30	96
Mass Factor			0.8	Drive	48	53
				Auto	24	77

Carries a Beretta 93R (20 rnds hollowpoint) and two extra magazines. Wears a Class II+ concealable ballistic vest.

Weapon	Roll	DF/DD	Dam. Type
Beretta 93R	82	20	Hyd. Shock
(auto)	72	20	Hyd. Shock
Punch	96	4	Impact

Visconte's Assassins

Martin Lawry and Chick Glitter are a pair of cocaine cowboys hired by Visconte to kill Kevin. Local drug runners, Lawry and Glitter are a flashy pair who like to show off their ill-gotten gains, strutting along the trendy streets of Miami and Miami Beach in expensive clothes, jewelry and a bright red Ferrari 348. They are never far from their guns, which come out at the drop of a hat. But the pair are more smoke than substance and won't hang around for a sustained firefight. If captured, they will talk, but know nothing about why they were hired. Their employer is in Colombia; they were contacted by phone.

Lawry is a handsome young man with tan skin and light brown hair. Glitter is a striking blonde who wears a lot of leather. Neither goes anywhere

without the other, a weapon, a lot of glitz, and an attitude. Not surprisingly, they have a reputation in Miami's underworld – one that might make them familiar to the operatives – and information on them is easy to come by. They are highly mobile, however, and hard to track down. More information on Lawry and Glitter can be found on pages 120-121 of the *GMs Companion*.

Martin Lawry

24 year-old male, 182cm, 74kg, Dark blonde hair, brown eyes, tan skin.

Int	46	Sen	54	Aim	38	44
AgI	62	Cor	50	Autofire	16	60
Con	48	Str	52	Longarm	15	59
Per	46	App	62	Smallarm	17	61
Bra	52	Wil	48	Kata	32	38
				Karate	16	54
Perception		49		Unarmed H-t-H	52	57
Base Speed		20		Dodge	20	77
Damage Rating		3		Punch	26	83
Mass Factor		1.0				

Carries a Beretta 84F (13 rnds hollowpoint) and two extra magazines and/or an AKM (30 rnds ball) and an extra magazine. Wears a Class II+ concealable ballistic vest.

Weapon	Roll	DF/DD	Dam. Type
Beretta 84F	76	18	Hyd. Shock
AKM	85	19	Hyd. Shock
(auto)	86	19	Hyd. Shock
Punch	83	3	Impact

Chick Glitter

25 year-old female, 163cm, 52kg, Blonde hair, blue eyes, tan skin.

Int	40	Sen	48	Aim	56	61
AgI	51	Cor	50	Autofire	28	89
Con	47	Str	41	Smallarm	20	81
Per	52	App	72	Drive	52	57
Bra	60	Wil	42	Auto	26	83
Perception		42				
Base Speed		16				
Damage Rating		3				
Mass Factor		1.3				

Carries a Mini-Uzi (20 rnds ball) and three extra magazines. Drives a Ferrari 348tb custom convertible.

Weapon	Roll	DF/DD	Dam. Type
Mini-Uzi	100	17	Hyd. Shock
(auto)	108	17	Hyd. Shock

Fernando Marquez

Major Fernando Marquez is the Federal Colombian military liaison in Miami. Since he is a coordinator for special and covert operations in the Colombian civil war, the operatives may well have met him before, or at least heard about him around the office. Marquez has been part of the Defense Ministry investigation that frightened Visconte, so when a mysterious caller offered information on air defense leaks, he jumped at the opportunity. A solid character, Marquez will be willing to help protect Kevin and work with the operatives, so long as he gets his information.

Marquez is a short, handsome man with black hair and a small mous-

tache. He is friendly and easy-going, and a skilled combatant. More information on Marquez and his activities can be found in the *1999 Datasource*.

Fernando Marquez

36 year-old male, 170cm, 70kg, Black hair and moustache, brown eyes, tan skin.

Int	55	Sen	55	Aim	44	49
Agl	47	Cor	62	Smallarm	15	64
Con	55	Str	41	Diplomacy	50	56
Per	52	App	43	Coercion	25	81
Bra	63	Wil	66	Lying	20	76
				Unarmed H-t-H	36	41
Perception			46	Dodge	14	55
Base Speed			15	Punch	18	59
Damage Rating			3			
Mass Factor			1.0			

Carries a Browning Hi-Power (13 rnds hollowpoint) and an extra magazine. Wears a Class II ballistic raincoat.

Weapon	Roll	DF/DD	Dam. Type
Hi-Power	86	20	Hyd. Shock
Punch	59	3	Impact