

TIGER SHARK

An Adventure for *Millennium's End*

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The Assignment

William Monahan, a reporter from Ireland, contacts the operatives by phone. He's a little uncertain about himself because he's never hired a company like Blackeagle before. Nonetheless, he's very eager to get his job done, and he needs help doing it. He's in Miami, and could arrange for a meeting with the operative's if they require it. He'd rather get them on the job as fast as possible, however, and will provide them with everything they need over the phone.

"I'm sorry about the short notice," William explains once the introductions are over, "But there's no time to waste. Last night at around 12:30 a plane carrying Juan Moreno crashed while in transit from Venezuela to Miami. Moreno was hand-carrying a zip disk with some important material for me and I need it recovered quickly.

"The plane went down somewhere in the northern Berry Island range in the Bahamas. Hopefully that's not too much of a problem, however it seems that the Berries are right on the edge of this Bahamas Bank area. To the west and south it looks like the water is quite shallow, which should make things nice and easy. But to the north and east, off the Bank, the ocean gets real deep—like half a mile deep. Obviously, if the plane went down in that water, I'll probably be screwed.

"If Juan is alive, then I want him brought back here to meet with me—with the zip disk. If he's dead, well... I'd feel like shit, but I'll still need the zip disk. If the disk has been immersed in sea water I'll need it back quick if there's going to be any chance of recovering the data.

"That's about it for background. I've already chartered a plane for you—if everything went right, there should be enough SCUBA gear on board for all of you—your boss said you knew how to use it. I don't know anything about that stuff, so I just told them to get six of everything—I hope it all works. I'd head to the Great Harbor Cay—I think it's the only island in the Berries that people actually live on. They tell me you should be able to hire a boat there.

"I know it's not a lot, but I scraped together all of the personal funds that I could come up with to get this \$10,000 check. I hope it's enough to hire you. I wouldn't be risking that much money—it took me two years to save that up—if I didn't know that this was really important. It'll be the story of a lifetime."

Finished with his part of the briefing, William will take questions from the operatives. If they ask about how the plane was located or where exactly it is, he'll send (via fax) a copy of a chart. "The plane is a Gulfstream G-3, tail number NG 07362A. Moreno was on it with a pilot and maybe a couple of other passengers. It belongs to his father's oil company. I knew there was a problem when the plane didn't arrive on time, so I got on the horn with the Dominican and Bahamian air control officials—not the best way to spend an afternoon, let me tell you—and they said that it went off the radar scopes right around Great Harbor Cay. Turns out that's the outer limit of their radar coverage or something, so they didn't really notice until I called and pointed it out to them. Anyway, the plane should be somewhere about in the middle of that chart you've got. That's as close as we can pin it down."

If asked about possible causes of the crash, William will then he does not know what happened.

The Real Scoop

Juan Moreno is the son of a wealthy Venezuelan family. His father owns a large oil corporation. Juan, the youngest child of six, was always left to do whatever he wanted. As a result, he grew up to be a rather whimsical, dim-witted man. When he entered his early twenties, he moved to Spain to stay with his Basque uncle for a while. After a year in Spain, Juan met with members of the ETA. He felt drawn by their propaganda, and ended up joining them only a few months later.

He was in the ETA for a year, and during that time he became infatuated with Karinne Batista. He began to pursue her, and eventually they had a one-night fling. After that, Karinne distanced herself from Juan. He didn't understand that she wasn't interested and he wouldn't leave her alone. She finally decided that she wasn't going to put up with him anymore and began to humiliate him in public. Karinne was unforgiving and cruel to Juan, making him into the local entertainment when there wasn't anything else going on. Juan's initial dismay turned into a seething hate that eventually inspired him to betray the ETA and make off with a lot of their money.

He stole over \$500,000 of drug money from the ETA only two months ago. With it, he also took various pieces of computer equipment, which happened to include a zip disk that belonged to Karinne—containing a whole directory of correspondence with Michael Pierce, an ex-SAS officer with whom Karinne had a protracted illicit affair. Juan fled to Venezuela and, after discovering the information that he had, decided to see how much damage he could cause.

Realizing that he could use the information on the zip disk to ruin Karinne, Juan did some research via the GenNet and eventually got into contact with William Monahan—a reporter from Northern Ireland who's sister was paralyzed by an overzealous SAS officer (page 99, *Terror/CounterTerror Sourcebook*). Monahan knows that Michael Pierce has made several corrupt dealings and he has been pursuing hard evidence for some time. When Juan contacted Monahan, he was more than willing to meet on neutral ground—Miami, Florida—for an up-close and personal interview. Juan agreed to bring the disk, but he was unwilling to transfer the files over the net because he feared that the ETA would trace the files back to him. The truth be told, he could have done a lot more damage to

The Cays

The word "Cay" is actually pronounced like "Key." If the operatives are unaware of this, they may choose to pronounce it phonetically. This will, however, immediately mark them as tourists on the islands. In addition to that Phillip Gomez will try to let the operatives know that they are pronouncing it wrong by wincing visibly whenever he hears them mispronounce it. Being a knowledgeable reporter, William Monahan pronounces it correctly.

Karinne and Michael by transmitting the files to as many politicians as he could over the GenNet. But Juan was a little too scared, and far too stupid, to execute such a plan.

William Monahan is a down-and-out reporter determined to make the SAS look bad—in fact, it's his life's goal to bring them down any way he can. When he was contacted by Juan, he made all the arrangements to meet Juan in Miami the next day. He's done everything he can to assure Juan that the information will be used to cause a lot of damage to those who deserve it.

Michael Pierce is an ex-officer of the British Special Air Service. He was forced to leave the SAS under shady circumstances a few years ago. Since then he's been working covertly for a senior member of Parliament, aiding in various illegal political activities including assassinations. Two years ago, he was sent to Spain to deal with a "terrorist threat." There was no terrorist, and the only threat was a Spanish politician gaining too much popularity and support for certain British politicians' tastes. At the same time, the terrorist group ETA was in the process of eliminating this political figure. The leader of the ETA hit squad, Karinne Batista, ended up crossing paths with Michael. Despite being on opposite sides of the fence, an uncanny attraction immediately formed between them. Once they realized they had the same goals in mind they loosened up and began a mutually beneficial relationship—one they have made a point to keep secret as it would destroy their credibility. Juan is about to expose that secret, along with several of Pierce and Karinne's other contacts as well—including a senior member of Parliament.

One of Juan's "friends" from Venezuela decided to cash in on a bounty the ETA had put out on Juan. Once he gave the ETA Juan's location, Karinne and Pierce began a plan to deal with their mutual problem. Juan planned to take his father's Gulfstream G-3 to Florida to meet with Monahan. Pierce went to Venezuela and bribed the disgruntled pilot into letting him on-board as a 'reserve' pilot.

One of Juan's older brothers—the biggest muscle of the family—accompanied him on the plane. When they were near the shallow waters near the Great Harbor Cay, Pierce shot the pilot (using a silencer) and crash-landed the plane in the water. In all of the commotion, neither Juan nor his brother realized that Pierce was involved in the crash. They also didn't know that Pierce had stashed two bags of cocaine the plane to throw off the local authorities when the wreck and murder were discovered.

Pierce had already arranged for Karinne to meet him at the fallen plane. Two boats arrived only moments after the plane went down. Juan and his brother were the first ones out. Juan's brother was shot in the water and left to drown, and Juan was fished out onto the boat. The second boat fished out Juan's backpack. Unfortunately, unknown to all except Juan, his brother was actually carrying the disk on his person.

As the boats headed away, Juan leapt overboard and swam to the nearby wreck of a cruise ship (*The Island Cloud*). One of the boats went after Juan. They dropped Pierce off at the *Island Cloud* and he entered with the intention of killing Juan. The other thugs waited on their boat for him to return. Karinne, on the other boat that fished out the backpack, cruised back to the rendezvous point on the other side of the Goat Cay. That's the situation when the operatives arrive in the area: Pierce is chasing Juan on the *Island Cloud*; Karinne is at the rendezvous with

The ETA Terrorists

A total of eight ETA terrorists are involved in the plot to kill Juan. Karinne Batista is leading the group. Their goals are simple—capture Juan, get the zip disk, and return to ETA headquarters in Spain.

The ETA terrorists arrived on Great Harbor Cay two days before the plane crash. They have two boats, and have spent the last few days learning the best ways to navigate the tricky shallow waters around the Great Harbor Cay.

Michael Pierce is working with them. He bribed his way onto Juan's plane, acting as the copilot. The ETA terrorists know this, and are expecting Pierce to be aiding them. If it looks like he's helping the operatives, the ETA will suspect that Pierce has betrayed them and become edgy around him.

The statistics for Karinne are listed in the Non-Player Character section. For the rest of the terrorists, use the Urban Revolutionaries Stereotypes (*Terror/CounterTerror Sourcebook*, page 127).

Juan's backpack but no disk; several thugs are on a boat near the *Island Cloud*; and the disk is on the body of Juan's brother, who's being gnawed and dragged along the ocean floor by sharks.

Two other parties are in the area, and may show up if time drags on: the Coast Guard; and the local drug boss. The Coast Guard will come to investigate the wreck. They won't get involved unless they are contacted by local Bahamian police. If they do get involved, however, they will be heavily armed and ready to arrest everyone involved, including the operatives. Should the operatives be connected with the drugs, they will be assumed to be smugglers and arrested. The same assumption will be made by local drug smugglers, who will think that the operatives are moving in on their turf.

The Action

All of the action in this assignment takes place in a single day, and all within the immediate vicinity of Great Harbor Cay. Located roughly 220 km east of Miami, the Berry Islands consist of a main island named the Great Harbor Cay and a series of smaller islands. The operatives arrive at the Berry Islands by plane.

On Approach

As the plane clears the scattered clouds at 800 meters, operatives looking out the windows (especially any that head up into the cockpit, where the right seat and a jump seat are both free) can see the Berry Islands spread out before them. The plane is approaching from due west of Goat Cay, at which point it will turn south for the approach into Great Harbor. The islands are all easily identifiable to anyone who has studied the map. From the air they are flat and dark grey-green, covered in scrub vegetation with few buildings except for the sprawling village of Bullock's Harbor. The waters of the Great Bahama Bank are a sparkling beautiful azure, with white sandy bottoms more perfect than a travel poster broken by patches of dark sea grass. Additional islands off the map extend for a good twenty kilometers or more to the south, gradually bending westward in a broken string.

There are several things that the players might notice on the way in. The first is the wreck of the *Island Cloud*, a hulk of a cruise ship that ran aground and burned a few years back in what was probably an insurance scam. The awesome *Island Cloud* sits blackened on the edge of the bank about a kilometer west of the western tip of Little Stirrup Cay. Any operative making a Perception roll at +40 will spot her.

The second item the operatives might notice is the missing plane itself, lying in shallow water about half a kilometer from the *Island Cloud*. Any operative specifically looking for it will spot it with a Perception roll at -20 as the operatives' plane approaches Goat Cay. If the operatives ask the pilot to fly around in search of the G-3, he'll agree (within reasonable limits)—any search pattern that brings the operatives' plane to within one kilometer or less of the G-3 will reduce the Perception roll penalty to -10 (or better). The G-3 lies intact on the sandy bottom, with its tail just sticking out of the water. If the operatives have their plane circle the G-3 closely, a Perception roll at -30 will spot the silhouettes of sharks gliding darkly against the white background of the sandy bottom.

The players might notice a few other, less important items on their way in. The tower on Great Stirrup Cay (noted on the chart) is a derelict lighthouse, a classic design built on the highest point of that island. Several sandy trails criss-cross the island, which features a couple of buildings near the dock on its southwestern shore but is otherwise empty. Attentive operatives (Perception roll at -10) may notice a cabin cruiser anchored neat the northern tip of the Great Harbor Cay.

Little Stirrup, Goat, and Haines Cays are completely empty save for a single boarded-up house on Little Stirrup. Lignum Vitae features an airstrip, but a close fly-by reveals that it is completely overgrown. The operatives' pilot notes that his chart says that the strip has been spiked, presumably to keep drug smugglers from using it. There are also a couple dozen houses on Lignum Vitae and the northern end of Great Harbor Cay—nice contemporary designs, but sitting empty and overgrown by palmettos.

The approach over Great Harbor overflies a small marina and a golf course that dominates the center of the island. The course does not appear to be in good shape, however, and several abandoned buildings and ruined foundations imply a resort past its prime if not completely feral.

Welcome to the Bahamas

The plane lands at 7:45 am on the airstrip at Great Harbor, a bumpy but paved strip barely wide enough for it. The plane turns around carefully on the runway, barely keeping its wheels on the pavement, and taxis to a small tarmac off the side of the runway. Two or three other planes sit there; a small square building is labeled "Welcome to Great Harbor Cay" with word "Customs" by the door. A gate from the tarmac leads out to a road that disappears into the scrub palmettos, past the ruins of what might have been a crude airport tower at one point. Beside the gate a painted sign welcomes the operatives to Great Harbor again, and recommends "Robinson's Hotel" and "Robinson's Grocery" in "The Village."

Assuming that they all have their passports, have done a reasonable job hiding their weapons (in with their SCUBA gear would do fine), and can make up any reasonable-sounding, tourist-oriented rationale for their visit, the operatives won't have any trouble with Customs. The Berries, however, aren't really tourist islands—a handful of semi-regular American expatriates own properties here, but there are virtually no facilities for tourists. The Customs officer, a woman named Margaret Hill, can direct the operatives to Robinson's Hotel when the issue comes up (among the regular questions, she asks how long the operatives will be in the Bahamas, and where they will be staying). To reach the hotel, or hire a boat or a car, the operatives will have to walk up the road about 100 meters to Anna Robinson's shop.

Anna Robinson runs the only business on the island that hints of tourism—a small shop in a rectangular cinderblock building up from the airport where she sells shells and pretty hand-woven baskets at surprisingly reasonable prices. Having heard the plane, she's just opening as the operatives arrive from the Customs office (which takes about half an hour for them to clear). Her cousin Mattias rents Isuzus, and she can call him to bring one up and/or ferry them to the Village (the local name for Bullock's Harbor). She (or Mattias, or Rowan Robinson, who runs the hotel) can recommend a boat for them: Phillip Gomez, who can probably be found at the #12 townhouse at the Marina.

Bahamians

The average native Bahamian has black skin and speaks English with a strong accent that sounds, to American ears, like a slurred version of the stereotypical Jamaican accent. The Bahamas is a British Commonwealth Nation, and most inhabitants have British sounding names like William or Robert.

As a general rule, Bahamians are easy going, laid back and friendly. They are fairly poor on average, but they do not usually worry about money a great deal. The local currency is the Bahamian dollar, which is equal in value and completely interchangeable with the U.S. dollar.

Bahamian cops

There are only three police officers on the Great Harbor Cay. Because it's usually a very quiet place, the officers are better equipped to deal with boating accidents than criminal conduct. They are, however, aware that Ramon Silvio has been lurking around for some time. They suspect he's smuggling drugs into the U.S. and have done what little they can to stop him, including informing the U.S. Coast Guard. Without proof, however, they cannot do much more than they have.

Because of the relaxed life-style that everyone on the Cay leads, the officers will almost certainly be unprepared to deal with gunfights in any efficient manner. They are, however, reasonably professional, well-trained, and dedicated to their job. Generally, only one is on duty at a time in the village, but the others can be called from their townhouses at the marina on short notice.

Whether the operatives go to the hotel or the village, they'll eventually end up hiring Phillip. The Village is a sprawling string of cinderblock houses, simple in design and somewhat squalid, but brightly painted and in good repair. It features a nurses station, a four-room cinderblock school, two groceries each smaller than a typical American convenience store, a bar, the government building (basically just a post office down by the dock), and the hotel. The latter has eight rooms, all of which are vacant. Though clean and functional, the hotel is definitely not tourist-quality: the walls are cinderblock and only one room features air conditioning.

Phillip can be found at the townhouses that border the eastern and northern edges of the marina, at #12. The townhouses are built out over the water—Phillip is below the townhouse tending to his boat when the operatives arrive. The boat is a grey 18-foot center-console outboard, an open boat. Phillip seems a nice enough guy, and is available. He'll offer to take them to the best spots for fishing, lobster diving, or reef diving, and will accept with equal complacency whatever destination the operatives give him (including the truth if they offer it).

He'll ask for \$180 per person for a full day's charter, but will settle for \$125 each—the going rate for an all-day charter. The operatives may want to charter their own boat without a pilot, but that won't be possible. The shallows are deceptive and a local guide is a necessity—no one will rent their boat to a stranger.

At the Plane

The day is beautiful—if the operatives didn't bring sun block, they're going to regret it later. The sky is mostly clear, the air is warm even early in the morning with a light breeze out of the northwest, and the seas are calm with swells around half a meter. It takes about twenty minutes to pass through the cut at Bullocks Harbor and get out to the site of the plane crash.

If the operatives did not spot the plane from the air, they'll have to find it out on the water. Doing so requires first that they plot a search pattern that brings them to within two or three kilometers of its location—if so, a Perception roll made at -30 will spot the plane's tail just sticking out of the water. Phillip will spot the plane with only a -20 penalty if he knows that they're looking for it, or with the standard -30 if he doesn't. If he spots it (and doesn't know they're looking for it), he will comment on it.

Another old plane, the wreckage of a DC-3, can be found near the southern tip of Lignum Vitae Cay. Phillip knows that it crashed there in the late '80s (a drug runner was using the Lignum Vitae airstrip). If the operatives tell him they're looking for a wrecked plane, but fail to give many details, Phillip will take them to the DC-3.

If their pattern doesn't take the operatives near the plane, or if they fail all Perception checks, a local fisherman in a boat will cruise by at about noon and call out to Phillip, asking if he's seen the wrecked plane. The fisherman passed it coming in from Little Stirrup, near the *Island Cloud*, and is heading in to tell the authorities in the village (he has no radio on his small boat). He will gladly direct the operatives to the plane wreck, and Phillip will have no problem finding it with the directions.

From the surface, the plane is clearly visible. It appears to be intact, sitting just nose-down in the sand. The passenger door is open and the gear

Ramon's Turf

While the operatives and the ETA agents are each trying to get something from the other, the local drug smuggler—named Ramon Silvio—will send a group of thugs to find out what's going on. Ramon has been staying on Great Harbor Cay for the past few months. He is working with several large Colombian families, helping them to smuggle drugs into the U.S. All of the people that live on the island know what Ramon is up to and view him with nothing but contempt.

As soon as Ramon discovers that a plane crash landed, he'll become much more interested in the situation. If drugs of any kind are mentioned or found, Ramon will become aggressive. He'll send out four thugs to capture or kill the intruders. These thugs won't really know what's going on, or who they are looking for exactly. They'll begin by asking questions and roughing up a few locals, including Phillip. Eventually, they'll track down the operatives and the ETA terrorists.

Ramon's men can be used to keep up the tension if the operatives seem to be hesitating or taking their time. Use Cheap Thug Stereotypes (*Millennium's End v2.0*, page 156) and arm them with Uzis (they don't carry these openly when around the villagers). They respond poorly to anger and aggression, and are prone to violence.

appears to be up, but there is no other sign of damage. The operatives won't have to watch for long before they see two or three good-sized sharks slowly tooling around near the bottom.

The operatives will have to get in the water with the sharks if they want to check out the plane. This may or may not involve incident, but as the operatives arrive the sharks are not yet aroused in any way (see the Shark Attack rules, below). The water around the plane is about five meters or so deep—Phillip will anchor the boat no closer than eighteen or twenty meters away, as he requires enough anchor swing to avoid hitting the plane.

The zip disk is not on the plane, though there are several clues to be found. For starters, operatives entering the cockpit will find what has attracted the sharks—the pilot sits strapped in his chair, his right arm well-gnawed by aquatic meal-seekers. He has been shot in forehead from close range, and has a surprised look on face.

If the operatives spend any time in the cockpit, they might also spot the pilot's flight plan, a chart folded into a plastic pouch drifting near the floor of the cockpit. It indicated that the plane was traveling to Miami. Oddly enough, the flight plan does not cross over the Great Harbor Cay at all.

Finally, operatives searching the baggage bins will find a suitcase containing two well-taped bundles of plastic. Examination will reveal that they contain a fine white powder—cocaine. There are no other bodies on the plane, nor any additional baggage.

If any of the operatives make a Perception roll at -30 when searching around outside of the plane, they'll notice a strange form floating in the distance. Upon closer inspection, they'll find Juan's brother—what's left of him. His body has been ripped apart by sharks, and several shark teeth can be found stuck into his lower abdomen. He has nothing of value on him—the zip disk that he was carrying fell out of his pocket and is resting on the moss-covered rocks below. It's very unlikely that the operatives will spot the zip disk unless they are actively searching for it. This means that, most likely, they'll overlook it and have to return later to perform a more thorough search.

There being little else the operatives can do at this underwater crime scene, they'll have to move on. If they spend more than ten minutes at the scene, the ETA thugs stationed at the *Island Cloud* will notice them and come to investigate.

The Island Cloud

If the ETA thugs notice the operatives, then they will approach to find out what they are doing. If the operatives work quickly enough. The ETA thugs won't notice them at first. Either way, several loud gunshots echo from the *Island Cloud* before the operatives leave the scene. If the operatives approach the ship and the thugs haven't spotted them yet, they'll get there just in time to see several people—obviously not native to the Bahamas—waiting on a boat outside the *Island Cloud*.

If the operatives get too close, the ETA thugs on the boat (there are four) will begin to get edgy. At the first sign of aggression from the operatives, the terrorists will engage the operatives. They'll try to kill them quickly, if possible. If it looks like they are loosing badly, they'll hop off their boat and retreat into the *Island Cloud*.

The Coast Guard

The Coast Guard can't operate ashore when in the Bahamas and they will only operate in Bahamian waters if they are given permission. They won't become involved in this assignment unless one of the Bahamian police officers calls them and asks for assistance.

Once the Coast Guard becomes active, there is little hope for the operatives to complete their assignment and if they aren't careful, they'll probably find themselves talking to a Blackeagle lawyer from behind bars.

If the operatives enter the *Island Cloud*, they'll find Juan and Pierce. When they stumble on the scene, Pierce is preparing to kill Juan. As amazing as it may seem, Juan still believes that Pierce is a pilot that works for his father. When Pierce sees the operatives, he prepares himself to try and fight his way out of the situation. Just before Pierce attacks the players, however, Juan steps forward and identifies himself and Pierce—whom he refers to as “my father’s pilot.” Juan responds to the operatives in a friendly manner, and asks them to help him and his pilot get to safety. Pierce will see the opportunity, and play along with Juan’s misconception in order to get himself out of the sticky situation he’s in. Pierce will do what he can to convince the operatives that he is on the level if they seem suspicious.

From this point on, Pierce will be waiting for the best opportunity to kill Juan, kill or escape from the operatives, and retrieve the zip disk. If Pierce discovers that the operatives are after the zip disk, he'll do everything he can to find out why they are interested in it. He wants to know who they work for, what their mission is, and what they already know about the disk.

During his escape, Juan was shot in the left leg. He’s having trouble walking, and was lucky to make it to the *Island Cloud*. After he meets with the operatives, his adrenaline levels will fall and he'll start whining about his leg almost constantly. He'll want to go to a hospital and have it looked at as soon as possible. If any of the operatives have medical skills, they may be able to reduce the bleeding and pain enough to keep Juan from being too much of a hindrance.

Seeking the Zip Disk

After finishing with the *Island Cloud*, the operatives will have the chance to question Juan. He'll answer their questions without any hassle—he's already very uncertain and scared. If they ask about the zip disk, Juan will tell them that he doesn't have it. In fact, he gave the disk to his brother, who was shot by the terrorists and left to die in the water near the crashed plane. Juan did notice, however, that someone on the second boat fished his brother's backpack out of the water and took off with it. He's pretty sure the zip disk was in the backpack.

At the same time, Karinne's boat will have returned to the ETA's rendezvous point—a small cabin cruiser anchored just north of Great Harbor Cay. When Karinne discovers that the zip disk isn't in the backpack, she can only assume that Juan has it on him and that Pierce would return with it soon.

When Pierce doesn't return, she'll begin to suspect that he's is up to something. She'll pack up her things and get everything set for a quick escape from the island. Then she'll have the rest of her thugs go searching for Pierce.

Pierce, on the other hand, will try to steer the operatives away from the meeting point. He'll try to keep them occupied until he finds an opportunity to escape with Juan. If he has the chance to discern more about why the operatives are here, he'll take it.

Meeting with the ETA

The ETA meet at a cabin cruiser anchored just north of the Great Harbor Cay. If the operatives investigate the cabin cruiser they'll find a bunch of stuff, including Juan's brother's backpack—its contents have been strewn around the deck. There is no zip disk here.

When the operatives and Karinne finally catch up to one another, things should get real interesting. If Pierce is nowhere to be seen, Karinne and her terrorist thugs will attack on sight. If, however, Pierce appears to be lounging around with the operatives, Karinne will yell out to him—calling him a traitor before she sends her thugs in.

How Pierce reacts to this will depend upon what the operatives do. If they point lots of weapons at him, and it looks like he's screwed, he'll look confused and act like he doesn't know what Karinne is talking about. Otherwise, Pierce will take the opportunity to prove to Karinne that he's not a traitor by attacking the nearest operative. If they are still on a boat, Pierce will grab the operative and leap overboard. Before he hits the water, his knife will be in hand.

When this situation clears up, and most—if not all—of the terrorists are down, the operatives should realize that no one has the disk. At this point, if the operatives don't think of it on their own, Juan will suggest that his brother might have put the disk in his coat pocket.

Underwater Again

When the operatives return to the crashed plane, they'll have to perform a thorough search of the sea floor near and around the plane in order to find the zip disk. If any of them are wounded from the earlier fighting, their blood will attract sharks. Spotting the zip disk, when actively searching for it near or around Juan's brother's body, requires a Perception roll at -10. For every ten minutes that the operatives spend searching underwater, the chances for sharks to appear increase significantly.

Depending upon how the adventure has progressed, this may or may not be a good time to bring in Ramon's thugs. If they show, they'll demand to know what the operatives are looking for. If they don't get an answer they'll engage the operatives.

Shark Attack Rules

This scenario presents at least one good opportunity for conflict between operatives and the ocean's fiercest predators: sharks. For the most part this is a dramatic element, but if the operatives make the wrong move it could easily become a real factor in their ability to complete—or even survive—the assignment. These rules cover shark actions and attacks, starting with the assumption that one or more sharks are in the immediate vicinity of the characters. Use them in situations in which sharks are a factor and are for some reason in the water with the characters—not every time the operatives get in the water.

Shark Moods

For game purposes, a character simply swimming in the water is in no danger of random attack from sharks or any other aquatic predator. Although unprovoked attacks against swimmers quietly minding their own business do sometimes occur, they are so unlikely that the possibility

is ignored for game purposes (although the players don't have to know that). However, a shark's interest in a character as a potential meal can be quickly aroused through circumstances or the character's behavior.

Sharks are **unaroused** by default. There is no possibility of an unaroused shark attacking a character in the water, even if at close proximity.

If a shark touches a character, or vice versa, or if any person or creature in the water makes sudden or thrashing moves (especially splashing or rapid swimming along the surface) for a turn or two, the shark will become **interested**. Interested sharks have a small chance of attacking.

If these sudden or thrashing moves continue for a while (say, five or ten turns), or if someone or something begins to bleed into the water (more than a handful of drops), all sharks in the vicinity will become **aroused**. Aroused sharks are more likely to attack.

If a large amount of blood enters the water, all sharks in the area will become **frenzied**. Frenzied sharks are quite likely to attack.

These terms are used for game play, and don't necessarily dictate how the sharks in question will behave. A frenzied shark will not necessarily start darting and lunging around—it may swim along just as calmly as an unaroused shark. It's just more likely to suddenly and without warning take a bite out of someone.

Shark Attack Table		
Shark Mood	Shark Attacks	Shark Doesn't Attack
Interested	1	2-10
Aroused	1-3	4-10
Frenzied	1-5	6-10

Shark Targeting Table	
Roll Result	
1-6	Shark attacks the nearest person in the water
7-8	Shark attacks another person (choose randomly from among the nearest few people—if there are no others, roll again)
9	Shark attacks a random object (anchor chain, boat prop, submerged wreck, whatever) or fish in the vicinity
10	Shark attacks another shark (only if frenzied; otherwise, roll again)

Attacking Sharks

Every turn that interested, aroused, or frenzied sharks are in the vicinity of characters in the water, roll a d10 for one shark (regardless of how many are present) and consult the Shark Attack Table. If the shark attacks, check the Targeting Table to determine who or what has drawn its attention.

If the shark's attack is unsuccessful it will break off, but its mood level will increase by one step (in other words, if an aroused shark fails in an attack, it will become frenzied). If the attack is successful, the shark will continue to make attacks until the characters get out of the water or are devoured (more on shark tactics and making additional attacks below).

Make only one roll per turn. Rotate between sharks, making rolls on behalf of different sharks each turn. In this manner, only one new shark has a chance of entering the fray each turn (though those that have already begun making successful attacks can bite on at will).

Shark Stats

For game purposes, there are four types of sharks: non-aggressive sharks (nurse sharks, basking sharks, sharks smaller than a meter in length); small sharks (one meter or so in length); medium sharks (around three meters); and large sharks (five meters or larger). Non-aggressive sharks, regardless of their size, will not attack people (though the players need not know that)—and therefore no stats are listed for them. The other types are not distinguished according to species—for game purposes, all species are considered to have more-or-less the same capabilities. Some GMs may wish to come up with stats for huge sharks (larger than seven or eight meters), but these are probably best suited for horror games rather than reality-based adventures—it’s not that they aren’t plenty real, it’s just that a shark the size of Jaws distracts from the realistic danger and fear that more common sharks can easily provide.

Only combat related stats are given—there are very few requirements for attribute rolls for sharks, and they only have two skills: Unarmed Hand-to-Hand/Bite and /Dodge.

Small Shark

Dam Rat	6	DF	2.0
Base Speed	16	Mass Factor	1.5
Roll to bite:	70	Roll to dodge:	80

Medium Shark

Dam Rat	8	DF	2.4
Base Speed	13	Mass Factor	1.0
Roll to bite:	70	Roll to dodge:	60

Large Shark

Dam Rat	10	DF	2.8
Base Speed	10	Mass Factor	0.7
Roll to bite:	70	Roll to dodge:	40

For damage purposes, treat shark bites as though they are armed attacks—a DF rating is provided as though the shark’s mouth were a weapon that inflicts cutting damage. This weapon has no IA or weapon speed, however: the shark makes base rolls against its listed Base Speed and “Roll to bite” skill.

Shark Tactics

As important (or perhaps more so) to shark scenes as the creatures’ stats are their tactics and general behavior. Sharks tend to circle and lurk when interested in something, and with their natural camouflage (at more than twenty meters, they tend to blur into the gloom of even the clearest water) they are easy to miss. When on the attack, they dart in towards their prey with a very quick motion. Though not too bright, sharks are very agile, and a shark will not impale itself on a spear or bang-stick simply placed in the path of its charge but will instead duck quickly around it (a player with a sufficiently high init may, of course, make an active attack against a lunging shark).

If a shark succeeds in biting a character, make another roll for it at the beginning of the next turn. Consult the “Roll to attack” table above: if you get another attack result, the shark will not release its grip, but will instead clamp down tightly and thrash the victim about violently, at-

tempting to subdue its prey (small sharks may thrash themselves about more than their larger victims). Make no attack roll—proceed directly to damage. If the result does not make the target roll, the shark will break off the bite and sweep around to attack again. Generally, this circling sweep will carry it five to ten meters away from the victim, and it will be two or three turns before the shark attacks again. It does not, however, need to make any more “Roll for attack” rolls, but will automatically continue to make attacks.

Defense against Sharks

Characters can attempt to defend themselves from attacking sharks by dodging, blocking the bite, or even parrying with a weapon or other item. Operatives can also go on the offensive, attacking sharks with spear guns, knives, or bang-sticks.

Combat under water is quite different than combat on dry land. Certain things work, others don't. Because of this, operatives' first attacks are all penalized by -20. After that, the operatives will get used to the way water affects their movement and the penalty will drop to -10. Stabbing and poking attacks inflict normal damage, however, because water slows everything down, swing attacks are ineffective. Regular guns (ie, those not designed for underwater usage) will not work reliably, if at all. When underwater, humans—operatives and NPCs—suffer a -5 to their speed (this penalty is increased to -8 if they are in diving gear).

When an operative or NPC is shooting from the surface into the water, apply a -10 to his or her Aim roll for each meter the target is under water (up to a maximum penalty of -40), and a -1 to the DD for every 10cm of water.

Shark Morale

Sharks are tough, fearless, and not altogether bright, but they know when discretion is the better part of survival. Any shark that takes a wound of TL10 or greater to Body Zone 1, 2, 4, 5, 7, 8, 9, or 11, or which takes wound of TL15 anywhere, will withdraw from combat. Note that shark blood has the same effect on sharks as any other blood, and a wounded shark can incite other sharks to arousal or frenzy. Any shark that is incapacitated or very seriously wounded is just as tempting a target to other sharks as any operatives or other targets in the water.

Non-Player Characters

Phillip Gomez

Black male, 172cm, 87kg

Int	44	Sen	48
Agl	47	Cor	52
Con	28	Str	54
Per	51	App	40

Bra	53	Wil	38
Perception	46		
Base Speed	14		
Damage Factor	6		
Mass Factor	0.8		
Aim	35		
Armed HTH	33		
Swing	47		
Unarmed HTH	45		
Punch	65		

Phillip has lived on the Great Harbor Cay for most of his life and is native to the Berry Islands, though he has traveled quite a bit, including to the U.S. He's a very laid back, relaxed guy who spends a lot of his time fishing. People often seek him out for lifts to some of the other islands, in part because he knows the area very well. For a fee, he'll take island visitors out in his boat. He isn't really concerned with what it is they want to do, be it fishing, touring, or whatever—although not a hardened criminal, he has been known to run drugs and contraband on occasion. He does not carry a weapon and is unwilling to risk his life, or his boat, without very serious incentives.

Michael Pierce

Caucasian male, 181cm, 96kg

Int	52	Sen	38
Agl	51	Cor	34
Con	68	Str	63
Per	36	App	44
Bra	53	Wil	62
Perception	32		
Base Speed	15		
Damage Factor	6		
Mass Factor	0.8		
Aim	48		
Autofire	58		
Longarm	58		
Smallarm	68		
Armed HTH	30		
Thrust	54		
Swing	50		
Hiding	40		
Creeping	55		
Unarmed HTH	48		
Punch	70		

Michael is an ex-member of the British SAS—an anti-terrorist organization known for its “shoot first, questions later” attitude. He's a corrupt man who enjoys fighting and killing. He left the SAS under shady circumstances, and has been working secretly—as an assassin—for a senior member of Parliament ever since. Unfortunately, his ties to one of these politicians, and to a member of a Spanish terrorist organization, may come to light very soon.

Karinne Batista

Hispanic female, 155cm, 42kg

Int	66	Sen	45
Agl	59	Cor	47
Con	60	Str	48
Per	56	App	52
Bra	53	Wil	46

Perception	35
Base Speed	15
Damage Factor	5
Mass Factor	1.6

Aim	48
Autofire	58
Longarm	58
Smallarm	68
Armed HTH	30
Swing	45
Unarmed HTH	54
Punch	68
Dodge	70

Karinne is attractive, young, and driven. She's a fanatical member of the Basque terrorist organization Euskadi Ta Askatasuna 2000 (ETA). For the past two years, she and Michael Pierce have had a relationship based upon a strange mix of political dealings and physical attraction. Being a tad more sentimental than Michael realized, Karinne kept all of the electronic correspondence between them in a special directory on her zip disk. When this zip disk was stolen by a member of the ETA turned traitor, Karinne put all of her efforts into getting it back. The information could easily incriminate Michael, as well as finger a popular British politician, and raise suspicion about two others.

Juan Moreno

Spanish male, 177cm, 58kg

Int	26	Sen	38
Agl	43	Cor	42
Con	40	Str	36
Per	44	App	40
Bra	51	Wil	28

Perception	23
Base Speed	14
Damage Factor	4
Mass Factor	1.2

Aim	36
Smallarm	50
Armed HTH	28
Swing	40

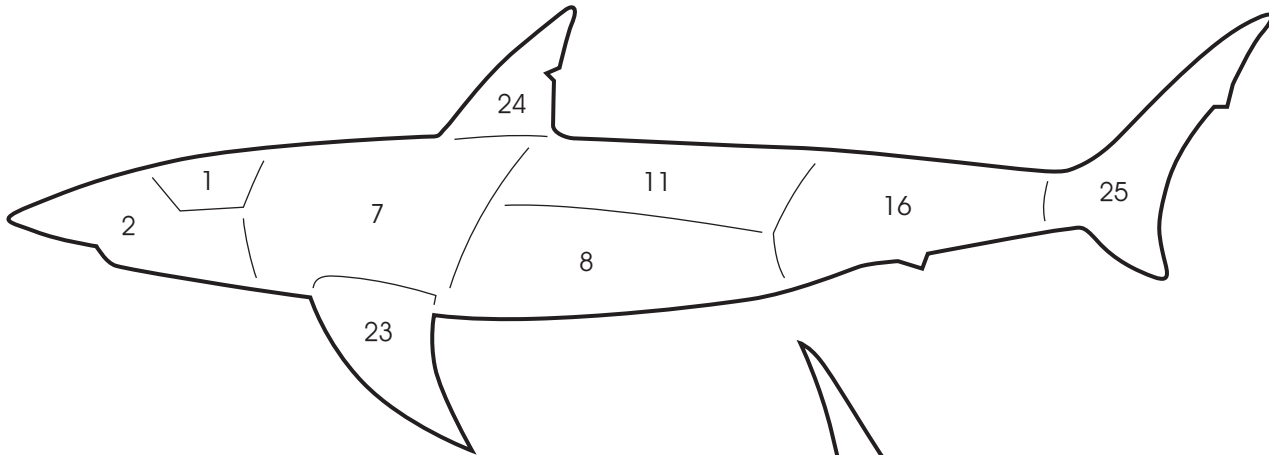
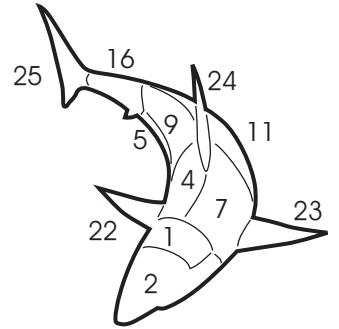
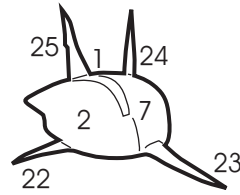
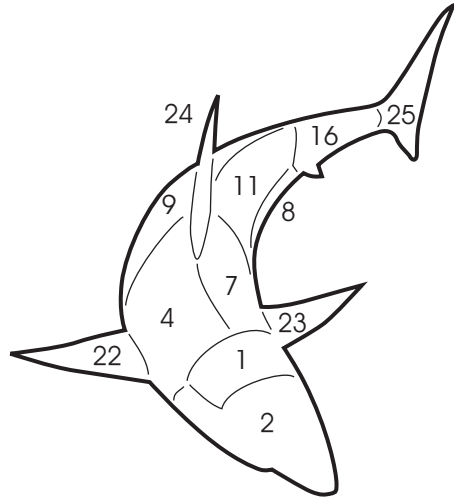
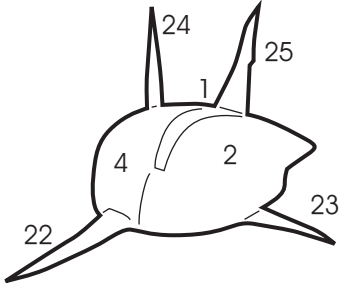
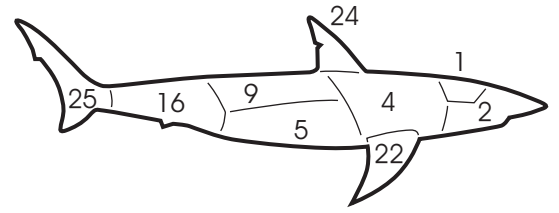
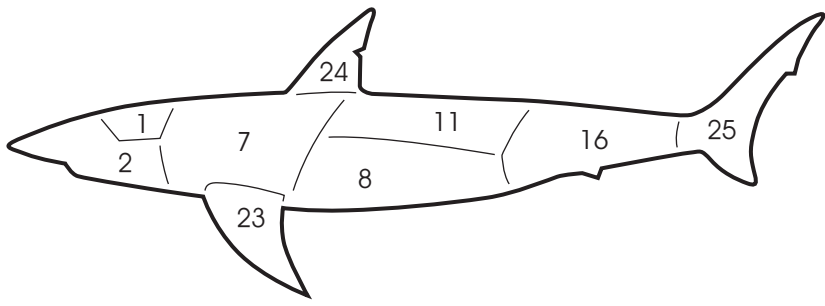
Juan joined the ETA because he needed a place to belong. Half of his family lived in Spain, and the other half in Venezuela. When his father died, the rest of his family moved to Venezuela. He didn't go with them because he still had a year of college left. He thought he could handle it, but the loneliness got to him—he's not attractive at all, and his social skills don't measure up.

When he discovered the ETA, who's cause was one that he sympathized with already, he waffled over joining. Then he met Karinne. She was everything he ever wanted in a woman. After a short affair with Juan, Karinne made it clear that she was completely uninterested in him. He was crushed and angry.

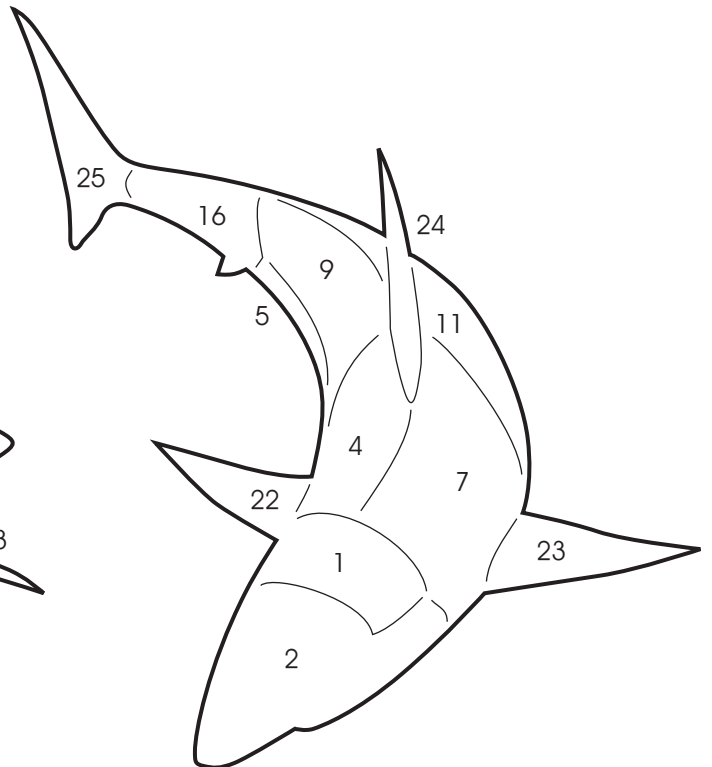
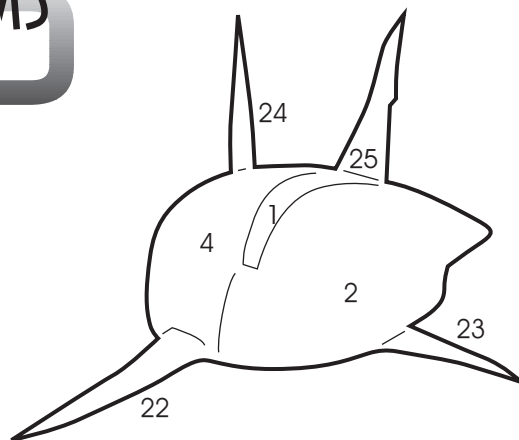
He decided to move back to Venezuela with his family, but he couldn't go back empty handed. He setup a plan to steal \$500,000 dollars from the ETA. His plan worked, better than he had hoped, and he also was able to swipe a lot of computer equipment, including Karinne's zip disk.

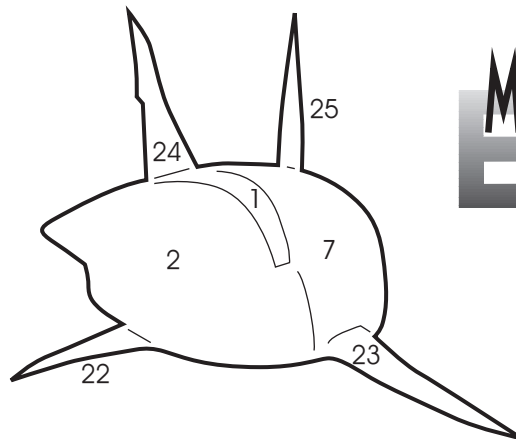
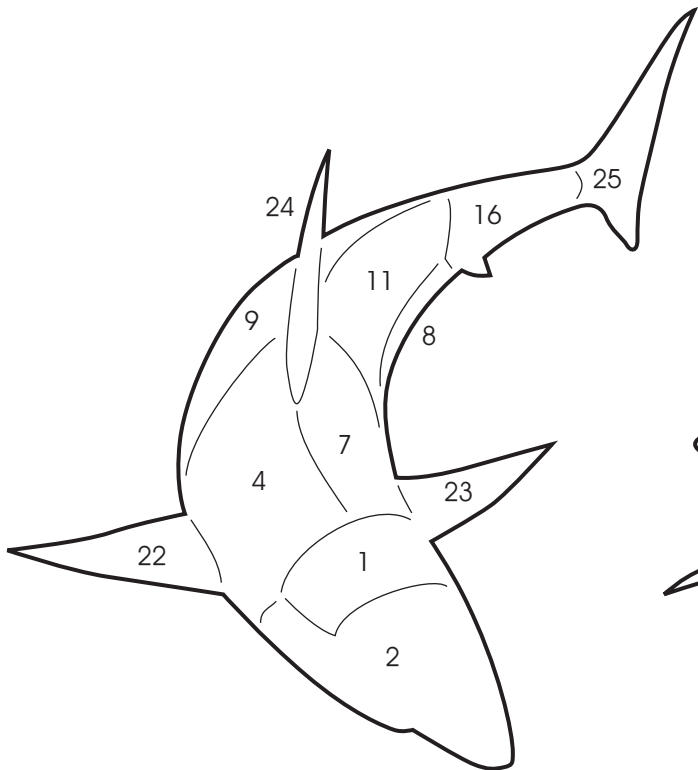
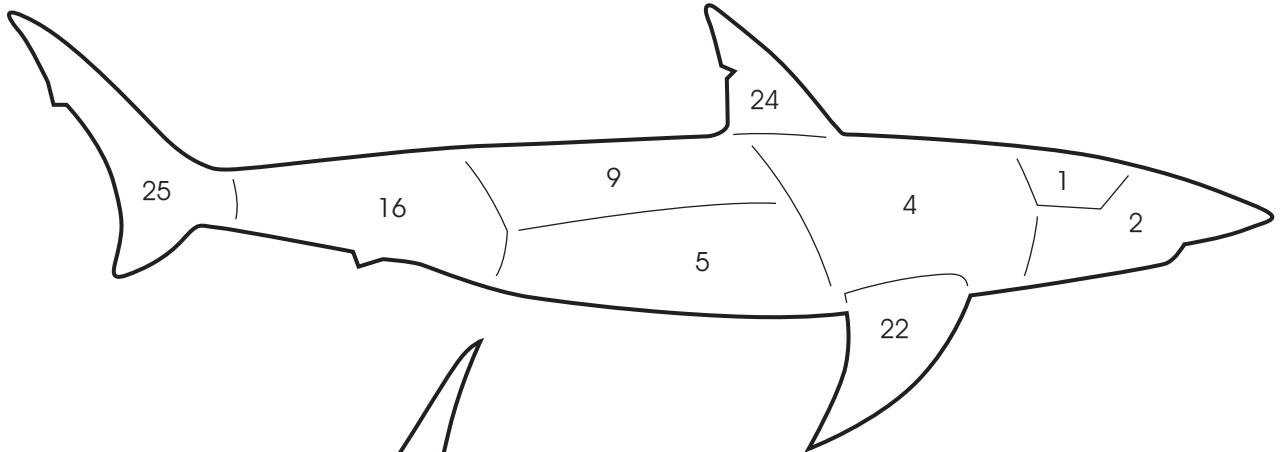
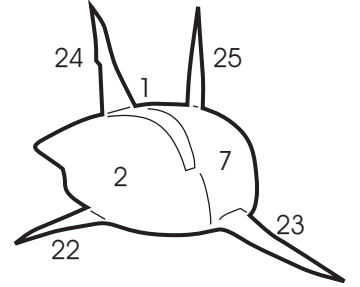
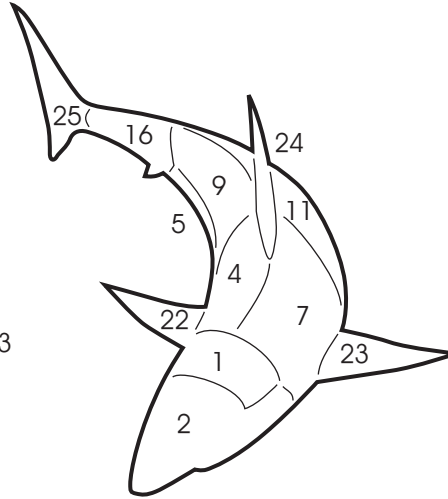
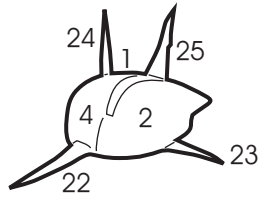
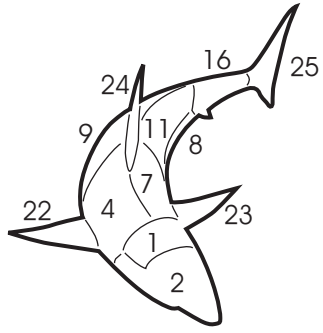
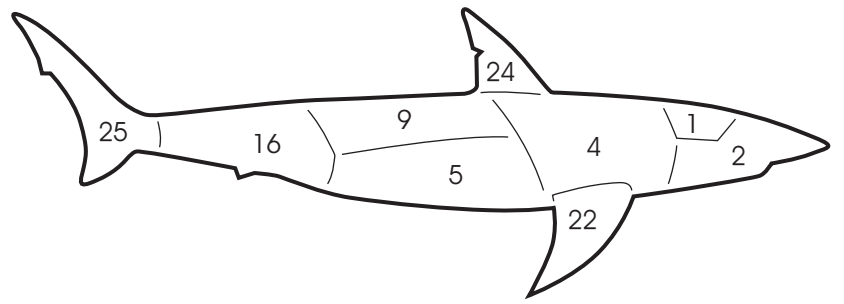
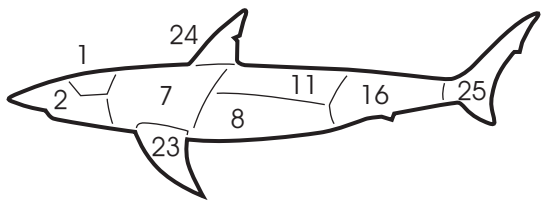
Tiger Shark GM Map





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