

UN
TOUCH
ABLE

FATE

AGENTS OF
S.W.I.N.G.

The logo features a large, stylized black letter 'C' on the left. To its right, the words 'AGENTS OF SWING' are written in a bold, white, blocky font with a black outline. The letters are slightly shadowed to give a 3D effect.

AGENTS OF SWING

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Postmortem Studios (James Desborough)

A rectangular stamp with a thick, black, distressed border. The words 'TOP SECRET' are written in a bold, white, sans-serif font with a black outline, slanted upwards from left to right.

TOP SECRET

Untouchable

Introduction

These adventures for Agents of SWING are presented episodically, almost like movies. Each one presents a discrete adventure with its own discrete threat which means they can be slotted into existing campaigns, used as a springboard for a new campaign or simply used as one-offs for your adventurous group of spies to enjoy. Throw in a few characters from the SWINGERS chapter from the main book and you have a convention scenario ready to go!

Postmortem Studios

Postmortem Studios is the personal publishing imprint of James 'Grim' Desborough. It tries to produce games and gaming materials that are a little different, that take risks, or which are genuinely and universally useful. Postmortem Studios games are available from RPGNOW/ Drivethrurpg, E23, Paizo Publishing and in hardcopy via Lulu and Cubicle 7 Entertainment. Other avenues may soon be available.

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The more we make the more we can spend supporting artists, writers and other creators and the more material you'll see. It's win-win.

Thanks for listening.



Plot Stress

This adventure shouldn't need you to use Plot Stress, the method otherwise used to string together sections of a SWING adventure. The linear nature of the smuggling route and the relatively large number of clues should allow the agents to trace it all the way back to Goa with little to no problem.



Mission

Briefing

Trafalgar Square

You spot Auntie's porcine bulk perched, precariously, at the foot of one of the great stone lions. He is surrounded by a fleet of pigeons and - here and there around him - bodyguards stand, trying to blend in. The old man selling seed to feed the pigeons, the street sweeper, that couple kissing over there on the bench, all ready to protect him if need be. He smiles as you approach, pouring cups of tea from a Thermos flask and beckoning you to gather around.

"Bit of a rum deal this one ladies and gentlemen. We've been asked for assistance by the intelligence arm of the Spanish Civil Guard. Not exactly the kind of regime that we like to help but we have to keep our eyes on the bigger picture at all times. Assisting a gang of Spanish fascists is, perhaps, the lesser evil in this case."

He pauses for a sip of tea and unwraps a slice of cake from a napkin, doing his best to shield it from the mob of pigeons as he eats.

"Their man was looking into smuggling operations, coming across from Portugal into Spain. By their account he was getting pretty close to working things out and penetrating the organisation before he was killed. The Civil Guard is being characteristically reticent to tell us too much but they did ship the poor chap's remains to us for examination. They want us to settle his murder and understand it but honestly, I'm more interested in this smuggling operation, particularly given what they haven't told us."

He smiles again a little and arches an eyebrow.

"Do as they ask but follow the trail to its conclusion and find out what's really going on. My gut tells me there's something more going on here. Uncle and the coroners are waiting in the bus. You can get your start on the investigation there and get what information we've already begun to uncover."

Miss Deeds will take you to the bus."

Seemingly out of nowhere the neatly turned out Miss Deeds appears around the lion and curtly gestures towards a large red bus parked at the edge of the square.

Miss Deeds will take them to the side of the bus and turn a hidden dial on the door like a safe. Behind the door is the driver's compartment, the driver snaps a salute and the team will pass into the back. The windows are fakes, paintings mocked up to look like passengers. Inside the back is a sealed white plastic door and steps leading to the upper level from which loud clanking noises can be heard.

Miss Deeds will take out some papers and hand the briefings to the agents before escorting them into the back room which is cold, a mobile mortuary with Mr Alexander and Mr Dry within, along with the body of the agent.



Briefing Papers

Alonzo Lopez was a member of the intelligence arm of the Spanish Civil Guard. He was investigating the smuggling of weapons across the border from Portugal into Spain in support of the PCE (Spanish Communist Party) a banned group that has been engaging in terrorist actions against the Francoist state.

He was in perfect health but as his investigation was making good progress he suddenly and suspiciously fell gravely ill and rapidly died. Suspicion raised but unable to find any reason for his sudden illness by the normal means, the Spanish Consulate contacted SWING for assistance and shipped the body over for examination. His investigation was centred on Pasaje and he suspected smuggling by sea.

Coroners

The white door opens and there's a slight hiss of equalising pressure, a waft of condensation mist and you find yourselves in a small but very modern looking coroner's chamber.

Two men await you, on the far side of a medical table upon which lies a naked body, sallow and shrivelled looking. One of the men is short and fat, the other tall and thin and both stand with hands folded behind their backs as they tell you what they know about the body.

"This is Senor Alonzo Lopez, the poor, deceased member of the Spanish Civil Guard that has been sent to us. Do not weep for his loss for I am sure, given his pre-existing injuries, that he was a nasty piece of work and used to the rough and tumble of enforcing the regime's will. We believe he was killed, but that the manner in which he was killed was far from usual and certainly worrying. Mr Dry?"

"Thank you Mr Alexander. Lodged in Mr Lopez' gut wall we found traces of a radioactive powder, ground to a jagged-edged form, like powdered glass. Indeed that may be what it is, but impregnated with something else. Observe."

The tall man pours some powder out of a test tube on the edge of the table and waves a Geiger counter over it, which clicks rapidly as he passes the detector over it.

"It's highly radioactive, but it's almost entirely alpha radiation. Uncle informs me that it is likely polonium, or a similar isotope. Alpha radiation can be blocked very easily so it is hard to detect by any normal means and the illness that radiation poisoning can produce can resemble other illnesses. If Mr Lopez had not been in perfect health it is likely no red flags would have gone up. Fascistic paranoia has worked in our favour in this instance. Our Mr Lopez has ingested a lethal dose of radioactive fragments from somebody who knows absolutely and perfectly what they are doing. Someone potentially very dangerous, much more dangerous than mere weapon smugglers."

Available Knowledge

PCE

Common Knowledge: The banned communist party of Spain. Underground/wiped out after the Spanish civil war.

Academics: History of political violence going back to the 1920s. Grew massively in size during the civil war. Guerilla operations, occasional alliances with ETA and other groups. Largely ineffective.

Contacts: Communist insurgents there get some assistance from the Soviet Union but their neutrality in the second world war means they're on bad terms. Support mostly comes from smaller communist groups especially in Africa, South America and other colonial territories.

Alonzo Lopez

Contacts: Lopez wasn't much of an investigator, more of a thug and an interrogator. Any investigation he is likely to have undertaken wouldn't have been subtle but would have been obvious. His favoured means to get information was beatings and torture.

Investigation: Looking at the body the man was a brawler, a thug. Lots of scars on his hands, broken knuckles. Not a smart cookie but must have been effective otherwise.

Spanish Civil Guard

Academics: Similar to the French Gendarmerie the Spanish Civil Guard are mostly a public, paramilitary and ceremonial police force. The intelligence arm, under Franco, maintains a network of informants and acts against opposition and political insurrection.

Spain

Academics: Still under Franco's rule, Spain is experiencing a boom. Rapidly industrialising and putting in massive infrastructure.

Portugal

Academics: Portugal is in quite heavy decline losing one overseas territory after another. Lots of citizens from the former Portuguese Empire are coming home in quite large numbers and matters are quite chaotic both at home and abroad.

Autopsy Report

Science: With the ingestion of the isotope he would get weak and sick and die quite rapidly, though it would resemble a disease. He died extremely rapidly. The attached medical report from when they suspected poisoning lists tapas that he had been eating beforehand. A half dozen different dishes and some beer.

- Pan de Barra
- Montadito Berenjenas
- Queso Manchego
- Jamon Serrano
- Calamares Andaluza
- Gambas Gambardina

It is strongly suggested to the spies that they begin their investigation in Pasaje where they have the greatest chance of picking up the trail and getting to the bottom of what, precisely is going on.

Once they have had the opportunity to do some basic research the characters will be ushered upstairs into the presence of SWING's chief gadget-maker, Uncle, to be kitted out for the adventure to come.

Gadgets

You ascend the cramped steps up to the top level of the bus. It's hazy with smoke and stinks of electrical short circuits. The wild tuft of white hair hunched over a bench at the far end of the bus whirls around and reveals itself to be Uncle. He grins a welcome and tries three pairs of glasses before settling on the ones he really wants and marches up, shaking you all by the hand with his own oily, grubby mitt.

"Off to sunny Spain or somewhere thereabouts so I'm given to understand. I have a few things that might be of use to you if you'd be so kind as to give me your attention...?"



Geiger Counter Pen

This looks like a bit of a fat, novelty pen. It does write, but not particularly well. With the cap taken off and put over the end the nib can be waved and the pen will emit a quiet 'beep' should it pass close to a source of radiation above typical background levels. It's not very long-ranged and not very accurate (at all) but waving it around near things should be able to tell someone if they're radioactive or have been in contact with something significantly radioactive.

This is mostly a story item, but could provide a +1 bonus to appropriate investigative rolls as needed.

Concealable wetsuit

A slimline and very thin wetsuit made of the latest materials. It will still be horribly hot to wear but can be worn underneath normal clothing without attracting suspicion or limiting movement. This really only has a story effect, but is still pretty cool.

Miniature re-breather

This is a mouthpiece with a very small canister attached. The compressed air within can allow a character to breathe underwater for just as long as is dramatically appropriate though an upper limit would probably be around a half an hour. It can fit into a trouser pocket or a purse and is a lot less bulky and difficult to handle than SCUBA gear.

Purge

Just in case anyone should ingest any poison, these pills - disguised as travel lozenges - can be swallowed, whereupon they will quickly cause rapid vomiting (along with other expulsion) of solids and liquids from the body. If taken immediately they can give a character an immediate re-roll against the effects of a poison or toxin with a +2 bonus. If fed to someone else they cause debilitating effects and impose a -2 penalty on all their actions for the duration of the effect (up to an hour).

Explosive suntan lotion

You never know when you'll need something to go 'boom'. Carrying obvious explosives is, at the same time, a bad idea (obviously). Uncle's solution in this case is a bottle of explosive goo, disguised as suntan lotion. The cap acts as the detonator and it can either be twisted to a timer and thrown like a grenade, or the goo can be squeezed out of the bottle to use as a cutting explosive.

If used for story effect it should blow through just about any kind of door. If used as a weapon (single use) it will act as a grenade.



Fuel additive

A special fuel additive, disguised as a can of cola-like beverage. When poured into a fuel tank it should increase the performance of any vehicle, at least for a short time, until the engine rattles itself to pieces. A vehicle enhanced with this fluid gets a +1 bonus to its speed and the aspect 'Bat out of Hell' for the duration of a scene, after which it rattles itself mostly to bits, taking a -2 penalty to its speed and gaining the aspect 'Clunking smoker', permanently.

How the team proceeds from this point is up to them, but the obvious starting point is to head to Pasaje...



Viva Espana Control Information: What's Going On?

This is a complex and multi-layered conspiracy involving three separate groups, two of them being used and manipulated by the third, though they don't necessarily see it that way.

The PCE are the dupes here. They are being supplied with weapons by 218 (the Trotskyist revolutionary group from the main Agents of SWING book) but they're cause is not 218's main cause. 218 wishes, more than anything, to gain access to nuclear weapons and the weapon smuggling that is bringing guns up from Africa into Spain and Portugal is, itself, a cover for the smuggling of radioactive materials.

218 has linked up with The Unwanted, an organisation lead by Nakushi Naheen, a brilliant genius in atomic

physics. She is, in turn, using 218's keen interest in acquiring atomic weapons to use them. Through their network of contacts she can be provided atomic materials - also brought up from Africa - and she will use them to forward her own agenda.

Her agenda is to bring atomic power to India and with it to subvert control from the caste system and to establish a new, scientific republic. Her agenda, like that of many megalomaniacal geniuses, isn't necessarily evil per se, she just doesn't pay much heed to the human factor and is willing to go to any lengths to create her idealised utopia. It's a vision and an enthusiasm that draws the dispossessed to her and reinforces their loyalty.



Here's what actually happens, step by step:

▲ 218 buys up guns in Africa and also gets hold of unrefined isotopes from Namibia. They channel this material north to Tanjiers.

▲ In Tanjiers the material is divided up into loads and smuggled into Portugal on board ships, often mingled with drugs smuggling.

▲ On road, via truck and car, the divided-up weapons and radioactives are brought right up through Portugal to Caminha.

▲ In Caminha the weapons and radioactives are stored in a waterfront warehouse, underneath which is (half the time) stationed a converted minisub, The Dakkar.

▲ The Dakkar brings the weapons and atomic materials across, under the water, to Spain where it is secretly brought up onto a fishing vessel, the El Ray.

▲ From the El Ray weapons and material is brought into the Bar El Pasaje and stored. Weapons are distributed to the PCE while atomic material is consolidated and taken, less often, to Bilbao.

▲ In Bilbao a hidden 'sweat shop' conceals the atomic material within cheap jewellery which is handed off to Unwanted agents who use the link between Portugal and Goa and the more frequent traffic between them to allay suspicion as they take the material over to Goa.

▲ In Goa the incoming travellers arrive at Dabolim airport and drop off their fake jewellery with an agent of the Unwanted. It is then taken to Bogmalo village on the coast.

▲ A second minisub, The Prince, waits in the water off Bogmalo village and transfers the material on its final stage to Grand Island and Professor Naheen's compound.

Pasaje

Pasaje is a smallish town in the north Spain on the coast and just across from Portugal, which lies to the south. There is a regular ferry from Pasaje to Caminha but in spite of that the town is still not particularly big. In the 1960s the foreign holiday by jet is only just starting to really take off and Spanish resorts, equally, haven't yet burgeoned in a way players might be familiar with.

At this point in time Pasaje is primarily a fishing village with a little business around it concerned with the ferry and tourism, but this has not really taken off. Not many of the locals speak another language and most are hard working and not used to seeing people who look different or sound different to them.

The primary feature of the town is the stone-walled waterfront with its piers and fishing boats. Most of which are small but there are a few larger ones. Every morning they go out, every evening they come in.

There are a few places to stay, a few bed-and-breakfast locations and one small hotel. As strangers, no matter how discrete, the characters are going to be points of interest for the locals and will find it hard not to be noticed by the crooks that are present.

Local Police

The local police are not involved with the Civil Guard and are more concerned with robberies and traffic violations than running down dangerous smugglers. They will (begrudgingly) back up the group should they present evidence of what's going on but with otherwise be largely unhelpful.

They don't have access to the civil guard information though they were warned off interfering with the civil guard agent and knew who he was. They thought he was a brutish thug and not the sort of person who should have been assigned such a case, but they knew better than to interfere.

They will largely stay out of the agent's way, but if they do anything too outlandish or cause too much of a problem in the town they may get locked up overnight, even more than once, though SWING's influence will get them out of harm's way each time. The problem is that the Francoist government, while needing their help, resents their presence and the police are their main instrument of enforcement in the town.

Bar El Pasaje

The Bar El Pasaje is one of three tapas bars in the small town and the one that is the least salubrious and doesn't attract that much custom. That suits the smugglers using it as a front perfectly well.

It's rustic and old fashioned, re-fitted to the bare minimum on the inside. Rough tables, mismatched crockery and cloudy, washed-too-many-times glasses. They are, however, the only place that serves all the dishes that were found in the dead man's stomach and they killed him by using radioactives in place of poison, taken from their stash.

The bar is a front, but it does also work as a bar. The PCE subversives there can cook and run the place mostly legitimately but its true purpose is the smuggling operation. There are also a couple of members of the other involved groups (218 and The Unwanted) stationed here. There are three PCE members (the barman, cook and waitress) and one member each of 218 and the Unwanted who work as labour and waiting tables.

The Bar El Pasaje is divided up into the following areas:

Bar/Restaraunt

The bar/restaurant area could charitably be called rustic and uncharitably be called primitive. Nothing really matches, it's all as cheap as possible and they play loud, terrible folk music on the record player to keep people out. The food is actually passable enough, as is the beer, the PCE subversives working there have a measure of pride, but food is slow to arrive, service is terrible and the atmosphere is non-existent. The tables are pretty sturdy and could provide decent cover in a fire-fight.

Bathroom

The bathroom is unisex, a single sit-down toilet and a sink with a bar of soap. Customers and staff alike have to use the toilet, so it's usually not in a very good state. Thinking of themselves as important revolutionaries, nobody there really wants to lower themselves to clean it.

Kitchen

The kitchen is small and densely packed with cooking materials, cookers and important things like knives. It's usually pretty heavily packed with dishes as well, in piles that threaten to fall over at any moment. One work-surface will make a geiger counter go off, even though it has been thoroughly cleaned. This is where the poisoned, radioactive tapas was prepared.

Storeroom

The storeroom holds all the canned and dried goods that the place uses. It also has sleeping bags for the watchers from 218 and The Unwanted. They stay here overnight to help look after the place but don't post watch. They just sleep in here with their guns close by.

Freezer

The freezer is the part of the whole place that they've spent the most on. It's a fully enclosed, metal room in which they store frozen fish - and other perishables - right alongside hidden boxes of weapons, ammunition and radioactives. The metal shields the stash from being detected easily and it can be locked up pretty tight, as well as being cold and inhospitable.

Alley

The alley behind the bar stinks of rotting fish, because they chuck a lot of food out (they're not that successful as a bar). It presents the best way of getting into the bar, though it will mean negotiating their way around the sleeping goons.



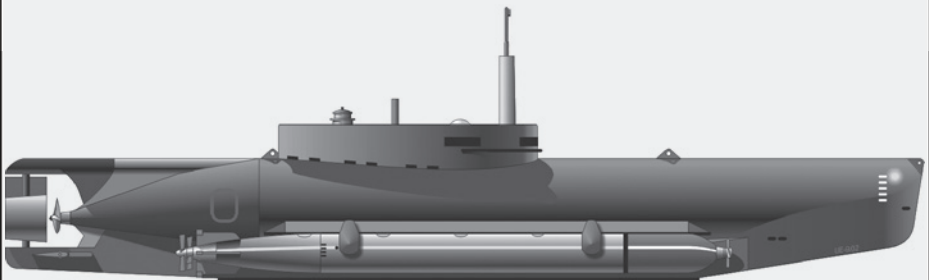
PCE Presence

The PCE has become a largely spent force and an irrelevance. The weapons that they're being supplied with by 218 and The Unwanted will enable them to cause a certain amount of chaos and death, largely directed at the Spanish government. They're actually fairly irrelevant to the whole enterprise, a tiny cog in the big machine of the plot. As well as their agents in the Bar El Pasaje they have, perhaps, five more agents in the town and as many sympathisers. It is their fate to be used and abused by the larger forces at play here and this is something they may resent and that could turn at least some of them against their 'allies'.

El Ray

The El Ray is a medium-sized fishing boat, crewed by Goans who are part of The Unwanted. The bottom of the boat can be opened up and, while it's a rust bucket, the fishing boat is large enough to hide the minisub that slides underneath it at night to offload weapons (disguised in fish boxes) which are then taken to the bar.

Three Unwanted agents are on the boat, a further two when the minisub is, crudely, docked underneath. There are weapons stashed around the boat, here and there, ready for if they should run into any trouble but the El Ray isn't really seaworthy so they have no real means to escape or get away, other than the minisub and that will only carry two. The remainder may try to get away by boat - hugging the coast - or on land.



Minisub

The Dakkar and The Prince are refitted WWII era German midget submarines of the Seehund (Type XXVII) model. The diesel engine has been removed and replaced with a high-tech electrical engine. The torpedo mounts have been replaced with cargo pods and the 'tower' replaced with a very small airlock. The submersibles have been painted to break up their outline and to hide them from observation from above.

Speed: Yawn +0

Manoeuvr: Crummy -2

Armour: 2

Physical Stress: 6

Consequences: 5

Special: Fully submersible, 'Camouflaged' aspect.

Bilbao Operation

Bilbao is where the radioactives are concealed within jewellery and then handed off to Unwanted and 218 agents to be taken to Goa via the airport. The Bilbao operation occupies a housing block in one of the working class areas of the city and is, in effect, a sweat-shop where cheap jewellery is made incorporating the radioactives.

The workers are all Unwanted or their sympathisers, or simply glad of a way to make a bit of money - the organisation pays well considering what they are doing here. Most won't fight, but a few Unwanted and 218 agents provided for security may well be willing to put up a defence if the team investigates.

The jewellery is then taken by air - a flight every few days - to Dabolim Airport in Goa, via Bilbao's airport. It's an expensive and difficult, but effective, way to smuggle their materials out and it demonstrates the loyalty of the Unwanted to their 'science queen'.



Portugal

While Spain in this period is an out-and-out fascistic regime, albeit one loosening up and reaping the benefits from a boom, Portugal is not doing so well. Earlier in the decade (presuming your game is set in the default SWING year of 1967) Portugal has forcibly lost its overseas colonies, including Goa and is in a period of decline and condemnation from the international community. The transition to a post-colonial power has not been a smooth one. This is part of the reason that smuggling operations and transport to-and-from Goa have no aroused much suspicion, there is chaos and a great deal of traffic back and forth.

Caminha

Caminha is an old town with a population of around sixteen-thousand. It used to be an important trading port in medieval times but has declined since and is in the process of shifting to a more tourism based economy, though it's not quite there yet despite being full of renaissance architecture and being beside the sea.

For the time being it still has to rely on fishing and trade, though the fishing is also winding down.

Smuggler's Base

The operation in Caminha is fairly simple. Weapons and radioactives are brought up from the south by road and stockpiled in a ramshackle, but well-defended warehouse that juts out over the water.

The midget sub parks beneath this when not in use and the bottom part has a pool large enough to allow the sub to surface and be loaded and unloaded. The surround stockpiles the weapons, radioactives and the boxes of fish used to disguise them. Mr Baagh oversees this part of the operation directly and his pet tiger is kept - at the moment - in a spacious cage also within the warehouse. There are some five to ten workers along with Mr Baagh present at any time, with a further ten in the town, working in shifts.

Two guard the door at all times with the remainder inside, sorting and preparing for shipment.

Goa

The area now known as Goa was a Portuguese colony until 1961 when it was forcibly annexed by the Indian army. Its historical links as a colony mean that it retains many cultural ties to Portugal and the separation, while acrimonious, has not been clean. There are family ties, business ties and other ties that keep traffic between Portugal and Goa regular, if tense.

Dabolim Airport

Dabolim Airport has only been operating as a full, jet-rated airport for a year (assuming the game is set in 1967). The civilian area is not yet up to full speed - another factor in the favour of the smugglers - and the majority of the airport is still a military base, the civilian part being partitioned off. Security is lax and most traffic consists of Goans going to Portugal or vice versa. Tourists from other locations generally travel by road and rail from Mumbai and this is mostly limited to India-obsessed hippies and flower children and hasn't yet made much of an impact.

Bogmalo Village

Bogmalo Village is a sleepy little seaside village, only some two-and-a-half miles from Dabolim airport and right on the coast. There's nothing much really to it yet, though it is becoming a holiday destination for hippies who are looking for an authentic experience away from the big cities where they can get back to things of a more 'spiritual' nature.

The locals are mostly sympathetic to The Unwanted, being - mostly - of relatively low caste and not having come off particularly well from the transition to Indian control. Those of higher caste are not in on what is going on and remain ignorant while virtually everyone else is in on it to some degree.

The workers at the 'Temple' have been recruited from across the country, and abroad. The sons and daughters of those who fought for Indian independence.

The goal of the professor and The Unwanted is not even necessarily 'evil', but the consequences could be major and their willingness to do whatever it takes certainly is dangerous.

The jewellery is dropped off at the village by the travellers working on behalf of The Unwanted and is taken out to sea to rendezvous with the midget submarine which then transports them to a cave in the side of Grand Island, beneath the temple. Their final destination.

The fishermen tell plenty of tall tales and horror stories about The Grand Island and there are plenty of rumours of unexploded mines left by the Portuguese, diseases and curses. Whatever the reason they're very hard on the fact that they won't go near the island and nor should anyone else. They might come across as superstitious yokels, but that's far from the truth.

Grand Island

Grand Island has been co-opted by The Unwanted and made into an 'accursed' and hidden place to protect it from prying eyes. The neighbouring Mortar Island as well as Grand Island both have ill-reputation following the taking of Goa and combined with talk of curses and strange illnesses there is the more real threat of Indian military operations on Mortar Island and unexploded shells and mines.

The Unwanted have dug a tunnel, just large enough for the midget submarine to enter under the island and surface within their complex which is, itself, located in a half-buried and overgrown temple swathed in the scant forest in the centre of the island.

Any final confrontation is likely to take place here and if it's obvious that things are going badly the Professor will attempt to escape via the midget submarine or by swimming (there are air pockets along the escape tunnel).

The Beaches

Much of the island is surrounded by steep but craggy cliffs that are relatively easy to climb - if one can get to them without being spotted. The beaches are a mix of pebbles and sand and relatively flat and easy to gain access to but are defended by radioactive beams of the Professor's design. These are hidden in metal 'plugs' beneath the sand and detect movement, rising up and firing beams of radiation that cause rapid sickness and death at the cellular level. There are areas of blackened vegetation and dead animals - small deer - which may act as a warning to agents gaining access from the beach.

Radiation Beams

Attack: +2

Physical Stress Damage: +2

If the weapon strikes with a margin of three or more over the target's defence it also confers the temporary aspect 'Exhausted'.

The beam housings reduce any incoming damage by three due to their armour and can take three points of physical stress before being disabled.

The Forest

The forest starts out sparse and short - the island being quite exposed - but then rapidly thickens and becomes akin to a very small, very dense jungle. It is criss-crossed by small animal trails but human footprints and paths are more obvious because of that. Here and there spoil-heaps of dirt have been placed amongst the forest, but these are already overgrown with new creepers.

Two man patrols occasionally depart from the base complex to sweep the forest. Armed with guns and radios and in regular contact with the base they do present a danger to agents. Not so much in terms of being a physical threat, but rather that they can alert the base to the presence and imminent threat of the agents.

There's no large-scale life in this island forest, but there are a few snakes and some miniature deer, as well as lots of birds.

Temple of Saraswati

In the middle of the small, forested area the ground has been dug up and banked up around the overgrown and half-buried ruins of a Hindu temple to the goddess Saraswati. This is something that the Professor took as a sign of divine favour to her plan as Saraswati is the goddess of knowledge and science.

What's been exposed are statues and pillars, intricately carved but somewhat damaged by time and the soil. The entrance to the base is concealed within the temple, behind an armoured door. The temple grounds are constantly watched over by two Unwanted

The Base

Professor Naheen's base is in massive contrast to the temple the surrounds it. It is ultra-modern and hums with power. Steam pipes and cables run everywhere but apart from that it is all rather minimalist, white and clean - obsessively so.

The base is divided up into several sections:



The Entrance

The entrance is a fairly hefty, armoured door, covered by a bulky security camera. Bypassing the electronic lock requires a Groovy (+5) check with an appropriate skill and the same is needed to disable the camera without being detected. Breaking down or through the door will take explosives or cutting torches. Entry by legitimate means needs both an electronic card to be inserted into a slot and a four-digit number to be entered.

The Corridor

After the entrance there is a fairly long, downward corridor that leads down into the depths, beneath the dirt, rock and forest. This then opens out into the complex proper and forms a sort of 'torus' around the central reactor, allowing people to move around. There is a crawlspace beneath the flooring and there are pipes up to the surface to allow for ventilation.

The Barracks

The Unwanted and the 218 agents, including Anya, rest in two barrack rooms, either side of the complex. There are, perhaps, twenty Unwanted guards and two 218 August Guard, accompanying Anya. The Barracks are pretty simple and egalitarian with showers, toilets and bunk beds so that more room is left for recreation space. Galley kitchens are also fitted.

The Reactor

The Reactor is a work of pure genius and has an output of around 300 megawatts. It is also producing 'seed' material, processing Thorium for the founding of further reactors elsewhere as part of The Unwanted's plan to spread their influence through power and its applications. The initial sponsorship and assistance from 218 was made on the understanding that they would be provided with nuclear weapons, but that is not the Professor's plan. An agent with an understanding of science may be able to work out what is 'up' by examining the reactor.

The Lab

The Professor's laboratory is full of little, mounted samples of radioactive materials and various devices such as X-ray machines, high powered lasers and so forth. Experiments in the application of power to purposes such as desalination, weaponised electricity, microwave beams and so on. She is looking for any and all applications of vast power and radiation to use for any purpose that will help lift the untouchables up and to liberate India from its class system and make it a first-world power.

The Armoury

The armoury sits between the barracks and is locked with an electronic key and a code, just as with the main doors. It holds assault rifles and pistols, but no grenades or explosives which might damage the base. There is also plenty of ammunition, enough to maintain defences for a lengthy siege.

Hidden Farm

This large chamber is an experiment in hydroponic farming under electrically powered sun lamps that also provide ultraviolet light. It's a fantastical chamber, heavy with fruit and vegetables. It can't supply the island's every need but it goes a good way towards it and is supplemented by fishing and imports in the midget submarine.

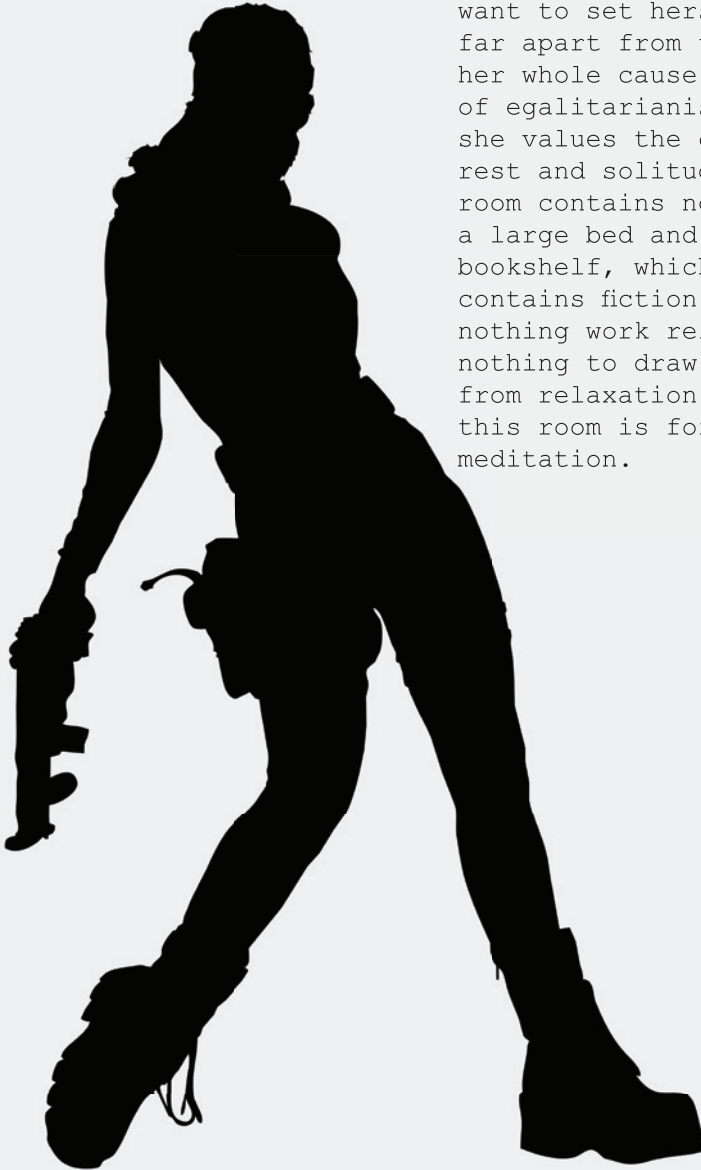
The Pool

The tunnel through the side of the island arrives, eventually, within this pool. The midget submarine is powered by electrical motors which are, in turn powered by radioisotope thermoelectric generators. The pool is large and surrounded by stores and boxes and detachable pods that can be fitted to the submersible.



Professor Naheen's Quarters

Professor Naheen has her own quarters but they are spartan, simple and minimalistic. She does not want to set herself too far apart from the others, her whole cause being one of egalitarianism, but she values the chance for rest and solitude. The room contains nothing save a large bed and a slim bookshelf, which only contains fiction. There is nothing work related here, nothing to draw her away from relaxation. That's all this room is for. Sleep and meditation.



The Unwanted

The Unwanted is a grassroots organisation of the Dalits (untouchables) spread throughout India but particularly in Goa. Professor Naheen has given this loose group new energy and new focus. Under her leadership the group has an actual plan, rather than protests and disunited attempts to garner political influence.

The roots of the movement lie in the Indian independence movement that threw off British rule. The Unwanted were particularly tied in to the secular independence groups and to Nehru, rather than the more religious movements involved with Islam and Hinduism.

After independence and partition the secular cause has been declining in India and has much less power than it once did, despite maintaining something of a hold on some of the principles of government. The Unwanted want to maximise that influence, diminish the role of religion (in public but not private life) and to make the government of India more robustly secular.

Their new leader and figurehead, Professor Naheen has an even larger goal in mind. The establishment of a technocratic, secular, science-lead government and to take that rational governance further than the subcontinent, into Asia and the Middle East.

Scale: Medium (3) (A few thousand)

Aspects: 3

Skills: 12

Scope: Regional (3)

Influence: Underclass, criminal, construction, fishing, women.

Influence: 1

Loyalty: 1

Fringe: 2

Technology: 2

Holding: Ancient, hidden, Isolated, Ornate, Size 2



Professor

Nakushi Naheen

Professor Nakushi Naheen is a 'half breed', the result of a union between a Portuguese naval officer and a Goan dalit. The union was not liked on either side of the ocean and Naheen was forced to move to Portugal.

Nakushi was a precocious genius with a natural grasp of mathematics and science. She completed her degree by the age of twelve and left education at twenty-one with more than one doctorate.

Despite her European upbringing, Naheen maintained empathy for her home and strove to understand the culture. While a scientist, she values many of the social positives to be found within Hinduism, but rejects the concept of a god as real and hates the caste system.

Her genius is in nuclear physics. She is able to intuitively grasp the concepts and solve the issues standing in the way of nuclear development. Her wish is to use this to overturn the caste system.



Concept: Revolutionary Genius

Member of The Unwanted

Aspects:

Coldly Vengeful

Expensive Education

Priestess of the Temple

Small, but perfectly formed.

Fiercely Intelligent

Nuclear Genius

Caught between two cultures

Object of veneration

Skills

Academics: +2

Alertness: +1

Deceit: +1

Engineering: +2

Leadership: +3

Resolve: +3

Science: +8

Stunts

Born Leader

Eye for Detail

SCIENCE!

Scientific Genius

Physical Stress: 00000

Social Stress: 00000

Mental Stress: 0000000

FATE: 000000

Mr Baagh & Indi

Mr Baagh is devoted and devout Sikh but agrees wholeheartedly with the aims and 'heart' of Professor Naheen in elevating the situation of India's poor. He comes from a long line of warriors who have both been rebels against and loyal servants to the British Empire in the past. He feels it is high time that he fought for something closer to home.

He is accompanied at all times by Indi, his loyal tigress. He saved her from a hunt when her maneating mother was slain and raised her from a cub as his own. He would be devastated by any harm coming to Indi and vice-versa, though each would fight to the death for the other.

He loves Professor Naheen with the fierceness of a father and while a taciturn gentleman most of the time he can wax lyrical when it comes to the Professor and her cause.

Henchman: +5

Physical: +5

Social: +3

Mental: +4

Skills: Fists, Weaponry, Animal training, Alertness, Guns.

FATE: 00

Stress: 00000

Indi the Tigress

Henchman: +5

Physical: +5

Social: +1

Mental: +3

Skills: Claws, Track, Scent, Teeth, Alertness

FATE: 00

Stress: 000000



Anya Legovna

Anya is a loyal member of 218 and a Commissar in the August Guard. A capable soldier she has overseen many operations in Africa with good success. This success has led to her being put in nominal charge of the operation that includes The Unwanted.

Brisk, efficient, ruthless and ambitious she will not be best pleased if she discovers that 218 have been 'played' and there are no nuclear weapons to be forthcoming from Professor Naheen's researches.

Henchman: +4

Physical: +3

Social: +4

Mental: +3

Skills: Weaponry, Guns, Fists, Investigation, Stealth

Fate: 00

Stress: 00000



The Path

The Path are the warriors of The Unwanted. Little more than a rabble but somewhat practiced in the use of firearms thanks to the assistance of 218 and the August Guard. They are typically armed with imported Russian and Chinese pistols, rifles and the occasional assault rifle.

Quality: +1

Skills: Guns

Stress: 0

August Guard

The August Guard are the soldiers and terrorists of 218, dedicated to perpetual, ongoing, worldwide revolution. They even fight against the existing Soviet governments, believing that they have lost their way in parting with Trotskyist principles. The August Guard dress in black and carry assault rifles and submachineguns.

Quality: +2

Skills: Guns, Stealth

Stress: 0

Stunts: Rain of Fire

Spanish Civil Guard

The Spanish Civil Guard are Francoist Spain's paramilitary police force and also operate as a 'soft' secret police, keeping an eye on the population and informing on 'dangerous' behaviour. They are unlikely to become directly involved, but the agents may try to call on them. They often ride horses and carry pistols.

Quality: +2

Stress: 0

Skills: Guns, Riding

Police

These are representative of the normal, civil police. They may be armed when the situation demands but typically carry batons and patrol in SEAT cars.

Quality: +2

Stress: 0

Skills: Weaponry, Fists

PCE rebels

The PCE is a broken movement based on the remnants of the communist party, call but destroyed in Francoist Spain. They are a disorganised, poorly equipped and poorly disciplined rabble who are being used as dupes by 218 and The Unwanted.

Quality: +1

Stress: 0

Skills: Guns

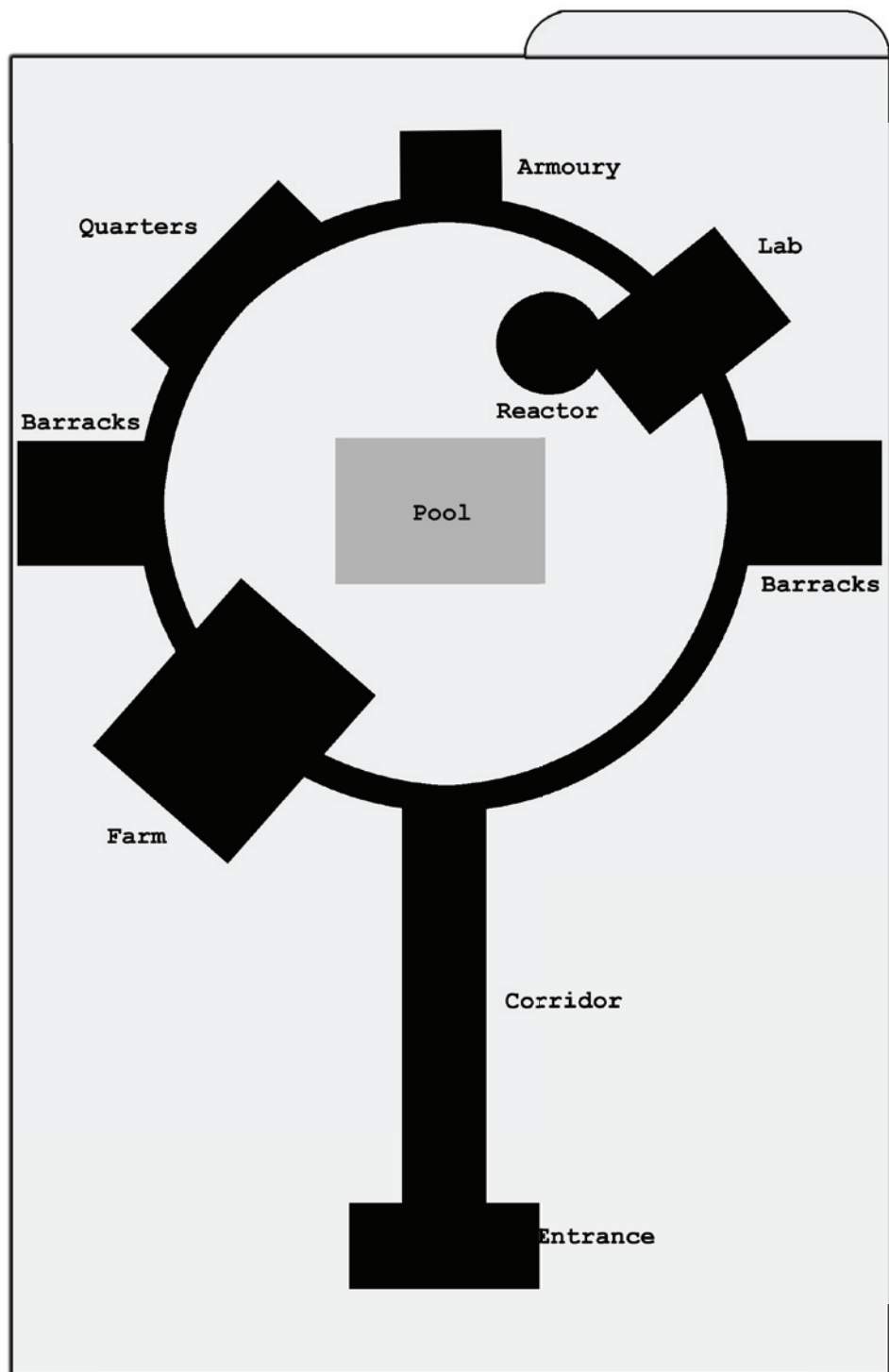
Afterword

Many of the historical and cultural details of this work are, likely, wildly innaccurate. This is not necessarily intentional, but is in keeping with the adventure fiction of the 60s and 70s.

The intention is to create an impression of the exotic, of far-flung locations and places. Not to present an historical or politically accurate picture.

Enjoy your game!





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