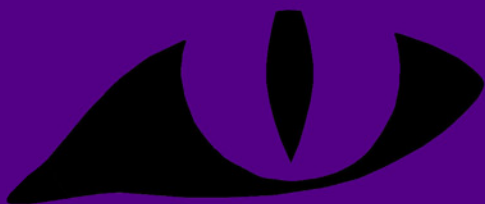


SNAKE EYES

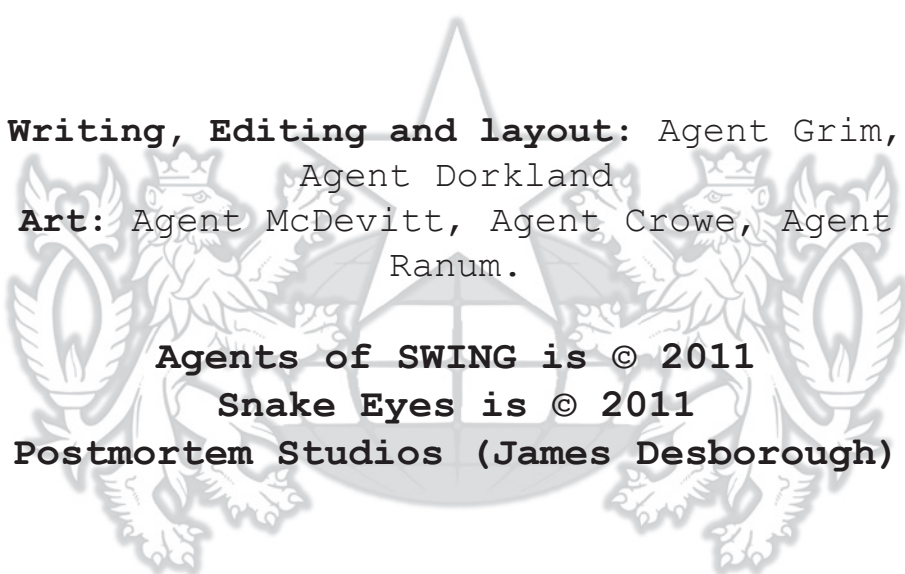


FATE



The logo features a large, solid black circle on the left. To its right, the words "AGENTS OF S.W.I.N.G." are written in a bold, white, blocky font with a thick black outline. The letters are slightly shadowed to give a 3D effect.

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

A large, faint watermark is centered in the background. It depicts a heraldic crest with a shield, a crown on top, and two rampant lions on either side. The shield contains a cross and a triangle.

Writing, Editing and layout: Agent Grim,
Agent Dorkland
Art: Agent McDevitt, Agent Crowe, Agent
Ranum.

Agents of SWING is © 2011

Snake Eyes is © 2011

Postmortem Studios (James Desborough)

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

TOP SECRET

Introduction

COIL, a nefarious organisation of would be plutocrats and old money, desiring a return to absolute power for the moneyed and blue-blooded families of the world, has set about accumulating funds and influence through fair means and foul, seeking to render it untraceable and to collect it together in such a way as to exert its powerful influence. One of their main means to do this has become via a casino in Las Vegas Nevada, King Solomon's. A new Casino built using COIL influence and control. Dirty money can come in, be converted into chips and then paid out to COIL members through fixed games.

SWING has gotten hold of intelligence regarding certain COIL operations and money laundering, while they don't know where this is taking place as of yet they're determined to track it down and put an end to it and they do know that COIL has been involving itself in the drug trade - particularly cannabis.

They're collecting the money together in Jamaica and one of their agents, 'Mamba', will be heading there soon. It is likely that Mamba will be taking the money on to be laundered and this gives SWING an opportunity to track the money and put an end to the operation.

Plot Stress

Plot Stress governs the assembly of clues which can lead the team into the next chapter. Once a critical mass of information is accrued then they're able to get the essential clues that lead them to the next step. Within each step, however, they're free to proceed and investigate as they like. Actions will state how much Plot Stress they create and to which section it applies.



Mission

Briefing

The Club:

The Burden

Outside the old building is a simple, unassuming brass plaque, engraved with a simple globe and a name 'The Burden'. An old fashioned pull-handle rings the bell and summons the immaculately dressed butler to the door. Without so much as an arched eyebrow at the appearance of your unconventional party, the butler ushers you inside and takes your jackets, placing them within plastic bags and carefully hanging them up.

"Your principle is awaiting you in the dining room lady and gentlemen. Shall I conduct you there?"

You are ushered through into the dining room. A wood-panelled chamber lined with photographs and trophies from at least a century of exploration and derring-do.

Auntie is sat, in his corpulent glory, within a high-backed green-leather chair, tucking into a roast dinner that's set upon the table before him.

"Ah, there you are, do please take a seat and feel free to ask for anything you want."

Auntie gestures to the other seats around the table and forks another chunk of gravy-dripping beef into his maw.

"Mmm, gnmm, yummy, delicious even. Anyway, to business." He dabs at his mouth with a cloth and leans forward on the table on his elbows.

"One of many organisations that we keep an eye on is COIL. Of late they've been involving themselves in a much broader range of illegal and 'grey' activity and bringing in a hell of a lot of money. A hell of a lot of dirty money. Money that they can't hope to use until its cleaned. We have intelligence that they have some new operation set up to both clean the money and to return it to their membership in a usable form.

We know a large amount of that money is being collected together in Jamaica at present and this gives us an opportunity to track that money, find out where it's going and to scotch their operations."

He pauses to take a great swig of wine from a glass and then continues.

"Intercepted transmissions suggest that one of the higher COIL agents, codenamed 'Mamba' will be heading to their Jamaican operation soon to pick up and transport the cash so now is the time to act. You need to travel to Jamaica, locate the COIL facility there, track the money - and Mamba - to their money laundering operation, run by King Cobra and then shut it down, however you can. Any questions?"

Properly questioned Auntie can provide all the knowledge under the common-knowledge sections below, otherwise the characters can apply their own skills to extract more useful information.



Available Knowledge

Mamba

Common Knowledge: Mamba is one of COIL's top agents and couriers. Little is known about them but there are many rumours. Spotting them will be the hardest part of the initial 'raid'.

Contacts

Great +4: There is a persistent rumour that Mamba is an American and, unlike many members of COIL, one who was underprivileged and has been bought.

Fantastic +6: Your deep level contacts have suggested in the past that Mamba is most likely a woman. You trust that they know what they're talking about.

King Cobra

Common Knowledge: King Cobra is one of the key figures in COIL but has only been mentioned in intercepted messages thus far, never revealed. Getting rid of him or capturing him would be quite a feather in SWING's cap.

Contacts

Fantastic +6: King Cobra's known to be old money, from one of the wealthier Boston families but that's about all that can be said to be known. He could be any scion of these modern 'noble' families, themselves descended from European wealth.

Legendary +8: Rumour has it that King Cobra is almost ashamed of his old-money roots, despite being part of COIL. Whatever role he has taken up it will be well hidden. (Stage 2 Plot Stress 1).

Gambling

Legendary +8: King Cobra is definitely hooked into the gambling scene somehow. While there's no direct knowledge of who he might be his name has come up in reference to Monte Carlo and other, famous, European gambling spots.

Coil

Common Knowledge: A gang of old money and nouveau riche to whom the idea of 'noblesse olige' is that poor people are obliged to do what they say. They want to return to a time when monarchs and wealthy persons ruled by decree

Academics

Great +4: Since they're descended from old money, as a whole, one can expect COIL to have a lot of European names involved, particularly British and Dutch. In the New World they'll come from the old money found on the East Coast for the most part. Many of these families are quite famous but, of course, they'll deny the actions of their black sheep, they look after their own whether they're COIL or not.

Mysteries

Fantastic +6: With so many of them coming from noble lines there's likely to be a strong belief in 'divine right' amongst COIL, particularly their chief agents and directors. This may make them arrogant since they're likely to believe that god is on their side.

Money

Common Knowledge: COIL have been engaging in more and more activities and taking more and more risks of late. While they normally fund their ventures with money gained by legitimate means they have been moving into illegal investments and that has, to no small degree, meant drugs. If they need the money quickly they must be building up to something.

Resources

Good +3: It isn't easy to launder large sums of money without considerable loss of funds. Any operation to launder so much cash must be considerable in scale and, perhaps, considered expendable.

Jamaican Operation

Common Knowledge: COIL's invested heavily in drug dealing and that most likely means marijuana. They've got the money and clout to buy off the local authorities, especially since Jamaican independence and its likely, as a former British colony, that they still exert strong influence on that island.



The First Step

"That's as much of a briefing as we can really give you. You'll have to think on your feet and do the best that you can in the circumstances. We can only get you on the first step of the way and after that you're on your own. Track the money to where they're cleaning it up and deal with the problem however you think is best. Report in if you can but things are likely to move too quickly for us to offer too much support. The quartermaster will equip you for contingencies that we think are likely to come up but you'll have to improvise. Ah, here's Hives, he'll take you on over to Uncle."

The butler reappears, as though on cue and politely offers for you to follow him, whereupon he takes a few paces towards the kitchens, pauses to ensure that you are - indeed - following him and then carries on through the door into the steam and clatter of the club's food preparation area.

Quartermaster

You're taken back through into the food preparation area and then back into the second kitchen which, while full of smoke and interesting smells, isn't producing food. There's a near-blinding flash from one of the counters as you come in and a man in chef's white flies back from the counter and lands in a tangle of arms and legs amongst a stack of cans of beans before getting up, shakily and announcing to nobody - since nobody seems to care - 'It's OK! I'm alright!'

Wild-haired and ash-blackened, glasses chipped, Uncle meanders through the chaos as though he can predict exactly what is going to explode and when and stops in front of you with a lopsided, knowing grin.

"What ho there fellows. I have some very nice pieces of equipment for you, just what you'll need for your upcoming task. Let me take you through them..."

Money Tracker

"I have a sheaf of notes here, each one contains a tiny transmitter which can be tracked by this box."

He indicates a box shaped device with a screen, a green dot projected upon it when he switches it on, showing the direction that the notes are in.

"The range isn't wonderful, only a handful of miles, but that should be enough for our purposes. I also have a mildly radioactive spray which can be used to souse banknotes which you can then track with a portable geiger counter, here, built into this pen."

Game Rules

The money tracking devices have a largely RP oriented effect but, should it come up, the tracking device provides an aspect 'traceable' which can be tagged during tracking/pursuit rolls to follow the money.



UV Marker & Glasses

"This pen makes marks in ultraviolet ink, ink which cannot normally be seen but which can be detected by these special glasses. You can use it to mark money in the same way as the other devices I have given you, further enabling you to track it. The marker will also work on any surface, providing you with ways to positively identify other items or people that you have previously marked."

Game Rules

This is just a pure RP/plot effect allowing the characters to mark and confirm items or people. It may also be a good way to mark cards when gambling and for such effects it would grant a temporary aspect to be tagged of 'identifiable'.

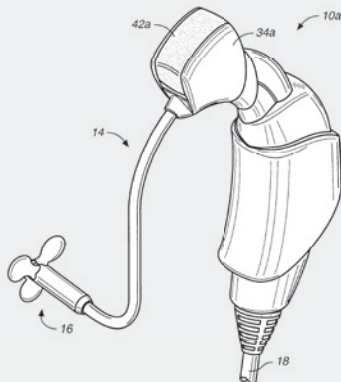


Earbud Radios

"The latest in transistorised miniaturisation, these flesh-coloured, ear-radios are virtually undetectable and, while you cannot transmit through them, they can receive from this normal sized transmitter. You may need to maintain communication under difficult circumstances where you can maintain a cover and this, while being a half-solution is at least half a solution."

Game Rules

These radios have an aspect of 'hard to spot' which can be tagged when the characters are searched, allowing them to remain concealed more easily.



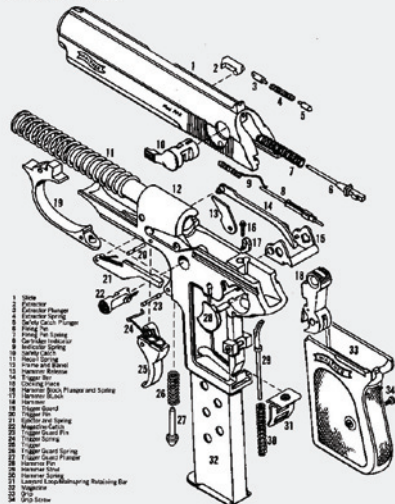
Pistol Attache Case

"This attache case has a hidden pistol built into it which can be triggered by a button on the handle. It should be undetectable to anything but the closest of examinations and provide a useful 'surprise' if you find yourselves in any difficult situations. Six rounds in the clip, not many, but it should give you what you a decent surprise."

Game Rules

The attache case has a -1 penalty to hit and does +2 Stress damage. It has the temporary aspect 'Surprise!' which can be tagged.

Walther
Model PP & PPK Pistols



The Investigation

Stage One: Jamaica

Plot Stress: OO

Through the magic of flight you are transported from the grey skies of England to the bright and sunny climes of Jamaica. Leaving the airport with your bags you're met by a cacophony of taxi drivers, competing for your business and an impromptu market, with a few local police looking on. You're on the right island at least, but tracking down COIL may not be easy.

The characters will need to settle in a hotel and then will have to describe their approach to locating the COIL operation. Finding the operation is worth a single point of Plot Stress, tracking Mamba or the money provides the second - allowing them to progress to Las Vegas. The following are some of the approaches they might take:

1. Shake down local

criminals: Crashing in on and intimidating/harassing local criminals is dangerous but likely to be the most fruitful approach.

They know who is producing and given that COIL are acting independently - and somewhat naively - compared to the local criminal gangs. Many of them are resentful of COIL and their interference, not to mention their cutting out of local criminal gangs but, having gone up against them and failed, they've backed off and concentrated on their own side of things.

Once the characters work their way up to a more influential criminal baron he'll be happy to tell them what he can which is, really, that the COIL facility is situated in an old mansion, that they've bought off a lot of the police and that they've recruited local talent to defend it. It's well guarded and dangerous to take on, for all these reasons.

2. Ask the local police:

Many of the local police are in the pocket of COIL. They'll be happy to meet and talk to the characters and will profess ignorance of COIL and any operations they might have on the island. If the characters press they will offer to speak with their captain, leave the characters waiting and place a call to the COIL mansion and informing Grass Snake.

After that call they'll offer information that COIL is based out of a sprawling farmstead on Georges Plain at the far side of the island. The COIL mansion is actually at Spring Garden on the northern coast.

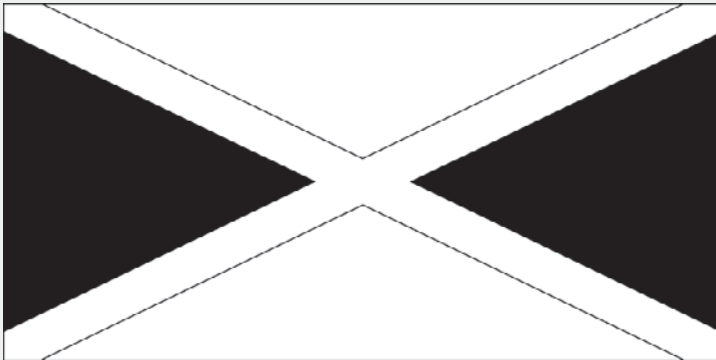
The whole thing is a setup for an ambush and there'll be about ten COIL guards, taken from the twenty stationed at the mansion, waiting for them at the farm.

3. Consider how they

would do it: Characters with criminal backgrounds or skills, or those with psychological abilities may be able to think how they would go about the COIL operation and then narrow down their search parameters.

They would want somewhere close to the coast for smuggling, somewhere comfortable that meets their upper/moneyed class expectations and somewhere large enough to grow the drug that they're shipping.

That narrows it down to a handful of coastal mansions and the one with the huge marijuana field is likely to be the one...



4. Stakeout the airport

for Mamba: Having no real idea who Mamba is makes such an approach difficult. Only some manner of psychic power or a legendary skill roll in an appropriate skill will allow them to identify Mamba, especially amongst all the crowds moving through the airport.

Other approaches you should be able to cope with by the information listed here. All should lead them to the mansion where they can infiltrate and, hopefully, mark the money without too much incident. Otherwise their only option is to follow Mamba, once she identifies herself.

Tagging/following Mamba or the money will fill in the second plot stress marker and get them to Vegas.



The COIL Mansion

The COIL mansion is in Spring Garden, an old imperial mansion dating back to the time of slavery. It is made of painted white brick and lavishly decorated in the regency style. It is surrounded by a high fence (Fantastic +6 required to scale it). Scaling the fence provides access to the fields but not to the house itself which has secure doors and windows and both are alarmed, requiring a code key entry. The code could be observed from one of the guards entering the building or the alarms could be bypassed with the proper skill.

In normal circumstances there are five guards outside, five guards inside and ten resting in the guard barracks in the cellar, next to the strongroom where they keep the money and the prepared drugs. This isn't a safe, just a strongroom, protected against fire and flood. Access to it is controlled only by the guard who is always on duty - leaving four others around the house - and the heavy duty handle that only slowly opens and closes it.

Reception Hall

The reception hall is grand and filled with art and statues, many of the old and classic with no truly modern art present. It has twin, sweeping staircases up to the second floor and has been carefully spruced up in order to make a good impression upon anyone who comes in.

Lounge

The lounge is a large room at the front of the house, overseeing the garden and the avenue up to the main gates. It has large, bay windows that make it easy to keep an eye on the front expanse of the house. For this reason there is almost always a guard stationed here.

The lounge is the only truly modern area in the house, much more minimalist than the rest of the classically decorated mansion. It has a modern globular television, a powerful radio receiver, a top of the line stereo and a built in bar. This is where Grass Snake likes to entertain his special guests though, with Mamba, she will be angling to leave almost immediately on her mission.

Ballroom

The ballroom is a long room at the back of the house with tall, wide windows. Similarly to the lounge it offers a good view of the back of the house and the fields where the marijuana is grown. Just as with the lounge a guard is almost always stationed here.

The room is fairly bare, making duty here more onerous than duty in the lounge and the guards often slack off, due to being tired. Nonetheless the characters are fairly likely to be spotted approaching from the back of the building.

Library

The library also serves as Grass Snake's study and communication room. There are scrambled radios, clocks set to international times, a bank of telephones and a safe containing Grass Snake's 'petty cash', amounting to about half a million dollars used for bribery and corruption purposes. The safe also contains Grass Snake's coded account books.

Cellar Strongroom

The cellar strongroom is across the cellar from the barracks. There is always a guard on duty at the door of the strongroom, alert and capable.

The money and drugs are piled up inside, the pressed marijuana in large bricks and the money sorted into large denomination stacks, ready to be wheeled out and loaded onto a truck when Mamba arrives.

Cellar Barracks

The cellar barracks consist of a single long room with a shower room alongside and a small galley kitchen.

There are slit windows along the top and otherwise it gets its light from electric bulbs. The guards have bunks here and ten guards are off duty at any time, resting here, playing cards or smoking the product.

Their weapons are kept in a rack near to the door.

Master Bedroom

Grass Snake's private room is his own hidden area he can retreat to away from everything else. He has a private mini-bar, his own television and extensive collection of Reuben prints. If trouble breaks out he is most likely to try to retreat to this room and try to hide out until the trouble is over.

Fields

Almost all the back-end grounds of the mansion have been turned into marijuana fields. These are not even particularly hidden, just a few bits and pieces of camouflage netting where the grounds are close to the road.

Workers are scattered throughout the fields, tending them, though they're busy with their work and not particularly alert.

The marijuana 'bushes' provide plenty of cover, as do the farm buildings.

Processing Shed

To one side of the field is a long processing shed, a new build, with a series of presses, used for squeezing the raw cannabis and resin into blocks for easier transportation and smuggling.

A handful of workers are usually present here, feeding and maintaining the machines from the stock of 'harvested' cannabis.

Kitchens

At the side of the building the Kitchens lack decent windows and are virtually unused being largely empty with a small, modern kitchen crammed into one end. It doesn't see a lot of use and doesn't have great visibility, so this is likely to be one of the better ways for the characters to get access to the mansion.

It also has direct access to the cellar which, otherwise, can only be accessed from outside, on the opposite side of the house.

Other Rooms

There are any number of other rooms throughout the mansion but they're not used. They're shrouded in dust covers and most of them are kept locked. Nonetheless they will make good places to hide, if need be.

Encounter with Mamba

The COIL agent Mamba arrives at the airport a day or two after the characters arrive on the island. Whichever is best for pacing and drama. Mamba is a tall black woman with a large curly afro and golden hoop earrings. She wears a lurid print minidress and high-heeled sandals, big Jackie-Onassis sunglasses and carries a handbag with her gun in it. Her timeline of actions will run:

1. Arrive at the airport.
2. Proceed to meet with a truck driver in Kingston and pay them off.
3. Drive out with the truck to the mansion and meet with Grass Snake. The two will talk for a short while and then the crate of money will be brought out, packed into a larger crate and buried and hidden beneath bananas.
4. She will cut her visit short and escort the truck - along with some of Grass Snake's guards - back to the airport and supervise its loading onto a transport aircraft.
5. She will then return to the airport proper and book a flight to Vegas.

We will pick up on the timeline back in Vegas.



Stage Two: Las Vegas

Plot Stress: 00000

The money can be followed easily enough to Las Vegas, travelling on a separate plane to Mamba.

The characters, if they act swiftly, can get onto the same plane as Mamba and trace her to the next steps in the plot. A timeline of her activities follows:

1. Lands at the airport.
2. Moves to the shipping section of the airport to meet with undercover guards from the casino.
3. Transports the money in convoy to a cheap motel at the outskirts of the city.
4. Breaks out the money and transports it to one of the motel rooms - the honeymoon suite.
5. Meets with a great many gamblers from across the city who each take a share and disappear out into the city.
6. Spends a day taking in the tourist sights and visiting the famous casinos.
7. Heads to King Solomon's Casino to take part in the poker tournament.

Plot Stress in this instance would merely allow characters to progress to the Casino before Mamba does, giving them a day, perhaps two, to case it and to work out what's going on.

Use of contacts and the gambling skill can expose who the various gamblers are and where the tournament could take place.

Investigations into the background of the motel can show that it's also owned by 'Vegas Vinnie'.



Golden Sands Motel

The Golden Sands motel is a run down and unappealing motel that hasn't been looked after or done up in 20-30 years. On the outskirts of the city, the Golden Sands was more important in the early days of the city, but those days of importance are long past. The few people that do stay here are the debris of Las Vegas, kept close like the grit in a prospector's pan. It is kept purely as a front for Vegas Vinnie to conduct illegal business under cover of other illegal business that is so low key the police give it little attention.

Mamba meets the gamblers within the honeymoon suite and doles out the money in duffel bags. Each gambler then scatters to different points in the city.

Plot Stress

Who owns the motel? O

The Gamblers

The gamblers are not good gamblers. They're all rather poor blackjack players, famous around town for being bad blackjack players. They're all deeply in debt, but most especially in debt at the King Solomon Casino where they have all, inexplicably, been granted credit.

- **Mary-Sue Scranton:** A dried up, alcoholic and former showgirl.
- **Bubba 'The Bank' Burton:** A fat black guy with a small hat perched precariously on his head.
- **Chuck 'Goldmine' Brown:** A bald, elderly man with thick glasses on a chain. Chuck tries to skip town with his money and is executed by COIL for not keeping his end of the bargain. He's found dead in a ditch by the side of the road, his special invitation chip - a gold poker chip - is still in his pocket.
- **Gordo:** Big Italian man who likes to play up his links with the Mafia, which aren't particularly genuine.

Plot Stress

- What's common about all these people? 0
- Trace and follow up on the common links between the gamblers. 0
- Interrogate a gambler. 00

The Tournament

The tournament will be a confrontation between these specially selected, indebted, bad players and several of COIL's members who are in need of special funding for their projects.

The money comes through the Casino laundered and the illegal funds seemingly come via low-life gamblers.

The winnings can be converted into clean money and the dirty money dispersed as payouts.

The COIL gamblers include:

- **Adder:** Lord Elton Bartram-Carstairs, a British Lord who flirts with the hippy generation but still believes in the natural authority of nobility.
- **Boa:** Woody Serifinowicz, a member of a New York old, moneyed Jewish family.

- **Rattlesnake:** Hiram McGraw, a Texan oil baron.
- **Viper:** Soolin Hung, a Chinese nationalist from Taiwan claiming imperial blood.

Plot Stress

Tracing the tournament, by itself, will allow the characters to progress to the casino.

Sabotaging the operation can be done either by sabotaging the blackjack games or gaining access to the vault and the money to destroy or remove it.

For the tournament, all entered players receive chips in the amount of \$50,000 and drop out of the tournament when all chips are gone.

No additional chips are bought or provided, and players may not give each other chips. A special area of the casino is set aside with blackjack tables. The winner is the last player still with chips in their possession.

Stage Three: King Solomon's Casino

Plot Stress: 00000

Completing the Plot Stress track on investigations at the Casino will enable the characters to take on the vault or to take on the high-stakes game - provided they can gain entry to it.

The characters have free reign to make up their own plans on how to deal with it.

This section will attempt to detail the Casino, the game and the difficulties of getting access to the money or the game and scuppering COIL's plan.

The Floor

King Solomon's Casino's main floor is split into three levels.

The main floor is in the middle - ground - level and is filled with machines. It's a whirling zone of lights and noise, clattering coins and row upon row of people pumping coins into machines.

The lower floor is a maze of corridors styled after mine tunnels but well observed by closed-circuit television and guards. There are thematic games and novelties hidden down here including claw games where you can win genuine nuggets of gold. This is also where the main, popular restaurant is.

The upper floor is for the more traditional card games, dice games and roulette and is much more muted and low key, decorated largely like a Victorian gentleman's club with - fake - animal heads, old photographs, fake hunting rifles and so forth. A smaller, more expensive restaurant is found on this floor.

An automated railway, a fake mine cart track, winds its way between all three levels on a constant track and provides a blind-spot for the cameras.

The Hotel Rooms

King Solomon's Casino is also a hotel and is largely made up of normal rooms. These contain a double bed and have an en-suite shower/toilet. Each is equipped with a television a minibar and instead of chocolates on the pillows there are free \$1 chips each time the beds are made.

Above the normal rooms but below the penthouse are the suites in a variety of styles and for a variety of purposes. Between these and the penthouse is the special, private, invitation betting room. The hotel has twenty floors in total. Two floors of penthouse suites (two suites on the top and three on the floor beneath) for celebrities and high-ranking VIPs, one floor of private betting, four floors of suites for VIPs and whales, twelve floors of regular rooms and the base level and basement.

The Vault

The vault is in the basement, below the lower ground floor. The entrance is hidden away in the tunnels and is protected by the following measures in series.

- Two guards each with a key that must be turned to open the main door. This does automatically open in case of a fire.
- A corridor that passes the observation room, which has three more guards in it, though they are focussed upon the screens and radios.
- Cages, locked, openable by a guard behind the gates, providing access to stocks of chips and 'petty cash'. Money counting, measuring and sorting takes place here.
- Another short corridor, alarmed and monitored.
- The vault - magnetically locked, code key entry.
- Trembler alarms.
- There are a total of thirty security guards on duty at all times.

King Cobra's Office/Suite

King Cobra's suite clashes violently with his image as a Vegas schmoozer. Unlike virtually all of the rest of Vegas his suite of rooms are understated, tasteful and East Coast/European in style. This is his retreat where he can cast off his Vegas Vinnie persona and actually be himself. Nobody is allowed up into this room except him, even guards, even women. If he wants female company he uses one of the other suites for the purpose.

The Private Game Rooms

The private game rooms are divided into three, luxurious sections with richly appointed bars and enormous, baize covered tables. For the poker tournament two of the rooms have been closed and the last one contains only the bar, the huge table and some hostesses, as well as the dealer.

Conclusion

A Job Well Done

Victory is complete with the theft, destruction or winning of the money from COIL. Stealing or destroying it is unlikely to get the characters pursued but winning it is a slap in the face and COIL will bend every effort to recover it.

The game should end as the characters get away from Vegas and COIL by whatever means, particularly if they get away with the money.





Baron Drew St. John

St. John was born with a silver spoon in his mouth and never wanted for anything. He attended the best schools, served briefly as an officer in the British army and did a stint as a race car driver - though nothing ever quite seemed to stick. Perpetually bored and used to getting away with anything St. John got into trouble a great deal through one scrape or another until he went too far and was blackmailed into using his talents, wealth and contacts to right miscarriages of justice along with the American playboy Johnny Free. He took to it, eventually, having been initially resentful and through his success came to the attention of SWING who were only too happy to take him and his partner on.

Concept: Old Money Playboy
Section: Section 5 (Crime)

Section: *Reluctant crime fighter*

Past: *Born with a silver spoon in my mouth*

Cover: *Feckless playboy
I went to the best schools
In and out of trouble my
whole life
They call it officer 'class'
for a reason*

*Fast cars and faster women
"I, sir, am an aristocrat."*

+3: Solid: Drive, Social Standing

+2: Hip: Alertness, Fists, Gambling, Investigation, Rapport, Resources

+1: Cool: Academics, Guns

Best Foot Forward - You can't leave someone with a worse impression than you started with.

Clever Façade - When someone reads one or more of your aspects, you read one of theirs.

Defensive Driving - Reduce hazard difficulty by -1.

Long Term Investment - +2 bonus to Resources once per session.

Fast cars, sharp suits, flash cash

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 0000000

FATE: 000000

Refresh: 6

Agent Zero: John Chain

Concept: Blunt Instrument
Section: Section 7 (Deadly Force)

Section: *License to kill*
Past: *Decorated officer*
Cover: *International salesman*
Brutal in the extreme
Luck of the devil
Animal magnetism
Wickedly sardonic wit
Unbreakable

+3: Solid: Fists, Guns
+1: Cool: Alertness, Athletics, Burglary, Drive, Endurance, Gambling, Investigation, Pilot, Resolve, Resources, Social Standing, Stealth, Survival, Weaponry

Additional Gadgets - +1 gadget/+1 gadget advance.

Brawler - +1 attack/damage when outnumbered.

Danger Sense - React to surprise attacks with +2 defensive action.

Shaken Not Stirred - Indulge a vice to heal a point of stress.

Pistol (+2 Stress), Aston Martin, Dinner Jacket.

Physical Stress: 000000
Composure Stress: 000000
Social Stress: 000000
FATE: 000000
Refresh: 6

Part Scots, part Swiss, all British, Chain spend much of his childhood abroad in one country or another developing a facility for languages which has served him well since. His parents killed when he was eleven his raising was completed by his aunt who, despite his frequent girl trouble and clashes with authority, managed to keep him in private education in Eton and in a Scottish school. Leaving school Chain took service in the navy and rose to the rank of Commander before being poached by British intelligence as an operative. Serving with distinction but again, having issues with authority, he frequently butted heads with the establishment, setting the path for his recruitment by SWING. Rugged and take-charge, Chain is popular with the ladies but is more than a little bit of a bastard, an epicurean and a pleasure seeker, in his personal life - if not his service - he is quite selfish.



The Angel:

Jack Chevalier

A former thief and confidence trickster Jack Chevalier now uses those finely honed skills against criminals and other dangerous individuals around the world who offend his sense of morality. Coming to the attention of SWING through his actions against former Nazis and other human monsters, Chevalier's sense of style and liking for handing out poetic justice made him a 'must have' for the organisation. While he prefers to operate without killing he is willing to make exceptions for particularly horrible people. An accomplished thief, conman and skilled at disguise Chevalier can turn up almost anywhere, whenever he feels he is needed.



Concept: 'Robin Hood'

Section: Section 10
(Acquisitions)

Section: *The Legendary Thief*

Past: *Honour amongst thieves*

Cover: *Shiftless dilettante
Customisable moral compass*

"I love poetic justice."

*"We can do this the easy way
or the hard way..."*

"...hard way it is."

I turn up where I'm needed

+3: Solid: Burglary

+2: Hip: Alertness,
Art, Athletics, Deceit,
Investigation, Stealth

+1: Cool: Academics, Fists,
Gambling, Guns, Resources

Acrobatic - +2 bonus to
acrobatic moves.

Big Heist - Add two aspects
to a heist scene with one
roll.

Luck - Start with one SWING
dice and hold an extra one
in reserve if you earn it.

Master of Disguise - FATE
point to re-enter play in
disguise.

B&E gear, gloves, white
suit.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

Chastity Flame

Concept: Criminal Turned Good

Section: Section 10

(Acquisitions).

Section: *Eye for the Main
Chance*

Past: *Criminal Network*

Cover: *Commands Male Deference*

Expertise in Martial Arts

Stunning Beauty

"You underestimate me."

Moves Like a Cat

Criminal Genius

+3: Solid: Contacts, Fists, Leadership.

+1: Cool: Academics, Alertness, Athletics, Burglary, Deceit, Driving, Guns, Investigation, Resources, Stealth, Weapons.

Personal Conspiracy: The Web, bring in experts/contacts in exchange for a temporary aspect of their demands upon you.

Lieutenant: Bill Carver, +2 Quality, Independent, Skilled: Weaponry +3 (throwing knives +1). Stress 00.

Martial Arts: Size up an opponent to get a temporary aspect of 'know your moves' which can be tagged for +3 instead of +2.

Flow Like Water: Full defence gives +3 rather than +2.

Yaware Stick +1 to Fists, no bonus to stress.

Fate Points: 000000

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

Refresh: 6



A beautiful woman of uncertain past. Chastity was once leader of The Web, a criminal network spread across the world. She has since retired, along with her lieutenant, but still commands great loyalty from the organisation. She has since turned her talents to countering those forces in the world that threaten to destroy it and whose activities threaten the very status quo from which she profited.

ENEMY

Grass Snake (Piers Uden)

Department: COIL

*Limp Wristed Wimp
Very Well Connected
Posher than Thou
Very Good With Numbers
I Pay Your Salary!
I'll Pay Double
Flee for my Life!
No Jury Would Convict me!*

+4: Neat: Academics, Contacts, Deceit.

+3: Solid: Resources, Social Standing.

+1 Cool: Driving, Leadership.

Walking Library: Can answer any academic question of difficulty lower than academics skill.

Contact: King Cobra.

Network of Contacts: Can call upon a contact of average quality once per session.

Con Man: Use Deceit to get a 'read' on people in place of Empathy.

Fate Points: 000000

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 0000000

Refresh: 6

A chinless wonder who has been placed in charge of the Jamaican side of the operation purely because he is competent, but unimaginative. Just the qualities needed to get the job done without becoming too ambitious.



ENEMY

Agent Mamba

Department: COIL



Full of Sass
Bubblegum Walk
Street Smarts
Money Based Loyalty
No Nonsense
Tough Enough
I'll Bust Your Nose
Hellcat

+4: Neat: Guns.

+3: Solid: Alertness, Deceit, Fists, Intimidation.

+2: Hip: Athletics, Driving.

I'm on top of it: Fate point to go first.

Brawler: Defence +1 against groups, +1 stress against minions.

Dirty Fighter: Tagging opponent aspects +3 instead of +2.

Infuriate: +2 to make someone angry.

Pistol +2 Stress.

Fate Points: 00000

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

Refresh: 6

A street-smart cookie from Harlem, Mamba's loyalty has been bought with money and sponsorship. She's a courier and agent for COIL precisely because she doesn't meet their normal profile and because she has a way of cutting through their usual bullshit.

ENEMY

King Cobra

AKA 'Vegas Vinnie'

AKA Vincent deMarco

Department: COIL

Living a Double Life

Well-Connected in Vegas

Scheming Bastard

Thinks of Everything

I Pay Your Salary!

Slumming it

No, I expect you to die!

Lounge Lizard

+4: Neat: Gambling.

+3: Solid: Resources.

+2: Hip: Art, Contacts, Deceit, Social Standing.

+1: Cool: Academics, Alertness, Driving, Leadership, Rapport.

Gambling Man: Gain/Lose two fate points from compelled aspects in Gambling.

Double or Nothing: Once a scene, force a reroll on a Gambling check.

The Devil's Own Luck: May roll full Gambling skill on games of pure chance.

Never Bluff a Bluffer: May use Gambling in place of other skills to detect lies/bluffs.

Fate Points: 000000

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

Refresh: 6

Old money masquerading as new money, Vincent deMarco is the front for COIL's investments in Vegas and the defacto owner of King Solomon's Casino. He's the mastermind behind the laundering and redistribution plot.



Goons

Jamaican Criminals

Hip +2 (Physical)
Pistols +2 Stress
Knives +1 Stress damage.
Strength in Numbers: 2-3
+1, 4-6 +2, 7-9 +3, 10+ +4
Independent, Quality +1,
Summonable

Jamaican Guards

Hip +2 (Physical)
Automatic Rifle +3
Strength in Numbers: 2-3
+1, 4-6 +2, 7-9 +3, 10+ +4
Quality +1, Independent,
Communication

Jamaican Workers

Cool +1 (Physical)
Improvised tools -1 to hit
+1 Stress.
Strength in Numbers: 2-3
+1, 4-6 +2, 7-9 +3, 10+ +4

Jamaican Police

Hip +2 (Physical)
Pistols +2 Stress Damage.
Billyclubs +1 Stress Dam-
age.
Strength in Numbers: 2-3
+1, 4-6 +2, 7-9 +3, 10+ +4
Summonable, Communication,
Quality

Casino Security

Hip +2 (Physical)
Pistols +2 Stress Damage.
Strength in Numbers: 2-3
+1, 4-6 +2, 7-9 +3, 10+ +4
Quality +1, Communication,
Summonable

Casino Security Armed Re- sponse

Solid +3 (Physical)
Automatic Rifles +3 Stress.
Strength in Numbers: 2-3
+1, 4-6 +2, 7-9 +3, 10+ +4
Quality +2, Communication

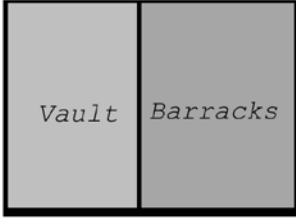
COIL Gamblers

Good +3 (Mental)
Strength in Numbers: 2-3
+1, 4-6 +2, 7-9 +3, 10+ +4
Quality +2, Independent



Coil Mansion

Basement

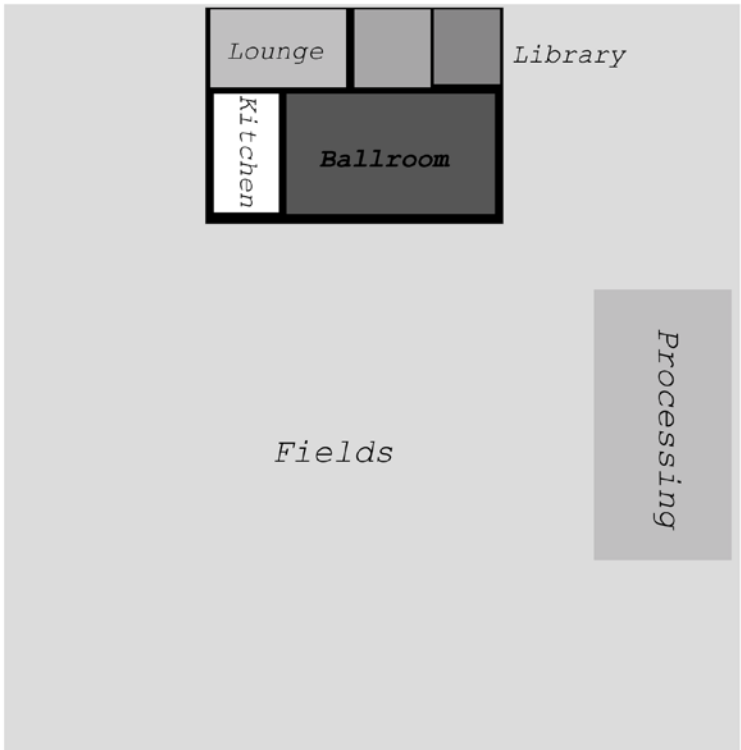


Upper Floor



Other Rooms (misc) Master Bedroom

Reception



Ground Floor

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copy- right date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distrib- uting are Open Game Content.

Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any autho- rized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

Fudge System 1995 version © 1992-1995 by Steffan O'Sullivan, © 2005 by Grey Ghost Press, Inc.; Author Steffan O'Sullivan.

FATE (Fantastic Adventures in Tabletop Entertainment) © 2003 by Evil Hat Productions LLC; Authors Robert Donoghue and Fred Hicks.

Spirit of the Century © 2006, Evil Hat Productions LLC. Authors Robert Donoghue, Fred Hicks, and Leonard Balsera.

Starblazer Adventures © 2008, Cubicle 7 Entertainment Ltd

For purposes of this license, the following things are considered to be Product Identity in addition to anything covered in section 1, above: All art and non-mechanical game text © Postmortem Studios (James Desborough) 2011.

Keep up with Postmortem Studios Releases at:

www.postmort.demon.co.uk

Look for us on Facebook

Follow us on Twitter @grimachu

You can buy our products at RPGNOW and most other PDF download sites.

Hardcopy is available via Indiepressrevolution and Lulu.

<http://stores.lulu.com/store.php?fAcctID=834797>



POSTMORTEM
STUDIOS



POSTMORTEM
STUDIOS

