

# **The Taiwan Initiative**

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*July 30, 1997*

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## **PROLOGUE**

When Taiwan first began its early rumbles of democratic secession the communist leaders in China were quick to react. Statements were issued both publicly and privately from Beijing as China tightened its leash on the island. With only token support from the international community, Taiwan was forced to back down.

So, quietly, the planning began.

Against a superior adversary, Taiwan realized it would have no chance of defending itself against a military campaign. Taiwan would rely on subversion and espionage to ensure its freedom...and the cooperation of the great military powers of the world.

Slowly and silently, arrangements were made for those sympathetic to the democratic cause to be moved to positions of power overseas, especially in embassies. Those now in position helped their comrades to gain overseas positions as diplomats and liaisons. Then the espionage began.

With tenacity and subterfuge not seen since the cold war, Taiwanese agents began subverting foreign agencies. The first were small and relatively powerless, the agencies of the eastern bloc countries. Gradually, European countries also began to suffer, beginning with France. Blackmail once again became a common word among the espionage communities. Inside his limousine, a French diplomat found a manila envelope containing photos of he and his latest teenage lover. A simple note was attached: "You will be

contacted and told what to do." This information was revealed to the young teenage girl shortly before the diplomat and his wife were killed in a hit-and-run accident.

Seven weeks later a member of the British Parliament abducted for several hours. When the MP returned he half-heartedly pointed a finger at the Irish Republican Army. Two years later he was dismissed from his post for being unable to account for some missing documents. The next day he was found dead from a self-inflicted gunshot wound.

Taiwan continues to gather support and information through espionage and subterfuge.

## **INTRODUCTION**

Ask any seasoned Orion agent and they will tell you: the first mission is always the most terrifying. Ed Matheson always takes the experience of his agents into account when assigning missions. Unfortunately, things don't always work out in tandem with a training schedule.

The agents, new recruits anxious for their first mission, stare at the computer screen glowing with the image of Ed Matheson. He's chewing on the end of his pipe, a sure sign of his agitation.

*"I am sorry to have to dump this on you folks before you have been fully trained, but we need to move fast and you are the closest available agents. Sometime after 0200 hours your local time Paul Finch, our station chief in Kingston, Jamaica, went missing. Finch is a well-known*

*patron of the local restaurants and several people employed at the Chicken d-Gabo have him leaving there somewhere around 0150 hours.*

*"A busboy taking a break in the alley reports he saw two men dragging a third into a black Mercedes sedan with diplomatic plates. The busboy gave a vague description of the car and the plates and we have sufficient evidence to believe that the Chinese Embassy nabbed him, though we do not know why.*

*"I need not remind you that a station chief possesses vast knowledge of our operations and agents. It would be devastating to the Orion Foundation if that knowledge were to be acquired by another agency, regardless of their intent or alliance.*

*"Extrapolating from our previous experiences with the Chinese intelligence community, it is our belief that they will not keep him there for long. They may try to spirit him out of the country, possibly back to Beijing. It is vital that he is rescued, but it must be done without causing an international incident. The economies of many countries rely on trade agreements with China. If an incident occurred, any number those economies could be turned on their ears should China exercise repercussions.*



*"Your mission, then, is to travel to Kingston in Jamaica. Arrangements have been made for a private jet to take you from Miami airport just after 1200 hours. You will proceed from the airport to the Carib hotel in downtown Kingston. Reservations have been made for the entire party. Perry Fredricks will be waiting for you in the lounge.*

*"Your cover is fairly airtight considering the amount of time we had to put it together. You are a video crew shooting travel and tourism footage for an American commercial. That should allow you ample time to study and videotape the Chinese embassy. The parent organization, ACM Enterprises, is a long-standing front company for us, just in case anyone gets suspicious and wants to check things out.*

*"Once you get there, you have until nightfall to plan the breakout, which should commence somewhere around 0100 hours. We do not know where in the embassy they will be keeping Finch, so you might have to do some searching. I would advise avoiding the main floor - unlikely they would keep him anywhere near the public. One of you might try getting a feel for the layout by going in and applying for a visa, if you feel up to it.*

*"Speculation and rumour over the last few years is that a Chinese faction, possibly Taiwanese, is buying up any secrets it can get its hands on, whether they are industrial or government. We have a suspicion, and it is only a suspicion, that this is why they have abducted Finch.*

*"As soon as you have Finch, signal Perry. He will coordinate the extraction using a Bell Loneranger III helicopter. The drive from the embassy to the mine should take you no more than 17 minutes, but the road can get a little bumpy. The pilots have instructions to set down and dust off, so if you are not there on time you are on your own.*

*"Your secondary extraction site is located in Saint Anns Bay. By 1600 hours we will have a fishing vessel docked there named the Mary Jane. The captain's name is Ramos.*

*"Finally, I cannot stress enough how important it is not to create an international incident. I want a zero body count if I can get it, so do not hose down the place. Get in, find Finch, and get out.*

*"That's it then - Good Luck!"*

## **NORMAN MANLEY INTERNATIONAL AIRPORT**

Apart from a strong headwind and some turbulence, the flight from Miami to Kingston is uneventful. Norman Manley International Airport in Kingston is located on the narrow, 12-mile long Palisados Peninsula in St. Andrew Parish, Jamaica. The airport is bordered by Kingston Harbor to the north and the Caribbean Sea to the South. Renovated in 1992, the airport has had a major facelift and replacement of many of its substructures, since they had exceeded their life expectancies. A single runway services all international flights.

The airport is a frenzied mass of tourists, with only a central area for both departing and arriving travelers. Customs officials give only customary glances at arriving passengers, but scrutinize those departing the island slow the flow of people. In fact, the only way to tell the difference between those leaving the island and those arriving are the clothes they are wearing and the tan lines.

Outside, the fauna is sparse, dominated by small green lizards sunbathing on every concrete surface. A strong wind blows from the east, bringing dark foreboding clouds.

Several taxi drivers jump forward each time someone leaves the airport, offering the best prices and the best tours. Past the crowd of taxis lie several car rental offices. A city bus offers transport to the heart of the city, promising stops at all the major hotels.

### **Notes**

Secretly give the agents a ½ INT roll to see if they notice that one of the taxi drivers is carefully scrutinizing them and makes no attempt at attracting any of the new arrivals to his taxi. If successful, the agents will notice the man watch them closely, then follow them in his taxi until they reach the hotel.

Should the agents confront the driver, they will find he is Vir Chuma and is a field agent for the abducted Paul Finch. Vir has been sent by Perry Fredricks to watch over the agents and see that they get to the hotel without incident. Obviously, Perry is in one of his paranoid moods again. Vir is armed

with a Colt .45 with a spare clip, hidden under the driver's seat of his cab.

## **THE CARIB HOTEL**

The Carib hotel caters to sun worshippers and honeymoon couples alike. The hotel sports 236 oversized villa suites, 54 guestrooms and 14 honeymoon suites. The site itself is protected from civilization by a 45-acre tropical garden and the crystal blue of the Caribbean Sea. All the amenities and luxuries a vacationer demands are here, including a large, kidney-shaped pool, three hot-tubs, a spa, exercise room and two world-class restaurants.

The front lobby is decorated in the typical tropical style with small clusters of wicker furniture segregated by palms and tropical plants. Many flowers adorn the lobby, bathing it in an invisible cloud of sweet-smelling perfume. At the desk, several busy clerks hurry to check in the large group of tourists milling about.

To the left and right of the front desk are two sets of French doors that lead to the lounges. To the left is the entry to the Ocho Rios lounge, to the right are the doors to the Caribbean Sea lounge. Upon checking in the clerk informs the agents that the restaurants are located on the second floor.

The room is large enough for two people, with a king-sized bed and a balcony overlooking the beach. Perry Fredricks, always with one eye on the budget, has arranged for double-occupancy rooms, saving money by having two agents stay in a room instead of just one. From the balcony the agents

can clearly see a storm front rapidly approaching.

### **Notes**

Perry Fredricks is waiting for the agents in the Ocho Rios lounge. He sits in a corner away from the guests but still near the door, sipping a Margarita while nervously checking his watch every few minutes. Perry is dressed in khaki shorts, a Panama hat and a loud Hawaiian shirt, with his dark sunglasses tucked in the shirt pocket. The agents also notice that he is wearing black loafers without socks.

Give the agents a ½ INT check to see if they notice Vir Chuma sitting at the end of the bar.

Perry takes a moment to look at each agent, as if trying to memorize his or her face, before he begins his briefing.

*"We have a slight problem. Tropical storm Robert is heading our way. The national weather service has plotted its track and it will probably hit the island sometime after midnight. Of course, this complicates our plan but doesn't endanger it. We'll just have to stay on our toes and be prepared. That's my motto, you know...be prepared.*

*"Anyway, the plan is still a go. The primary and secondary extraction teams will be in place by 2030 hours. I have radio communicators for you in my room as well as some hardware you'll need for the mission. You'll have them as soon as you complete the requisition forms.*

*"I've had a watching the embassy since the report of Finch's abduction came in.*

*He's going on his 23rd hour, so I'll be replacing him with another agent as soon as we're done here. Behind you at the bar is a Jamaican man named Vir. He's one of us. He'll be your spotter during the mission, watching your backs from the outside.*

*"We haven't been able to ascertain the layout of the embassy. The blueprints were classified under the Diplomatic Documents Act and we haven't been able to acquire them. We have a partial map drawn up from what we could see from outside observation but that's all. The rest will be up to you.*

*"Vir will park a yellow van just up the street from the embassy. Its side will be painted with the name Kwik Klean Window Washing in blue lettering. The keys will be taped to the underside of the car, on the gas tank. A medical kit will be inside under the passenger seat in case you need it.*

*"Head directly to the primary extraction site. Once you have Finch, signal Vir and he will signal the helicopter crew to begin their run. Remember that they have strict orders not to wait, so you'd better be there on time. If you blow it, you'll have to head to the secondary extraction site pronto.*

*"One of you hand me your room key. Stay here for the next hour and have some dinner. When you return to your rooms check your luggage. Right then, good luck."*

When the agents return to their room an hour later and check their luggage, they find that one suitcase has been neatly

unpacked and its contents replaced with the following:

- 1 pistol for each agent (Colt .45, 9mm ASP, 9mm Beretta)
- 1 silencer for the ASP or Beretta (optional)
- 1 extra clip for each pistol (standard ammunition)
- 1 tazer device for each agent
- earpiece and throat microphone for each agent
- 1 smoke grenade
- 2 flash-bang grenades
- 1 pair night-vision goggles
- 1 lockpick set
- Black nightsuit with balaclava for each agent
- Gortex ultrathin latex gloves for each agent
- A map showing some of the inside of the Chinese embassy

### **The Plot Thickens**

Sometime before the agents begin their mission tropical storm Robert hits Jamaica. The wind and rain begin light but soon pick up as the center of the storm approaches. Try to time the storm so that the full fury of the storm occurs during the chase scene.

### **THE CHINESE EMBASSY**

During World War II, the British used this building as a safe house for diplomats and members of parliament when the German bombing was fierce. The house remained under British ownership until it was sold to the Jamaican government in 1979.

Unwilling to maintain it, the house was sold to the Chinese in 1981 for their

embassy. Workers brought in from Taiwan performed extensive reconstruction on the inside. The shell of the house, deemed to be of historical value, was left unchanged.

A 12-foot wrought-iron fence along the perimeter of the lot is the first line of defense. At least 20 feet of open grass separates the fence and the house. Two plainclothes guards stand near the front door. Both wear black suits beneath a dark blue raincoat. They are constantly smoking and occasionally speak into walkie-talkies pulled from their belts.

Steel bars protect every window on the lower floor, but the windows on the 2nd floor appear normal. Looking closely you can see that the windows on the lower floor are thick enough to be bullet-resistant. Small shrubs and flowerbeds are planted around the house, but none of the bushes grow more than 3 feet tall.

There is an upper deck on the second floor at the front of the house. It looks like this area would be open to guests when the ambassador throws a party. French doors can be seen leading from the desk to the house at the front. A waist-high railing protects guests from stepping off the deck.

Within the perimeter fence a cobblestone alley leads towards the rear of the house. An agent looking down the alley can see part of the four-car garage, but all the doors are closed.

Inside the house people can be seen moving about in their daily work. Traffic on the street is relatively light,

with only the occasional car passing the house.

### **Administrator Notes**

Give each agent a ½ INT check to see if they notice that the guards at the front of the house are armed with Ingram Mac11 submachine guns hidden beneath their raincoats.

Give each agent a ¼ INT check to see if they notice the squelch of a walkie-talkie from down the alley. Two guards are near the garage, hidden from view behind the house.

Tropical storm Robert should hit the island about now. The storm will start with light rain, followed by heavier rains and driving winds.

During the day the embassy is fully staffed with about 40 people, including diplomats, administrators and secretaries. At night there is only a skeleton staff of 15 people:

- The Deputy Ambassador
- 8 Administrators
- 6 Secretaries

The administrator can place these individuals anywhere in the house. The Deputy Ambassador will probably be located in one of the larger offices.

In addition, there is a rotating staff of four computer operators who man the computer center. They work 12-hour shifts, arriving and leaving through the back entrance. Their shifts run from 0800 hours to 2000 hours.

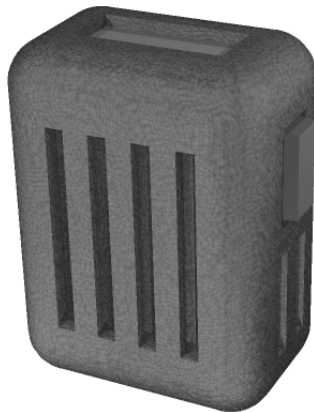


Several of the desks throughout the embassy have Uzi submachine guns hidden either in or under them. The chance of a PC finding the gun if they search for it is 33%.

Two guards each on the first and second floors patrol the inside of the house. One guard remains by the elevator while the second roams the floor checking each empty office to ensure the doors are locked tight. The guards swap duties every 30 minutes.

Each guard wears a small device that looks like a pager. The device has an LED display on the top and two red buttons on the side. Next to the LED display is a black button which, when pressed, acknowledges any pages. If a security officer wants to quietly summon assistance he will press both red buttons simultaneously and hold them down for three seconds. This causes every pager to vibrate, alerting its owner. Only the guards have pagers; the regular staff must reach under any desk to press an alarm button. If a guard needs to sound the alarm, he need only press the red buttons simultaneously three times in three seconds. Once an alarm is sounded, bells begin ringing inside of the house and every pager begins beeping.

Consider the guards Generic Guards. For every six guards on the scene one of them will be a Guard Commander.



When a silent alarm is sounded the following events occur:

- The guards will look at their pagers to note which security guard needs assistance
- One guard from the front will leave to assist the guard in trouble
- One guard from the back will leave to assist the guard in trouble
- One guard from the upper floor will move to the elevator and draw his gun while the second leaves to assist the guard in trouble
- One guard from the lower floor will move to the front door; the other moves to the back door

When a full alarm is sounded the same events as above occur with the following additions:

- The doors to the offices and computer rooms are magnetically locked and cannot be forced open; the lock is in place until the alarm is cancelled at the main security panel hidden in the main lobby
- Each staff member moves to the closest office and shuts the door
- The emergency backup generator located in the basement starts up (the noise is audible on the first floor)
- The elevator moves to the first floor and locks in place; it cannot be moved or called without a security card (only the guards and the Deputy Ambassador have them), which must be inserted into a panel inside the elevator
- All off-duty guards (12 in total) are recalled to the embassy; they will arrive within 9 minutes, heavily

armed with submachine guns, tear-gas canisters and fragmentation grenades

Although the garage doors are closed the garage is occupied with three cars: Two black Mercedes Benz sedans and a dark-green Ford Explorer. The keys are hung in a small alcove just inside the back door of the house. In the corner of the garage is a plastic 2-gallon tank of gasoline, just about half full. Several other cans of solvent, oils, waxes and cleaners occupy the same corner.

Should any shots be fired, two squad cars of Jamaican police (2 men in each vehicle) will arrive within 12 minutes, alerted by citizens and neighbours. The police will be armed with Beretta 9mm handguns. One officer from each car will carry a shotgun.

Paul Finch will be found in one of the four cells the Chinese secretly built in the basement. He has been drugged, beaten about the midsection and is unconscious, but he is otherwise okay. If things have gone too easy for the agents, consider placing another armed guard either in the basement or in the cell with Finch.

### **THE CHASE - ADMINISTRATOR ONLY**

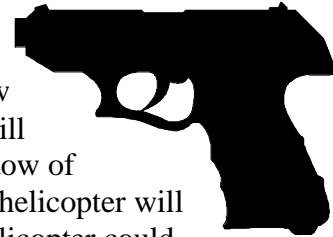
Regardless of the amount of destruction the agents might have unleashed on the cars in the garage, the Ford Explorer will survive. At least half of the remaining security guards will give chase to the fleeing agents. In addition, at least one police car will give chase if the police are involved.

Remember that Jamaica was once a British colony and, therefore, cars drive on the left side of the road. If the agents do not mention what side they are driving on, give each one a ½ INT check. If they fail, consider placing an oncoming vehicle in their path.

The chase must be monitored carefully, but keep it going at a breakneck speed. Don't allow the agents too much time to think about what they are doing.

The storm should be at its peak by this time, reducing visibility and traffic while making the roads treacherous. Use the storm as a constant challenge to the skills of the escaping agents.

If the agents are slowed by more than a few minutes they will miss their window of escape and the helicopter will take off (the helicopter could also take off to seek shelter due to the bad weather). As Administrator, you might want the helicopter to take off anyway to lengthen the mission or allow the agents to deal with their pursuers.



In any event the chase can continue further, but the agents will encounter more and more police cars. Allow them to get as creative as they can in their attempts to elude the police; the fishing boat will remain docked until the agents arrive.

The police and the embassy guards will attempt different tactics to apprehend the agents, as seen below:

### **The Police**

1. Warn the car to pull over using a megaphone
2. Shoot at the tires
3. Run the car off the road

### **The Embassy Guards**

4. Shoot at the tires
5. Run the car off the road
6. Shoot at the driver
7. Shoot any occupants

After each attack on the agents by the embassy guards, give the police a WIL check to see if they will allow the embassy guards to continue shooting at the fleeing agents. If they fail the check they will attempt to stop the guards from continuing their assault. Consider the officers Generic Guards

If the police are extremely fearful for their own safety or the safety of innocent bystanders they will disengage the pursuit. Later they will attempt to capture the agents later in a coordinated effort with other Jamaican police officers. Both the embassy guards and the agents will then be the targets of the manhunt.

## **THE RETURN HOME**

Although not everything went smoothly, Perry Fredricks is simply beaming when the agents return to the Orion Training Center in Miami. Paul Finch is immediately whisked off to the infirmary where he will spend the next few days in debriefing, trying to remember everything about his ordeal, then trying to forget it all again.

As for the new agents, they consider their first mission to be their final exam, and they passed it with flying colours.

## **NPCs**

### **Finch, Paul**

STR 51, INT 70, WIL 68, REF 53,  
CON 55, MOV 52, DEX 62

Pistol (1) – 62

Submachine Gun (1) – 62

Driving, Auto (2) – 67

Knife (1) – 62

Paul Finch left a career in politics for the Orion Foundation in 1992 after losing an election for city mayor. The election, it was later revealed, was fixed by Finch's competitor. After the scandal had died down and his running mate was sentenced, Finch was offered the position he had so rightfully deserved, but he turned it down. After seeing the amount of corruption and cheating in politics, even at the city level, Finch decided he could do more good somewhere else.

It was Ed Matheson who had recruited the disillusioned politician, showing him that there was a difference he could make in the world. Finch jumped at the opportunity, beginning his work with Orion as an analyst. It soon became apparent, though, that Finch was destined to be a section director. Matheson continued to move Finch around so that he could acquire as much knowledge as possible. In July of 1996, Finch took his post as the Station Chief of the Jamaica field office.

Finch is a planner and administrator, not a field agent. He completed the minimum training for Orion, but has never worked in the field.

### **Chuma, Vir**

STR 64, INT 49, WIL 66, REF 61,  
CON 72, MOV 63, DEX 55

Pistol (1) – 55

Submachine Gun (2) – 60

Shadowing (3) – 82

Driving, Auto (1) – 55

Knife (3) – 70

Pickpocket (2) – 66

Sleight of Hand (1) – 61

Paul Finch first met Vir Chuma in a police station, after Chuma had stolen his wallet. It was Chuma's third arrest for pickpocket crimes and he would have gone to jail. Finch, however, recognized something in Vir Chuma that he liked and trusted and made a deal with the thief. Vir Chuma would join the Orion Foundation as an agent and Paul Finch would drop the charges against him. Chuma readily agreed.

Vir Chuma turned out to be the best agent Finch had ever recruited. Bright and resourceful, the new recruit had an uncanny knack of blending in, hearing everything and saying nothing. Within a few weeks, Chuma had helped the Orion Foundation locate a Web operative on the Caribbean Island of St. Thomas.

Vir grew up immersed in poverty, crime and Bob Marley (whom he copies in form and fashion). While Vir does well on the streets, he is completely out of place in a classy social environment.

**Security Guard, Generic**

STR 50, INT 40, WIL 40, REF 50,  
CON 45, MOV 50, DEX 45

Pistol (1) – 45

Submachine Gun (2) – 50

Driving, Auto (1) – 45

Martial Arts (1) – 50

Security guards outside the building are armed with Ingram MAC 11 machine guns hidden under their jackets. Two extra clips are attached to the belt.

Guards stationed inside the building have holstered Colt .45 pistols with an extra clip in their belt, but there is always an Uzi submachine gun hidden inside or underneath a nearby desk.

**Guard Commander**

STR 55, INT 45, WIL 60, REF 55,  
CON 45, MOV 55, DEX 50

Pistol (2) – 50

Submachine Gun (2) – 50

Driving, Auto (1) – 50

Martial Arts (2) – 60

The commanders of the security teams lead 5 generic guards. They are armed only with Colt .45 pistols with an extra clip in their belts.