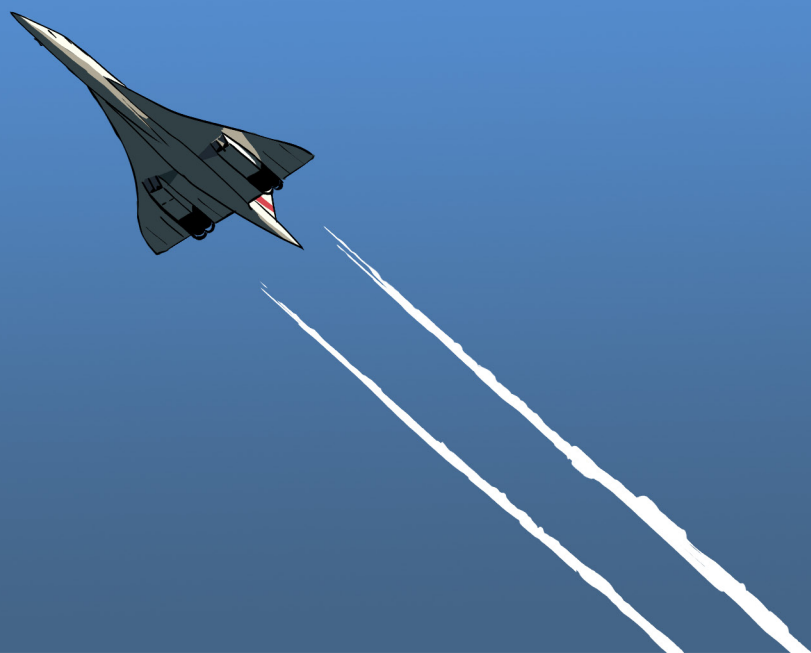


THE TROUBLESHOOTERS

QUICKSTART ADVENTURE



MAJESTY 605 IS LOST!

**ADVENTURE DESIGN, MAPS AND LAYOUT BY KRISTER SUNDELIN
ILLUSTRATIONS BY RONJA MELIN, KRISTER SUNDELIN**

SETUP

This scenario supports up to six players plus a Director of Operations (the gamemaster). We think that 4 players is a good number, but it will be playable with as few as two players plus a Director (although not as fun).

- Ideally, the Director of Operations should be someone who is both familiar and comfortable with the rules.
- The players choose one character each. The descriptions of abilities and complications are listed on each character.
- Start the adventure.

WHAT YOU NEED

To play this quickplay scenario, you need:

- At least one set of dice (two ten-sided dice, preferably numbered 0–9 and 00–90, and half a dozen or more six-sided dice), though more than one set, or even one set per player, is a good idea
- This scenario
- [The quickstart rules \(separate file\)](#) or the core rules
- [Pre-generated characters](#)
- Pen and paper
- A printer (to print the pre-generated characters)

GETTING STARTED

If you are using the quickstart rules, start by printing the six pre-generated characters from the quickstart rules. If you use the the core book, transfer the pre-generated characters (page 8-11) to the “emergency passport”, or have the players make their own characters.

Get acquainted with the scenario and the rules. The first part is about finding out the location of the crash site; the second part is about getting there, and the climax has a dinosaur attack.

GETTING THE PLAYERS STARTED

Have the players look at the pre-generated characters, and pick one each. Set the rest of the characters aside. You won’t be needing them unless you choose to replay the scenario later.

Look at the **plot hooks** on page 4, and pick at least two which matches two different characters which the players chose.

TEACHING THE PLAYERS

You will need to teach the players how to play the game. There is a cheat sheet provided on page 41, which you should print and distribute to your players. It is a handy reference which explains the basics of the game.

The most important thing for the players to understand is the basic task check:

- Roll percentile dice, usually abbreviated **d%**, and compare the result against a skill value.
- Equal to or lower than the skill value is a success, higher than is a failure. Try to fail forward, though; don’t let failure stop the action or bring the characters’ progress to a halt, but rather let the failure drive the story.
- In opposed checks, on top of succeeding, your roll must be higher than the opponent’s in order to win.
- If an action has a modifier, check the **Ones**. If the **Ones** are between 1 and a negative modifier, disregarding the minus sign (i.e. 1 or 2 for a modifier of **-2 pips**), the task check fails regardless of whether the roll is lower than the skill value. If the **Ones** are between 1 and a positive modifier (i.e. 1, 2, 3, 4 or 5 for a **+5 pips modifier**), the check succeeds even if the roll is higher than the skill value.
- If the **Ones** and **Tens** are equal, **Karma** happens. If the task check fails, it’s **Bad Karma** (something bad happens). If it succeeds, it’s **Good Karma** (something good happens).

Sometimes you want the players to participate in a challenge. You will list a number of skills, and the present characters must distribute the task checks among themselves as evenly as possible. The more checks that succeed, the better the challenge goes.

You also need to explain how Damage (**NdX**) and Recovery/Soak rolls (**NdP**) work.

- Roll N number of six sided dice.
- Each 4, 5 or 6 is one point of Damage, Soak or Recovery.
- Damage rolls (**dX**) explode. This means that for each result of 6, roll an additional die. Repeat until there are no more sixes.
- Soak and Recovery rolls (**dP**) do not explode.

Finally, **Story Points** allow the players to influence the story, activate abilities, and change rolls. The players get **Story Points** for **Karma** (good or bad), entertaining the table, activating complications, or being captured by the villains.

Each character starts the adventure with **4 Story Points**, and can have as many as **12 Story Points**.

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INTERNATIONAL NEWS Johnson Announces «Great Society»

In a historic address to the nation, President Lyndon B. Johnson unveiled his ambitious vision for America's future, heralding the launch of "The Great Society" program. Building upon the momentum of the Civil Rights Act and his administration's War on Poverty, President Johnson outlined a sweeping agenda aimed at eradicating social injustice and economic inequality. Emphasizing the importance of collective action and governmental intervention, the President pledged to expand access to healthcare, education, and housing for all Americans, irrespective of race or socioeconomic status. With "The Great Society," President Johnson seeks to usher in a new era of progress

MAJESTY 605 IS LOST!

AIR MAJESTIQUE CONCORDE DISAPPEARED NEAR BAHAMAS

A tragic turn of events unfolded yesterday as Air Majestique's flagship aircraft, Concorde Majesty 605, en route from Miami to Paris, disappeared from radar screens and radio contact shortly after takeoff. The supersonic jet, carrying 102 passengers and crew members, was lost in the skies northeast of the Bahamas.

The ill-fated flight, captained by experienced pilot Captain Henri Dubois, departed from Miami International Airport amidst fair weather conditions on Thursday evening. Scheduled for a routine transatlantic journey, Majesty 605 was expected to reach Paris-Orly Airport within a few hours. However, distressing

reports soon emerged as air traffic controllers lost communication with the aircraft.

Frantic efforts were immediately initiated by aviation authorities to establish contact with the missing Concorde, but all attempts proved futile. Search and rescue operations were promptly launched, with vessels and aircraft deployed to scour the vast expanse of the Atlantic Ocean.

In a remarkable display of international cooperation, the British, French, and US navies have joined forces in a coordinated effort to locate the vanished Concorde. Naval vessels equipped with advanced sonar and radar

capabilities have been dispatched to the suspected area of the aircraft's disappearance. Additionally, reconnaissance aircraft have been deployed to conduct aerial sweeps and surveillance missions over the designated search zone.

Amidst the backdrop of mounting uncertainty and anxiety, naval commanders from each participating nation have expressed unwavering commitment to the search-and-rescue mission. Working tirelessly around the clock, naval personnel remain resolute in their determination to locate Concorde Majesty 605 and provide assistance to any

survivors.

As the joint search-and-rescue effort enters its critical phase, hopes for a swift resolution to this tragic ordeal remain high. The collaboration between the British, French, and US navies underscores the global solidarity and camaraderie within the aviation community during times of crisis.

Air Majestique officials, in collaboration with international authorities, continue to coordinate efforts and provide support to the families of those aboard Majesty 605.

ADVANCES IN SOVIET SPACE PROGRAMME

Expedition 14 Arrived at Soviet Space Station

A triumphant moment in Soviet space exploration unfolded today as cosmonauts Anatoly Ivanov and Yuri Petrov successfully docked at the space station Buduscheye-1, marking the commencement of their mission as the 14th crew aboard the orbital outpost. Accompanied by their trusty spacecraft, Soyuz 19, the veteran cosmonauts embarked on their journey to the heavens from the Baikonur Cosmodrome. Upon their arrival at Buduscheye-1, Ivanov and Petrov were warmly welcomed by their fellow comrades already stationed aboard the space station. Tasked with conducting a

A TROUBLESHOOTERS QUICKPLAY SCENARIO

A major disaster has struck Air Majestique, the mysterious French private airline. One of its Concorde disappeared without a trace shortly after take-off from Miami! This is of course headline news all around the world, and an international crash investigation has started. American, French and British authorities are investigating the disappearance. The ocean west of Florida is

buzzing with activity as the three navies are searching for the lost Concorde.

One of the major shareholders and board members of Air Majestique, Emilio Tirdáz, contacts a group of people known to be able to solve the most impossible mysteries: the troubleshooters in your campaign.

BACKGROUND

This adventure is about a lost Concorde, time travel, a secret wartime experiment and the Bermuda Triangle.

In 1943, the United States Navy experimented with an "electromagnetic shield", trying to make a warship invisible to radar. It failed: the destroyer USS Eldridge in the Philadelphia harbour did not disappear. The program, Project Rainbow, disappeared into obscurity and top secret archives.

However, USS Eldridge was not the only warship participating in the secret test program. USS Forsythe, another destroyer, was also modified in a similar way to perform the same experiments at sea near the Bahamas. Some claim that the USS Eldridge was the control, while the real experiment was done on USS Forsythe.

Either way, USS Forsythe was lost with all hands in a powerful storm near the Bahamas.

Or so people thought.

The experiment didn't make USS Forsythe invisible. It created a temporal disturbance, which caused it to move through time in a random and uncontrolled way, and it had repercussions which rippled to the present day.

Which brings us to the present, where the main headline news is that one of Air Majestique's Concorde, flight 605, disappeared shortly after take-off from Miami, without any traces at all.

Flight 605 was caught in the temporal disturbance caused in 1943, and was transported back to then and forced to make an emergency landing on a small island in the Bahamas. The island San Bartolomeo was

uninhabited, but the US Navy Air Force had set up a landing strip on the island as a refuelling station. The landing strip was too short for the high-speed landing of the Concorde, but it was better than nothing: the Concorde landed, ran off the runway and into the water. All passengers and crew survived the less than optimal landing and managed to evacuate to the island, where they waited to be rescued. Unknown to the passengers, they had been transported through the temporal

disturbance back to 1943. They managed to stay alive on San Bartolomeo, which was cut off from the rest of the world through the same temporal disturbance, for 22 years, until now.

Now, in the present day (again), the temporal disturbance is dissipating, and all timelines are merging back together again. But that too may have unintended consequences...

STARTING THE ADVENTURE

You can use the following plot hooks to start the adventure:

Do-gooder (Paul Marchand): *"This disappearance is horrible! If there only was something you could do ... but there are! You are invited by a board member of Air Majestique to find their missing Concorde! The meeting is booked for tomorrow at their office."*

Looking for a case (Yurika Mishida): *"Isn't it curious that the Concorde disappeared in the middle of the Bermuda triangle? When you discuss that matter with some friends, they mention that Air Majestique is looking for people to run an independent investigation. Maybe you should volunteer?"*

Friends in High Places (Harry Fitzroy): *"You just had an interesting call with one of your friends in the state department. They have been asked by Air Majestique to find some people to do an independent investigation of Majesty 605, but not attached to the government. And apparently, you are on the shortlist. It might be a good idea to have a favour to ask of the state department."*

Arch-Enemy: The Octopus (Éloïse): *"This Majesty 605 problem just reeks of The Octopus. When you mentioned that to someone in the know, they mentioned that Air Majestique is apparently recruiting their own special task force to investigate the matter independently. This might be your opportunity to finally find some evidence."*

MEETING EMILIO TIRDÁZ

The plot hook characters are referred to Emilio Tirdáz and booked for a meeting with him at the Air Majestique office in the IVE arrondissement in Paris.

Emilio Tirdáz is a frail Hispanic man wearing a well-tailored suit and small round spectacles. While he can walk on crutches, he usually sits in a wheelchair. Most of the time, his assistant pushes the wheelchair around.

He presents himself and shakes hands with the characters, and then explains the offer: he wants them to go to the Bahamas and look for the lost Concorde there,

rather than more to the north-west near Bermuda where the French, British and US navies are looking.

To back up his suspicion, he has his assistant, Miss Sophie Bonchance, play a recording of the mayday call from flight 605:

*"Pan-pan, pan-pan, pan-pan, any station!
Concorde Majesty 605. Engine 2 and 4 out, engine
3 on [static] altitude... [static] ...low visibility
[static] ...emergency landing on a runway on an
island southwest of our position. 26 degrees
58 minutes north, 77 degrees 31 [static]"*

The recording is scratchy and interrupted by static. Aircraft use "mayday" or "pan-pan" to declare an emergency. "Pan-pan" is much more urgent than a "mayday", and the pilot's report of engine trouble and something about altitude indicates that the Concorde is going down.

Miss Sophie then presents a chart of the sea around the Bahamas, and points out where he thinks that the characters should focus their attention.

RESOURCES

Emilio Tirdáz will pay for the characters' travel and stay in the Bahamas. He will not actually pay for the travel – instead, he just fixes the tickets needed on the company account. It will not be a Concorde flight, since all Concordes have been grounded pending the outcome of the investigation.

He will also send his personal assistant, Miss Sophie Bonchance, to handle all reasonable expenses during their investigation and act as liaison between the characters and the company.

Finally, Emilio Tirdáz will provide them with an introduction letter explaining that they are on a fact-finding mission from Air Majestique. It has no legal significance and will not give them any special powers, but it may help them explain what they are doing to the authorities.

WHAT EMILIO TIRDÁZ DOESN'T SAY

There are three things Emilio Tirdáz doesn't say. The first is that he is actually Graf von Zadrith in disguise. Of course he uses a mask printer (see the core rules, page 124) for this feat. Of course, Emilio Tirdáz doesn't even exist and is not a board member or shareholder in Air Majestique.

He also doesn't say that Miss Sophie is Miss Isabelle Grey, whom the characters may have met during *the Minoan Affair*. She may have a bone to pick with the characters, but she is patient and a good actor.

Finally, he doesn't say that the recording of the may-day call is from 1943!

WHAT'S IN IT FOR EMILIO TIRDÁZ?

Emilio Tirdáz says that he wants to minimise the losses in his investment in Air Majestique, which is natural. He cannot outcompete the might of the French, British and US Navies, but perhaps he can outsmart them.

Since Emilio Tirdáz is actually graf von Zadrith in disguise, and he is out for whatever brought the Concorde back to 1943. It doesn't matter how it works: if there is anything he can learn from it, it will be worth it. He doesn't tell the characters, of course.

Also, he wants to trick those pesky kids to work for him, and gloat about it afterwards. But that's just a bonus.

WHAT EMILIO TIRDÁZ PLANS TO DO

Whatever caused the Concorde to appear in 1943 is proof that time travel is possible. Emilio Tirdáz, or rather graf von Zadrith cunningly disguised, would love that knowledge and power. Imagine what he could do if he could inform the leaders of the Octopus in the age of Enlightenment of what the future history would be, and how they would be able to shape the world!

His plan is to have the characters do the legwork and find whatever caused it, while he shadows them from an Octopus submarine off the coast, only to surface and take over when the time is right.

Miss Sophie is not only there to help the characters in their investigation, but also to spy on them and report to von Zadrith.

GETTING TO THE BAHAMAS

Getting to the Bahamas is uneventful, but it will not go as fast as if the characters could hop on one of the Concordes from Paris to Miami. Instead, the flight goes via the Azores and Cayman Island to Miami, where they change for a short flight to Freeport in the Bahamas. It will take them some 24-36 hours to get there.

FREEPORT

Freeport in a nutshell

Foundation: 1955 CE

Population: 7,000

Area: 69 km²

Elevation: 10 m

Climate: Tropical rainforest.

Notable landmarks: The international bazar, Port Lucaya marketplace, Taino beach, Garden of the Groves, Lucayan National Park

The second largest city in the British crown colony of The Bahamas is actually just ten years old. In 1955, Wallace Groves, negotiated the Hawksbill Creek Agreement with the government of the Bahamas to establish a city and free trade zone on Grand Bahama Island, named Freeport. The Grand Bahama Port Authority runs the city, and is exempt for taxes and tolls for 25 years – and Groves runs the Port Authority.

Groves is an interesting character: born in Virginia, he made a career on Wall Street through some shady deals which eventually ended up sending him to prison

on multiple counts of mail fraud. After two years in prison, he moved to the Bahamas. Rumour has it that he has close ties to the Miami mob.

Freeport is not without its problems. The rapid growth of the city means that there is a huge demand for workers, mostly native Bahamians and black immigrants from Haiti and Jamaica. Since they have to live somewhere, a shanty town has grown up around Freeport. To do something about it, a new part of the city with 1,000 homes will be built, but it is still under development.

Nevertheless, Freeport is a successful venture. It has two casinos, several hotels and an international airport. Around a quarter of a million people visit Freeport every year, mostly Americans.

Language in Freeport

The official language in the Bahamas is English. However, the majority of Bahamians, both white and black, speak Bahamian creole, which is similar to other Caribbean English-based creoles. It has no dental fricatives, so "this" and "think" are pronounced "dis" and "tink". Instead of

the plural “you”, Bahamians say “yinna”, “y’all” or “all a ya”, the singular “you” often becomes “ya”, and “his” or “hers” become “he” or “she”.

We have tried to render Bahamian creole as accurate as possible in this aventure in order to have some local flavour, not to ridicule or deride the locals.

Languages in the Bahamas	Chance (%)
English	95%
Bahamian creole	60%

Money in Freeport

The British pound is the currency of the Bahamas. You get 13.70 French francs to the pound. Note that £1 = 20 s (shilling), and 1 s = 12 p (pence), and there are half-penny coins.

HOW TO GET TO FREEPORT

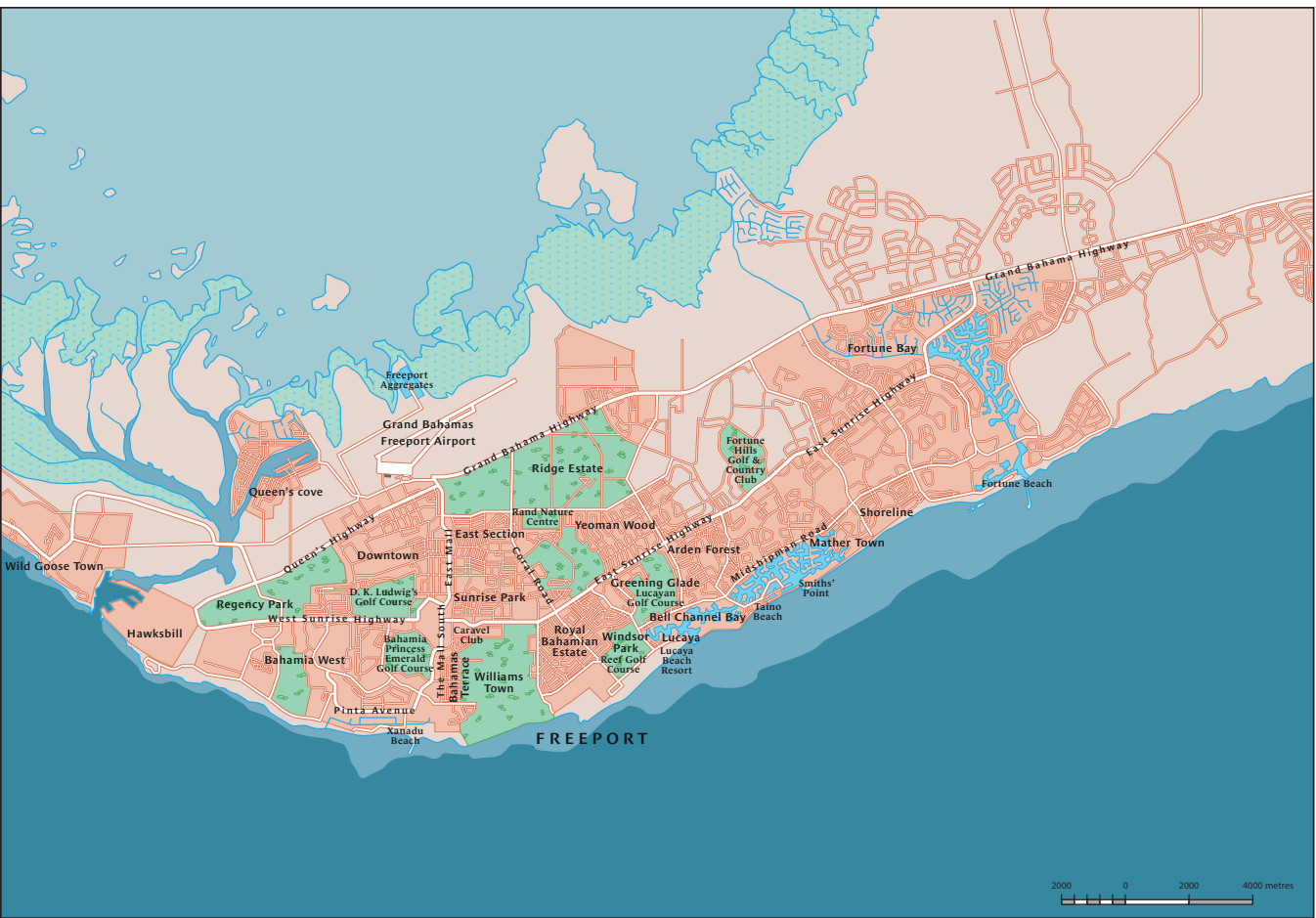
You get to the Bahamas by air or by sea. If you go by air, the two main airports are Nassau International Airport (IATA code “NAS”), and Grand Bahama International Airport outside Freeport (IATA code “FPO”).

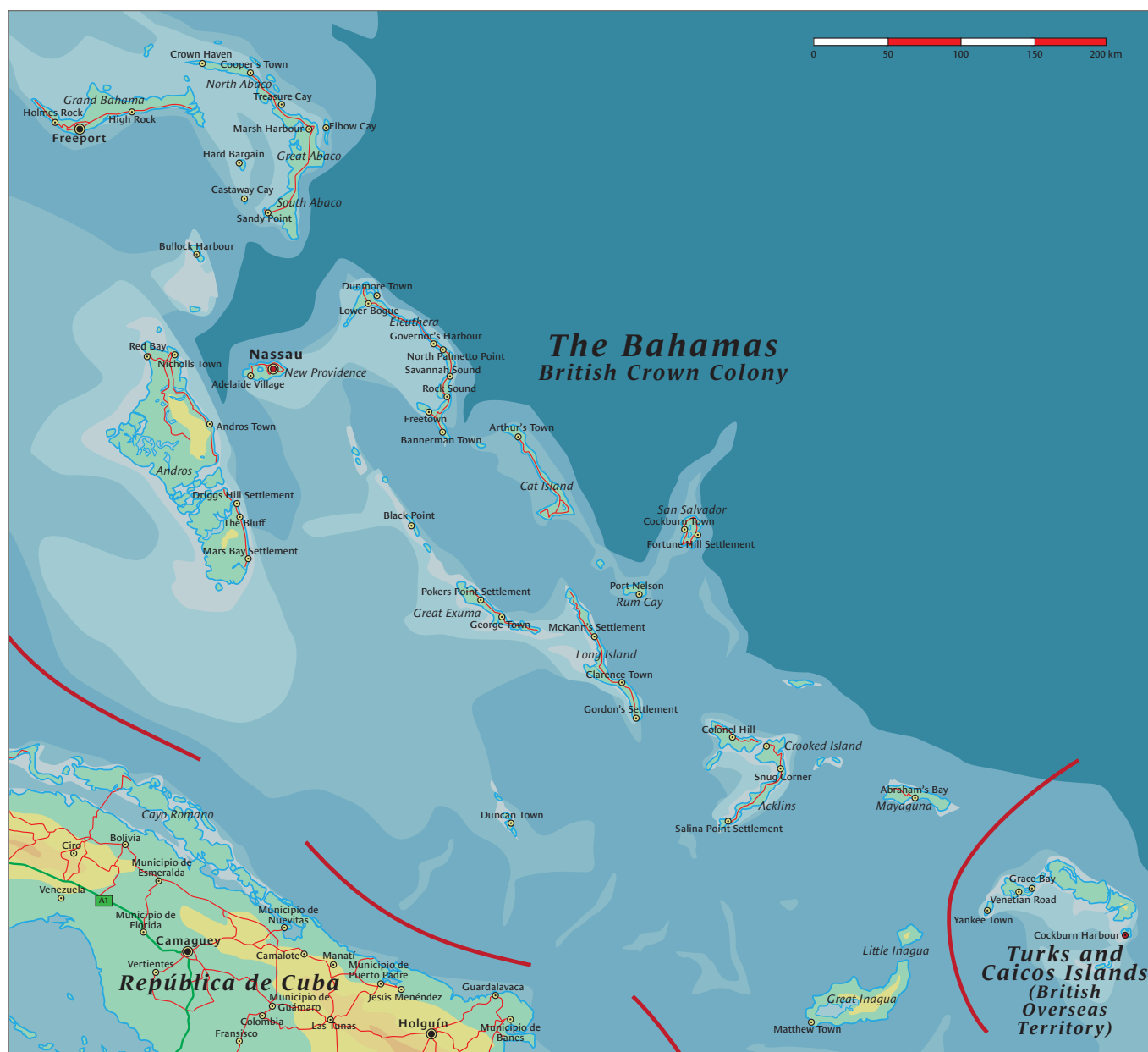
Many cruise ships make a stop at the Bahamas, mostly in Freeport and in Nassau. There are also ferry lines to and from Florida and the other islands in the vicinity – although not to Cuba.

If you visit Bahamas as a tourist, you don’t need to apply for a visa if you’re from the United States or most of Western Europe, and you don’t need any special vaccinations either.

WHERE TO STAY

- **Caravel Club:** If you want a calm and quiet stay in Freeport, book a room at the Caravel Club. It has its own 9-hole putting green and an indoor-outdoor restaurant. Every room has its own private patio too, but there is also a common swimming pool.
- **Lucayan Beach Hotel & Casino:** Everyone who is someone and visits Freeport stays at the newly opened Lucayan Beach Hotel and Casino, the world’s most beautiful hotel.
- **Rent a bungalow:** It is surprisingly cheap to rent a bungalow in Freeport. There are agencies in Freeport which specialises in bungalow renting if you don’t know anyone you can rent it from. Of course, that means that you don’t get the service you can expect from a hotel.





THINGS TO DO IN FREEPORT

- **Cricket:** The national sport of the Bahamas is cricket. Every Sunday, there is a match at the Lucaya Cricket Oval in Freeport. Be sure to not miss it!
- **Soaking up sun:** The Taino Beach is the perfect place to spend the day tanning in the sun!
- **Golf:** You can hardly walk anywhere in Freeport without stumbling over a golf course. Most of them are members only, but given enough **Credit** skill value, or the abilities *Old Money* or *Nouveau Riche*, membership can be very easy to obtain on the spot. And who knows which other people with high **Credit** skill value you can meet on the course? Even royalty is not out of the question.
- **Junkanoo:** Whenever there is a major festival, a Junkanoo is held, a street parade or “rushing” with dance, drumming and masking (masquerade). Junkanoo are also held in other current and former British

colonies in the Caribbean, but mostly at Christmas; in the Bahamas, it happens as soon as there is a reason for it.

- **Regattas:** Bahamians depend on their boats, so there are often regattas held, where everyone who has a sailboat uses it. Sometimes the regattas are visited by sail yachts from the Americas, or even tall ships.
- **Cruises:** Freeport is a port of call for many of the cruise lines in the Caribbean, precisely because it is a free trade zone. That also means tax free shopping.
- **Retire:** With enough money, you can retire to Freeport and enjoy the rest of the days in a tropical paradise. There are plenty of space to have a bungalow built for you here, and plenty of people looking for a job as your staff.

WHY FREEPORT IS IN YOUR (FUTURE) ADVENTURES

- **Who has da powah?:** Because obeah, the magic tradition of Bahamas, is banned, a bush man (a practitioner of obeah) challenges the Premier, Sir Roland Symonette, to a duel. The bush man, Jebediah Hopkins, lives in Hawksbill west of Freeport. Will the Premier's British secular science save him from the magic of the bush man? And can the troubleshooters interfere?
- **A run-in with the mob:** It is no secret that the casinos in Freeport are in cahoots with the Miami mob. In an ordinary casino, if you win too much, you may be barred from entry – but if the mob is involved,

far worse things may happen. So imagine what happens when the troubleshooters win way too much! The mob doesn't just want to bar them, but get their money back too.

- **The revolutionary dead:** Just days after the Argentine revolutionary Ernesto Che Guevara died in Higuera, Bolivia, a man identical to him appears in Freeport. Has the famous revolutionary faked his death, to live the good capitalist life in the Bahamas? Is it a CIA conspiracy to drag his name into the dirt? Is it a version of Che from an alternative universe, travelling here via the Bermuda Triangle? Only some good troubleshooters can find out.

INVESTIGATIONS IN THE BAHAMAS

It may be hard to find information about Majesty 605 in Freeport. Most people moved here after 1955, and the port authority's archives don't have much to say either (if they are even willing to let nosy foreigners look in the archives). It will be easier if the characters do the legwork on the islands east of Grand Bahama. It's easy to get there by boat or even seaplane, and it's also easy to get lodging while there.

WHAT THE CHARACTERS KNOW

- They know the position of the last call of Majesty 605. This is over the Atlantic, north-east of the outermost islands in the Bahamas.
- There is an island with a runway, apparently within sight south-west of that position.

ASKING THE LOCALS

The locals are mainly friendly. The vast majority, over 90%, are black.

If a character tries to talk to the locals, have them describe how they approach the locals and have one of them make a task check. If it succeeds, roll **1d6** and add the number of questions they have asked to see what they learn. If they get some information they have already had, move to the next piece of information they have not had.

This can be repeated as many times as they like.

OTHER INVESTIGATIONS

No modern chart has San Bartolomeo on it, and no old charts are sold. There are some old school atlases and maps which still show San Bartolomeo, and which can

be found in bookstores in Freeport or small schools on the islands.

With a little luck, they can find an old chart in the chartbox of a fishing boat which has San Bartolomeo marked on it.

THROWING IN A WRENCH OR TWO

If enough task checks fail, or if any task checks ends with **Bad Karma**, they attract attention. The local police will ring their door and ask them what they are up to, and the characters will have to convince them that they are not up to no good. That requires some verbal legerdemain. It will be a bit easier if they have Miss Sophie with them, or if they remember the letter from Emilio Tirdáz.

What's more, they will also attract the attention of the CIA agents stationed in the area, and they will not be as easily placated as the local police. They think that there is something fishy going on here, and since the characters are likely European, the Commies are probably behind it.

So one night, agents in cheap black costumes, sunglasses and black fedoras will "persuade" characters at gunpoint to get into a black unmarked car and come with them to their "office" (a basement somewhere) where they will be questioned. If the characters resist, the agents will use violence to capture the characters.

The CIA agents want to know who they are, who sent them, what they are doing here, who they have met during their stay here, where they went, what they are looking for and so on.

Interrogate the players for some time until the agents give up. They keep the characters in the basement under guard of a thick-skulled Brute. Give the characters 9 story points and have them figure out how to get away.

d6 + #questions	Person	Information
3 or lower	Random local	"Dis de Bermuda Triangle, mon! A course strange tings happen. Freak storms, lightning bolts outta da blue, dey say dat ships and planes disappear."
4	Wilbur, hostile middle-aged fisherman	"Love a God, you gonna stop askin me about it? I don care if you's da press or da navy or da freaking CIA, jus leave me alone, okay?"
5	Tobias, local kid	"Pa tell me he saw a warship vanish, right in front of he own eyes. One moment, it was dere, den a green flash, then poof! Gone! Ya, he bin noreast past Nor Abaco fishing."
6	Emma, librarian and teacher	"An island with an airstrip? The US Navy used to set up those temporary airfields during the war, for planes to land and refuel."
7	Clara, middle-aged shopkeeper	"Dere ben a small refuelling station for airplanes on an island not far off Cooper's Town. San Bartolomeo it was called, I tink. Canna be a big island, more like a sand reef. It was washed away in a storm in '43 I hear."
8	Tobias, middle-aged safari boat skipper	"During the war, I used to resupply one of those emergency airstrips that the Yankee navy had. San Bartolomeo, it was called. Filled an entire barge with aviation fuel and towed it there. Then in '43, there was an embargo placed on it by the navy. The Yankee Navy, I mean – the Royal Navy was busy hunting German subs off at the home island. Sure, I know where it is. Do you have a chart?"
9	Andy, retired airport radio operator	"Majesty 605? Well, I heard that callsign once in 1943, when I was a radio operator at the airport. I think it was a bomber. Engine trouble, if I recall. They never responded, and we never heard from them again. Now that I think of it, didn't that lost Concorde have the same callsign?"
10+	Wilbur, the same hostile middle-aged fisherman as above.	"People never believe me, but I tell y'all, dere is an island up nor which appears and disappears all the time. An' it has dese weird creatures, like bats with beaks catching fish like dem pelicans. Ya, I know where it is. No, I no goin dere."

GOING TO SAN BARTOLOMEO

Knowing where San Bartolomeo is is just the first half of the job. The second half is getting there, and that requires a boat.

If the characters want to rent a boat and mention where they are going, nobody will rent them a boat. The trick is to say that they are going somewhere else for a fishing trip.

If the characters want to buy a boat, they will either need Miss Sophie's approval or one of the abilities *Old Money* or *Nouveau Riche*, or a successful very difficult **Credit task check**. If they ask Miss Sophie, she has to phone or telegraph home to ask Monsieur Tirdáz, which she will do in private (and also report on the progress).

Hiring a skipper will likely be a good idea, but that will be even more difficult since nobody wants to approach the accursed island.

The characters may need or want some other equipment, like diving gear, sonar equipment, radio, signal lamps, rations and so on. Use a planning scene to get all the equipment they need.

SAN BARTOLOMEO

San Bartolomeo is a small and oblong island, perhaps two kilometres long. The eastern end is dominated by a rocky plateau and hill, covered in dense jungle, while the western end is a long sand and coral island mostly covered in palm trees and grass. From the sea, it seems as if parts of the coral island have been raised and flattened, probably to accommodate that landing strip that the characters heard about. As they approach the island, they can see the famous silhouette of a Concorde beneath the surface: the top of the tail fin almost touches the surface and causes waves to breach.

There is a small village at the other end of the runway. The huts are made from bamboo and palm leaves tied together with vines. About 200 people live there, all passengers of Majesty 605 or their children. They wear worn and torn clothes, but are in good shape.

Challenge: sailing to San Bartolomeo

- **Endurance**, to not get seasick.
- **Machinery**, to operate the engine or rigging.
- **Survival**, for navigation.
- **Vehicles**, to steer the boat.

Modifiers

- Getting a good boat: **+2 pips** on one check.
- Not having a good chart: **-2 pips** on **Survival**.

Outcome

Great outcome: In the afternoon, the characters find San Bartolomeo.

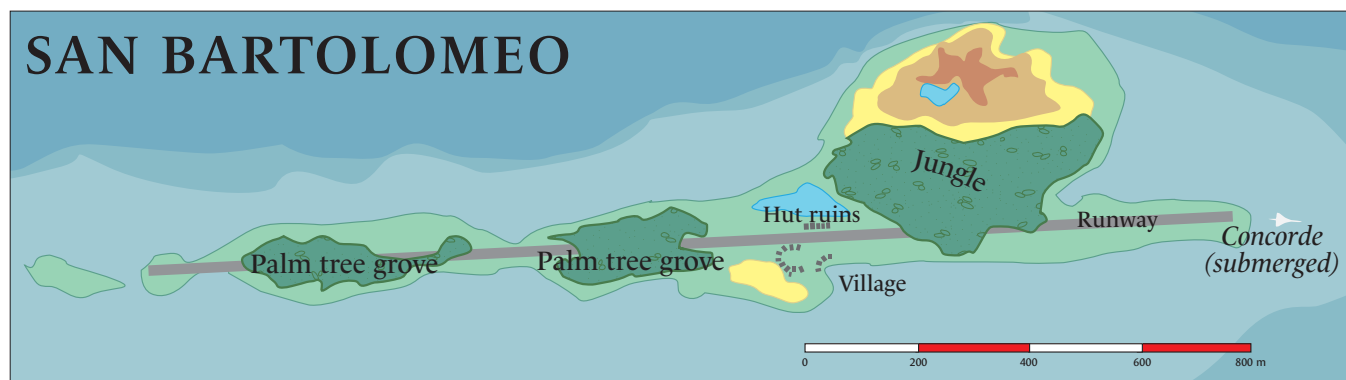
Good outcome: Late that afternoon, the characters find San Bartolomeo.

Limited outcome: Late that evening, the boat runs aground off San Bartolomeo. They will not get off the reef until the next high tide (in **2d6** hours), but at least they found the island.

Bad outcome: Bad weather and hurricane-strength winds force the characters to return to port and try another day.

Abysmal outcome: The characters are lost and adrift at sea. **2d6+3** days later, they are rescued by the Navy (pick one: Royal Navy, French Navy or US Navy).

The survivors can tell the characters that their flight was hit by a very weird and sudden storm, reaching higher up than their cruising altitude at 60,000 feet. The green lightning strikes from the storm cell caused two engines to shut down immediately and a third to catch fire. The crew attempted to land on the runway, but it was too short and the plane ended up in the water. Everyone survived and managed to evacuate before the plane sank, and they managed to get ashore to the island. They have lived there for more than 20 years now.



THE TIME VORTEX COLLAPSES

Suddenly, a freak storm appears over the island out of nowhere, with extremely strong winds and green flashes of lightning. The clouds almost look like an inverted funnel going up in the sky. The palm trees shake, some of the houses collapse, and everyone takes cover. The storm seems to be centred around a particular point just north of the island, where a maelstrom forms.

Then, suddenly, a blinding white flash appears at sea over the maelstrom, and seconds later from that a strong wind pushes everyone down. A warship appears in the air, several metres above the sea, and then crashes down into the water, sending huge swells in every direction!

And then the storm dies down, the skies clear, and the waters calm. From the sea, an alarm is heard on the ship. The characters can see sailors scurrying around, trying to make a damage assessment. Even from this distance, it seems as if the ship is covered in ice or frost. A sad torn American flag flies from the stern. The ship has two huge towers bolted to the deck, one on the foredeck and one to the stern, looking like huge tesla coils. Green lightning runs up and down these towers but slowly dies down. It is clear that whatever strange phenomenon the characters have witnessed was likely caused by that ship's strange equipment.

If the characters establish contact with the ship – for instance the signal lamp from the boat, radio, or semaphores – they will learn that the ship is USS Forsythe, and they request position and date. If only month and day is given, the ship will also ask for what year it is.

THE SUDDEN BUT INEVITABLE BETRAYAL

The only one not panicked or surprised is Miss Sophie. She smiles, almost as if she expected this. She opens her handbag, picks up a small compact radio, and makes a call, now with an American accent rather than a French one.

"Number 169, Number 169, calling Number 2. The apple has fallen, repeat, the apple has fallen."

The response comes quickly:

*"Number 2 actual calling Number 169.
Good work, liebbling! See you soon."*

If the characters have met graf von Zadrith, they recognise his voice. If they have not, it kind of sounds like Emilio Tirdáz, but younger and with a German accent instead of a Hispanic one.

Before the characters can act on this sudden turn of events, all hell breaks loose! From the jungle, a pack of dinosaurs comes running out into the open, followed

by a pack of swift predatory dinosaurs. Anyone making a quick **Science task check** can identify them as panicky hadrosaurs and hungry utahraptors. They have been brought from 70 million years ago to the present by the time vortex. The utahraptors quickly shift focus to more easy and not quite as fast prey: the humans.

Run the chaotic fight scenes for some rounds. Then the ground shakes and the trees are brushed aside as one more champion enters the scene: a very big, very angry, very confused, and very real Tyrannosaurus Rex!

GOALS

Miss Sophie: Miss Sophie's main goal is to get off the island before she is eaten or caught by the characters.

Villagers: The villagers goal is mainly to not get eaten. They will run around like crazed chicken to avoid that fate. If anyone rolls bad **Karma** in the fight, interpret it as having a villager running into them or a villager getting eaten.

Hadrosaurus: The hadrosaurus are trying to escape from the Utahraptors. They will bawl and run like a cohesive pack away from the Utahraptors, and they are big enough to just run over anyone getting in their way.

Utahraptors: The utahraptors want lunch! They will also move as pack hunters to corner someone more vulnerable and quickly eat them, usually by an unexpected attack from the side. But they are not willing to risk their lives for it: if a few of them are out cold, the rest run away into the forest.

T-Rex: The T-Rex is angry and wants to declare dominance over its new territory. It will attack anyone remaining around it. If that means eating someone, that's fine too. Any loud noises, like screaming or shooting, will be seen as a challenge to its authority. It will not yield at nothing: it used to be the king of the hill, and a pesky 70 million years have not changed that. It will only give up and run into the forest if its **Vitality** runs out.

AFTER THE FIGHT

When the fight against the dinosaurs eventually settles, there is new development at sea: a submarine with an Octopus logo on the tower has surfaced next to USS Forsythe, and seems to be preparing to board the ship.

If Miss Sophie managed to escape, she has stolen a canoe or the characters' boat, and is frantically going towards the submarine.

Eventually, the submarine submerges again, as jet fighters from the US Navy Air Force booms overhead. Whether the Octopus got what they wanted is unknown, but if Miss Sophie escaped, she was also picked up.

AFTERMATH

Shortly after the appearance of USS Forsythe, British and American warships appear on the horizon. The Americans take USS Forsythe in tow and then sail westwards. The salvage operation will take some hours.

The British land on San Bartolomeo and try to deal with the situation. Apparently, the Americans were up to something, but they are not telling. This operation may take days. They will also try to salvage the now 22 years old Concorde wreck from the sea for inspection.

Eventually, the involved governments agree on trying to cover up the situation. The official investigation concludes that flight Majesty 605 crashed into the ocean off the Bahamas after an accident during a weather anomaly, that there was no mechanical faults in the plane not caused by the storm, and that the crew managed the situation expertly. Shortly after the report is released, Concordes are back in the air again.

The crew and passengers are eventually released, but put under the Official Secrets Act, meaning that if they say anything to anyone about it other than the official investigation, they will be tried for espionage. In return,

they are given a sizable pension to make sure that they can live a good but quiet life somewhere.

If the characters got off San Bartolomeo before the Royal Navy appeared, they quickly learn that the truth is better not told to the public. If they are saved together with the crew and passengers, it will take some time for processing identity, a medical checkup, and taking statements. But eventually, the characters are released, after being told that the events are classified and covered by the Official Secrets Act.

Emilio Tirdáz is nowhere to be seen. It's as if he never existed: no person with that name has ever been on the board of Air Majestique, and owns no stock in the company.

Nobody knows what the Octopus got from USS Forsythe.

REWARDS

Give the players a reward check in **Science** and **Survival** after the adventure.

THREAT FILES

CIA AGENT

CIA agents do the undercover dirty work for the United States. They're well-trained in many different fields and very competent. Agents often make first contact with spies and get them to begin a job, and then hand them over to a handler.

CIA Agent

Tags: Lieutenant, Flips (2), Multiple Attacks (2)

Initiative: task check **Vitality:** 7

Attacks:

- Nasty dagger: 65%, 4dX, Precise
- Colt M1911: 75%, 5dX, Loud, Short Range (2), Reload (9-0)

Defence: 35%

Skills: Basic 45%, Specialist 65%, Alertness 65%, Agility 65%, Vehicles 65%, Sneak 65%, Tail Someone 55%, Seduce 55%

CIA BRUTE

Brutes are just muscle, and not much brains. It's an old tradition.

CIA Brute

Tags: Underling

Initiative: 4 **Vitality:** 3

Attacks:

- A fistful of hurt: 55%, 2dX
- Colt M1911: 55%, 5dX, Loud, Short Range (3), Reload (9-0), or
- Thompson .45 submachinegun: 45%, 5dX, Loud, Reload (9-0)

Skills: Basic 35%, Specialist 55%, Agility 45%, Strength 65%, Obey Orders 55%

TYRANNOSAURUS REX

Bow down to the king of the tyrant lizards! If you don't, you will likely end up as a late night snack!

Tyrannosaurus Rex

Tags: Beast, Huge (-5), Flips (2)

Initiative: 5 **Vitality:** 20

Attacks:

- Bite: 65%, 6dX
- Stomp: 55%, 5dX, Throwing
- Tail thump: 55%, 4dX, Counter

Defence: 35%

Protection: 1dP Dinosaur hide

Skills: Basic 45%, Specialist 65%, Roar 65%, Very Short Arms 75%

UTAHRAPTOR

These nasty critters are pack hunters! They're clever and cooperative. It's never the one you see which will get you, but the two coming at your side and which you never saw.

Utahraptor

Tags: Beast, Flips (2), Multiple Attacks (3), Pack Hunter

Initiative: 8 **Vitality:** 8

Attacks:

- Sharp teeth (1): 65%, 5dX, Restraining
- Searing sickle claw (2): 55%, 7dX

Defence: 35%

Skills: Basic 45%, Specialist 65%, Run 75%, Jump 75%, Coordinated Attacks 65%, Clever Girl 75%

MISS SOPHIE BONCHANCE

Miss Sophie Bonchance is 100% fake. Outwards, she is a friendly and service-minded assistant to her boss, Emilio Tirdáz, but in reality she is an Octopus agent (#169) and she is an expert at seduction and disguise.

The characters may actually have met her as Miss Isabelle Grey in The Minoan Affair.

#169

Tags: Lieutenant, Flips (2), Multiple Attacks (2)

Initiative: 6 **Vitality:** 5

Attacks:

- Octopus martial arts: 65%, 3dX
- Disneuro ray (2): 75%, 4dX, Paralytic, Reload (0)

Defence: 35%

Skills: Basic 45%, Seduction: 85%, Alertness 65%, Sneak 55%, Disguise, 95%, Vehicles 55%

