



OPERATION SCURVE

BRIFING:

Urgent: US Admiral David Sanderson's daughter is missing.

The private yacht belonging to the Admiral's daughter and son in-law has been reported as unaccounted for in the Pacific Ocean. Factory Agents are called to investigate the mysterious lost yacht, because the incident must be kept off book and unacknowledged.

Aboard the yacht were two (2) competent sailors-

Elizabeth (daughter)

Mike Brown (Elizabeth's spouse)

Weather conditions- Favorable

Due to skill level of both aboard and the temperate weather conditions, the possibility of abduction must be considered. It has been reported pirates have plague the last known coordinates of the yacht.

Intel tells the agents the pirates have been operating out of Batangos (*South China Sea*). A local operative, "Lotus", living in the Philippines is familiar with the group. They call themselves **Sea Monkeys** (*Dagat Oocay "DaGot Oki"*)

THE BROWNS

Most likely the Agents will wish to investigate what is known about both the Browns.

Elizabeth profile looks clean. She is has received formal training in firearms. Note- she won awards for competitive shooting.

Mike is a self-made successful investor currently working out of the Whistler Firm.

Critical GM Note- Brown and the firm are under investigation for insider trading. Furthermore, he has some business holdings in a Manilla furniture company that makes inexpensive, but highly marked up high end furniture.

ARRIVAL

The Agents arrive in Manila. Immediately, they must meet their contact, Agent Lotus, at her cover location. As they walk to the small street side bar they will notice they have a tail.

The people doing the following are a bunch of local thugs hired to report in on unusual events and non-locals in their territory.

They have a burner phone on them. If the phone is tracked it will lead to a low level desk jockey within the CIA operation here in town. Though there is no identification of who owns it. **GM Note:** This phone belongs to Lewis Ruggles. (See CIA section further in adventure for more details)

AGENT LOTUS

She is operating out of a small dive bar on the streets of Manila called Masarap(*definition Yummy*). There are a few locals working for her. Lotus is dedicated and willing to aid Factory Agents with basic equipment (see list) and whatever they need. She will inform them of recent news that the Aircraft Carrier Abraham Lincoln is in route to the Philippines. Their current location is 28 51 N and 132 01 E in the Philippines Sea from Japan. The Factory wants to stay off radar as much as possible and not have to involve the Navy.

CIA

The CIA has a 20 manned office operating in Manila. Among them is a man by the name of Lewis Ruggles. He is a low level pencil pusher with a merc leash unbeknownst to the CIA.

Lewis has been forced to be a key look out for any players arriving in Manila. Standard operation is a detailed email sent ASAP complete with pics and other intel gathered by his goons. The man behind Lewis' coercion is former CIA spook Gary Chandler.

Seems Gary has been holding some dirty secrets that Lewis has been aiding in intel sales to Carmela Pina a local corrupt politician. Lewis knows Carmela and Gary are cozy.

WHAT DOES CARMELA KNOW?

The Agents can find out the following regarding Carmela. During the previous election, she was behind in polls, but suddenly her opponent's family was killed only leaving his daughter as the sole survivor. He dropped out of the race. Furthermore, reported "official" crime statistics is low, however, the actual numbers of violent crime has risen. She is married to a man named Manuel Pina who owns a box company.

Carmela is usually found in her office, home in city, or home in the mountains. Her right hand man, Amador Carrillo, is the one who handles a lot of her connections to the criminal side. She has her own

entourage of armed men, a fleet of cars, and a helicopter.

CARMELA'S CRIMINAL CONNECTION

Her man, Amador Carrillo, does her bidding and meets with the men in the Dagat Oocay specifically Baltasar Flores their leader. He operates a bullet and gun manufacturing shop in Batangas City. Baltasar is not stupid and knows the ex-spook is involved. Also, he just doesn't trust Carmela, because she is a politician after all.

Gary has sent over a group of Mercs to locate the hostages. He has already caught word that the pirates are asking for the ransom money. Gary and his boss wish to silence the pirates and free the hostages. Laying blame all on Carmela, they will plant an electronic trail of evidence via a falsified email indicating Carmela ordered the kidnapping of the couple.

WHAT IS THE MERC CONNECTION?

Gary will not be with his mercs, but they can find out he is safe and sound in his Manila apartment. There he runs his operation. The mercs know that he is tight with someone in the company Wexley Shipping. They know it is a man by the name of Michael Primrose.

WHERE IS THE COUPLE

The Agents need to find the Browns. If any of the Dagat Oocay survive then one of them could roll and tell them that the couple is held up in a shitty house on outskirts of city.

PIRATES

Dagat Oocay pirates- "Sea Monkeys" were paid to specifically raid the corporate ships of Baker-Williams. Michael Primrose of Wexley Shipping is the money man behind the raids, but Romeo Delacruz is his front man in the Philippine.

They have a ship docked in a port just south of Batangas. They port in and take their pirated loot and kidnapped persons up into the mountains.

BAKER-WILLIAMS

They know have turned a blind eye willingly to the suspicion of what Michael Primrose has done while there. Primrose gets results and numbers the board likes so they keep quiet

US NAVY

The *Aircraft Carrier Abraham Lincoln* is in route from Japan with a squad of marines to end the pirating in the area. Leading this mission is Staff Sgt Leon Jefferson. The Navy officially doesn't know that the Factory is in play and if encountered might be viewed as potential threat.

The Factory wants this resolved before the navy steps in. It would go a long way to prove to the top brass in DC that the Factory is still a valuable asset and furthermore, this could mean that the Admiral is one more person in the Factory's support corner.

MICHAEL PRIMROSE

This is the man behind everyone's troubles in this operation. He is a greedy man who uses and abuses the locals to get whatever he needs. Primrose has been left in charge and unchecked because he gets results and numbers the board wants. Complaints have been filed and swept under the rug.

Primrose isn't a stupid man and has to realize that sooner or later this ride will end. That is why he is in tight with Gary Chandler. He is paying the mercs well to protect him and help orchestrate this operation. Not to mention he has his hands in several illegal operations throughout the Philippines.

Operating chiefly out of an office in Manilla and usually has 6 body guards nearby him at all time. The car that drives him around is bullet proof and he owns a helicopter as well. Deep in the mountains Primrose owns a large estate that has a lot more armed guards and various ill-gotten gains and drugs.

He knows that eventually the pirates will get greedy and the operation could fall apart. He has asked Gary Chandler to clean up this mess.

GEAR LIST

4 Pistols: Sig Sauer P226 9mm
2 Rifles: Colt M4 rifle. 5.56mm
30 clips of ammo- 15 Sig clips 15 shot and 15 Colt clips 30 shot
8 silencers: Pistols
6 Frag Grenades
¼ stick of C-4
4 detonators (remote)
Zip ties
10 burner phones
3 lap tops
Satellite phone
Jeep
Fishing boat
Motorcycle
Doctors Field kit
Mountaineering Equipment
Electronic Security kit
Tool Kit (10 lbs.)
230,000 Peso (roughly about \$5,000 US)



AGENT LOTUS

Attributes

Strength: 3 Health: 4
Reflexes: 3 Willpower: 2
Charisma: 3 Intelligence: 3

Derived Attributes

Hit Points: 24 Move: 12 yards.
Dam Bonus: +1d3 Scene Points: 2
Reputation: +1

Skills

Agent Recognition 2d6, Pistols 3d8, Rifle 2d8, Stealth 2d8, Observation 2d8, Drive 2d6, Brawling 2d8, Dodge 1d8

Equipment:

Medium Pistol, Battle Rifle, Knife, random cash.

Sig Sauer P226 9mm (15 shots)

Colt M4 rifle. 5.56mm (30 shots)

LOW LEVEL THUGS

Attributes

Strength: 3 Health: 3
Reflexes: 3 Willpower: 2
Charisma: 2 Intelligence: 2

Derived Attributes

Hit Points: 16 Move: 8 yards.
Dam Bonus: +1d3 Scene Points: 2
Reputation: -3

Skills

Pistols 2d8, Rifle 2d6, Stealth 2d6, Observation 2d6, Drive 2d6, Club or Blades 2d6, Brawling 3d8, Dodge 1d8

Equipment:

Light Pistol, burner phone, 1,000 pesos.

PIRATES

Adversary Abilities: Cockroaches!!

Attributes

Strength: 3 Health: 3
Reflexes: 3 Willpower: 2
Charisma: 2 Intelligence: 2

Derived Attributes

Hit Points: 17 Move: 9 yards.
Dam Bonus: +1d3 Scene Points: 2
Reputation:

Skills

Pistols 2d8, Rifle 2d6, Stealth 1d6, Observation 2d6, Drive 2d8, 3d8, Dodge 1d8

Equipment: Medium Pistol, Knife, random cash or drugs, cell phones.

Tavor TAR21 assault rifle: 5.56mm
30 round clip

Browning High Power model 1935 ;9mm
13 shots

MERCENARIES

Adversary Ability: Strength in Numbers.

Attributes

Strength: 4 Health: 4
Reflexes:3 Willpower: 2
Charisma: 2 Intelligence: 2

Derived Attributes

Hit Points: 30 Move: 10 yards.
Dam Bonus: +1d6 Scene Points: 2
Reputation: varies

Skills

Agent Recognition 1d6, Pistols 3d8, Rifle 1d10, Stealth 2d8, Observation 2d8, Drive 2d8, Brawling 2d8, Dodge 2d8

Equipment:

Medium Pistol, Knife, Bulletproof vest, random cash, radio, possibly a sniper rifle or other heavy weapons.

Beretta Model 93R 9mm 20 shots (3 round short burst)

H&K MP4: 9mm 30 rounds

BALTASAR FLORES

Adversary Ability: Driven

Attributes

Strength: 3 Health: 4
Reflexes: 4 Willpower: 4
Charisma: 4 Intelligence: 3

Derived Attributes

Hit Points: 48 Move: 11 yards.
Dam Bonus: +1d3 Scene Points: 4
Reputation: -2

Talents:

You Jerk!! (+2 damage w/ Pistols), Warriors Sense (+3 initiative)

Skills

Agent Recognition 2d8, Pistols 2d10, Rifle 3d10, Stealth 2d10, Observation 3d8, Drive 3d8, Brawling 3d10, Dodge 2d10

Equipment: Medium Pistol, Knife, random cash or drugs.

Tavor TAR21 assault rifle: 5.56mm
30 round clip

Browning High Power model 1935 ;9mm
13 shots

GARY CHANDLER

Adversary Ability:

Lucky Shot

Attributes

Strength: 5 Health: 4
Reflexes: 4 Willpower: 3
Charisma: 3 Intelligence: 4

Derived Attributes

Hit Points: 77 Move: 13 yards.
Dam Bonus: +1d8 Scene Points: 5
Reputation: -4

Talents:

Sharp Senses, Bad Ass

Skills

Agent Recognition 2d8, Pistols 3d10, Rifle 2d10, Stealth 2d10, Observation 2d10, Drive 2d10, Brawling 3d10, Dodge 3d8

Equipment:

Medium Pistol, Knife, Bulletproof vest, random cash, radio,

Beretta Model 93R 9mm 20 shots (3 round short burst)

H&K MP4: 9mm 30 rounds

Mosberg 590 Shotgun: 12 gauge 9 shots