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TRINI TANGOS

BY NEAL HYDE

Trini Tangos is an adventure for Blood and Guts 2. While the adventure can be played without access to that book, the game master and players will benefit most if they have that book in addition to the D20 Modern core rules.

The adventure takes place on the Caribbean island of Trinidad, part of the nation of Trinidad and Tobago. PCs may be members of the mysterious Task Force 121, United States Special Forces soldiers, or contractors for a private military company or security force. This adventure could be run as a sequel to previous Modern Dispatch adventures Operation: Dry County, Leads and Complexities, and Gun Runners, which cast the PCs as members of Task Force 121.

BACKGROUND AND STORY

The nation of Trinidad and Tobago, two islands in the lower Caribbean, has been the home of a violent radical Islamic group for the past 20 years. The Trinidad Islamic Front (TIF), led by self-proclaimed Imam, Abrahm Al Din, attempted a violent coup in 1990. The coup failed, but Al Din and group were released from prison on a technicality. Since then, TIF has largely focused on acquiring members and forming its own separatist compound of believers. TIF also engages in narcotics and weapons trafficking, as well as conducting kidnapping and ransom operations, sometimes in cooperation with corrupt local police.

However, in early 2004, the group accepted several

members into its fold from the newly formed group, Insha Allah. These members, mostly of Saudi, Palestinian, and Chechen origin, provided expertise, material, and monetary assistance from an unnamed backer. Their leader, Hafez Ibn Mahmood, became an integral part of TIF leadership despite the reservations of Al Din's son and the more moderate Trinidadians TIF members.

In early 2005, Al Din fell ill and learned that he had terminal prostate cancer. He reinvigorated his faith and, with the prompting of Mahmood, decided to become a martyr. Al Din's deep hatred of the US and British involvement in Trinidad, and those nation's reliance on Trinidadian energy, made them obvious targets. He decided the best course of action would be



to damage his nation's ability to export liquid natural gas (LNG).

Two weeks prior to the arrival of the PCs, TIF terrorists stole a cement truck and kidnapped the driver. Al Din made plans to drive the cement truck, filled with the fertilizer-based explosive, to a primary LNG facility in Port-of-Spain and detonate it next to the LNG storage tanks, destroying them and most of the surrounding area.

Once plans were set in motion for the suicide bombing, Al Din named his son his successor and vanished to the terrorist training camp in the hills of Trinidad.

However, Mahmood had ulterior motives for convincing the old man to become a suicide bomber. Over the previous year, he gained the allegiance of many hard-line TIF members. He intends to use these allegiances and take control of the TIF, make it a part of Insha Allah, and use it to strike out at the United States and Britain.

On the day the PCs arrive at Trinidad, coincidentally the day of Al Din's suicide bombing, Mahmood launches his coup against Al Din's son. Al Din's son and his family are marched into the orchard next to the TIF compound and executed. Other members of the old TIF leadership are being held at the time of the PCs arrival, and they are to be executed after prayers are completed.

GETTING THE PCS INVOLVED

At the beginning of Trini Tangos, a special agent of the American Central Intelligence Agency contacts the PCs to find, observe, and report the activities of a dangerous terrorist leader that disappeared one week ago. Where the PCs are is unimportant as the adventure assumes that they will be flown to Trinidad from that location.

EPISODE 1: MEETING CONTROL

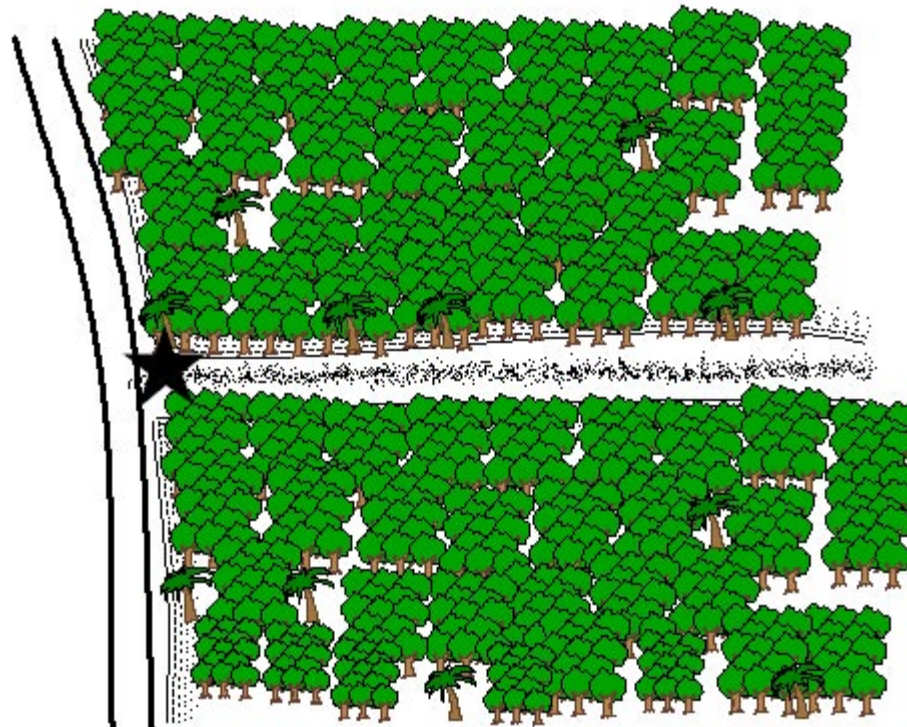
A CIA agent contacts the PCs through Task Force 121 channels. The agent needs a group for an assignment that requires the PCs to leave immediately and travel

to the Caribbean island of Trinidad.

The PCs are to find, observe, and report the activities of Trinidadian Islamic Front leader Abrahm Al Din who disappeared seven days ago. Once the PCs report, the agent (their control officer) may require further services, depending on what is discovered. Members of Task Force 121 are offered the promise of promotion (+2 to their Promotion checks). Members of a private military corporation or security groups are offered an upfront sum of \$5,000, with the promise of an addition \$5,000 upon completion of the assignment. The PCs are given the name of a local contact, Srinivas Veerapan, who will provide material assistance and covers as geologists searching for natural gas deposits. The PCs are then transported to Trinidad via a multinational energy corporation transport.

EPISODE 2: ARRIVAL AND LOOKOUTS

The PCs arrive in Trinidad at a commercial airport outside of Port-of-Spain used primarily by energy corporations in dealings with the National Gas Company of Trinidad (NGC), the state-owned enterprise responsible for natural gas development. Veerapan, a local Member of Parliament from the opposition party, greets them and provides them with two NGC SUVs containing boxes of rock samples with false bottoms for storage (each box can hold three medium-sized weapons or two disassembled large-sized weapons). He also has a local map marked with the location of the compound and tells the PCs that Al Din has just released a new manifesto on the TIF Web site.



The PCs may make a Knowledge (Behavioral Sciences) check, DC 15, to analyze the manifesto for clues. PCs that succeed realize that Al Din has done three things in the manifesto.

- He has adopted the language of more violent radical Islamic groups.
- He has written several statements reflecting on his life and his desire to attain paradise.
- He concludes that it is the duty of all Muslims to “strangle the enemies of Islam and leave them to fear Allah in their cold beds.” This could be a reference to the importation of natural gas and petroleum into the US from Trinidad and Tobago.

Al Din was last seen at the TIF compound, located 4 km to the east of Point Lisas. This is also the best place to begin the investigation. Driving to the entrance of the compound from the airport takes 40 minutes.

The TIF compound is approximately 500 m from the main road, and the only vehicle access is a dirt road that winds through an overgrown orange grove before reaching the compound. At the entrance to the dirt road, two men pretend to clear away brush, but who are acting as lookouts. The PCs may watch the road’s entrance or attempt to get closer to the compound by sneaking past the lookouts through the orchard.

The lookouts are armed with machetes (which they use to cut brush), although they have AK-47s hidden in the grass nearby. A pickup truck (use the Toyota Tacoma Extracab from the D20 Modern book) is also parked nearby with a radio in it. If the lookouts spot the PCs or are attacked, one goes for his weapon and the other attempts to contact the compound on the radio (requires 2 rounds). If the lookouts are able to warn the compound, two more pickups, each carrying four armed terrorists, respond in 2 minutes.

TIF Terrorist (Dedicated Ordinary 2/Tough

Ordinary 1): CR 3; Medium-size humanoid; HD 2d6+2 plus 1d10+1; HP 16; Mas 13; Init +3; Spd 30 ft; Defense 16, touch 16, flatfooted 13 (+0 size, +3 Dex, +3 class); BAB +1; Grap +2; Atk +2 melee (1d4+1/19-20, Knife), or +4 ranged (2d8+0, AKM/AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +3; AP 1; Rep +1; Str 12, Dex 16, Con 13, Int 12, Wis 12, Cha 10.

Occupation: Military (Demolitions, Knowledge [Tactics])

Skills: Craft (structural) +5, Demolitions +7, Hide +4, Intimidate +2, Knowledge (Civics) +2, Knowledge (Current Events) +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +4, Knowledge

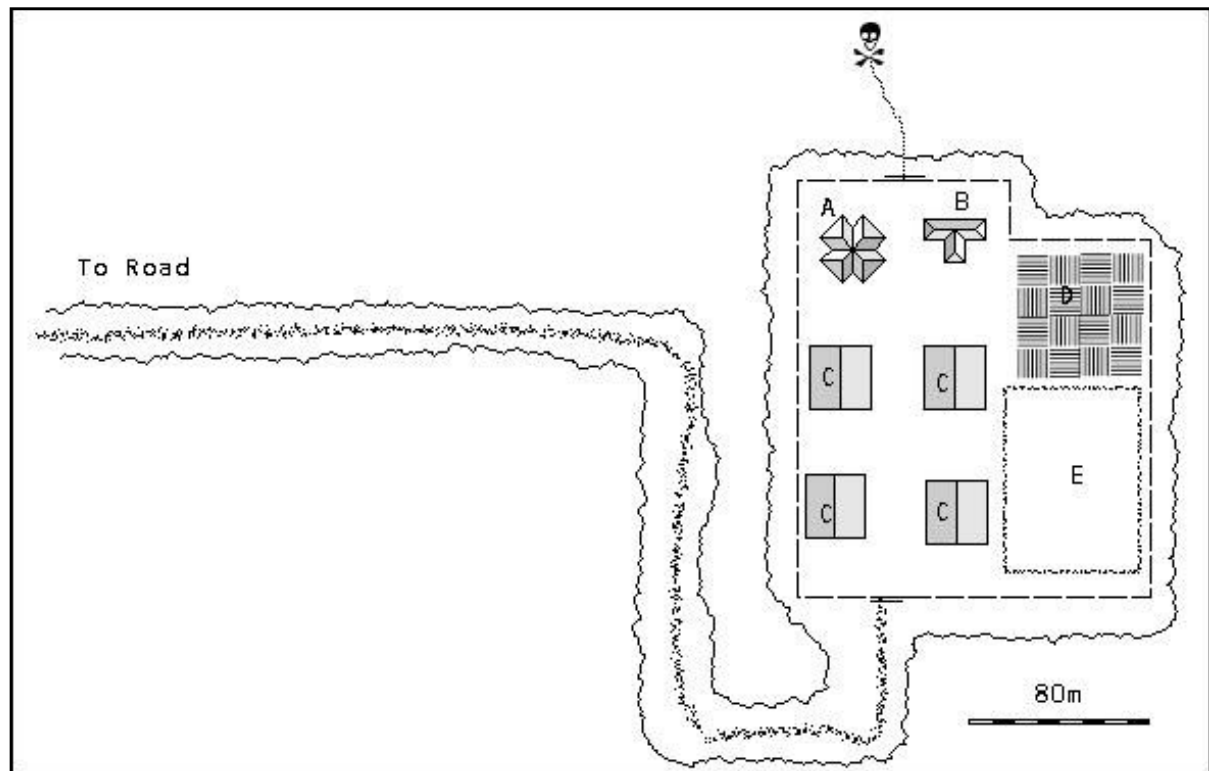
(Theology and Philosophy) +4, Move Silently +4, Spot +5, Survival +4

Feats: Advanced Weapons Proficiency, Combat Martial Arts, Home Turf, Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: Knife, AKM/AK-47

EPISODE 3: TIF COMPOUND

While conducting surveillance or sneaking toward the compound, the PCs hear short bursts of concentrated automatic weapons fire at regular intervals and screaming coming from near the compound. If the PCs contact their control, he orders them to



investigate the sounds at the compound. If the PCs creep past or eliminate the lookouts, they reach the compound perimeter unopposed.

An 8' chain-link fence topped with barbed wire surrounds the compound, and locked gates are at the vehicle entrance and at the north fence. There are six buildings, including a mosque (A), Al Din's office and home (B), and four communal residences (C). To the east of the residences are a large communal garden (D) and a soccer field (E). The CIA estimates that there are 80 people living in the compound, many of them women and children.

At the compound perimeter, the PCs observe four men armed with automatic weapons returning from the orchard through the north gate. While two appear to be Trinidadian, the other two appear to be Arabic or Central Asian. Four more armed men guard a group of ten men, women, and children who are kneeling with their hands over their heads on the soccer field. Both groups of armed men speak, but the ringing of a bell from the mosque interrupts them. The armed men who emerged from the orchard go to the mosque for prayers, leaving the other four to guard the ten prisoners.

Insha Allah Terrorist (Dedicated Ordinary 4/ Assault Training 2):R 6; Medium-size humanoid; HD 4d6+8 plus 2d10+4 plus 2; HP 39; Mas 15; Init +2; Spd 30 ft; Defense 19, touch 16, flatfooted 17 (+0 size, +2 Dex, +4 class, +3 equipment); BAB +5; Grap +6; Atk +6 melee (1d4+1/19-20, Knife), or +7 ranged (2d8+0, Steyr AUG); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +7, Ref +3, Will +3; AP 3; Rep +2; Str 12, Dex 14, Con 15, Int 12, Wis 13, Cha 10.

Occupation: Military [Knowledge [Tactics], Move Silently]

Skills: Craft (writing) +3, Demolitions +7, Diplomacy +1, Drive +3, Intimidate +2, Knowledge (Current Events) +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +6, Knowledge (Theology and

Philosophy) +6, Move Silently +7, Navigate +4, Sense Motive +4, Spot +5, Survival +4, Treat Injury +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Exotic Firearms Proficiency (heavy machine guns), Exotic Firearms Proficiency (rocket launchers), Personal Firearms Proficiency

Talents (Assault Training): Tough as Nails, Shock Assault 1

Possessions: Undercover Vest, Knife, Steyr AUG

If the PCs investigate the location from which the four armed men returned, they find a grisly sight; the bodies of two men, two women, and three children—all executed. If the PCs contact their control, he orders them to enter the compound and find any clues to the whereabouts of Al Din.

During prayers, the guards outside are distracted and no one else is visible on the compound. The PCs are able to infiltrate the compound's offices more easily (a +4 to Move Silently). In the central office, the PCs find evidence of a struggle, including blood on the floor. A successful Search (DC 12) of the office allows the PCs to find the following:

- Evidence that Al Din is suffering from a serious, possibly fatal, illness.
- Evidence that Al Din plans to become a martyr in a suicide bombing scheduled for today, but no evidence as to what the target is.
- The location of a terrorist training camp in the Trinidad jungle, several kilometers away.
- Evidence that Al Din recently passed leadership to his son (if the PCs investigated the execution scene, they recognize the son as one of the executed men).
- A record of non-Trinidadians arriving approximately a year ago. The Non-Trinidadians provided training, material, and monetary assistance and became close advisors to Al Din.

After prayers, and assuming the PCs are not caught in the act, the armed men return from the mosque and escort those remaining under guard on the soccer field into the orchard, where they are executed. If the PCs are observed, the armed men attempt to capture or kill them. The PCs may attempt to stop the executions; alert the Trinidadian authorities (who will arrive too late and suffer heavy casualties); leave the compound for the terrorist training camp; or contact their control. If the PCs contact their control, his first priority is to stop the suicide bombing; he gives the PCs orders to stop the bombing by disrupting the terrorist camp (he will also anonymously alert Trinidadian authorities about the events at the compound).

EPISODE 4: TERRORIST CAMP

The PCs travel several kilometers of jungle roads to reach the area of the terrorist training camp. Because the camp is located 600 m from the road, the PCs must travel the last leg of the journey on foot (the hidden road is not on the map) through thick jungle foliage. Once near the camp, the PCs can observe it for activity.

The terrorist training camp is located in a narrow valley between two steep, heavily forested hills. It consists of four buildings constructed of cinderblock and sheet tin, including a classroom (A), an armory (B), sleeping quarters (C), and small building riddled with bullet holes used for practicing assaults (D). There is also a covered area under which are a cement mixer and many empty fertilizer bags (E). An obstacle course and firing range is located to south of the camp (F). To the far south of the camp (requires a Spot test, DC 12) is a small covered hole in the ground that is locked shut (G). A cement truck (H), a six-wheeled transport truck (I), and a pickup truck (J) are in the compound.

TABLE 1: VEHICLES

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Cement Truck	1	2	33,000 lbs	-4	-4	130 (14)	6	5	50	G	37	Lic (+1)
Tarp-covered truck	1	1	6,000 lbs	-4	-4	165(16)	8	5	50	G	32	Lic(+1)
pickup truck	1	1	1,600 lbs	-2	-2	150 (15)	8	5	40	H	28	Lic(+1)

The cement truck is loaded with the fertilizer-based explosive and wired to detonate from a signal from a cell phone carried in the cab of the vehicle by Al Din (requires 1 round). The explosive is dangerous (9d20 damage to everyone within 200 ft), but it requires detonators or an explosion to go off. Hits from standard ammunition will not set it off, but hits from an RPG or other explosives will most definitely do the trick.

A mix of two Insha Allah and two TIF terrorists patrol the perimeter of the camp. In the center of the camp is a circular sandbag emplacement (K), in which is an M60 machine gun. The machine gun emplacement is unmanned, but the weapon is loaded with a full belt of ammunition and ready to fire. In the armory, out of the PC’s view, are two rocket propelled grenade launchers and 12 rockets.

The RPG-7V is one of the most common grenade-

launching systems and is manufactured in various versions around the world. As the name implies, it is really a rocket system rather than a true grenade launcher and therefore requires the Exotic Weapon Specialty (Rocket Launcher). The system consists of a launch tube with optical sights (that can be fitted with night vision) and a rocket grenade, which is fitted to the front of the tube. The grenade does 5d6 damage to all objects within 10 feet (reflex save for ½ damage) and ignores 5 points of hardness due to its shaped-charge explosive (specific anti-vehicle rounds do the same damage but ignore 10 points of hardness). If the grenade has not detonated after traveling 450 m, it explodes automatically. This allows it to sometimes be used as a form of artillery. Anyone in the square behind the RPG when it is fired takes 2d6 blast damage (reflex save for ½ damage).

In the camp’s classroom, Al Din gives a loud sermon to twelve excited followers. When the sermon is complete (approximately 20 minutes after the PCs arrive), Al Din and another TIF member board the cement truck (Al Din drives), and a six terrorists board the transport truck. The vehicles depart the camp via a hidden road to the south.

If the PCs contact their control, they are ordered to attack the compound and stop the bombing. If the PCs attack before the terrorists leave on their mission, Al Din and his group attempt to escape while the others hold off the PCs. If Al Din is killed, another member of the group takes his place and attempts to escape with the cement truck bomb.

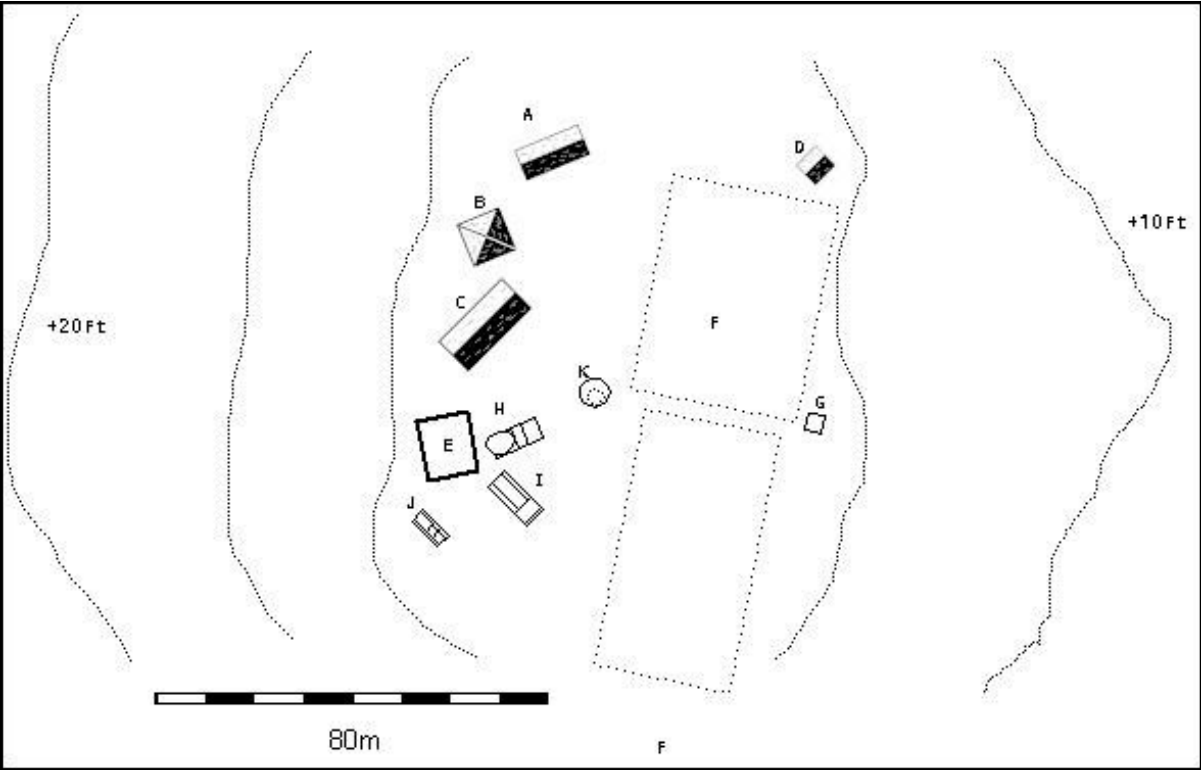


TABLE 2: WEAPON

Weapon	Dmg	Crit	Type	Range	ROF	Mag.	Size	Wgt	Pur. DC	Rest.
RPG-7V	5d6	20	Explosive	150 ft	1	0 (single shot)	Large	15.2 lbs	14	Mil(3)

Abrahm Al Din (Dedicated Hero 3/Charismatic Hero 6): CR 9; Medium-size humanoid; HD 3d6+-3 plus 6d6+-6; HP 23; Mas 8; Init +0; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (+0 size, +0 Dex, +4 class); BAB +5; Grap +5; Atk +5 melee (1d6+0,), or +5 ranged (2d6+0, Uzi); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +4, Will +7; AP 4; Rep +7; Str 10, Dex 10, Con 8, Int 14, Wis 13, Cha 17.

Occupation: Religious (Knowledge [Theology and Philosophy], Listen, Sense Motive)

Skills: Bluff +13, Concentration +2, Craft (writing) +7, Demolitions +5, Diplomacy +9, Disguise +5, Drive +4, Gather Information +9, Hide +1, Intimidate +9, Investigate +4, Knowledge (Civics) +6, Knowledge (Streetwise) +11, Knowledge (Tactics) +6, Knowledge (Theology and Philosophy) +10, Listen +5, Perform +9, Read/Write Language +3 (Arabic), Sense Motive +11, Speak Language +3 (Arabic), Spot +4

Feats: Advanced Firearms Proficiency, Attentive, Deceptive, Hard-Eyed, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Renown, Vehicle Specialization (civilian trucks)

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Streetwise]), Faith

Talents (Charismatic Hero): Coordinate, Inspiration, Greater Inspiration

Possessions: Uzi

There are 10 TIF terrorists and 7 Insha Allah terrorists in the camp when the PCs arrive, including Al Din and Mahmood. After Al Din and his suicide-bombing group depart, four TIF terrorists and five Insha Allah terrorists remain, including Mahmood. While it is likely that the terrorists will be able to hold off the

PCs long enough to allow the suicide bomb group to escape, it is unlikely that they will succeed in killing or driving the PCs off.

Hafez Ibn Mahmood, Insha Allah Terrorist Leader (Dedicated Hero 5/Smart Hero 5): CR 10; Medium-size humanoid; HD 5d6+0 plus 5d6+0; HP 36; Mas 11; Init +2; Spd 30 ft; Defense 20, touch 17, flatfooted 18 (+0 size, +2 Dex, +5 class, +3 equipment); BAB +5; Grap +5; Atk +5 melee (1d6+0,), or +7 ranged (2d10+0, HK G3); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Inshah Allah; SV Fort +4, Ref +4, Will +6; AP 5; Rep +4; Str 11, Dex 14, Con 11, Int 14, Wis 11, Cha 16.

Occupation: Military (Demolitions, Hide)

Skills: Bluff +7, Computer Use +5, Concentration +4, Craft (structural) +6, Demolitions +10, Disable Device +6, Disguise +5, Forgery +7, Gather Information +5, Hide +9, Investigate +7, Knowledge (Civics) +4, Knowledge (Current Events) +6, Knowledge (Streetwise) +6, Knowledge (Tactics) +16, Knowledge (Technology) +5, Knowledge (Theology and Philosophy) +7, Listen +3, Navigate +5, Repair +5, Search +9, Sense Motive +3, Spot +5, Survival +5, Tumble +1

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Expertise, Deceptive, Exotic Firearms Proficiency (rocket launchers), Exotic Firearms Proficiency (Machine Gun), Improved Autofire, Meticulous, Personal Firearms Proficiency, Point Blank Shot

Talents (Dedicated Hero): Empathy, Skill Emphasis (Knowledge [Tactics]), Faith

Talents (Smart Hero): Savant (Knowledge [Tactics]), Exploit Weakness, Plan

Possessions: Concealable Vest, HK G3 with scope

If the PCs succeed in taking the camp but fail to stop the suicide group from leaving, proceed to Episode 5. If the PCs fail to take stop the suicide group from leaving and retreat to their vehicles to stop them, proceed to Episode 6. If the PCs succeed at stopping the suicide group and take the camp, proceed to Episode 7.

EPISODE 5: ATTACKING THE CAMP

Taking on the terrorists in their camp is difficult for the PCs, but not impossible. The buildings offer little protection from penetration, although they do provide some cover from visibility. The TIF terrorists will fight with their AK-47s, but the Insha Allah terrorists will attempt to fight with the M60 in the When half of the terrorists in the camp are killed or severely wounded, the TIF terrorists flee, but the Insha Allah terrorists remain, including Mahmood, and fight to the bloody end. If the PCs disengage from the firefight, the terrorists take 5 minutes to regroup and then pursue the PCs through the jungle.

If the PCs gain free access to the camp, they can attempt to Search it. If the PCs make a successful Search (DC 12) test, they find:

- A man is imprisoned in the covered hole in the ground. He is starving, suffering from dehydration, and desperate to get out. If the PCs rescue him, he identifies himself as the driver of the cement truck that was stolen two weeks ago (he wears a filthy shirt bearing the logo of the construction company). He overheard the plans and knows that they intend to attack the NGC facility in Port-of-Spain.
- Evidence that the group plans to attack the NGC facility in Port-of-Spain, including maps of the facility, guard rotations, vulnerable points, and a map marked with the route to be taken.

- Evidence that the terrorists had multi-national contact with the Insha Allah insurgency in Iraq and that they received material and monetary assistance from them.
- Evidence that the TIF paid bribes to prominent ruling party members and government officials to avoid harassment and investigation of their activities.

There is a light pickup truck at the camp (assuming it hasn't been destroyed in the firefight). This can be used by the PCs to follow the suicide group or to reach their own vehicles.

If the PCs contact their control, he orders them to quickly gather up as much evidence as possible and then to pursue the suicide squad and stop them in any way possible. He does not know if the local police are capable of stopping the armed terrorists, or even if they would attempt to. He will alert the security at the LNG facility, but it would be much better, and there will be fewer civilian casualties, if the PCs can stop the suicide squad before it reaches the facility.

EPISODE 6: CHASING THE BOMB

If the PCs know the route of the suicide squad from Episode 5, they can follow it without difficulty. However, if the PCs do not know the route, they must attempt to find the cement truck and the cargo truck by reviewing their maps and choosing the most likely way out of the jungle (a Navigate skill check, DC 15). Failure results in an automatic failure on one of the subsequent Drive tests (see below).

If the PCs take the vehicle at the camp, they can pursue the suicide squad shortly after the camp is secure. If the PCs return to their own vehicles, it becomes more difficult to catch up to them due to the necessary time involved. This adds a +4 to subsequent Drive tests.

For the purposes of the chase, the PCs can catch up to the suicide squad in one of three areas: loosely populated jungle roads, among moderately populated towns, and in the densely populated area near the Port-of-Spain LNG facility. PCs driving the vehicles must make a Driving test, DC 10, to catch up to the terrorists. The number of successes determines where the final conflict occurs, according to the following chart (as well as the number of casualties that will occur if the bomb is detonated there).

# of Successes	Conflict Location	# of casualties
1	On densely populated urban roads in Port-of-Spain	2d20
2	Among moderately populated towns	1d6-2
3	On loosely populated jungle roads	1d8-4
0	PCs fail to catch up with the bomb, proceed to Episode 7	2d20+NGC facility

When the PCs reach the suicide squad, the cargo truck slows to block or slow them. The terrorists in the back of the truck attack with automatic weapons and an RPG launcher (3 grenades). In the cargo truck, there is a driver and five terrorists in the back (four TIF terrorists and two Insha Allah terrorist). The driver has $\frac{3}{4}$ cover but those in the back have only $\frac{1}{4}$ cover.

Once the truck is out of the way or behind the PCs, they can attempt to stop Al Din. His passenger, a TIF terrorist will fire on the PCs. Both have $\frac{3}{4}$ cover. Stopping Al Din without detonating the bomb requires a quick-kill solution, as he will push the button if he believes that his mission is thwarted.

If the PCs fail to stop Al Din, he smashes his way through a guard point and succeeds in driving the cement truck to an LNG storage tank, where he detonates the bomb. The explosion is immense and can be heard from a dozen miles away, and people all over the island can see the black mushroom cloud that

rises into the sky. The explosion also damages other tanks and within a few minutes the entire facility is in flames. The price of LNG rises on the streets, and new fears ripple throughout the world (especially the United States) that its energy supply is not nearly as safe as it was once thought to be.

EPISODE 7: BUGGING OUT

At the end of the adventure, regardless of whether the PCs successfully stop Al Din and the suicide bomb, their control orders all surviving PCs to immediately return to the airport, where they are flown out of the country to their point of origin on a waiting jet.

If the PCs were successful and are members of the United States military or civilian government (such as CIA agents, etc.), they are rewarded with the promised bonus to their rank advancement. If the PCs are members of a private military corporation or security firm, they are paid the remaining \$5,000, regardless of success or failure.

If the PCs recovered evidence that the TIF had bribed ruling party politicians and officials, the opposition party uses this to call for a no-confidence vote that results in a defeat for the ruling Prime Minister. The PCs contact, Srinivas Veerapan, is later elected to the post of Prime Minister.

If the PCs were able to get photographs of the Inshah Allah terrorists in the TIF compound, the CIA examines the photos and the terrorists identified as senior members of the Insha Allah terrorist organization.

ORGANIZATIONS

TASK FORCE 121

The unofficial name (this group has also been referred to as Task Force 5 in Afghanistan and Task Force 20 in Iraq) for an elite group comprised of Special

Forces, Delta Force, SEALs and agents of Central Intelligence, Task Force 121 takes on missions even more challenging (and dirty) than those given to other special operations units. Arab-speaking soldiers and intelligence agents, Task Force 121 is notorious for entering countries in civilian dress (often without the knowledge or consent of the government of that country) and moving on intelligence without contacting superiors when speed is of the essence.

Units like Task Force 121 have existed for longer than there has been a Central Intelligence Agency. The precursor to the agency, the Office of Strategic Services frequently found itself operating behind enemy lines with special operations groups including the British Commandos, the French Maquis and the American Rangers. In the conflicts after World War II the newly formed Central Intelligence Agency frequently worked with special operations forces, particularly in the Vietnam conflict when participation in so-called “paramilitary” operations was considered a badge of honor by the Agency (in the words of an agent of this period “Until you’ve eaten with a Montagnard you are not a real agent”).

Today, as the War on Terror becomes a paramount concern, special operations forces and intelligence agents seem to be working hand in hand once again. This group is largely responsible for the capture of Saddam Hussein in Iraq and is heavily involved in the hunt for Osama bin Laden in Afghanistan. Agents of Task Force 121 have also been operating in the Horn of Africa (including Somalia) for well over a year and have conducted official and “unofficial” missions in Somalia on numerous occasions.

If possible information on these missions are kept from media attention as they could harm the reputation of both Central Intelligence and Special Operations Command or (perhaps worse) cause Congress to add restrictions to these agencies ability to work together or even reduce their budgets. Missions include, but are by no means limited to:

assassination, reconnaissance and “snatch” mission (the kidnapping of an individual either for arrest or interrogation).

During the hunt for Saddam Hussein, members of Task Force 121 used cash, green cards and threats of physical violence to “convince” former members of Hussein’s regime into divulging information about his hiding places and potential whereabouts.

Following the capture of Hussein this group turned their attention to capturing terrorist leader Abu Musab al-Zarqawi, a leading al Qaeda operative whose capture or elimination has been placed on a par with Osama bin Laden’s. The closest the unit has come to capturing Zarqawi was in Falluja. However by the time they arrived at the city he had disappeared.

The willingness (and indeed necessity) of this group to act autonomously, with little or no contact with superiors was described by author James Dunnigan as “playing speed chess in the dark- when an opportunity appears you determine where the enemy is and go for the throat”.

UNIT REQUIREMENTS

To qualify for Task Force 121 a character must meet the following criteria.

BAB: 5+

Skills: Knowledge (tactics) 5 ranks

Feats: Urban Warfare, Desert Warfare

Special: Counter Terrorist class ability

UNIT FEATURES

All of the following are features of Task Force 121.

These specialties and abilities take effect 30 days after you join the unit and last until 30 days after he leaves the unit. Any additions to your bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless you transfer to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after you stop working with the units in question.

Unit Specialties: +4 bonus to Reputation when dealing with terrorists (including the Reputation modifier’s effect on skills granted by the Counter Terrorist class ability).

Unit Abilities: You gain access to the Semper Fi class ability when working with other members of Task Force 121 only (normally Semper Fi affects any Teamwork feats the character possesses).

You also gain a +2 morale bonus to attack and damage when combating terrorists.

INSHA ALLAH

The central antagonists in the adventure will be members of this new, radical extremist group. Insha Allah means “the will of God” and is a very common Arabic phrase usually used to denote the future (in other words everything to come is the will of God). The name thus serves three purposes for the organization: it is common and attracts little attention even when used in open conversation, it links the organization to God and shows that the organization will write the future.

Holy Wars: United States Military (especially Iraqi presence), moderate Iraqis, Israel.

Operatives: Iraq, Saudi Arabia, Jordan, Syria (despite a widespread presence in the Middle East there are many areas even there where this group has no presence- it is particularly disliked in Egypt and will have a hard time gaining any ground there).

Size: Small

Home Base: Baghdad, Syria (the organization’s main training base is located here)

Cells: Saudi Arabia, Jordan

Financial Resources: +25 (backed by a Jordanian billionaire, with equipment and training provided by the government of Syria).

UNIT REQUIREMENTS

To qualify for Insha Allah a character must meet the following criteria.

BAB: 5+

Skills: Demolitions 5 ranks, Knowledge (tactics) 5 ranks

Feats: Urban Warfare or Desert Warfare

UNIT FEATURES

All of the following are features of Insha Allah.

These specialties and abilities take effect 30 days after you join the organization and last until 30 days after you leave the organization. Any additions to your bonus feat list are lost immediately upon leaving the organization.

Unit Specialties: +4 competence bonus to Demolition and Craft (chemical) skill checks for creating improvised explosives.

Unit Abilities: You also gain a +2 morale bonus to attack and damage rolls when combating infidels (anyone listed in the Holy Wars entry for Insha Allah).

TRINIDADIAN ISLAMIC FRONT

Self-proclaimed imam, Abrahm Al Din, founded the Trinidadian Islamic Front (TIF) in 1975. Al Din sought to create an Islamic state in Trinidad and to overthrow the elected government. He gathered like-minded people and established a communal environment. In addition to proselytizing to Trinidad's underclass, TIF members also engaged in criminal activity to fund their activities.

Unrest within the group and several internal purges prevented the TIF from becoming more than a nuisance to the Trinidad and Tobago government until 1990, when Al Din attempted a coup. He and his followers stormed the parliament building during a session when the prime minister was addressing the members of parliament, and he took the entire

group hostage. After five days, during which the people failed to rise up to Al Din's side, he forced the prime minister to grant them general amnesty in exchange for his release. Al Din and his followers were immediately arrested, but their conviction was overturned on appeal to the supreme court and he and the others were released.

After the 1990 coup attempt, Al Din reformed the organization in the hopes of becoming a legitimate political entity. However, its unpopularity in the wake of the coup attempt led to its failure in the political sphere, and the organization relied more and more heavily on its illegal activities for funding. By 1998, Al Din was entirely preoccupied with TIFs underworld dealings and seemed to have crossed the line from being religious fanatics to just another gang.

However, in 2001, after the September 11th attacks on the United States, Al Din resurrected his fanatical religious zeal and reformed TIF along the lines of its current religious extremist position. In 2004, while seeking expertise and funding from like-minded extremists, Al Din welcomed several experienced men from Insha Allah into the TIF.

The TIF is not very particular about who it calls a member. New recruits are chosen for their religious views as much as any other qualification. Also, training and funding has been sporadic. Consequently, TIF members tend to be of inferior quality compared to their more experienced and dangerous Insha Allah trainers.

Holy Wars: US and British citizens and businesses in Trinidad and Tobago, the elected government of Trinidad and Tobago.

Operatives: Trinidad and Tobago, the United States (Florida)

Size: Small

Home Base: Trinidad

Cells: United States (Orlando, Florida—although this cell acts only as buyers and sellers of weapons and drugs)

Financial Resources: +12 (funded primarily through illegal activity, such as drug and weapons trading, as well as new funding from Insha Allah).

UNIT REQUIREMENTS

To qualify for TIF membership a character must meet the following criteria.

BAB: 2+

Skills: Knowledge (Theology & Philosophy) 3 ranks

Feats: Personal Firearms Proficiency

UNIT FEATURES

All of the following are features of the TIF.

These specialties and abilities take effect 30 days after you join the organization and last until 30 days after you leave the organization. Any additions to your bonus feat list are lost immediately upon leaving the organization.

Unit Specialties: +2 competence bonus to Demolition and Craft (chemical) skill checks for creating improvised explosives, Home Turf feat when fighting in Trinidad and Tobago.

Unit Abilities: You also gain a +2 morale bonus to attack and damage rolls when combating infidels (anyone listed in the Holy Wars entry for TIF).

TRINIDAD PRIMER

The Republic of Trinidad and Tobago is one of the most prosperous countries in the Caribbean, due in large part to petroleum and natural gas deposits, as well as a vibrant tourism industry. Although Trinidad and Tobago is considered a developing nation, it has many of the luxuries of a first-world nation. It has a history of political stability and positive international relations.

HISTORY

Trinidad came under British control in 1797, prior to which, it had been a colony of France and then Spain. Britain retained control until 1962, when the country was granted independence. Trinidad and Tobago are a part of the British Commonwealth of Nations, and the country retains a very Anglo-centric government organization, with a bi-cameral parliament and a judiciary based on English common law.

In 1990, the Trinidadian Islamic Front (TIF) attempted a coup. Gunmen, including Abraham Al Din, stormed the parliament building, capturing the prime minister, his cabinet, and members of parliament. The hostage drama lasted five days until the prime minister declared an amnesty. After the release of the hostages, the gunmen were arrested but the amnesty upheld in international court, despite the fact that it had been issued at gunpoint. Al Din and the TIF gunmen were released and continued to be a thorn in the side of Trinidad and Tobago until today.

The most influential event in recent history has been the increased expansion of Trinidad and Tobago's energy industry. While petroleum and natural gas reserves were known and exploited to a small degree in the past, the development of these reserves increased exponentially in the 1980s and now represents the country's dominant industry. Trinidad is now the largest foreign source of liquid natural gas (LNG) to the United States and much of Europe. This growth has provided strength to the economy and the country as a whole has benefited. However, a rising crime rate is troubling the country, and law enforcement, which has been plagued by corruption, is struggling to keep up.

The current executive administration has distanced itself from the United States and fostered relations with regimes in Cuba and Venezuela. While the

US has issued statements of disapproval, the large influence Trinidad and Tobago has on energy policy has forced the US to be delicate in its diplomacy.

GEOGRAPHY

Trinidad and Tobago is located between the Caribbean Sea and the North Atlantic Ocean, northeast of Venezuela. The country occupies just 5,128 sq km and is slightly smaller than the US state of Delaware. The country has no borders, but is close to Venezuela. The climate is tropical with a rainy season between June and December. Both islands are predominantly heavily forested plains with occasional hills and low mountains. On Trinidad, two low mountain ranges are found, one in the north and one to the south. The country is outside the usual path of hurricanes and other tropical storms, although flooding and damage does sometimes occur during the rainy season.

ETHNICITY AND RELIGION

During the period of British control, the predominantly African population was supplemented by immigrants from northern India, leading to a roughly equal population of blacks (40%) and East Indians (40%), with minority populations of mixed groups (18%), Caucasians (1%), and other groups (1%). Major faiths include Roman Catholic (29%), Hindu (24%), Anglican (11%), Muslim (6%), and Presbyterian (3%). Over a quarter (27%) of the population describe themselves as "Other." Trinidad and Tobago has a long history of religious tolerance and interfaith conflict is rare, with the exception of the TIF. English is the official language, and Hindi, French, and Spanish are also spoken.

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