

tropicana



DIE

Fast!

Tropicana

DIE FAST

CREDITS

AUTHORS: MAURO LONGO, GIUSEPPE ROTONDO

COVER ART: IGOR MYSZKIEWICZ

EDITING: ANDY SLACK

LAYOUT: JREK WINNICKI

SPECIAL THANKS: MK

THIS GAME REFERENCES THE SAVAGE WORLDS GAME SYSTEM, AVAILABLE FROM PINNACLE ENTERTAINMENT GROUP AT WWW.PEGINC.COM. SAVAGE WORLDS AND ALL ASSOCIATED LOGOS AND TRADEMARKS ARE COPYRIGHTS OF PINNACLE ENTERTAINMENT GROUP. USED WITH PERMISSION. PINNACLE MAKES NO REPRESENTATION OR WARRANTY AS TO THE QUALITY, VIABILITY, OR SUITABILITY FOR PURPOSE OF THIS PRODUCT. ©2015 GRAMEL, TROPICANA, BEASTS AND BARBARIANS, DREAD STAR DOMINIONS AND ALL RELATED MARKS AND LOGOS ARE TRADEMARKS OF GRAMEL. ALL RIGHTS RESERVED. PRODUCED UNDER LICENSE BY STUDIO 2 PUBLISHING, INC. THE STUDIO 2 LOGO IS A TRADEMARK OF STUDIO 2 PUBLISHING, INC. ALL RIGHTS RESERVED.



An introductory adventure for Tropicana, for 3-6 Novice Heroes or a Startup Agency. Hails of bullets, chases, fights, deadly mysteries, windows smashing and shards of glass everywhere; find out the secrets of that damn corpse everybody wants to get their hands on!

INTRODUCTION

On the sunny road that goes along the beautiful beach of Bahia del Sol, the heroes find themselves in the middle of a shooting, a hail of lead pouring onto an old Kombi cabover panel van. And from there, things only get worse!

GAME MASTER BACKGROUND

Said Hosseini, "The Beast", the big Azeri mafia godfather, has lost track of his most trusted man, almost a brother: Mirkamil Cossu. Actually, "Mirkamil" is really called Jean, and he is *also* a trusted henchman of the European gangster Gaspard Charaude, "El Brujo". In addition, Jean Cossu has been betraying both his employers for years, pocketing their money and selling their secrets to other bands; he is *also* an undercover police officer and an informant for the Tercio, and for years has been having affairs with Hosseini's wife and daughter, Sevda and Sirin. Recently, this scoundrel has converted the results of all these scams into a number of huge emeralds, also cheating the Mama Negra gem traffickers who sold him the stones. Then he swallowed the emeralds and took a drug created by a Calibanera so he could pretend to be dead, ready to disappear once and for all away from San José, thanks to the ingenious Sirin Hosseini.

But he hasn't gone far. The band of the Brujo have discovered the theft and tracked him down. When the game starts, the police and gangsters have just reached his panel van and a terrible gunfight begins.

HIRED OR COMPROMISED?

The party can get involved in this gigantic manhunt in various ways.

If the heroes are part of an Agency, Said Hosseini himself might hire them to search

for Cossu, paying double the going rate for this kind of job, and providing some information on the case:

- * "Mirkamil" is a good French-Azeri guy, his most trusted lieutenant;
- * Recently he was investigating within their own organization, looking for a traitor who sold their secrets to the band of the Brujo (actually the same Cossu);
- * Hosseini cannot use his henchmen in the manhunt, because one of them might be the traitor, nor, of course, could he ask the police.

The investigations, whatever they are, soon lead the heroes to Bahia del Sol, where Cossu was recently spotted in his Kombi, a van with palms and waves painted on the sides, and a large surfboard case fixed on the roof.

If the heroes are adventurers and rascals not involved in an Agency, or even simple characters who just happened to be there, let them be sitting at the tables of a bar, when Scene 1 begins.

SCENE 1 - SUNSHINE, WITH A HAIL OF BULLETS

While the heroes are hanging around in Bahia del Sol, looking for Cossu's van, or are simply at their bar tables, a dozen Guardia Civil officers are carefully surrounding a Kombi (the one belonging to Cossu, if they are actively checking for it).

A second later, a couple of black vans arrive from the opposite direction and open fire on the Guardia Civil. The heroes find themselves in the middle of a shootout between public agents and the gang of the Brujo.

The situation: Even though the characters are not the targets, they still risk getting

hit. Deal Action Cards to players as for a normal combat. Those who receive a 4 or less get hit and suffer 2d6 damage! This risk continues in all the following rounds, until the characters find suitable cover (entering a shop, or hiding behind a kiosk, phone booth, souvenir stall, or similar). If they manage to take cover, they can enjoy the scene... for one round.

At this point, a successful Notice roll reveals that the Kombi is armored, and heroes scoring a raise see a strange, plain-clothed man (neither a Guardia nor one of the attackers) sitting on a bench, apparently not worried by the shootout, who carefully observes the situation (he is Senor Diaz).

Next, the heroes see a young girl (Sirin) who manages to slip into the van, starts the engine and is about to drive away from the shootout, while the heroes can hear the sound of several sirens approaching, and the noise from a military helicopter over their heads; there are more Guardia (and who knows what else) coming to the scene!

The heroes might well want to get into the van themselves, before it gets away. If they don't, the van comes to them, crashing through whatever they were hiding behind in a desperate attempt to avoid the Guardia and gangsters, and Sirin calls to them to jump inside – they're all under fire and she's not confident she can drive well enough to get away. In any case, whether the heroes go for the van, or the van crashes into their cover, they must again draw an action card and a bullet (2d6 damage) hits those who receive a 6 or less (after all, the van is everyone's target).

If, during this scene or the next, the heroes manage to interrogate a policeman or a gangster, they find out that:

- * Guardia Civil - Cossu is one of their undercover agents and they are looking for him because he has been missing for days;
- * Gangsters - Cossu used to work for them, but he has stolen 20 million dollars from the Brujo.

SCENE 2 - THE STREETS OF SAN JOSÉ

Once in the Kombi, in the front seats or inside the back, the heroes find themselves in a deadly chase, with gangsters in black vans and the police on their heels. The purpose of this Chase is to escape the police, let them arrest the gangsters, AND have both of them lose track of the heroes.

Driving the vehicle, at least initially, is a young and beautiful girl. She is Sirin Hosseini, daughter of the Azeri boss, but she introduces herself just as Sirin (even if the heroes work for Hosseini). She welcomes the heroes on board by insulting them, but allows them to stay and save the day, if she sees that they are helping to lose the gangsters and the police. If asked, she says she knows Cossu, but she will not say anything else about the gangs and the fugitive, until they are safe. She also knows one of Cossu's hideouts and says that the best thing would be to hide there and lose the pursuers that way.

Chase: Standard Chase, 5 Rounds (Driving).

Cossu's Van: Van (Acc/TopSpeed: 14/27; Toughness 15 (6); Crew: 1+7). Sirin has Driving d8.



Sirin Hosseini: See Veteran Criminal in Tropicana, and add Driving d8 and Very Attractive.

3 Black Vans: Van (Acc/TopSpeed: 15/30; Toughness 12 (3); Crew: 1+7), each manned by one driver (Driving d6) and 4 gangsters. See Gangsters in Tropicana.

3 Guardia Civil Cars: Car (Acc/TopSpeed: 20/40; Toughness 11 (3); Crew: 1+3), each manned by one driver (Driving d6) and 2 Guardia. See Guardia Civil in Tropicana.

Variations:

Depending on how they reacted to the first scene, the players might well join the chase with their own vehicles. The pursuers will only attack them after they prove to be a threat.

One of them might take the driver's seat on Cossu's van, if he is a better driver than Sirin.

Note: Even if the pursuers manage to wreck the van (probably with a Force action) before the end of the Chase, the vehicle must still manage to reach the disused warehouse (see next scene). Sirin was trying to lose the pursuers by circling around the warehouse, so she can still make a desperate maneuver to get there. The price, for the characters, is that they must make a Vigor roll to avoid fatigue as per Bumps and Bruises (see Savage Worlds).

SCENE 3 - FAMILY REUNION

Cossu's hideout is a disused warehouse in the industrial area: thick walls, heavy gates and large windows, five yards from the ground. Once they've lost their pursuers and entered the garage, the heroes have an unpleasant surprise and are quickly surrounded by a bunch of Azeri mafia-women, led by the buxom and passionate Sevda, Boss Hosseini's wife and mother of Sirin.

Sevda's Girls (One per Hero, +2): See Veteran Criminals in Tropicana.



Sevda Hosseini: See Veteran Criminal in Tropicana, and add Attractive.

After the second round of combat, Sevda and Sirin recognize each other, and Sevda orders her soldiers to hold their fire. Wounded heroes have a chance to tend to their wounds.

The two women start a loud quarrel, half in English and half in Azeri Turkish. It turns out that both knew Cossu and his hideout because both were his lovers!

The dispute between the two ends abruptly when Sirin reveals that Cossu is dead.

And that's exactly when Hosseini, who has tailed Sevda, reveals himself. "The damned son of a...! So that's how it is? I trusted him and he seduced my wife AND my daughter? I guess he was the traitor as well! He stole twenty million dollars from me!" His men, in the meantime, point their guns at everyone, waiting for his orders.

The heroes might want to explain their position before getting shot for no real reason. Unfortunately, Hosseini is completely furious, and convincing him to let the heroes go requires a successful Persuasion roll (-4).

Heroes with the Alertness or Danger Sense Edges are allowed a Perception roll. On a raise, they notice that Sirin's poker face seems to know more than she has revealed so far.

Whatever the result of both rolls, it's time for the next scene.

SCENE 4 - JUST WHEN YOU THOUGHT THINGS COULDN'T GET ANY WEIRDER...

Hosseini wants to massacre everyone (even the heroes, now that they know of his humiliation, unless they convinced him to let them go), but as soon as he orders his men to kill everyone, a group of Eperanzanos riding dirt bikes come crashing through the large windows of the garage!

These traffickers have provided Cossu with \$40 million in emeralds, but received only \$20 million (the other notes were counterfeit, and also the first 20 had been stolen from El Brujo) and now they're looking for him.

Esperanzanos (One per Hero, +5): They want to kill everyone! See Esperanzanos Street Fighters in Tropicana, but add Driving d6. They also have Uzis (12/24/48; 2d6 damage; RoF 3; AP 1, Auto) and are riding dirt bikes (Acc/TopSpeed 15/32; Toughness 8 (2); Off Road; +4 Toughness vs jumps).

Hosseini's Thugs (One per Hero, +1): They fight the Esperanzanos and Sevda's girls. They fight the characters only if they failed to Persuade Hosseini. See Veteran Criminals in Tropicana.



Hosseini: See Veteran Criminals in Tropicana.

Sevda's Girls (those who survived the previous scene): They fight the Esperanzanos. See Veteran Criminals in Tropicana.

If the heroes do not think of it themselves, they see Sirin getting inside the Kombi and trying to run away again. Before she manages to start the engine of the battered van, the characters have one round to jump in. If the heroes decide to take the van and leave, Sirin will try to jump in, or follow them.

She is the only person who knows where Cossu and the emeralds are and the best thing would be to pursue her (with the dirt bikes or other vehicles) or run away with her.

SCENE 5 - COMPLICATIONS, AGAIN!

Once back on board the riddled (but still armored) Kombi, or following it with other vehicles, the heroes find themselves engaged in another crazy pursuit. This time a golden limousine comes out from behind a corner: it's Dalilah, a leader of the Mama Negra, who begins ramming the van, trying to force it off the road. The crazy ride takes place along a trail leading away from the city to the slopes of the Malibuya volcano, so the police do not have time to join the party. But soon, some military helicopters fly up, point their spotlights at the vehicles and target them with bursts of machine-gun fire, ordering them to stop with their megaphones. Even if the heroes win the duel with the limousine, the helicopters' fire will probably send everyone off-road.

This scene is a standard Chase. For the first two rounds, the only opposition is Dalilah with her limousine, trying to Force the van, or shooting at it if out of range for a Force action.



Dalilah: She is a Wild Card Esperanzanos Little Mama (See Tropicana), with Driving d6, and an Uzi (12/24/48; 2d6 damage; RoF 3; AP 1, Auto).

Dalilah's Armored Limousine: Acc/TopSpeed: 18/33; Toughness 14 (6).

After round two, three military helicopters join the chase.

2 Helicopters: Acc/TopSpeed: 18/44; Toughness 13 (5); Crew: 1+1. Besides the pilot, each helicopter is manned by one soldier who fires a Gatling machine gun (24/48/96; damage: 2d8; RoF 3; AP 2).

Soldiers (2 per Helicopter): See Armada Private in Tropicana. The pilot has Piloting d6, and uses this skill for the Chase.

If Sirin is driving the van, she drives towards the jungle. If she is on board and one of the characters is driving, she instructs the driver, and leads the van into the jungle. If she is following them with a dirt bike, she signals the heroes to follow her, heading towards the jungle.

The van reaches the jungle at round 4 of the Chase. Inside the jungle, the following modifiers to apply:

- * Limo: -4 to Driving rolls.
- * Van: -2 to Driving rolls.
- * Dirt bikes: -1 to Driving rolls.
- * Everyone: -2 to Shooting rolls.

SCENE 6 - WELCOME TO THE JUNGLE

If the Heroes outrun both Dalilah and the military, they end up safely ... out of gas! If the van is wrecked, hit by bullets or Forced off the road by the limo, the Kombi goes astray and begins to descend steeply along a ridge, south of the volcano (on the other side of the mountain above the town).

The character driving the van must make a Driving roll (-2). If the roll fails, all characters on the van must make a Vigor roll as per Bump and Bruises rules (see Savage Worlds).

Once at the bottom of the slope, the heroes might think they still need to run, or hide, but Sirin (if the heroes haven't figured it out

yet) finally points at the surfboard case on top of the van and explains that Cossu is in there. They cannot leave him there!

Sirin finally explains that the day before Jean called her and told he was poisoned by the Mama Negra, and that he had only a few hours of life (Dalilah, if present, will deny everything). His last wish before dying was to be taken back to France, and Sirin consented to his last request. She knows nothing about the emeralds. They are probably in the surfboard case together with the body.

Even as this debate is taking place, while Delilah might come and helicopters are coming closer, a small man arrives on a jeep. He is quiet and polite, dressed in civilian clothes and with a nice pair of glasses. "Do you need a ride?" The heroes might remember him from the first scene, and the man introduces himself as Señor Diaz. Diaz never explains who he is, but he carries a huge assault rifle to avoid any discussion. He is an operative of the Tercio, the secret service of San José, and he is determined to put an end to the whole story. Cossu also worked for the Tercio, informing on the criminal gangs of the city, and he might have important secrets hidden with his body (in addition to emeralds) that must not get out of San José.

SCENA 7 - GRAND FINALE

Threatening the heroes with his weapon, Diaz orders them to open the case.

The case is not a common one. It's armored, heavy, and closed in some way that does not allow opening (it is locked from the inside).

The heroes must pick the lock (Lockpicking -2). Inside, they find the body of Cossu, apparently dead ("But why the hell is it locked from the inside?"), in a perfectly padded and shockproof compartment.

When they try to lift the body, they see that under Cossu there is a bed of iron pellets. At that very moment, the movement activates a timer, counting down from 20 seconds, connected to a bomb.

The characters must decide if they want to try to defuse the bomb or simply run away, with or without the body.

Defusing the bomb is a standard Dramatic Task. If the heroes attempt it, Sirin, Diaz (and Dalilah, if she is there) will instantly flee. Except, the bomb is a fake!

The heroes, with or without Cossu's body, can now drive away through the jungle in the secret agent's jeep, while the helicopters are coming behind them.

CONCLUSION

Cossu has hidden the emeralds in a thin plastic bag, which he has swallowed, tying it to one of his teeth with a nylon cord. Pulling the thread out of his mouth, the heroes can retrieve the emeralds, which are worth 40 million dollars.

But the bag is also full of a gaseous venom, the very same that Cossu has inhaled.

This substance puts the body into a state of apparent death for about 48 hours. Cossu's plan was to be shipped into France as a corpse, and to "return from the dead" and enjoy his emeralds...

While they are gloating over the find, the heroes are poisoned by the fine powder and fall into a dreamless sleep for two days. In the meantime, Cossu himself awakens, and while the heroes are in a state of temporary death, takes back his emeralds, takes their documents, weapons and money and runs away.

Alternatively, if the heroes manage to avoid Cossu's last trick and to keep the emeralds, they will still have the Hosseinis, the Mama Negra, El Brujo, the Guardia Civil, the Tercio and the army on their heels ...