

Mission 2

LOCATIONS

- MEXICO, Cancun

<http://en.wikipedia.org/wiki/Cancun>

<http://wikitravel.org/en/Cancun>

- BOAT : Weißer Schwan

[http://au.yachtworld.com/core/listing/boatFullDetails.jsp?](http://au.yachtworld.com/core/listing/boatFullDetails.jsp?boat_id=1971602&ybw=&units=Meters&cy=AUD&access=Public&listing_id=978&url=)

[boat_id=1971602&ybw=&units=Meters&cy=AUD&access=Public&listing_id=978&url=](http://au.yachtworld.com/core/listing/boatFullDetails.jsp?boat_id=1971602&ybw=&units=Meters&cy=AUD&access=Public&listing_id=978&url=)

USEFUL TOOLS

Google Earth is a great tool for getting a feel for Cancun.

[Bandit Country](#)

BACKGROUND

Schendorf Pharmaceuticals is a massive European pharmaceutical research corporation. It operates several laboratories throughout Europe and South America, developing and patenting medical therapies and drugs. These Patents are then sold or leased to other parties to be used in manufacturing medicines.

To facilitate these multi-million dollar negotiations Schendorf Pharmaceuticals owns and operates an extravagant motor yacht, the Weißer Schwan (White Swan). The Weißer Schwan cruises throughout the Bahamas and the Gulf of Mexico.

One of Schendorf Pharmaceuticals' premier research labs has recently concluded a 5 year project investigating stem cell cancer therapies. They will soon make the announcement that they have developed therapies that will neutralise most stomach and bowel cancers.

The team has been given a well deserved vacation in Cancun and will then take a 3 day cruise on the Weißer Schwan to Miami where they will attend a Medical Conference and announce the results of their research. Schendorf Pharmaceuticals can then start taking bids from the premier manufacturers, using the boat as a base for negotiations.

OPERATION

The purpose of the Operation is to facilitate the live capture of Dr Siegmund Parsifal Filibert, lead cancer researcher for Schendorf Pharmaceuticals. As per the Tasking below, the Operators will gain access to the transceiver and GPS codes of the Weißer Schwan when they are supplied to the Mexican Authorities prior to departure of the boat from Mexican territorial waters. They will then infiltrate the service staff component of the boats crew and will disembark with the boat from Cancun.

During the first 12 hours on-board the Operators will covertly photograph every person on the boat; crew and passengers. A covert tap will be made into the boats satellite uplink and these pictures will be uploaded to a predetermined Facebook page.

At about 0200 local on the morning following the second night the Operators will receive a signal indicating that it is time to initiate the Key Task. They are to covertly throw the principal (Dr Filibert) overboard wearing the supplied flotation device. It is imperative that none of the crew or passengers are aware that this has occurred. He will be retrieved by a trailing vessel.

The Operators are then to remain on-board. It is likely that the fact that the principal is missing will be discovered prior to docking in Miami and that a search will be initiated. Eventually, however, the boat will take port and the Operators can disperse.

PRINCIPAL

Dr Siegmund Parsifal Filibert

Dr Filibert is a German citizen aged 52, never married. One younger brother living in Bonn, sporadic contact. Parents deceased. He is a medical researcher specialising in Stem cell therapies. He has no serious allergies and was passed as 'fit and capable' during his most recent annual medical check-up.

He is somewhat introverted and tends to disengage social contact with persons who he does not know. He has a task-oriented mind set and can exhibit frustration or other mildly aggressive behaviour when exposed to situations or people who inhibit his focus.

Dr Siegmund Parsifal Filibert is one of the most valued researchers of Schendorf Pharmaceuticals. Whenever he is in public he is protected by a team usually numbering 4: Driver, Personal Assistant plus two floating security. All are trained in close protection, first aid and are kept informed of potential threats by corporate security.

THREATS

Schendorf Pharmaceuticals Corporate Security (SPCS)

SPCS has deployed a 8 man team to Cancun. The Team Leader is based in their room in the Hotel Fiesta Americana. He maintains communications and allocates tasking. His second in command liaises with Mexican law Enforcement and internal security to monitor emerging threats. The remaining 6 are allocated as necessary to provide security to the research team. They prioritise Dr Filibert in all security considerations.

TASKING (FOR PLAYERS)

TASK: Transponder Codes

As a standard procedure for departing Mexican Territorial Waters, Captain Maurer of the Weißer Schwan will send Navigator David Schwinn to lodge documents with the Port Authorities. Included in these documents are GPS and radio transponder codes. A vessel the size of the Weißer Schwan has to provide these details to ensure that the Mexican or US Navies/ Coast Guard don't mistake her as a hostile vessel. Considering the proximity of Cuba to the route and the proliferation of waterborne drug couriers in the Gulf of Mexico, this is a vital procedure for a passenger vessel.

The first task of the mission is to gain access to these codes. This must be done covertly so as not to alert the crew. This will involve either accessing the documents prior to lodgement or infiltrating the Port Authority office following lodgement.

TASK: Infiltrate the Crew

False identities have already been arranged for the Operator(s) to join the crew as service staff. They must proceed to the dock at 6am the following morning and will be processed onboard by a labor agent who will give the cover passports to the Ships Steward; Anita Jantz. All of the service staff are Mexican so some degree of disguise may be necessary.

TASK: Tap into the Satellite Uplink

It is necessary to establish a covert tap into the boats communications system, leaving an open port so data can be up and downloaded. This can be done via a remote device if one is brought onboard. Alternatively it can be done in the boats radio room.

TASK: Photograph the crew and passengers

Every member of the crew and each of the passengers must be covertly photographed so that the face is visible in the image. These images must then be uploaded via the covert tap to a predetermined facebook page.

KEY TASK: Capture the Doctor

At approximately 0200 local time the Operator(s) will receive a signal via the uplink tap. They are to locate the Principal, get him to the rail, fit him with the floatation device and throw him overboard. It is of absolute importance that this is done without being noticed by the ships crew or passengers. He will be collected by a trailing vessel. He must not be injured during this process as he may be in the water for a while prior to being retrieved.

TASK: Search and disperse

It is likely that the fact that the Doctor is missing will become apparent the following day. A thorough search of the ship will follow so any items or gear that would bring suspicion on the team must be disposed of by this time. Once it is apparent that the Doctor is not onboard a sea search will be initiated. This will involve turning back to backtrace the course and bringing other vessels in the area and likely the US coastguard will become involved. This will eventually be abandoned and the ship will proceed to port. There will be an investigation and everyone onboard will be interviewed. Following that the team are to disperse.

EQUIPMENT SUPPLIED

Flotation assistant. Looks like a can of spray polish. When base is twisted it deploys and inflates a flexible rubber donut that can be fitted around the torso, under the arms. A short range transponder will activate when it has been deployed and is wet.

EVENTS (For the Narrator)

GETTING THE CODES

When the Weißer Schwan has docked the Captain will send his Navigator, David Schwinn along with a couple of security guards (plain clothes) to lodge the documents. They will drive a supplied hire car to the Port Authority in Puerto Juarez, about 12km along the coast.

The Port Authority is a typical government office staffed by underpaid government employees. The ground floor office has a seating area. Posters in Spanish and English advertise marine safety tips and advertise various nautical and fishing rules and regulations.

A waiting area is roped off and four teller booths service the customers, two are currently closed.

Navigator Schwinn will line up behind a couple of blue water sailors. He will lodge his paperwork when they are done. This will take a couple of minutes and he will pay a fee in cash.

They will then return to the boat.

The two most obvious options are to access the documents enroute or to break into the Port Authority building that evening. These are paper documents and the information on them will not be transferred electronically until the following day. That will be too late for operators who plan on infiltrating the Weißer Schwan's crew.

If the team choses a break-in as the method for getting the codes, Security at the Port Authority office is not very tight. A basic alarm setup with motion detectors and closed circuit cameras. If the alarm system is not neutralised, Law Enforcement will get there within 5 minutes. The current state of Mexicos drug war means that they will shoot first and ask questions later. The documents can either be in an in-box on the ground floor or can be filed upstairs in the archives, depending on how challenging you want to make this task. If the team choses to access them prior to lodgement they will need to be able to plan and execute quickly. There will not be much time to make an intercept.

If Navigator Schwinn or the gurards become aware that the documents have been read, he will change the codes at the Port Authority Office. The following morning, at the departure of the boat, Mexican police will be at the dock and the security guards will point out anyone that they recognise. The cruise will be cancelled and the lab team will be flown to Miami via a private jet under heavy security.

If the Operators break into the Port Authority building to steal the codes and are discovered in the act, Mexican law enforcement will respond. It is unlikely that the Captain of the Weißer Schwan will be informed unless it is obvious that the break-in was targeting the codes from his boat.

INFILTRATING THE CREW

When the team arrives the following morning to board the ship they will be met by a dowdy mexican labor agent. He will take their cover passports and hand them over to Anita Jantz, ships Steward. If there is any chance of team members being recognised from activities the previous day, make disguise or social checks for them to pass. Unless they were overt in their actions, this should be an intimidating roleplaying scene, not based on the roll of the dice.

Each member of the service crew is allowed a single carry on bag. Make sure that the team members list anything that they bring such as weapons or tradecraft tools. They must also bring the floatation device.

They will be given a few minutes to dump their bags in the forward cabins and will then be given a 60 minute tour of the boat focusing on the service aspects. Galley, access, etc.

Each is given a device like a mobile phone. It can be used as an intership communicator and the passengers and crew can call them through it or lodge orders. It can also be used to control any of the audiovisual equipment on the boat.

They are told that they cannot go into the officers quarters, engineering space or any of the control rooms such as the bridge or radio room without escorts.

Use this as an opportunity to introduce the boat to the team. It is an amazing vessel with luxurious fittings and should be promoted as such. Study the information and photos of the boat so that you are familiar with the layout.

DEPARTURE

The passengers arrive shortly after the tour and are taken to their cabins. The boat departs and cruises at 5 knots until it is several kilometers off shore. A breakfast is served for the passengers.

CRUISING

The Weißer Schwan accelerates to cruising speed; 15 knots and turns North into the Gulf of Mexico. For the first few hours they pass fishing and luxury craft. By lunch time there are no other visible craft.

Nothing of note happens that day. Lunch is served at 1200 local and at 300 local the boat comes to a full stop for an hour and the water deck is deployed. Drinks are served and fun is had.

The team should be photographing the crew and passengers and initiating the tap into the satellite uplink if they haven't already.

Use this opportunity to add a few vignettes that illustrate the personalities and frictions of the crew and passengers.

There is a party that night. Everyone gets involved. Insert a couple of vignettes. Perhaps one of the crew has snuck a bottle and gets drunk. Maybe a couple of the passengers get romantically entangled. Don't let the pace of the story slow too much but give plenty of opportunity to humanise the people on board.

The Weißer Schwan continues cruising throughout the night.

OFF COURSE

When not in use the numerous monitors and televisions throughout the boat display assorted tropical images and a map showing the position of the boat according to the ships GPS. If any of the team have independent GPS gear they will notice that the boat is not actually in the same position as indicated on the monitors. This is not obvious (none of the crew realise the discrepancy) so will only be noticed by someone who checks it.

The Weißer Schwan is actually about 100km West of its indicated position. The ships systems have been hacked via the covert tap and false position updates are being logged. This has been done by the capture team so when the search for Dr Filibert is initiated they will be searching the wrong area.

DAY 2

The passengers are a bit hung over from the previous night and some don't emerge until late morning. The weather is fine and the boat is making good headway. Insert a few vignettes to fill out the day. By mid afternoon the Weißer Schwan has passed to the West of Cuban territorial waters and turns to a heading of North East, towards Florida.

Lunch is a sumptuous affair and the boat stops again for an hour at 0300 local.

Dinner and after dinner drinks are more subdued than the previous evening. There is talk amongst the passengers about the coming convention and the excitement of presenting their research.

SIGNAL

At 0145 Local Time the team gets the signal. It comes through their ships communicators / remotes via the uplink tap. It is time to toss the Doctor. None of the other passengers are awake and the night crew is sleepy. The Weißer Schwan is making 15 knots in clear weather.

TOSS THE DOCTOR

Make this as easy or hard as you want. The Doctor is sleeping in the owners stateroom on the Owners Deck. This is good because it is at water level. The team must somehow get the Doctor from his room and overboard wearing the floatation device without anyone else noticing and without hurting him.

If you want this to be a real challenge, he is not sleeping alone. One of the other passengers is in bed with him.

HIDDEN AGENDAS

At this point the plan goes awry. The Patron has no intention of allowing the Weißer Schwan to proceed to Miami. When the Bandit(s) receive the signal to toss the Doctor an operation is already underway to retrieve him, assault the boat, kill everyone on board and then sink it. The Bandits are obviously not aware of this eventuality.

ASSAULT TEAM

At the time that the team receives the signal to toss the doctor there is a vessel trailing 5km aft of the Weißer Schwan. They have used the uplink tap to hack the radar to indicate clear waters. It has deployed 6 Rigid Hull Inflatable Boats (RHIBs) with muffled engine systems. One has a receiver tuned to the transmitter in the floatation device. The crew on that RHIB will retrieve the Doctor and confirm his identity.

Of the remaining 5 RHIBs, 3 contain assault teams, 8 shooters each in two teams of 4 armed with suppressed submachineguns. One has a standoff support team with a sniper and an automatic rifleman. The final RHIB has a medical and command team.

The support RHIB will located itself about 150 metres to Port side of the Weißer Schwan. The others trail.

The shooters are divided into 6 x 4man teams.

Each shooter carries the following:

1 x suppressed 9mm SMG + subsonic ammo

1 x teargas grenade

1 x gas mask

2 x door wedges

Comms radio with throat mike.

Soft ballistic vest

Compressed air inflatable floatation device

Printed flip book with photographs of all of the crew and passengers (as supplied by the Bandits)

1 shooter in each team carries a small fire extinguisher.

Each shooter RHIB has a single helmsman and a medic/security guy geared as above.

Each RHIB contains a fully stocked trauma medical kit and three hull breaching thermite charges.

The Support RHIB has:

a helmsman, a Sniper with scoped and suppressed M16 clone and a Support fires guy with Suppressed SAW.

ASSAULT PLAN

1. Objective: BOARDING

All of the Shooter RHIBs will advance to the aft deck of the Weißer Schwan and the shooters will climb aboard. One team will secure and hold the rear deck. The RHIBs will back off 100 metres to aft of the Weißer Schwan. The Support RHIB will take up a position 50 meters to Port and provide support fire if required. The Command RHIB sits back 50 meters to the aft, coordinating the assault.

2. Objective: TAKING THE BRIDGE

The 5 remaining shooter teams will proceed up the port and starboard aft stairs to the second deck. One team will remain at the aft of the second deck as the other 4 continue up to the bridge deck. Contacts will be engaged with lethal force but will not be pursued.

2 teams on either side will proceed forwards on the exterior walkways to take the bridge, move through and secure the radio room. Two teams will remain in this area as the other two work aftwards clearing all the rooms as they go. The boat will be brought to a full halt by the teams controlling the bridge.

3. Objective: SECURING THE BOAT

When the bridge deck has been cleared one team will proceed upstairs to clear the sun deck and the helicopter deck above that. The other team will descend to join the team at the aft of the deck below.

Both of these teams will then clear that deck. Room to room. Meanwhile, after clearing the top decks that team descends to join the team at the aft of the water level deck. They will hold this area until the deck above is cleared and they are joined by those teams.

At this point there are two teams holding the bridge and 4 teams back on the aft waterlevel deck. Three teams then proceed to clear this deck while one team calls up the RHIBs and takes the thermite charges.

4. Objective: SCUTTILING THE BOAT

When the water level deck has been cleared the thermite charges are set against the inner hull and three minute timers are set. The teams disembark in the RHIBs. The charges go off and burn through the hull. The boat sinks. They check for and eliminate any survivors in the water and then return to their mothership. Once they are aboard it changes course and cruises away.

COMPLICATIONS

- Armed Resistance

If the teams meet armed resistance they will call the Support RHIB to provide support fires and then seal the area using door wedges. If it is a thoroughfare or area that they need access to (such as on the waterlevel deck where they will need access to the inner hull to set the charges) they will deploy tear gas grenades and then clear.

- Fire

If fire breaks out on the Weißer Schwan the teams will react immediately to put it out. The goal is to sink the boat covertly and fire will be far too visible. Each team has a fire extinguisher to deal with this eventuality.

- Casualties

The team securing the aft waterlevel deck are also the on-site trauma team. Any injured shooters will be taken there for immediate first aid. If necessary they will be then put aboard a RHIB and transported back the mothership for surgery.

If a shooter is wounded his team will immediately deploy tear gas and transport him back to the rear deck for triage.

- Swimmers

If any of the crew or passengers attempt escape by diving into the water the support RHIB or one of the other ones will proceed to their location and shoot them. The body will be retrieved and taken back aboard the Weißer Schwan when it has been secured and locked in a room so that it is disposed of when the boat is scuttled.

NOTES

From initiation the Weißer Schwan will be secured within 10 minutes. The shooters are not taking prisoners and will terminate all contacts. They will not get involved in siege situations or high risk breaches of areas held by armed crew. They will just seal these areas with wedges and proceed with the plan to scuttle the boat. Any surviving crew or passengers sealed in the boat will go down with it.

The shooters are professional, methodical, work to a plan and know the layout of the boat. They will protect their team mates and will not pursue engagement into areas that are not secure.

Their plan is to scuttle the boat after securing the bridge and radio room to ensure that the boat is stopped and that no signals can get out. All of the crew and passengers will go down with the boat if their plan goes accordingly.

ROLEPLAYING THE ASSAULT

The Assault should be played fast and brutal. The assault teams have a plan and will work to it. They won't slow down to give the players a chance to react. It will be a surprise to the players that they are being targeted. The assault team is not interested in diplomacy and will shoot any character that approaches them.

If you have inserted some vignettes humanising the crew and passengers it will be very affronting when they are massacred. The players will realise that even though they are targets too, they have a direct responsibility for what is happening on board.

The assault essentially follows a plan of boarding, ascending to the bridge, leaving a cover team on each deck and then clearing downwards. If the characters are on the lower decks this will give them a couple of minutes to react. It is night time and most people on board are asleep when the assault begins. This will turn to chaos as it proceeds.

Characters who directly oppose the assault are likely to die. If they can generate enough resistance to threaten the shooters, they will be sealed in. The greatest chance of survival is to escape the boat as it sinks.

The best way to run the assault is to be harsh but fair. The assaulters are not interested in needless sacrifice. They can go about their plan without securing the entire boat if need be and will do so. They know that they can't let their plan stall because that will give an opportunity for organised resistance. So rather than pursuing resistance they will seal dangerous areas and set their charges.

This is designed to be an encounter that the characters cannot fight their way through. They will have to think their way out of it. You, as the Narrator, should be lenient and reward plans that involve a problem solving approach to the assault.

THE SINKING

When the charges detonate the thermite will cut large breaches in the hull. The ship will sink very quickly. She will settle for a while 20-30 metres down due to air trapped in sealed spaces. Play up the terror of being trapped in a sinking vessel. If you have played it right, have some of the crew or passengers trapped with the player characters. Maybe in the same room, maybe in an adjacent room. The port holes start to crack, water is gushing through under the door. Creaks, groans and bangs can be felt through the superstructure as she starts to give up her last air.

Depending on the actions of the player characters to this point, maybe some of the NPCs trapped with them realise that they had some involvement in the catastrophe. Remembering that the PCs are meant to be service staff, some of their actions during the assault may bring suspicion on them. Imagine the sort of madness that could occur in the darkness of a sinking ship.

The portholes and bulkheads will eventually fail and unless they have made a plan, escape will be difficult. Again, reward ingenuity.

When they get to the surface the characters will see and hear the RHIBs heading off. Maybe some of the NPCs that were trapped with them don't make it. Let them float for a while in the dark, somewhere in the middle of the Gulf of Mexico. Let them float like this for a while, long enough to make some plans and realise the seriousness of their situation.

Eventually they will hear a gush and a bang as an inflatable boat that has worked its way loose from the sinking boat pops to the surface. Salvation.

THEMES

The key themes of the mission are betrayal, deception and control. The players will think that they are in control of the situation right up to the point where it is taken from them. They will believe that they are the deceivers when they are the deceived. They will believe that they are part of a larger operation, part of a team. This is true up until the point where they realise that their role has been completed and they are now as easily disposed of as the crew and passengers.

Character Mortality

It is important to note that it is not the purpose of this Mission to kill the Player Characters!

Once the assault has started, there can be no pauses in play. It is all happening in real time. Reward ingenuity and fast thinking. The Mission is written as though barricading and waiting for the ship to sink is the only survival option but this is not the case. Perhaps one of the Bandits can fly a helicopter. They are going to have to figure out how to get to the top deck and fly away. Make it a heart stopping challenge. Give them every opportunity to succeed whilst saturating them with dangerous choices.

The Weißer Schwan has numerous craft onboard. Jet ski's, inflatable boats and even a motor boat. If the Bandits can figure out how to deploy them (via the water deck) this could lead to an exciting chase through the night as a couple of the RHIBs pursue them to the limit of their round trip fuel (they have to make it back to the mothership).

Maybe the Bandits jump overboard despite the suicidal implications of this action. Give them the opportunity to survive. Maybe when a RHIB comes over to shoot them they swim under it and climb aboard. An exciting melee ensues as they fight for control of the craft.

If, despite your attempts to give them an exciting avenue for survival, a Player continually makes decisions that blatantly test their mortality, kill them. Kill them in such a violent and horrid manner that it acts as a lesson to the other players. No apologies. Give that player a surviving crew member or passenger character to play. Move on.

AFTERMATH

What happens after the drama of the assault and scuttling of the Weißer Schwan?

Allow the story to end at this natural high point.

Finish with a couple of questions.

If any of the crew or passengers survived, name them and ask the players what they are going to do about them. They are living witnesses to a horrific massacre that the Bandits are implicated in. The Bandits can easily dispose of them at sea. But do they? Test their morality. See how they react.

POSTSCRIPT (Read to Players)

It is two weeks after the scuttling of the Weißer Schwan. You are sitting at a table in a sidewalk cafe in New York City. Across the street a man parks a car and gets out, collecting his briefcase. You recognise him as the dowdy Mexican Labor Agent from Cancun. Now he is wearing an expensive business suit and a Bluetooth hands free kit. Time for some answers.

THE END

CHARACTERS

CREW:

Assuming you are using the Bandit Country RPG, all crew are Accomplished at their Role and Competent at anything else that is peripheral to their role. They are Typical at all other Tasks.

NAME	ROLE	NOTES
Mathias Maurer	Captain	Stern and Craggy, 45.
Dominik Lehrer	2IC	Plump and focused, 37.
David Schwinn	Navigator	Funny and insightful, 29.
Torsten Gerber	Comms Officer	Focused and withdrawn, 27.
Douglas C. Goode	First Helmsman	Rude and amusing, 39.
Wolfgang Gaertner	Second Helmsman	Quiet and busy, 37.
Anita Jantz	Steward	Intimidating and loud, 32.
Eric Traugott	Chief Engineer	Hard of hearing and smelly, 45.
Lukas Zimmer	Second Engineer	Sleepy and handsome, 23.
Phillipp Fried	Helicopter Pilot	Bored and boring, 32.
Edward C. Perryman	Chief of Security	Sharp and aware, 39.
Larry P. Kadlec	2IC Security	Observant and quiet, 36.
Joseph K. Williams	Security Officers	Muscular and amusing, 28.
James Y. Brian		Wiry and self absorbed, 26.
Mark S. Canfield		Outgoing and friendly, 25.
Michael G. Reidy		Obnoxious and proud, 24.
Raoul Sicard	Cook	Bossy and busy, 30.
Flordelis Casgrain	Galley hand	Intimidated and resentful, 32.
Kasper Grabowski	Galley hand	Funloving and irreverent, 29.
Phoebe C. Shaw	Bar Staff	Dumb and blonde, 23.
Sarah König	Bar Staff	Dumber and blonder, 23.
Penélope Marcos Suárez	Service assistants	Perform food service and cleaning duties. Replace with Player Characters as appropriate.
Madelón Alicea Villalobos		
Melania Carvajal Loera		
Anisia Leyva Vázquez		
Reina Montez Salgado		
Mimi Romo Cepeda		

PASSENGERS

NAME	NOTES
Dr Siegmund Parsifal Filibert	Tall, thin and irritable, 52.
Anne Glockner	Petite and sunburned, 46.
Luca Baier	Funloving prankster, 37.

Mandy Herrmann	Overweight and overbearing, 29.
Calogero Manna	Curious and captivating, 34.
Dominique Ricard	Plain and introverted, 38.
Regõ Bertha	Handsome and friendly, 26.
Everhart A. Thomsen	Handsome and unfriendly, 29.
Hedy I. Petersen	Nervous and insecure, 37.
Leah Unger	Happy and content, 27.

SAMPLE VIGNETTES

- Dominique fancies Everhart. He spurns and mocks her in public but secretly likes the attention.
- Luca is always playing minor pranks on the other passengers. These jokes are wearing thin.
- Regõ has secretly smuggled a stash of mexican marajuana onboard. He likes to roll a joint and smoke it on one of the upper decks while watching the sun set.
- Flordelis absolutely despises Raoul. She will use any opportunity to undermine his authority in the kitchen.
- Comms Officer Torsten Gerber is a secret alcoholic who frequently sneaks a drink from a hidden hip flask. He is quite practiced at concealing his habit from the rest of the crew.
- Phillip the helicopter pilot is absolutely bored by his job. He rarely gets to fly the helicopter and will tell long dull stories to anyone that he can corner about his days in the German airforce.
- Leah is a bit of a home maker and contentedly spends her time making origami and other craft objects that she deposits all over the place to make the boat `more like home'.
- Calogero was born in an Italian fishing village and he uses every opportunity that he can to throw in a line. He has his own fishing rod and whenever the boat is stopped will bait a hook and start casting. He tells stories of his youth and how he would love to own a fishing charter boat.
- Phoebe and Sarah work behind the bars. They have bedded most of the rest of the crew at one time or another and are the cause of a few jealousies and petty conflicts onboard.
- Chief of Security Perryman is worried about something. He seems preoccupied and slightly jumpy. This can be used to scare the Players into thinking that he is on to them. He is infact in serious debt, having gambled away all of his savings in Cancun and a significant line of credit as well. His wife calls to ask why their credit cards are being rejected and he lies to her saying that it must be a mix up at the bank.
- Security Officer Reidy was once a US army Military Policeman. He is self assured and enjoys projecting his machismo and being generally intimidating and menacing. He is privately terrified of being on a boat out of sight of land and smothers this beneath his overbearing nature. But when the sun goes down and the boat becomes a dot of light on a black canvas his fears rise to the surface.
- Mandy recently discovered that she is pregnant. The problem is, who is the father? Calogero or Regõ? If she tells them resentment and recriminations will fly!

Vessel Walkthrough

Sun Deck:

The sun deck level features a helicopter pad aft. Forward is a wet bar, large seating area and huge sunpads surrounding an oversized Jacuzzi. There is also a dedicated bathroom on this level.

Party Deck:

The party deck is aptly named and can be accessed via internal or external stairs, or the elevator. All the way aft is an octagon shaped pool with extensive seating and incredible views of the surrounding area. Adjacent to the pool are sunpads and additional seating. Forward to both port and starboard are large bars complete with BBQ grills. Continuing forward to port and starboard are mirror-image seating areas with tables, glass enclosures and flat screen televisions. To starboard are two heads for servicing this level.

Next you will find the panoramic saloon with a large bar (seating for 6) pantry and access to the elevator. There is a spacious dance area complete with fog machine, grand piano and large screen TV. Both sides of the dance area feature large, L-shaped couches and cocktail tables. Forward of this area is an access door to the outside which boasts a circular seating area that rotates 360 degrees as you watch the picturesque scenery go by.

Bridge Deck:

From the main deck you can access the bridge deck via interior or exterior stairs or by the elevator. Aft you will find the dining saloon that can be opened to enjoy al-fresco dining when the weather or the mood permits. The large table seats 14. This is separated from the very large Winter Garden saloon which boasts a sizeable bar, several seating areas and beautiful exterior views from large windows. Forward of the saloon on the starboard side you will find a full service beauty salon with massage area. To port is the officer's mess. There is a children's playroom that can double as a staff cabin, if needed. There are two additional staff cabins then the larger captain's cabin. Forward of that is the large ship's office to port and the radio room to starboard. The wheelhouse is all the way forward with two large seating areas for owners/guests to observe without being in the way. This bridge deck level features 360 degree walk-around decks.

Main Deck:

As you enter the spacious foyer amidships from the starboard side doors, to the left you have a comfortable sitting room which leads to the large, aft formal saloon and further to the aft deck. The aft deck features a large seating area with a beautiful, custom wood table and access to the swim platform and passerelle. From the formal saloon on the port side you access the cinema with stadium-style seating for 13 guests. Forward from the cinema is a pantry then the galley on the port side. This leads to the crew mess and crew access via stairs.

From the foyer forward on the starboard side is a staircase going up to the bridge deck. Slightly forward of that is the access stairs to the owner's cabin, with a unique waterfall cascading by your side as you descend the staircase. Continuing forward on the main deck is the owner's office (currently being used as a gym) with private stairs below to the owner's cabin. Forward of the office/gym are five guest staterooms that are large volume cabins with huge windows allowing incredible views and an abundance of natural light.

Owner's Deck:

Aft on this deck you will find the yacht's most amazing features: the beach club and pool.

Both sides of the hull open to reveal a saltwater pool with lap jets, teak decking and bar area. Once the starboard side has been lowered you have a remarkable area from which to enjoy the view from very comfortable furniture.

Amidships there is the incredibly large owner's stateroom boasting full-beam accommodations. The 47 foot beam and huge windows make this one of the largest rooms on the yacht. The owner's area also features a private terrace that opens outward to the water, creating a large deck for al-fresco dining or just a private spot to relax and enjoy the views. The stateroom has very spacious his and her baths with Jacuzzi tub for her and a shower for him. There are large dressing areas and ample closets.

Mechanical & Engine Equipment

Main engines: (2) Detz MWM 12V SBM628

Horsepower: 2370 each

Gearboxes for main engines: MAN 31V016

Drive: MAN VB740

Air conditioning: Nevenco/York

Watermaker: (2) x HEM 18m³ / day

Bow thruster: (2) Brunvill 150 Kw/504 RPM

Steering system: Rolls Royce rotary vane

Fuel Separator & filtration: (1) Alfa Laval and (1) Westfalia

Sewage system: Evac/Orca type 165-person

Oil/water separator: Turbulo Type TSC-HD

Boilers: Cubic OCA IS001

Water closets: Evac vacuum

Fire/bilge pump: Desmi pumps

Electrical System

Output: 450V 3-phase, 60 Hz

Generators: (2)x 590 Kw Caterpillar 3412

(1)x 370 Kw Caterpillar 3408

(1)x 170 Kw Caterpillar 3306

Shore Power: 450V-60 Hz, 3-phase, 400 amp

Electronics & Navigation

SATcom

SeaTel C Band x 3 VOIP lines

Seatel Ku Band

(2) Furuno Felcom Sat-C

(2) Thamex F77 Inmarsat Fleet

Nera Mini-M

(3) Furuno 2721 VHF

Telephone system: Panasonic PABX

Cellular phone system: 1 GSM line

(2) Furuno FR-2150 radar

Gyrocompass C-Plath

Northrop Grumman magnetic compass

(2) Automatic pilot - Sperry - C-plath

(2) GPS - Leica MK12

Furuno FA-100 A15

Furuno NX-500 Navtex

(2) B & G Winspeed
Transas
AWT
Total Tide
(2) Furumo FCV-1200L color sounders
Sperry Speed Log

Audio Visual Equipment

Panasonic Plasma TVs in all staterooms
Kaleidescape entertainment system consisting of (5) x 1 TB servers capable of storing over 15,000 audio songs and 750 DVD films
System can be accessed from all guest staterooms with custom remotes or PDAs

Deck Equipment

Anchor windlass system: (2) x Steen 23-9-13
Capstans: Steen 59.50
Anchors: (2) x Poole high holding type, 680 Kg each
Anchor chain: 10 shackles
Boat crane and davits: CRAMM
Passerelle: Linstaedt/CRAMM
Boarding ladders: Linstaedt/CRAMM

Safety and Fire Protection

CCTV system: custom
Cameras: 17 cameras (4 of them capable of recording 24/7/365)
Door alarms: key code access
Autronica fire detection system
Semco high fog system throughout interior
AFFF fixed system for heli-pad
(43) fire extinguishers throughout vessel
(4) firesuits and breathing apparatus
(8) B.A. bottles
(4) flashlights
(4) fire axes
(4) SOLAS A 50-person life rafts
(1) McMurdo EPIRB hydrostatic release - deck 6 forward
(1) ACR EPIRB in grab bag on bridge - manual release
(2) EPIRB - fwd Jacuzzi - hydrostatic release
Forepeak - eyewash station
(4) life rings with lines and lights
(50) adult life jackets
(39) immersion suits

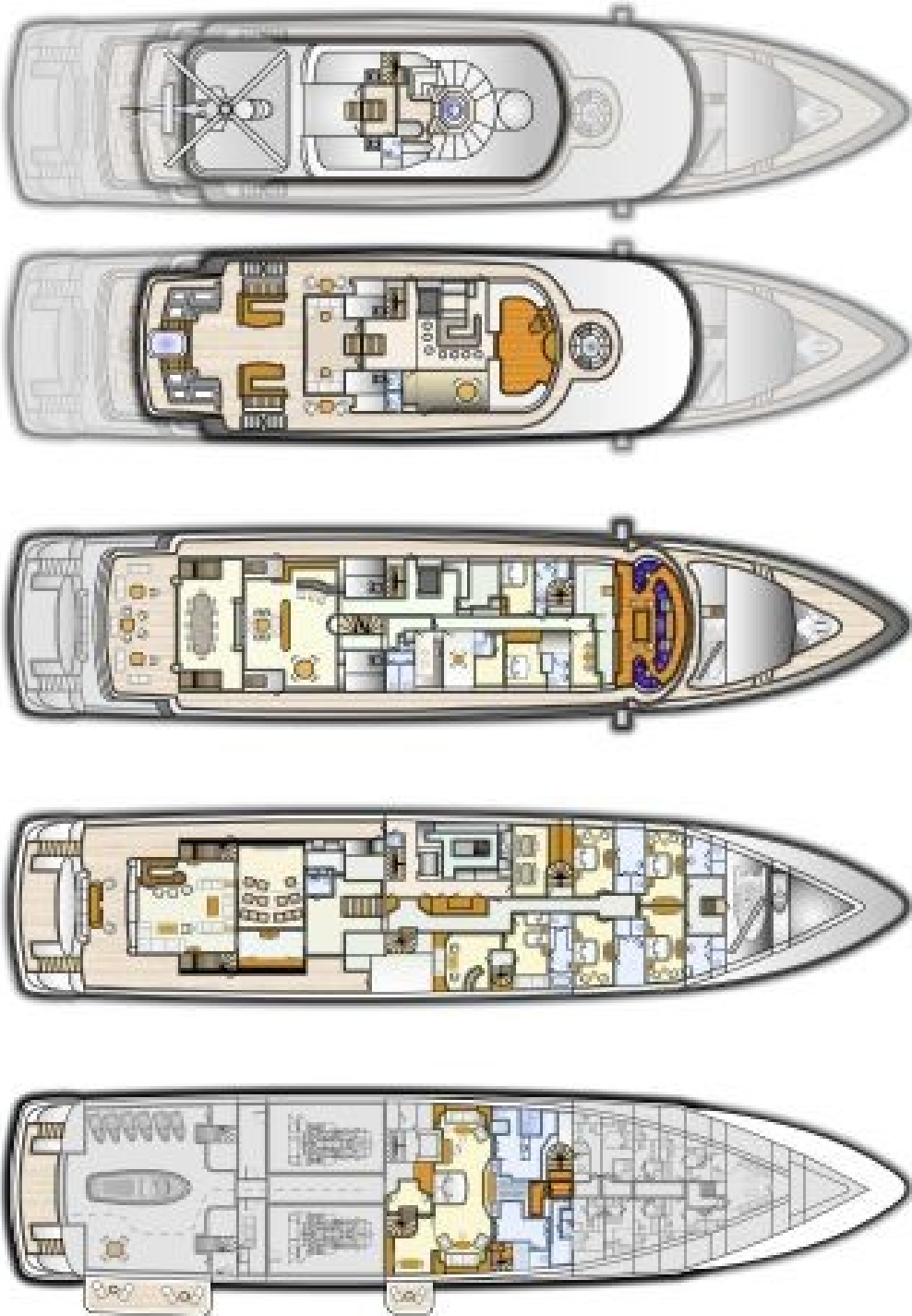
Tenders and Toys

Castoldi 21' Tender with Steyr 6 cylinder diesel engine 3.2L
Taxi tender: Special Craft France 35' for Denship Denmark with Yanmar engine model 6LPA STZP twin engine diesel
Mercruiser Bravo 2 drives
Ski Nautique 19'6" with PCM V8 gasoline engine 5.7L
(2) Yamaha SJ 700 Waverunner
(3) Sea Doo GTX Limited 215hp supercharged intercooled model 000187A00 1503 CC
(3) Sea Doo RXP 215hp supercharged intercooled model 000217C00 1503 CC

Helicopter: Eurocopter EC130 B4

IMAGES

Layout



Master Bath - His



Disco



Disco



Queen Guest Stateroom



Twin Guest Stateroom



Bridge



Engine Room



Gym



Galley



Upper Salon



Cinema



Party Deck - Forward Lounge



Party Deck



Helicopter



Helicopter



Weißer Schwan at Night

