

KINGFISHER DOWN!

Kingfisher Down! takes place in the early 1940's as the world is deeply entrenched in WWII. The Allies have made an incredible discovery off the coast of France. An accident has left an experimental Nazi nuclear submarine stranded on a deep water shelf. Time is of the essence and the Allies have called upon a multi-national team of scientists and journalist that happen to be near the crash site. This unlikely group of heroes must rush to the site and use deep water gear to explore the crash and look for the elusive Enigma Machine in the wreckage.

Rules: Characters are made using 10 dice, hooks and tales and pumping are allowed. The team should contain any combination of scientists and journalists, as well as one military officer to command the team. The players should feel free to invent cool military gear to use.

Setup: The special underwater gear has been air dropped to the site of the wreckage and is waiting on inflatable rafts. It has been determined the wreckage is over 400 meters down. The team must swim down in their special gear, gain access to the sub and explore within. They should gather any valuable intelligence they come across. As they approach the wreckage they will note it rests nose down at roughly a 30 degree angle and has crashed into a cliff wall (**A**).

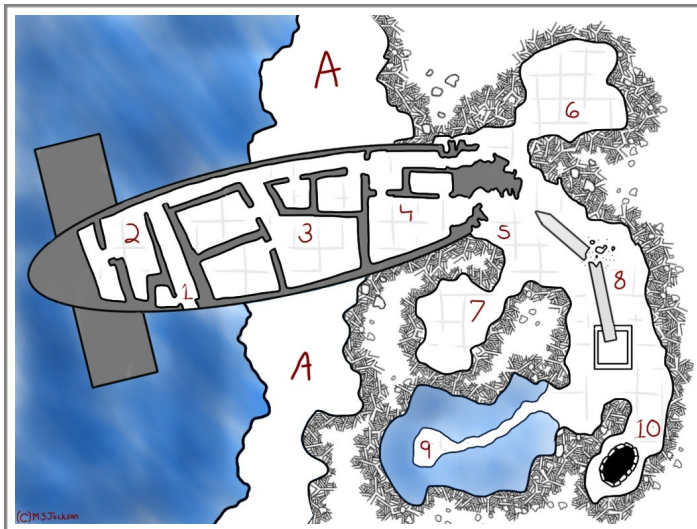
1. Hatch: The door must be pried open (TN 10) and as it is opened, a rush of air bubbles will engulf the team as the air remaining inside escapes. As their vision clears they will see the bodies of two Nazi soldiers float past them. They will also notice bubbles of air rush from somewhere deep in the sub and turbulent pockets of air hug the ceilings of the rooms.

2. Engine Room: The engine compartment has been breached and radioactive cooling fluid is leaking into the water, floating like an evil black cloud. Anyone touching the fluid must make a check to resist being sick (TN 5).

3. Bridge: The room is crowded with dials, knobs and gauges, many now shattered. As they enter the room, they will immediately notice four sickly green glowing jellyfish that immediately swarm the team. After dealing with the jellyfish, the team can scour the room and find numerous papers, maps and code books scattered about the room. **Radioactive Jellyfish (3)x4:** *glowing tentacled menace, spitter of inky substance*

4. Air Pocket: As the team hits this area they will realize the water is being held back by a strong rush of air coming from the hole punctured in the nose of the sub. This room once served as the galley.

5. Cavern: As they leave the water, their ears will immediately be overcome by the horrible howling wind



that tears through the cave. It rushes from area 10 and the team must struggle to move against it (TN 10).

6. Cave: The few crew that escaped the crash are here, flesh torn from their bodies by their own hands. Driven mad by the howling wind, they opted to end it in a rather gruesome way. Unfortunately, the radiation has twisted the men and they will rise. **Mutant Dead Nazi**

(3)x3: *radiated and dead Nazi soldier, clawing and biting*

7. Captain Rogardt: Driven mad by the constant howling, the good captain has become completely mad and will attack the team with his pistol. He is holding a book as the team enters which they will later discover is a German Bible.. He is raving about the 'fish people from the hole' and about his crew coming back from the dead to haunt him. **CPT Rogardt (4):** *mad as hell and pissed, he will die here, desperately trapped military man who saw things he never should have*

8. Abandoned Temple: A massive obelisk toppled over ages ago and lies smashed upon the floor. Strange markings cover all the surface, some odd squiggly language that is next to impossible to decipher.

9. Enigma Machine: The first mate made it here with the Enigma Machine, trying to save his country's secrets. Unfortunately he found the fish people. He lies half eaten, leaning over the Enigma Machine at the end of the peninsula. The fish men will rise up from the water and attack once the team moves out on to the stretch of land and approach the first mate. **Fish Men (4)x4:** *grotesque amphibious monsters from the deep abyss*

10. Howling Portal: A massive hole rests in the ground and a powerful rush of humid, warm air continually gushes forth. Simply moving around this room requires strong fortitude and skill (TN 15).

Epilogue: There is no 'closing' of the portal, the team can grab the Enigma Machine and make a break for the surface. If they choose to stay, every six hours, more Fish Men come forth from the portal to conquer our world. One wonders, where does the portal lead???