

TROPIC



PLOT AND SETTINGS

Summary

Dog Company are a mercenary company. "That's Shock and Awe, Folks!" is their motto. If you want private military contractors, Dog Company offer more bang for your buck than anyone else. Founded in the mid 90s by a number of ex military sorts, the last currently active member being Amos "Loud Dog" Drexler. If there's a warzone, they've been there.

A few years ago, Dog Company was doing work for yet another corrupt South American warlord, in El Coronado. His name was General Máximo Rafael Castillo, and he was that most dangerous of men - an idealist. Castillo has remained the real power in El Coronado for nearly decades, with a puppet Presidente Gonzalo Vega as head of state. Now, he feels he has tied up all the loose ends that would impair him as a public Presidente... bar one. Dog Company, amongst others, carried out Castillo's dirty work, and he has been using a fixer based in El Coronado, Hektor Voz, to eliminate anyone who worked for him.

Voz arranged a fake job for Dog Company in Kiwanja, going after the Angels Liberation Army. En route to their job, they were ambushed. Voz assumed they were all killed, based on faulty intel.

Of course, Castillo as an experienced soldier was not so stupid. He knows that hardened mercenaries with a reputation are not the type to lie down and die. So he's prepared. Any who survive and come looking for blood, he has a surprise in the form of a modified T72 tank in his compound. If they want blood, he plans to use the fight to enhance his own reputation as a hero of the people.

That's why you should never give a Dog a Bone of Contention...

Breakdown of Scenes

Part One:

Setting the scene; explaining who Dog Company are and explaining the betraying in Kiwanja. Then arriving in El Coronado, getting set up.

Part Two:

Finding Hektor Voz, the man who set them up, fighting his gang of bodyguards. Finding out from him or from his files that the man responsible was General Castillo.

Part Three:

Getting equipment from the docks. Breaking in will require beating up some goons. Escaping will require escaping the police.

Part Four:

Gathering intel on Castillo and breaking into the Palacio de la República - publicly the presidential palace, really a military base for the General.

Part Five:

Fighting the General. He's Genre-Saavy, so he knows that facing the PCs directly is madness. Instead, he's got a tank. He has had it modified so it can see the local CCTV feeds and its got a remote controlled machine gun on top. He's not a coward, he's just not an idiot.

This is a "time for a plan" scene. The players will lose in a direct fight. So some creativity and teamwork is necessary.

Part Six:

Assuming the PCs win, depending on what they do to Castillo, they're going home. And maybe back again sooner than anticipated.

GM CHEAT SHEET

NPC stats (reuse as necessary)

Cop / Street Thug

Attributes: Skills:
 Agility d6 Driving d6,
 Smarts d4 Fighting d6,
 Spirit d6 Notice d6
 Strength d6 Shooting d6
 Vigor d6 Stealth d4

Face:6; Parry:5; Toughness:5

Thug: Switchblade Str + D4

Cop: S&W Model 640 Revolver, 2d6, RoF 1, Clip 6, AP 1, Revolver
 Cop Car: Remington Model 870 Pump Action shotgun, 1-3d6, RoF 1, Clip 6, +2 shooting

Soldier

Attributes: Skills:
 Agility d6 Fighting d8
 Smarts d6 Notice d8
 Spirit d6 Shooting d8
 Strength d8 Stealth d6
 Vigor d8

Face:6, Parry:6 Toughness:6
 Edges: Marksman (if does not move, can fire 1 shot as if took Aim)
 Combat Reflexes (+2 to Spirit to recover being shaken).

AK47
 2d8+1 damage, RoF 3, clip 30 d6 AP2, Auto
 M60 (vehicle only) 2d8+1 damage RoF 3 Clip 250 AP2, cannot move

Weapons

AP: - ignores this much armor

Semi-auto: The weapon can rapidly fire two rounds. Add +1 to the Shooting and damage rolls
 3 round burst: user +2 to hit and damage, and uses three rounds.
 Auto: Roll a number of Shooting dice equal to the weapon's Rate of Fire, uses RoF times 3 rounds.
 Medium burst Template (MBT): For grenades - hits - 2d4 foes

Vehicles

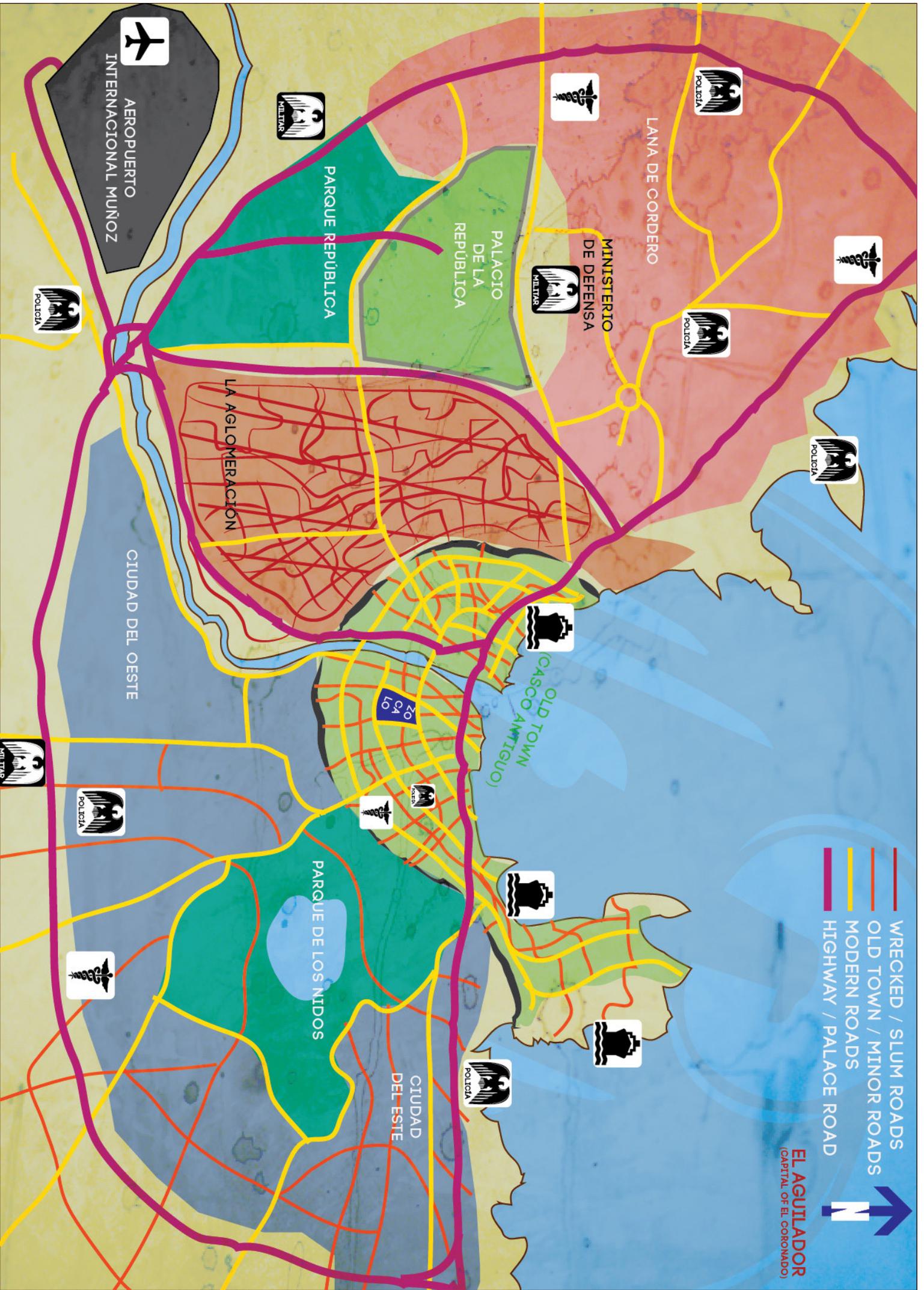
Motorbike: Speed 44 Toughness 8 (2)
 Car: Speed 40 toughness 11 (3)
 SUV: Speed 46 toughness 14 (3)
 Truck: Speed 30 toughness 16 (4)

Chase rules (Page 82, SW deluxe)

- Participants draw a card for each success and raise on the Drive roll, and keep one.
- Characters who don't score at least a single success remain in the chase but get no Action Card that round.
- A character with a higher card than a foe is said to have "advantage" over him and is in a superior position (can be behind or in front). Having Advantage means able to attack opponent.
- +2 for faster vehicle
- Level Headed and the Quick Edge don't apply to Drive roll
- If a character's Action Card is a Club, he faces a **Complication** (see table). Once complication is dealt with, can continue action if still alive.
- Driver's card will affect attack range for passengers too.

Attack Range & Complications Tables

Card	Range	Complication Table
Two	Out of Range. The enemy is out of range or blocked and no attack is possible this round	Disaster: Make a Trait roll at -4. If the roll is failed, the character suffers a disaster of some sort—a car hits a solid obstacle at its top speed, a runner falls off a ledge, etc. Where this isn't possible, the runner gives out, the vehicle stops, etc. In any event, this participant is out of the chase.
3-10	Long Range (-4)	Major Obstacle: Objects of some sort get in the way. Make a Trait roll at -2 to avoid them or suffer damage appropriate to half top speed if in a vehicle, or a Fatigue level (Bumps and Bruises, see page 86) if on foot.
Jack—Queen	Medium Range (-2)	Minor Obstacle: Objects of some sort get in the way. Make a Trait roll to avoid them or suffer damage appropriate to half top speed if in a vehicle, or a Fatigue level (Bumps and Bruises, see page 86) if on foot.
King—Joker	Short (no penalty), and melee attacks are possible	Distraction: Something obscures the character's vision or path. He cannot attack this round.



EL CORONADO

HISTORY, DEMOGRAPHICS, POLITICS

- Population of 2.3 million.
- Capital city of 1 El Aguilador, (population 1.5 million inhabitants)
- Most of the land is mountainous or has limited farming.
- Some mineral resources, mostly gold, which was mined in late 18th century.
- In the 1980s, a rebellion of mostly rural farmers, supported by the Military, overthrew the Pro-American government. **El Frente de Pueblo Libre (Free People's Front, FPL)** went on to take over the government and publicly declared democratic reform. In truth, while there is a facade of democracy, the balance of power still lies with the Military.
- All extradition treaties were abolished after the revolution, a practice still observed.
- The Military are the power in the country, lead by **General Máximo Rafael Castillo**. He deliberately prevents any cult of personality; Instead Eagles are used.
- Most of the military is based outside of El Aguilador, due to space concerns and a desire to avoid too much outside scrutiny. The main base is around 5 miles south of El Aguilador.
- Parliament is directly elected; they handle the tedious administration and day to day running of the country.
- President **Gonzalo Vega** is a popular leader whose main contributions have been improving tourism and secretly reintroducing the drugs trade to sell to tourists.
- The police keep tourist areas safe, handle ports and the airport, and some border crossings. City police are usually young and friendly, but not connected enough to succeed in the military. Rural police are usually underpaid and pragmatically corrupt.

LAW & CRIME

- There is a ban on private gun ownership.
- Prostitution and drug possession are technically illegal but largely overlooked, especially with a bribe.
- The Cartels are mostly a thing of the past. The old **Cuchillo Cartel** that ran crime before the revolution has largely been pushed into La Aglomeración (ironically an area they had little sway with before). The Cuchillo Cartel are one of the Army's main focuses, but given the conditions in Aglomeración, they have managed to continue to recruit from that area, and have been given new life by the growing tourist trade and the demand for drugs. **Vicente Cruz** is the current

leader of the Cuchillo Cartel, young, ambitious and intelligent enough to remain discreet.

Locations in Detail

Airport - Muñoz International)

- Police: Armed as normal, though they have access to shotguns if needed. Most are young and handsome, to sell the idea the country is safe and beautiful.
- Medical: Basic medical centre.
- Military: None. There is a small military base nearby, situated between the Airport and the Parque República

Casco Antiguo (Old Town)

The main tourist area. The old colonial town, surrounded by walls that have been knocked through numerous times, most recently to put a coastal highway. In spite of a revolution less than 2 decades ago, Old Town has retained its character. Its centre is the Zocalo square.

- Police: focused on keeping down tourist crime. Lightly armed to not give the wrong impression
- Medical: modern if basic hospital open 24 hours, mostly to deal with minor issues for tourists. They will not be ready for a gunshot wound, and will most likely call the police.
- Military: None; they will enter this area only in the most dire circumstances, such as heavy rioting. This is a combination of avoiding bad PR and also their trucks would find the tight streets of the Old Town difficult to manoeuvre properly.
- Crime: Some petty crime, mostly pickpockets. Drugs are readily available for tourists who know to ask.

Ciudad del Oeste ('Westown)

Middle class suburb. Once the poorest suburb, the influx of rural farmers after the revolution required house building and facilities, so things got better. Its still a sea of flat ugly estates, but they are colorfully painted and new buildings are going up, as the area slowly gentrifies.

- Police: 1 sizeable police station, mostly older more seasoned officers. This used to be a poorer suburb so many of the officers have experience with violent crime, albeit several years ago.
- Medical: There is an older and somewhat run down hospital, but still very serviceable. It does not have any specialists but has a well used and practiced emergency room. A gunshot would may be let slide, especially for

EL CORONADO

a bribe.

- **Military:** The main military base is directly south of Del Oeste, but in practice does not see any military presence unless there is some major disturbance.
- **Crime:** Quite low, due to the presence of a sizeable police station and a number of seasoned officers.

- **Ciudad del Este (Eastown)**

The lower middle class suburb. Mostly one story houses, at least it is spread out and there is a slow trickle down of wealth.

- **Police:** Limited. While Del Este is not a slum, it is an area that hasn't really been gentrified as much as Del Oeste. The port police have a sizeable operation near Del Este, but they don't bother going
- **Medical:** None, nearest hospital is in Del Oeste
- **Military:** None.
- **Crime:** Petty vandalism and minor crime are rife, as the police do little more than routine patrols in this area, but no major crime as this is the next area after La Aglomeración due a beating from the Military.

- **La Aglomeración ("The Crush)**

The Super poor suburb, pinned between old town and the wealthy area, hemmed in with an unnecessary highway. Once known as Ciudad del Norte, this was the wealthy part of the city before the revolution. The colonial houses are gutted for makeshift apartments, and rudimentary cinder block houses of varying heights dot the area. Its an eyesore.

- **Police:** None. The police rarely venture in, and when they do it is only for a short period.
- **Medical:** None. Most inhabitants are too poor to go to the nearby private clinics in Lana De Cordero, and find it difficult to get out to Del Oeste. There are mob doctors, usually drunk.
- **Military:** None based there, but they are prone to driving though as a show of force, or also to bust some heads for an imagined or real crime.
- **Crime:** Rampant. No police to enforce laws, the non criminal inhabitants of the area just have to make do, or pay protection money. The Cuchillo Cartel, lead by Vicente Cruz, are kings while the Military is away. That said, they know they are in as bad a situation as everyone else, so are careful, especially under Cruz, not to annoy the population. Generally the Cartel try to maintain the status quo, and will eliminate anyone who causes trouble.

- **Lana de Cordero - "Lambswool"**

The nouveau rich area. This area is new and is made up of gated communities and expensive apartment blocks with views.

- **Police:** Everywhere, both on patrols and on foot. The police in this area are hired for skill over appearance, and are the closest to police with political power. They will respond to crimes fast and will not hesitate to use force.
- **Medical:** 2 hospitals with specialists and excellent facilities in both. Any gunshot wounds will immediately draw police interest.
- **Military:** The Ministerio De Defensa is situated here; nominally the Military HQ. As such, there are officers and other non-combatant military types around this building at all times. Given much of nouveau rich of El Coronado are military or ex military, this area is full of the residences of officers and the politicians.
- **Crime:** Effectively none. Anyone who wants drugs or prostitutes can do so far more discreetly in the Old Town. Any crime committed in this area is likely to be white collar and institutionalised.

- **Palacio de la República & Parque República.**

Built out of parts of La Aglomeración. It is a spectacular park ruined by a few too many concrete eagle statues. The Palacio has several square miles of grounds that are not open to the public.

- **Military:** There is a small Military base nearby, as defence and transport for the Palacio de la República, but they also watch over the Parque. It is open at all times to visitors, but anything beyond littering will draw the attention of the Military and a possible beating.
- **Crime:** None. The Military makes sure any drug dealing or salacious acts are arrested - or relocated to the Parque De Los Nidos.

- **Parque de Los nidos (Park of the Nests)**

The old park of the city, it has become run down and since the revolution. It is more of a natural space than the new Parque República. There is a lake in the middle, one that could do with a proper cleaning.

- **Police:** Infrequent patrols
- **Crime:** Low level drug trade and prostitution, mostly for those people from Del Oeste and Del Este who cannot afford the tourist prices of Old Town.

PART ONE

DOG COMPANY

Amos "Loud Dog" Drexler (CO)
Richard "Doctor Dick" Halliday(XO)
Whitney "Crocodile" Chun
Charlotte "Slaphappy" Furnell
Sidney "Grab-bag" Grabowski (dead)
Stephen "Pharoh" Imhoff (dead)
Noah "Kaiser" Kayser (dead)
Fawwaz Yaseen "Dodgeball" Mansour
Norius "Woo Woo" Raines
Wendel "Krakken" Souza (dead)

These 10 are the core of Dog Company, who have lasted more than one year; "Bullfuckers" as they call each other. Others come and go, and sometimes Dog Company is actually a full Company, but the core 10 remain.

Describe the scene in Kiwanja; thick hot air, the rattle of trucks older than the men driving and covered in tan mud. The sudden sound of machine gun fire from all sides, the mad panic of ambush. Muscle memory kicking in, firing back, and things going to shit. Scattering, confusion. And then mention this is a flashback, ended by the landing announcement on Oceanic Airlines Flight 600 out of Johannesburg into Muñoz International, airport of El Aguilador, capital of El Coronado.

Point to Halliday, it's him getting off this flight. A bearded angry looking man - Drexler - is waiting for him. In order, introduce the rest on various flights and pseudonyms, leaving Furnell till last. She turns up outside in a beat up car, rented in another country (this way, she could get his gun into the country)

Each man is carrying little more than basic luggage, and on fake passports. El Coronado does not allow private firearm ownership, so no-one who flew in will have access to a gun. Depending on who is present, they

have different resources:

Each has around \$500, a cellphone and a change of clothes.

Amos "Loud Dog" Drexler:

has arranged dispatch of Dog Company's "luggage", a crate of their preferred loadout.

Richard "Doctor Dick" Halliday:

\$9,995 in cash (anything more needs to be declared)

Charlotte "Slaphappy" Furnell:

Due to El Coronado's ban on personal firearm ownership, drove in from neighbouring country so has her rifle and 100 rounds.

So, a run down. Kiwanja was six months ago. Dog Company is believed out of commission. Someone hired them to take out the Angels Liberation Army; instead, someone tried to take them out.

It was a protocol that was never expected to be needed, that if Dog came under serious attack from all sides, to scatter and reform. Now, Drexler is calling them in, as he has a name - Hektor Voz.

Voz is a Fixer - an organiser of hitmen and mercenary crew. In recent years, he has wound down his business and retired to El Coronado, a minor location for Mercenary operations but one with killer and no extradition.

So, even before they kill him, even before they find him, they'll need weapons. There are no gun shops in El Coronado.

- Rob the cops: the police are more for tourist areas and are lightly armed.
- Rob the Army: Not the best move, they are well armed and have little to no oversight.
- Criminal elements: Mostly confined to the Aglomeración slum, they may be able to provide some small arms.

PART TWO

There's only so many places in El Aquilador a man like Hektor Voz could live. Far too decadent to inhabit the upmarket Lana del Cordero, and too wealthy to slum it in the Suburbs, he is somewhere in the the Casco Antiguo - the Old Town. This is the tourist centre, with foreigners everywhere, signs in English advertising sports events and cheap beer, and if you know where to look, drugs and women.

The centre of the Old Town is the square, known as the Zocalo. By day full of tourists being sold overpriced trinkets, by night it thrives with clubs and bars that find space in many of the old buildings.

Voz's main vice, apart from betrayal, is his shameless denial of aging. From plastic surgery to constant tanning and trainers, Voz tries to look a man of 30, not his natural late 50s.

- The players, especially Drexler, Halliday, and Mansour have met Voz before.
- While there are no shortage of sleazy older men with younger women, Voz at least has something to back up his boasts - he was a mercenary back in his youth before an injury nearly crippled him. He still walks with a very faint limp, and he speaks with a strong accent.
- Some bribery or investigation will find that one of his old aliases, "Petre Pann" owns an apartment just off the Zocalo.
- Asking about or some charm will direct the players to **Tropic Kill**, the new flavor of the month. Eventually Voz will show up there some night late.

Eventually the players will encounter. Voz, and his retinue. He will be surrounded by at least one goon per player, and 2 flunkies

per player. As soon as Voz catches wind of the players, his instincts will kick in, and he'll run, leaving his goons and flunkies get in the way. His goons are as good as NPC soldiers, the flunkies as thugs/cops, but only the goons are armed, with a few illegal pistols.

He will make for his apartment; if attacked in his apartment, he will slip out on the window ledge, a four story drop below. With the wall as cover, he will say

"Hoi! I know why you're here. Its not me you want. I can give you a name?"

If they let him speak, he will step back in, hands on head, and point to a drawer in his desk " My guns there. So is the key to my safe. I'll let you in on a little secret if you calm down, alright boys?"

If they open the safe, he points to a ledger. He asks to have it opened, and he gestures to a figure on the page

"Means nothing to you, but if you remember how I write my code, Drexly old boy, you'll know what that means. C-A-S-T-I-L-L-O. Eh? Eh? General Castillo. Remember him? Probably not, he's good for keeping a low profile. But he remembers you. You did a little dirty work for him back when the Marxists were trying to get back into the picture, recall? Remember that little bit of death squad work?" If they threaten him, he will reach for a cigar "Oh boys. Did I hurt your feelings? Come one, you know the deal. You're hired killers. You don't get to be prickly if someone reciprocates".

If the players shoot him too early, have Mansour find his ledger on the desk; He recognises the code, and the source - Castillo.

PART THREE

At this point, Dog Company's "Luggage" arrives - a crate of their favourite toys.

At the dock, there are number of thugs. Used to fleecing local businesses and hotels in exchange for a hefty bribe to the port police, they will prevent the players boarding. They will fight until it gets ugly and someone gets shot. Then they call the cops for armed backup and break out a few ancient and illegal shotguns.

2-Barrel shotgun 1-3d6 Damage
rof 1-2, Clip 2, +2 shooting

The crate contains a full load out of their preferred gear. This includes the gear for any missing members of Dog Company.

5 X H&K G36
10 X H&K G36 30 round clips.
2 X H&K G36 100 round drums.

3 X UMP 45
10 X UMP 45 30 round clips.

2 X M249 SAW
2 X M249 SAW 200 round drums

1 X S&W .357
200 rounds of S&W .357.

6 X Glock 17
200 round of Glock 9MM

1 X Franchi SPAS-15 Semi Auto
Shotgun
100 rounds 12g Buckshot

1 X Milkor Multiple Grenade
Launcher
20 X 40mm grenades.

100 rounds NATO 7.62x51mm for
Remington MSR.

1 M72 LAW

10 Smoke Grenades
10 Gas Masks

25 Flares
2 Night vision goggles

Appropriate Armor & Melee weapons.

Escaping from the Dock is a different matter. The actions of Dog Company have drawn the attention of the Policia.

Depending which route the players take, there are different hazards.

wrecked / slum roads:

Pursuit: 2 motorbikes, 2 cars

These roads are -4 to all drive rolls (except bikes), but the police will only follow for up to 5 rounds. They will fire at will, but eventually they will pull back and let the Military go in to break some heads.

Old town / minor Roads:

Pursuit: 3 motorbikes, 1 cars

These areas are only -2 to drive (except bikes), but the cops will persist in pursuit. For every round beyond 5, roll a dice - odds, another bike, evens nothing. On round 10, another car will join. They will also refrain from shooting unless they are in Medium or closer range.

Modern roads:

Pursuit: 3 cars, 2 SUVs, 1 helicopter

If they go into the suburbs, the cops will pull out all the stops. They will continue pursuit until lost. The Helicopter will keep eyes on the players until shot down, likely it will remain at Med or Long range.

Highway / palace road

As with modern road, but no speed limits and harder to loose helicopter (stays at long range)

PART FOUR

This part may be the longest in terms of in game time; Dog Company may need to spend several days scouting out and intimidating to get the information needed for an assault.

Bribery / Robbery/ observation of the Ministerio de Defensa

While the bulk of the administrative work is done in the Ministerio, the actual military HQ and residence of the head of the Army is the Palacio de la República itself. Presidente Vega does not actually live in the Palacio, instead having a far more humble residence within Lana de Cordero. The Palacio de la República is essentially a disguised military base, right in the city. Bribery in the Ministerio will get a plan of the interior of the Palacio.

Asking in La Aglomeración / speaking to the Cartel

La Aglomeración used to be the wealthy area, ciudad del Norte. Since it was the area of the wealthy before the revolution, it has fallen into disrepair and minimal services. Parts of the area were levelled to make the Palacio de la República and the Parque República. Worse, La Aglomeración has been penned in by the highway, a deliberate attempt to isolate the area from its new wealthy neighbours, and the Palacio. Getting into the Palacio is only possible through the main gate, or scaling a high wall that surrounds the whole Palacio grounds, several square miles, with the Palacio right at the centre.

General information

Parque República is open to the public, the Palacio is not. The players can easily get to the entrance of the Palacio grounds, but there is a good half mile

before they reach the Palacio itself.

Once they have made their attack plan, they will need to get there, cross the half mile between the outer wall and the inner wall.

Guards are on patrol, in SUVs. Assume the players need to pass 2 stealth checks if they are sneaking up to the inner gate.

The Palacio

- Surrounded by Thick walls on all sides (Armor 40, Toughness 60) with one main gate (Armor 20, toughness 30)
- There are 2 guard towers, at the SW and NE corner. Each tower has 3 guards (rifle each and SMG).
- The guard house contains 30 guards at any time. They will only patrol within if there is an alert.
- SW corner inside the walls, there is a helipad.
- There is a fair amount of cover, in the form of trees and a statue in the driveway.
- The Main house is a two floor colonial house, with a veranda, and a private rear courtyard, with a pool. The courtyard wall is about 6 foot and made of brick, (armor 10, toughness 20)
- Inside there are a few senior officers, armed with pistols.
- In the General's quarters, there is a man dressed as the General. A notice roll or a Knowledge (battle) will identify the man as not being General Castillo.
- There is a converted stables, which now serves as a garage. There are a number of vehicles and tools there. General Castillo is actually hidden there in his Tank (see part 5), which is hidden in behind oil drums and requires a -4 notice to spot.



POOL

MAIN HOUSE
(2 FLOORS, VERANDA)

GARAGE
(CONVERTED STABLES)

GUARD HOUSE

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PART FIVE

Either the players end up in the Stables, or after they've killed Cortonado's double...the shit hits the fan.

From a loudspeaker that comes from the Garage, General Castillo says

"Saludos, perritos! (*little dogs*). I see You've come for a little venganza, No? Well, not today, Hijos de Perras (*sons of bitches*)!

SAY HELLO TO MY LITTLE FRIEND!"

with that, there is a heavy engine roar from behind barrels and other engine equipment...and out charges General Castillo...in his TANK!

General Castillo's tank is a modified T72, a Russian MBT. Its top speed is around 37 mph, so if the players run, he won't be able to follow, but within the compound he can manouver to...and through almost anywhere.

If the players don't get it already, any frontal assault is suicide; the tank has a fully functional main gun and the machine gun is on a remote control arm, and the armour is heavy armor, immune to small arms. There's a few possible solutions:

Dodgeball's LAW / Slaphappy's rifle: Both are heavy weapons.

Distraction: They may be able to get someone on the roof and try and use tools to get inside

Woo-Woo: may be able to create some improvised explosive or pyrotechnic weapon.

The pool: The tank is heavy and not waterproof.

Helicopter fun: Helicopter does not beat tank. But helicopter does give a vantage point for hitting the roof.

General Máximo Rafael Castillo

Castillo is boastful but is Genre saavy. He won't pop the lid off the tank unless its wrecked and he needs to make a run for it.

The general is a proud man and and idealist patriot. He will die well; he will offer the spoils of war to those who beat him, but he will never beg.

Attributes:

Agility d6
Smarts d8
Spirit d10
Strength d6
Vigor d6

Skills:

Driving: D6
Fighting d6
Intimidation d6
Knowledge: Battle d8, Politics D6
Notice d8
Persuasion d8
Riding d6
Shooting d6
Taunt D6

Charisma: +2; Pace:6; Parry: 5;
Toughness:5
Hindrances: Cautious, Code of Honor (keeps his word)

Edges: Charismatic (+2), Command (+1 to underlings Spirt vs shaken)
Natural Leader (can share bennies)

T-72 MBT

Armor 61/31/26 Toughness 45/15/10 (Front / Side / Rear), Crew 3
Heavy armor, tracked.
Feed from local CCTV, counts as Low Light vision.

Weapons:

125mm Gun - RoF 1, Heavy Weapon
AP Rounds: Damage 5d10, AP 64
HE Rounds: Damage 4d8, AP 45, MBT

12.7mm MG (on remote control arm, toughness 10 to destroy)
RoF 3 (belt fed, 1000 rounds)
Damage 3d6, AP2

PART SIX

If the players don't kill Castillo immediately:

Dragged from the tank, he will briefly compliment them on their skills

"Heh, I see why I hired you before. Maybe if your honor is satisfied, we can talk about you, walking away from El Coronado, with ten million dollars each. So, what do you say, Perros Grandes? (*Big Dogs*)".

If he gets to say that much, and the players are clearly going to shoot him, he will not beg any further. He is a proud man and will face death with a certain dignity.

If they take the deal, Castillo will keep his word. The army will close in but keep a safe distance. Castillo will even make jokes, offer cigars and brandy, almost as if nothing happened. If of course they decide to shoot him at any point, skip to the next column.

Shortly after, a military helicopter will land, with six cases, each containing the money.

As they board, he will say

"Maybe you come back some time. But como mis invitados, Si? (*as my guests*).

Some time later, President Vega is announced to be ill and stepping down, and has nominated Máximo Castillo as his successor. One of his first decisions will be to hire a PMC to improve military and security in the country ... Dog Company.

If the players kill Castillo:

If the tank is destroyed with General Castillo aboard, or they choose to shoot him on his exit from the vehicle, the result is the same: the Republican Guards will fight on for three rounds until they realise their Generalissimo is dead, and demotivated.

Though the Army will be in disarray, the rest of the country will notice very little. Even the police, long under the thumb of the military, will be surprisingly lax with security coming out of the Palacio de la República. The players can escape the country without too much difficulty (The airport will be most difficult).

If the players lie low in El Coronado for a few days, eventually the story will break about an 'training accident' within the Palacio de la República; Publicly, the military using the Palace as an improvised training ground is seen as the cause of the problem. Public opinion generally turns towards the feeling the military is overindulged in current times.

In days to come, President Vega, now equally liberated, will discuss a massive scale back of the military in El Coronado, and a focus on civilian infrastructural development.

Through back channels, the Ministerio de Justicia will contact Dog Company about advising on a more efficient military...

"LOUD DOG"

Name: Amos Drexler
Role: CO; Assault Infantry

Attributes

Agility d6
Smarts d6
Spirit d8
Strength d8
Vigor d8



Pace: 6, Parry: 5, Toughness: 6

Skills

Driving d6
Fighting d8
Intimidation d8
Knowledge (Battle) d6
Notice d6
Persuasion d8
Shooting d8
Stealth d6
Taunt d6

Edges

Command (+1 to all PC Spirit rolls to recover from being shaken)
Killer Instinct (Wins tied rolls, can reroll any 1 on an opposed role)
Rock and Roll (No penalty for full auto if does not move)

Hindrances

Arrogant (Always go for the boss)
Loyal (Dog Company)
Quirk (Bearded men are just better)

Gear

Kevlar Vest w/ Inserts
+4 Melee / +8 bullet (-4 / -8 AP)

H&K G36: 2d8 damage
RoF 3, clip 100, AP2, Auto, 3Rb

S&W .357
2d6+1 damage, RoF 1, clip 6 AP1,
Revolver

Combat Knife
Str +D4

Drexler is one of the co-founders of Dog Company, back in the mid 1990s. A former US Army Sgt, he went independent and never looked back.

His track record includes combat in Africa, South America, Europe and Asia. It's all a blur to him, with his focus being on the next job and the next paycheck. Whereas other men his age and experience would be running PMCs from behind a desk and sitting on a fortune, Drexler has too much love for leading from the front and roughhousing with his men. He has some skill at forward planning, and always has a backup crate of Dog Company's favored kit en route.

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Charlotte "Slaphappy" Furnell
- A Cheapskate who kills in 1 shot.

Norius "Woo Woo" Raines
- Some kind of genius, but plays up crazy reputation

Fawwaz Yaseen "Dodgeball" Mansour
- Scary man who seems to enjoy when people go rogue so he can off them.

"DOCTOR DICK"

Name: Richard Halliday
Role: XO; Infiltration

Attributes

Agility d8
Smarts d6
Spirit d10
Strength d6
Vigor d6

Face: 6, Parry: 5, Toughness: 5

Skills

Fighting d8
Gambling d6
Intimidation d6
Notice d6
Persuasion d8
Shooting d8
Stealth d6
Streetwise d6
Taunt d8

Edges

Charismatic (+2 to Charisma rolls)
Quick Draw (draw weapon as free action)

Hindrances

Loyal (Dog Company)
Overconfident (not suicidal, but he certainly takes on more than common sense dictate)
Quirk (Suit and armour)

Gear

Custom Kevlar 'Armani' with face mask
+2 Melee / +4 bullet (-4 AP)

H&K G36

2d8 damage, RoF 3, clip 30, AP2, Auto, 3Rb

Glock 9mm (X 2)

2d6 damage, RoF 1, clip 17 AP1, semi-auto

Combat Knife

Str +D4



Halliday plays up stories of him being ex CIA or NSA, but he's former military, albeit Air Force rather than Army. The misperception comes from his wearing of a black suit with body armour and a metal face mask into combat. He considers it as much urban camouflage as a way to throw off opponents.

Halliday joined Dog Company only a few years ago, but has charisma and style, making him an excellent right hand man. Though Halliday plans to retire at some point, when he's made his fortune. But till then, "if ya got it, flaunt it"

Halliday especially enjoys riling Crocodile. The little shit has potential so he wants to make sure he doesn't get cocky early.

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"SLAPHAPPY"

Name: Charlotte "Chuck" Furnell
Role: Sniper

Attributes

Agility d10
Smarts d6
Spirit d6
Strength d6
Vigor d6

Pace: 6, Parry:5 (Acrobat) Toughness: 5

Skills

Climbing d6
Fighting d4
Lockpicking d6
Notice d6
Shooting d10
Stealth d10
Streetwise d6

Edges

Acrobat (+2 to all Agility rolls, adds +1 to a character's Parry)
Alertness (+2 to Notice rolls)
Marksman (If does not move in a turn and fires only 1 shot, she may fire as if he took the Aim Maneuver)
Dead Shot (Double Damage on a round when draws a Joker)
Steady Hands (Ignores unstable platform rule when in vehicles, acting and running is -1 instead of -2)

Hindrances

Loyal (Dog Company)
Mean (Never buys a round)
Quirk (Loves high heels)

Gear

Leather jacket
+2 melee

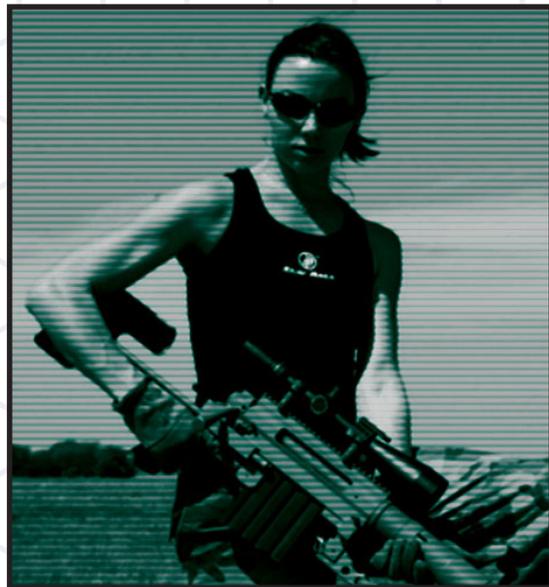
Remington MSR

2d10 damage, RoF 1, clip 11 AP4, HW, Snapfire (-2 without Bipod), Scope (+2 Shooting bonus to shots at Medium Range or higher as long as the firer does not move this round)

Uzi

2d6 damage, RoF 3, clip 32 AP1, auto

Combat Knife
Str +D4



Some people say Furnell is an amazing sniper because she's too cheap to use more than one bullet to kill someone. Regardless of the truth of this, Furnell is a tightwad who never tips or buys a round and travels light.

Depending on the job, she will fly into nearby countries where she can bring her gun rather than directly and pick up a black market local weapon.

Furnell is a former US Army sniper. While she saw no combat during her tour, her talent was noticed and since then she has made quite a nest egg; her entire paycheck goes into that fund, so she often will not celebrate a job (unless the Company's buying).

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"WOO-WOO"

Name: Norius Raines
Role: Demolitions

Attributes

Agility d6
Smarts d10
Spirit d6
Strength d6
Vigor d6

Pace: 6, Parry: 5, Toughness: 5

Skills

Fighting d6
Investigation d8
Knowledge (Science) d8
Knowledge (Demolition) d8
Notice d8
Repair d6
Shooting d6
Throwing d4

Edges

Jack of All Trades (All unskilled rolls for a Smarts-based skill are at d4, not d4 -2)
Level Headed (draws an additional Action Card in combat)
Luck (+ Benny)
McGyver ((No negative penalties on Trait rolls for lack of equipment)
No Mercy (may spend a Benny to reroll a damage roll)

Hindrances

Bloodthirsty (like leaving exploding reminders, -4 to charisma if known)
Loyal (Dog Company)
Quirk (Affects 'Mad Bomber' persona)

Gear

Kevlar Vest
+2 Melee / +4 bullet (-4 AP)

Milkor MGL

3D6 damage (Medium burst - 2d4 foes),
RoF 1, clip 6.

Franchi SPAS-15 shotgun

1-3 D6 damage (shooting +2), RoF 1,
clip 8, SemiAuto

S&W .357

2d6+1 damage, RoF 1, clip 6 AP1,
Revolver

Combat Knife

Str +D4



Norius Raines (Ph.D) is one of the few members of Dog Company who does not come from a military background, beyond his national service (though many have yet to determine exactly where he comes from).

Quite a few people think "Woo-Woo" is unhinged, a lunatic secret weapon Dog Company uses when brute force and scientific violence have failed.

In truth, His actual motivation is more straightforward. He has no intention of wasting his life in some Chemical firm, with some fat cat to profit from his work. He is perfectly sane, if a little cavalier with his explosives. Though depending on the audience, he will play up the crazy act, especially around money men.

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"CROCODILE"

Name: Whitney Chun
Role: Driver; Linguist

Attributes

Agility d10
Smarts d8
Spirit d6
Strength d6
Vigor d6

Pace: 6, Parry: 4 Toughness: 5



Skills

Driving d8
Fighting d6
Lockpicking d4
Notice d6
Pilot d4
Repair d6
Shooting d8
Stealth d6
Streetwise d6
Taunt d4

Edges

Ace (+2 to Driving and Piloting rolls; can spend Bennies on Soak roles)
Quick (If delt 5 or lower in combat, discard and until higher than 5)
Danger Sense (Notice -2 to detect ambush / unseen obstacle)
Linguist (Smarts roll to understand language, speaks fluent Spanish, Portuguese, Mandarin, German, Korean, Serbo-Croat, Arabic, and Yoruba)

Hindrances

Greedy (Major),
Loyal (Dog Company)
Quirk (Loves J-Pop and Japanese Culture, is Korean-American)

Gear

Kevlar Vest w/ Inserts
+4 Melee / +8 bullet (-4 / -8 AP)

UMP 45
2d8 damage, RoF 3, clip 30 AP2, Auto, 3Rb, Scope (+2 Shooting bonus to shots at Medium Range or higher as long as the firer does not move this round)

Combat Knife
Str +D4

Chun got a Dishonorable Discharge for looting during his tour in Zarikstan. Otherwise an excellent soldier, if one who can complain about his paycheck in eight languages. If he could keep his mouth shut, he will eventually rise up in Dog Company, maybe even take over some day. Then again, he enjoys annoying people (his love of Japanese culture stemmed solely from vexing his first generation immigrant Korean parents).

Chun serves as translator and transporter for Dog Company. While Halliday and Kaiser do most of the face work, often Chun is the one doing the introduction and acting as translator. Because of his diverse skills, it does increase his sense of selfimportance, but really he is far more valuable than some other members let on. And he knows it.

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"DODGEBALL"

Name: Fawwaz Yaseen Mansour

Role: Heavy Weapons

Attributes

Agility d6

Smarts d6

Spirit d6

Strength d10

Vigor d8



Face: 6, Parry: 6, Toughness: 7 (brawny)

Skills

Fighting d10

Intimidation d8

Notice d6

Repair d6

Shooting d8

Stealth d6

Edges

Brawny (+1 toughness)

Rock and Roll ((No penalty for full auto if does not move)

Martial Artist (Never considered unarmed)

Hindrances

Loyal (Dog Company)

Vengeful (Hunts down traitors)

Vow (Keeps Halal)

Gear

Kevlar Vest w/ Inserts

+4 Melee / +8 bullet (-4 / -8 AP)

M72 LAW

Damage 4d8+2 (Medium burst - 2d4 foes)

Rof 1, clip 1, AP 30, Heavy Weapon,

Snapfire (-2 without bracing)

M249 SAW

2d8+1 damage

RoF 3, clip 200, AP2, Auto, Snapfire

(-2 without bipod)

Axe

Str+d6

Mansour is a man whose purpose in life may be down to two things - contract violence and religion. Combined, he is a very angry man when slighted. And he gets angry a lot. It's an unspoken fact that if someone goes rogue from Dog Company, Mansour is the one who puts a bullet in them, and enjoys it.

Mansour is a former US Army Ranger, joining Dog Company almost after it's foundation in the mid 1990s. Like the others, he was a drinker and hedonist until about five years ago, when he got religion and went fairly clean. Some worried he would go soft. Quite the opposite. Mansour has increased the stopping power of his loadout, and generally will carry at least one anti-tank weapon on a job - "Wrath of God in a Can".

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