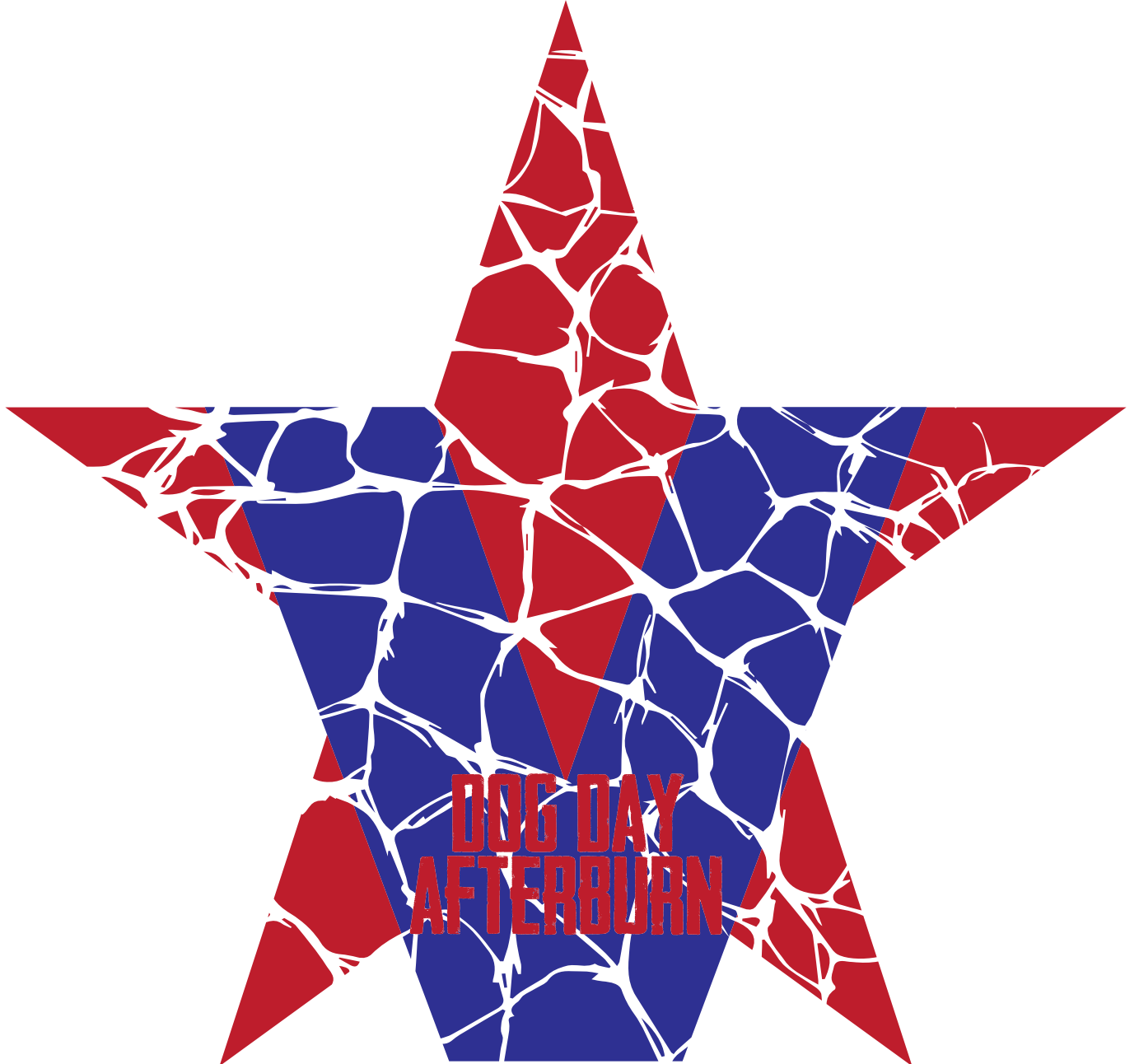


TROPIC



PLOT AND SETTINGS

Summary

"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 types if there's a warzone, they've been there.

There's not many left of the original Dog Company; Only Loud Dog and Norius "Woo Woo" Raines. Fawwaz Yaseen "Dodgeball" Mansour, Noah "Kaiser" Kayser, Wendel "Krakken" Souza, Wendy "Avalangela" Munoz are dead, and Vincent "Dracula" Lee is retired, though his offspring is crazier than he is.

Almost wiped out in Kiwanja, Dog Company got revenge in El Coronado, then went back into Merc business.

After knocking the heir to the throne of Kazarawad off a tall building in Baodau, his father sent a warlord with a nuke after Dog Company. Dog Company took it personal and finished off the royal family of Kazarawad for good.

Loose ties are always a pain in the ass, so word's finally got to loud dog that Eddie "Fucking" Mau is in Zarikstand. Time to kill that asshole and keep it that way.

The Bullfuckers (Veterans)

Amos "Loud Dog" Drexler (CO)
Richard "Doctor Dick" Halliday (XO)
Whitney "Crocodile" Chun
Charlotte "Slaphappy" Furnell
Norius "Woo Woo" Raines
Lily "Panza" Lee

The Cannon Fodder (Player NPCs)

- Squads are controlled by command players (Loud Dog, Doctor Dick or Crocodile), or others's at -2
- Each Squad member counts as 1 wound.
- The Squad operating with 2 or more members counts as a wild card. Squad members operating solo do not.

The Fixer (Bradley Marshall)

Provides Intel in the field; essentially GM info feed.

Breakdown of Scenes

Part One:

Tracking down Eddie Mau in Southeastern Zarikstan, Dog Company hit a Mujhadeen compound and get a lead, then get a whole lot of extra kill.

Part Two:

Hitting the Dompromo Oil Refinery. The Oilfield is mostly empty due to the weather and time of year, but the security has been given a drone upgrade.

Part Three:

Inside the main Hanger of Dompromo, where Eddie Mau is situated, alongside tech billionaire Tyson Stack and his "bootstrap Space programme".

Part Four:

While Stack explains that he needs nukes for his spaceship drive, one of his underlings is really in the employ of Zorya Intelligence, a rival PMC that Dog Company have screwed over. They're coming for revenge, in particular their CEO, who had an ongoing affair with Loud Dog. Zorya destroy Dog Company's flight home and set fire to most of the oilfield.

Part Five:

In all the confusion and chaos, Tyson Stack decides to fly his spaceship to the moon, but it's essentially an atomic cropduster. Dog Company are going to need to get out of Dompromo and ground that rockship. Mother Bear sabotages the flight computer, meaning someone is going to have to sacrifice themselves to destroy the spaceship.

Part Six:

The aftermath, Who lives? Who dies? And an end to the series after five exciting scenarios!

GM CHEAT SHEET

NPC stats (reuse as necessary)

Security Guard / Cop / Thug

Attributes: Agility d6
Smarts d4
Spirit d6
Strength d6
Vigor d6
Pace:6; Parry:5; Toughness:5

Skills: Driving d6,
Fighting d6,
Notice d6
Shooting d6
Stealth d4

Cop: Remington Model 870 shotgun
1-3d6 damage RoF 1, Clip 6, +2 shooting

Security Guard / Thug: H&K MP5
2d6 Damage, ROF 3, clip 30, AP 1, Auto.

Mercenary / Mujahid Fighter

Attributes: Agility d6
Smarts d6
Spirit d6
Strength d8
Vigor d8

Skills: Fighting d8
Notice d8
Shooting d8
Stealth d6

Pace: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).

AK74
2d8+1 damage, Rof 3, clip 30 d6 AP2, Auto
GP-25 underslung grenade launcher 3D6 damage (Medium burst - 2d4 foes) Rof 1, clip 1

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.

ZARIKSTAN

HISTORY, DEMOGRAPHICS, POLITICS

Population of 2 million.
Capital City: Qala, population 800,000 inhabitants.

For most of history, Zarikstan has been occupied by various nomadic tribes; the country's extreme continental climate and aridity making anything permanent extremely difficult. With the rise of the USSR, Zarikstan found itself in a quietly unique position, far enough away and rugged enough to make invasion by any enemy difficult, yet suddenly prosperous from oil reserves. Zarikstan quickly modernised, albeit in a very localised way; Qala, slap bang in the centre of Zarikstan, grew fiftyfold in population from 1960 to 1990, but much of Zarikstan was empty.

With the fall of the Soviet Union, Zarikstan, always one to stay on the sidelines, quickly moved to supporting the NATO powers in exchange for a quiet life. This would last until the early 2000s when Mujahideen fighters from Asia decided that Zarikstan was a soft touch (and sparsely populated), and set up shop, much to the annoyance of the Zarikstani government.

As with most post Soviet states in the region, the Zarikstani have moved on from communism and there has been the rise of some vocal religious hardliners, but the population is either just old enough to remember the pre-oil wealth days, or content to keep their heads down. The fanatics don't get traction, for now at least.

The President of Zarikstan, Khigir Andreevich, was educated in France and is the youngest president of the Republic yet. He is a pro-western technophile, who knows that while the oil has been carefully managed, won't last forever. The main oil company in Zarikstan, Ryyon Oil Corporation, have already started winding down production from a few sites, in particular Dompromo. He has had very little success with investment until tech billionaire Tyson Stack, of Alphalux.com, under the auspices of his clean energy startup Unfrontier, has invested billions into the country in the last year.

LAW & CRIME

The GO / Grazhdanskaya Okhrana (Civil Guard) are gendarme and fulfil all policing and security roles in Zarikstan. They have a small Spetznaz force, mostly focused on assisting the US against Mujahideen fighters.

Private gun ownership, prostitution and hard drugs are all technically illegal, but given the size of the country, easily obtained by those who have the will and the cash. Alcohol is legal and

commonplace.

Al-Jabal (The Mountain) are the local Islamist movement. Mostly they consist of foreign fighters with all kinds of ideologies from anti-capitalist to fundamental Shari'ists, mostly they keep to the Southern mountains and the occasional action against the GO in the smaller cities. They hold no territory to speak of.

MILITARY

With the fall of the USSR, numerous Russian soldiers stayed on as private contractors on the oilfields or instructors for the new Zarikstani Army. For those who stayed, it was a cushy and easy retirement away from the chaos of Moscow.

With the War on Terror, the US has stationed 350 troops in the South East, mostly rotated in and out of Zarikstan as a "vacation rotation", due to the low threat of the Al-Jabal fighters.

PRICES

The Zarikstani rubel is worth around \$.30. Local goods are cheap, including drugs, while anything imported tends to be pricy. Outside of Qala, western products are rare, more likely to be seen are Russian or Chinese goods, though of varying quality.

CLIMATE

Arid and extreme. The summers are parching hot, the winters freezing cold. The more habitable areas are in the south, including Qala. The country is well suited for nomadic lifestyles, but little else. The mountains of the South are snowcapped the whole year round.

TRANSPORT

Public transport is limited to Qala. Outside of the capital, the only way to get anywhere is private transport. Due to the flat terrain, small plan and improvised landing strips are common, with numerous Soviet era aircraft still in use after decades of careful maintenance.

Qala International Airport is utilitarian, with huge amounts of it's traffic coming from charter flights for the oil companies to their various sites.

DOMPROMO

HISTORY, DEMOGRAPHICS, POLITICS

Population of 1500 (peak), 300 (skeleton)

Situated in North-Western Zarikstan, Dompromo has been tapped as an oilfield since the 1930s. It was in the 1960s that it really took on its importance, with the Soviets massively expanding operations, experimenting with airborne oil transport.

With the collapse of the Soviet Union, the site eventually ended up in the hands of the Ryyon Oil Corporation. The former Russian soldiers founded "Zorya Intelligence, which continued handling security operations for the site.

In the last decade, dwindling supply has reduced this site from a headcount of over 20,000 to under 1500, with Oil and gas production declining below 20% of peak and still falling. Ryyon Oil, already near bankruptcy after being fined billions after the 2014 El Coronado oil slick, welcomed a surprise buyout by Alphalux for the site; Alphalux claimed that their energy and space sub-company, Unifrontier, would use the site to research clean energy. Currently while oil and gas is being refined at Dompromo, extraction is being wrapped up, with plans to end all production by the end of 2020.

Dompromo itself is a huge site. Situated hundreds of miles from the nearest large settlement, it is completely cut off from the outside world, surrounded on all sides by cold arid land. Most transport comes in by air, with the oil and gas going out via pipeline. The old military roads are decades old and in poor condition; driving from Qala to Dompromo takes about five days, given the quality of the road, the terrain and the deliberately misleading routes.

ALPHALUX

Alphalux.com is a website with many different subsections, and generates millions of dollars per hour. If asked what it does, "a little bit of everything, and charges for it" is the best response.

Because Alphalux has a huge interest in the next thing, they have invested in various sub companies, most notably Unifrontier, Stack's current obsession.

Unifrontier covers robotics, future energy and most importantly space travel. Stack's goal is to jumpstart the space race through 'agile thinking'.

Having bought 51% of Dompromo from Ryyon Oil, themselves in debt for billions over the El Coronado oil slick, Stack has wrangled his way with the Zarikstani government so he can "research new energy safety".

He is working in the former communist bloc is simple for two reasons; one, he can sidestep the restrictions of NASA and the ESA.

Secondly, as part of Unifrontier's investment in clean renewable energy, they state they are dedicated to removing nuclear weapons from the world, such as from former Soviet states. Really, Stack wants to build an Orion nuclear pulse drive; essentially a nuclear warhead powered drive that might make fast interplanetary and interstellar travel a reality.

Noble as his ideas are, within an atmosphere, an Orion drive is essentially a superfast radioactive cropduster. Officially, Alphalux is in Dompromo to do energy research, as Unifrontier, and the independent space program is an unexpected surprise to everyone, including the US and Zarikstani governments.

With Stack's "agile" mindset, he has tried bringing in numerous "free thinkers", like Lai Chen the head of 168, a "Chinese open source tech collective that believes space exploration as a way to move mankind beyond the hostility of nation states".

PART ONE

Al-Jabal Compound, Southeastern Zarikstan.

Nestled into the foothills of the Skaliŝtyy mountains, the Al-Jabal compound is well concealed from a distance, and hard to hit via airŝtrike.

It is a squat adobe complex with a thick outer wall (+8 armor to anyone hiding behind them). Within the compound, there is one main building, a covered area for vehicles and maintenance, and a well.

The covered area contains two technicals (use SUV ŝtats), with M60 machine guns mounted on the back, three trucks, a few motorbikes, and a space with a tarp discarded on the ground. There's also all the gear you would expect of a garage like tools and spare parts (Smarts roll to notice a lot of parts for Mercedes, yet none of the vehicles are that make) , and a supply of petrol and diesel for the vehicles.

The well has a cover over it to keep duŝt out. The water comes from an underground river, about twenty feet below; the river breaks surface about three miles north, coming from a small cave. The compound has been there so long that the river has worn a tunnel wide enough for someone crazy enough to crawl up.

There are 30 fighters in the compound, with about five on patrol, and about five are asleep, and will take about three rounds to join the fight once action starts. They are all armed with AK74s and will fire with wild abandon. One bright spark on the roof of the main building has an RPG-7, and will bring it out when things get hairy.

The main building has four rooms, a hallway, a main sleeping and eating area (there are about a dozen fighters here), a storeroom for weapons (including some explosives) and a private room for Faisal Fahad, the local commander of Al-Jabal.

Regardless of whether Dog Company sneak in or guns blazing, Fahad will be calmly sitting in his private room, surrounded by books, maps, a few trinkets, and a portable television where he is watching cricket. Once Dog Company announce themselves, he turns the sound down but not off on the television. He is polite, and will quietly mention that the reception in this part of Zarikŝtan is poor at beŝt, and he has been waiting on the Teŝt Match for months. If asked is he

<p>M60 (Pintle Mounted) Damage: 2d8+1, RoF 3, Clip 200 (box mag), AP 2, Auto, Snapfire Penalty RPG-7 Damage: 3d6, (Medium burŝt 2d4 foes), AP 10, Snapfire Penalty: 1 round to reload</p>

not concerned about being killed by Dog Company, he is oddly sanguine; he knows who Dog Company are, and states that were he to fight back, it wouldn't achieve much, so he is happy to co-operate; Dog Company seem to more amenable to a deal than the US Army.

He will reveal that Mau came to them, four days ago, with the nuclear weapon. As tempting as it was, Fahad could not convince Mau to sell it, nor take it from him; the latter attempt coŝt him the life of ten of his men. Instead he informed Mau that there was an American with more money than sense looking to decommission Soviet era nuclear weapons in the former oil base at Dompromo, in the Northwest, and gave his aged Mercedes-Benz W126 car, hoping it would break down in the middle of nowhere, but far from Fahad. If Mau survived, he would make it to Dompromo in three days.

Fahad will go to his bookcase and pick up a faded brochure for the Ryyon Oil corporation with handwritten co-ordinates. He will bid them on their way, assuming that there's no hidden surprises left by the likes of WooWoo... As soon as Dog Company leave the compound, their fixer, Bradley Marshall, will come on the radio, from the intel centre he has up and running in Qala. Getting appraised of the situation, he will advise they take their Hummers or the C-130 back to Qala and plan an approach on Dompromo.

When Dog Company make it to the private landing ŝtrip at Qala, they will see a massive Boeing C-17 Globemaŝter III, which dwarf's Dog Company's C-130. Marshall approaches, looking cool as fuck as always. "Dog. I took the liberty of bringing in some extra kill. I checked Dompromo and three Hummers ain't gonna cut it. Besides...this man wants to make an offer".

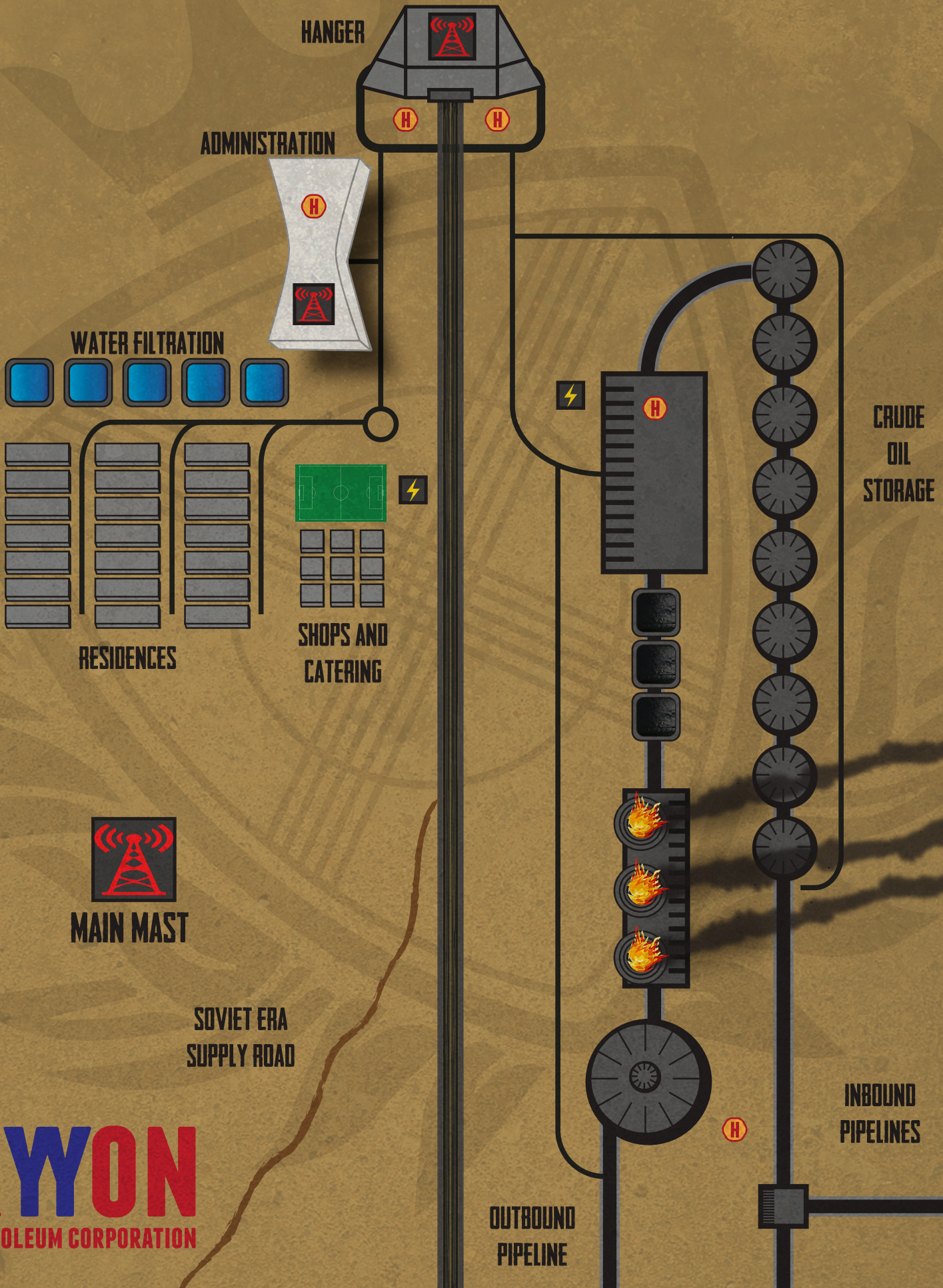
From the C-17 comes Jack "Uncle Buck" Buckmaŝter, CEO of Blackhammer. He approaches Dog Company, handshakes, insults, the usual macho nonsense. He explains that he's back in the politics game and that he doesn't have time for "Playing No More". His deal is this; Dog Company joins up with Blackhammer, with the Bullfuckers taking on the top roles in the company, with Loud Dog taking over as CEO. He reminds Sargeant Drexler than he (Captain Buckmaŝter) knew when it was time to take a promotion. And that time is now.

To sweeten the pot, he's brought some Blackhammer toys for Dog Company to try out: Hand over the second Cannon Fodder Sheet and Vehicles sheet. Buck loudly declares "That DOG'LL HUNT!".



DOMPROMO OIL REFINERY

NORTHERN ZARIKSTAN



SOVIET ERA
SUPPLY ROAD

RYWON
PETROLEUM CORPORATION

PART TWO

Hitting Dompromo is more freeform, and generally should be a chance to come up with a cool plan and then execute it.

Due to the freezing weather and the time of year (just after Christmas), the site is almost empty, with a skeleton crew of 300 on site, mostly security and maintenance technicians for the refinery. Marshall will let Dog Company know that what's not widely known is that the Refinery is now owned by Unifrontier, a subsidiary of Alphaslux.com, and has gone high-tech.

Mau is inside the hanger. After roughing up a few guards or workers, Dog Company can find this out.

Outside Dompromo

Defence Perimeters

Dompromo's outer defences have been completely replaced by Unifrontier's latest prototypes in unmanned warfare. These units are unmanned electric tanks and airborne drones. Designed to be a visible deterrent mainly, they are still armed and will send off flares and sound off klaxons until they go weapons hot. There are 10 ground drones and 20 airborne drones on patrol, covering a ground radius of 5km and air of 20km.

Soviet Era Supply Road

Most transport comes in via helicopter these days, so the supply road is little more than rocks and shattered tarmac.

Within Dompromo

Administration Building

A ten story white concrete and glass construction built during the last good days at Dompromo, Administration houses every bureaucratic and official function that Dompromo needs, from conference rooms, medical facilities, and offices. The layout is as convoluted or simple as need be.

There are a few executive suites on site, for high-ranking officials of Ryyon and Unifrontier, which generally get nabbed by the most senior permanent staff when no-one is around. There is about five low level executives and managers here, all who got the short straw. There are generally a few security guards on every floor.

Water Filtration

Dompromo at it's peak had 30,000 people on site. Given the massive reduction of staff, four out of the five reservoirs are stagnant. The fifth is active and has a number of turbines agitating and cleaning the water.

Residences

A series of twenty one Soviet Era multi-story apartment blocks with walls thick enough to absorb an RPG round. The exterior of the buildings are festooned with satellite dishes, antennae, and

wiring to pipe in internet. Most are empty, with staff having moved into buildings closest to Administration. The football pitch is in perfect condition, and has floodlights which light up most of Dompromo. Security are more likely to be in the populated buildings. Some of the staff may be armed.

Shops and Catering

A series of squat multi-story grey buildings, where everything and anything can be purchased or collected here; foodstuffs, consumer goods, even drugs or weapons for those willing to pay the handling cost. There will be security here, given that pretty much all the food is stored here.

The Runway

The runway is far larger than it needs to be. Originally it clocked in at five kilometres, the runway was never used to it's full potential. Over the decades, the outer part of the runway fell into greater disrepair, while the section close to the Administration was maintained.

In the last year, since Unifrontier moved in, the runway has been renovated and extended, now reaching a full 10km. This is generally unknown to the outside world, and requires recent satellite footage to learn this.

Main Mast

This is the main hub for communication in and out of Dompromo. While both the hanger and the Administration have secondary masts, they have no-where near the power, and in harsh weather, are effectively useless. The main mast has satellite connections, handles phone signal in Dompromo, and also various radio frequencies. The control unit for the drones is mounted on the mast. There are usually guards stationed near the mast.

The Refinery

A series of buildings, including crude oil storage, heaters, distillation towers, waste storage, and refined oil storage. All designed to be blast resistant and full of up to date fire suppression systems, though these can be overridden (or destroyed). Unifrontier's focus has largely been on limiting waste products and removing elements that will cause environmental damage.

There are three pipelines, two in and one out. There will always be security guards around the refinery, in good defensive positions.

The Hanger

There are numerous small planes and helicopters outside the hanger, oddly not inside, and a filthy Mercedes-Benz W126. The Hanger is covered in Part Three.

PART THREE

The Unifrontier security vehicles are not smart but if allowed go weapons hot are enough of a nuisance to Dog Company to cause some damage, hence the need for them to be eliminated.

The Hanger is a massive grey building, designed in the 1950s, reinforced in the 1980s, and now repurposed for modern usage. The Hanger mixes the robust concrete design of the Soviet era with modern electronic defences. Once inside, there are number of the smaller fixed cousin of the tank, the AutoTurret. Unlike the conventional ammunition used by the outside drones, the inner drones use plastic bullets that fragment on hard surfaces, to prevent penetration, but still have plenty of stopping power against human targets. They are designed to target any warm or moving target not wearing a biometrically linked security

band (so no use trying to steal one). There are no security personnel, only technicians, who will run and hide.

Towards the rear of the hanger are huge fuel tanks full of high grade aviation fuel.

Within the Hanger lies a gigantic ... vehicle. Hard to fully make out due to the size of the hanger and distribution of light, as well as it being covered in support scaffolding, it is a weird blend of the angles of a stealth bomber and a space shuttle, and emblazoned with the Unifrontier logo and the name "ALPHA ONE".

Within the hanger, a warren of portable buildings, like expensive portacabins has been set up, leading up to the Control Centre which hangs from the roof, with wall to floor windows, providing a full view of the whole hanger. A Notice roll will spot Mau is in here, watching and seemingly silently cheering Dog Company on... perhaps Mau is a prisoner, or he's just as crazy as ever.

Making their way up to the full length glass exterior of the Control Centre, Mau can be clearly seen lounging around and sitting eating. He waves at Dog Company when they get close enough to make eye contact. Crossing the final gantry, they find the door is locked, and bulletproof. At this point a naselly American voice comes over the speaker:

"Hey guys. Guys. It's totally cool you're here to see the site, but we don't really do visitors. Namaste, right? So, let's talk. Eddie here is my guest, so we can talk here, but I've got some craft beer, we can shoot the breeze over some airhockey. Hows' that sound?"

The voice is of Tyson Stack, the 20something tech billionaire, who comes to the other side of the door.

Stack will only open the door if Dog Company promise to not shoot when they come in; He's actually a little excited to meet Dog Company too, since he's a fellow Rolling Stone cover alumni. If they don't, he'll start talking anyway. There is another man in the room, who stays silent.

"So, Eddie, Eddie's now my new, and this is supercool, my new SEFA". If he gets a confused look, he explains "Special Executive for Fuel Acquisitions. He's totally helping me out with an AWESOME project. Come take a look."

Unifrontier "HERC" Type 6 Automated Security Vehicle

Acc/Top Speed: 5/14; Toughness: 16/15/14 (4/3/2);

Night Vision: Ignore Dim and Dark lighting penalties.

Infrared Night Vision: Thermal imaging devices halve darkness penalties (round down) for heat-producing targets.

Heavy Armor: Only weapons marked as Heavy Weapons can hurt this vehicle

Improved Stabilizer: Ignores Unstable Platform penalty.

Tracked: Treat each unit of difficult terrain as 1.5 instead of 2

Turret mounted 25mm 20-25mm Autocannon
Damage: 3d8 AP 4, ROF: 3, Heavy Weapon

60mm Rocket pods (Pintle)
Damage: 3d8, AP 25, ROF 3, Medium Burst, Heavy Weapon

Unifrontier "HARPI" Type 3 Automated Patrol Vehicle

Acc/Top Speed: 20/70; Climb: 20; Toughness: 15(4);

Night Vision: Ignore Dim and Dark lighting penalties.

Infrared Night Vision: Thermal imaging devices halve darkness penalties (round down) for heat-producing targets.

25mm 20-25mm Autocannon (Nose)
Damage: 3d8 AP 4, ROF: 3, Heavy Weapon

60mm Rocket pods
Damage: 3d8, AP 25, ROF 3, Medium Burst, Heavy Weapon

Unifrontier "HERA" Type 9 Automated Security Unit

Toughness: 10 (4)

25mm 20-25mm Autocannon
Damage: 4d8 AP 0, ROF: 3, Heavy Weapon

PART FOUR

Either inside the Control Centre or outside, Stack will start explaining that the Space race is SO lame. Whose doing what? NASA doesn't even have shuttles, Russia's rockets are outdated, and no-one is innovating. Bar him. Enter ALPHA ONE. He's not just going to enter the space race, but bypass it and then some. He says ALPHA ONE will be like Turbinia at the Spithead Navy Review in 1897 (make the players Google it, he does, but essentially Turbinia was a ship that was rejected by the Navy, so the designer built it and showed up all the old designs by sailing round them.

Stack says Mau is helping him find the resources he needs for ALPHA ONE - nuclear warheads. ALPHA ONE is an Orion Nuclear Pulse Drive, that uses warheads to create thrust capable of interplanetary travel. Unifrontier have 20 warheads aboard ALPHA-ONE for the maiden flight.

At this point, Stack insists on calling up the other man to meet Dog Company. "Cool cool, guys this is Lai Chen, he's with 168. They're China's future, they're going to free China with technology. They're helping us with the space race. Things are going to kick off one way or another:

- Have the players roll Knowledge (Battle); anyone who gets a raise will recognise "Lai Chen" is really Vassily "Telesales" Zhang, Zorya Intelligence's cyberwarfare expert.
- "Chen" needs to get outside to make a phone call (informing Zorya Intelligence that Dog Company have arrived and he's going to delay them), if anyone follows him they will overhear him speaking in Russian, begging Mother Bear for extraction.
- If let into the Control Centre, Stack insists on talking turkey to Loud Dog and Doctor Dick. Mau will swagger over to one of the others, explain how sweet a deal he's got going on now, worth "Mazillions", and say Stack is so stupid, he needs Mau around to keep him safe. He says "why he even listens to that Russian hacker nerd, who fuckin' knows. When I run the company, shits gonna change". If Dog Company identifies "Chen" as Zhang, Mau will pull a gun and shoot Zhang.

As soon as shots are fired, Zorya Intelligence make their presence known. Having been given the go-ahead from Zhang that their target Dog Company is on site, the kid gloves are off.

Over the speaker comes the sound of Marshall and Buckmaster aboard the C-17 saying there's a convoy of jeeps and two tracked vehicles inbound. If Loud Dog doesn't launch the A-10 Warthog, Uncle Buck jumps the gun and orders him to launch. Regardless, the audio to the C-17 seems to go (courtesy of "Chen",

Dog Company will see that the convoy has fired missiles, which the C-17 seems to be unaware of. As Slackjaw is taking off, the Warthog is struck by missiles, blowing it and then the C-17 to pieces. Dog Company are on their own...

The voice of Mother Bear comes over the speaker, uttering "you're fucked, dog", as Zorya move with brutal effect. The TOS-1 stays back, peppering the field with rockets, while the T-90 will focus on the Abrams, using it's Sniper missile to it's advantage. Zorya will take out Dog Company's assets, whatever the cost.

T-90 Main Battle Tank

Acc/Top Speed: 5/22
Toughness: 76/40/30 (60/24/ 14);
Crew: 3
Night Vision (Ignore Dim and Dark lighting penalties)
Infrared Night Vision (Thermal imaging devices halve darkness penalties (round down) for heat-producing targets)
Heavy Armor: Only weapons marked as Heavy Weapons can hurt this vehicle
Improved Stabilizer: Ignores Unstable Platform penalty.
Tracked: Treat each unit of difficult terrain as 1.5 instead of 2

Turret mounted 125mm Gun

- HE: 4d8 Medium Burst; AP 25
- HEAT: Damage: 5d10, AP 64
ROF: 1/ 2, Heavy Weapon (HW)
12.7mm machine gun (Pintle mounted remote)
Damage: 2d10, AP 4, ROF:4, HW
7.62 machineguns (coaxial turret)
Damage: 2d8+1, AP 2, ROF: 3
AT-11 "Sniper" Missile
Damage: 4d8, AP 102, ROF 1, Heavy Weapon (HW), May engage Tanks or Aircraft

TOS-1 Multiple Rocket Launcher

Acc/Top Speed: 5/20
Toughness: 61/31/26 (45/15/10)
Crew: 3
Night Vision (Ignore Dim and Dark lighting penalties)
Infrared Night Vision (Thermal imaging devices halve darkness penalties (round down) for heat-producing targets)
Heavy Armor: Only weapons marked as Heavy Weapons can hurt this vehicle
Improved Stabilizer: Ignores Unstable Platform penalty.
Tracked: Treat each unit of difficult terrain as 1.5 instead of 2

220mm rockets

Damage: 4d6+1, 2x Medium Burst; AP 30, RoF 3, HW, range 6KM

GAZ Tigr (At least 10, each 10 mercs)

Acc/Top Speed: 10/30
Toughness: 15(4)
Four Wheel Drive: Treat each unit of difficult terrain as 1.5 instead of 2

7.62mm PKP machine gun (Pintle)

Damage: 2d8+1, AP 2, ROF: 3

PART FIVE

Things are looking bad; Dog Company's flight home and air support are gone, and Zorya will destroy their own assets to take out Dog Company's. Dompromo is going up in a massive fireball, and Dog Company should be pushed back to the Hanger, both as a retreat and because it's the only building that's not been levelled by the TOS-1 rocket attacks. The refinery has been damaged and a Knowledge (Science) or (Demolitions) roll will indicate that the whole of Dompromo is going to explode in a matter of minutes.

There's also the added complication of ALPHA ONE and the twenty nuclear warheads aboard. In the chaos, Stack has run for the bomber and started the launch sequence. If Dog Company have killed Stack for some reason, as his 'final wish', the autopilot will automatically start up, sending ALPHA ONE into space on it's own. ALPHA one, incomplete as it is, is the only vehicle left to get Dog Company out of the impending inferno that was Dompromo.

One way to escape and trap Zorya would be to puncture the rocket fuel tanks in the Hanger. When the engines ignite it should cause the whole hanger and everything within it to be burnt to a cinder.

Getting onto ALPHA ONE isn't easy; by the time Dog Company fall back, Zorya mercenaries are in the Hanger, so a fight will ensue. Led by Mother Bear and Vol, who will focus on injuring and killing Dog Company; the cannon fodder should be whittled away at this point. There's plenty of gantrys and scaffolding for epic action, so make it stylish. Mother Bear and Loud Dog should get at least a few shots or punches in at each other, while Vol will end up dropping down on the main access gantry that leads to the airlock just as Dog Company are trying to bypass the security. As Vol is dispatched, have him bearhug one of the members of Dog Company and pull them over the gantry in a final act of murderous defiance. Whether that member of Dog Company can grab onto something on the way down is another matter.

As ALPHA ONE launches, it will travel along most of the 10km runway in a horizontal takeoff; this may require smashing through the hanger doors for extra damage to the vehicle, if Dog Company have closed or boobytrapped the hanger doors.

As ALPHA ONE juts into the air (Agility checks to avoid a wound from being thrown about) a robot voice declares

"SAFETY OVERRIDE. SEVEN MINUTES TO ORION THRUST LAUNCH".

Stack has lost his marbles and decided to use the Orion drive to escape; if the Orion drive is started up within the

atmosphere, it's essentially an atomic fallout cropduster. Not only do Dog Company need to commandeer ALPHA ONE from the bridge, they also need to disable the nuclear engine from automatically firing. Within ALPHA ONE, there are numerous Autoturrets, which should slow Dog Company down.

Removing the warheads from the loader requires bypassing several security doors, and once in the rear engine room, several Knowledge or Smarts rolls; simply smashing won't work. For dramatic effect, Dog Company can get all bar one weapon (ironically, Mau's one, from the rust), which is jammed in the loader. Dog Company are going to need to put ALPHA ONE someplace where that radiation won't spread.

Going for the bridge, the turrets should separate Loud Dog from anyone else aboard by a dozen feet or so. As he managed to get into the bridge, the door slams shut behind him, which will require a Notice roll from him to spot in the chaos. Stack is gibbering in the 'captain's chair', singing "fly me too the moon". At that point, the navigation supercomputer explodes! Standing in the hatch of the secondary airlock is mother bear, holding the pins from several grenades. ALPHA ONE should lurch without control. A fight between Loud Dog and Mother Bear, and she Bear will fight exactly as dirty and brutal as Loud Dog. The verbal barbs should be as hard as the physical blows.

If Mother Bear gets the wound in on Loud Dog, she will pull one last grenade and scream "take this to that Lithuanian whore you married!" before taking them both out. If Loud Dog kills her, her last words will be "You invited... EDDIE MAU to your wedding ...and not...me?" with the kind of malice only Russians can wield.

It's heroic sacrifice time; someone is going to either detonate fly ALPHA ONE into outer space, nosedive it into the Russian wilderness or drown it in the oceans. Regardless, it should be an epic action finale. For the those not sacrificing their lives, there is an escape vehicle. Given the precarious state ALPHA ONE is in, blowing the hatches on the launch bay causes ALPHA ONE to veer uncontrollably and should be part of the final descent and destruction of the failed spaceship.



Unifrontier
An Alphalux company

ALPHA ONE

ORION NUCLEAR PULSE DRIVE VEHICLE



SECONDARY
AIRLOCK

MEDICAL

ATMOSPHERE
SCRUBBERS

MAIN
AIRLOCK

AUTOTURRET

FUEL
LINE

CONVENTIONAL
ENGINES

COMBUSTION
CHAMBER

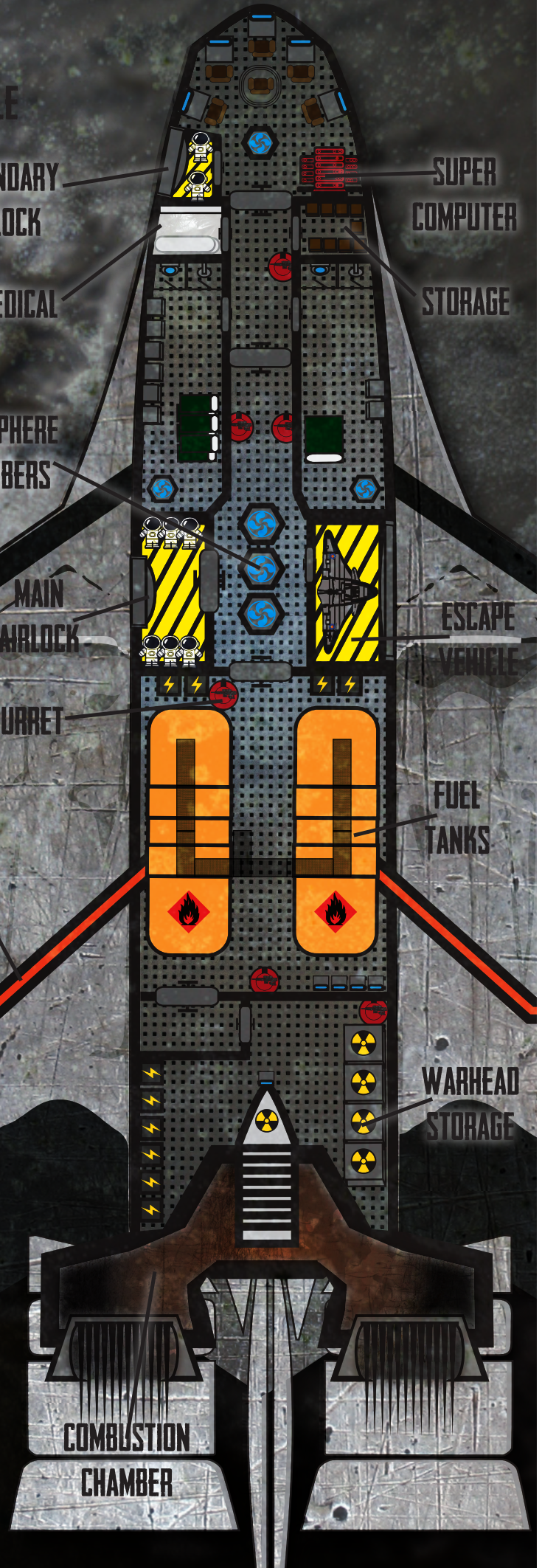
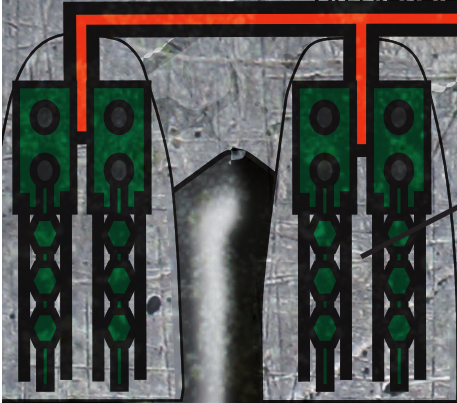
SUPER
COMPUTER

STORAGE

ESCAPE
VEHICLE

FUEL
TANKS

WARHEAD
STORAGE



Unifrontier
An Alphalux company

PART SIX

However many members of Dog Company survive, someone has sacrificed their life to prevent a catastrophe. And it's pretty certain Eddie Mau is a goner, so there's always small mercies. The death of Tyson Stack renders him a Martyr figure for obsessive fanboys of Alphalux.com, who declare that he was a "Genius taken before his time". The destruction of Dompromo causes massive issues with the Zarikstan economy. Thankfully Unifrontier's possession of several nuclear weapons and a semi-functional spaceship never make it public, beyond a few random conspiracy theories.

If Loud Dog Dies

Dog Company have lost members before, even founding members, but Loud Dog has always been the CEO and CO. Without him, there's no Dog in Dog company. It might take some time, but Dog Company will eventually fold, with the last of the Bullfuckers going their separate ways.

(exclude as appropriate)

- In the absence of both Loud Dog and Uncle Buck, Doctor Dick is pegged by the Democrats to run for the senate in Uncle Buck's old constituency. Senator Halliday quickly ends up on the U.S. Senate Select Committee on Intelligence.
- Crocodile takes the Blackhammer offer, quickly rises in the ranks. By the time he's 40, he's gone full corporate, as VP for Asian Developments. Blackhammer stays the same old PMC, Crocodile stays as greedy a fuck as ever, but in this case a wildly successful greedy fuck.
- Slaphappy gets offered a lucrative position at French PMC LeClerq Strategique's sniper school, providing training for French special forces snipers. She starts affecting a French accent when speaking English.
- Woo Woo and Panza never really accept the end of Dog Company, as a founder and a first generation member respectively. They end up in back in El Coronado, then Kiwanja, Zarikstan and a dozen other conflict zones, fermenting trouble and flipping governments. Currently both are on Interpol's most wanted list.

If Loud Dog Lives

Whoever sacrifices themselves is mourned appropriately. Dog Company now find themselves in command of Blackhammer's extensive resources and responsibilities; even if Loud Dog didn't accept the job offer, Uncle Buck nominated him his successor and beneficiary of his will, because Uncle Buck was a sneaky fuck.

(exclude as appropriate)

- Loud Dog ends up CEO of a corporation and generally swamped. As much as he loves keeping his boots in the mud, every day as CEO drag him further from the business of Dog Company. In the end, Dog Company becomes as much a badge of honour as anything else, a special group within Blackhammer that becomes Loud Dog's elite unit.
- Doctor Dick is pegged by the Democrats to run for the senate in Uncle Buck's old constituency. Senator Halliday quickly ends up on the U.S. Senate Select Committee on Intelligence.
- Crocodile quickly rises in the ranks at Blackhammer. By the time he's 40, he's gone full corporate, as VP for Asian Developments. Crocodile stays as greedy a fuck as ever, but in this case a wildly successful greedy fuck.
- Slaphappy eventually leaves Blackhammer for French PMC LeClerq Strategique's sniper school, providing training for French special forces snipers. She starts affecting a French accent when speaking English.
- Woo Woo and Panza misappropriate a whole load of Blackhammer equipment and troops and decide to stage a coup in El Coronado, on the grounds that "it had the best margharitas". At this point, Woo Woo and Panza are on the Interpol most wanted list.

THE END

NPCS



Tyson Stack

The Bootstrap Billionaire founder of Alphalux.com and Unifrontier. Stack wants to jump past his peers by being an 'agile' space agency, with ALPHA ONE intended to be a genuine manned interplanetary vehicle. Stack doesn't like not getting his way and thinks his brazilian jiu jitsu makes him a badass. He only shuts up if someone hits him. Assume he has a D10 in Taunt (TechBroTalk), a parry of 4 and spirit of D8 for resisting attacks and Taunts or Intimidation.



Lai Chen Aka Vassily "Telesales" Zhang

Chen / Krupin is Zorya's inside man at Dompromo. He is there in the guise of the head of hacker front "168"; really, they are a front company for Zorya's cyberwarfare wing. Zhang is Russian of Chinese descent (his accent can give him away). Chen/Zhang prefers to exploit weaknesses and then strike; Use the standard Mercenary stats, with D10 in Knowledge (Computers).



Vol

Kuznetsova's mute(ish) brute. Easily pushing seventy at this point, yet he has lost none of his physical prowess or simple cruelty. Vol serves as a wall between the players and Kuznetsova when needed by plot. His weapon of choice is the massive Kord-12.7 mm heavy machine gun, which he fires from the hip with abandon.

Agility d6
Smarts d4
Spirit d6
Strength d12
Vigor d10
Pace: 6; Parry: 8; Toughness: 8

Skills

Driving d6
Fighting d12
Intimidation d8
Notice: d6
Shooting: d6

Edges

Brawny (Toughness +1, increased carry)
Brawler (+2 to unarmed damage rolls),
Bruiser (Bonus die to unarmed damage is d8 instead of d6)

Hindrances

Loyal (Mother Bear)
Quirk (Only communicates in grunts)
Bloodthirsty (Never takes prisoners)

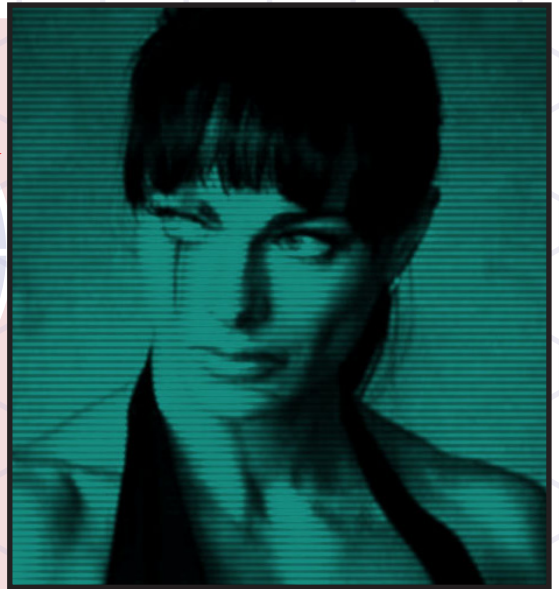
Gear

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

Kord-12.7 mm heavy machine gun
2d8+1 damage, RoF 3, Clip 30, AP 2, Auto

Machete
Str +D6

"MOTHER BEAR"



Captain Bronislava Kuznetsova's career started just as the Cold War ended. Posting to Dompromo Oilfield, she quickly realised she was far enough from being brought down with Soviet Union, and that from Dompromo she could build a new military contractor empire in the former USSR.

As the oil field was sold off Kuznetsova and her new organisation, Zorya Intelligence, stepped in as 'local security advisors'; using the Oil Company's contacts with various dictatorships and warlords to expand their client base.

Things were good, until she met Amos Drexler, aka "Loud Dog". It was New Years 1999 in Moscow. Drexler was with the original Dog Company, Kuznetsova was there with her crew, including her ape, Vol. Things happened, much vodka was drunk and the start of a prolonged if irregular affair between Mother Bear and Loud Dog.

This became a problem around 2007, when Kuznetsova found out that Drexler had married (for a second time); offended enough at being the woman on the side, she was double offended that she wasn't invited to the wedding when every mercenary under the sun, even Eddie FUCKING Mau, got an invite. Kuznetsova didn't take that well. Next time she saw Loud Dog, she shot him; he shot back. After a gunfight in the middle of a funeral home, it seemed that was settled.

in 2015, in an attempt to woo Rami Bishara Abdul-Basit Al Zarif, Sultan of Kazarawad, Zorya obtained an 800 kiloton warhead from an RT-2PM Topol ICBMs; word had gotten to Kuznetsova that Jack "Uncle Buck" Buckmaster, CEO of Blackhammer, was planning on running for public office in the US, and also the Sultan wanted a nuke, for some reason. The warhead was delivered, and a deal signed. Before they could move in to replace Blackhammer, Dog Company toppled the Sultanate of Kazarawad. Having sunk most of Zorya's resources into getting the Sultan onside, and slighted by Loud Dog again, Kuznetsova decided she would kill Loud Dog in a spectacular way.

Like most Russians, she is not subtle when she's pissed off.

Name: Bronislava Kuznetsova
Role: CEO / CO, Heavy 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)
Bloodthirsty (Always goes for the kill)
Quirk (Bearded men are just better)

Gear

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

RPK-74

2d8+1 damage, RoF 3, clip 200, AP2,
Auto, Snapfire (-2 without bipod)

RG-6 grenade launcher

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

MP-412 REX

2d6+1 damage, RoF 1, clip 6 AP1,
Revolver (break-action)

Combat Knife
Str +D4

"EDDIE FUCKING MAU"

Name: Ma En Dian
Role: Inside Man /
Heavy Infantry

Attributes

Agility d8
Smarts d6
Spirit d8
Strength d6
Vigor d6

Face: 6, Parry: 5, Toughness: 5

Skills

Fighting d8
Notice d6
Persuasion d8
Shooting d10
Stealth d6
Streetwise d6
Taunt d6
Throwing d6
Tracking d4

Edges

Ambidextrous (no off hand penalty)
Luck, Great Luck (+2 bennies)
Quick Draw (draw weapon as free action)
Two-Fisted (No penalty for using 2nd weapon)
The EDDIE FUCKING MAU Edge (Can spend bennies to counter re-rolls on combat against him)

Hindrances

Obnoxious (-2 charisma)
Quirk (loves 2 gun action)
Wanted (INTERPOL arrest warrant)

Gear

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

QBZ-95 Assault rifle
2d8 damage, RoF 3, clip 50, AP2, Auto, 3Rb
Underslung Grenade launcher: 3D6 damage (Medium burst - 2d4 foes) RoF 1, clip 1

Glock 9mm (X 2)
2d6 damage, RoF 1, clip 17 AP1, semi auto

Combat knife
Str +D4



Eddie Mau has the infamy of being one of the few members of Dog Company fired for unprofessional behaviour. The sole recruit from the Crimson Vipers, he was quickly let go after behaviour and collateral damage that shocked even WooWoo. Despite, or perhaps because of his exceptional skillset and experience, he's an unhinged asshole. After a spell hiding out in rural China (mostly from Dog Company's "HR man" Dodgeball) he returned to the Vipers. After a brief encounter in Baodau atop a skyscraper in a typhoon, Dog Company were forced to work with Mau to fight The Zulu, a warlord for hire. The Zulu had been hired to avenge the sultan of Kazaraswad's son, killed by Dog Company, and paid with a nuke. A nuke Eddue Mau promptly stole. That said, Mau didn't do it to be another madman with a bomb, but planned to bring it back. He just didn't know where, until word got out that it belonged in Zarikstan. So like a drifter born to walk alone, he's shot, stabbed and strangled his way to where he needs to be. Mau ultimately wants to be one of Dog Company (despite both sides shooting at each other a LOT), so will go out of his way to try save their lives and generally impress them.

DOG COMPANY

Amos "Loud Dog" Drexler (CO)
- Loud, angry, loves his job.

Richard "Doctor Dick" Halliday (XO)
- Face man, wears a suit over armor.

Whitney "Crocodile" Chun
- Good driver. Constant whiner.

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

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

Bradley Marshall (The Fixer)
Dog Company's new accountant.

Lily "Panza" Lee
Her old man, "Dracula" Lee was OG DC.

"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)

M249 SAW
2d8+1 damage, RoF 3, clip 200, AP2,
Auto, Snapfire (-2 without bipod)

M72 LAW
Damage 4d8+2 (Medium burst - 2d4 foes)
RoF 1, clip 1, AP 30, Heavy Weapon,
Snapfire (-2 without bracing)

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 an desk and sitting on a fortune, Drexler has too much love for leading from the front and roughhousing with his men. There's very little Loud Dog regrets, but one regret is starting to haunt him; the founder of Zorya Intelligence, Bronislava "Mother Bear" Kuznetsova and him had a prolonged affair from 1999 - 2007, even while Drexler was about to get married for a second time. He thought that shooting each other in a funeral home had settled that hash, but after finding out the nuke that the Zulu had in Kiwanja was obtained by Zorya Intelligence, maybe Russian's don't forgive.

DOG COMPANY

Richard "Doctor Dick" Halliday (XO)
- Face man, wears a suit over armor.

Whitney "Crocodile" Chun
- Good driver. Constant whiner.

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

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

Lily "Panza" Lee
- Her old man, "Dracula" Lee was an OG member of Dog Company. She's even crazier, and that's saying something.

"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.

DOG COMPANY

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- A Cheapskate who kills in 1 shot

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- some kind of genius, but plays up crazy reputation

Lily "Panza" Lee

- Her old man, "Dracula" Lee was an OG member of Dog Company. She's even crazier, and that's saying something.

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

Lily "Panza" Lee

- Her old man, "Dracula" Lee was an OG member of Dog Company. She's even crazier, and that's saying something.

"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 roll 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.

Apart from Loud Dog, Woo-Woo is the only active original member of Dog Company left; He was there when Loud Dog started fucking Mother Bear from Zorya Intelligence (that ended badly), he was there when Eddie Mau tried to do the Thriller dance to "Footloose" at Loud Dog's wedding, he was there in El Coronado, Baodau, Kiwanja, and Kazarawad. After all, someone has to keep Dog Company sane.

DOG COMPANY

Amos "Loud Dog" Drexler (CO)

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Richard "Doctor Dick" Halliday (XO)

- Face man, wears a suit over armor.

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- Good driver. Constant whiner.

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- A Cheapskate who kills in 1 shot.

Lily "Panza" Lee

- Her old man, "Dracula" Lee was an OG member of Dog Company. She's even crazier, and that's saying something.

"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.

DOG COMPANY

Amos "Loud Dog" Drexler (CO)

- Loud, angry, loves his job.

Richard "Doctor Dick" Halliday (XO)

- Face man, wears a suit over armor.

Charlotte "Slaphappy" Furnell

- A Cheapskate who kills in 1 shot.

Norius "Woo Woo" Raines

- Some kind of genius, but plays up crazy reputation

Lily "Panza" Lee

- Her old man, "Dracula" Lee was an OG member of Dog Company. She's even crazier, and that's saying something.

"PANZA"

Name: Lily Lee

Role: Heavy Vehicle driver

Attributes

Agility d8

Smarts d8

Spirit d6

Strength d6

Vigor d6

Face: 6, Parry: 4 Toughness: 5

Skills

Driving d8

Fighting d6

Knowledge (Demolitions) D6

Notice d6

Repair d8

Shooting d8

Stealth d6

Taunt d6

Edges

Ace ((+2 to Driving, rolls; can spend Bennies on Soak roles)

Level Headed (draws an additional Action Card in combat)

No Mercy (can spend a Benny to reroll any one damage roll)

Hindrances

Loyal (Dog Company)

Outsider ("Legacy" member, feels has to prove herself)

Quirk (Gives tanks inappropriate nicknames)

Gear

Kevlar Vest w/ Inserts

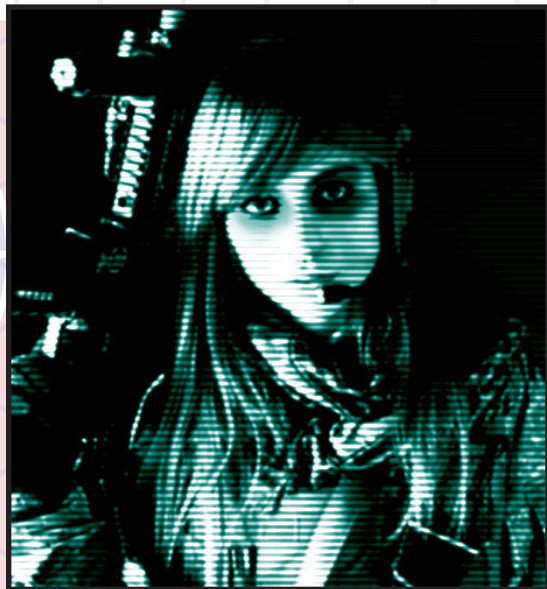
+4 Melee / +8 bullet (-4 / -8 AP)

SG 553

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



Lee is the first "Legacy" member of Dog Company, the daughter of original member Vincent "Dracula" Lee. Her membership in Dog Company is to her delight and her father's chargin.

Despite the assumption she's in Dog Company due to her pedigree, she cut her teeth as an Army Engineer in Zarikstan, though her career was cut short after joyriding drunk in a tank.

Therein lies Lee's special talent: Armored combat. Dog Company has largely drawn from Infantry forces so an experienced tank driver adds something new to the mix.

Lee tends to overcompensate; not only is she the youngest member of Dog Company by far, she grew up hearing stories from her father about some of the Bullfuckers. She's not some starstruck kid, rather she knows there's a high bar and she has to punch up to make sure she makes her mark.

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- Face man, wears a suit over armor.

Charlotte "Slaphappy" Furnell

- A Cheapskate who kills in 1 shot.

Norius "Woo Woo" Raines

- Some kind of genius, but plays up crazy reputation

Whitney "Crocodile" Chun

- Good driver. Constant whiner.



CANNON FODDER

Bugs Squad (Assault Infantry)

- Clay "Fug" Griffin
- Chukwukadibia "Otto" Obinna
- Greta "Air Guitar" Gelinax
- Vincenzo "Radar" Rivera
- Borka "Statler" Debeljak
- Yong "Waldorf" Yin

Attributes:

Agility d6, Smarts d6, Spirit d6,
Strength d8, Vigor d8

Skills:

Fighting d8, Notice d8, Shooting d8,
Stealth d6

Charisma: -; Pace: 6; Parry: 6;
Toughness: 6

Edges: Alertness (+2 Notice), Marksman
(Does not move, may fire as if taking
the Aim maneuver. ROF = 1), Combat
Reflexes (+2 to Spirit roll when
attempting to recover from being
Shaken)

Gear

M-16: 2d8 Damage
RoF 3 AP 2, Auto, 3RB
Knife - Str +D4
M9 9mm Pistol: 2d6 damage
RoF 1, Clip 9, AP 1
Kevlar Vest w/ Inserts:
+2 Melee / +4 bullet (-4 / -8 AP)

Squad Rules:

- Squads are controlled by command players (Loud Dog, Dr Dick, Crocodile)
- All others's at -2 for either squad.
- Each Squad member counts as 1 wound.
- The Squad operating with 2 or more members counts as a wild card. Squad members operating solo do not.

Tweety Squad (Heavy Infantry)

- Bernice "Mutant" Matter
- Paul "Pop" Pellegrino
- Wilbur "Sheriff" Sherrill
- James "Jumping Jack" Jackson
- Max "Lubbock" Webb
- Steven "Cooter" Marsh

Attributes:

Agility d6, Smarts d6, Spirit d6,
Strength d8, Vigor d8

Skills:

Fighting d8, Notice d8, Shooting d8,
Stealth d6

Charisma: -; Pace: 6; Parry: 6;
Toughness: 6

Edges: Rock & Roll! (does not move,
ignore the recoil penalty for firing
a weapon on full automatic), Steady
Hands (ignores the "unstable platform"
penalty for firing from moving
vehicles)

Gear

M-16: 2d8 Damage
RoF 3 AP 2, Auto, 3RB
Knife - Str +D4
M9 9mm Pistol: 2d6 damage
RoF 1, Clip 9, AP 1
Kevlar Vest w/ Inserts:
+2 Melee / +4 bullet (-4 / -8 AP)

VEHICLES

HUMVEE (X3)

Acc/Top Speed: 10/30

Toughness: 15(4)

Notes:

Four Wheel Drive: Treat each unit of difficult terrain as 1.5 instead of 2

M60 7.62 machineguns (Pintle)

Damage: 2d8+1, AP 2, ROF: 3



CANNON FODDER



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- Greta "Air Guitar" Gelinax
- Vincenzo "Radar" Rivera
- Borka "Statler" Debeljak
- Yong "Waldorf" Yin

Montana Squad (Blackhammer)

- Thomas "TJ" Viera
- Troy "Troyboy" Boyd
- Renee "Renaindear" Rudolph
- Catherine "Ringer" Bell
- Daniel "Blue Label" Pabst
- Humbert "Bandito" Comejo

Attributes:

Agility d6, Smarts d6, Spirit d6,
Strength d8, Vigor d8

Skills:

Fighting d8, Notice d8, Shooting d8,
Stealth d6

Charisma: -; Pace: 6; Parry: 6;
Toughness: 6

Edges: Alertness (+2 Notice), Marksman
(Does not move, may fire as if taking
the Aim maneuver. ROF = 1), Combat
Reflexes (+2 to Spirit roll when
attempting to recover from being
Shaken)

Gear

M-16: 2d8 Damage
RoF 3 AP 2, Auto, 3RB
Knife - Str +D4
M9 9mm Pistol: 2d6 damage
RoF 1, Clip 9, AP 1
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Tweety Squad (Heavy Infantry)

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- Paul "Pop" Pellegrino
- Wilbur "Sheriff" Sherrill
- James "Jumping Jack" Jackson
- Max "Lubbock" Webb
- Steven "Cooter" Marsh

Wyoming Squad (Blackhammer)

- Jerry "Fetch" Getz
- Clayton "Cowpoke" Garrett
- Ronald "MacDonald" Bradfield
- Judy "Christmas" Carroll
- Flynn "Vague" Hague
- Nimsi "Martini" Martínez

Attributes:

Agility d6, Smarts d6, Spirit d6,
Strength d8, Vigor d8

Skills:

Fighting d8, Notice d8, Shooting d8,
Stealth d6

Charisma: -; Pace: 6; Parry: 6;
Toughness: 6

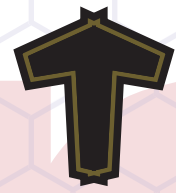
Edges: Rock & Roll! (does not move,
ignore the recoil penalty for firing
a weapon on full automatic), Steady
Hands (ignores the "unstable platform"
penalty for firing from moving
vehicles)

Gear

M-16: 2d8 Damage
RoF 3 AP 2, Auto, 3RB
Knife - Str +D4
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RoF 1, Clip 9, AP 1
Kevlar Vest w/ Inserts:
+2 Melee / +4 bullet (-4 / -8 AP)



VEHICLES



M1A1 Abrams MBT ("BIGHAMMER")

Acc/Top Speed: 5/24;
 Toughness: 77/58/29 (60/41/12)
 Crew: 4 (Commander, Driver, Gunner, Loader)
 Night Vision: Ignore Dim and Dark lighting penalties.
 Infrared Night Vision: Thermal imaging devices halve darkness penalties (round down) for heat-producing targets.
 Heavy Armor: Only weapons marked as Heavy Weapons can hurt this vehicle
 Improved Stabilizer: Ignores Unstable Platform penalty.
 Tracked: Treat each unit of difficult terrain as 1.5 instead of 2

120mm gun turret

Damage:
 - HE: 4d8 Medium Burst; AP 30
 - HEAT: Damage: 5d10, AP 68
 ROF: 1/ 2, Heavy Weapon (HW)

M60 7.62 machineguns (Pintle, coaxial turret)

Damage: 2d8+1, AP 2, ROF: 3

M2 Browning 50 cal machinegun (Commander)

Damage: 2d10 AP 4, ROF: 3, HW

HUMMER (X5)

Acc/Top Speed: 10/30
 Toughness: 15(4)

Notes:

Four Wheel Drive: Treat each unit of difficult terrain as 1.5 instead of 2

M60 7.62 machineguns (Pintle)

Damage: 2d8+1, AP 2, ROF: 3

Fairchild Republic A-10 Thunderbolt II

Acceleration/ Top Speed: 130/385
 Toughness: 20 (8)

GAU Avenger 30mm Cannon

Damage: 3d8, AP 6, ROF 3, Heavy Weapon

Sidewinder Air to Air Missile (X4)

Damage: 4d8 AP 6, Heavy Weapon

LAU-68 HYDRA rocket pods (X4)

Damage 4d6+1, 2x Medium Burst, AP 30, Heavy Weapon



William "Slackjaw" Gray (Blackhammer)

Agility d8
 Smarts d6
 Spirit d6
 Strength d8
 Vigor d6
 Cha:-1 / Tough: 5

Notice d6
 Shooting d8
 Piloting d8+2
 Taunt d6
 Edges: Ace (+2 to pilot Rolls), Quick (Discard draw of 5 or less for new card), Steady Hands (Ignore unstable platform penalty)
 Hindrances: Overconfident, Habit: Brings up analogies to engines, flying, etc in almost all conversations, Quirk: Speed Junkie