

WET



WORK

2

WET WORK
SEASON

PLOT AND SETTINGS

A Quick thank you to **Caddy Powers**, whose expertise as an Ex-pat in Taiwan provided the basis for most of this game's setting, and whose love for 1980s flavoured explosions made sure all the required tropes were not only obeyed but idolised.

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.

After almost getting wiped out in Kiwanja, and a spot of revenge in El Coronado, Dog Company are back in business and back in numbers.

The Bullfuckers (Veterans)

Amos "Loud Dog" Drexler (CO)
Richard "Doctor Dick" Halliday (XO)
Whitney "Crocodile" Chun
Charlotte "Slaphappy" Furnell
Fawwaz Yaseen "Dodgeball" Mansour
Norius "Woo Woo" Raines

The Fresh Meat (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.

Individual rules:

Do not count as wild cards, but relevant PC can make use of their skills and bonuses

Bugs Squad (Assault Infantry)

Eugene "Holy" Moses
Jeffrey "Ham Hock" Hill
Declan "Sunflower" Vogel
Vincenzo "Radar" Rivera
Borka "Statler" Debeljak
Yong "Waldorf" Yin

Daffy Squad (Assault Infantry)

Spencer "Anonymous" Medworth
Osman "Leopard" Hamid
Patrick "Yoda" Gustafson
Anton "Brickyard" Rukavina
Chukwukadibia "Otto" Obinna
Clay "Fug" Griffin

Slaphappy's Spotter

Greta "Air Guitar" Gelinas

Woo Woo's 'Nurse' (Engineer)

Milova "Vulture" Marjanović

Breakdown of Scenes

Part One:

The job, and preparation. Dog Company will need to plan out the job for maximum efficiency.

Part Two:

The job doesn't go to plan - the weather is worse, the security more zealous, and the alarm is tripped, so it'll end in a cop chase. Dog Company will need to pick where they want to hold up and recuperate.

Part Three:

A moment's pause as David Wei reveals that he is on the cutting edge of a battery technology that could revolutionise the world. Before it can get to philosophical, enter the Crimson Vipers, a rival Mercenary Company led by Dog Company reject Eddie Mau

Part Four:

As their hiding place is blown by a firefight, their client "Mr Mumyeong" changes the plan, calling for them to come the roof of Baodau One, a skyscraper at the centre of the city and the storm. There, the real villain is revealed, Prince Malik, the playboy heir to an oil sultanate who wants to impress his father by wiping out any threats to oil power for cars.

Part Five:

Playboy Prince sent his body double first. Shows up in his Gold plated Apache attack helicopter and wrecks the place. Will it be giant metal counterweight ball on top of the building vs gunship or something even more creative?

Part Six:

The conclusion - flee or fight, and who lives to see another day..

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

Pace: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

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).

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.

BAODAU

HISTORY, DEMOGRAPHICS, POLITICS

Population of 6.4 million.

Baodau City population 4 million inhabitants

Baodau is mostly mountain farming. Apart from Baodau city there are no major urban areas.

Prior to the communist revolution in China, the island was a holiday resort for rich pro-western families known as the Old Wealthy. With the revolution, the Old Wealthy made a deal with the US government to host military personnel under the guise of western corporations. By the 1980s, the corporation - elite alliance was failing and Baodau's economy was tanking. Student uprisings led to a new generation of free market entrepreneurs. Baodau grew off the back of the tech sector.

Baodau is a democratic state. Long standing Prime Minister Hu Fan is in the pocket of the Old Wealthy, though most of the parliament is in the pocket of one company or another. The discreet corruption keeps the more radical elements out of power and from provoking the mainland.

LAW & CRIME

There is a ban on private gun ownership. Guns can be bought illegally but are difficult to obtain.

Prostitution is technically illegal, but widely available, disguised as hair salons, coffee shops, and foot masseurs, especially in the Black District. Drug possession is illegal and heavily enforced.

The Baodau Triads were suppressed heavily under the Old Wealthy. With the decline of the Old Wealthy, the Triads have grown in number and influence, especially in the Black District and Sailor's Camp. They have no sway in the Green District or Pearl District.

The police force is small but well trained, though most have not seen any action. There is no SWAT team, instead being run by the Baodau Defence Forces Special Response (DFSR) team.

As Baodau is not properly recognised as an independent country, it has no extradition treaties and mainland China chooses to keep the current tentative peace over tracking down individual criminals.

Military:

National service is for everyone between 18-21, and in theory the entire population can be called up to fight in defence of the state. In practice, restructuring has focused on a smaller but more skilled military.

Defence Forces Special Response (DFSR) team serve as SWAT for the whole state

- The naval wing is mostly focused on smaller patrol boats and responding to possible territorial incursions by the Chinese over trying to stop the Chinese

Navy.

- Ariel defence is focused on a missile defence system installed as the American military base was wound down, and interceptor jets. The Baodau Defence force has a number of jets and troop helicopters, focusing on fast response over heavy firepower.

Prices:

As Baodau is an island, anything imported is often 2-3 times the normal price.

Non-brand technology is cheap due to an abundance of factories in and around the city dating back to the 1970s and 80s but branded items are still expensive.

Climate:

A humid subtropical climate, influenced by the East Asian Monsoon. Experiences on average of 4 typhoons a year. Earthquakes are regular.

Transport:

Subway system, buses and taxis. Pedal rickshaws are banned. A Private car per family is the norm. Outside of the city, public transport is limited to sporadic buses.

Xióngmāo International Airport

A sizeable international commercial and civilian airport. Almost all commodities come through the airport now due to repeated incidents with ships entering Baodau getting stopped by the Chinese. The airport is functional and a little dated looking.

- Police: CCTV everywhere. Police are among the best in the city due to importance of airport to the economy but armed response still lies with the DFSR.
- Medical: Medical facility on site
- Crime: Smuggling of illegal commodities are given a blind eye for bribes, in exchange for a self-imposed embargo on drugs, human trafficking, and weapons.

Zhēnzhū qū - "Pearl District"

Pearl is shopping district and 'tourist town' with all the best and most attractive temples, as well as the home of the Old Wealthy, the Parliament and most government buildings. Also location of Baodau Prime, at one time the tallest building in the world, created as a symbol of the evolution of technology and Asian tradition. The most expensive and exclusive clubs are located on the Jin shatan - "Gold Beach". Buildings are colonial or designed to look classical.

- Police: High security, CCTV everywhere. Cops are reluctant to use guns due to collateral damage and casualties. 2 major police centres means response times are the best in Baodau.
- Medical: Modern and well maintained hospital.
- Crime: Petty crime like pickpocketing and shoplifting. Given this is a tourist area, the government has constant initiatives to reassure tourists.

BAODAU

Lu qū - "Green District"

Green is the financial / tech / educational district.

Police: CCTV everywhere, security is moderate but most of the big companies have their own security detail - the local companies get away with armed security in return for political donations. Many of the tech companies have built their own buildings and plazas in the last 20 years off boom capital, though many of these have been re-branded following absorption and bankruptcy. Baodau City University is also located in this area. Due to a massive cash infusion the University has greatly increased its attendance from the lower and middle class. There is a forested park in the centre of the Campus. The Green District is modern and technological, with glass, display screens and solar panels everywhere.

- Police: No police centre in the Green District, but patrols are regular and response times are good. Corporation's private security make a point of donating to the Police Ball to keep their response time up and their firearms disregarded.
- Medical: Modern and well maintained hospital.
- Crime: The local corporations get away with arming their security detail and minor infractions in exchange for political donations, but major crime is rare and heavily cracked down on.

Lán qū - "blue district aka combat zone"

Blue is the old US military area, now a combination of foreign business parks and businesses that sprung up around the decommissioned base, including "Foot Masseurs". With the growth of independent corporations in the 1990s and the decrease of value of Baodau as an ally to the US, the military base was closed in 1998. Most of the buildings date from the 1950s onwards and are shabby.

- Police: Low and prone to corruption
- Medical: There is a sizeable if outdated hospital in the area.
- Military: None, though there are numerous CIA shells companies that still struggle along, mostly a dumping ground for failed intelligence officers.
- Crime: Mostly catering to the foreign nationals, with discreet prostitution and soft drugs. The Baodau Triads have little sway due to the western influence.

Hēi qū - "black district"

Black is the lower middle class, combination of working class and rough areas. Most of this area dates to the 1970s and the manufacturing boom, so the buildings are solid if ugly.

- Police: There is a major Police centre but they are spread thin
- Medical: Some back street doctors, mostly near the Triad's base of operations.
- Crime: Led by "Wangyuanjing" (The Telescope, due to his one eye and foresight), the Black District Triad,

which is mostly locals, run from legitimate businesses to protection rackets, smuggling, and drugs. Most illegal activity that comes through the Airport is run by them. Due to the focus by the government on suppressing them, the Triads have to be careful, but this scrutiny has made them inventive. Also hostilities with the Sailor's Camp Triad keeps them busy.

Shuishou Ying - "Sailor's Camp"

"Sailor's Camp" is a shithole area that is essentially docks and migrant workers that don't get into the city proper. Rough and then some. Buildings run from prefabs and shanty towns to some buildings that are hundreds of years old and show no sign of collapsing.

- Police: Not technically in the city so they only respond in the most extreme of cases. Order is kept by the triad.
- Medical: A few doctors but most are either foreign nationals, unlicensed or retirees who lost their pensions.
- Crime: Run by **Ou Ru**, the Sailor's Camp Triad, which is mostly foreign, run everything, from shops to taxis to drugs. This is the one place in Baodau where illegal activity is openly available. The Sailor's Camp Triad is willing to risk using the docks and shipping, as well as smaller boats to smuggle their content in.

Baodau City Port:

Largely disused due to repeated raids by the Chinese, and a change to routing logistics through the airport. Rusting cargo containers make up the decaying landscape. A few prefabs make up office buildings.

Halfway Island:

Uninhabited and generally used for drug deals, neutral ground, and occasionally disposing of bodies due to the strong currents.

Da Lang Defence Force Base:

The base is the Baodau Defence Forces HQ, but the majority of the Defence Force is located around the country. the DFSR is based here, as are a naval patrol group. Though they need authorisation from the Prime Minister to operate in the City, there is no such restriction outside the city and are constantly active around the base.

Shi Di - "The Lost Island"

Not on Baodau itself but a few miles off the coast, Shi Di was until modern times a landmass of little value, flooding and submerging so often as to make maps useless. With modern dykes in place, the island now features a casino resort for the very rich when they want decadence and lack of oversight, but don't want to slum it in the Black District or Sailor's Camp. The Casino is owned by the Sultan of Kazraswad, and Security on the island is ridiculous, provided by a PMC.

WET WORK
SEASON

PART ONE

Since the Rumble in the Junta, Doctor Dick has been acting as Dog Company's fixer. After a number of small scale operations, Dog Company have been given a \$15 Million contract.

The job is simple (on paper) - kidnap the CEO of WireCon, David Wei and any blueprints.

By global standards, WireCon are small potatoes. During the Far Eastern boom of the last decade, they expanded massively but unsustainably, and their building, WireCon One is a testament to their short sighted business model. They make most of their revenue as a contract manufacturer for customized products. What they do make, while pricy, is cutting edge.

The Client, Mr Mumyeong (Common Knowledge roll -4 for anyone to guess that this is the Korean for 'nameless') advises he represents an Asian manufacturing consortium who have been saddled with WireCon's gathering debts.

Since Baodau is not recognised by most governments as a legitimate government, but the Chinese mainland authorities are not going to intervene and arrest him, and the government of Baodau are not going to arrest someone so close to their own cliques.

Apart from wanting their pound of flesh from David Wei, Mumyeong wants any blueprints Dog Company can get their hands on, to reduce the consortium's losses.

David Wei is to be delivered to a specified location in Hong Kong in 3 days, where he will be taken to parts unknown by Mr. Mumyeong's consortium.

Complications:

- This is Typhoon Season. Most of the time it is wet and windy, inconvenient but not insurmountable. But on the worst days, most of Baodau will shut down as people just refuse to go to work. This unofficial holiday has become known as "Typhoon Day". Weather Conditions are Poor (-1 to all rolls outdoors, -2 to all long range rolls).
- Since Wirecon's customers are mostly foreign multinationals, they are very strict on Typhoon Day absence. While it's likely there will be reduced employee numbers on site, David Wei will be there.
- Public transport will be reduced or shut off based on demand, and most shops will be closed. This should greatly reduce traffic on the streets.

Flights are likely to continue but with extended delays.

- Police numbers will be down, due to the aforementioned failure to show up, and numbers will generally be reduced anyway, as criminals tend to sit it out too. Response times will be much slower and most of the police, especially the police helicopters, will be tied up with assisting emergency services.
- The Baodau Defence Forces Special Response team (DFSR), who handle SWAT for Baodau, has a response time of 60 minutes, requiring special authorisation to operate in the city.
- In case of emergency, a safehouse on "Hardware Street" (Yingjiàn jiē) in the Black District has been arranged. It is an empty apartment building, not an arms locker.

WireCon One

- Top Floor (44th) contains WireCon's current main office space. Expected staff on should be around 20 people
- Security Contingent should be 6-12 armed guards with handguns.
- Elevators run from Lobby and basement
- Basement carpark can be accessed from the street
- Roof access is available, but no helipad.
- Knocking out the security system should be possible from the electrical and telephone substation accessible from the underground carpark - outages are rare now in Baodau but do happen on occasion
- Knocking out cellular phone reception in around WireCon One will require knocking out the antennae on the adjacent building, line of sight to which is available on the roof.

Extraction

- Hold up in Baodau: A safehouse in the form of an empty apartment building is available in the Black District.
- By Air: Xiongmao International is a sizeable civilian and commercial airport. Smuggling the target into the airport will require getting through security stealthily.
- By Sea: Baodau City Port is dilapidated and used less due to the proximity of the Chinese mainland (and being stopped and raided by the Chinese Navy). Ships leave only once or twice a day, requiring a place to hide if Dog Company have got the attention of the Police. Also, the dock is not technically in the city, and extremely close to Da Lang Defence Force Base.



XIÓNGMǎO
INTERNATIONAL
AIRPORT

LÁN QŪ
"BLUE DISTRICT AKA
COMBAT ZONE"

- HIGHWAY 
- MAJOR ROAD 
- MEDIUM ROAD 
- MINOR ROAD 
- FERRY ROUTE 



SAFEHOUSE

HÈI QŪ
"BLACK DISTRICT"



SHUISHOU
YING
"SAILOR'S
CAMP"

BAODAU CITY
UNIVERSITY



LU QŪ
"GREEN DISTRICT"

ZHÈNZHŪ QŪ
"PEARL DISTRICT"



WIRECON



BĀN LŪSHÀNG DǎO
"HALFWAY ISLAND"



BAODAU
CITY PORT



DÀ LÁNG
DEFENCE FORCE BASE



44TH FLOOR

FIRE STAIRS
- ROOF ACCESS

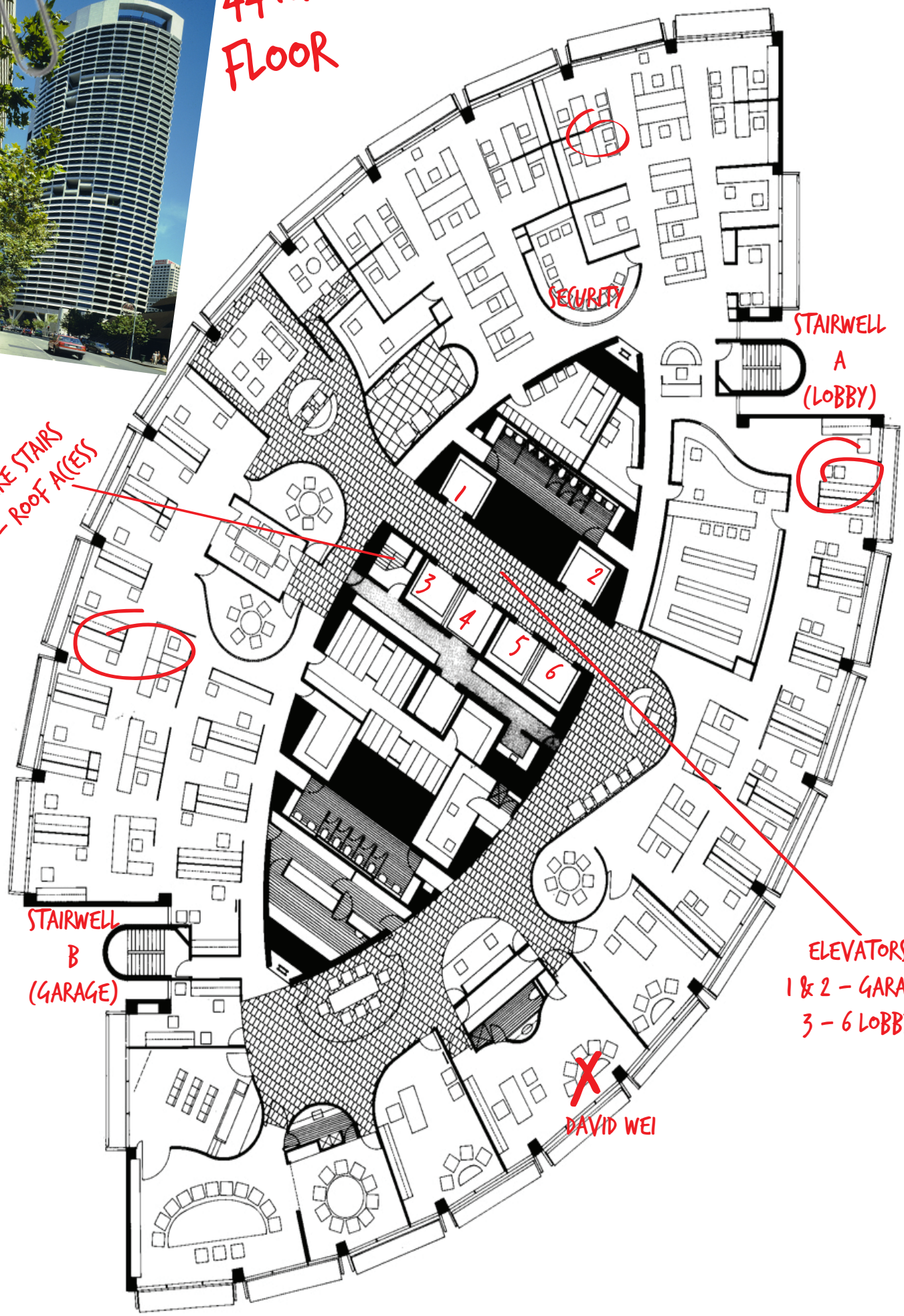
SECURITY

STAIRWELL
A
(LOBBY)

STAIRWELL
B
(GARAGE)

ELEVATORS
1 & 2 - GARAGE
3 - 6 LOBBY

X
DAVID WEI



PART TWO

Things take a turn for the worse once the actual job starts.

- The Typhoon bearing down on them is the worst in a century, with -2 to all rolls outdoors, -4 to all long range rolls). Periodically ask for a Notice or Agility roll to avoid a loose slate, airborne umbrella or even falling slates.
- The subways are flooded, so the few people who are out are on the roads, adding to the difficulty of the job and an additional -2 to driving conditions.
- While knocking out the substation will cut power and hardline telecoms to the building, and destroying the antennae will cut cell signal. However, WireCon One has numerous infrastructure features that the client failed to provide:
 - Backup generators for Floor 43 servers and floor 44.
 - A secondary, wireless data network in case of hardline failure, that will power up within 3 minutes that will allow VOIP and internet access. Though security won't be able to trigger an alarm, someone on floor 44 will be able to call out to the police. This should happen after Dog Company get most of their goals (probably finding someone in one of the bathrooms)
- The security detail for WireCon One has been seriously underestimated. There is approximately 20 guards, armed with handguns, and 1 squad of 6 armed with **H&K MP5s (2D6 Damage, RoF 3, Clip 30, AP 1)**
- There are around 50 people working on the 44th Floor, not the 20 expected. They will not fight armed men, but will delay and distract as much as possible (Taunt D6)
- The files requested are likely in one of 3 locations (Marked on the map), each of which will require a roll to get files:
 - Intimidate can be used to scare one of the workers
 - Smarts (Computer) can be used to hack the system,
 - A straight Smarts roll -4 (-2 for Crocodile, as he speaks Mandarin) will allow one of the locations be eliminated, 2 with a

raise. Once collected, a series of files on Project LONG GOLD will be together on a combination of disk and paper.

- David Wei will be in his office. He is in his mid 40s and not scared easily, a self-made technocrat and dresses like anyone from Silicon Valley. At first he will think it's a prank, but then will be reluctantly hurried towards Stairwell B by a security of six. Assuming he is caught, he will demand Dog Company explain themselves, then that they let everyone else go (He is stalling for time, knowing about the secondary Wireless network)

Around this time, either someone monitoring the outside will see police cars arriving, or will find someone on a phone in a bathroom. It's time to leave the party.

The additional traffic will make escape in a vehicle difficult, and 2 squad cars will arrive, 1 by the lobby entrance, and one by the parking garage. At the first sign of armed men, they will open fire and call for backup.

Once past this impromptu barricade, a chase scene will ensue with whatever cop cars that survived in pursuit, and being joined by additional number depending on their route and destination.

- Green District: 3 additional cars. No safe location bar breaking into a building.
- Baodau University: 3 additional bikes. Able to hide in wooded area in university.
- Pearl District: 5 cars, 3 cycles, every 5 turns add another vehicle
- Black District: 2 car. No safe location whatsoever.
- Combat Zone: 1 additional car, +2 to losing trail in built up area, several old buildings to hide in.

Only Crocodile speaks Mandarin; The Others can try navigate at -2 (on top of the weather penalties)

Wherever Dog Company hold up, they will get a brief breather...and a chance to find out exactly what they got themselves into

PART THREE

David Wei will talk - if anything, he wants to try and talk himself out of this. If he is stopped, get WooWoo to make a Knowledge (Science) roll on the Project LONG GOLD files.

Project LONG GOLD concerns something called "Cold Silicone Polymer Foam", or CSPF, Cells. It is a next generation battery type that would charge faster and for longer and manufactured with limited carbon footprint. A raise or a second roll will reveal that alpha phase testing has been successfully completed and the company is progressing into beta phase.

Wei, if allowed to speak, will explain that WireCon does have a number of bad debts to various Korean, Chinese and Vietnamese factories, they have sunk all their capital into this new technology, which is will be ready for beta release in the next year, and ready for corporate roll out in 3-5 years. Once it starts, WireCon will be able to recoup enough revenue to pay off any debts it has, not to mention propelling it to the top of the tech business, be it direct sales or contracts for battery manufacturing.

If asked about the limitations of the cell sizes, Wei will reply that it would suit almost any civilian use, and they have even tested a full electric car with a series of CSPF cells.

Enter The Crimson Vipers...

Whereas Dog Company come from a Military background, the Crimson Vipers are a Triad that went professional. It still gets it's talent from gangs, prisons and soldiers too brutish for their own country's army.

They are far less organised than Dog Company but come in greater numbers and have no sense of subtlety. Also, they fight dirty. Jeffrey "Ham Hock" Hill is on their payroll, and has sold Dog Company out. He will admit this when things get messy.

Use standard soldier stats for members of the Crimson Vipers, but each member is armed with a Machette, axe or Cleaver with Str +D6 damage.

During the fight, Loud Dog will be called out by the leader of the Crimson Vipers, Eddie Mau.

Eddie Mau

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. After a spell hiding out in rural China (mostly from Dodgeball) he returned to the Vipers and ended up back in charge.

Mau will fall back if he is injured, covering his escape with goons.

Attributes

- Agility d8
- Smarts d6
- Spirit d8
- Strength d6
- Vigor d6
- Pace: 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

- Luck, Great Luck (+2 bennies)
- Quick Draw (draw weapon as free action)
- Two-Gun action (No penalty for using two handguns together)
- EDDIEFUCKINMAU (Can spend bennies to counter re-rolls on combat against him)

Hindrances

- Obnoxious (-2 charisma)
- Quirk (loves 2 gun action)
- Wanted (Dog Company)

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

WET WORK SEASON

PART FOUR

As soon as Dog company are on the move, they are contacted by their Client, Mr Mumyeong, asking why they have missed the pickup.

He asks them to bring David Wei to the roof of Baodau Prime for immediate extraction of the mark and themselves.

There are some unarmed security guards at the desk at Baodau Prime. Either subterfuge or intimidation will get Dog Company in, though the latter will alert the police, albeit not until Part 5.

Making their way to the top level, they need to get out on the 98th floor, the last access level before the roof. There are quite a number of people here, partying in the midst of the storm. There are no families, just wealthy professionals and students cutting loose at a champagne buffet. Passions are running high and there are lots of drunks partying while a pianist is on stage. Slipping past them shouldn't be too hard.

As Dog Company make the rooftop, several members of the Crimson Vipers arrive from the other stairwell, including a confused looking Eddie Mau.

Before much of a fight can break out, down comes a helicopter. Out steps Mr Mumyeong, and then another man. Whereas Mr Mumyeong is dressed professionally, the other is dressed like a rock star. Of middle eastern descent, a Common Knowledge roll will reveal this is **Prince Malik Majid Al Zarif of Kazraswad** (a raise will also reveal he is now a possible heir to the Sultanate).

The Prince will do the talking, gesturing at Mr Mumyeong to stand aside and shut up. He'll have a boast and explain a few things:

- Mr Mumyeong is an actor he hired
- He wants David Wei dead because his battery designs could be used for cars, and that would ruin his father's wealth)
- If Dog Company asks how the Crimson Vipers found them, he says he paid off Jeffrey "Ham Hock" Hill through the Crimson Vipers, who he equally had someone paid off.

After his little rant, he'll take out his Glock to shoot Wei. If Dog Company don't shoot the Prince, Eddie Mau does



instead (not out of principle, but for being dicked over)

If the players, check the corpse, they will see an earpiece and a microphone. This is not Prince Malik... it's his double. And Prince Malik was coaching him the entire time. Enter the real Prince Malik...

Prince Malik Majid Al Zarif
Son of the Sultan of Kazraswad

A western educated hipster party animal. Had it not been for the death of his 2 older brothers, he never would have needed to take on his current twisted sense of responsibility. Currently, he and his brother in law Hafiz are contenders to inherit the title; Hafiz is looking like the surer bet since he is only interested in investing in Kazraswad, not himself. So, ever the gambler, Prince Malik is doubling down.

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

Skills: Drive D8, Fighting d4, Intimidation d6, Notice d6, Persuasion d10, Shooting d6, Streetwise d6, Taunt d6
Charisma: +4; Pace: 6; Parry: 4; Toughness: 5
Hindrances: Arrogant, Big Mouth
Edges: Attractive (+2 charisma), Charismatic (+2 charisma), Strong Willed (+2 to Intimidation, and Taunt, and Smarts or Spirit when resisting Taunts), Filthy Rich, Connections (JetSet, Sultanate of Kazraswad)

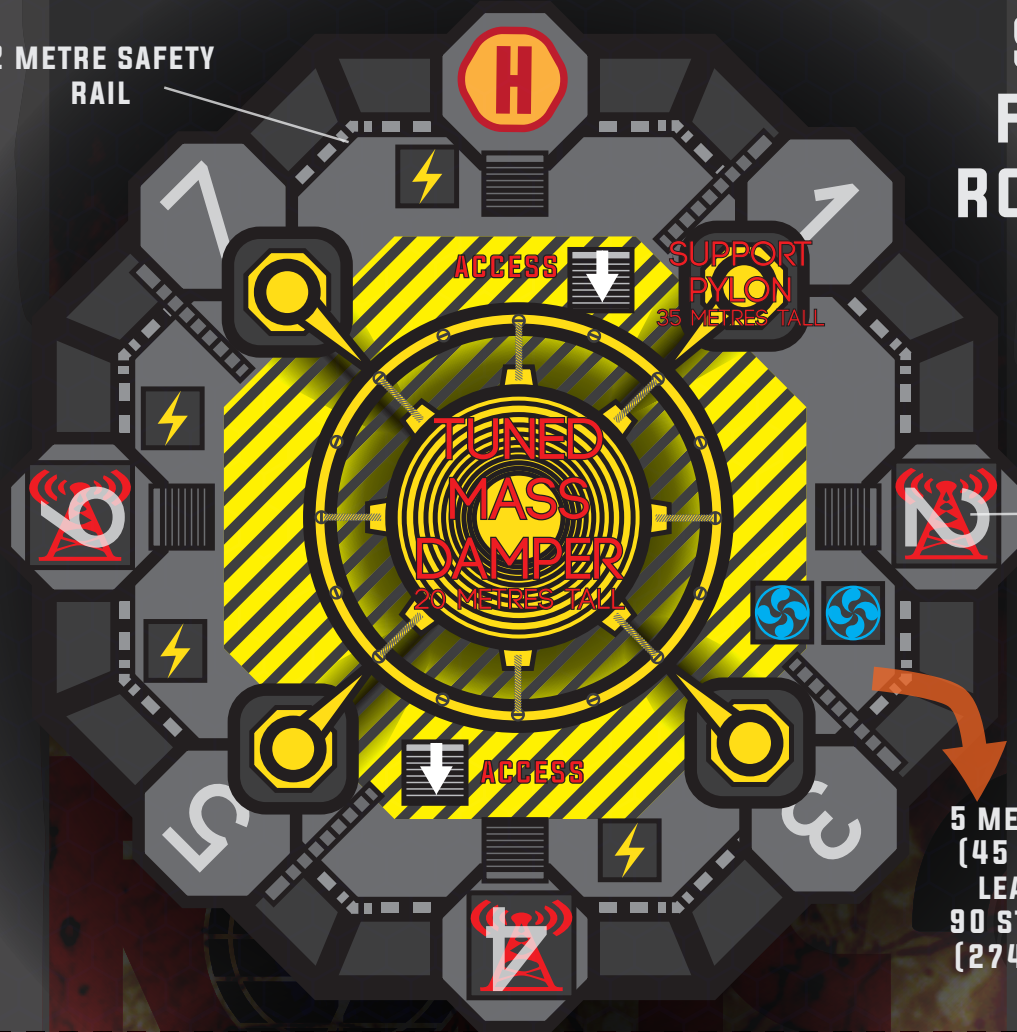
Glock 9mm: 2d6 damage
RoF 1, clip 17 AP1, semi auto



B A O D A U P R I M E

2 METRE SAFETY RAIL

90TH FLOOR ROOFTOP

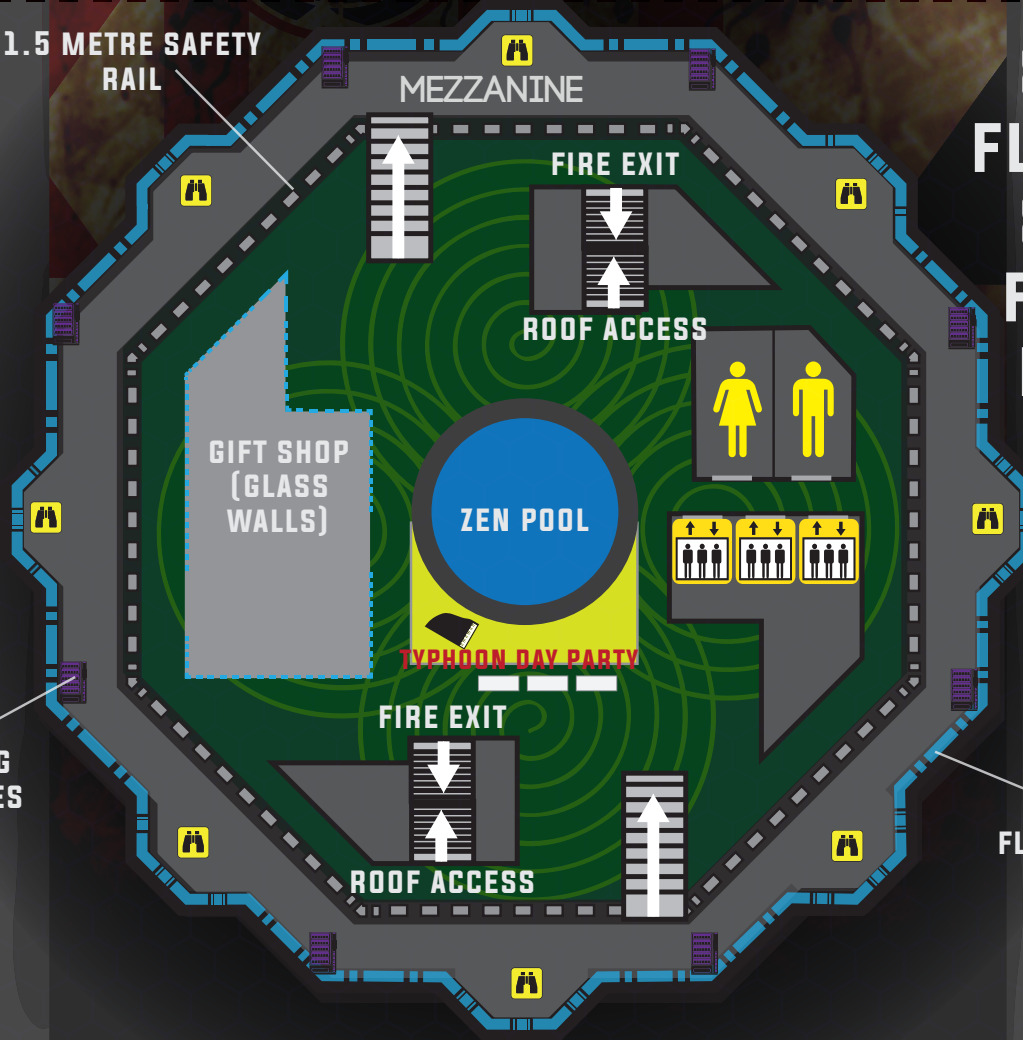


RAISED PLATFORM
2.5 METRE HEIGHT
NO RAIL
X 8

5 METRE SLOPE
(45 DEGREES)
LEADING TO
90 STORY DROP
(274 METRES)

1.5 METRE SAFETY RAIL

88TH FLOOR & 89TH FLOOR MEZZ



VENDING MACHINES

FLOOR TO CEILING WINDOWS

PART FIVE

The real Prince Malik Makes his appearance. First he is heard, pounding arabic Dubstep booming over the sound of the storm. Then comes the gleam of the neon light strips and gold leaf paint... of his Apache Attack Helicopter.

AH-64 Apache

Malik's pilot has Piloting D10 and Notice D8

ACC / TS: 20/60

Toughness: 16 (4)

Crew 2 (Malik & Pilot)

Notes:

Climb 0

Night Vision (eliminate Dim and Dark lighting penalties)

Weapons:

30mm Cannon: 3d8 damage

AP 6 ROF 3, HW

2 X FFAR/Hydra 70 Rocket Pods:

Damage 4d6+1 2x Medium Burst

AP 30, HW

Hellfire Missiles have been replaced by the speaker system (emphasis how the Prince's choice of music is loud and REALLY obnoxious)

After a quick boast - blowing up his double's helicopter with a burst from the 30MM cannon - it's down to action. He will focus on where the bulk of Dog Company's forces are (assuming David Wei is with them)

This fight is not going to be easy or pleasant for anyone involved, and and if Dog Company don't come up with a plan, they'll not survive. The NPCs are there to soak bullets.

Added to the Gunship, The Crimson Vipers, not knowing what is going on, will assume the gunship belongs to Dog Company and start attacking them too. Dog Company will be getting it from all sides.

Ways to take out the Prince

- Eddie Mau will make a break for it, but a rocket will total the elevators and get Mau's ire, getting him to turn on the Prince too. Consider him an allied NPC (or as soon as there is any player death, a second PC - hand the player the Eddie Mau mini card). Every round, roll persuasion for Mau - every success equals 1 unit of Crimson Vipers who follow his orders and turn their firepower onto the Prince.
- The Tuned Mass Damper: This gigantic counterweight (20m tall with 35m support pylons) is atop the building. Any damage to the supports could send it over the side or even through the roof.
- Dodgeball's Antitank weapon or Slaphappy's sniper rifle. Neither are ideal against an airborne vehicle
- Vulture's shaped charges - WooWoo's assistant may have shaped charges left over but this would require attaching them to the helicopter somehow.
- The Prince is not piloting the helicopter, taking out the pilot will cause the Apache to slowly lose control and plummet the 90 stories down.
- The Prince has no military expertise or tactical experience, and assumes the largest group has David Wei - he is used to obvious displays of power, and a careful feint may throw him off.
- The storm will affect the Helicopter more than Dog Company, debris from the building will become perilous after a time.
- Eventually the BaoDau Defence Forces will arrive, with a troop helicopter. The Prince will have to deal with that - shooting it down. Focusing his firepower on the Defence Forces helicopter will distract him.

PART SIX

Regardless of Dog Company's actions, Prince Malik will turn on them - if the players don't shoot his double, Eddie Mau will and the real prince Malik will reveal himself in all his crazy glory.

If Dog Company retreat:

David Wei is the Prince's main target; once Wei is confirmed dead, he will depart, so sacrificing Wei will give them an opportunity to escape, albeit one that will lose them most of Bugs and Daffy squad in the retreat. Protecting David Wei in a retreat will result in Dog Company picked off man by man.

If they Kill Eddie Mau: The Vipers will face off against the Baodau Defence Forces Special Response team (DFSR), which will give Dog Company additional cover to escape Baodau.

If they don't kill Eddie Mau: the Crimson Vipers will take credit for taking out Wei, and go on to become the Prince's personal military contractor.

With the destruction in the middle of their capital city, Baodau loses a lot of political face especially in it's dealing with China and the West. Anyone with political connections will hear about the West deciding it's time to cut Baodau loose and let the Chinese deal with it.

WireCon declares bankruptcy, being bought cents on the dollar by the real consortium's the fake Mr Mumyeong pretended to represent.

Dog Company's reputation, already in need of a boost after it's previous crippling, declines even further, and after a few more jobs for dictators and dirty politicians, call it a day.

Cold Silicone Polymer Foam Cells will finally make an appearance, but selling for ten times their proper cost and nowhere near the quality the project LONG GOLD files indicate.

If Dog Company kill the Prince

As the Prince's helicopter crashes, either to the edge of the roof, or caught on a bucklet window frame, or even dangling from a seat-strap 88 stories up, he will plead, offer money, and finally threaten, say that "I HAVE THE ZULU ON SPEED DIAL!" (pause and tell the players that the Zulu is a myth in the business). At that point, a well timed shot, or even a shove, will send the Prince to his death.

If Dog Company do try take him alive, he will try escape, then bribe Eddie Mau, and finally grab a gun to shoot back. Either way, he's crazy till the end.

If they Kill Eddie Mau: The Vipers will face off against the Baodau Defence Forces Special Response team (DFSR), which will give Dog Company additional cover to escape Baodau.

If they don't kill Eddie Mau: Mau will send the remaining Crimson Vipers at the DFSR team, providing cover for Dog Company to escape. He will make a point of saying they owe him one and that he wants his membership "reinstated". He will be the sole survivor, due to his unfathomable good luck.

If David Wei dies: WireCon continues under more cautious leadership, selling CSPF Cell technology to a western tech giant.

If David Wei Lives: Apart from getting his phone and telling the Police and DFSR team that Dog Company were the one's who rescued him, and should be ignored in favour of the clearly dangerous Crimson Vipers.

CSPF Cell tech will go live in 3 years, not in cellular phones, but as the battery for next generation electric cars. Having inadvertently saved the planet (albeit without getting paid), WireCon start promoting Dog Company as a "Moral Mercenary Unit out to fight the good fight"... yuck.

"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 an 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.

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

Eddie Mau

- A reject from Dog Company, now the only intel to find the Zulu. Even still, he's an ass.

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.

DOG COMPANY

Amos "Loud Dog" Drexler (CO)

- Loud, angry, loves his job.

Whitney "Crocodile" Chun

- Good driver. Constant whiner.

Charlotte "Slaphappy" Furnell

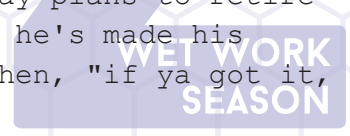
- A Cheapskate who kills in 1 shot

Norius "Woo Woo" Raines

- some kind of genius, but plays up crazy reputation

Fawwaz Yaseen "Dodgeball" Mansour

- Scary man who seems to enjoy when people go rogue so he can off them.



"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).

DOG COMPANY

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Richard "Doctor Dick" Halliday (XO)

- Face man, wears a suit over armor.

Whitney "Crocodile" Chun

- Good driver. Constant whiner.

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.

"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.

DOG COMPANY

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Whitney "Crocodile" Chun

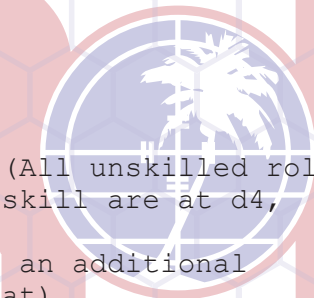
- Good driver. Constant whiner.

Charlotte "Slaphappy" Furnell

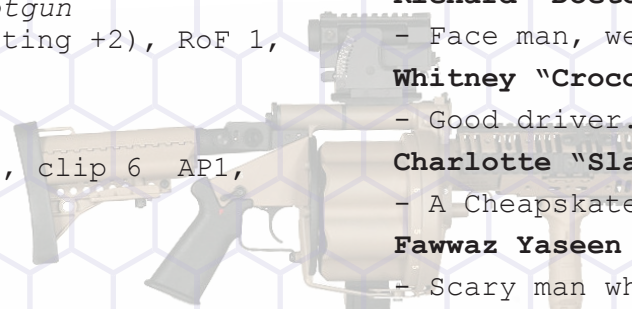
- A Cheapskate who kills in 1 shot.

Fawwaz Yaseen "Dodgeball" Mansour

- Scary man who seems to enjoy when people go rogue so he can off them.



WET WORK SEASON



"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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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.

"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".

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

FRESH MEAT



Bugs Squad (Assault Infantry)

- Eugene "Holy" Moses
- Jeffrey "Ham Hock" Hill
- Declan "Sunflower" Vogel
- 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: 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

M16 Carbine: 2d8 damage
RoF 1, Clip 30, 3RB, AP 2

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)

Daffy Squad (Heavy Infantry)

- Spencer "Anonymous" Medworth
- Osman "Leopard" Hamid
- Patrick "Yoda" Gustafson
- Anton "Brickyard" Rukavina
- Chukwukadibia "Otto" Obinna
- Clay "Fug" Griffin

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

AK-12: 2d8 +1 damage

RoF 3, Clip 30, AP 2, Auto

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, 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.

Individual rules:

- Do not count as wild cards, but relevant PC can make use of their skills and bonuses

Slaphappy's Spotter

Greta "Air Guitar" Gelinas

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

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6

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

Toughness: 5

Alertness (+2 Notice), Acrobat (+2 to nimbleness-based Agility rolls; +1 Parry if unencumbered)

Gear

Uzi: 2d6 damage

RoF 3, clip 32 AP1, auto

Knife - Str +D4

M9 9mm Pistol: 2d6 damage

RoF 1, Clip 9, AP 1

Binoculars (+2 to distance spotting rolls)

Woo Woo's 'Nurse' (engineer)

Milova "Vulture" Marjanović

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d8, Knowledge (Electrical Engineering) D10, Notice d8, Shooting d8, Stealth d6

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

Toughness: 4

Quick (Discard draw of 5 or less for new card), Luck (+1 Benny to WooWoo)

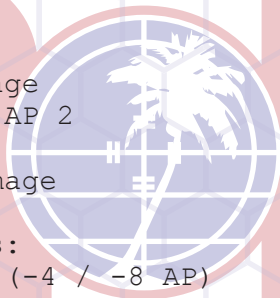
Gear

Franchi SPAS-15 shotgun: 1-3 D6 damage (shooting +2),

RoF 1, clip 8, SemiAuto

Tool kit (+2 to Engineering rolls)

Shaped Explosive Charge (X8)



WET WORK
SEASON