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PLOT AND SETTINGS

Summary

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

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

After a double-cross, a showdown with the rival Crimson Vipers and a rooftop helicopter-off with the Prince of Kazraswad, Dog Company was kicking ass, taking names and rolling in the dollars; they did rescue the CEO of the company about to release the battery that will render petrol engines obsolete in 5 years, so ending up on the cover of Rolling Stone was an unexpected surprise.

Enter The Zulu. There aren't many bogeymen in the merc business, but the Zulu more than compensates. Nothing is heard for years, then the Zulu returns, and brings all kinds of chaos. And the Zulu has it in for Dog Company. He laid a trap in Zarikstan, taking out a core member of Dog Company and most of their footsoldiers.

With nothing else to loose and with little to nothing on the Zulu, Dog Company have allied with Eddie Mau, former member, leader of the Crimson Vipers, and another merc on the Zulu's hit list. Their destination is Kiwanja, where Dog Company was almost wiped out before.

In the mean time, the Zulu is building an army and planning something terrifying - just his MO.

Breakdown of Scenes

Part One:

The flight into Kiwanja, with some catchup. The flight gets rerouted, so either Dog Company go through a grind drive or do a parachute drop.

Part Two:

Having arrived in Olu City, Dog Company will need to track down a lead. 3 options are presented, but each has their own take on the Zulu.

Part Three:

The Zulu makes his entrance and starts the mayhem. A big fight scene that should showcase the Zulu's disregard for civilian life, toughness, and how casually he walks away when he's done.

Part Four:

Dragged out of the fight with the Zulu, Dog Company find out the CIA have been encouraging the Zulu in order to take over after the dust settles. How wrong they'll be.

Part Five:

The Zulu reveals why he's called the Zulu; because he has a classic Zulu class Soviet era ballistic missile submarine and is planning on using it to destroy Olu city with a nuke while his mercenary army keep the government busy.

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

Peace: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

Peace: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.

KIWANJA

HISTORY, DEMOGRAPHICS, POLITICS

Population of 96.8 million.
Olu City population 9 million inhabitants.

Since the massive economic boom of the 1960s, mostly fuelled by oil, Kiwanja has grown so fast it can barely hold itself together. The Civil War, encouraged by the Cold War powers, has officially been over since the 1980s but in remote districts this peace is selective at best.

At the centre of Olu is the Alagbara ("Mighty") river. The river's flood plain used to de-mark the edge of the city. Due to rising demand for space and the building of the Alagbara river dam, the flood plain has been pushed back and land has been reclaimed.

Kiwanja is a Parliamentary Democracy, though in northern parts of the country Sharia law has been imposed, and in some western areas warlords flaunt the rule of law.

President Amadia Bello, the country's first female president, has largely worked on a platform of pragmatism; getting foreign companies in but not letting them strip-mine the country, getting the District Boys to police their own worst elements, and allowing limited autonomy in North and West to try knit the country back together.

LAW & CRIME

There is a ban on private gun ownership but this law is poorly enforced. Guns can be bought illegally without much difficulty.

Prostitution is technically illegal, but widely available, especially in poorer districts. Most of the wealthy bring in prostitutes from Eastern Europe or Asia.

The District Boys run most of the crime in Kiwanja, and in particular Olu City. As a "transport union" their activities run from legal to illegal; Toll operation, loansharking, racketeering, and drugs are all generally acceptable if the right people are paid off. Human trafficking has become taboo in the last few years thanks to the government's attempts at cleaning up Kiwanja's reputation. The District Boys enforce this ban in exchange for greater freedoms on their less illegal activities.

The Kiwanja Brotherhood are largely Muslim and from the North. They are actively opposed to the drugs and prostitution rackets, and more interested in getting money and manpower.

A Triad has been set up in the last 5 years to cater to the vices of the Chinese nationals running firms in Olu.

Mercenaries are a regular feature in Kiwanja, mostly in the North or West. The current government has put a ban on

mercenaries operating in Kiwanja; Dog Company are on this Wanted list.

The police force is underpaid and flabby. Many moonlight as muscle for the District Boys. A new generation of dedicated and proud officers, raised post civil war and mostly working in Titun Ilu, are attempting to rectify this perception.

The Police Defence Force (Olopa Olugbeja Agbara) or OOA, are well trained and well armed, and they are loyal to the political elite.

Kiwanja's extradition treaties exist but are poorly enforced; many criminals escape into remote areas where law enforcement is tribal.

Military:

The Kiwanjese Armed Forces number around 200,000, with another 300,000 paramilitary personnel. Military service is on an enlistment basis.

The Army takes up most of the personnel, and much of their duties involve attempting to pacify more remote regions of the country. Due to extended civil war, they are experienced and well armed, with British, French and American made small arms and vehicles.

The Navy is somewhat ramshackle, as the focus has been on land power over naval power. Most of the larger boats were scrapped in favour of patrol boats.

The Air Force is the Kiwanjese Armed Forces' new pride and joy. Most of the jets and helicopters were relics of the cold war until a recent and extremely expensive overhaul, mostly French and British vehicles. The Air Force's gain has largely been at the Navy's expense.

The Kiwanjese Armed Forces does not have a notable special forces unit.

Prices:

The Kiwanjese Iwon or Pound is worth around \$.60. Locally produced items and petrol can be purchased at very low prices. Imported items are very expensive and more likely locally produced counterfeits will be available instead. Only in Titun Ilu are genuine foreign electronics and fashion guaranteed.

Climate:

Tropical wet and dry climate, with rainy seasons in April - July and October - November.

Transport:

Public transport is limited to buses that run day or night, rain or shine. The drivers are generally paid up with the District Boys so disruptions are at a minimum. Private taxis are extremely rare due to the District Boys influence. The Taxis that do exist tend to be expensive cars for tourists or on Titun Ilu.

KIWANJA

Private car ownership is common. Parking in Olu is perilous.

Alagbara River Dam

Most of Olu is built on a flood plain. The whole of Titun Ilu, the economic and social hub of the city, is land recovered in the last 20 years. While there is bedrock for the skyscrapers, without the dam, the whole island would be lost.

Joseph Awon International Airport

A sizeable international commercial and civilian airport. It is an ugly concrete edifice built in the 1960s. Despite its aged look, the airport police have kept security up to date and use their resources well.

- Police: CCTV is limited but well used. In lieu of cameras there are regular patrols. The OOA are on site permanently.
- Medical: Hospital on site
- Crime: Next to none. Despite the airport being old, it is constantly in use and the main access for international business.

Titun Ilu - "New Town"

The economic and cultural hub of the city, with numerous skyscrapers.

- Police: CCTV everywhere, and response times are probably the best in the city. Companies usually have private security who are discreet and well armed.
- Medical: Modern and well maintained hospital.
- Crime: Mostly tourist based crime. Many of the corporations with HQs in Titun Ilu are extremely shady. The only part of Titun Ilu that the District Boys control are tolls on and off the island.

Wura

Wura is the official centre of Olu city, where the respectable live and where government is run. As business and culture has moved to Titun Ilu, Wura's houses have been replaced with sprawling mansions.

- Police: Technically Wura's police presence is quite low. In practice, most of the units present are OOA, and most the wealthy have their own personal security details and are not shy about showing off.
- Medical: An old hospital; most people in Wura travel to Titun Ilu's new hospital
- Crime: White collar. Crime is officially non-existent here, and the OOA and private security try to keep it this way. Despite the semi-legal status of the District Boys, their leader has failed many times to get a home in Wura.

Ipeja

Ipeja is the middle class area of Olu, a seamless combination of various suburbs as far as the eye can see.

The Ipeja Industry Zone is where the bulk of Olu's factories are based.

- Police: Patrols are regular but those

who pay off the local District Boys tend to have it safer than those who do not.

- Medical: There are 2 sizeable if dated hospitals. They mostly caters for run of the mill sickness and injuries, not gunshot wounds.
- Crime: The District Boys run crime, though their focus is on semi-legal activities like tolls, protection rackets and gambling.

Koriko District

The old borders of Olu city, Koriko is now home to the poorest of Kiwanja's inhabitants. What were once expensive town-houses are now tenements. Only the truly desperate set up in the Flood Plain slum.

While the area is bustling and vibrant, it is extremely poor. Businesses' there are either very old or local, or too new or poor to set up in Titun Ilu.

Koriko is one of the few parts of the city outside of the flood plain.

- Police: Almost non-existent. Much of the law enforcement is carried out by the District Boys in lieu of the police.
- Medical: The hospital in Koriko was destroyed in a terrorist attack in the late 1990s. A promised replacement never materialised and the shell of the building is used as a shanty town. What would normally be backstreet doctors abound.
- Crime: This is the District Boy's most influential area. Their leader, **Oba Sekibo**, started off as a street thug but has risen up to having the appearance of respectability (though the inhabitants of Wura see it differently)
- Their main opponents, the Kiwanja Brotherhood, have sway in some areas but due to the District Boy's far greater numbers, an awkward detente exists. Their leader, **Hashim**, is from Northern Kiwanja and is seen as a yokel by Sekibo.

Old Port:

Largely abandoned bar by smugglers.

Olu City Port:

The main port in Kiwanja, this port is busy 24 hours a day, mostly exporting oil and raw minerals. The port always have private security details, and Farseer Airbase is almost part of it.

Farseer Airbase:

Originally built by the US army for the Kiwanjanese Air force, it was abandoned with the US interest in the country. It was largely unused bar as an overflow for the port until a few years ago when the Kiwanjanese air force took a massive jump forward in capability. Getting in and out of the Airbase is compounded by the active ports around it.

Farseer has the best of the Kiwanjanese Air Force's equipment, including gunships and the Presidential helicopter.

PART ONE

9 weeks ago

Dog Company are fucking rock stars. After rescuing the CEO of the company about to make electric cars the universal thing, Dog Company were celebrities. Interviews on Colbert, discussions with the security departments of every major tech company, even the front page of Rolling Stone. "Mercs with Morals", able to do what political will could not. It's bullshit, but there's nothing like publicity.

Zarikstan, central Asia.

24 hours prior, Doctor Dick got word of Eddie Mau's location; one of his allies had sold him out. Dodgeball had always taken it upon himself to track down anyone who goes rogue from Dog Company. Eddie Mau was this and an asshole to boot. Loud Dog, Doctor Dick and Crocodile, the experienced squad leaders, couldn't skip out of negotiations, so Loud Dog gave Dodgeball command of Daffy Squad as backup. It should have been an easy kill.

That's when the Zulu happened. Once Dodgeball and Daffy Squad had taken the compound, and discovered the ruse, the Zulu opened with a Shoulder-Launched Multipurpose Assault Weapon (SMAW) with a Thermobaric warhead. The whole building was flattened with Dodgeball and Daffy company inside. Any survivors were quickly finished off with another volley. In minutes, Yaseen "Dodgeball" Mansour, Eugene "Holy" Moses, Declan "Sunflower" Vogel, Spencer "Anonymous" Medworth, Osman "Leopard" Hamid, Patrick "Yoda" Gustafson, Anton "Brickyard" Rukavina, and Milova "Vulture" Marjanović were all dead.

Now. Northern approach to Olu City, Capital of Kiwanja.

Over the rumble of the Lockheed C-130's engines, an awkward silence between Dog Company and the Crimson Vipers exists. After Dodgeball's death, an awkward detente was arranged. Both wanted revenge; Dog Company had the muscle, Mau had a location and lead. Mau, looking to avoid Dodgeball, had stuck around Africa working for various Chinese companies working security for pittance; the current government of Kiwanja was cracking down on mercenaries like Mau (and Dog Company). Then Chan P'eng, the head of security for Shen Wa Mining, Consortium put Mau on to the Zulu; Shen Wa had used the Zulu before, and now he was hiring an army in Kiwanja. Of course, Chan P'eng was the 'ally' who sold Mau out and ended up dead. Mau still has a few names in Shen Wa left who might know where the Zulu is.

Also, the local criminal fraternity, the District Boys, will know the coming and

going in Olu City. Odds are someone at the top will know something about the Zulu.

The tension is palpable; The Crimson Vipers are understandably edgy around people who have been trying to kill them for the better part of a year. Dog Company are spitting venom at sharing a plane with the man who they blame for the death of one of their core members. Both groups are keeping to themselves and busy. The C-130 is packed with Dog Company and the Crimson Vipers, 3 Humvees, heavy weapons and a whole lot of bang for your buck.

Just as the lights of Olu City come into view, the pilot, Oscar "Hummingberg" Bergoff announces on the PA "Guys, got a problem. Someone get up on here." As the players approach, Hummingberg looks over his shoulder to whoever shows.

"We're getting rerouted out of Joseph Awon. We're getting shunted on to a landing strip in Besi... it's about 200 clicks further North. Problem is, it's the far side of the mountains and the roads aren't worth shit. Maybe six, eight, more hours drive, assuming they don't hold us up for hours on landing."

If the players ask about landing anyway, Hummingberg will advise that upon landing at Joseph Awon they'll meet stiff security and the OOA, the local SWAT. "You wanted an incognito landing, that ain't one".

If the players ask if air traffic control know they're on board, Hummingberg will reply "If they did we wouldn't be having this conversation, we'd be in the goddamn lagoon. They still remember you here."

The C-130 isn't in a position to circle, so the players have a prompt decision to make. Hummingberg points out there's more than enough parachutes for an infantry drop, but the heavy gear is not set up for an arial drop. Either reroute to Besi...or hot drop.

If the players opt for landing in Besi, play out the grind of the return to Olu, taking a whole day from delays and bad roads.

If they do a jump, they have 5 turns to get ready, including a turn to get a chute on. Hummingberg will fly over wherever the players want to land.

Doing the jump requires a successful Agility roll; a fail means the chute malfunctioned. A second role for the reserve chute is at -2.

Once the chute is deployed, roll agility for landing. Damage is 2d6 on a failed roll and 3d6 on a Critical Failure.

ALAGBARA RIVER DAM



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

FLOOD PLAIN SLUM

KORIKO DISTRICT



JOSEPH AWON INTERNATIONAL 

TITUN ILU (NEW TOWN)

OLD PORT 

IPEJA INDUSTRY DISTRICT

GOVERNMENT BUILDINGS 

FARSEER AIR BASE 

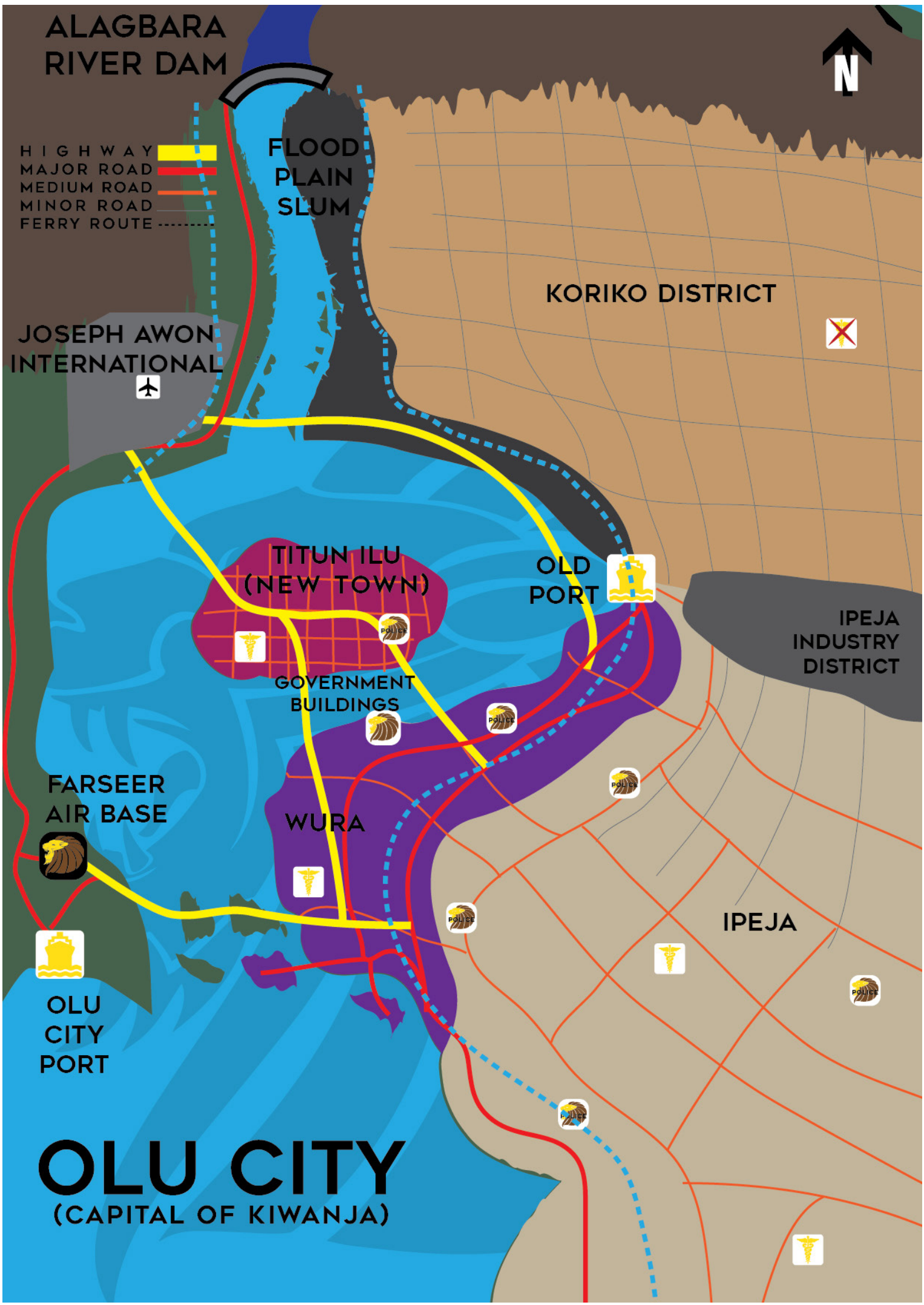
WURA 

IPEJA

OLU CITY PORT 

OLU CITY

(CAPITAL OF KIWANJA)



PART TWO

Once on the ground, regrouped and having found transport, or having slogged through the Alagbara mountains, Dog Company will arrive in Olu City after nightfall. There are a few possible leads to find the Zulu.

Shen Wa Mining Consortium

Shen Wa don't have a public office in Olu City; instead they have a number of front offices and subsidiary companies. By spreading out and hiding in plain sight, they keep protesters and rebels from finding them. Shen Wa engage in strip mining, fracking and resource stripping, the results of which all of which gets shipped back to mainland China for fast consumption. To Shen Wa, it's easier and cheaper to hire a lot of well armed security than carry out any kind of ethical business practices.

Mau knows of six offices that belong to Shen Wa in some way or another. Of these, 3 possible locations would deal with executive security and have a lead on the Zulu. All are based in **Titun Ilu**.

At this point in the day, the office buildings will be closed for the weekend, so Dog Company will have to wait till Monday morning or break in. The security is moderate, and there is some armed guard presence (use the Cop template)

2 of the 3 offices have been shut down by the time Dog Company gets there. One has been replaced by a different temporary company, the other is an empty husk with nothing bar a few loose pages of no importance and broken office equipment.

The Third office will have people working in it, and has the heaviest security (use Soldier stats). The occupants are shredding and packing up; after Chan P'eng's death, Shen Wa have decided to relocate to new facilities in the city; the dead of night move is to facilitate secrecy.

The local head of Operations, the severe and territorial **Li Ming Yen**, has no time for Eddie Mau. She lost her head of security as bait because of him, and Mau has sleazed on her many times; Chan P'eng found Mau kind of charming, Li Ming Yen would rather he went back under his rock. Getting information out of her will require charm, and maybe a little bit of intimidation.

The District Boys

The District Boys are officially a transport union. They have someone on every major junction, checking for papers and tolls. The permits to do this are often sold day to day to street gangs, so prices fluctuate wildly in contested

areas. Apart from legal and semi legal activities, the District Boys run, loansharking, racketeering, prostitution and drugs. Currently, human trafficking, especially refugees from the North and West, is taboo. In return for keeping their worse elements in check, the government turns a blind eye to their lesser crimes.

Investigation and Streetwise rolls will lead Dog Company to the leader of the District Boys, **Oba Sekibo**. The organisation is semi-legal so he has to be elected to the role of Union President via a rigged election, so his details can be found through legitimate means, or by roughing up some local District Boys. He is currently based in a makeshift mansion made from several houses that have had the dividing walls knocked through in **Koriko District**.

Sekibo started off as a street thug but has risen up to having the appearance of respectability; though the wealthy of Wura see it differently and have continued to block him buying property. He is gregarious and physical, concealing his bloodstained background as well as he can; he will only resort to violence when personally threatened, but when he does, he is brutal.

Sekibo will deflect questions; first he will insist on drinks, then show off his expensive Italian shoe collection, then finally insist on eating dinner at his favourite restaurant down the road. The Restaurant is re-opened despite the hour thanks to Sekibo's influence.

Opponents of the District Boys

The District Boy's main opponents are **the Kiwanja Brotherhood**. Exclusively made up of migrants to Olu City from the North and West, they have little power compared to the District Boys, only having sway over their own community.

Finding their leader will require Streetwise rolls and likely some bribery. They are far more close knit than the District Boys.

Their leader, **Hashim**, plays up the religious fanaticism to some and moderation to others. He knows he is not much of a threat to the District Boys and his main strength lies in brute muscle and contacts with the rebels and Muslim enclaves in the North of Kiwanja. If contact is made, he will arrange a meeting in the parking lot of a warehouse in the **Ipeja Industry District**. While this is not a territory they control, there are many workers here who are protected by the Brotherhood, who can be called in as backup (use Thug stats, no guns)

PART THREE

Once Dog Company track down their lead, the following information can be learned. Various rolls or good roleplaying will provide this.

- No-one knows the Zulu's true name. (Sekibo did but has forgotten)
- The Zulu has been repeatedly seen in Olu City. This is unusual for him; Any time he is in Kiwanja, he is usually in the conflict zones, not the capital.
- The Zulu's residence is unknown. He has not been sighted staying in any hotel in the city and is not believed to own any property.
- He does not have an extensive organisation or fraternity in Olu City. Several of his core soldiers came to Olu in advance of his arrival, but his total company is 40-50 elite soldiers.
- The Zulu is putting a LOT of money around. albeit discreetly.
- **Sekibo or Li Ming Yen:** The Zulu's men bought blueprints for the Alagbara river dam.
- **Sekibo only:** The Zulu bought the silence of one of the District Boy Captains in around Northern Wura and Ipeja, keeping him quiet. Sekibo demoted the captain for not paying dues up, but nothing more.
- He's paying quite a bit above the normal rate per mercenary.
- His focus seems to be less on talent or loyalty but more lack of conscience. Many of the Mercenaries he has recruited have been blacklisted for various warcrimes.
- The Zulu is recruiting an army. Not just hundreds but several thousand mercenaries, with infantry vehicles and some man portable anti aircraft weapons.
- **Li Ming Yen only:** The Zulu has been meeting mercenary commanders in Olu City and monopolising the supply. Many of the mercenaries that Shen Wa had used in Western Kiwanja have broken contract and disappeared around a week ago. If this continues Shen Wa will have to close up in Kiwanja.
- **Hashim or Sekibo:** The Zulu was in the District Boys when he was a teenager. he was kicked out for being a psycho. Allow a Knowledge roll for players - why would a west African call himself after a South African tribe? Don't answer it, but let them dwell on it.
- **Sekibo only:** Sekibo was in the same crew as the Zulu, but was not close.
- **Hashim only:** The Zulu is not from Northern Kiwanja, but his accent is rural.
- **Hashim only:** Hashim believes the Zulu is readying a coup against the government. The Kiwanja Brotherhood will support Dog Company, but only if they remove Oba Sekibo.

At this point, **The Zulu** makes an entrance. Literally, with explosives. half the wall disintegrates with fire

and noise. As the dust cloud settles, the Zulu comes into focus. He is not a huge man, his Shearling leather coat swaddling him. What belies his strength is the casual way he tosses away the M72 LAW he used to open up the wall. His shock entrance and his reputation, and the inhuman look on his face scares most people. Dog Company need to make a Spirit check to act this round. Eddie Mau needs to make a Spirit check or is shaken, and on a critical fail, he bolts. Regardless of their actions, the Zulu picks up his weapon of choice, a Custom AGS-17 grenade launcher (a weapon normally mounted on a tripod or a vehicle) and will open fire. The effect is devastating, with small burst templates with every shot. His four squads of Elite troops will provide suppressing fire and also block the way to Dog Company's escape route. His target is whichever contact Dog Company chose to meet. If it is Li Ming Yen or Hashim, he will kill them without so much as a second glance, and then withdraw. For Sekibo, he will make a point of entering the line of fire and calling Sekibo out. Sekibo will break cover, pull a silver 44 and hit the Zulu square in the chest. Apart from a cinematic burst of armor fragments, the Zulu barely even moves (the Zulu no-sells everything!) before shooting Sekibo square in the chest with the grenade launcher, turning him into a fine red mist. The Zulu will then growl "GOODNIGHT, UNION BROTHER." and withdrawal casually, having achieved his goal as police sirens echo through the night sky. The Zulu is tough enough that he will successfully escape into a Range Rover, while his soldiers fanatical enough to die to cover his escape.

The Zulu's Elite Soldier (4 X 5)

Agility d8	Fighting d10
Smarts d6	Shooting d8
Spirit d8	Parry:7
Strength d8	Toughness:7
Vigor d10	
Hard to Kill (Ignore wound modifiers on Vigor roles for Incapacitation)	
AK-74M Assault rifle: 2d8+1 damage	
RoF 3, AP2, Auto	
Underslung Grenade launcher: 3D6 damage	
Medium burst - 2d4 foes	

The police will arrive in the middle of this firefight. The Zulu's soldiers will focus on Dog Company, but at least one grenade will be put into a cop car, making this gunfight personal. More police, including the OOA are en route. A timely intervention comes from the street - a series of teargas and smoke grenades land between the combatants, creating a cloud blocking everyone's view, and putting everyone at -4 from the gas. Several black SUVs will pull up, and from the passenger window a voice shouts "Time to go, Sergeant Drexler!" in an American accent. It's either the mystery SUVs or a messy cop shootout...

PART FOUR

Dog Company recover from the effects of the tear gas in the SUVs. If Eddie Mau bailed, he is in one of the SUVs, having been grabbed on route. Inside each SUV are US black ops soldiers. If asked who they are, the leader of the group and sat in the passenger seat of the SUV with the core of Dog Company, and who called to Loud Dog will reply "We're the cavalry, Sergeant!" and extends a meaty hand with an ugly US Army Ranger School ring "Major Ed Neidermeyer. 75th Ranger Regiment."

If at any point Dog Company get snotty, Neidermeyer's expression will change and growl at Loud Dog to remember he's speaking to an officer in the US Army as if Loud Dog still respects rank.

If asked what just happened, Neidermeyer will reply
"We've been trying to keep your operation out of Kiwanja while we resolve the issue. Who'd ya think redirected your plane? Nice work on the drop, by the way. Smooth". (pause)

"Anyway, the Kiwanjaneese President, this Amadia Bello chick, has been inviting in the Chinese and Russians, making peace with the Muslim rebels in the North. As long as Kiwanja is unstable, the Muslim insurgents' attention is here, and not our interests. and the Chinese won't get access to the oilfields without having to pay a shit hot cost." (Pause)

"We were all geared up for the long haul, knock this bitch down, then the Zulu shows up and was taking bookings. It was perfect. Like someone planned it." (Pause)

"Turns out the Zulu is a former District Boy. They turfed him out for being a fucking nut. The Soviets picked him up in the late 70s, upskilled him and let him off the chain. Then he bit them in the ass just after the Berlin Wall came down, and burned his records so there's only fragments of what he's done left. Hell, we don't even know his name. He called himself after that damn Russian sub he travels around in".

Allow a Smarts - 4 or Knowledge: Battle roll. Anyone who gets a success remembers that the Soviet 611 Sub project NATO callsign was ... ZULU.

"It was perfect. We get this lunatic who decides to retire to the old country and start a coup. After the dust settles, we come in, knock him off, and we put someone willing to play ball in power. Boom! Home for the superbowl!"

The SUVs pull off the highway near the port, and circle in an isolated beach. "Alright Sergeant. Out we get. Time you headed home and left this to the professionals." Neidermeyer directs the beach as a rigid inflatable is unpacked. "I understand what you're here to do, but we can't let you do that. It's in America's best interest. You understand sergeant, right?" Neidermeyer and his men, all dressed in black ops gear step



out of the SUVs and expect to be obeyed. When Dog Company disobey (which of course they will), they will threaten; they're not going to be swayed to let Dog Company tag along. One last warning, and then the bullets start flying.

Neidermeyer and his men (10 in total, 2 groups of 5), use standard soldier stats but have 4 melee /8 firearm armour and are armed with P90s, that do 2D8 damage and have 3RB. Neidermeyer is a wild card and has 2 bennies to use himself.

In the aftermath of dealing with the CIA black ops team, Dog Company are left with armoured SUVs, riot weapons, and rigid inflatable boats, in addition to their own gear.

Just as Dog Company get going, Neidermeyer's Cellphone, which was in the glove box, rings, going straight on with Hands Free; the screen displays the name "MARSHALL" and a picture of a man in a suit who Doctor Dick recognises him as Agent Bradley Marshall, CIA Special Activities Division.

"Neidermeyer, you asshole, terminate the Zulu. he's playing you!" If Dog Company engage him in conversation he will explain that Neidermeyer's job was to destabilise the Kiwanjaneese government and terminate the Zulu, but Neidermeyer decided to try kill 2 birds with 1 stone. "Some asshole decided to sell the Zulu the warhead from a RT-2PM Topol ICBM. He's got an 800 kiloton warhead ready to launch on that dinky Zulu Class Sub of his"

If Dog Company say it's not their problem, he replies "You just killed Neidermeyer. As much of an asshole as he was, the next nearest US military is in the Horn of Africa. As of now it is your problem." As much as Dog Company might enjoy antagonising him, he's right...and he does have the CIA to make their life hell...

PART 5

Agent Marshall cannot provide military support, but he can provide the following intelligence:

- From satellite imaging, the Zulu's sub is still in the Old Port. He will keep updating them on it's location. From the satellite photography, it appears the Zulu's sub is one of the modified models that could launch a ballistic missile while surfaced.
- Direct contact details for the President of Kiwanja, the Commander of Farseer Airforce base, the Chief of Police and the head of security for any major facility in Olu city. If Dog Company want to try convince them to act, they can try, albeit at a -4 penalty due to their shady reputation in Kiwanja. This goes to -2 after the mercenaries attack.
- Any other reasonable intelligence the players need (GM fiat). If the players ask if there are any particular risks, he will point out the Dam as a particularly vulnerable spot.

As Dog Company drive, they can see chaos erupting around them. The Zulu's mercenary army has rolled into town and are there to cause mayhem. If the Motorway is taken, then a Technical will chase after Dog Company. On the streets into several armed barricades, and the mercenaries killing civilians. They should encounter several delays.

If Dog Company did warn someone about the dam it is safe but there are now throngs of District Boys and the Kiwanja Brotherhood on the street, clashing with the Mercenaries, looting and rioting.

If Dog Company haven't warned anyone about the Dam, the Mercenaries will have overrun the dam and set charges. There is a visible explosion to the north as the dam is burst. A massive volume of water will flow down the river, even more voluminous than usual; areas outside the normal flood plain will be hit, and the flood plain areas are totalled. The SUVs will ironically be no match for the terrain and going is reduced to a crawl.

As Dog Company get within a few minutes of the dock, Marshall shouts down the phone "The Zulu is moving. I can see a lot of people getting onto the Sub. He's getting ready to move." As Dog Company bust through the wiremesh gates of the old Port, Marshall growls "The Sub's left dock. Tell me you have a boat."

If Dog Company didn't keep the rigid inflatables, there's a few rubber dingys in the dock, which they can steal. There will be a squad of the Zulu's elite guarding the dock who need to be dispatched.

The Zulu has a lead on them but they are faster in the lighter boats while the sub is negotiating the Olu City Lagoon's uneven geography. In addition, if Dog

Company managed to convince the President or the Commander of Farseer Airforce base to support them, then air support is on hand, in the form of 2 apache gunships.

With or without air support, the Zulu has a nasty surprise up his sleeve. His Sub has more than the standard soviet era ballistic missile capacity. It has several heavy machine guns that pop out of watertight hatches on the hull. They have limited firing arcs but are fully capable of aiming at nearby helicopters. The Zulu's men have shooting of D8 (with a -2 penalty due to the awkwardness of the guns design), with 50 Cal machine guns that do 4D10 damage on full auto and have AP 5. The rear guns are twin linked.

The helicopter has a toughness 12 with 2 points of armour; The crew's Piloting skill is d8 and D8 shooting. Their machine guns do 3D8 Damage, with AP 6. The guns have Toughness 15 with 4 points of armour.

The helicopters are there to give Dog Company cover, not to take down the Sub. Any attack on the Sub will require disabling some or all of the machine guns to board it. Once aboard, Dog Company will have 2 options; disable the nuclear missile or disable the sub. They will encounter heavy resistance throughout, with 30 fanatical Elite Soldiers on board.

The Missile room

Beyond the crew quarters, the missile room is behind 3 wire mesh doors. While the hatches are not locked, the wire mesh doors are all locked with heavy locks (The Zulu has locked the missile crew in). These locks require a -2 lockpicking or -4 craft roll to open, or breaking requires beating their toughness of 10 and 4 points of armour.

The Engine room

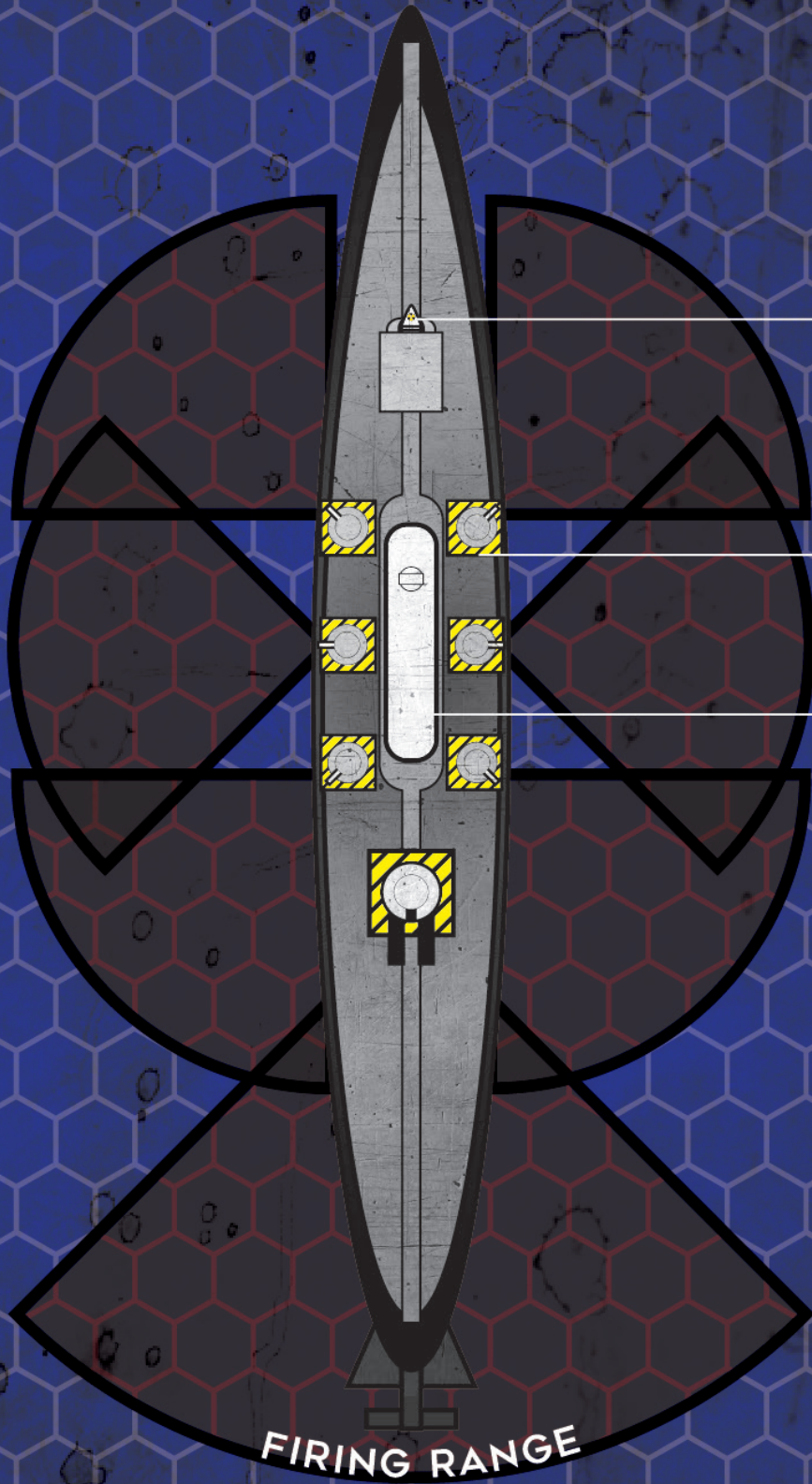
The Zulu's submarine is a fairly modern diesel-electric engine, but it still has to have a fairly hefty fuel tank. This is situated towards the rear.

The Zulu's quarters

As Dog company board the sub, the Zulu is not in the control room. He sits calmly in his quarters, drinking Napoleon brandy and waiting on Dog Company to arrive. Ideally Loud Dog should encounter him first. The Zulu approaches Loud Dog "I hate Olu City. It is a shithole. It will die. Like you. Now, no more talk little dog" and then goes to beat him to death using his bare hands. He's a brutal foe and extremely tough, so some cool tricks will be required if Loud Dog is to not die! He will fight to the very bitter end.

MODIFIED 1958 PROJECT 611
SOVIET ATTACK SUBMARINE
NATO CALLSIGN: ZULU

LENGTH: 90 M
BEAM: 7.5 M
DRAUGHT: 5.14 M



MISSILE
TUBE

RETRACTABLE
TURRET

CONNING
TOWER

FIRING RANGE

MISSILE ROOM

CONN TOWER & ACCESS HATCH

CREW QUARTERS

ARMORY

CONTROL ROOM

THE ZULU'S QUARTERS

GALLEY

STORES

ENGINE ROOM



THE ZULU

The Zulu hates cities. He grew up in the slums of Olu, having come to the city after famine and local banditry destroyed his home. He ended up working for the District Boys from an early age, alongside Oba Sekibo, but his rural background and psychotic temper prevented him from rising far in the organisation. Those who worked with him realised that in the quasi-legal District Boy fraternity, an unbridled monster would soon be more trouble than he was worth.

Eventually he ended up coming to the attention of the KGB, who provided him with an outlet for his talents and trained him to be their personal monster. They used him in Asia to thwart the Afghan Mujahideen, in South America to spite the Contras, and even in Eastern Europe to keep the satellites in their place.

After several years honing his talents and building up his network, he eliminated his handlers and made sure his name was quickly scrubbed from any dossiers. Now a legal ghost, he adopted his nom-de-guerre from his prized possession - a Soviet era Zulu class submarine. Over the years he has customised what was a decommissioned piece of junk to suit his needs, and serves as his own personal base of operations and weapons platform.

The Zulu's endgame is straightforward. He has started culling his prospective enemies, which include Dog Company; The Zulu has noticed how their actions have ended up altruistic, no matter how unintentional. He has also called in his debts with various employers; He 'undercharged them' years ago and now is 'collecting the interest'. Many of his former employers are either dead or have coughed up handsomely, while the Sultan of Kazraswad paid hundreds of millions for the Zulu to avenge his son, killed by Dog Company. With billions bankrolled, the Zulu has been hiring an army of mercenaries, the sort who won't grow a conscience; Eddie Mau would have been a fine fit, but the Zulu is contemptuous of his failure... and his obnoxiousness.

With an army in place, the Zulu plans to destroy the Olu city dam, which will cause chaos. As the city drowns and his army of mercenaries run riot, he will retreat to a comfortable distance and launch his Scud missile from his sub, armed with an 800 Kiloton nuclear warhead, wiping Olu and it's 9 million wretched inhabitants from the earth. Just to make a point.

The Zulu is sadistic and psychotic; however years of training have taught him to reign in his rage, making him all the more dangerous. He uses overkill to terrorise and confuse his enemies, but any bezerk act is just to mislead.



Attributes

Agility d6
Smarts d6
Spirit d8
Strength d10
Vigor d10

Pace: 6, Parry: 5, Toughness: 8 (Brawny)

Skills

Boating d6
Climbing d6
Fighting d12
Intimidation d8
Knowledge (Demolitions) d4
Shooting d6
Streetwise d6

Edges

Brawler (+2 damage when unarmed)
Brawny (+1 Toughness, 8Xs Str in pounds in carry ability instead of 5X)
Bruiser (unarmed gets d8 on a raise instead of a D6)
Hard to Kill (taken at Novice)
Harder to Kill (taken at Novice)

Hindrances:

Bloodthirsty (No such thing as overkill)
Delusion (Hates cities)
Outsider (Country boy)

Gear

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

AKS-74

2d8+1 damage, RoF 3, Clip 30, AP 2, Auto

Custom AGS-17 grenade launcher

4D8, RoF 2, clip 50, jams on any 1.

Machete

Str +D6

PART SIX

As the Zulu lies dying (either from a clever move from Loud Dog or one of the other members of Dog Company shooting the bastard) he will slump to the deck, still not dead and... laugh. "You think you've won? You've just become me. I at least knew I was a monster. What are you, little dog, but a fool..." he will go limp after this, or sooner if interrupted. His Elite Soldiers fight to the death, fanatics to the end.

His nuke should be disabled or sunk with the sub. Even for loud assholes like Dog Company, 9 million inhabitants of Olu City are at risk if they don't.

If Dog Company didn't warn the government

Things in Kiwanja get messy. Olu city gets half submerged as the Alagbara river floods most of Olu City. Titun Ilu, Wura are almost completely wrecked, and Ipeja becomes a human heath disaster. Ironically Koriko, the empovrished part of the city, is least affected.

In addition, the District Boys push for greater power thanks to the chaos. They take most of the credit for fighting back against the mercenary army with horrific loss of life. Oba Sekibo (or his successor, if he was killed by the Zulu) leads a bloodless coup against the government, which causes problems at a time when co-ordinated emergency relief is all but non-existent.

The Kiwanja Broterhood also rise in power, as much of Olu quickly becomes deserted as the semi-wealthy flee the city. Once a secular city, Olu becomes a breeding ground for fanatics.

Kiwanja, once the rising power of Africa, falls into a ruinous condition. The West and North split properly from the government in Olu, taking the best resources of the country with them. Olu remains something of an example of a city ruined by 'warlords' and quickly forgotten about in the Western World.

Dog Company manage to get out, thanks to finding their way to Hummingberg some 200 KM north. Due to never being officially there, they publicly avoid any involvement. However, in the intelligence community, they get blackballed.

Agent Marshall is quick to put blame on them for Major Neidermeyer's death, which also gets swept under the rug. Neidermeyer's death earns Dog Company the ire of the military special ops community.

Mercenaries around the world come under far greater scrutinty after details of the Zulu and the mercenary army come to the fore. Dog Company has to go very quiet to keep business ticking along.

And of course...there's the question of what happens between Dog Company and Eddie Mau...

If Dog Company warned the government

Despite the army of Mercenaries, the government forces quickly surpass the disorganised rabble. Fighting is short but bloody, as the mercenaries quickly decide to cut their losses as best they can, abandoning their gear and disappearing back into western Kiwanja.

By preventing the dam's destruction, Dog Company have stopped the worst case scenario from happening. While there is property damage in Olu City, the Kiwanjese government is able to keep it contained, and because Titun Ilu hasn't been submerged in 8 feet of water, the Kiwanjese economy hasn't collapsed.

The government uses the absence of most of the mercenaries in the country to finish some of the malingering insurrections. There are still warlords, but their power is greatly diminished.

The District Boys have to greatly distance themselves from the Zulu and limit their own criminal endeavours greatly to avoid the government having a further crackdown on their activities, legal or otherwise.

The CIA make sure Neidermeyer's involvement is a matter for conspiracy crackpots, and a legend for his death is created.

Dog Company, being the only ones on the ground fighting against the Zulu and not just looting, are largely credited with trying to stop the Zulu's maniacal plans. The Kiwanjese government rescind the wanted status on Dog Company and offer them an extensive contract to help remove the remaining mercenaries from the country.

Three months later, former Agent Marshall approaches Dog Company about their lack of a Fixer; he still has a lot of sway in the Intelligence Community, and frankly has more faith in them to do the right thing than his former employers. Plus, to sweeten the deal, he gives them details on who bankrolled the Zulu and got him the Nuke... The Sultan Of Kazraswad, whose son Dog Company killed over a car battery.

And of course...there's the question of what happens between Dog Company and Eddie Mau...

"LOUD DOG"

Name: Amos Drexler
Role: CO; Assault Infantry

Attributes

Agility d6
Smarts d6
Spirit d8
Strength d8
Vigor d8



Pace: 6, Parry: 5, Toughness: 6

Skills

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

Edges

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

Hindrances

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

Gear

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

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

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

Combat Knife
Str +D4

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

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

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.

"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

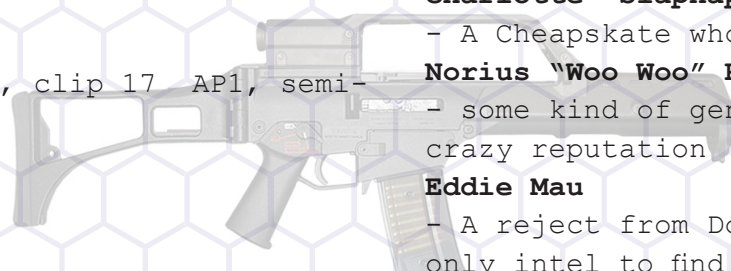
2d8 damage, RoF 3, clip 30, AP2, Auto, 3Rb

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

Eddie Mau

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"SLAPHAPPY"

Name: Charlotte "Chuck" Furnell
Role: Sniper

Attributes

Agility d10
Smarts d6
Spirit d6
Strength d6
Vigor d6

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

Skills

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

Edges

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

Hindrances

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

Gear

Leather jacket
+2 melee

Remington MSR

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

Uzi

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

Combat Knife
Str +D4



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

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

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

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- Good driver. Constant whiner.

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- Some kind of genius, but plays up crazy reputation

Eddie Mau

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"WOO-WOO"

Name: Norius Raines
Role: Demolitions

Attributes

Agility d6
Smarts d10
Spirit d6
Strength d6
Vigor d6

Pace: 6, Parry: 5, Toughness: 5

Skills

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

Edges

Jack of All Trades (All unskilled 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.

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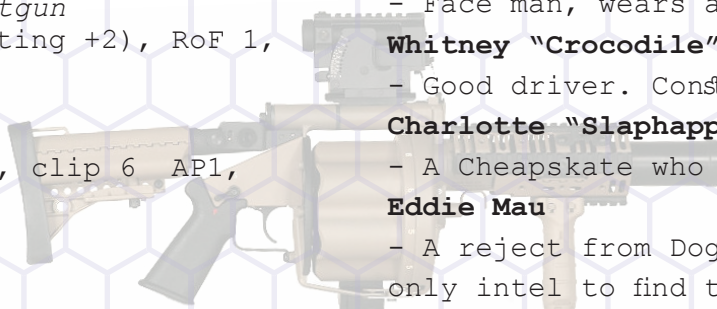
- Good driver. Constant whiner.

Charlotte "Slaphappy" Furnell

- A Cheapskate who kills in 1 shot.

Eddie Mau

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"CROCODILE"

Name: Whitney Chun
Role: Driver; Linguist

Attributes

Agility d10
Smarts d8
Spirit d6
Strength d6
Vigor d6

Pace: 6, Parry: 4 Toughness: 5



Skills

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

Edges

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

Hindrances

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

Gear

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

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

Combat Knife
Str +D4

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

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

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"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

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 (The Zulu)

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

Since losing most of the Crimson Vipers in Baodau (to Dog Company and the Apache Helicopter wielding Prince of Kazraswad), Mau has been keeping a low profile and staying out of South East Asia.

While working a crew on a Chinese project in Africa, Mau got word that the Zulu was recruiting a LOT of muscle, but not through the usual channels. Mau managed to survive meeting the Zulu in a disused warehouse in Olu City and got away, albeit at the cost of most of his remaining men. Mau is low priority to the Zulu, but Mau wants revenge while he has the luxury of time.

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.

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- Some kind of genius, but plays up crazy reputation



CANNON FODDER



Bugs Squad (Assault Infantry)

- Clay "Fug" Griffin
- Chukwukadibia "Otto" Obinna
- Greta "Air Guitar" Gelinas
- 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

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)

Squad Rules:

- Squads are controlled by command players.
- Loud Dog has no penalty on either squad
- Doctor Dick and Crocodile are -1 with Crimson Vipers, Eddie Mau is -1 with Bugs Squad
- 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.

Crimson Vipers (Heavy Infantry)

- Jack Han
- Mohammed Hazziz
- Lien Ho
- Pedro Suarez
- Yi Jie Ting
- Cyrus Orum

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)