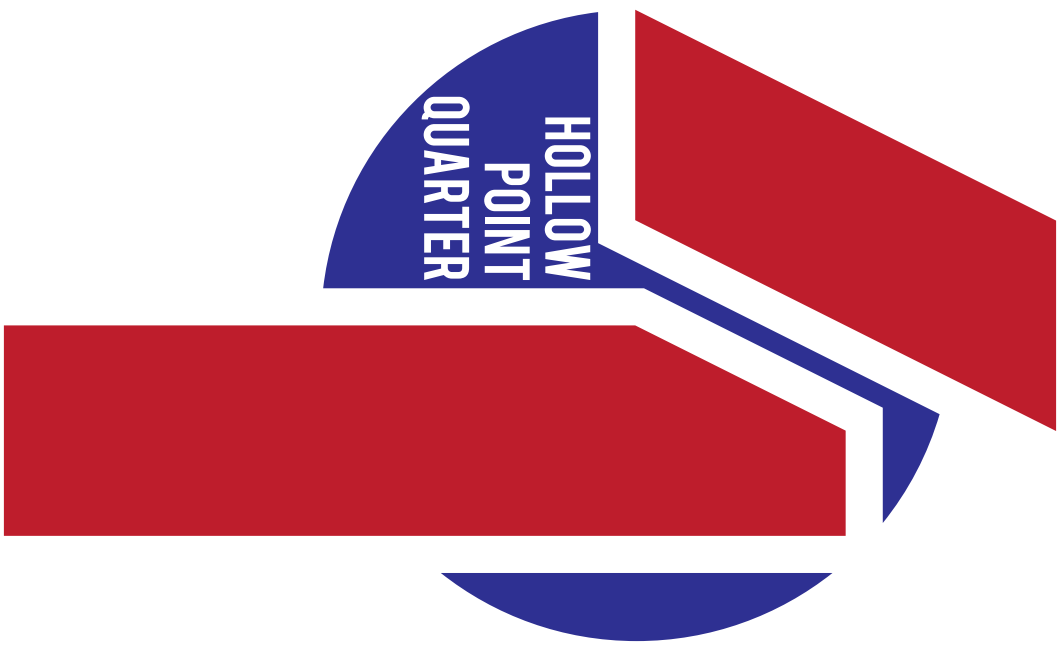


# RESEARCH



# PLOT AND SETTINGS

## Summary

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

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

After knocking the heir to the throne of Kazarawad off a tall building in Baodau, his father sent a warlord with a nuke after Dog Company. Dog Company took it personal, so they're headed to Kazarawad to finish off this family feud.

### The Bullfuckers (Veterans)

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

### The Cannon Fodder (Player NPCs)

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

Individual rules:

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

### Bugs Squad (Assault Infantry)

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

### Tweety Squad (Heavy Infantry)

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

### The Fixer (Bradley Marshall)

Provides Intel in the field.

## Breakdown of Scenes

### Part One:

A recap of the last 24 months (essentially Tropic Kill 2 and 3); how Dog Company have a chance of killing the absolute monarch of a police state.

### Part Two:

Taking out the Kazarawadi military response capability, and making the Sultan think his whole country is about to erupt in rebellion, thus forcing him out of his Palacial armoured bolthole.

### Part Three:

Planning the actual interception of the Sultan's convoy on the road and starting the hit. Dog Company break out the big guns—a Leopard II Main Battle Tank for extra BOOM!

### Part Four:

Complication: the Private Military Company Blackhammer, who Dog Company thought were packed up and gone home, aren't all done yet. Enter an unexpected aerial combatant that complicates everything.

### Part Five:

Having downed the aerial combatant and caught up with the Sultan, a last gunfight or a plea for sanity; Up to dog company to decide.

### Part Six:

The aftermath: consequences of their actions, forseen and unforeseen.

# 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	<b>Disaster:</b> 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)	<b>Major Obstacle:</b> 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)	<b>Minor Obstacle:</b> 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	<b>Distraction:</b> Something obscures the character's vision or path. He cannot attack this round.

# KAZARAWAD

## HISTORY, DEMOGRAPHICS, POLITICS

Population of 8 million.

Capital City: Mina-Aleawasif, population 2.6 million inhabitants.

Before the 1960s, Kazarawad was another patchwork of competing territories held together through alliances of marriages and popular support. The current Sultan's father unified the country after discovering oil in his territories in the North. Using this newfound wealth, he modernised the army to include an airforce, and either brought the other leaders into the fold or drove them into the wilderness. Since then, Kazarawad has been largely peaceful, and this stability, and its relative progressiveness, has kept it an ally of the West.

Women have most of the same rights as Men, and Kazarawad is progressive in terms of its education, but given the state is an Absolute Monarchy, power all rests in the hands of men.

There is a sizeable population, mostly from central and south east Asia, who work as little more than indentured servants. They work in the malls, the airport and the various multinational food stores in the city, barely able to afford the food they serve.

## LAW & CRIME

The State Police (Shurtat Wilaya; SW) handles policing and security across the whole of Kazarawad. They vary in quality; the Sultan's Special Guard (The al-Haras al-Khass al-Sultan; HKS) have trained with various international special forces, whereas local officers can be little more than corrupt bureaucrats looking for a bribe and an easy life. This applies even in Mina-Aleawasif; the regular police will back off and let the HKS do as they choose.

There is a ban on private gun ownership and this is strictly enforced. Only the royal family, the military and the police are armed.

Prostitution is illegal, punishable by corporal punishment, but available for the wealthy or those working for influential corporations.

Alcohol is not illegal but public consumption is. There are no bars outside of hotels and generally they are for foreigners, not locals. Alcohol can only be purchased from specialist off-licences.

Drugs, like prostitution, are hard to come by for the poor but easy for the rich.

The *Alhurria* (Free Hand) are the local Islamist movement. More Muslim anti-capitalists than Jihadis, their leader Ayser Tamir Abboud aspires to a bloodless revolution. He keeps the more extreme members in check. The State Police rough up members but don't generally keep them in jail long, to prevent any potential martyrs.

## MILITARY

The Kazarawad Defence Forces (*Quwwat Alddifae Kazarawad / QAK*) consists of about 4000 active personnel. Prior to the 1960s, the QAK was much larger and consisted of a bloated and outdated army. Due to the desert terrain inland, tanks and trucks proved ineffectual in deploying military power, and all it could do was spread itself thin and hope for the best. From the 1960s onwards and the influx of oil wealth, a push was made by the government for a reliance on air superiority. Since the mid 2000s, the Sultan purged the QAK again, essentially converting it into an airforce. In addition to the pride of the QAK, 72 Eurofighter Typhoons that replaced older US aircraft, there are a number of support aircraft and helicopters, but the offensive power lies with the Typhoons.

The QAK is headquartered at Easifa Airforce Base, just outside the capital.

## PRICES

The Kazarawadi *zahra* is worth around \$1.20. Prices are high as everything is imported, from food to consumer goods. Due to the oil money and a growing number of corporations who use Kazarawad's nepotistic government to carry out unscrupulous business, things are very expensive.

## CLIMATE

Arid and hot. Rain is infrequent, though dust storms are rare. Almost all urban areas in Kazarawad are on the coast.

Water comes from desalination plants and redirected rivers. Thanks to this, there are very few non-coastal settlements. The town of Wahn, which largely is maintained by being close to the oil refineries, is one of the few exceptions.

## TRANSPORT

Public transport is in the form of an extensive and modern metro system, far enough underground to have its own climate controlled atmosphere.

Private car ownership is common, insofar as those who can afford cars drive them where they like. Extremely expensive cars abound, even in the police force.

## Mina-Aleawasif International Airport:

The Airport was built in the last decade and it shows, with international stores, extensive water features, and foreign workers. The Airport replaced numerous smaller airfields and heavily emphasises its purpose as a transport hub, especially for the wealthy

- Police: The QAK maintain a presence at the Airport. Given the prestige of the Airport, they make a big point of displaying force. Additionally, since the Sultan keeps his plane here, they need to be able to lock the Airport down at a moment's notice.
- Medical: There is a small medical facility on site, but generally any serious injuries lead to an airlift to one of the nearby hospitals.
- Crime: Non-existent. The heavy QAK

# KAZARAWAD

presence, combined with the number of multinational travellers, means that almost every inch of the Airport is under constant supervision.

## **Alqadima - "The Ancient Quarter":**

Up until the 1960s, this consisted of most of the city of Mina-Aleawasif. Since then, the Ancient Quarter has been pushed as the heart of the city, a hub of culture, art and shopping. The Ancient Quarter contains the Marina, as well as the old Port. The Ancient Quarter is largely pedestrianised, bar a medium quality coast road. The buildings are extremely old and provide a warren to get lost in.

- Police: Less visible but present. As this is a big tourist area and there is a push for a 'genuine' feel, the State Police try to keep a low profile. The HKS are rarely seen here, usually only with the Sultan.
- Medical: There is a large hospital, superficially old but due to the presence of a lot of tourists, is quite modern.
- Crime: Petty crime is common, especially on the Marina. Due to the subdued presence of the State Police, the drawback is petty crime is hard to prevent.

## **Tal Alssabah - "The Hill of Morning"**

The site of the Sultan's palace, and the old wealthy district with numerous sprawling estates.. The eastern side of the Hill of Morning contains most of Mina-Aleawasif's skyscrapers, a good distance from the old estates and the palace.

- Police: Everywhere, not only the State Police but the QAK are present here. The closer to the Palace you get, the more likely for random security checkpoints. If the Sultan is moving anywhere, then the whole area is likely to be locked down.
- Medical: Numerous major hospitals, well funded and resourced, and guarded.
- Crime: Any crime in this district would happen behind closed doors in large houses in walled estates.

## **Zahrat Alshshams - "The Flower of the Sun"**

- An artificial island chain for the hyper rich, the Flower of the Sun is both an engineering dream and an ecological nightmare. The constant repair required to maintain the islands means only the massively wealthy can live there. Access is only via helicopter or speedboat, there is no land connection to the islands.
- Police: Technically under the jurisdiction of the State Police, really the inhabitants are so wealthy they have security details large enough to almost count as police forces.
- Medical: There are no hospitals in the Flower of the Sun, but the hospital at the north of the Ancient Quarter has been renovated to enable the inhabitants to arrive via helicopter.
- Crime: Any crime in this district would happen behind closed doors in large

houses... on private islands.

## **Makan Al'Aeyad - "Place of Feasts"**

What constitutes the suburbs of Mina-Aleawasif, through prices are climbing constantly and the line between Makan Al'Aeyad and Bawwaba is gray at best. Houses give way to apartment buildings, thankfully modern and well maintained, though some parts of the Place of Feasts are old, though not like the Ancient Quarter.

- Police: Fairly evenly spread out. While the State Police are hard working individuals, there is definitely a sense that any officer working in Place of Feasts is either starting out or finishing up. Given that there are no stations in Bawwaba, the officers in Place of Feasts cover a huge area. Generally they prioritise Place of Feasts, often out of geographic simplicity.
- Medical: There are a few hospitals, mostly well used and providing general services. Any specialist service requires referral to the (expensive) specialists in one of the wealthier districts.
- Crime: Apart from petty crime, there is a grey market here of alcohol, cigarettes, pornography and other material that is frowned up but not strictly illegal. Generally any gangs are low key, knowing that the State Police have no compunction on cracking heads.

## **Bawwaba "The gate"**

Technically not part of the city, more a sprawl of pop-up apartment buildings, repurposed industrial buildings and other semi-temporary structures that has become a home to thousands of migrant workers. What was once the marker to tell travellers they were near the Ancient Quarter has become the rough centre of this makeshift district. Public transport in Bawwaba is limited to semi-legal private buses which ferry workers to the Metro.

- Police: Barring coming in to bust heads, the State Police don't bother coming into Bawwaba; it is seen at best as chunk of Makan Al'Aeyad that isn't anyone's responsibility. If there's not a reason to go to Bawwaba, the State Police don't go.
- Medical: A few GPs operate in the area, but generally the populace rely on the hospitals in Makan Al'Aeyad.
- Crime: The most crime ridden area, there are gangs who are careful not to draw too much attention. There is a grey and black market for goods. Migrant workers in particular are targeted by drug dealers selling cheap heroin.

# PART ONE

**The MV Beacon Light, 38 miles Northwest of off the coast of Kazarawad.**

Bradley Marshall, former CIA Special Activities Division, and now fixer, greets the Dog Company in the ships packed cargo hold. All of Dog Company are there; The Bullfuckers, the Cannon Fodder, even Dog Company's on call pilot, Oscar "Hummingberg" Bergoff. Around them are two Humvees, Crocodile's custom Nissan GT-R Nismo "Mekake" ("Concubine" in Japanese; It sports a lurid Anime decal for extra class), and a Mack Titan with a custom rigid flatbed and a large item covered in a heavy tarp (the Leopard II tank; feel free to let Loud Dog and Panza know about the tank and keep it a surprise for everyone else), and two other large containers.

He begins to recap the details of the last 24 months. Dog Company were hired to kidnap David Wei, CEO of Wirecon, in the South-East Island nation of Baodau. During the kidnap, Dog Company discovered their employer, "Mr Mumyeong", was an actor hired by their real employer, Malik Majid Al Zarif, prince of Kazarawad. Why? Wirecon were just about to crack affordable batteries for electric cars and Malik, having been downgraded from heir behind his brother in law Hafiz for his partying ways, wanted to impress his father by eliminating potential competition to their oil wealth. With the aid of a support cable of a tuned-mass-damper, Dog Company kicked prince Malik (and his chrome Apache helicopter) off the top of a hundred story building.

While prince Malik wasn't in his father's good books, killing the Sultan's last living direct male heir was a slight he couldn't ignore. He called The Zulu, a former Soviet employed warlord, and now freelance warlord, to take out Dog Company. After killing veteran member Dodgeball and Daffy Squad, Dog Company were forced to team up with former member, current enemy and allround asshole Eddie "Fucking" Mau to go after the Zulu in his home country of Kiwanja (where Dog Company had previously been betrayed, so not exactly selling Kiwanja in Dog Company's eyes). There, the Zulu had laid a trap, preparing to nuke the whole capital city, thanks to a Soviet warhead paid for by the Sultan of Kasraswad, just to get Dog Company. Thankfully, Dog Company managed to disarm the warhead and kill the Zulu, but weren't able to prevent Eddie Mau escaping with said warhead; their location is unknown, much to Dog Company's chargin.

That leads to where they are now, six months after Kiwanja. The Sultan, being an intelligent man, has realised that his Zulu gambit has failed, and has holed up in his palace. In the last decade, the palace has had a quarter BILLION dollar

security upgrade, and is surrounded by an army of military and police guards.

There are a few weak points.

**Blackhammer:** THE PMC, founded by Jack "Uncle Buck" Buckmaster, that handle special security for the Sultan, have not renewed their contact with the government of Kazarawad. Blackhammer might as well be a US uniformed service, with close ties to the Pentagon; "Uncle Buck" is an old friend/rival of Dog Company, having encouraged the founding members to go private back in the 1990s. Officially, the reason is that "Uncle Buck" is running for the US Senate and so is closing all Blackhammer operation to prevent conflict of interest. Unofficially, the sultan sourced the nuke through a rival Russian PMC, Zorya Intelligence. Buck might be the head of the largest PMC in the world, but even he has some standards, whereas Zorya's loyalty is strictly to whoever paid them most and most recently. As Blackhammer are "withdrawing" from Kazarawad, Zorya Intelligence have yet to move in properly to replace them, leaving the Sultan more vulnerable.

**Oil:** The Sultanate has been pro-western for a very long time, meaning it has been in the interest of Western powers to keep Islamist extremists to a minimum. While the standard of living is high for those in power, there are those, especially in the south of the country, who are living little better than they were a hundred years ago. The local Islamic radicals, the Alhurria, are mostly young college-educated intellectuals and local farmers, with limited resources and organisation. Additionally, the house of Al Zarif is from Northern Kazarawad. While oil from Northern Kazarawad fuelled the country's rise to wealth and the house of Al Zarif's hold on power, the oilfields have run to a trickle. The South is the key to the entire Kazarawadi economy. Were the Southern Oilfields to somehow fall to the Alhurria, that might trigger a popular uprising. The only way the Sultan would leave the palace in a rush would be if he felt the whole country was at risk of revolution.

**Air Power:** The Kazaraswad Defence Forces (QAK) have largely eschewed anything other than light infantry and air superiority. Their air power is centralised in Easifa Airbase, where their fleet of 72 Eurofighter Typhoons are based. While the Sultanate see it has having all their military power close to hand and able to respond to an incident anywhere in the country quickly, it makes them overreliant on high tech fighters all headquartered in one base.



**ZAHRAT ALSHSHAMS**  
"THE FLOWER OF THE SUN"



**MINA-ALEAWASIF INTERNATIONAL AIRPORT**



**MAKAN AL'AEYAD**  
"PLACE OF FEASTS"



**EASIFA AIRBASE**



**ALQADIMA**  
"THE ANCIENT QUARTER"



**ABANDONED AIRFIELD**



**OLD PORT**



**BAWWABA**  
"THE GATE"



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

**THE PALACE**



**TAL ALSSABAH**  
"THE HILL OF MORNING"



**MINA-ALEAWASIF**  
CAPITAL OF KAZARASWAD

**INTERNATIONAL PORT**



**COMMERCIAL AIRFIELD**



# PART TWO

As Marshall finishes, the captain of the Beacon Light, David "Greaser" Medrano enters the briefing room. Greaser is Dog Company's "parcel service"; providing delivery of any heavy items, no questions asked. He lets them know they are approaching the port of Mina-Aleawasif, capital of Kasraswad. Time to get ready.

The two large containers are whatever weapons or tools Dog Company want (in addition to the vehicles). They are large enough to house motorcycles but not any larger vehicles. They can contain arms and explosives to send to the Alhurria, anti-aircraft explosives to deal with the aircraft at Easifa Airforce Base, or even some exotic device (nothing nuclear!) to further their plan.

## **Easifa Airbase**

Removing air support is key for any plan to go through; the QAK have essentially been restructured as an airforce, so they rely exclusively on air superiority.

Easifa airbase houses 72 Eurofighter Typhoons; at any given time, 12 are on patrol, another 12 are on active standby, and an additional 24 can be airborne within thirty minutes, and in theory the whole fleet airborne in an hour.

The Airbase is well guarded but the soldiers are inexperienced; they have not seen any real combat beyond roughing up some local tribesmen from time to time. As long as Dog Company can be subtle, they can carry out any plan they want without too much hassle. There are around 1200 personnel on the airbase, so more than enough to swarm Dog Company if they aren't discreet.

The entire base is surrounded by an electronic fence that can detect movement within a few feet. At night, the base uses thermal imagery to detect intruders as well as lights every few hundred feet; during the day the thermal imagery cameras are useless due to the climate.

The base consists of the Admin building, which can be entered from outside the fence, three barrack buildings, the Command and Control centre which coordinates all military activity, and the main Hanger for repair and refuelling. Generally the planes are outside near the Hanger, so simply destroying the Hanger won't be enough, though there are a lot of missiles and fuel there.

One vanity that is a weakness is water; the base is connected to the same inwards line as the airport, with water coming in from the north, while the road into the base comes in from the South-West. The water is not only used for consumption on the base, but also to irrigate extensive

grassworks across the entire base. The Water Hub is between 2 secondary runways and is little more than a manhole cover into a series of underground pumps and regulators. The buildings all run off one main, though C&C's supply breaks off from the rest close to the hanger. Introducing something to the water supply could cause some of the chaos Dog Company needs.

## **Assisting the Alhurria / shutting off the oil**

Dog Company can engineer a situation where the bulk of the fleet is deployed away from the city. The key oilfields are around 400 miles South-West of Mina-Aleawasif; if timed right, any deployed fighters will be at least 30 minutes away from the city.

From the port of Mina-Aleawasif it will take 5 - 6 hours drive in the desert to get to the oilfields. The town of Wahn is the Southernmost settlement in Kazarawad and the largest town in the Southern Oilfields, and the centre of the Alhurria to boot. Finding the Alhurria will be difficult, as they are used to being roughed up by the State Police, but not impossible. The local police can be intimidated or bribed to give up the name of the Alhurria leader, Ayser Tamir Abboud.

Abboud was educated in the UK and is more of a Socialist than a Muslim radical; he sees the wealth going to the Sultan as directly at the expense of the people, in particular the Southern Tribes. He is eloquent and prone to dramatic hyperbole, but never loses his temper (Spirit & Persuasion D10). He is the main reason the Alhurria are both sizeable in number and so far ineffectual; His charisma keeps the more radical members in check, but his desire to strike a significant opening blow, ideally bloodlessly, against the Sultan, leads him to endlessly delay any uprising.

Dog Company can either arm the Alhurria, or possibly frame them. Either way, the best location to start would be the main oil pipeline that leads to the coast. The oil port is heavily guarded by the various petrochemical firms but they are not equipped to protect miles of pipeline through the desert; that responsibility falls to the QAK. An attack on the pipeline would get planes in the air fast.





**EASIFA AIRBASE**

# PART THREE

Once the screws are in place, the hit can take place.

It will take about an hour for word to get from the oilfields to reach the Sultan. Whether Dog Company arm and assist the Alhurria, or straight up frame them, the Sultan will curse his leniency for not cracking down on them before. He will order the QAK to intercept and deal with them, essentially calling for Wahh to be flattened.

That doesn't happen. Whatever way Dog Company pull it off, the Sultan's armed response won't be responding.

After about fifteen minutes the Sultan will leave for the airport. A Streetwise or Persuasion role (in Arabic) will provide the information that the Sultan is to travelling to Europe to shop for a new German supercar (maybe for the State Police!). As absolute monarch, that is something he can do after all. In order to allay suspicion and not alert anyone to the chaos occurring, he eschews a helicopter as his air escort is out of operation, instead travelling by convoy of car. The main road through Tal Alssabah and the highway through to the airport is all cleared off.

From the Palace to the Highway will take 12 minutes. From the Highway to the Airport will take 18 minutes. Once in the Airport he will be brought directly to his private plane and will take off almost immediately for Frankfurt. There he will stay in one of his residences and wait until Zorya Intelligence get on the ground and clean up the mess. That's the plan, anyway.

Tal Alssabah is a wealthy area with good roads, but lots of walled areas to set up an ambush. The Highway is open with a concrete barrier running through the median for 100 metres on then off. The highway is three lanes, no hard shoulder, with a metal barrier on either side.

Dog Company can do their hit any time; Marshall is tracking all aircraft (commercial flights have all been delayed until the Sultan is airborne) so he is tracking any QAK fighters in the air in the whole country. Assuming they have been scrambled to deal with the oilfield, any active fighters should be out of the picture.

The Sultan's convoy is extensive; He is riding in a Mercedes-Maybach S-Class Pullman armoured limousine. While longer than a normal sedan, it is still fast and maneuverable.

The security detail are in Mercedes-Benz G 63 AMG SUV; again, armoured and full of HKS officers in body armour with MP5s. There are several SUVs, at least half a dozen with the convoy and the same number shadowing the convoy.

There are at least 2 Lamborghini Aventadors, which serve as interceptors. The HKS officers in these cars are armed with MP5s and shoot to kill; generally they get close, aim for the hostile driver and worry about a crash later. Finally, there will be a number of standard police cars in the convoy, usually at either end and blocking off access to the route.

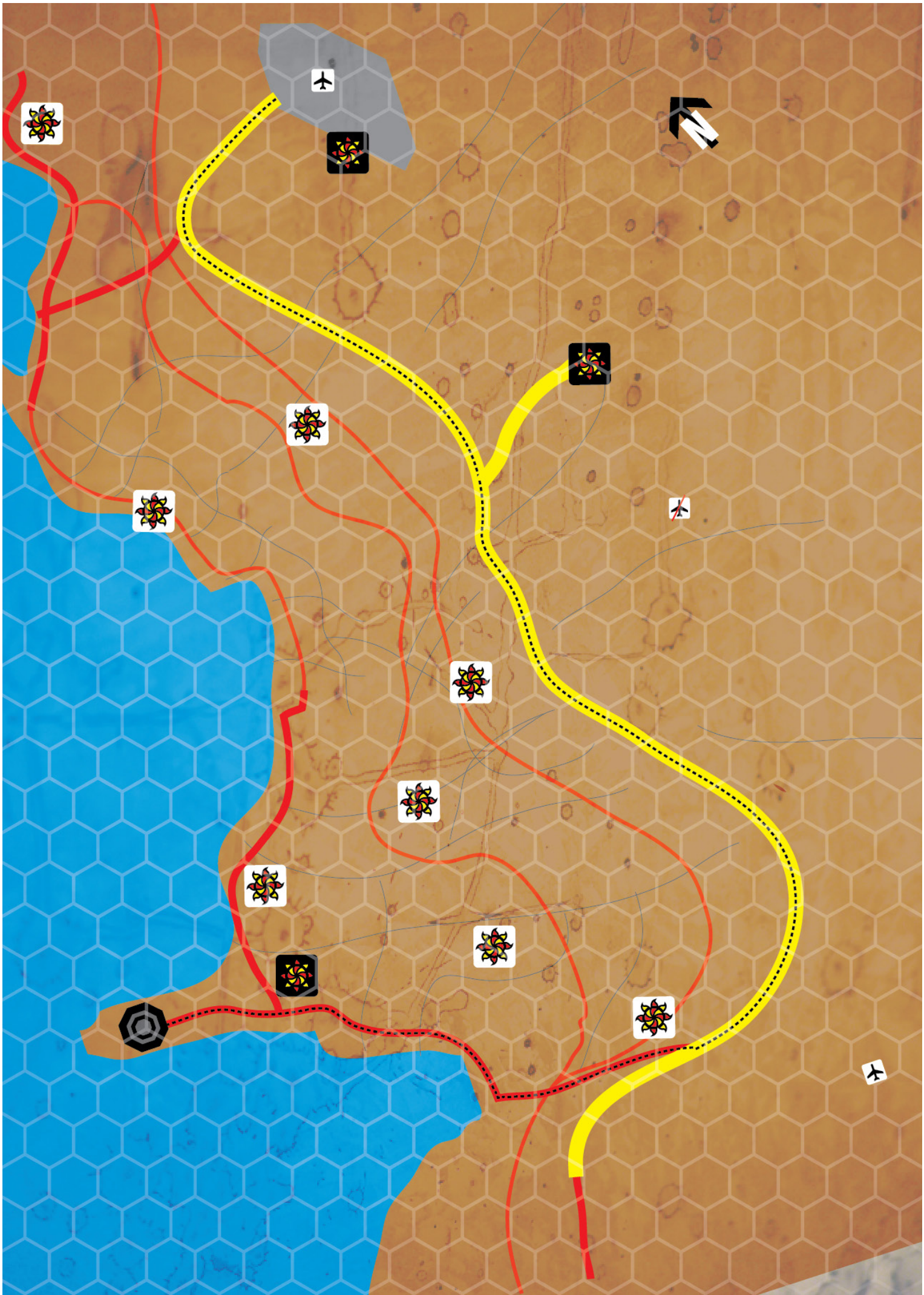
The Sultan's personal driver has d8, all other drivers have cop stats of D6.

Sultan's security detail use Soldier stats, but armed with MP5 SMGs (damage 2d6 RoF 3, AP 1, Auto) and toughness 10 due to 4 armour points of armour.

Wherever Dog Company pick and whatever way they play it, the Sultan is not expecting professional soldiers of Dog Company's calibre. That said, he is surrounded by bodyguards who will take a bullet for him. At no point will the Sultan be exposed to a shot.

Loud Dog has the Arrogant Flaw, so he's not going to be content just wiping the Sultan out with a tank shell and going home, or even letting Slaphappy ping him from a thousand yards. Really he's going to need to get in close and do it.

The fighting should get intense, with the HKS out-gunned (and out-tanked).



# PART FOUR

Just as things seem to be going smoothly for Dog Company, there's a complication.

Marshall gets on the mic:

"Dog, we've got a fast mover, headed your way. Not from Easifa, but from the commercial airfield South southwest of you. Too fast for a chopper or a prop plane, that's definitely a jet. Let me get satellite on it..."

"Ah shit. Dog, we have a major problem. Survey says... that's an A-10 Thunderbolt".

If the players know what an A-10 is, relish their fear; if not, advise them the A-10 Thunderbolt, known more commonly as the "Hog" or "Warthog", is essentially a 30mm gattling gun with a tankbuster plane built around it.

The Fairchild Republic A-10 Thunderbolt II Ground Attack Aircraft is EXCLUSIVELY in the possession of the US military, what one is doing in Kazarawad should be a matter of some concern for Dog Company.

If the Players don't guess about Blackhammer, Marshall will flag it:

"Son of a BITCH! That's a Blackhammer plane! How... Goddamnit... Jack Buckmaster"

Blackhammer are withdrawing, but that still takes time. And disassembling and shipping an A-10 back to the US is a time consuming process. While the anti-tank missiles have headed back home, the plane's disassembly has been one of the last things on the list. The Sultan's head of security has bypassed Blackhammer command and cleared the A-10 pilot to go up, since the Eurofighter Typhoons are grounded.

The tone should get tense fast; the A-10 is exactly the kind of plane that will leave the Leopard II as a smoldering ruin. Play up the tension as it approaches... and then looses off it's cannon, not missiles. At this point, let Loud Dog make a Knowledge (Battle) roll. If he succeeds, let him know, if the player hasn't realised already, that the A-10 could have punted the Leopard with a Maverick Air to Ground missile and be on his way back home... if he had any. Instead he's using his cannon and rockets which, with a good shot, will damage the tank, but isn't ideal for destroying 70 odd tonnes of German Armour. However, the tank's heaviest armour is at the front and the weakest at the rear; If Dog Company ignore him, he'll be able to come right up their ass and pepper them with HYDRA rockets where there armour is thinnest.

A few options exist to deal with the A-10:

## Shoot it down

Difficult but doable. Crocodile is a fast driver and with the right person riding

shotgun, he might be able to damage the A-10 enough to force it to withdraw while it focuses on the Leopard. Likewise, the Leopard might get a lucky shot in.

## Call the pilot

Marshall can get the pilot's details, revealing it is William "Slackjaw" Gray, one of Blackhammer's more obnoxiously egotistical pilots. He likes to think he flies fast and regails women with his stories about planes, but really he's a bore. Appealing to his ego might get him to back off.

## Call Uncle Buck

Uncle Buck and Loud Dog go back; Loud Dog and Doctor Dick will have his personal number on their cells.

Whatever time it is, Uncle Buck shouldn't pick up the first time; if it's morning in Kazarawad, it's the previous evening in Virginia where Buck is running for Senate (Republican, unsurprisingly). If it's nighttime in Kazarawad, Uncle Buck is at a Republican rally.

Uncle Buck is an asshole, but an asshole with a sense of Pride. Finding out someone has greenlit his gun-plane to fly without his consent will piss him off massively. If they just try to appeal to his sense of fair play, he'll demand a favour in the future and scold them for having to "Call Uncle Buck cause a bully was mean to them."

While, Dog Company are distracted, the Sultan's forces will regroup and go off-road. Depending on where Dog Company hit the Sultan's convoy, he will make for the nearest airfield, whether it's the airport, the airbase, the abandoned airfield, or the commercial airfield.

## Fairchild Republic A-10 Thunderbolt II

The A-10 is an ugly mother of a plane designed to reign hell down on ground forces.

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

### GAU Avenger 30mm Cannon

Damage: 3d8, AP 6, ROF 3, Heavy Weapon  
Sidewinder Air to Air Missile (X4)

Damage: 4d8 AP 6, Heavy Weapon

LAU-68 HYDRA rocket pods (X4)

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

### William "Slackjaw" Gray

Agility d8 Edges: Ace, Quick,  
Smarts d6 Steady Hands  
Spirit d6  
Strength d8 Hindrances:  
Vigor d6 Overconfident, Habit:  
Cha:-1 / Tough: 5 Brings up analogies  
to engines, flying,  
etc in almost all  
conversations,  
Quirk: Speed Junkie

# PART 5

The Sultan is waiting for Dog Company in a hanger in whichever airfield he makes it to. While it appears he is making an escape, really he chose that location as a place to make his final stand.

He sends out the majority of his security detail, having given them all an option to leave, without recourse. Only his most loyal stay. Dog Company will have to deal with the departees getting in their way to the hanger.

The Sultan and his few remaining guards (treat them all as wild cards) will take up good positions in the hanger. When Dog Company arrive, he will call out to them:

*Folly has led us here. First my son, and now, me.*

*My son's folly was that of pride...he wanted to prove his worth to me. When his two elder brothers were taken in an accident, he aspired to show he could be king... by bringing me the head of a man I had never met but he assumed was my enemy.*

*Strange, isn't it? Here we are, one spite after another.*

*Tell me, Commander. How would you see this done? With blood? With fire? I can indulge you in both, if you wish.*

*Or perhaps we can end this here. Let our payments of revenge be done on this day. What do you say?"*

He will wait on the Dog Company's response.

If their response is combat, his men will set off flares and ignite jet fuel in the hanger, trapping Dog Company inside with the guards who will fight to the death. Dog Company have 10 rounds before the whole place starts tumbling down, with rolls for dealing with the smoke from the 5th round.

If Dog Company are willing to parlay, he will discuss terms of his surrender. His survival is no longer important. What is important is his son-in-law Hafiz getting to remain in charge of the country, and preventing a civil war led by the Alhurria.

If Dog Company choose to leave him alive, he will offer them any gift of their choosing within his power to provide. He won't beg, but simply be gracious for their mercy. The Sultan is a man of his word, and if left alive he will not harass them any further.



**Rami Bishara Abdul-Basit Al Zarif**  
**Sultan of Kazarawad**

#### **Attributes**

Agility d6  
Smarts d8  
Spirit d8  
Strength d6  
Vigor d6

Pace: 6, Parry: 2, Toughness: 5

#### **Skills**

Driving d6  
Fighting d4  
Investigation d8  
Knowledge (Politics) d8  
Knowledge (Geology) d8  
Notice d8  
Persuasion d8  
Piloting d6  
Shooting d6

#### **Edges**

Rich, Connections, Linguist

#### **Hindrances**

Code of Honor - Pay back a slight or a kindness sevenfold (Major)

The Sultan is both a moderate and hardline ruler. He is Western educated and understands the importance of capitalising on his country's wealth while the opportunity exists, but laments the changes this has wrought on his homeland and its traditions.

The Sultan is fully aware that sending the Zulu after Dog Company was a death sentence if the Zulu had not succeeded, and has accepted the consequences. Even in a fight to the death, he will not beg, simply try to hold to what honour and pride he has left.

As the Sultan was educated and worked in West Germany before coming to power (he speaks fluent German, amongst other languages), he has a preference for German made cars and airplanes.

# PART SIX

As dog company walk away, the repercussions of their revenge should come into the fore; likely they have destabilised a police state, albeit a Western allied and stable one in a region beset by regime toppling of late. Will that concern Dog Company? Unlikely. Their motto, after all, is "That's Shock and Awe, Folks!"

## **If Dog Company down the A-10**

A-10's aren't just expensive, technically they're exclusively military equipment. Uncle Buck spent a long time building relationships to get his hands on one, so Dog Company sending it into the ground will not sit well with him.

Loud Dog will get a phone call... Uncle Buck will detail how he expects \$20 million dollars to write off the A-10, plus interest for all the work it took to get one, from Dog Company. Cash or service. If they refuse, he will remind them that while Blackhammer have pulled out of Kazarawad, they still have access to more resources than Dog Company will ever have. There'll be no joking around with Uncle Buck; It's comply... or die.

## **If Dog Company killed the Sultan**

With the Sultan dead, the direct male line of the house of Al Zarif is over. The Sultan's son in law Hafiz will take power but Ayser Tamir Abboud will convince him to leave power within a year; Hafiz, for all his sense of tradition, is a dour man and an engineer, not one to lead a country. Things will get worse and Abboud will be killed by Islamist radicals, who plunge the country in a bloody civil war. If Dog Company shot down the A-10, Uncle Buck will hand their head on a plate to the US state department. If not, then he will deny all knowledge of their rampage of revenge.

## **Christmas eve; Dog Company HQ, Wilmington, Delaware.**

Maybe a sombre event, but not a quiet one. Dog Company are together to drink, swear, throw live grenades at one another and occasionally be thankful for all they have.

Marshall arrives "And a crazy fuckin' Kwanzaa to all you assholes." He looks around the gathered room, eyeballing the drunks. He takes off his wool coat revealing a Christmas jumper that no normal man could wear stylishly, and yet, Marshall pulls it off, somehow.

"My wife bought it for me. Anyway... who wants an early christmas present?" he looks about the room, and takes a folder out from his briefcase.

"I found him".

He tosses the folder down onto the table; pictures spill out.

Eddie. Fucking. Mau.

"Zarikstan. Pack for snow" Marshall says with a cool smile.

## **If Dog Company manage to call off the A-10**

Loud Dog will receive a phone call from Uncle Buck. Either to remind him that he owes him a favour, and he will insist that Loud Dog and Dog Company appear at a rally for him in the coming weeks. Dog Company's work for Wirecon and international fame means that Uncle Buck can capitalise on their reputation, stealing some moderate voters and winning his election to the Senate.

If they talked Slackjaw off or appealed to Buck's pride, to call Loud Dog a "Big-balled Sonofabitch" and invite him to speak at his rally for Senate in the coming weeks... as a favour that he'll owe Loud Dog. If they do, he'll win the seat. If they don't, he'll lose by a close margin, sulk and eventually settle up with Loud Dog in a fist fight on the 4th of July.

## **If Dog Company let the Sultan live or ensure Hafiz takes Power**

Kazarawad will bounce back after a minor upset with the QAK and the insurgency in the oilfield. Depending on the terms Dog Company dictate, things go back to normal, or the Sultanate will announce massive reorganisation of the Kazarawadi government, and announce full parliamentary democracy in the next five years.

Hafiz is in power in a year anyway; the Sultan, if he was let live, dies of a heart attack in Geneva a few months later.

# "LOUD DOG"

Name: Amos Drexler  
Role: CO; Assault Infantry

## Attributes

Agility d6  
Smarts d6  
Spirit d8  
Strength d8  
Vigor d8

Pace: 6, Parry: 5, Toughness: 6

## Skills

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

## Edges

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

## Hindrances

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

## Gear

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

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

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

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

Combat Knife  
Str +D4



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

His track record includes combat in Africa, South America, Europe and Asia. It's all a blur to him, with his focus being on the next job and the next paycheck. Whereas other men his age and experience would be running PMCs from behind an desk and sitting on a fortune, Drexler has too much love for leading from the front and roughhousing with his men. 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

**Lily "Panza" Lee**

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

# "DOCTOR DICK"

Name: Richard Halliday  
Role: XO; Infiltration

## Attributes

Agility d8  
Smarts d6  
Spirit d10  
Strength d6  
Vigor d6



Face: 6, Parry: 5, Toughness: 5

## Skills

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

## Edges

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

## Hindrances

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

## Gear

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

### H&K G36

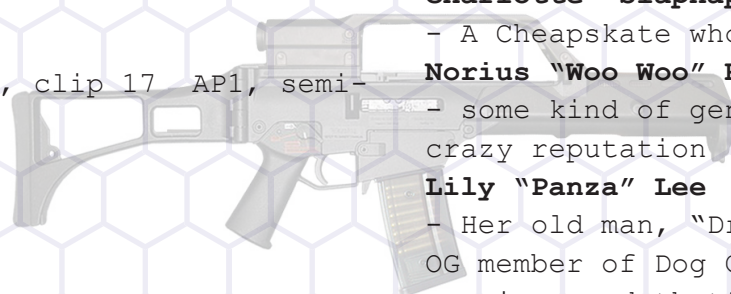
2d8 damage, RoF 3, clip 30, AP2, Auto, 3Rb

### Glock 9mm ( X 2)

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

### Combat Knife

Str +D4



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

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

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

## DOG COMPANY

### 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

### Lily "Panza" Lee

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



# "SLAPHAPPY"

Name: Charlotte "Chuck" Furnell  
Role: Sniper

## Attributes

Agility d10  
Smarts d6  
Spirit d6  
Strength d6  
Vigor d6

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

## Skills

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

## Edges

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

## Hindrances

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

## Gear

Leather jacket  
+2 melee

### Remington MSR

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

### Uzi

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

Combat Knife  
Str +D4



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

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

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

## DOG COMPANY

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### Norius "Woo Woo" Raines

- Some kind of genius, but plays up crazy reputation

### Lily "Panza" Lee

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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.

## DOG COMPANY

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- Face man, wears a suit over armor.

### Whitney "Crocodile" Chun

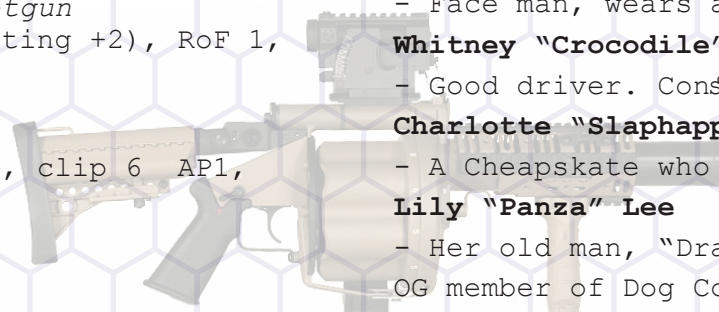
- Good driver. Constant whiner.

### Charlotte "Slaphappy" Furnell

- A Cheapskate who kills in 1 shot.

### Lily "Panza" Lee

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



# "CROCODILE"

**Name:** Whitney Chun  
**Role:** Driver; Linguist

## Attributes

Agility d10  
Smarts d8  
Spirit d6  
Strength d6  
Vigor d6

Pace: 6, Parry: 4 Toughness: 5

## Skills

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

## Edges

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

## Hindrances

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

## Gear

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

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

*Combat Knife*  
Str +D4



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

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

## DOG COMPANY

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- Some kind of genius, but plays up crazy reputation

**Lily "Panza" Lee**

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

# "PANZA"

**Name:** Lily Lee

**Role:** Heavy Vehicle driver

## Attributes

Agility d8  
Smarts d8  
Spirit d6  
Strength d6  
Vigor d6



Face: 6, Parry: 4 Toughness: 5

## Skills

Driving d8  
Fighting d6  
Knowledge (Demolitions) D6  
Notice d6  
Repair d8  
Shooting d8  
Stealth d6  
Taunt d6

## Edges

Ace ((+2 to Driving, rolls; can spend Bennies on Soak roles)  
Level Headed (draws an additional Action Card in combat)  
No Mercy (can spend a Benny to reroll any one damage roll)

## Hindrances

Loyal (Dog Company)  
Outsider ("Legacy" member, feels has to prove herself)  
Quirk (Gives tanks inappropriate nicknames)

## Gear

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

SG 553

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

Combat Knife  
Str +D4

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

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

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

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

## DOG COMPANY

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- Some kind of genius, but plays up crazy reputation

**Whitney "Crocodile" Chun**

- Good driver. Constant whiner.



# CANNON FODDER

## Bugs Squad (Assault Infantry)

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

### Attributes:

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

### Skills:

Fighting d8, Notice d8, Shooting d8,  
Stealth d6

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

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

### Gear

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

### Squad Rules:

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

### Bradley Marshall (The Fixer):

While Marshall doesn't enter the field, he can  
provide the following skills and expertise:

- Skills: Investigate D10, Knowledge (Spying)  
D8, Knowledge (Country in Question) D8,  
Knowledge (Security systems) D8
- Edges: Connections (Intelligence  
Community), Connections (Military),  
Connections (Diplomatic Circles), and  
Linguist.

## Tweety Squad (Heavy Infantry)

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

### Attributes:

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

### Skills:

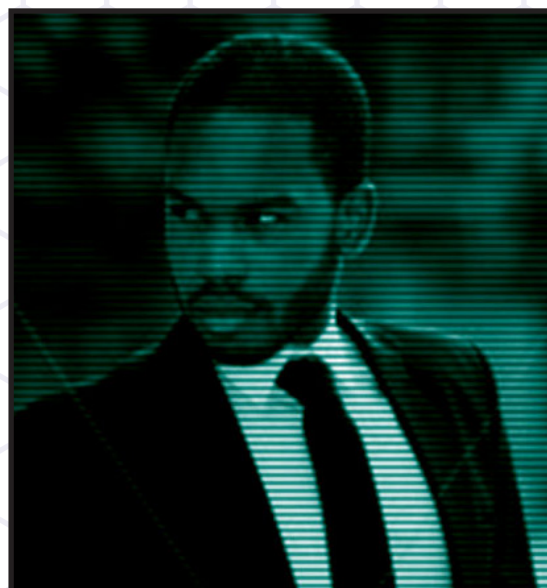
Fighting d8, Notice d8, Shooting d8,  
Stealth d6

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

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

### Gear

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





# VEHICLES

To calculate Acc/Top Speed on the fly, get the real top speed in MPH and multiply by .375 (Top Speed X 1.5 / 4 for ground craft, 1.5 / 2 for aircraft)  
Acc (Acceleration) is a fraction of Top Speed, depending on the vehicle type:  
*Fast (Sports cars, motorbikes, aircraft):* 1/2 Top Speed  
*Standard (cars, SUVs, small trucks):* 1/3 Top Speed  
*Slow (big trucks, APCs):* 1/4 Top Speed  
*Lumbering (Tanks):* About 1/6 Top Speed

## Dog Company

### Leopard II MBT

Acc/Top Speed: 5/35  
Toughness: 72/55/24 (55/38/12)  
Crew: 4 (Commander, Driver, Gunner, Loader)  
Night Vision: Ignore Dim and Dark lighting penalties.  
Heavy Armor: Only weapons marked as Heavy Weapons can hurt this vehicle  
Improved Stabilizer: Ignores Unstable Platform penalty.  
Tracked: Treat each unit of difficult terrain as 1.5 instead of 2

### 120mm gun turret

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

### MG3 7.62 machineguns (Pintle, coaxial turret)

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

### Mack Titan custom rigid flatbed

Toughness: 20 (6)  
Acc/Top Speed: 15/45

### Nissan GT-R NISMO Custom - "Mekake"

Toughness 16 (6)  
Acc/Top Speed: 37 / 75  
Handling: +1  
Taunt: +1 (Lurid Anime decal)  
Taunt: +1 / -1 to all shooting rolls (Offensively loud bass playing Babymetal), stacks with existing Taunt bonus.

## HUMMER

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

## Sultanate of Kazarawad

Sultan's personal driver has d8, all other drivers have cop stats, so D6  
Sultan's security detail use Soldier stats, but armed with MP5 SMGs (damage 2d6 RoF 3, AP 1, Auto) and +4 toughness for armour.  
Airforce pilots have Pilot of D6.

### Mercedes-Maybach S-Class Pullman (Sultan's Limo)

Toughness 22 (10)  
Acc/Top Speed: 20/60  
Handling: +1  
Notes:  
Air Bags: Passengers with air bags roll half the normal damage dice in a collision (round down), minus one.  
Run flat tires: Shooting the tires do not affect the mobility of the vehicle.

### Mercedes-Benz G 63 AMG SUV (Security detail)

Toughness: 20 (8)  
Acc/Top Speed: 20 / 60  
Four Wheel Drive (4WD): These vehicles treat each unit of difficult terrain as 1.5 instead of 2.  
Run flat tires: Shooting the tires do not affect the mobility of the vehicle.

### Lamborghini Aventador (High speed interceptors)

Toughness: 10 (3)  
Acc/Top Speed: 45 / 90  
Handling: +1

### Toyota Camry (Standard police cars)

Acc/Top Speed: 20 / 50  
Front Bars: Can attempt to ram, +2 damage to opponent, -2 damage to police vehicle.

### Eurofighter Typhoon

Acc/Top Speed: 550 / 1100. Climb 4  
Toughness 16 (4)  
Notes: Night Vision

27 mm Mauser BK-27 revolver cannon  
Damage: 3d8 AP 6, ROF 3, Heavy Weapon  
Sidewinder air to air Missiles(x8)  
Damage: 4d8, AP 6, ROF 2, Heavy Weapon  
Maverick air to ground Missile (x6)  
Damage: 5d8, AP 150, ROF 4, Heavy Weapon