

# The COMPANY

A Roleplaying Game about Modern Warfare



By Rik Kershaw Moore

D101  
GAMES

# The COMPANY

A Roleplaying Game about Modern Warfare

## Field Operations Manual

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Rik Kershaw-Moore

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# Section One: Employee Orientation

## The Time: the Near Future...

## The Location...

### Hobyo Pirate Ransom Zone, Somalia

*N 4 35.82960 E48 3.91583*

Ukpong sat, his long legs dangling over the warm metal sides of the MGR British Teal VLCC, and watched as the gannets wheeled in the sky. One by one, they flicked up and then down, bodies becoming darting streaks of silver as they powered-dived into the warm azure Arabian Sea. Far away as he was, Ukpong could still see the glittering plumes of spray rising high into the air. Ukpong raised his Kalashnikov in a mock salute as he smiled at their deftness.

“Hey!” The voice of Sadiq broke in to his silent contemplation of nature, making him jump slightly. “Lazy dog, get back on patrol.” Ukpong scrambled to his feet, facing his cousin, the successful older cousin. The cousin who had the connections, the mobile phones, the Land Cruisers, and most important the access to the RPG-7s that made this band of pirates so successful.

“You want that someone else should take this from us?” he asked, in mock seriousness. The guarding was, of course, ritual. There wasn’t another band on the Puntland coast capable of taking them on. No other band had the same resources to snatch such a prize from the sea – a 115,000 tonne Very Large Crude Carrier.



Ukpong nodded, and turned to begin the long, long walk towards the prow of the mighty bulk carrier, the AK-47 swinging loosely at his side. As he walked, his young eyes glanced back to the gannets and their arrow-like stoops, then his gaze rose higher into the sky and the single contrail left by some high-altitude plane.

**45,000 feet above Hobyo Pirate Ransom Zone, Somalia**

All was quiet efficiency inside the cavernous hold of the Antonov AN-124 Ruslan, as the four people, dressed in the latest low observational drop suits, made yet more final checks on their equipment; the form-fitting HGU 55/P ballistic helmets, the Airborne Systems MC-5 parachutes, and the Heckler & Koch MP7A1 all tucked snug and at the ready. Hands flicked over the pockets and pouches that bulged from their suits.

Fastenings were opened and resealed time and again in a near-pointless ritual. A mantra against failure. Finally they were ready and they began to shuffle slowly towards the rear cargo door and the Load-Master in his insulated flying suit and oxygen mask.

The Load-Master waited patiently for the ready signal; looking into the masked features of the four warriors he saw the same expression. A kind of tenseness around eyes that affected to look bored. He'd seen it time and time again, that look. Yes we're nervous, yes we're ready, now can we please get on with it.

A blue light suddenly winked into life on the board beside him; he turned, and his hand pulled down the switch. A thin, blade-like, slit of light appeared almost dazzling in its intensity. The slit grew larger as the ramp descended, and with it came the harsh bitter cold wind that was part gulf-stream, and part caused by the huge cargo plane's passage through the air. As the ramp locked into place, the men shuffled still further forwards, till one by one they took up position on the very lip of the ramp. There they stood, waiting for the signal, whilst beneath them a glittering blue silver water lay far, far below.



“Go, go, go!” bellowed the Load-Master as the lamp turned to green, then the men were gone, simply falling arms outstretched into the void. The Load-Master briefly leaned out, to watch them as they fell, now nothing more than specks. Nodding, he leaned back in as the ramp began to close.

“Four away.” He said, as the mighty plane began a sharp bank, returning back on its course.



## Hobyo Pirate Ransom Zone, Somalia

N 4 35.82960 E48 3.91583

Ukpong paused in the shade of a large tank valve, eyes shielded against the sun, watching as the contrail changed course, turning back the way it had come. He smiled for a moment, wondering about what could make such a plane make such a radical course change.

### 40,000 feet above Hobyo Pirate Ransom Zone, Somalia

They fell, faster and faster, their velocity now at maximum; the digital altimeters each wore were counting downing with frightening speed. As they fell they began to move into a fairly close knit 'V', like that of a small flock of migrating geese. Below the Arabian Sea was slowly turning from silver blue to plain blue, and still they fell.

For three more minutes they plummeted down towards their objective. Watching the ship grow from a dot to speck, and from a speck to a splinter, and then to a line.

8000, 7000, 6000, 5000, 4000, and now they could make out individual features on the vessel, see the shadows cast by the pipe work and the super-structure and still they fell.

3000, 2000, 1000, 900, 800, 700, and the sea was now a hard sheet of steel blue and the Super-Tanker seemingly welded to it.

600, 500... WHAM! The four chutes deployed simultaneously. Despite the padding, the straps bit hard, each man letting out just the faintest of grunts through gritted teeth as the thin fabric fought to slow the near suicidal descent. Hands reached up, tugging toggles, as the four split apart, each to their appointed landing site. Turning and styling, with their chutes near vertical, the warriors scythed downwards towards the Super-Tanker.

## Hobyo Pirate Ransom Zone, Somalia

N 4 35.82960 E48 3.91583

Leaning once more against the rail, Ukpong felt rather than saw the shadow as it passed over him, then he found himself pitched up over the side, arms wind-milling wildly as the side of the large Super-Tanker flashed by him. Some instinct made him bring his arms up, cradling his head as he tumbled into the warm sea water.

Far above him a black-clad figure, whose suit badge identified him as Trent, rose slowly to his feet, one hand smashing down on the chute's quick release, the other whipping out the HK MP7 A1. A text book HALO insertion he thought, and afforded himself a quick glance over the side. Below he could see the spluttering and struggling figure of Ukpong.

"Temple three, bow section. One pirate down," Trent snapped into his radio and then he was off, moving aft, with the grace of a stalking panther, towards the towering super-structure.



## **And what happens next...?**

That is up to you, as are playing the role of a highly trained professional operative working for *The Company*, a British-based Private Military Service Provider (PMSP).

Playing a role? What do you mean? Well *The Company* is an example of a roleplaying game.

A roleplaying game? What's a roleplaying game?

When you get down to it, a roleplaying game is nothing more than a hyper-evolved game of 'let's pretend'. In 'let's pretend' we all pretend to be things we're not – be they robots from the future or pirates from the past or even the undead from, well, the other side.

Most people when faced with the words roleplaying game or RPG instantly think of computer based RPGs such as *Myst*, *Neverwinter Nights*, or the *World of Warcraft*. Such computer-based RPGs whilst being visually stunning, and action packed are rather restrictive in what you can do as you can only explore to the limits of the game's software.

However there is another form of RPG, that of the table-top or paper-based RPG such as *The Company*. Whilst being non-digital, they may move at a slower pace than a computer-based RPG; the stories they can tell are far more involved, as the world is limited only by that of your own imagination, and the chances to develop the character that you play are vastly superior to that of the computer-based version. They also offer you an excellent reason to hang out with your mates, without the need to fight over the games controller.

Like all paper-based RPGs, *The Company* has its own world and its own rules. In this case, *The Company* is based on an existing rule-set called *OpenQuest*. These rules are required, because they prevent the game sliding into an anarchic mess. Without rules everyone would have the ability to do everything. Instead the game rules enable players to acknowledge they have both strengths and weaknesses, which makes the characters we play more rounded and enabling us to play up to our strengths.

Another thing that *The Company* has (just like all other RPGs) is a Games Master. This is the person who runs the game. You can think of the Games Master as a little like a Football Referee or Tennis Umpire. A Gamers Master is responsible for knowing the rules of the game and making sure everyone follows them. A Games

Master is never bossy or too strict. They must have good and fair judgment and should be impartial.

The Games Master also creates the framework of the story, including the plot, setting, locations the characters can visit, and the people that the characters can interact with – be they friend or foe. These other people are normally referred to as non-player characters (NPCs).

Then there are the players, each of whom takes on a role of a single character, known as the Player Character (PC). This character becomes their alter ego in the world of *The Company*, and has a set of numbers that describe their character's abilities, which are recorded within their character's F102 Employee Record Form (q.v).

See the example of play at the end of this section to see how this all works.

## **So what is needed to play *The Company*?**

The following are needed to play *The Company*:

### **A Copy of this book**

This sort goes without saying. Although it should be noted whilst it is good for D101 Game's bank balance to sell lots of copies of *The Company*, only one copy of the book is required, and that so the Games Master has something to refer to.

### **Polyhedral dice**

These can be obtained either online or through your local games or hobby store. As well as the familiar six-sided dice, included with most boardgames, you will need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as Dx in the rules, where x is the number of sides required. For example D10 refers to a ten sided die. You can get away with having a single set of these dice, but it would be better if each player and the Games Master had their own set. Not only does this speed up skill tests but being very tactile objects can often help to keep people amused.

### **Paper and pens or pencils**

Enough for everyone. You'll need these for note taking, map drawing, diagram creation, and if you've forgotten to either photocopy or download the F102 Employee Record form then you'll need to create one yourself.

**A Table**

Useful but not actually required. However it does make life easier if you can all sit together and have all your bits and pieces laid out in front of you.

**Time**

Game play tends to happen in ‘sessions’ of three or four hours in length. Session length can vary depending on player concentration and enjoyment, mission conclusion, or reaching a cliff-hanger where play can be picked up again quickly after a short recap at the next session.

**Some Mates**

Roleplaying games are inherently sociable, so you will need at least two people; one to be the hero of the tale and the other to be the Games Master. More players can be added, with the usual number being four to six players plus the Games Master. It is possible to play *The Company* with more than 6 players but a single Games Master may struggle to find out what every player wants to do.

**Imagination**

As *The Company* takes place largely in the imagination of the Players and Games Master, it will stand or fall on the power of imagination used to fuel the story they have created. The greater the imagination and the willingness to be taken by the moment will often mean the greater the enjoyment. If required, metal or card-stock miniatures; available online, and at most game and hobby shops, can be used to help players visualize actions (especially during combat) but they are no means mandatory.

**Features of The Company rule system****Flexible character creation and advancement**

In *The Company* you chose which role you want to play within *The Company*. Fancy being a squaddie? Then yes you can be! Or maybe you have a hankering to be a pilot, a spook, or even a COVCOM specialist; then of course you can, because you chose the skills, weapons, and technology your character is proficient in.

But it doesn't stop there, for the game allows your character to grow and develop, and it is up to you which direction that development takes. Maybe your character wants to stay as a weapons specialist – to become a master of almost Zen-like abilities; or maybe your character fancies retraining as a close protection officer, then you can. The whole ethos of the game is

to ensure that it is flexible enough to stop you being bored.

**Percentile rolls**

The core game mechanic is the percentile roll. Your character's chance to succeed at any given task is expressed as a percentage. For example Temple Three aka Trent has a 55% chance of hitting anything he aims at. To test this skill, a D100 is rolled using two ten sided dice – normally of different colours where one die represents the ‘tens’ and the other the ‘units’. The dice determine whether Trent hits his target or not.

**Simplicity**

Where other D100 roleplaying games modify the chance of success by adding a 10% here or taking a 5% away there, *The Company*, using the OpenQuest engine, avoids this complexity. If a roll is modified it is done so by a meaningful and easy to calculate amount such as 25%, 50% or even in some extreme cases by up to 75%.

Not only does this do away with the fiddly amounts of subtractions and additions that players have to make, but it means that when modifier are applied they have true and profound affect on the outcome of the roll.

Other D100 roleplaying games occasionally ask a player to roll not once but twice when attempting some tasks. As far as possible *The Company* tries to keep dice-rolling down to a bare minimum thereby keeping the games engine in the background so that everyone can enjoy the story and their part within it.

**A brief note about combat**

Yes, *The Company* is a game involving a fair degree of combat, but this is not Hollywood combat where the hero simply shrugs off bullet wounds and has a gun with infinite ammunition. Instead *The Company* seeks to show exactly what modern warfare is like, and it is not pretty, nor is it ‘fun’.

Although weapon and armour rules have been kept to the minimum to avoid the game becoming bogged down into blizzards of dice-rolls, it is true to say that when a character enters a combat situation, your character faces a real risk of coming out of it grievously injured; or worse, dead.

It should also be stated at this point that *The Company* does not set out to glorify war, nor does it attempt to set out any form of geo-political agenda.

## What this book contains

In addition to this Introduction, this book also contains the following sections:

### The Company

This section contains information about *The Company* including its history and corporate make-up. This section is placed before the character generation to deliberately give you some idea of what it is you are getting into.

### Character Generation

This section contains the rules and the advice for generating your Company character, who is of course your alter-ego; and also a number of Company concept templates to help get the creative juices flowing.

### Skills

This section explains the skills that your character will use to perform tasks and actions. It also contains details of how skills will be used in different situations and the modifiers which apply.

### Equipment

This section deals with the tools that your character will need to get the job done. Here you will find weapons, armour, general equipment, and vehicles.

### Combat

This section explains how Combat situations are handled within the game and covers hand-to-hand, armed, and vehicle combat.

### Deployments

This section contains spot rules for situations that your characters may meet, such as poisoning, disease, falling, drowning, exposure, encumbrance, and fatigue. Also contained within this section is practical advice for players on what to expect on a Company Deployment, how to improve their characters, and the tone of the game in general.

### The World

This section details the world in which *The Company* exists in. Here will be found current global hotspots, Company competitors, and a number of Deployment and mission seeds.

### Operation Bluebeard

An example 'Special Projects' mission, suitable for beginning players and Game Masters using the characters they have created.

### Glossary

This section contains the meaning and definition of the terms that are bandied about throughout this book; mostly military terms and TLAs, although there is a fair amount of soldier-slang to be found here too.

### F102 Employee Record Sheet

Also called a character sheet, this is the place where your alter-ego is described. It is located at the back of the book and D101 Games give you full permission to photocopy it. Alternatively it may be downloaded from the D101 Games website.

## How to use this book

Players ought to skim read sections 1 through 6 before they work through 'Section 3 - Character Generation' to create their character.

Since the Games Master is expected to be the final arbiter on all game rules, it is expected that they should skim read the entire book and then read in detail the sections on Character Generation, Skills, Combat, and Deployments. Other sections can be consulted when need arises.

As well as the main rule text there are also examples and further asides which help to illustrate and explain how rules are used. Dotted around the book are 'Games Masters's Advice' boxes, which explain what the Games Master should know about that rule or situation. Players are of course free to read these as well, in order to gain a deeper understanding of the game.

Some of these rules are marked as 'Optional'. Players and the Games Master should decide which of these optional rules are used in the game before play starts. For example the rules on Major Wounds are 'Optional'. Some Players may enjoy this added sense of realism, whilst others may feel uncomfortable with the extra level of gore these wounds deliver, or the extra time required when resolving combat situations when using these rules.

Finally, whilst players may read through the deployment seeds and the example missions contained within this book, it should be noted that this will spoil their enjoyment of the game should the Games Master wish to run them. After all, no-one likes to skip to the last chapter of a whodunit to find out who did it, do they?

## Example of play

---

The following is an example of how a Company Game works. You will get to see how the game progresses as a conversation between the players and the Games Master, with the occasional dice roll where the action is less than clear. Don't worry at this stage about how the numbers are worked out or how the rules actually work. This will be explained in the rest of the book.

The group sits round a table at John's house. John is the Games Master. Kesh is playing Dave the Sniper a highly experienced Hostage Rescue Specialist. Gavin is playing Leon, a fairly inexperienced Assault Pioneer. Charlotte is playing Lucie, a combat pilot on temporary secondment to the Special Projects unit for cross-training. Finally Dan is playing Trent a recent recruit.

*John: Right, that was pretty much a text-book HALO insertion onto the deck of the Super-Tanker. Dan, your character has joined the other members of the team just a midships of the main extraction valves. You've another 50 metres of open ground between you and the super-structure.*

*Charlotte: My character compliments Trent on taking down that bad-guy like that.*

*Dan: Yeah, well that's what happens when you roll a critical on the way down.*

*Kesh: Enough, come on time's ticking. I take a look around to see if I can see any more pirates.*

*John: Okay, give me a Perception skill roll then.*

*The Perception skill is used to represent the five senses of the character when detecting objects or other characters.*

*Kesh: Dave has a Perception skill of 83%.*

*Kesh rolls two ten sided dice, one red which is the tens and one blue which is the units. The Red die comes up 7 and the white die comes up 5. Therefore Kesh has rolled a 75, or 75%.*

*Kesh: Phew, 75%! That was close! A littler higher and I guess Dave would need glasses.*

*John: Dave quickly glances around and spots two pirates standing guard on the super-structure. It looks like they are all armed with AK-47 knock-offs.*

*John passes Dan a quick note, as John has decided that Dan rolling a critical meant that he may have glimpsed another pirate on the way down.*

*Charlotte: That sounds do-able, right Kesh?*

*Dan: Are you sure? Because Trent thinks he saw someone else on deck, on the way down.*

*Kesh: Are you sure? Because I didn't see anyone.*

*Dan: Well, I, er, dunno.*

*Kesh: Never mind, we'll try to sort it out later, once we've taken care of those two. John, Dave rechecks the position of the two pirates.*

*John rules that no additional perception roll is required.*

*John: There are two pirates; one is standing on the lower level of the super-structure, he seems to be simply gazing out to sea. The other pirate is higher up and standing next to an open hatchway. He seems to be a little more alert than his buddy.*

Gavin: *Hmm, don't like the sound of that. I bet he's ready to bolt inside if there's any trouble.*

Dan: *Yeah, I agree.*

Kesh: *Yup, looks like we got to take him out first. Okay he's going to be Dave's priority.*

Gavin: *So what do you need from us?*

Kesh: *Well, I reckon Dave ought to be able to take him down, but I want Lucie to have a pop at him as well. Can Leon and Trent take the other guy out?*

*The rest of the players give general assent.*

John: *Okay, well whilst Dave gets his Accuracy International AWF sniper rifle ready, the rest of you do what?*

Gavin: *Leon hunkers downs and nestles his MP7 up to his cheek, drawing a bead on the other guy.*

Charlotte: *Lucie goes down on one knee and takes aim at Dave's pirate.*

Dan: *I also kneel down and get my MP-7 ready to fire at the other pirate.*

John: *Fair enough. Dave you're not quite ready to fire yet. However I do need to quickly check that none of you can be seen. Those of you not lying prone need to make a Deception roll to see how stealthy you've been in your movements.*

*The Deception skill covers the art of stealth such as moving in such a way as not to attract attention.*

*John rules that the lower pirate is not paying any attention whatsoever, so they only need to worry about the pirate on the upper deck. This Pirate's Perception skill is 43%, whilst Lucie's Deception skill is 38% and Leon's Deception skill is a woeful 23%. This is going to be an Opposed skill test. Opposed skill tests are skill tests made when both characters are in direct competition with each other.*

*John rolls the Pirate's Perception roll against spotting Lucie, and gets a 51%. Charlotte rolls a 19. Lucie has passed the roll whilst the Pirate has failed his roll. Accordingly Lucie wins and the Pirate fails to see her.*

*John next rolls the Pirate's Perception in an attempt to spot Leon, and rolls a 30%. Gavin rolls a 88%. In this case, the Pirate has successfully spotted Leon.*

*John: The Pirate on the upper deck suddenly gives a shout, and points towards where your team is hiding, before turning to duck inside the super-structure. The other Pirate brings his weapon up to fire.*

Kesh: *Damn! John, is Dave ready to fire?*

John: *Yeah he is. However as the pirate is on the move then there is a -25% modifier to be added to your shot.*

Kesh: *I'm taking the shot.*

*Dave's Ranged Weapon skill is 95% but with a -25% modifier his brings his skill down to 70%. Kesh needs to roll 70 or less in order to hit the Pirate. Kesh rolls a 54. The bullet has hit the Pirate. The 7.62 x 51mm round that the gun fires does a terrifying 1D6+12 damage.*

*Kesh rolls 1d6 and gets a 5; added to the 12 points of default damage, the bullet does 17 Hit Points damage. The Pirate only has 12 Hit Points.*

*John: The bullet hits the Pirate just above the waist; the force of the impact slams him against the steel bulkhead. The Pirate's lifeless body drops limply to the deck-head. Right, well since we're now in a full on combat situation, we'll move into combat*

time. Remember each round lasts about 5 seconds. This gives you time to do just one thing, and you'll be acting in order of Dexterity. The Pirate has a Dexterity of 14.

Kesh: Dave's got a Dexterity of 16.

Charlotte: As a pilot, Lucie has a Dexterity of 17.

Gavin: Leon's Dexterity is 13.

Dan: Trent's Dexterity is also 13.

John: Okay, that means Lucie gets to act first, then Dave, then the Pirate and then the two of you.

Kesh: Gotcha.

John: Remember, Kesh, your sniper rifle will take a round to reload so you can't fire again.

Kesh: Right.

Charlotte: Lucie shifts her aim and fires. Lucie's skill is 53%. I roll a 78. No dice. The shots go wild.

Kesh: Dave doesn't even bother to reload the weapon, he rolls into the cover out of the way.

John: give me a Dodge roll then.

Kesh: 3 and 8. Made it. I needed 51%.

John: Okay, the Pirate takes aim at, Gavin's character. After all, Leon is the most visible. However Leon is still behind partial cover, so the Pirate has a -25% modifier. His Ranged Weapons skill is 55%, so with the modifier, that takes his skill down to 30%.

John rolls a 2 and a 7. Twenty seven; it's a hit.

Gavin: Great.

John: Gavin, have Leon's character make a Dodge roll.

Gavin: Okay, I need to roll less than 47%. 64! I need better dice.

John: Okay he's hit you with the bullet.

Gavin's character is wearing what is called Type-4 Company Protective Body Armour (CPBA-4). This armour is designed to defeat multiple shots from modern combat rifles. It has an armour rating of 19 Armour Points (AP). The AK-47 fires a 7.62x39mm round which has an Armour Penetration Value of (PV) 5 points.

John: Leon's body armour stops the round from penetrating, please deduct 5 points from his armour's current rating. However the kinetic shock knocks Leon prone. This kinetic shock is akin to a taking a fall from 2m. According to the rules, you need to roll 1d6 to see how many Hit Points damage you take.

Gavin rolls a 2 and Leon takes 2 Hit Points damage.

John: Right with Leon's character flat on his back moaning in agony, it's now up to Trent.

Dan: Here goes. 2 and 7, twenty seven. It's another hit as I've got 51% Ranged Weapon.

John: The Pirate tries to Dodge your fire. He rolls a 7 and 8. 78%, total sitting duck. Please roll for damage.

*Trent is packing a Heckler & Koch MP7 which is chambered for a 4.6x30mm ultra-high velocity round. Each round causes 2d6+6 Damage. Dan rolls a 6 and a 5. This means that Trent has done 17 Hit Points of damage to the Pirate.*

*John: The second pirate is well ventilated; there is blood everywhere.*

*Charlotte: Ick!*

*John: Kesh, as your character is the only one facing away from the super-structure, please make a Perception roll.*

*Kesh: 3 and 6, 36 a pass.*

*John: A flash of movement draws your attention to a third pirate, the one Dan thought he saw on the way down. This guy is hunkered with a loaded RPG-7 launcher. You can see the finger tightening on the trigger and the anger in his eyes. With an empty chamber it's not looking good for you.*

# So what are you going to do now?





# Section Two: The Company

## Blades Group Ltd - aka The Company

Although almost universally known as The Company the name found on the articles of incorporation is that of the Blades Group Ltd; so named after the meeting which was held at London's most exclusive Gentlemen's club - Blades. It was here on the 23rd March 2007, that General Sir Jasper Shetland DSO, Retired brought together a collection of key figures within the UK arms trade to discuss an idea that was eventually grow into the Company.

This section covers the history of The Company, a general background and history of the use of mercenaries across the ages, and concludes with description of The Company itself. It is primarily designed to enable the Games Master to see what kind of missions and deployments The Company can handle and to enable players to decide where they'd like to work and what type of character they will need to create.

### Background: Mercenaries

The use of mercenaries within armed conflict appears to be as old as history, with the first recorded instance of mercenaries used in warfare being an account of the Battle Megiddo, fought in 1479 BCE between Pharaoh Thutmose III and the Syrian tribes, where the Pharaoh's forces were comprised largely of paid soldiers from Nubia and the Aegean Coast.

The use of forces pretty much fell out of service in the early part of the twentieth century, where modern industrial warfare supplanted the traditional battles between warring countries. In the 1950s and 60s there was a brief resurgence in the activities of Mercenary forces, mostly with the tacit approval of various Western governments.

In the later part of the twentieth century, there was a resurgence of mercenary force activity, mostly in the Middle East and Africa, where they acted on behalf of various Western Governments to help resolve various 'local' difficulties without seeming to get their hands dirty. Such mercenary forces were generally professionally trained ex-British and American soldiers, and often better equipped than the forces they were fighting, leading to some spectacular successes in places like Comoros where the mercenary-backed coup has lead to a stable and successful democracy.

Yet for each spectacular success came an equally spectacular and much greater failure, such as mercenary forces used to support the Sri-Lankan government in their fight against the Tamil Tigers, and the CIA backed sabotage missions within Nicaragua. Incidents which eventually led to the passing Resolution 44/34: UN Mercenary Convention in 2001, which prohibited the use of Mercenary forces for the purpose of repression of legitimate anti-government protest groups.

With this ruling most of the existing mercenary organisations were either disbanded, or scaled back their operations to simply provide close protection services for executives working in hostile environments where the risk of kidnap is high.

After the al-Qaeda attack on the World Trade Center on Sept. 11, 2001, the demand for mercenaries began once again to rise, as western governments found themselves ill-prepared to deal with 'The War on Terror'; only this time they are no longer called Mercenaries but Private Military Service Providers. Their brief initially was simple: to make up for a lack of manpower, especially in the area of personal security; but soon this role began to expand and the UN resolution 44/34 was largely forgotten about or ignored.

Soon PMSPs were operating around the globe, providing services from direct military support to helping NGOs with disaster relief work. Mostly the PMSPs operated legally and responsibly within their contracted mandate; however, following the American-led invasion of Iraq things began to go a little sour, especially after the Bush Administration passed a law stating that PMSPs working within Iraq would be exempt from any prosecution for any crime, including rape, torture, and murder. The advantage of using such PMSPs was obvious for the Bush administration. PMSP personnel are cheaper than regular soldiers. When

they were killed, their widows received only minor compensation, while the military pays lifelong survivor benefits. Besides, PMSPs employees died quietly -- in other words, they were never part of the official death statistics, which was convenient for the president. They also enabled the US authorities to perform the 'dirty' jobs such as interrogating detainees, thereby leaving US military personnel untainted. Such a ruling was open to abuse, and abuse there was. The worst atrocity was the Nisour Square shootings in which members of an American PMSP, believing they were about to be ambushed, opened fired on a packed square full of innocent Iraqi civilians, killing 17 and severely wounding a further 20.

As a result of this event and a number of other similar incidents, the UK government, realising that the the genie could not be put back into the bottle and that PMSP were here to stay, decided that if PMSPs were to exist then they had to do so under some well defined, legally acceptable structure where PMSPs had to apply to the government for an operational license. It was hoped that if successful in the UK then this licensing model could be rolled out across the world.

In early 2007, the UK government asked companies and organisations to submit bids for the world's first state-sanctioned PMSP License. The competition was a closely fought three-way contest between the international Rawlings-Kendrick Group, the Lomax Consortium, and the eventual winner, the not-for-profit organisation known as The Company.

### **Background: The history of The Company**

The Company was the brainchild of one man, General Sir Jasper Shetland DSO, Retired. He had long since seen which way the wind was blowing in respect to the PMSP sector. As an ex-member of the Special Air Service, he could see the way that the sector was going. Contracts were being awarded to the lowest bidder, bidders who as public companies needed to turn a profit, and either hired employees who were ill-trained and ill-disciplined; or they sub-contracted out the contract to firms whose employees were equally ill-trained and ill-equipped to deal professionally with the situations they would meet.

Therefore, he reasoned, the only way to run such an organisation was as a not-for-profit business, where any excess was either plowed back into the business to provide state-of-the-art equipment and top flight staff training or into reconstruction charities to help ease global suffering. Realising he could not do this alone,

he gathered together a number of close friends and business colleagues at the famous Blades Club.

Here the General laid out his plans for the organisation that would come to be known as The Company.

### **Who Employs The Company?**

There are multiple reasons why governments and corporations use The Company. Probably one of the most important reasons is because The Company offers contract staff, rather than members of a country's regular army. Therefore if a member of The Company is killed, they are not seen as regular troops so there is not the same national emotional attachment to the fallen; thus it becomes politically more acceptable not to use them for live operations.

Secondly, The Company offers capability that the government and corporation do not possess. Also as The Company is always geared towards deploying assets, it can put assets on the ground far quicker than the government's own forces.

Finally The Company can provide tactical support, special services or training for governments who find themselves in need of temporary aid; be that to help provide support for disaster relief, support COIN operations against those attempting to overthrow the legitimately elected government, or to provide a stop-gap service whilst the Government gears up to deploy its forces.

The Company can also provide back-up to civilian services in the realm of providing close protection for major international conferences, sporting events, and international conventions where delegate members feel it is important to have an impartial security service overseeing operations.

## March 23 2007, Blades, London

It would be a meeting that would in its own way change history, and it was a meeting held at an obscure gaming club in London known as Blades. Here within the hallowed walls, four men were shown into a tiny private dining room, by servants known for their discretion and beauty. There the four men met with a fifth man; General Sir Jasper Shetland, Retired. Hands were shaken, the meal was served and the wine was poured. Finally at the end of the meal, when the cigars and brandy lay before the men, the servants were dismissed and the door was locked.

Each man sat by his name plate: Brigadier Laurence King, Retired; Sir Willowby Finch; Lord Raven of Westbury; and Sir David Benson. Then it was elbows on the tables, and the talk turned from shared reminiscences about past conflicts, sporting victories and the progression of various members of the family, to the state of the world and, more importantly, their part in it all.

“So it’s true?” King asked, as always when deep in thought, his hand rubbing the patch which covered his missing right eye.

“Oh yes,” Shetland replied. “It is true. They’ll be making an announcement in a few days time.”

“It seems inconceivable,” broke in Lord Raven.

“Of course it’s inconceivable but really it’s the way we’ve been going for something like ten years or so.” Shetland paused to take a sip of from his tumbler, feeling the Napoleon warming in his throat. “But now it seems, it’s an idea whose time has come.”

“A private army - it seems amazing,” Benson chipped in.

“I don’t see why, after all look at the mess that defense procurement is in. Smart Acquisition, talk about an oxymoron,” Finch countered, hands toying with the cigar in front of him.

“Indeed, and it looks like the Mandarins of Whitehall have finally seen the light. Which explains why they’re going to offer a single license. Testing the water, if you ask me,” Shetland said. “And I for one am going to get one of those licenses, but I’m going to need your help.” Shetland smiled to himself as he surveyed the stunned faces. “Because if there’s going to be an out-sourced military then it needs to be done properly, not simply thrown together to meet some artificial best

value ideal; after all, people’s lives are at stake here. It needs to be a not-for-profit venture, not listed on the stock market. That way you’re not at the mercy of your shareholders. So there’s no cost cutting, no hiring minimum wage with their minimum abilities. We want these guys to be everything we were, and more, and equipped with the best equipment there is. In short, I want it to be what the British Armed Forces ought to be, if only they had the money.”

“It’d never fly,” Finch stated, quietly as if to himself.

“Now why do you say that?” Sterling replied, eyes twinkling as he looked over his brandy glass at the men before him.

“Because you’ll never be able to pay for it, is why,” Finch replied.

“You’re right; I can’t afford to go it alone, but with all of your help, I know I can,” Sterling countered.

The General waited until the general mummer of consternation died down before continuing. “Each of you is an exceptionally wealthy man, in his own right. Some of you, Benson, for instance, already own some of the elements we’ll need for this kind of caper.”

“I see you’ve given this some thought,” Benson replied. He held his brandy glass up to the light, noting how the amber fluid refracted the pure brilliance of the Georgian chandelier.

“Of course,” The General replied. “It’s all planned down to the last detail.”

“And what if one of us says no?” Lord Raven spoke the words the others were no doubt thinking.

“You, know, Gentleman...” The General paused, bringing his cigar up to his lips. “I’ve not considered that particular eventuality.”

## Company Timeline

*March 2006:* The Company is incorporated following a meeting at the Blades Club. The Company establishes its headquarters on Stable Mews, W1. The Company now incorporates assets from Sands Logistics, Bollinger Protective Security Services, and Jephcott Computer Security Ltd.

*May 2006:* The Company acquires 'care and maintenance' RAF station RAF Besford, Worcestershire from the Ministry of Defence (MoD) and begins upgrades to the existing infrastructure, including extending the main runway to enable it to take The Company's heavy lift aircraft, the Antonov AN-225.

*June 2006:* The Company is down selected by the Government to join with the Rawlings-Kendrick Group, the Lomax Consortium to form the final selection for the PMSP License tender.

*July 2006:* The Company takes over a newly refurbished RAF Besford, and the facility is officially renamed Hurricane Base. Antonov An-225 G-ANTV begins cargo operations from its new base.

*August 2006:* The Company signs a letter of understanding with Thales Australia Ltd, placing an order for 50 Bushmaster Protected Mobility Vehicles, to be delivered in four batches upon PMSP License award. 44 of these are standard Bushmaster PMV and designated Bushmaster CV-01 whilst the remaining six are to be equipped as mobile C41STAR command platforms, and designated Bushmaster CV-02. At Hurricane base construction of the accommodation, training, and medical facilities commences.

*September 2006:* The Company signs a letter of understanding with Bell-Boeing, placing an order for 12 V-22 Ospreys, designated as V-22 Company Variant 01 (CV-01), to be delivered in two batches upon PMSP License award. The Company signs a letter of understanding with General Atomics for delivery of 6 Predator-C 'Avenger' UAVs, to be delivered in a single batch upon PMSP License award.

*October 2006:* The Company signs a letter of understanding with Eurocopter, placing an order for 2 EC 130B4 Business Helicopters to be delivered upon PMSP License award. The Company acquires mothballed A-90 Orlyonok Ekranoplan Hull Reference S-27 from the Kazakhstan Government, and has it airlifted to Portsmouth by G-ANTV for Refurbishment.

*November 2006:* The Company is awarded the first PMSP contract by the Home Secretary Juliet Benson, MP. The Company begins to recruit in earnest. The Company places an order for two further V-22 Ospreys to be converted to close air-support 'gun-ships' and

designated as V-22 Company Variant 02 (CV-02). Antonov AN-225 G-ANTV undergoes conversion to AN-225 CV-01.

*December 2006:* The Company chooses its prime weapons suppliers, including Heckler & Koch, Fabrique National, and Accuracy International. The Company purchases 10 Rigid Raiders from the VT Group.

*January 2007:* The Company takes delivery of the first of 4 Osprey CV-01s, registration numbers: G-AYMS, G-AYHD, G-AYWS and G-AYDC. Flight conversion training begins for those pilots selected to fly the CV-01s.

*February 2007:* A-90CV-01 'Sea Eagle' begins limited sea trials off the Isle of Wight. Flight conversion training of first Osprey CV-01 pilots completed. The remaining V-22 CV-01, registration numbers: G-AYDD, G-AYML, G-AYFS, G-AYPK, G-AYTC, G-AYAF, G-AYBS, G-AYKC are delivered to Hurricane Base.

*March 2007:* First operational Deployment where 150 members of Assault Group Maximum are deployed into Afghanistan to help provide perimeter security for Camp Bastion. During the course of this deployment, Company Assets engage Taliban forces over 50 times.

*April 2007:* First Company fatality occurs; EOD Team Leader Kieran Fosse is killed attempting to defuse a roadside IED near Sangin. The Company takes delivery of 25 Bushmaster MRAPs; these vehicles are shipped out to Afghanistan. The Company is awarded the contract to provide close protection and perimeter security for the Transworld Aids Partnership. The Company takes delivery of 2 Predator-Cs. Flight training of UAV crews begins at Hurricane Base.

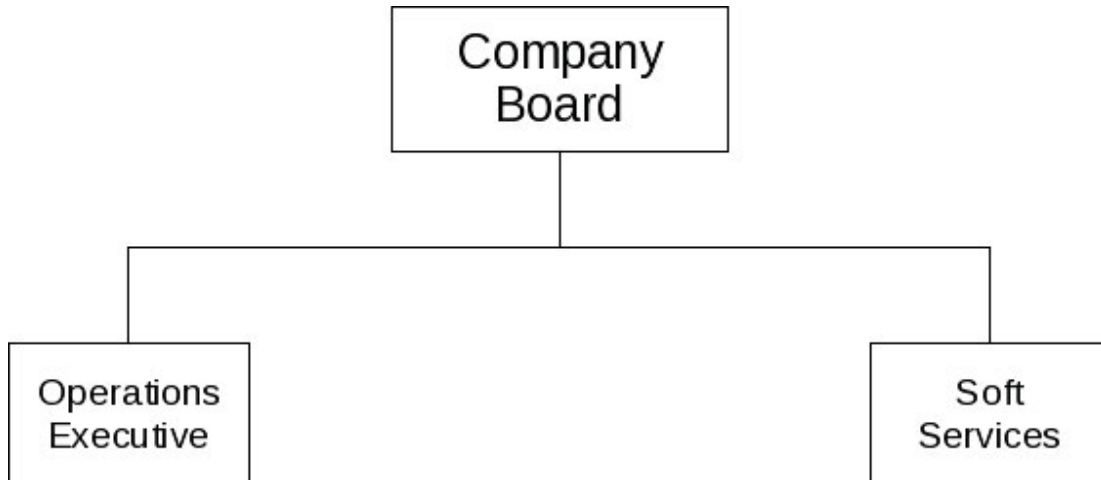
*May 2007:* The Company is asked to help secure the G-20 Summit at Lackaghmore House, Ireland. This event marks the first time a Predator-C is used operationally by The Company, and helps to foil an Islamist attack on the summit. By the end of the month, Predator-Cs are operating in Afghanistan.

*June 2007:* The Company takes delivery of the Osprey CV-02s Archers, registration numbers: G-GSFC, G-GSAM. Flight and weapons training commences at the Pembrey Sands Air Weapons range. UAVs operating in Afghanistan are used to deliver precision guided Hellfire missiles against ground targets. The remaining Bushmasters are delivered to Hurricane Base.

## Company Overview

In The Company you play the role of a Company Employee working for the Operational Executive arm of the organisation, as opposed to the passive Soft Services arm.

The board structure comprises of all the division heads with General Sir Jasper Shetland, DSO, Retired being the current chairman.



The Soft Skills sections covers the more mundane aspects such as Human Resources, Procurement and Sales, although to be honest there is nothing stopping you from creating a character playing those sort of roles.

### A View from the Trenches: Why I joined The Company

*So why did I join The Company? Well put it like this, we're out there as soldiers, you know, and we see these guys with their wrap-around shades and pimped up Toyotas and we think, 'tossers'. Then you find out they're earning like 50 to 60K a year, while I'm on like 1500 a month.*

*But it's not just that, because you give like fifteen to twenty years of your life and then it's a civvie retraining course and 40K and that's that, which explains why you see so many ex-squaddies working as lorry drivers or minimum wage security guards, and hating every minute. So they turn to drink, get into fights, and end up with a criminal record.*

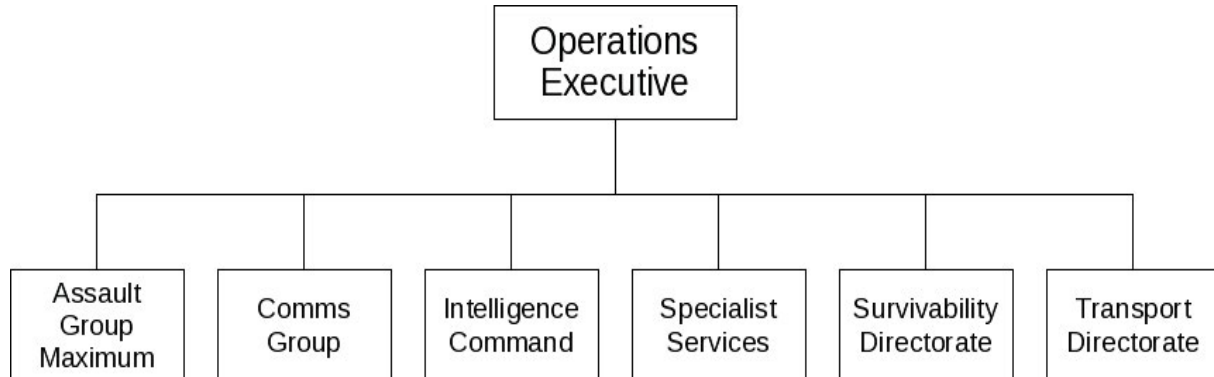
*You see the smart guys getting on 'the circuit', because they see it as a way to make that 60K a year, pay off the mortgage, and still come out ahead. You think why not, but then you start to do some research, talk to some of the guys on the circuit, and you start to hear the horror stories; about being dumped down in the middle of no-man's-land waiting for your connections that never arrive, of contracts that are basically worthless because they're based on Channel Islands Law, of organisations that simply hang you out to dry when it all goes pear-shaped, but then you hear about The Company.*

*For a start they're a lot bigger than most of the others and based in England and the contracts are actually worth something, plus the guys running it know the score. Which means that when you sign up with The Company, they don't hand you a ballistic vest and drop you in the middle of a hot sandy place. No, they run you through a regime that's designed to flush out the wannabees, the waltz and the guys who just want to slot someone. So when you pop out the other end, instead of having a whole bunch of lads pulled in from who knows where, you got yourself a unit with proper sense of camaraderie going on, and that is a winning combinations and it saves lives. Which is why I work for The Company and not some yahoo organisation.*

**Team Leader David Khan, Assault Group Maximum**

## Operations Executive Structure

The Operations executive consists of the following six divisions, located at Hurricane Base:

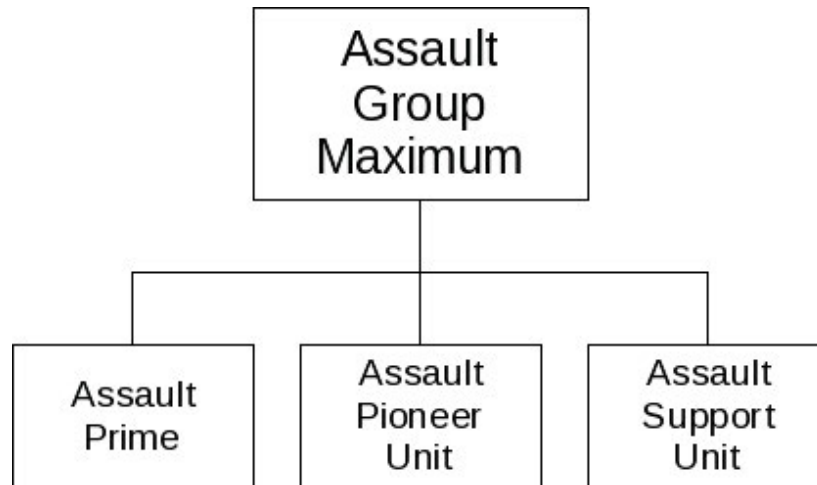


Below are presented a description of each division, their sub-units, head of section, standard equipment and other information enabling players and Games Masters to better understand the roles and missions that each division can handle.

### Assault Group Maximum

*Division Head: Colonel Ian Stewart-Bollinger, Retired*

*Purpose:* Assault Group Maximum provides CONDO Battlespace services to help support those customers wanting to augment their operational forces for short term or medium term push deployments.



A typical Assault Group Maximum deployment will also involve elements from other divisions of The Company, either on a long term or ad-hoc basis, enabling The Company to provide customers with a truly rich battlespace capability.

Assault Group Maximum is composed of:

#### Assault Prime

*Head of Assault Prime: Lieutenant Colonel Hugh Asquith, Retired*

*Purpose:* Assault Prime teams may be considered to be infantry-men, however they go well beyond that. Assault Prime specialists are expert in a wide range of tactics and contact techniques such as FIBUA, and COIN operations.

Assault Prime members are often assigned to help provide direct support for missions run by other Company divisions.

## Assault Pioneer Unit

*Head of Assault Pioneer Unit: Lieutenant Colonel Douglas Trench, Retired*

*Purpose:* Probably one of the most important units within The Company. Without Assault Pioneer Specialists the rest of Assault Group Maximum are often unable to carry out the jobs they are required to do. Assault Pioneer Specialists are trained in the use of: Demolition techniques; IED and Bomb disposal operations; obstacle creation and avoidance; and building ingress techniques, including lock picking, and safe cracking. Assault Pioneer Unit assets are often deployed outside Assault Group Maximum to help support other Company divisions.

## Assault Support Unit

*Head of Assault Support Unit: Lieutenant Colonel Edric Gruber, Retired*

*Purpose:* These specialists provide Assault Group Maximum's internal indirect fire support. The Assault Support unit can provide smoke, high explosive, or illumination rounds in order to allow the other Assault Group Maximum Units to prosecute their missions.

## A View from the Trenches: What's it like being inside Assault Group Maximum

*As an Assault Group Maximum Team Leader, I'm responsible for my squad, keeping them safe when we go into the field, coordinating our missions and making sure we succeed and get back in one piece. It's a tough job and a responsible one, because as a member of Assault Group Maximum it's not like being a member of TD where it's all single duty; 'fly there and drop that off' or 'drive there and get this guy'.*

*As members of Assault Group Maximum we are expected to be the ultimate wet-cats - agile, slippery, and able to think on our feet. We're often asked to go and help out the other divisions, providing back-up or simply the skills they don't have, so you never know where you're going to go or what you're going to do. Which means in my four years I've done everything from FIBUA clearance duty, to disaster relief, to helping to rescue a whole load of Japanese tourists who ended up as human shields.*

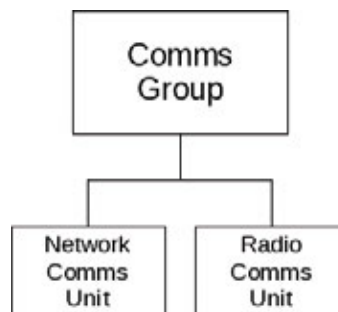
**Team Leader David Khan, Assault Group Maximum**

## Communications Group

*Division Head: Robert Goff*

*Purpose:* Modern PMSPs operate in an extremely complex environment where increasingly large amounts of information must flow without interruption, whilst being protected from exploitation or disruption. The Communications Group provides The Company with network enabled capability at the tactical, operational, and strategic levels, using a wide variety of high tech systems ranging from encrypted digital radios to satellite communication systems.

The Communications Group is composed of:



**Network Communications Unit**

*Head of Network Communications Unit: Colonel Mike Miller*

*Purpose:* The Network Communications Unit provides and maintains the computer and data link networks that enable The Company divisions to function in an efficient and secure manner when conducting client missions and deployments. The Network Communications Units handles everything from the simple networks provided within a deployed Company forward operating base, to the real-time satellite communications that enables The Company UAVs to be flown from the Glasshouse facility at Hurricane Base.

**Radio Communications Unit**

*Head of Radio Communications Unit: Major Leon Humbert, Retired*

*Purpose:* The Radio Communications Unit provides and maintains the voice and radio links that enable The Company Assets to communicate in a secure and timely manner. Radio Communications Unit handles everything from personal issue radios to ensuring that global radio communications networks are maintained. Although engineering teams from the Radio Communications Unit are most often found with Forward operating bases, it is the job of the Radio Communications Unit to maintain Rebroadcast stations within the Deployed environment. As such, they often work in exposed and remote locations for months at a time, often in hazardous conditions. Such Rebro teams train with and have the same skills of Assault Prime members, as they often find themselves having to defend these vulnerable positions.

**A view from the Trenches: So what is like being in a Rebro team?**

*Well we're all highly skilled and good looking chaps who, regardless of danger, sit on top of bleak hills ensuring that the radio net remains talking. Not only are we masters of mast erection and radio propagation, but we tend to be the first ones dropped into hostile territory and last to be picked up. We are also pretty resilient; we have to be because we're on stag for weeks on end and always at the mercy of the elements, and, yes, boredom. In my time working for The Company I've done three Rebro deployments; the first two were dull but horrid: sitting in a hill top in the middle of a hot sandy place; whilst the third ended in a pitch battle that was just mad.*

**Senior Radio Technician Helen Pritchard, Radio Communications Unit**

**Intelligence Command**

Division Head: Group Captain Miles Benson, Retired.

*Purpose:* The Intelligence Command predicts what the adversary is going to do, whilst safeguarding The Company's and its Customers secrets, which denies the adversary the ability to predict The Company's operational objectives. They also oversee all the executive operations of The Company, enabling The Company to effectively plan and execute missions and deployments.

Intel Command achieves this by practicing the OPINT (Operational Intelligence) and CI (Counter Intelligence) disciplines.

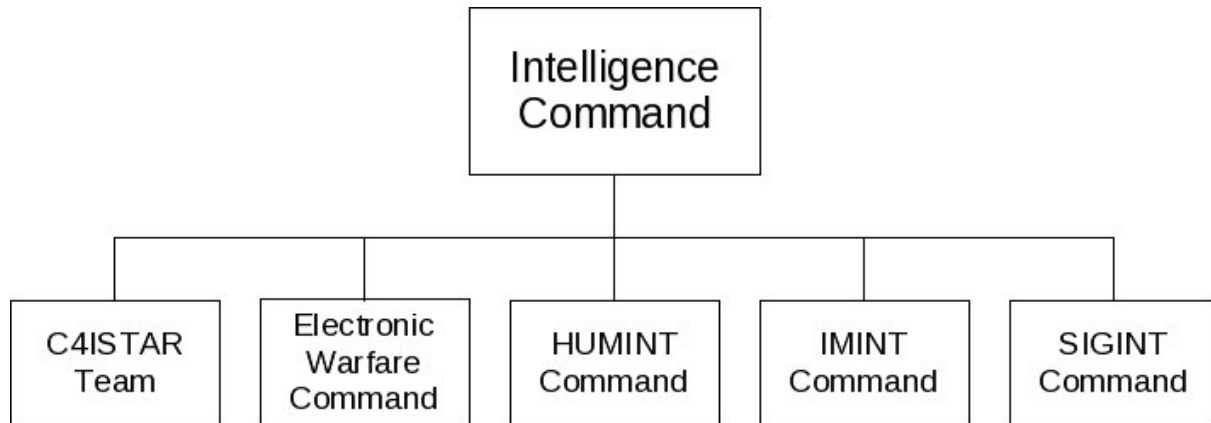
OPINT is finding out about things, and then taking this raw data and analyzing and interpreting it to reveal the significant intelligence contained within. The Company uses this intelligence to better plan and respond to likely attack points and threats in a manner which is both comprehensive and cost effective.

CI involves the identification and protection against hostile intelligence actions such as espionage, sabotage, subversion, or terrorism, be they Foreign Intelligence Service (FIS), terrorist organisations or simply a commercial rival. CI operatives seek to identify the identity, capability, and intention of those acting against the interests of The Company and its clients. CI involves learning about past and present operational tactics of these groups to predict what their actions will be in the future.

These two principles are the fundamental tenets within the divisions which make up Intelligence Command.



Intelligence command is organised into the following units:



**C4ISTAR Team**

*Head of C4ISTAR Team: Colonel Ruth Boardman, Retired*

*Purpose:* The C4ISTAR Unit provides The Company with its ability to plan, execute, and co-ordinate the missions and deployments it undertakes on behalf of its clients. Within the C4ISTAR Unit all the intelligence, surveillance, target acquisition, and reconnaissance data are collated and entered into The Company’s Battlespace command and control system which enables Company Assets on the ground and in the air to amend their actions to best guarantee success.

Although the primary C4ISTAR Unit is located at Hurricane Base, often C4ISTAR teams are deployed with other Company Assets, often operating from forward operating bases, the mobile C4ISTAR capable Bushmaster CV-02, and from the air portable C4ISTAR mission pod, that can be integrated into the Antonov AN-225.

**Electronic Warfare (EW) Command**

*Head of EW Command: Diana Lestocq*

*Purpose:* The Company’s EW Professionals employ similar skills to those of the SIGINT Professional. The main difference is whilst the SIGINT Professional tends to work at the strategic level, the EW Professional works at the operational level – embedded within an assault Group Maximum Deployments. Here the EW Professional work to intercept and disrupt enemy communications via the use of TEMPEST interception equipment and the latest in close operational electronic jamming techniques.

**HUMINT (Human Intelligence) Command**

*Head of HUMINT Command: Dr Ewan Barber*

*Purpose:* Human beings are the weakest link in any organization. HUMINT Professionals work in a systematic and controlled way to assimilate crucial pieces of intelligence from people who exist in the local area relevant to any Company Operation. These operatives are experts in psychological operations and often work hand in hand with local interpreters to ensure that deployments are as smooth as possible.

**IMINT (Image Intelligence) Command**

*Head of IMINT Command: Captain Deborah Kynaston-Smith, Retired*

*Purpose:* IMINT Professionals interpret images taken from a variety of sources including client-provided satellite feeds, ground-based Company assets, and images taken by The Company’s own fleet of Predator-C UAVs. The intelligence derived can be used to feed real-time threatspace information such as the exact location of the enemy.

The Company is unique amongst other Military Service Providers in that it offers dedicated UAV intelligence provided by its own fleet of Predator-Cs operated by the Transport Directorate out of the Glasshouse at Hurricane Base.

**SIGINT (Signal Intelligence) SIGINT Command**

Head of SIGINT Command: Captain John Fitch, Retired

*Purpose:* If it can be transmitted there is a good chance it can be intercepted and this is where The Company’s SIGINT Professionals come in. Our SIGINT Professionals are capable of intercepting a wide range of communications media using cutting-edge intercept technology to access anything from mobile phone signals, to emails, and satellite communications. Such information is vital to enabling The Company to derive near real-time operational data that can feed into the C4ISTAR team’s positional overview.

**A View from the Trenches: working inside SIGINT**

*I guess I’ve always been interested in codes and ciphers. Prior to joining The Company, I was working for HMG in a very similar capacity within the Security Services. The work I do for The Company is every bit as relevant as that for HMG, even more so as what I can discover can often go to saving the lives of my colleges in other divisions. My job is rarely routine and the stuff I’ve worked on is far more challenging than that in my previous life, especially when you consider that I do get to go out into the field now and can see for myself what a difference I can make. Most of the stuff that comes my way is encoded tactical data, which by its very nature has a short shelf life. I need to get it decrypted and analysed as quickly as possible to ensure that we can preempt whatever it is that the opposition are planning. I like to think that we’re the modern day equivalent of the code breakers in Hut-8, only of course with better computers.*

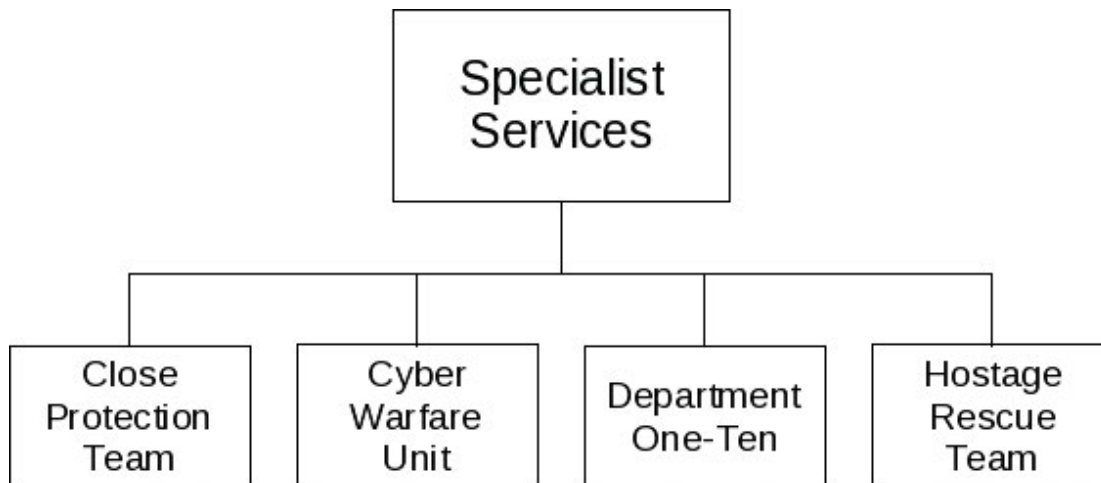
**Dr Jivraj Singh, Principal SIGINT Specialist**

**Specialist Services**

*Division Head: Linda Bessington*

*Purpose:* Specialist Services is a grab bag division comprised of a series of discrete services that do not easily fit into the other areas of the organisation. Whilst most of the other elements of The Company provide services predominately to the Military sector, Specialist Services’ customers tend to be those in the private and public sectors, where a certain level of security provision is required, but often this provision is not of an overt military nature. Specialist Services are often contracted to help supplement the security services of client nations.

Specialist services comprises of the following departments:



## Close Protection Team

*Head of Close Protection Team: Captain Timothy Crayford, Retired*

*Purpose:* The Close Protection Team provides bodyguards for clients who require this level of security. Members of the Close Protection Team are expert in unarmed and armed combat techniques, including less lethal weaponry such as ASP batons, pepper spray, or taser weapons, as well as the more mundane tasks: route planning; vehicle, room and building searches; background research on people that will have contact with the client; and attentively escorting the client on their day-to-day activities. Close Protection Teams are capable of providing both overt, high-visibility bodyguards and more covert bodyguarding techniques. Generally, Close Protection Teams tend to work only within Specialist Service missions; however occasionally a Close Protection Team may be assigned to a Assault Group Maximum deployment to help guard key clients.

## Cyber Warfare Unit

*Head of Cyber Warfare Unit: Harpreet Channa*

*Purpose:* The Company's Cyber Warfare (CW) unit comprises highly skilled computer professionals whose task it is to protect The Company's CIS Assets and those of its clients from attack, whilst at the same time prosecuting successful attacks against client-approved targets. The CW Unit uses state of art penetration tools such as tailored Trojans and worms to bypass standard CIS protection tools such as firewalls and anti-virus solutions. Many of these tools are developed in-house and are the result of painstaking research and involve the exploitation of so called zero-day errors. Although much of its work is undertaken at CW Centre located at Hurricane Base, CW Unit members are often deployed onto active operations to help assist on-the-spot attacks and forensic analysis of captured data feeds.

## Department One-Ten

*Head of Department One-Ten: Frederick Tenor*

*Purpose:* Department One-Ten exists to collect, assess, and present business intelligence information on corporations, individuals, and governments, and those who can pay for this particular Company service. It achieves this through the use of defensive and offensive counter-intelligence techniques. Department One-Ten is often contracted to locate possible gaps within a corporation, or government's own security network, assessing which staff are vulnerable to subversion as well as detecting possible moles and other plants within the Client's Organisation. The Department One-Ten team members are experts in both surveillance and counter-surveillance techniques and technologies, and the Unit specialises in the placement of covert audio and video surveillance devices.

## Hostage Rescue Team

*Head of Hostage Rescue Team: Captain Joseph Melville, Retired*

*Purpose:* The Hostage Rescue Team (HRT) is The Company's tactical counter-terrorism and hostage resolution unit. The Company's Hostage Resuce Team is capable of handling all elements of a hostage situation from direct negotiation through to tactical hostage resolution actions. Hostage Rescue Team members are either trained hostage negotiators who are experts in the psychology of hostage taking; Assault members who are specially trained to effect hostage rescues from a wide range of locations including buildings and aircraft; or Snipers who are highly trained marksmen. The Company's Hostage Rescue Team are ex-special forces, and the unit is very closely modeled on that of the British Special Air Service Special Projects team; as such they are expert in close quarter battle techniques. Generally the Hostage Rescue Team is only deployed as required, although in certain circumstances elements may be deployed to support other Company Assets.

## A view from the Trenches – Working with Department One-Ten

*Ever worked with Department 1-10? Ah, well, you know what they say; you'll never know for sure. They're the ones you never see. They're the ghosts, the sneaky beaky pavement artists, the ones who worm their way into buildings to plant those audio and visual bugs. That taxi driver, he could be one. The bloke who came to fix your photocopier, he is another. All I know*

is that when you need someone to plant a bug, they are the guys you call, because the things they can do, well it borders on witchcraft.

**Team Leader David Khan, Assault Group Maximum**

## Survivability Directorate

*Division Head: Dr Athene Sheldon*

*Purpose:* The Survivability Directorate exists to ensure that all Company assets are properly trained and prepared for any eventuality, and if the worst should happen, then the latest in combat medicine and medics are there on hand to ensure that the injured are taken care of as quickly as possible. The Survivability Directorate is organised into the following two departments:



### Combat Medics

*Head of Combat Medics: Major Laura Peterson, MD*

*Purpose:* The Combat Medic Unit exists to provide the first point of medical care for wounded members of The Company such that they can be stabilised for MEDEVAC to the Specialist Recovery Unit at Hurricane Base. The Combat Medics Unit is comprised of specially trained medical staff who operate with Assault Group Maximum teams, and Combat Surgeons who operate out of well equipped mobile surgical units containing a pharmacy, laboratory, X-Ray, surgical, and recovery bays. As a result, Combat Medics requires a wide range of staff from front-line-capable paramedics to more traditional doctors, surgeons, and nurses.

### Training Officers

*Head of Training Officers: Major Warren Carter, RM Retired*

*Purpose:* The Training Unit is there to ensure that all members of the Executive Operations division have all the appropriate skills needed to enable them to ensure mission success. The Training Unit is located at Hurricane Base, where there is a comprehensive training facility, which includes an integrated FIBUA combat simulation suite; indoor and outdoor firing range; and networked aircraft simulators. The Training Unit is designed to take in former military personnel and train them up in the tactics and equipment used by The Company, as well as taking in raw recruits and train them up through a basic and advanced training syllabus to enable these recruits to reach the same level in as quick a time as possible. Most of the Training Unit staff are drawn from senior members of other divisions, who spend a part of their time helping to cross-train and up-skill those joining The Company, when not deployed on operations, although many trainers are seconded to the Training Unit for longer periods as required.

## A View from the Trenches: Combat Medics, The Real Heroes of The Company

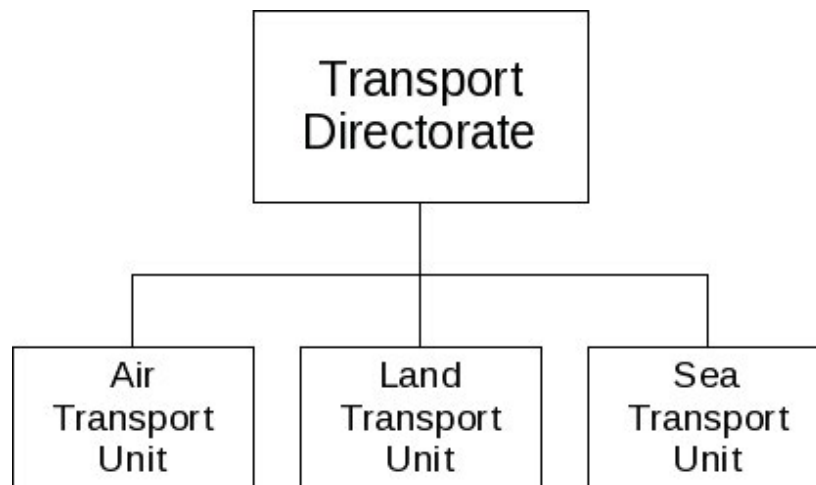
*The medics here, they brave combat just like the rest of us, yet they never seem to get the credit they deserve. We joke that they simply sit on their hands safely back at base, 'cos who would think they're out there in the thick of it? But there they are, right in there with us. Taking more risks than us, for who else would crouch there, exposed, in the middle of a fire-fight trying to stabilise a gunshot wound? Trust me, that takes some guts, more so when you think that most of these combat medics are women.*

**Team Leader David Khan, Assault Group Maximum**

## Transport Directorate

Division Head: Basil Hooper

*Purpose:* Transport Directorate is responsible for getting other Company Units to where they need to be, via air, land, or sea transport and then to continue to support them once they have reached their area of deployment.



### Air Transport Unit

*Head of Air Transport Unit: Group Captain David Ridsdale*

*Purpose:* The Air Transport Unit provides aircraft, aircrew, load-masters, and technicians in support of Company operations. Air Transport Unit team members are generally deployed as required from long term deployments to short term missions. The Unit provides strategic heavy lift; tactical insertions and extractions; Search and Rescue Operations; and Close Air Support. Air transport pilots are all highly qualified ex-military pilots, many of whom have direct combat experience. The Air Transport Unit operates a fleet of:

- 1 Antonov An-225 CV-01 Strategic Super-Lifter used predominately for deploying Company assets, although it is often hired out to clients for the air-transporting of bulky items;
- 12 Bell-Boeing V-22 Osprey CV-01 Tactical Medium Lift Aircraft;
- 2 Bell-Boeing V-22 Osprey CV-02 Close Air Support Gun Platforms, used to support Assault Group Maximum Assets, convoy escort duties, and FIBUA operations.
- 6 Predator-C Avenger UAVS, used to provide near real-time intelligence for Intelligence Command;
- 2 Eurocopter EC 130B4 Business Class Helicopters, normally used by Specialist Services.

**Land Transport Unit**

*Head of Land Transport Unit: Major Patricia Gifford, Retired*

*Purpose:* The Land Transport Unit provides vehicles, drivers, and technicians in support of land based Company operations. Land Transport Unit team members are generally deployed with all Company operations from long term military interventions to short term missions. The Unit’s drivers are skilled in driving in any conditions and all are trained in pursuit and anti-hijacking driving skills. Land Transport operates a fleet of:

50 Bushmaster mine-resistant ambush protected Infantry Mobility Vehicles, which are normally used to support Assault Group Maximum in their operations;

10 Iveco Light Multi-Role trucks;

8 Land Rover Discoveries normally used by Specialist Services;

2 Mercedes S600 Pullman Guard armoured limo used for Principal Protection;

various other ad-hoc vehicles to meet the needs of Company missions.

**Sea Transport Unit**

*Head of Sea Transport Unit: Commander Antony Maskin, RN, Retired.*

*Purpose:* The Sea Transport Unit provides boats and other vessels, crew, and technicians in support of Company operations. Sea Transport Unit team members are generally deployed as required, from long term deployments to short term missions. The Unit provides strategic heavy lift; tactical insertions and extractions and in-shore Search and Rescue Operations; and Close Air Support. Sea transport crew are all highly qualified ex-naval forces, many of whom have direct combat experience. Sea Transport Unit operates a fleet of:

1 A-90-CV-01 Orlyonok Sea Eagle Ekranoplan, used predominately for the sea-borne deployment of Company assets and other cargoes;

2 Griffon 2000TD Hovercraft used for rapid insertion and extraction of sea-raiding forces ;

10 Rigid Raiding Craft used for rapid insertion and extraction of sea-raiding forces;

6 Zodiac Raiding Craft used for rapid insertion and extraction of sea-raiding forces;

**A View from the Trenches: What do I think of Air Transport Unit?**

*The Air Transport Unit, oh now, there’s an interesting one. The do seem to be good at flying those little toys of theirs, but they are a bit like a bank, since it seems they’re never available after 16:30hrs or at weekend; but if you’re out in the middle of a Hot Sandy Place and in need of a lift, sharpish, then they are the chaps who are going to come in and get you out. You see, it does take a certain mindset to fly one of those machines of theirs. After all, who but a perfect nutter would want to fly a machine with more brake horsepower than a 100 Ferraris right into the middle of a contact where the Taliban are trying to give us a major beasting? Certainly the Air Transport Unit isn’t stuffed full of vegetarian Buddhists who’ll immediately carry out a risk assessment survey, probe his conscience and do a cost/benefit analysis, and then sod off to a safe distance; now we get them flying in under some horrid conditions to get us the hell out of Dodge. In short, they may not be the best of the best, that’s us, but they are a damn second best.*

**Liam Hodges, Assault Group Maximum Weapons Specialist**

## Company Ethics

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The Company is not simply a mercenary organisation that takes on any job, no questions asked. It operates under a strict moral and ethical code. The Code of Ethics are designed to ensure that every employee's behaviour is: lawful; appropriate; and totally professional. Low standards, both professional and personal, are damaging to The Company, affect relations within a team, and could cause injury or death on missions.

Occasionally The Company accepts and has accepted contracts where it is important that the end-client retains some measure of deniability. Whilst possibly of dubious legality under International Law, such missions are normally ethically and morally right, as the consequences would lead to a possible global war should The Company's client be forced to act in an exceptionally overt manner, and therefore are acceptable within The Company's moral ambit. Such Deniable missions are only considered where the end-client is an internationally recognised government.

The Company Employee Code of Ethics is:

**Act within the Law** - The Company is employed to be tough and aggressive, and in doing our job we face people who break the law. Even when prosecuting missions on behalf of a Client we operate under strict Rules of Engagements, which exist to ensure we ourselves do not break the law. We must always keep our self-control, however angry or provoked we might be, because no soldier is ever above the law.

**Total professionalism at all times** - As members of The Company we are trained to the highest standards. It is vital that we maintain those standards both on and off duty. The responsible use of alcohol is part of adult life, but binge drinking is unprofessional, dangerous, and damages health. The use of illegal drugs is against the law and is harmful. The effects of drugs can remain in the body for a long time, affecting performance on deployment. Company Employees who are caught using illegal drugs can expect to be prosecuted to the fullest extent of the law.

Those who transgress the code of ethics are treated in line with the UK Army Act 1955, in respect of trial and punishment. Also Company employees are liable for all criminal offenses in English Law that they commit.

Upon joining The Company, all employees are asked to take The Company Oath:

*“We will not lie, we will not steal or cheat or act outside the law, nor will tolerate among us anyone who does.*

*Furthermore, I resolve to do my duty and act in an honorable and professional manner at all times, so help me God.”*

## Company Standard Issue Equipment

The following are considered to be standard issue within The Company. All members of The Company are trained in their use.

### Company Standard Weaponry

#### Standard Issue Side Arm: FN Five-SeveN Tactical

Weight: 744g  
 Length: 208mm  
 Cartridge: 5.7x28mm  
 Effective Range: 50m  
 Maximum Range: 500m  
 Action: Delayed Blowback  
 Rate of Fire: Semi-automatic  
 Magazine Capacity: 20 rounds



The Company's chosen side-arm is the FN Five-seveN, a full-size semi-automatic delayed blowback pistol that uses 5.7x28mm ammunition. The FN Five-SeveN has an exceptional penetration power which makes it ideal for Close Protection work.

#### Standard Issue Rifle: Heckler & Koch 416

Weight: 3.02kg  
 Length: 997mm  
 Cartridge: 5.56x45mm  
 Effective Range: 500m  
 Maximum Range: 750m  
 Action: Gas-operated  
 Rate of Fire: 800 rounds/minutes  
 Magazine Capacity: 30 Rounds



The HK 416 is The Company's chosen assault rifle; it has a greater accuracy, penetrative power and effective range than the AR-15.

#### Standard Issue Sniper Rifle: Accuracy International Arctic Warfare

Weight: 6.5kg  
 Length: 1180mm  
 Cartridge: 7.62x51mm  
 Effective Range: 800m  
 Maximum Range: 1500m  
 Action: Bolt Action  
 Rate of Fire: N/A  
 Magazine Capacity: 10 rounds



The Arctic Warfare sniper rifle from Accuracy International has been chosen by The Company as its sniper rifle of choice. The AW is based on an aluminium chassis which extends the entire length of the stock, which gives it exceptional stability and ease of use.



## Standard Issue Personal Defense Weapon: Heckler & Koch MP7

Weight: 1.9kg  
 Length: 638mm  
 Cartridge: 4.6x30mm  
 Effective Range: 150m  
 Maximum Range: 350m  
 Action: Gas operated  
 Rate of Fire: 950 rounds/minute  
 Magazine Capacity: 30 rounds



The Company standard PDW is the HK MP7, chosen for its extendability, concealment features, exceptional stopping power, and the ability to penetrate body armour.

## Standard Issue Shotgun: Franchi SPAS-15

Weight: 3.9kg  
 Length: 1000mm  
 Cartridge: 12 gauge  
 Effective Range: 35m  
 Maximum Range: 50m  
 Action: Pump action / gas operated  
 Rate of Fire: 38 rounds/minute  
 Magazine Capacity: 7 rounds



The SPAS-15 is a dual-mode 12 gauge combat shotgun based on the SPAS-12 but with the addition of a box magazine to the pump-action, enabling it to be fired either as single shot pump or as semi-automatic mode.

## Standard Issue Machine Gun: Heckler & Koch MG 4

Weight: 8.15kg  
 Length: 1030mm  
 Cartridge: 5.56x45mm  
 Effective Range: 900m  
 Maximum Range: 1500m  
 Action: Gas operated  
 Rate of Fire: 850 rounds/minute  
 Magazine Capacity: 500 rounds



The Company's chosen light machine gun is the Heckler & Koch MG4, a belt fed squad assault weapon that can also be fitted to the Bushmaster MRAP if required.

**Standard Issue Man-Portable Anti-Tank Weapon: Light Anti-Structure Missile (LASM)**

Weight: 3.5kg  
 Missile Length: 600mm  
 Effective Range: 200m  
 Guidance Method: None  
 Reloadability: No



The Company's chosen man-portable disposable anti-tank and anti-structure missile is the LASM, the enhanced version of the Light Assault Weapon (LAW), which has a larger warhead.

**Standard Issue Man-Portable SAM: FIM-92A Stinger**

Launcher Weight: 15.7kg  
 Missile Weight: 10.1kg  
 Missile Length: 1524mm  
 Effective Range: 4500m  
 Guidance Method: Infra-red homing  
 Reloadability: Yes



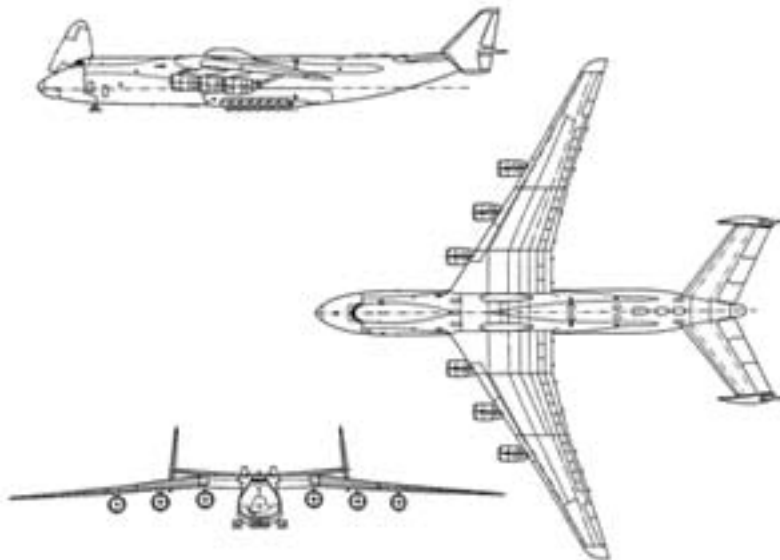
The Company chosen man-portable surface-to-air missile is the FIM-92A Stinger, as its light weight means that unlike most other man-portable weapons, this can be carried over long distances. The missile system is exceptionally rugged, easy to use, and has a built in *identification, friend or foe* (IFF) system which reduces the chances of blue-on-blue contacts.

**Company Standard Vehicles: Aircraft**

The following aircraft are operated by the Transport Directorate:

**Antonov AN-225 CV-01**

Type: Strategic Air lifter  
 Wing Span: 88.4m  
 Length: 84m  
 Maximum Speed: 850km/h  
 Service Ceiling: 11,000m  
 Range: 8500km  
 Payload: 250,000 kg



The Antonov AN-225 is a Russian built strategic transport aircraft, and is the world's largest fixed-winged aircraft. Originally built to carry the Russian 'Space Shuttle' Buran, the AN-225 now serves to carry over-sized payloads around the world. The AN-225 is based upon the Antonov AN-124, with an enlarged fuselage and lengthened wings. The AN-225 is powered by six Ixchenko Progress D-18T turbofans. The Company's AN-225 has a crew of 6: two pilots, two flight engineers and two load-masters. When not supporting Company deployments, the AN-225 is to be found transporting objects once thought impossible to move by air, such as locomotives and 150-ton generators, and has become a valuable asset to international relief organizations for its ability to quickly transport huge quantities of emergency supplies during disaster relief operations. The Company's AN-225 is one of only 4 that have been constructed to date.

## **Bell Boeing V-22 Osprey CV-01 and CV-02 'Archer'**

Type: VSTOL transport and ground attack craft

Wing Span: 14.36m

Length: 19.09m

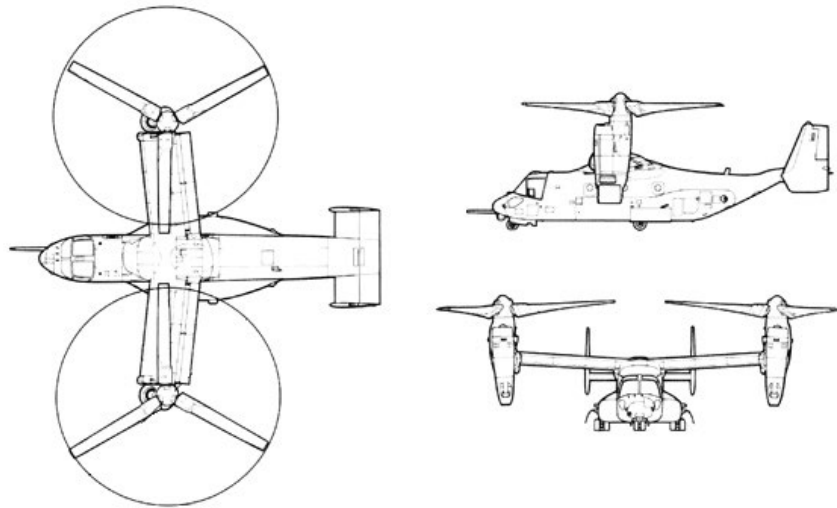
Rotor Diameter: 11.58m

Maximum Speed: 556km/h

Service Ceiling: 7930m

Range: 3890km

Payload: 24 troops



The Osprey is the result of lessons learned from the XV-15 tilt-rotor test bed, and as such has a proven ability to fly longer and faster than most helicopters whilst still retaining the ability to take off and land vertically. The Osprey is operated by a pilot, who sits in the right-hand seat, as in a helicopter; a co-pilot, in the left-hand seat; and a single crew-chief. The cabin area can accommodate 24 troops, or the equivalent amount of internal cargo. The Osprey CV-01 is also capable of lifting 900kg of external cargo, from its external cargo hook-up.

The Bell Boeing Osprey CV-02 'Archer' is the ground attack variant of the Bell/Boeing Osprey. Specific to The Company, the Archer is armed with side-firing:

2 x General Electric M195 Short Barreled 'Vulcan' Canon, mounted just to the rear of the flight-deck.

1 x Starboard mounted recoilless Allient Bushmaster II 30mm Chain gun.

The Archer is also capable of carrying up to 4 Hellfire missiles from under-wing hard points. Targeting and tactical acquisition is carried out via a forward gimbal mounted Lockheed Martin Sniper Advanced Targeting Pod (ATP), which provides target identification, autonomous tracking, coordinate generation, and precise weapons guidance for the Bushmaster II Canon and Hellfire missiles. The Archer carries a crew of two pilots plus four gunners.

**General Atomics Predator-C**

Type: Next generation UAV

Wing Span: 20.12m

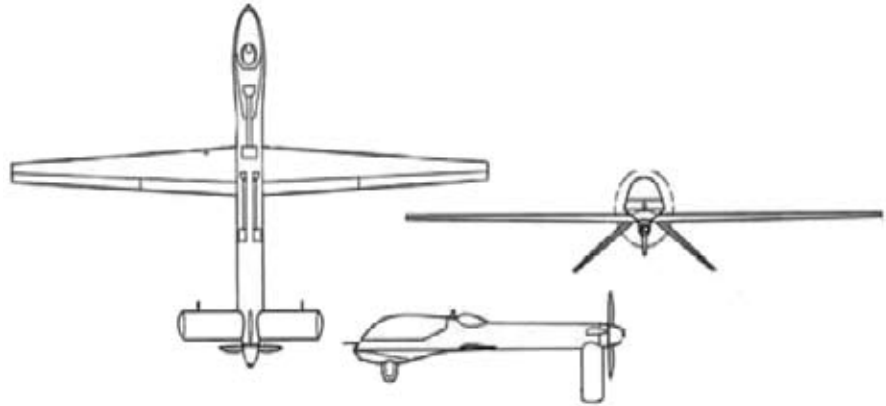
Length: 11.58m

Maximum Speed: 740km/h

Service Ceiling: 18500m

Range: 7800km

Endurance: 20 hours



The Predator-C is the next generation UAV and unlike the Predator MQ-1 and MQ-9, the Predator-C is powered by a ducted fan jet-engine and has elements of stealth technology built into it such as an S-shaped exhaust for reduced heat emissions, reduced radar signature airframe, and internal weapon storage bays. The Predator-C can carry up to 6 Hellfire missile. The Predator-C is fitted with a complex sensor suite including Lynx Synthetic aperture radar, high-gain CCTV, thermal imaging systems capable of reading a vehicle license plate up to 2 km away, and an electro-optical targeting system used to aim the UAV's weapon systems. Although the Predator-C can fly pre-programmed routes autonomously, the aircraft is always monitored or controlled by aircrew based in the Glasshouse UAV suite of Hurricane Base, who control the UAV via a near-real-time satellite link with a 1.2 second maximum latency.

**EuroCopter EC 130B4 Business Helicopters**

Type: Light Utility Helicopter

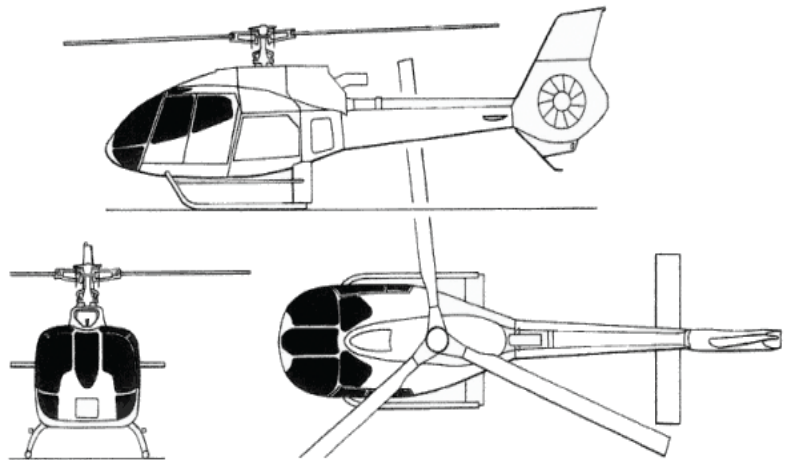
Length: 10.68m

Rotor Diameter: 10.69m

Maximum Speed: 280km/h

Service Ceiling: 4770m

Range: 610km



The Eurocopter EC130B4 is a single engine light helicopter with an enclosed tail fan rather than the traditional tail rotor. The EC130B4 features a spacious cockpit with excellent external visibility, wide side-doors, and is capable of accommodating seven passengers and one pilot.

## Company Standard Vehicles: Land

The following primary ground vehicle is operated by the Transport Directorate:

### Bushmaster CV-01 MRAP

Type: Protected Infantry Vehicle.

Weight: 12.4 tonnes

Length: 7.8m

Width: 2.48m

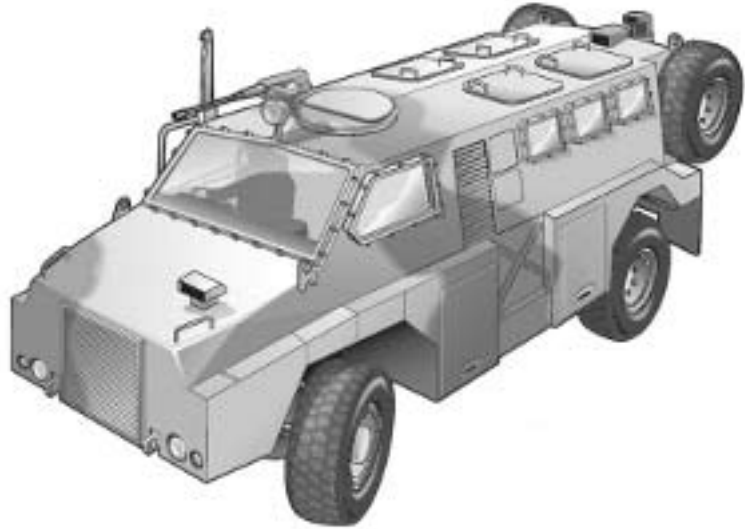
Height: 2.65m

Maximum Speed: 120km/h

Range: 800km

Payload: 12 personnel

Armour: STANAG 4569 Level II



The Company operates a fleet of 12 Bushmaster CV-01 Mine-Resistant Ambush Protected Infantry Mobility Vehicles. The Bushmaster is a lightly armoured all-terrain vehicle, capable of carrying up to 9 soldiers and their equipment. The Bushmaster CV-01 MRAP is fitted with a FN Mag 58 GPMG mounted on the forward gun ring. Although fitted with machine gun mounting points on the two rear hatches, the CV-01 does not carry them. The Bushmaster provides a high degree of protection against land mines and surface placed IEDs via a V-shaped monocoque hull which deflects the blast away from the vehicle and its occupants. The vehicle's side armour is protection against RPG-7 attack.

## Company Standard Vehicles: Water

The following water-borne craft are operated by the Transport Directorate:

### A-90-CV-01 'Sea Eagle' Ekranoplan

Type: Wing in Ground Effect Strategic Transport Craft

Wing Span: 31.5m

Length: 58.1m

Maximum Speed: 400km/h

Service Ceiling: 50m

Range: 1500km

Payload: 28,000 or 150 personnel kg

The A-90 CV-01 is a Wing-in-Ground effect craft designed by the Russian Central Hydrofoil Bureau.

It is powered by 2 Kuznetsov NK-8 turbofan engines used only for take-off, and a single Kuznetsov NK-12 turboprop used to provide the 'in-flight' propulsion. The A-90 CV-01 has an updated fly-by-wire control system

making it easier to control than the earlier Russian operated A-90s.

The Company's A-90 CV-01 has a crew of 6; two pilots, two engineers and two load masters. The Company's A-90 is the only A-90 left in active service, although The Company has recently purchased a second hull and plans to return this to active service.

**Griffon 2000TD Hovercraft**

Type: General purpose hovercraft

Length: 11.7m

Beam: 5.9m

Maximum Speed: 64km/h

Range: 550km

Payload: 3000kg or 20 personnel

The Company's Griffon 2000TD has a crew of 3: a pilot, an engineer and a load master, and it is based upon the older successful SR.N.6 Hovercraft. The 2000TD, with its all-aluminum construction, is about half the weight of the older SR.N.6 and consequently has a much higher performance. The Griffon 2000TD is fitted with Thales search radar and standard STANAG weapons rails capable of fitting everything from the Heckler & Koch MG4 to the ASP cannon.

**VT Group Rigid Raider**

Type: Rapid Assault Craft

Length: 5.82m

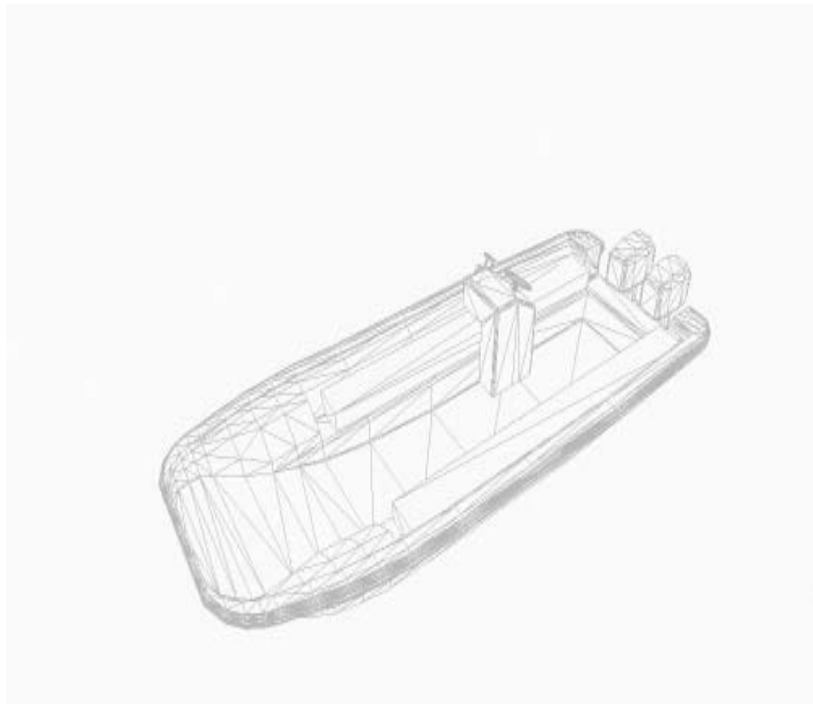
Beam: 2.2m

Draught: 0.45m

Maximum Speed: 60km/h

Range: 150km

Payload: 9 personnel or 900kg of cargo



The VT Group's Rigid Raider is The Company's chosen assault craft. The glass-reinforced plastic hulled vessel has been chosen for its extreme speed, stability, and ability to land troops in nearly any sea-conditions.

## Company Rank Structure

The Company like any PMSP operates a similar chain of command structure to that of the military divisions upon which it is based; however, unlike most armies, the rank structure is considerably flatter.

**Specialist** – The Specialist is the lowest ‘rank’ within The Company and yet it is one of the most important. Although highly trained, The Specialist wears no insignia and has no command responsibilities.

**Section Leader** – The Section Leader is simply one step up from Specialist. Section leaders are responsible for a section of 4-6 Specialists. They wear a single V-shaped stripe, much like the corporal insignia of the British Army. Any Specialist may attempt to become a Section Leader by attending and passing The Company’s Section Leader course, but only after the Specialist has served two missions for The Company. Team Leaders and Principle Coordinators have the power to confer temporary field promotions to Section Leader should the need arise.

**Company Leader** – The Company Leader is responsible for up to 6 sections of men. They wear a gold and red diamond insignia. Company Leader is the highest rank that will see direct combat. To become a Company Leader, the employee must have passed the Section Leader Course and then proved themselves to be a successful Section Leader through at least one Deployment; then they are eligible for The Company Leader Course. Again Principle Coordinators and Department Heads have the power to confer temporary field promotions to Company Leader should the need arise.

**Principal Coordinator** – The Principle Coordinator is responsible for up to 10 Companies of men. They wear two vertical silver diamond insignia. Principle Coordinators are the last rank to be directly deployed. Principle Coordinators spend most of their time behind a desk pushing paper. To become a Principle Coordinator, the employee must have first have passed The Company Leader Course and then proved themselves to be a successful Company Leader through at least two Deployments; then they are eligible for the Principle Coordinators Course.

**Department Head** – The Department Head is responsible for the running of a Division’s department; *For example:* Commander Antony Maskin, RN, Retired, is the Departmental Head of the Sea Transport Unit within the Transport Directorate. Most of the

current Department Heads have held similar posts before, when working for either the armed forces or security services, and head-hunted into The Company. Department Heads wear no special insignia. Department Heads are normally appointed by Division Heads.

**Division Head** – Division heads are responsible for the running of an entire division, *For example:* Colonel Ian Stewart-Bollinger, Retired, is the Head of Assault Group Maximum. Departmental Heads sit on The Company’s board of directors and directly influence the direction that The Company takes. Like Departmental Heads, all have held directly applicable posts in ‘previous lives’ before joining The Company. Again like Departmental Heads, Division Heads wear no special uniform or insignia. All Departmental Heads are appointed by agreement of the other board members.

## Security levels and Information Markers

The Company operates a five level information classification system to protect the information it uses and processes from intentional or inadvertent release. These are:

**SUB-ROSA (SR)** : Information marked as SUB-ROSA is that which whose release is liable to cause considerable loss of life to Company Personnel, the generation of serious client incidents, or severely impact ongoing Company intelligence operations.

**ORPHIC**: This marking is used for information that, should it become known, may be directly life-threatening to Company employee’s, disruptive to public order or detrimental to ongoing relations with allied military service providers or Company clients.

**PRIVILEGED**: The effects of releasing information marked as PRIVILEGED include considerable infringement of company employee’s and client’s personal liberties, or material damage to client relations

**CONTROLLED**: Information marked as CONTROLLED is at a level where the release of the material will have effects such as significant distress to individual clients or adversely affecting the effectiveness of covert Company operations.

**No Intelligence Value (NIV)**: Information which has no intelligence value whatsoever.

These security levels can be thought of as being equivalent to:

**Information Markers**

Material which has been given a security classification may also be marked with a descriptor which identifies sensitivities around distribution and handling. Such descriptors may define which Company divisions or external bodies can be granted access to the information.

Examples of descriptors include but are not restricted to:

COMPANY EYES ONLY (CEO)

COMPANY & NATO CLIENTS ONLY

COMPANY & AUSCANNZUKUS ONLY – Australia, New Zealand, Canada, UK and USA (the UKUSA Community, also known as the “Five-Eyes”)

TRANSPORT DIRECTORATE ONLY

INTELLIGENCE COMMAND / ASSAULT GROUP  
MAXIMUM ONLY

Dissemination of this material may further be limited only to those with a legitimate need to know using compartmentalization by use of codewords. In some case the existence of a code worded compartment is itself classified.

**Company Radio Assignments**

The Company uses the following radio call signs to designate each different division and sub-unit within an deployment or mission.

Assignment	Department / Division
SUNRAY	Deployment Commander
ACORN	C4ISTAR Command Unit
SPYGLASS	Air Transport: UAV
HAWKEYE	Air Transport: Strategic
IRONSIDE	Assault Pioneer Unit
SHOTGUN	Hostage Rescue Unit
SHELDRAKE	Assault Support Unit
FOXHOUND	Assault Prime forces
STARLIGHT	Combat Medics
FORTUNE	Intelligence Command
HOLDFAST	Land Transport: Tactical
RICKSHAW	Air Transport: Tactical
BLUEBELL	Networks Communications Unit
TURNKEY	Radio Communications Unit
GLOWWORM	EW Command
NUTSHELL	SIGINT Command
WATCHDOG	Close Protection Team
SEAGULL	Sea Transport: Tactical
PORPOISE	Sea Transport: Strategic
BOXWOOD	Radio Communications Unit: Rebroadcast

For small scale missions where there are no major deployments; such teams are encouraged to create their own assignments, with the help and approval of the Games Master.

**The Company’s five level information system, with external equivalents**

The Company	UK	USA	NATO	EU	Russia
SUB-ROSA	TOP SECRET	Top Secret	Cosmic Top Secret	TRES SECRET UE	Sovershenno Sekretno
ORPHIC	SECRET	Secret	NATIO Secret	SECRET UE	Sekretno
PRIVILEGED	CONFIDENTIAL	Confidential	NATO Confidential	CONFIDENTIEL UE	Konfidentsial’no
CONTROLLED	RESTRICTED	For Official Use Only	NATO Restricted	RESTREINT UE	Dlya Sluzhebного Pol’zovaniya



# Section Three: Character Generation

## What is a player character?

A character is your representation in the game. On the one hand the character is simply a collection of numbers, which describe their characteristics, skills, and aptitudes as recorded on the 'F102 Employee Record' form. This chapter explains how to create this character, during the process known as 'Character Generation'.

Yet this is only half the story, for the rest of the character exists mainly in the imagination of the player, with perhaps some quick notes on the 'F102 Employee Record'. This half is the personality of the character and other intangibles such as goals and past history. These are the things that you can't express in cold hard numbers, which really bring the character to life and give the player guidelines on how the character acts and thinks.

## Character Generation

The process of creating a character is known as 'Character Generation'. Character generation for a Company employee is a seven-step process, and at each step the player makes decisions about what their character is like at the beginning of the game, when the character is just starting out on their career with The Company.

## Starting Character Generation with a Character Concept

A character concept is a one-sentence summation of what the character is all about, as it explains what motivated your character to join a PMSC such as The Company.

Having a clear concept of what you want your character to be like at the beginning of character generation guides the whole process as you make choices to generate the numbers that you will roll against during play.

You are of course free to change the concept as you generate the character. Generally, as a rule, the stronger the character concept, the easier it is to create an interesting character. Your Games Master may ask you what your character concept is before you start Character Generation, to make sure that it fits in with

the sort of game that he has prepared.

Comparing concepts with the other players before diving into character creation is strongly recommended. Your character will be part of an adventuring group that is made up of the other players' characters. These characters work together, even if they don't like each other, towards a common goal of solving the mysteries and dilemmas thrown up by the Games Master during the adventures that they play through. The game is unlikely to be any fun if all the players have similar or near identical concepts, as compared with a game where the group is made up of characters with different concepts that can work together to create interesting role-playing opportunities.

## Generating a Character Step 1: Determine Your Concept

In one sentence sum up what your character is all about. Use the guidelines above to give yourself ideas. Ask the other players what their character concepts are to make sure the group has an interesting selection of characters.

Check with your Games Master that your character concept fits in with the type of game that the group is going to be playing.

## Daring to be Different

It is of course perfectly okay to play a character than is not the same gender as yourself. In other words, if you are a woman it is fine to play a man, and so on. It is simply not an issue as this is after all a game. It does take a very intelligent and imaginative player to not only give this a try but also to make a success of it. It can also be an eye-opening experience to see what another gender could go through as a member of The Company. However you might find yourself coming under pressure from other players over this gender choice; so what? This is your character not theirs. These kind of people aren't the people you'd want to play with anyway – since they are obviously struggling with the whole roleplaying concept and might be happier playing some other game. Oh, and playing someone that is the same gender as yourself is also perfectly fine; this is after all just a game.

At this time you should also decide which Company Division your character wishes to work for. The choices are:

Company Division	Description
Assault Group Maximum	Members of Assault Group Maximum are the main ground forces of The Company. Assault Group Maximum teams can take on the toughest of jobs, from point defense to small unit interdiction.
Communications Group	The Communications Group are responsible for providing all the other divisions with secure and reliable communications over a wide range of telecommunications bearers including radio, SATCOM and even the Internet.
Intelligence Command	The intelligence command unit is responsible for providing the other divisions with the intelligence they require to successfully prosecute their missions. Intelligence is gathered via traditional HUMINT and SIGNIT methods but also via the use of Unmanned Aerial Vehicles (UAVs).
Special Projects	The special projects group handles all the other direct action assignments that fall outside Assault Group Maximum's remit – including covert surveillance, close protection work, classic espionage-related field agents, and criminal investigation experts.
Survivability Directorate	The Survivability directorate's role is to ensure that Company Personnel who get injured within the course of their duties are efficiently cared for.
Transport & Maintenance Directorate	Members of the Transport directive help get Company Employees to where they are needed, be it by Osprey, Antonov, Bushmaster or Rigid Raider and to keep those self-same vehicles running.

Do not worry about this being a fixed choice. The Company has a policy to create cross-divisional teams, where possible, for cross-training for all employees. Also remember that this is not a fixed choice, as your character can at any time request a transfer from one Company division to another; again, something that is actively encouraged.

Also it should be noted that you do not have to work for The Company; you could if you wish and your Games Master agrees, work for a completely outside entity, like a news service or one of The Company's many customers.

### Example Concept & Background

Here is a single sentence concept and background for an example character: Lucie Stott, 29 pilot and extreme sports junky. Hates being bored and loves flying.

*Ex-Army Helicopter pilot. Joined the Army at 19, was accepted into the Army Air Corp and passed flight selection. After flying a number of Army helicopters, including Puma and Lynx, was selected for Longbow conversion training, and became the first woman Longbow pilot to see active duty. After two tours, she was promoted and ended up flying a desk instead of a helicopter, which she found extremely dull. Lucie resigned her commission and entered the public sector, initially working as an air-ambulance and police helicopter pilot before being approached by a Company recruiter. Successfully accepted into The Company, Lucie is soon to begin Osprey CV-1 conversion training. In her spare time she is a fan of extreme sports such as sky-diving and snowboarding.*

## What are Beginning Characters like in The Company?

Player Characters who are just starting out their career in The Company tend to be fairly rounded and experienced; for a start, they all have:

- Abilities above the average person in the street. The player characters are the main protagonists of the story that the players and Games Master are co-operatively going to play, and even at the start of the game they are better than the folk who stay at home.
- A reasonable chance of doing the basic things that everyone knows, such as driving a vehicle, and speaking their own language.
- A good to excellent chance of doing the things at which their character should be more than competent at. *For example:* Lucie, who has spent time in the British Army, will have exposure to military firearms so her Ranged Combat will be high to begin with.

## A Note on Group Balance and Survivability

Whilst the character generation rules within The Company are extremely open-ended, enabling you to create any character type you want, it is always important to remember that this character is destined to be working for The Company, a Commercial Military Service Provider. As such, to successfully survive a Company deployment may mean that the Games Master asks you to consider what classes of skills and trades might be valuable to maximize the chances of successfully completing such a Deployment, and in rare circumstances may suggest a certain class of character to you.

However do not be overly concerned as the Character generation produces characters that have skills in all the basic areas of expertise, a couple of specialty advanced skills, and some skill in at least one or two weapons. This means that as they are more rounded, there is less of an issue about getting the right mix of skills for the group so it can survive the adventure.

## Characteristics

These are the primary building blocks of the character. All characters and creatures have seven characteristics, which give the basic information about the character's physical, mental and spiritual capabilities. As well as being useful indicators of how to roleplay the character (see below) they are the scores upon which their skills

are initially based. The characteristics are:

### Strength (STR)

A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

### Constitution (CON)

A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

### Size (SIZ)

This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal out and how well he can absorb damage.

### Intelligence (INT)

A character's ability to think around problems, analyze information and memorize instructions. It is a very useful characteristic for characters interested in becoming accomplished academics, scientists or technologists.

### Power (POW)

Perhaps the most abstract Characteristic, Power is a measure of the character's life force and the strength of his willpower.

### Dexterity (DEX)

A character's agility, co-ordination and speed of reaction; Dexterity aids him in many physical actions, including combat.

### Charisma (CHA)

This quantifies a character's attractiveness and leadership qualities.

## Generating a Character Step 2: Generating Characteristics

### 1. Points Method

For a baseline human, each characteristic starts with a value of 8. You next have 30 points to distribute amongst them. The maximum value of a characteristic during character generation is 18. You may also lower a characteristic to gain extra points. *For example;*, reduce STR 8 to 6 to gain 2 points, but INT and SIZ have a minimum value of 7. Other characteristics have a minimum value of 3, although this indicates that the character has a severe disadvantage in this area.

The Points method is better if you already have a clear idea of your character concept as it gives you precise control on the relative strength of each characteristic. You are not at the mercy of random dice rolls (see below) or have to negotiate with your Games Master about switching the random rolls around so that the characteristic scores match your concept.

*For example:*

Charlotte who is playing Lucie, who is an ex-Army pilot, spends her 30 points thusly:

STR: 16 CON: 12 DEX: 17 SIZ: 10 INT: 11 POW: 10 CHA: 12

Charlotte adds 8 to STR to provide her with the strength required to fly aircraft, another 4 to CON to give her energy she needs for those long combat flights, and 7 to DEX enabling her be agile both in the in the air and when she's off snowboarding. She adds a further 2 to her SIZ, 3 to her INT, 2 to her POW to give her some handle on things and further 4 to her CHA giving her the drive and determination to compete in a "man's world".

Charlotte then enters these values onto her 'F102 Employee Record'.

## 2. Random Method (Optional)

This is an alternate method to generate characteristics that is used as an alternative to the standard Points method. The random dice rolling method can be useful if you have a less clear idea of what your character concept is. By rolling the dice and abiding with the outcome you will see your character concept emerge from the dice rolls. The randomly generated characteristics immediately impose some shape to the raw physical, mental, and spiritual make up of the character. In effect the dice are giving you some prompts as to what your character is like by generating the characteristics for you. With Games Master approval you may swap any two rolls around.

*For example:*

*Charlotte who is playing Lucie decides to use the random method and rolls the following 3D6 numbers:*

13, 12, 10, 12 & 17.

*and the following 2D6+6 numbers:*

18 & 12.

*Which gives her an initial:*

STR:13 CON:12 DEX:10 SIZ:12 INT:18 POW:12 CHA:17

*Most of these rolls are pretty average although Charlotte feels that most of them are good enough for her Lucie to cope; however Charlotte knows that a Pilot needs to have great DEX and great INT so, Charlotte asks the Games Master if it is okay to swap CHA for DEX, so that Lucie's DEX becomes 17 whilst her CHA is now 10. The Games Master agrees, but informed Charlotte that Lucie can be difficult to get along with on occasions, when she is under great stress.*

*Lucie's final Characteristics are:*

STR:13 CON:12 DEX:17 SIZ:12 INT:18 POW:12 CHA:10

## Maximum Value of Characteristics

The Maximum value of any characteristic is the maximum dice roll, i.e. 18.

Having Characteristics at high and low extremes of the possible ranges

One feature of the points-buy system is that it tends to produce characters that are close to the 'average' score, unless you choose to reduce one of your characteristics from the initial allocation of eight or leave it unmodified. By taking that approach you will have some weak characteristics, such as a DEX of 8 indicating that your character is a bit slow and clumsy, but you will also have a few strong characteristics, such as an INT of 18 which shows your character is a natural born genius.

You can also end up with characters with high and low characteristics using the random method as well.

Such characters may at first glance look undesirable, on account of how base skills are affected, but actually they present good opportunities for roleplaying the flaws of the character, and actually makes the character more interesting as a result.

## Using Characteristics in Roleplaying

As well as being numbers that are used to calculate the skills and attributes that influence the dice rolls that are made during the game, characteristics can also be used to give rough ideas as to what the character is like. The average human has scores between 10 and 11 in most characteristics, except Size and Intelligence which weigh in around 13. So a character with Strength of 16 will be of above average Strength and a toned physique. A character with a Charisma of 7 is well below average,

perhaps being shy or obnoxious and socially inept.

## Rounding

Numbers in The Company are always rounded to the nearest whole number. Always round up from 0.5 and round down from below 0.5. *For example:* 4.1 becomes 4, while 5.5 becomes 6.



## Attributes

Attributes are a set of secondary scores that define the character's potential to deal out and take physical damage, and the amount of bio-energy available to the character. Attributes are determined from the character's characteristic scores.

### Generating a Character Step 3: Determine Attributes

**Damage Modifier (DM)** - The Damage Modifier applies whenever the character uses a melee or thrown weapon. It is calculated by adding the character's STR and SIZ together, since bigger, stronger characters deal out more damage than smaller, weaker characters. The Damage Modifier is calculated by consulting the following table:

Total of STR plus SIZ	Damage Modifier
01 - 10	-1D6
11 - 15	-1D4
16 - 26	0
26 - 30	+1D4
31 - 45	+1D6
46 - 60	+2D6
61 - 75	+3D6
76 - 90	+4D6
Every additional +15	+1D6

**Hit points (HP)** - These determine how much damage the character can sustain before reaching unconsciousness or death. Hit points equal SIZ plus CON divided by 2, with any fractions being rounded up.

**Major Wound Level (Optional)** - When the character takes this amount of damage in one go, they suffer a Major Wound. Major Wounds are injuries, such as a severed limb, broken ribcage or broken skull, which may render the character unconscious immediately and leave permanent effects if medical attention is not sought.

Major Wound Level is equal to Total hit points divided by two, rounded up.

**Movement Rate** - This is the amount in metres that a character can move in a five second Combat Round. In The Company, this Movement Rate is 15m.

For example:

Lucie's Damage Modifier = STR: 16 plus SIZ 10 = 26. On the Damage Modifier table 26 equates to +1D4. Therefore Lucie's Damage Modifier is +1D4.

Her Hit points equal = SIZ: 10 plus CON: 12 = 22. 22 divided by 2 = 11. Therefore Lucie's Hit points= 11.

Her Major Wound Level = HP: 11 divided by 2 = 5.5 and then rounded up. Therefore Lucie's Major Wound level = 6.

And her movement rate is 15m.

Charlotte enters all these details onto Lucie's F102.

## Skills

Skills are things that the character can do. They represent very specific areas of expertise and when the skill is used in play, the percentage value of the skill is rolled against a D100 to work out if a character successfully completes a task in the game. A roll equal to or less than the skill percentage usually indicates that the skill has been used successfully.

The following table translates the skill percentage into a 'real world' description of the level of expertise.

Skill Percentage	Skill Level	Description
0 - 25%	Novice	Someone with little or no experience with the skill
26 - 50%	Recruit	Someone who is learning the skill
51 - 75%	Veteran	Someone who regularly uses the skill as part of their everyday life.
76 - 100%	Expert	A local expert with in the skill, who can perform it under most conditions with ease and elegance.
100+	Master	The acknowledged best in that skill, and regularly performs the impossible in extremely difficult conditions.

For example;, Lucie Stott as an expert helicopter pilot has a 91% Pilot skill. This experience has been gained from both extensive Army training and also by surviving a number of front line missions under extremely difficult conditions.

## Skill Lists

The following tables lists all the skills that every character possesses and the Characteristics used to determine the skill's base score. The tables also has a brief description of what each skill does, but a fuller description is given in the Skills chapter. Skills are grouped into categories for easy reference.

**Resistances** are skills that get the character out of harm's way.

**Combat skills** measure the characters' skills in physical violence.

**Knowledge skills** measure the intellectual skills of the character.

**Practical skills** measure the character's ability in performing a variety of everyday and specialist tasks.

A note on skills with descriptors in brackets.

Skills such as *Culture (other)* and *Language (other)* all have a descriptor in brackets after the main skill name. This denotes that at time of points allocation the player must decide what 'type' the 'other' is.

## Resistances

Skill	Base	Description
Dodge	DEX+10	Gets you out of the way of physical threats, such as an incoming Molotov cocktail.
Persistence	POW+10	A measure of your character's willpower and resistance to attempts to influence the character against their will.
Resilience	CON+POW	A measure of your character's health and their ability to survive exposure, hunger, and thirst. It is also their chance to resist the effects of diseases.

It's worth putting the majority of your points into Dodge if you are going to join the Assault Group Maximum. If you are thinking more of Special Projects character, Persistence is probably more appropriate. Resilience is good for hardy characters that can shrug off disease and stay conscious when they take damage.

## Combat Skills

Skill	Base	Description
Close Combat	DEX+STR	A character's skill with melee weapons, such as truncheons, night sticks, knives, or riot shields.
Heavy Weapon Combat	DEX+INT	A character's skill with heavy or vehicle-mounted weapons such as grenade and missile launchers, GPMGs and mini-guns.
Ranged Combat	DEX+INT	A character's skill with firearms and other missile weaponry.
Unarmed Combat	DEX+STR	A character's skill with natural weapons such as bite, fist, kick, and grapple.

Most of the above skills are appropriate to Company Employees no matter what arm of The Company they work for. The only oddity is the Heavy Weapon Combat skill; this is generally to be found within employees in Assault Group Maximum.

## Knowledge Skills

Skill	Base	Description
Computer Use	INT+10	Provides the character with the ability to use and also abuse computer systems.
Culture (Own)	INT+10	What a character knows about the history, politics, and geography of their own land and society.
Culture (Other)	INT	What a character knows about the history, politics and geography of a foreign land.
Language (Own)	INT+50	How fluent a character is at speaking and potentially reading and writing their own language.
Language (Other)	INT	How fluent a character is at speaking and potentially reading and writing a foreign language.
Military Doctrine	INT	The fundamental principles and tactics by which military forces operate.
Natural Sciences	INT+10	Predicting the weather, recognizing and caring for animals and plants, geology and survival in the natural world.

Whilst knowledge skills may appear to be for thinkers rather than doers, such skills are still extremely important. Skills such as Military Doctrine gives knowledge of enemy tactics, whilst Culture (Other) and Language (Other) can prove to be can often mean the difference between success and failure when deployed in foreign parts.

**Practical Skills**

Skill	Base	Description
Athletics	DEX+STR	This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing, jumping, parachuting, skiing, and swimming including SCUBA diving.
Craft	INT+10	The Craft skill measures the characters' ability to make and repair items.
Deception	DEX+INT	This broad skill covers the character's ability to deceive people via disguise or stealth.
Driving	DEX+INT	This skill demonstrates the character's ability to drive a vehicle in extreme circumstances, rather than under normal conditions.
Engineering	INT+10	Engineering covers the character's ability to build and repair large objects such as vehicles or bridges, and then demolish them again.
Influence	CHA+10	This is the art of verbally persuading another character to do what you want.
Mechanisms	DEX+INT	Used to make, assemble, or disassemble some complex electronic device such as a laptop computer or a laser sight.
Medical Aid	INT+10	Used whenever someone needs to be healed. Tends to be used in conjunction with a first aid kit of some variety.
Perception	INT+POW	The Perception skill is used to represent the five senses of the character when detecting objects or other characters.
Performance	CHA+10	This skill covers the character's ability to sing, dance, and act.
Pilot	DEX+INT	Provides a character with the ability to pilot a wide variety of fixed and rotary wing aircraft, balloons, hovercraft, and Wing-in-Ground-Effect (WIG) craft.
Riding	DEX+POW	Used when trying tricky maneuvers using beasts of burden such as donkeys, horses, and mules; and motorised vehicles which require straddle-riding such as motorcycles, jet-skis, bicycles, snowmobiles, and mono-cycles.
Sailing	DEX+INT	The skill covers the character's ability to use a wide range of water craft, from canoes to RIBs.
Streetwise	CHA+POW	The Streetwise skill covers those skills required to exist out on the streets, covering the patois of the street and how to contact the criminal underworld.
Trade	INT+10	This skill is primarily used when characters trade, barter, or otherwise negotiate over the sale of goods.

On the face of it, it is tempting to see the Practical category as a big grab-bag of miscellaneous skills. However many of these skills will be required by Company employees in their everyday working lives. For instance, those inside Assault Group Maximum will find Athletics, Influence and Perception get called upon reasonably frequently, whilst those working in Special Projects will find Deception, Mechanisms, Streetwise and even Performance do get used a lot. If your character is someone who makes stuff, Craft and Engineering are the skills to pay attention to.



## Generating a Character Step 4: Calculate Skills

Write down all the skills above on the Employee's F102 record. Then for each skill calculate the starting skill value, the base score, from the calculation provided. Then write it down on the character sheet next to the skill.

Finally, distribute points between the skills, with a limit of no more than 30 to be allocated to any one skill.

During character generation the player gets a pool of points to spend on each group of skills.

Resistances: Spend 50 points between the three skills.

Combat: Spend 50 points between the four skills.

Knowledge: Spend 75 points between the skills.

Practical: Spend 100 points between skills.

## Equipment

Each character typically starts off with some money and the tools of their trade. Company Employees are generally paid in Dollars.

Generating a Character Step 5: Work out Starting Cash and Equipment

Each Company Employee, begins the game with a starting salary of: 3d6 x 1000 Dollars.

Company Division	Equipment
Assault Group Maximum	1 x Heckler & Koch 416 SLR
	1 x FN Five-SeveN USG Side Arm
	1 x CPA-4 Body Armour & Helmet
Transport & Maintenance Directorate	1 x FN Five-SeveN USG Side Arm
Special projects	1 x FN Five-SeveN USG Side Arm
Intelligence Command	1 x FN Five-SeveN USG Side Arm
Comms & Signals	1 x FN Five-SeveN USG Side Arm
Survivability Directorate	1 x FN Five-SeveN USG Side Arm

Further information about the above equipment can be found in the Equipment chapter.

Your Games Master may allow you to buy additional

equipment before the game starts from the character's starting cash.

## Finishing off the Character

By this stage all the hard decisions about your character are pretty much over. All that remains to do is to note down a few numbers on the F102 Employee Record sheet, and to think about your character's background and motives.

## General Information

**Age:** All Company Employee's start out at any age between 18 and 30, unless using the optional Veteran and Expert Character rules. To randomly determine this, roll 2D6 and add 16. If you wish to create a Veteran or Expert character then please consult the appropriate rules.

**Hero Points:** Every Company Employee starts off with 2 hero points.

## What are Hero Points?

Hero points are what distinguishes the player character from the normal stay-at-home type folk. Hero points enable characters to:

- Re-roll any failed dice roll.
- Downgrade a Major Wound to a Normal Wound. The Character still takes the full damage they would normally suffer to their Hit Points, but they avoid the messy and long lasting effects of a major wound.
- Downgrade a Mental Wound to simply shock.
- Avoid Character death. If the Character's Hit Points are reduced to Zero or less, instead of dying the character is merely unconscious. The Character remains in that state until the combat is over at which point they wake up with 1 Hit Point.

Once Hero points are spent they are gone.

## Gaining and Losing Hero Points

Hero Points can be gained during the course of a gaming session for moments of outstanding heroic play. These points will be awarded by the Games Master at the end of each session.

The Games Master can also deduct Hero Points if, during the course of a gaming session, the player

makes their character do something that violates The Company moral code.

## Background, Appearance and Personality

Even if you don't create a fully written up background it is worth making a mental note of what the Character is like as a person and what roughly their career to date has been before they started The Company. It is also well worth visualizing exactly what they look like.

## Creating the Character's Background (optional)

A background is not only useful to give the character a pre-Company history but also to provide depth to the character's personality. Writing down a background is optional, and can be done either before or after character generation, or even during play itself.

## Generating a Character Step 6: Finish off the Character

Note down the Hero Points and Character's Age on the F102 Employee Record sheet. The Character's age is normally between 18 – 30 (2D6+16).

- Hero Points start at 2.
- If you want to include a background do so now.
- Finally if you haven't done so already note down the name of your Character on the F102 Employee Record sheet.

**Congratulations! You have successfully created a Company Employee and you are ready to play!**



## Character Generation Example: Lucie Stott, Pilot.

The following is an example character generated by a player about to start playing The Company.

### Generation a Character Step 1: Determine the concept.

Charlotte is about to generate a Company character to enable her to take part in a Company Deployment. She spends some time thinking about what kind of character it is she wants to play and decides upon the following concept for her character Lucie Stott.

Lucie is “a cautiously determined pilot who cannot stand to be bored.”

### Generating a Character Step 2: Generating Characteristics.

Charlotte decides to use the Points Method to determine the characteristics for Lucie Stott. She spends her 30 points in the following way:

Charlotte adds 8 to STR to provide her with the strength required to fly aircraft, another 4 to CON to give her energy she needs for those long combat flights, and 7 to DEX enabling her be agile both in the in the air and when she’s off snowboarding. Charlotte adds a further 2 to her SIZ, 3 to her INT, 2 to her POW to give her some handle on things, and further 4 to her CHA giving her the drive and determination she needs.

Lucie’s final characteristics are:

STR: 16 CON: 12 DEX: 17 SIZ: 10 INT: 11 POW: 10 CHA: 12

Charlotte enters these values onto Lucie’s F102 Employee Record Form.

### Generating a Character Step 3: Determine Attributes.

Lucie’s Strength and Size when added together equal 26. Charlotte looks up 26 on the Damage Modifier Table and notes down that Lucie receives a +1D4 Damage Modifier.

Lucie’s Size of 10 plus her Constitution of 12 give her a combined total of 22. When divided by 2 this gives her 11 Hit Points.

Lucie’s Major Wound Level is her Hit Points divided by 2 with any fractions rounded up. This gives her a Major Wound Level of 6.

Charlotte enters the above scores onto the F102 Employee Record Form.

### Generating a Character Step 4: Calculate Skills.

Charlotte must now decide which skills Lucie will use.

Resistances: Spend 50 points between the three skills.

Skill	Base	Base %	Points Spent	Final %
Dodge	DEX+10	27	25	52
Persistence	POW+10	20	15	35
Resilience	CON+POW	22	10	32

Charlotte spends 25 points on Lucie’s Dodge skill, since as a combat veteran she has learnt how to duck. She also increases Lucie’s Persistence to cope with having to be a woman in a man’s world. She also ups her Resilience a couple of notches.

Combat: Spend 50 points between the four skills.

Skill	Base	Base %	Points Spent	Final %
Close Combat	DEX+STR	33	0	33
Heavy Weapon Combat	DEX+INT	28	25	53
Ranged Combat	DEX+INT	28	20	48
Unarmed Combat	DEX+STR	33	5	38

Since Lucie spends most of her time in helicopters, which when armed tend to be armed with Heavy Weaponry such as Hellfire missiles or Vulcan cannons, Charlotte spends half of her points on that skill. The remainder she spends on Ranged and Unarmed Combat skills. Charlotte leaves her Close Combat skill unchanged.

Knowledge: Spend 75 points between the skills.

Skill	Base	Base %	Points Spent	Final %
Computer Use	INT+10	21	10	31
Culture (Own)	INT+10	21	0	21
Language (Own)	INT+50	61	10	71
Language (German)	INT	11	20	31
Natural Sciences	INT+10	21	0	21
Military Doctrine	INT	11	35	46

Charlotte decides to spend half Lucie’s points on Military Doctrine since this is a skill she will need. Also she decides that some skills with Computer systems might be useful on a modern ‘glass cockpit’ equipped air platforms such as the Osprey. Finally she decides that Lucie has some knowledge of German, possibly picked up in the course of her military career.

Practical: Spend 100 points between the skills.

Skill	Base	Base %	Points Spent	Final %
Athletics	DEX+STR	33	30	68
Craft	INT+10	21	0	21
Deception	DEX+INT	28	20	48
Driving	DEX+INT	28	0	28
Engineering	INT+10	21	0	21
Influence	CHA+10	22	0	22
Mechanisms	DEX+INT	28	0	28
Medical Aid	INT+10	21	0	21
Perception	INT+POW	23	20	43
Performance	CHA+10	22	0	22
Pilot	DEX+INT	28	30	58
Riding	DEX+STR	33	0	33
Sailing	DEX+INT	28	0	28
Streetwise	CHA+POW	22	0	22
Trade	INT+10	21	0	21

Charlotte spends her points in the following way. Pilot gets the maximum permitted 30 which reflects her primary focus as a Pilot. 20 further points are spent on Perception, because spotting something coming at you is also vital to a pilot. 20 points are assigned to Deception because knowing when and how to hide is also important. 30 maximum points are also assigned to Athletics, to help cover her two hobbies – snowboarding and parachuting.

Charlotte enters all these values on Lucie’s F102 Employee Record sheet.

## Generating a Character Step 5: Work out Starting Cash and Equipment

Charlotte rolls to see what Lucie's cash and saving are. She roles 3D6 and gets a 2, a 3 and a 4, giving a total of 9,000 Dollars.

As Lucie is a Pilot, she fits well within The Company's Transport Directorate, so Lucie decides to choose the following equipment, namely:

- 1 x FN Five SeveN USG Automatic pistol.
- 1 x CBA-2 Body Armour – providing 10 Armour Points (AP) worth of protection.
- 1 x Flight overalls
- 1 x Flight helmet – providing 2 AP worth of protection.
- 1 x Gravity Knife
- 1 x Aircrew survival kit

Charlotte is then free to chose what other equipment she wants.

She records this information onto her F102 Character Record Form.

## Generating a Character Step 6: Finish off the character

Charlotte records Lucie's 2 Hero Points and her age of 32. Lucie decides to also create a backstory for Lucie Stott, and writes it down on the back of the character sheet.

Given Lucie's age, Charlotte asks the Games Master if she can apply the rules for Veteran Character. The Games Master agrees and Charlotte is allowed to increase three of Lucie's skills to 75%. Lucie chooses to increase her Pilot, Perception and Athletics skills to 75%.

Charlotte is still unsure what equipment to buy, so in consultation with the Games Master asks if she can bank this extra equipment money. The Game Master says that she can't bank all of this money; instead he allows her to bank 1000 Dollars.



## Optional Character Generation Rules

### Veteran Characters

Your Games Master might decide to start your characters at higher skill levels than the normal character generation produces. The following describes Veteran Characters who have specialised in their areas of expertise and have gained further points to spend again their chosen area of specialty. Veterans have been working away exclusively at their chosen area for a good five years or so, or have been involved in a campaign of intensive action. To create a veteran character, amend:

- Age range is between 27-42 (24 + 3D6).
- Choose 3 skills to increase to 75%.
- Add 1500 Dollars worth of equipment.

### Expert Characters

Experts have focused so heavily on their chosen area of expertise over most of their lifetime that they have become acknowledged experts in that field. Examples of such characters tend to be training officers, tactical experts, and the likes of General Sir Jasper Shetland.

- Age Range 40+d20 (41 – 70)
- Choose 3 skills to increase to 100%.
- Add 4500 Dollars worth of equipment.

It should be noted that characters created by this method will not be as powerful or useful as characters who have reached a similar level through play.



## Ready Made Concepts (Optional)

Should you find yourself struggling with a concept of your own, The Company provides a number of ready-made concepts which may help to spark your creative juices. These concepts are not full-blown character templates nor are they designed to be proscriptive; instead they simply suggest possible character motivations and appropriate skills that such a character might meaningfully use.

### Assault Group Maximum Concepts

The following character types are generally to be found within Assault Group Maximum:

Character Type	Sample Concept	Appropriate Skills
Assault Specialist	Call me Infantry, call me grunt or ground-pounder. That's what I am; in the thick of it, getting the job done	Ranged combat, Close Combat, Athletics, Deception, Perception, Military Doctrine, Dodge, Persistence, Resilience.
Assault Support Specialist	When the guys on the ground need help, we're their go-to guys. Heavy weaponry all the way, and the bigger bangs the better.	Heavy Weapon Combat, Ranged combat, Perception, Military Doctrine, Persistence, Resilience.
Assault Pioneer Specialist	Got a bridge needs building? Need a Sangar in a hurry? Then that's were I come in. Oh and, I'm pretty handy at defusing IEDs too!	Craft, Engineering, Mechanisms, Perception, Military Doctrine, Natural Sciences, Ranged Combat, Persistence.

### Communications Group Concepts

The following character types are generally to be found within the Communications Group:

Character Type	Sample Concept	Appropriate Skills
Comms Specialist	Need a meshed comms network, voice, data, images, I can do that for you. Just tell me what bandwidth and where and how long you need me on station.	Athletics, Driving, Engineering, Mechanisms, Perception, Computer Use, Military Doctrine, Natural Science, Ranged Combat, Resilience.
IT Specialist	I'm your basic techie nerd; capable of keeping the boxes polished and operating 24x7.	Mechanisms, Perception, Computer Use, Military Doctrine, Natural Science, Persistence, Resilience.



## Intelligence Command

The following character types are generally to be found within the Intelligence Command:

Character Type	Sample Concept	Appropriate Skills
Intelligence Analyst	My job is to sift information, piecing it together, making connections, joining the dots, divining what the other side is up to.	Craft, Computer Use, Deception, Perception, Influence, Streetwise, Culture (other), Military Doctrine, Language (other), Persistence.
RADAR Operator	Think of me as the calm voice of safety. I'm there to vector you in and out, to detect where the bad guys are and tell everyone all about it.	Computer Use, Mechanisms, Perception, Natural Science, Ranged Weapon, Persistence, Resilience.
SIGINT Specialist	Want to capture what the bad guys are saying by eavesdropping and decrypting their own signals, then come and have a word in my shell-like.	Deception, Perception, Streetwise, Computer Use, Culture (other), Language (other), Military Doctrine, Perception, Resilience.
Covcom Specialist	Need something bugging, or want to develop a secure contact plan, then I'm the person you need.	Athletics, Craft, Deception, Perception, Mechanisms, Streetwise, Natural Science.
EW Specialist	I'm all about denial. I deny the bad guys the use of their airwaves by jamming everything in sight.	Deception, Engineering, Computer Use, Perception, Ranged Weapon, Persistence, Resilience.
CW Specialist	Dude, Cyberware, it's sound cool right? Well I'm just your l33t hax0r working for us not them.	Engineering, Perception, Mechanisms, Deception, Streetwise, Computer Use, Military Doctrine, Persistence.
IMINT Specialist	When the UAVs take the pictures, I'm the one who interprets what those shadows mean.	Deception, Perception, Computer Use, Culture (other), Language (other), Military Doctrine, Persistence, Resilience.

## Specialist Services

The following character types are generally to be found within Specialist Services:

Character Type	Sample Concept	Appropriate Skills
Case Officer	Agent handling, that's my job. Setting up meetings, signs and counter signs, dead drops. You need that and a smattering of psychology too.	Athletics, Deception, Influence, Perception, Streetwise, Trade, Language (other), Culture (other), Unarmed Combat, Ranged Combat, Resilience, Persistence.
Close Protection Officer	Quiet as a mouse, stealthy as a shadow. My job is to be in the background most of the time. But when it kicks off, I'm there to stand between the VIP and that bullet.	Athletics, Perception, Deception, Unarmed Combat, Close Combat, Ranged Combat, Streetwise, Resilience, Persistence.
Hostage Negotiator	It's not just talking some guy out of killing those innocents he's holding at gun point, it's also about talking the desperate off that ledge.	Influence, Perception, Deception, Streetwise, Trade, Language (other), Culture (other).
Sniper	When I take that shot I hit the target. Forget Bisley, the stakes are far higher than some cup.	Athletics, Perception, Ranged Combat, Military Doctrine, Deception, Dodge, Persistence, Resilience, Streetwise.



Character Type	Sample Concept	Appropriate Skills
Crime Scene Investigator	If someone needs an expert in piecing together what happened when someone dies, then you are it.	Perception, Computer Use, Medical Aid, Deception, Persistence, Resilience, Streetwise, Ranged Combat.
IED Expert	It's not an easy job, it's not a stress free job, it is most certainly a job for steady nerves and an even steadier hand, but it is very satisfying when you defuse something.	Perception, Deception, Driving, Computer Use, Engineering, Mechanisms, Military Doctrine, Persistence, Resilience, Dodge.
Tracker	When someone needs to be followed across whatever the terrain, you're there to do it. It takes skill and patience, both of which you have in spades.	Ranged Combat, Athletics, Perception, Deception, Natural Science, Dodge, Persistence, Resilience, Streetwise.
Penetration Expert	Locked doors, alarm systems, safes. Need to get in them? Then you need me.	Athletics, Perception, Deception, Natural Science, Mechanisms, Persistence, Resilience, Streetwise, Dodge, Ranged Combat, Close Combat.

### Survivability Directorate

The following character type is found within the Survivability Directorate:

Character Type	Sample Concept	Appropriate Skills
Combat Medic	When it all goes wrong, it's your job to get out there and stabilise the wounded, before getting them out of there and back to safety.	Ranged combat, Athletics, Medical Aid, Perception, Military Doctrine, Dodge, Persistence, Resilience.

### Transport Directorate

The following character types are generally to be found within the Transport Directorate:

Character Type	Sample Concept	Appropriate Skills
Pilot (air)	I may have my head in the clouds, but I'm also the one who'll get you there and pull you again when things get fraught.	Athletics, Pilot, Perception, Military Doctrines, Natural Sciences, Ranged Combat, Dodge, Persistence.
Pilot (sea)	All at sea, that's me. Water is my element and my job is to use my skills to get you in and out again.	Athletics, Pilot, Perception, Military Doctrine, Natural Sciences, Ranged Combat, Sailing, Engineering, Persistence.
Driver	Be it a battletaxi, CASEVACing a Civvie, or navigating a VIP through an ambush, I'll be there behind the wheel.	Drive, Engineering, Perception, Dodge, Riding, Streetwise, Ranged Combat, Close Combat, Military Doctrine, Persistence, Resilience.
Aircrew	I don't fly 'em nor do I fix 'm but certainly I'll be the one counting you all on and off, and protecting you from the bad-guys with my GPMG.	Athletics, Engineering, Influence, Medical Aid, Perception, Military Doctrine, Heavy Weapons, Ranged Weapon.
Maintenance Tech	If it's got wings, wheels, a keel or rotors, you'll need me when it all goes Pete Tong.	Athletics, Craft, Engineering, Mechanisms, Perception, Computer Use, Persistence, Resilience, Ranged Combat.

**External Characters**

The following are character types which Company Employees may encounter as clients:

Character Type	Sample Concept	Appropriate Skills
Aid Worker	Be it a full disaster or an ongoing relief situation, there you are to help, wherever possible teaching, not doing.	Athletics, Streetwise, Trade, Resilience, Persistence, Culture (other), Language (other), Medical Aid.
Journalist	Embedded, or not embedded, you're there to get the story out.	Athletics, Perception, Computer Use, Streetwise, Trade, Resilience, Persistence, Dodge, Culture (other), Language (other)



# Section Four: Skills

Characters use Skills to get things done within the game. When the outcome of an action is in doubt, the Games Master will ask the player to make a skill test against the relevant skill to see if their character was successful.

*For example:*

*The mission is going well. The Special Project Team has moved swiftly from Kitzbühel to a data haven located in the Kaiser Mountains far above the famous ski resort. Kesh's character Dave 'the sniper' has hunkered down into the snow ready to give Gavin's character Dempsey cover, whilst Dempsey attempts to pick the door lock.*

*John: The lock is an electronic combination lock. Company intelligence for this facility suggests that this lock requires a nine digit pin to open. You will get one attempt to open it, and if you fail then the door will be sealed and an automatic distress call will be sent.*

*Gavin: No pressure then. Okay, well, Dempsey will try to take the lock apart in order to bypass it.*

*John: Give me a Mechanisms skill test, as this covers this kind of dis-assembly. Should you fail, you'll immediately activate the alarm system and bring the guards running.*

*Gavin: Gotcha, but it's the only way in. Okay, Dempsey's Mechanisms skill is 70%.*

*Gavin rolls a D100, his red (tens) comes up 3 whilst his blue dice (units) also comes up with a 3.*

*Gavin: 33. Easy!*

*John: Dempsey smartly and efficiently dissects the combination lock and bypasses the alarm system. The door clips open to reveal a long corridor.*

This chapter describes when and how to make skill tests, how to modify these skills depending on the circumstances under which the tests are made, and how to judge tests where two characters are competing against each other.

Characters who are considered to be true Masters in their fields of expertise can have skills over 100%. How OpenQuest and The Company handles such high skill levels is explained later in this chapter.

Finally a list of skills used by The Company is listed in alphabetical order.

## Games Master's Advice: Skill Tests Dos & Don'ts

### When to Call for a Skill Test

When the outcome of character's action is in doubt or, as in the above example, where they push themselves beyond their expected capacity. If it's not clear cut, in the Games Master's opinion, that a character can perform a task, then the Games Master is well within his rights to ask for a skill test.

When it is dramatically appropriate and raises tension within the game. Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a minor scrap of information on a Streetwise roll, just give the player the success without asking them to roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as taking a screamer off a tough pitch if an Athletics skill test is failed, the player should be warned before the character risks taking the action.

### When Not to Call for a Skill Test

As a replacement for good story telling and roleplaying. If the game is flowing nicely as a result of the players and Games Master engaging in conversation and weaving a strong exciting story which is keeping everyone happy and entertained through roleplaying, then think twice about breaking that mood by asking for a skill test.

Simply to provide drama and tension within a game. The Games Master should never substitute a good description of the scene in which the characters find themselves in, for a series of dice rolls.

If a similar skill test has just been made. It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances change significantly.

## The Basic Skill Test

To make a skill test the player first describes what his character is doing. Then they roll a D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed. The Games Master then describes the result of the character's success or failure.

Under normal conditions a skill test is asked for when the character is placed on the spot and has to make a successful action under pressure. If the character has lots of time, has the tools of his trade, and is in a sufficiently relaxed environment and state of mind, he completes the task to the best of his ability.

### Critical Successes

If the dice roll on a skill test is equal to or less than 10% of the modified skill, then a critical success is achieved. A critical success has an outcome that far exceeds the expectation of the player when the original skill test was made. It's the best possible result based upon the player's original statement of intent.

The actual result of a critical success during a skill test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed with a higher degree of expertise than normal.
- The task is completed with elan and style, to the appreciation of all present.
- The character gains additional information or insight into the task thanks to their brilliance.

*For example,* when Dempsey was attacking that door lock, his Mechanisms skill is 70%, so his chance of getting a critical is 7. If Gavin rolls a 7 or less then Dempsey has disassembled the lock with a critical success and the Games Master rules that he's not only disabled it but reassembled it in such a way as to look like it is still in perfect working order.

### Fumbles

Whenever a skill test results in a roll of 00, i.e. the two D10s both come up 0, then the player has rolled 100 rather than zero. The character has fumbled the roll. A fumble is the worst imaginable outcome of the skill test based upon the player's original description of what

their character was planning to do when the skill test was called for. The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and still fails.
- The task produces a useless action that makes future actions more difficult.
- The Character is impeded or harmed by the failure.

So if Gavin rolls a 00, Dempsey not only fails to dismantle the lock but he does it so spectacularly badly that the door is disabled and the alarms go off just as a squad of guards rock up, leaving Dempsey a sitting target.

There are specific Critical Success and Fumble result for weapon skill tests which are described in the chapter on Combat.

## Difficulty

Modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Modifiers are applied before the dice are rolled. The difficulty modifiers are as follows:

Difficulty	Skill Modifier	What the Modifier means
Easy	+50%	The task is much easier than usual and the character should have an almost certain chance of success.
Simple	+25%	The task is simpler than usual and while success is still by no means certain, the character has a boost to their chance of success as a result.
Normal	0%	The skill is unmodified since normal conditions apply.
Difficult	-25%	The character is significantly hindered in their chance of success.
Hard	-50%	The character suffers a serious setbacks that may make success beyond their reach.

## Impossible Success & Automatic Failure

Any skill which is modified to 0 or less will automatically fail when tested. Roll dice anyway, since the character can still fumble.

Any skill which is modified to 100% or greater will automatically succeed when tested. Roll the dice anyway since the character can still roll a critical (10% of the modified skill) or fumble if the player rolls a 00.

*For example: After completely messing up getting into the Data Haven, Dempsey finds himself being chased through the snow by guards. He makes it onto a fragile ice-bridge over a massive chasm. The bridge gives way under his weight and he has to make a desperate leap for the other side. The Games Master rules this to be a Hard task, and imposes a -50% modifier. Dempsey has an Athletics skill of 45%. The -50% modifier drops this Athletics skill to -5% and so Dempsey automatically fails. Gavin still has to roll the dice because it is still possible for Dempsey to fumble this attempt and find himself in even more hot water than he already is.*

*After missing the other side of the chasm, Dempsey finds himself falling through the air towards the valley floor, some 1000 metres below. Gavin sits back and waits for the inevitable, when the Games Master reminds Gavin that his character is still wearing his parachute equipment pack. Since there is plenty of air beneath him, Dempsey has lots of time to pull the ripcord, making this an Easy (+50%) task to be added to Dempsey's 45% Athletics skill of 45% giving a combined total of 95%.*

## When the Games Master should apply difficulty modifiers

Modifiers should only be applied when they have a significant effect on the character's chance of success. They should not be doled out for every skill test, since this cheapens their dramatic effect. Only apply a modifier when it is important and brings something to the story. Resist the urge to hand out +10% here and take -5% there. These little modifiers don't add much to the player's chance of success and bring needless fiddly addition and subtraction into play, breaking the player's immersion in the game.

Broadly speaking, there are three areas where the Games Master should modify the player's skill before a skill test. The Games Master should consider all three areas and decide which of them provides the deciding factor, and only apply the modifier based on that. *For example: if the player has roleplayed his character to the hilt, while influencing a guardsman in the pouring rain, it is the roleplaying for which the Games Master awards a +50% bonus and not the rain, which would*

have dampened the enthusiasm of the guardsman to -25%. So, only the +50% applies to the player's roll.

The three areas are:

**As a result of a task being intrinsically easy or difficult** - Some things are just naturally easier or harder to do than others. *For example: Climbing a steep cliff with natural hand holds and with the proper equipment (e.g. ropes, nuts and pitons) is an unmodified task. Doing the same climb in the pouring rain, makes it difficult (-25% to the skill) and if the character has also forgotten the rope then this makes it hard (-50% to the skill). In comparison, climbing a cliff where there are numerous ledges, and where the character can rest and actually 'walk' up the cliff in places becomes an easy (+50%) skill test.*

**As a result of planning** - The players have outlined how their character prepares to perform a task well in advance. If their plan is a sound and good one you should make the skill test Easy. Conversely, if the players have given no thought as to how their characters approach a complex task which really does require preparation and planning, then make the resulting skill test Hard. It should be noted that as a roleplaying game, The Company puts great emphasis on planning.

**As a result of good roleplaying** - This usually happens for skills that involve some form of communication, like Influence. When the player describes the action of their character, the exchange between their character and the non-player character(s) being influenced may be roleplayed out. If the player was entertaining, kept in character, and added to the fun of the game, the Games Master may award them a +25 or +50% bonus. In exceptional circumstances, where the player reduced everyone to tears of laughter, or was outstanding in their portrayal of their character, the Games Master may waive the necessity for the skill test completely. Remember, good storytelling always comes before any dice rolling.

## Opposed Skill Tests

Opposed skill tests are made by both characters who are in direct competition with each other. Both characters make the skill tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

Player / Opponent	Critical	Success	Failure	Fumble
Critical	Highest roll wins	Player wins	Player wins	Player wins
Success	Opponent wins	Highest roll wins	Player wins	Player wins
Failure	Opponent wins	Opponent wins	Highest roll wins	Opponent wins
Fumble	Opponent wins	Opponent wins	Opponent wins	Highest roll wins

### Results

#### One Character Succeeds

If one character succeeds their skill test and the other fails, then the successful character has won the opposed skill test.

#### Both Characters Succeed

If both characters succeed then whoever rolled the highest in their skill test wins the opposed test. However if one character rolls a critical, while the other rolls an ordinary success, then the character that rolled the critical, which is regarded as a higher level of success, wins.



#### Both Characters Fail

Whoever rolled the lowest in their skill test wins the opposed test.

*For example: Dempsey, after a hectic journey back to Kitzbühel, sits in das Café waiting for the rest of the team to pick him up, when in comes one of the guards who chased him. Cursing his bad luck for choosing a coffee shop with only a single way out, Dempsey decides to try sneaking past the guard whilst the guard is busy ordering a coffee.*

*The Games Master calls for a Deception skill test from Dempsey, since this skill deals with sneaking. Dempsey's Deception skill is only 25% as he is really an Assault Group Maximum Pioneer Specialist not some sylph-like Special Projects entry specialist. Whilst Dempsey is making his skill test, the Games Master is making a Perception skill test on behalf of the Guard. The Guard has a Perception skill is 40%.*

*Luckily for Gavin's character, the Games Master decides that the guard is preoccupied with ordering a Skinny Half Caffe Latte and flirting with the Barista whilst he does so, making the test Easy (+25%), which means that Dempsey's Deception skill is now 50% for the purpose of this test.*

*If Dempsey rolls a 1 he gets a Critical success and manages to slip through the busy coffee unnoticed by the guard, regardless of whether the guard succeeds or not. In this case, the Guard would only have spotted Dempsey if he has rolled a Critical Success himself.*

*If Dempsey rolls a 7 and gets a success and the Guard rolls 55 and fails, then Dempsey has again managed to slip away unnoticed.*

*If Dempsey rolls a 65 and fails and the Guard rolls a 30 and*

succeeds, then the Guard has spotted Dempsey and the chase is on once again.

If Dempsey rolls a 20 and succeeds, and the Guard rolls a 9, then since Dempsey both rolled the highest number and succeeded, he wins and slips outside. The Guard for his part thinks he sees Dempsey out of the corner of his eye but he can't be sure.

If Dempsey rolls a 65 and the Guard rolls a 75, then even though both fail, Dempsey again wins because he rolled the lower of the two. Although Dempsey manages to knock into an empty table on the way out, the Guard is so preoccupied with getting the Barista's phone number that he doesn't turn around.

## Very High Skills

Characters with Skills over 100% are considered Masters in their fields and under normal circumstances do not fail and quite often perform tasks that are considered impossible by normal people.

### Very High Skills and Opposed Tests

In opposed skill tests, characters with skills over 100% are already considered to have succeeded. Therefore to be beaten his opponent needs to score a critical success. Of course the Master may also roll a critical, in which case the highest roll win.

## Assistance

Characters will often have the opportunity to help each other during various skill tests. If one or more characters can assist and make a significant contribution then the skill test is one level easier. On rare occasions the assistance will make the skill test two levels easier (at the GM's discretion). The assisting character or characters must have the appropriate helping skill at a suitable level determined by the Games Master. How high this needs to be is usually dependent on the 'Difficulty' of the test. In most cases as long as the assisting character has a skill at least 'Trainee' level (more than 25%) then they can help.

For example:

*By the time Dempsey and the rest of the team have got back to the Data Haven, things have quietened down. With the lock disabled, the only option is to try force the door open.*

*If Dave with an Athletics of 50% takes pity on Dempsey and goes to help him force the door, Gavin adds +25% to Dempsey's Athletics skill.*



## Skill Descriptions

This is the full list of Company skills in alphabetical order:

### Athletics (DEX+STR)

This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing, jumping, parachuting, skiing, and swimming.

**Acrobatics:** This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

**Brute Force:** This is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting, or dragging.

**Climbing:** Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement per Combat Round (for more information see the chapter on Combat). A character can double the rate of his climb or descent by making a Hard Athletics test.

**Jumping:** In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, as long as he has at least five metres to run first. If he is making a standing jump these distances are halved.

Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative -25% penalty is bestowed for every extra metre the character is trying to jump. If this penalty reduces the skill below 0% the jump is impossible – even on a critical.

**Parachuting:** Covering all forms of parachuting including skydiving, BASE (Buildings, Antennas, Spans, and Edges) Jumping, HALO (High Altitude Low Opening), HAHO (High Altitude High Opening), LOLO (Low Altitude Low Opening), and paragliding. A character with any degree of skill will be able to handle standard jumps without any difficulty. However, special situations will require skill rolls. Situations involving B.A.S.E jumps, extra precision landings, or jumping

from a stricken aircraft will require skill tests, as will other situations at the Game Master's discretion.

**Skiing:** Allows the character to pull off a variety of skiing and snowboarding moves whilst moving at great speed. Generally if the character is moving down a normal Green run then no skill tests are required, but for anything above that, a skill test is required.

**Swimming:** Characters normally swim at half their usual Movement rate. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered, in strong currents, or if they are SCUBA diving in difficult conditions.

### Close Combat (DEX+STR)

This skill deals with the art of hitting things and defending yourself with melee weapons, such as truncheons, night sticks, baseball bats, and riot shields.

### Computer Use (INT+10)

This skill covers those who have gone beyond just being skilled at using computers. The Computer skill covers that skill set usually associated with high-end software engineers and hackers.

### Craft (INT+10)

The Craft skill is actually several separate skills grouped under a single heading. It measures the characters' ability to make and repair items. The following list is by no means exhaustive: Armourer, baker, blacksmith, brewer, builder, butcher, carpenter, cartographer, chef, joiner, mason, painter, potter, sculptor, tailor.

### Culture (Own) INT+10 / Culture (Other) (INT)

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, politics, weather cycles, geography, superstitions, and popular mythology. Culture (Own) is the world view of the people into which the character is born. All other foreign or alien cultures are Culture (other).

### Deception (DEX+INT)

Deception covers the arts of:

**Disguise:** used to change a character's appearance and adopt a different outward persona.

**Sleight:** used to hide or take objects, without drawing undue attention.

**Stealth:** used whenever a character attempts to



personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one, or performs a combination of both.

These tests are opposed by the Perception skill and are modified according to the situation.

## Dodge (DEX+10)

The Dodge skill is used to avoid incoming objects that are swung, thrown or fired at the character. The Dodge skill is normally used when a character attempts to dodge an incoming blow in combat or a physical hazard that can be avoided, such as falling masonry

## Driving (INT+DEX)

If a character is driving a car, truck, or similar vehicle at normal speeds across flat terrain, a Driving skill test will never be required. Skill tests are required when a character wants to do something out of the ordinary with a vehicle – such as ram through a road-block, traverse treacherous terrain, or pull a J-turn.

## Engineering (INT+10)

This skill is used to design, build, activate, repair, sabotage, demolish, or disassemble large mechanisms or constructs such as bridges, car or truck engines, aircraft, watercraft and so forth.

## Heavy Weapon Combat (DEX+INT)

A character's skill with heavy ship or vehicle mounted weapons such as missile launchers, mini-guns or heavy machine guns. Also covers the use of fixed artillery pieces, mortars and anti-tank and surface-to-air missiles.

## Influence (CHA+10)

This is the art of verbally persuading another character to do what you want. Characters can use both logical and or emotional arguments. If successful in an opposed skill test, the character's audience is temporarily swayed in favour of the character's argument. In time they may understand that they were fast-talked, bamboozled or hoodwinked, and their judgement clouded, but in the short term they go along with what the character suggests. Influence can never be used to get a character to act against their instinct for self-preservation.

Influence skill tests are normally opposed by a Perception, Persistence or Influence skill. They are further modified by how much a character is trying to

change an opponent's mind. Influence skill tests are often modified by how well the player roleplays the exchange (see "When the Games Master should apply difficulty modifiers" above).

Influence tests are either applied to individuals, where each character rolls individually against the Influencer, or against crowds, where one roll is made to resist based upon an average Persistence for the entire crowd.

## Language (Own) INT+10 / Language (Other) (INT)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) *For example:* are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, although they are likely to have an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

## Mechanisms (DEX+INT)

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character that created it.

Mechanisms is also used for picking a lock or disarming bombs and other IEDs. This usually takes at least one minute (12 Combat Rounds) to perform, whereas larger or particularly complex devices such as a roadside IED will take longer.



### Medical Aid (INT+10)

Use of this skill will always require a medical or first aid kit of some kind. Each use of the Medical Aid skill generally takes a few minutes to perform. When medical aid is being administered both characters must remain stationary and may not use Combat Actions or Reactions while this occurs, or they will lose the benefits of the healing.

The use of Medical Aid requires suitable medical equipment such as bandages or plasma or appropriate improvised alternatives.

Medical Aid Actions:

Injury / Ailment	Treatment
Unconscious	A successful Medical Aid test can revive a character from unconsciousness, though drugged characters may inflict a penalty on the Medical Aid test.
Minor Injury	A successful Medical Aid test on a minor injury will heal 1D6 hit points.
Stabilise Major Wound	A successful Medical Aid test on a Major Wound will not restore the lost hit points, but does stabilise the patient so that no further blood is lost and the patient can be medically evacuated back to a suitable treatment facility (Major wounds are an optional rule).
Curing Diseases	A successful Medical Aid test allows a diseased patient to add a bonus to his next opposed Resilience versus disease Potency test to resist the disease. The bonus is equal to the medic's Medical Aid skill divided by 10 (the critical success range).
Curing Poison	A successful Medical Aid test allows a poisoned patient to attempt a second opposed Resilience versus poison Potency test. The patient gains a bonus to his Resilience skill equal to the medic's Medical Aid skill divided by 10 (the critical success range).
Surgery	Surgery is the only way that a character can recover from a Major Wound. Once a successful Medical Aid test has been made to stabilise the Major Wound, a successful Medical Aid test can attempt to set broken bones, remove bullets and other shrapnel, and restore the wound location so that it is placed on the road to recovery. As long as the Medical Aid test is a success, the stricken character gains one hit point and will begin to heal as normal.



## Military Doctrine (INT)

This skill deals with the character's knowledge of military and security tactics. Including those tactics of The Company, other PMSPs, and military forces the world over. It also imparts a knowledge of military equipment used by these forces.

## Natural Sciences (INT+10)

Broadly speaking this skill deals with the character's knowledge of the natural world. It can be broken into five specialist areas:

**Animal:** This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a skill of at least 50% may try to domesticate a wild animal, requiring a skill test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, he may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a skill test at the end of each week to succeed.

**Plant:** A character can identify plants in the wild, discover good places to grow crops, decide which plants are edible, and what unusual properties they may possess.

**Mineral:** This skill allows the character to detect precious metals and stones, detect fault lines and other dangerous features in the rock.

**Survival:** One Survival test will be required every day that a character lacks either food, water, or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

**Tracking:** With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again every ten minutes they are being followed.

**Weather:** The character can predict changes in the weather.

## Perception (INT+POW)

The Perception skill is used to represent the five senses of the character when detecting objects or other characters. *For example,*, a common use of the Perception skill is as a straight skill test to detect hidden objects in a room, or as an opposed test to detect a hidden character.

## Performance (CHA+10)

A successful test with this skill will result in the audience or partner being pleased by the character's performance. This skill covers acting, composing poetry, dancing, singing, readings, and playing an instrument.

## Persistence (POW+10)

Persistence represents a character's mental willpower. It is used to resist another character's attempt to use the Influence skill against them.

## Pilot (INT+DEX)

This skill governs operation of a wide variety of fixed and rotary wing aircraft, balloons, Hovercraft and Wing-in-Ground Effect (WIG) from takeoff to landings. A character with any degree of skill will be able to handle standard flight operations without any difficulty. However, special situations will require skill rolls. Situations involving a damaged craft, tricky landings, hazardous takeoffs, or attempts to do air combat maneuvers will require skill tests, as will other situations at the Game Master's discretion.

## Ranged Combat (DEX+INT)

This skill covers the use of missile weapons, such as bows, crossbows, pistols, assault rifles, SMGs and shotguns. It is covered in more detail in the Combat chapter.

## Religion (Own) INT+10 / Religion (Other) (INT)

Religion is used to recall knowledge of a religious nature, though the character will only be able to recall knowledge pertinent to the specified religion.

## Resilience (CON+POW)

This is a measure of how physically tough a character is. The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought, or overcoming the effects of poison or disease.

## Riding (DEX+POW)

If a character is riding a creature with the help of saddle and stirrups or a motorbike or jet-ski, at not more than normal speed across flat terrain, then a Riding test will never be required. Tests are required when a character wants to do something out of the ordinary – such as traverse treacherous terrain, jump obstacles, and so on.

## Sailing (DEX+INT)

The skill covers the character's ability to use a wide range of water craft, from canoes to Rigid-hulled Inflatable Boats (RIB). Traveling across calm water does not usually require a skill test but adverse conditions such as currents and weather can bestow penalties.

## Streetwise (CHA+POW)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours. Streetwise also covers basic espionage trade-craft such as following people down crowded city streets without them noticing you.

## Trade (INT+10)

This skill is primarily used when characters trade, barter, or otherwise negotiate over the sale of goods. In such transactions, successful Opposed Test using the Trade of the buyer versus the Trade of the seller are needed for the buyer to get the best deal. If the buyer wins they gets a discount, -10% for a success, -25% for a

critical. If the seller wins to the price that they can sell the item for increases by +10% for a success and +25% for a critical. If the opponent fumbles their roll double the increase or decrease.

The Trade skill also enables the character to estimate the market value of an object, or service. Particularly common or obscure objects might give a bonus or penalty to the skill test. Success will allow a character to guess the average monetary value of the object, normally guessing accurately to within 10% of its actual value.

## Unarmed Combat (DEX+STR)

This skill covers the use of natural attacks such as punching, kicking, and grappling.

### Games Masters Advice – Creating New Skills

Although the Open Quest and Company skill list has been designed to be as concise and complete as possible, during play or during the design of non-player characters, there may arise the requirement to create new skills to describe a previously undiscovered ability. Before introducing a new skill, either by Games Master design or player request, consider these two points:

- Is the skill really meaningful and distinct in its own right?
- Or is this something that can be added to an existing skill?



# Section Five: Equipment

So far we've outlined what roleplaying is, told you how to create a Company Employee, explained how they can get things done via the use of skills; so now we're going to clothe them, and give them the tools and weapons to do their job. This chapter covers the equipment to be found within the world of The Company.

Like any good military unit, The Company has a set of standard equipment that it has chosen to help its operatives tackle most situations; however there are still occasions when Company Operatives will need to use a wide range of locally sourced tools and equipment, plus of course you as the Games Master will also need to equip the NPCs with the tools and weapons they need to play their part in all of this.

These rules do not give detailed rules for trading and economics. Although dry economic markets are unlikely to feature heavily within Missions, there may be situations where the characters find themselves in a situation which involves them having to source equipment and the ability to barter may well come to the fore.

## Equipment Availability

The equipment list serves as 'game tool' to enable players to quickly and easily buy equipment for their characters. The range of equipment listed at the quoted prices will only be available to Private Military Service Providers (PMSP) within their home countries. Outside those areas, these items might become either be unavailable to any but the criminal classes and / or the military or be almost globally available to anyone.

*For example:* Within the UK it is extremely hard to get hold of a fully working Kalashnikov AK-47 without consorting with criminals, whilst in certain places in the Middle East Kalashnikov AK-47s are as common as cigarettes, and almost as disposable.



## Close Combat Weapons

All Close Combat weaponry uses the Close Combat skill. Each Close Combat weapon is characterized by the following qualities:

*Damage Dice:* The damage the weapon deals on a successful attack

*STR/DEX:* The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character's skill when attacking and parrying with this weapon

*ENC:* The weapon's Encumbrance. The weight and bulk of the weapon.

*Size:* Weapons are rated in the following size categories: Small, Medium, and Large. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

*Cost:* The standard cost, in Dollars.

*Improvised and primitive weapons:* such as a stone axe, or a length of 4x2 when used as a club, do the same damage as the base weapon -1.

Close combat Weapon	Damage	STR/DEX	Enc	Size	Cost
Cosh	1D4	- / -	-	S	50
Hammer (light)	1D4	- / -	-	S	10
Hammer (lump)	1D6	- / 5	1	S	15
Hammer (sledge)	1D10	5 / 9	2	M	45
Baseball Bat	1D6	5 / 9	1	M	65
Crowbar	1D6	5 / 9	1	M	35
Truncheon	1D4	- / -	-	S	90
ASP	1D4	- / -	-	S	110
Nightstick	1D6	5 / 9	1	M	250
Utility Knife	1D4	- / -	-	S	25
Combat Dagger	1D4+2	- / -	-	S	60
Gravity Knife	1D4+2	- / -	-	S	90
KA-Bar	1D4+4	- / -	-	S	250
Carving Knife	1D6	- / -	-	S	65
Cleaver	1D6+2	- / 3	-	S	75
Machete	1D10	5 / 9	1	M	55
Axe (light)	1D6+2	- / 3	1	S	25
Axe (fire)	1D10	5 / 9	2	M	95
Shield (riot)	1D6	5 / -	2	M	250

## Less Lethal – Close Combat Weapons

All Less Lethal Close Combat weapons use the Close Combat skill. Each Close Combat Weapon is characterized by the following qualities:

*Name:* The name and make of the weapon.

*Type:* The type of Less Lethal technology employed by the weapon, namely:

- CCA – Chemical Control Agent
- E – Electrical

*Capability (CAP):* The capability of the munition to have the designed effect on a target; and used in opposed skill check tests against the target’s Persistence or Resilience skill. The Capability is represented as a percentage and the letter in brackets denotes which skill the target must use in the opposed skill check: P – Persistence, R – Resilience.

*Duration of Incapacitation (DI):* Number of rounds target remains totally incapacitated.

*Residual Effects (RE):* Number of hours it takes for the residual effect of the weapon to wear off.

*Physical Damage (PD):* The damage a single round causes.

*STR/DEX:* The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character’s skill when using this weapon.

*ENC:* The weapon’s Encumbrance. The weight and bulk of the weapon.

*Size:* Weapons are rated in the following size categories: Small, Medium and Large. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half the damage. If two categories less they cannot block any damage.

*Cost:* The cost of the weapon system in dollars.

Name	Type	CAP	DI	RE	PD	STR/DEX	ENC	Size	Cost
SABRE Red <sup>12</sup>	CCA	75 (R)	1D8	1D8	1D3	- / -	-	S	35
MACE Pepper Gel <sup>13</sup>	CCA	75 (R)	1D8	1D8	1D3	- / -	-	S	20
MACE Keyguard <sup>12</sup>	CCA	75 (R)	1D8	1D8	1D4	- / -	-	S	25
MACE Takedown <sup>14</sup>	CCA	80 (R)	1D8	1D10	1D4	- / -	-	S	75
FARB Gel-Spray <sup>12</sup>	CCA	45 (R)	1D4	-	1D3	- / -	-	S	35
Armor Holding First Defense MK 2 <sup>13</sup>	CCA	80 (R)	1D8	1D10	1D4	- / -	-	S	150
Armor Holding First Defense MK 6 <sup>14</sup>	CCA	80 (R)	1D10	1D12	1D4	- / -	-	S	175
SABRE S-120 Stun Gun <sup>2</sup>	E	70 (R)	1D2	1D2	1D4	- / -	-	S	70
SABRE S-200 Stun Gun <sup>3</sup>	E	75 (R)	1D4	1D2	1D4	- / -	-	S	120
SABRE S-500 Stun Gun <sup>3</sup>	E	80 (R)	1D6	1D4	1D4	- / -	-	S	250
Security Plus Stun Master 775 Stun Gun <sup>4</sup>	E	85 (R)	1D8	1D6	1D6	- / -	-	S	80
SABRE S-500SB Stun Baton <sup>3</sup>	E	80 (R)	1D4	1D4	1D6	5 / 9	1	M	200
Security Plus SB 300 Stun Baton <sup>3</sup>	E	75 (R)	1D4	1D2	1D6	5 / 9	1	M	75
Security Plus SB 500 Stun Baton <sup>4</sup>	E	80 (R)	1D4	1D4	1D6	5 / 9	1	M	150
Stinger ICE Riot Shield <sup>4</sup>	E	80 (R)	1D4	1D4	1D6	5 / -	2	L	850

Notes:

1: Has no effect on targets wearing respirators

2: Has no effect on targets wearing body armour

3: Single Use weapon

4: Maximum of 2 uses

5: Maximum of 4 uses

SABRE RED - Anti-attack pepper sprays which fire a .1% strength Capsaicinoid aerosol.

MACE Pepper Gel & Keyguard - Anti-attack pepper sprays which fire a .1% strength Capsaicinoid aerosol.

MACE Takedown – An upgraded pepper-spray for use by the military and police services. It fires a .2% strength Capsaicinoid aerosol.

FARB Gel-Spray – This is an attack distractant and criminal identification spray. Once activated it will cover an attacker with an indelible hypo-allergenic dye substance which stains the attacker for up to seven days.

Armour Holdings First Defense MK 2 & MK 6 – Widely used by police and law enforcement services world wide. The MK 2 fires a .2% strength Capsaicinoid aerosol, whilst the MK 6 fires a .6% strength Capsaicinoid aerosol.

SABRE S-120, S-200 & S-500 Stun Gun – Small hand held devices which work by sending a high voltage electric current through two protecting pins into an attacker. To work, the stun must be placed in direct contact with an attacker. The S-120 provides a 120,000 volt shock, whilst the S-200 is rated at 200,000 volts, and the S-500 a 500,000 volt shock.

Security Plus Stun Master 755 Stun Gun – Similar in design to the SABRE, the Stun Master delivers a 755,000 volt shock to an attacker.

SABRE S-500 SB Stun Baton – Shock batons use the same technology to that of stun guns, but in this case, the whole baton is electrified meaning that only a light tap is required to deliver the shock. The S-500 produces a 500,000 volt shock.

Security Plus SB 300 & SB 500 Shock Baton – Similar in design to the SABRE, the SB 300 produces a 300,000 volt shock, whilst the SB 500 delivers a 500,000 volt shock.

Stinger ICE Riot Shield – A standard polycarbonate riot shield which a built in shock system delivering a 750,000 volt shock.





## Ranged Weapons

All Ranged Weapons use the Ranged Weapon skill. Given the plethora of weaponry available currently, the ranged weapons is by and large arranged by weapon calibre rather than by named weapon type. Ranged weapons are characterized by the following qualities:

*Make:* Make and model of the firearm.

*Calibre:* Calibre for which the firearm is chambered.

*Damage:* The damage a single shot from this weapon causes upon a successful attack.

*Range:* This is the effective range of the weapon. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's effective Weapon skill and the damage caused by the weapon is halved (before other modifiers are applied). Attacks against targets beyond double the weapon's range automatically fail.

*Penetration Value (PV):* The capability the firearm has of penetrating armour.

*Load:* This shows how many Combat Rounds are required to load or reload the weapon.

*Shots per Round (SPR):* The maximum number of shots the weapon can fire in one combat round.

*Rounds (RNDs):* How many shots the weapon can hold before it requires reloading.

*STR/DEX:* The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character's skill when using this weapon.

*Enc:* The weapon's Encumbrance. The weight and bulk of the weapon.

*Cost:* The standard cost, in Dollars.

### Ranged Weapons: Archaic

Ranged Weapon	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
Blowpipe	1D2	15	0	1	1	1	- / 9	-	150
Standard Crossbow	1D4+4	125	1	2	1	1	5 / 9	1	1500
Compound Crossbow	1D6+6	150	2	2	1	1	5 / 9	1	3500
Recurve Bow	1D4+4	125	1	1	1	1	9 / 9	1	2500
Compound Bow	1D6+6	150	2	1	1	1	9 / 9	1	4550



**Ranged Weapons: Revolvers**

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
0.125 pt	.22 long	1D4+4	20	1	2	1	6	3 / 9	1	450
Ruger 22/45	.22 long	1D4+4	20	1	2	1	6	3 / 9	1	450
Smith & Wesson Model 317	.22 long	1D4+4	20	1	2	1	6	3 / 9	1	350
Colt python	.38 Spec	1D6+6	30	2	2	1	6	3 / 9	1	650
Ruger LCR	.38 Spec	1D6+6	30	2	2	1	6	3 / 9	1	600
Ruger SP101	.38 Spec	1D6+6	30	2	2	1	6	3 / 9	1	750
S & W Model 686SSR	.38 Spec	1D6+6	30	2	2	1	6	3 / 9	1	650
Colt python	.357 Mag	2D6+6	40	3	2	1	6	5 / 9	1	700
Ruger LCR	.357 Mag	2D6+6	40	3	2	1	6	5 / 9	1	750
Ruger SP101	.357 Mag	2D6+6	40	3	2	1	6	5 / 9	1	850
Ruger Redhawk	.357 Mag	2D6+6	40	3	2	1	6	5 / 9	1	950
S & W Model 327 Night Guard	.357 Mag	2D6+6	35	3	2	1	6	5 / 9	1	650
S & W Model 686SSR	.357 Mag	2D6+6	40	3	2	1	6	5 / 9	1	850
Colt Anaconda	.44 Mag	2D8+8	45	4	2	1	6	9 / 9	1	850
MR BFR	.44 Mag	2D8+8	45	4	2	1	6	9 / 9	1	1500
Ruger Redhawk	.44 Mag	2D8+8	45	4	2	1	6	9 / 9	1	900
Ruger Super Readhawk	.44 Mag	2D8+8	50	2	2	1	6	5 / 9	1	1000
S & W Model 629	.44 Mag	2D8+8	45	4	2	1	6	9 / 9	1	850
Colt Pattern	.45	1D8+8	45	2	2	1	6	5 / 9	1	650
Colt Python	.45	1D8+8	45	2	2	1	6	5 / 9	1	650
S & W Model 10	.45	1D8+8	45	2	2	1	6	5 / 9	1	650
S & W Model 27	.45	1D8+8	45	2	2	1	6	5 / 9	1	700



## Ranged Weapons: Automatics

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
S & W model 22	.22 long	1D4+4	20	1	1	2	10	3 / 9	1	450
Walther P22	.22 long	1D4+4	20	1	1	2	10	3 / 9	1	650
Glock G31 / G32 / G33	.357 Mag	2D6+6	40	3	1	2	8	5 / 9	1	950
MR Desert Eagle	.357 Mag	2D6+6	40	3	1	2	8	5 / 9	1	1500
S & W M&P compact	.357 Mag	2D6+6	40	3	1	2	8	5 / 9	1	950
Beretta 90twoG	.40S&W	1D6+6	35	2	1	2	15	5 / 9	1	850
Colt Defender	.40S&W	1D6+6	35	2	1	2	10	5 / 9	1	750
Glock G22 / G26 / G34	.40S&W	1D6+6	35	2	1	2	17	5 / 9	1	650
Magnum Research Baby Eagle	.40S&W	1D6+6	35	2	1	2	12	5 / 9	1	850
Ruger P944	.40S&W	1D6+6	35	2	1	2	12	5 / 9	1	950
S & W M&P LE Duty	.40S&W	1D6+6	35	2	1	2	15	5 / 9	1	850
S & W Model SW40VE	.40S&W	1D6+6	35	2	1	2	15	5 / 9	1	800
S & W Model M&P40	.40S&W	1D6+6	35	2	1	2	15	5 / 9	1	850
MR Desert Eagle	.44 Mag	2D8+8	50	4	1	1	8	9 / 9	1	1500
Colt 1911	.45	1D8+8	45	2	1	1	8	5 / 9	1	650
Colt Defender	.45	1D8+8	45	2	1	1	12	5 / 9	1	950
Glock G37 / G38 / G39	.45	1D8+8	45	2	1	1	17	5 / 9	1	650
Ruger P345	.45	1D8+8	45	2	1	1	15	5 / 9	1	950
Heckler & Koch P46 UCP	4.6mm	2D6+6	55	4	1	3	17	5 / 9	1	950
FN Five-SeveN Tactical	5.7x28	2D6+6	55	4	1	3	17	5 / 9	1	1100
Beretta 92F	9mm	1D6+6	35	2	1	2	17	5 / 9	1	850
Beretta 90twoG	9mm	1D6+6	45	2	1	3	17	5 / 9	1	850
FN P9-17	9mm	1D6+6	35	2	1	2	17	5 / 9	1	1200
FN HP MKIII	9mm	1D6+6	35	2	1	3	18	5 / 9	1	1500
Glock G17 / G19 / G26 / G34	9mm	1D6+6	35	2	1	2	18	5 / 9	1	650
Magnum Research Baby Eagle	9mm	1D6+6	30	2	1	1	17	5 / 9	1	800
MR Micro Eagle	9mm	1D6+6	35	2	1	1	8	5 / 9	1	750
Ruger SR9 / SR9c	9mm	1D6+6	40	2	1	2	6	5 / 9	1	950
Ruger P95	9mm	1D6+6	40	2	1	2	8	5 / 9	1	850
S & W M&P9c	9mm	1D6+6	35	2	1	2	15	5 / 9	1	750
S & W Model 4563 TSW	9mm	1D6+6	35	2	1	2	15	5 / 9	1	850
S & W Model 5906 TSW	9mm	1D6+6	35	2	1	1	15	5 / 9	1	900

## Handgun & SMG Calibres

.22 – These are low velocity sub-sonic rounds designed for either short range tactical weaponry where onward penetration is undesirable and also for dealing with vermin like rats.

.38 Special – A low velocity legacy round that is now obsolete in most developed nations, however it still finds significant use in some parts of South America, Africa and the Middle East. It is a low pressure cartridge firing a medium-sized bullet at relatively low velocities. The .38 Special can, if required, be fired from a weapon chambered for .357 magnum.

.357 Magnum – The .357 Magnum is an evolution of the .38 Special round. It was designed as a combined ‘man-stopper’ and pistol hunting round. Under the right conditions, the .357 Magnum round can crack engine blocks.

.40 S&W – The .40 S&W was developed to meet the FBI’s reduced velocity fire-arm specification. It provides nearly the same accuracy rates as the 9mm parabellum round; it produces reduced recoil and, under certain conditions, improved stopping power.

.44 Magnum – The round was originally designed for game hunting. However this high-velocity round has been adapted for use by Law Enforcement.

.45 – The standard US pistol round for about a century. Typical .45 ACP loads are subsonic, making them ideal for suppressed weapons. Whilst no longer that popular with Law Enforcement or Military forces, this is still a popular round for the general populace, although it still occurs as a ‘vanity’ weapon for some in law and military forces.

4.6mm – This is an exceptionally light-weight round designed specifically for Heckler & Koch . The round is designed to defeat up to BSI-R2 standard body armour.

5.7 x 28mm – This is the standard NATO round, similar in performance to the 4.6mm. The round is also designed to defeat BSI-G2 body armour.

9mm – Probably the most common firearm round in the world. It crops up in both automatic pistols, SMGs and Personal protection weapons.



**Ranged Weapons: Rifles**

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
Browning X-Bolt Hunter	.22 long	1D4+4	150	1	2	1	5	7 / 9	2	1100
Browning X-Bolt Varmint	.22 long	1D4+4	150	1	2	1	5	7 / 9	2	1300
Mr Magnum Lite Varmint	.22 long	1D4+4	250	1	2	1	10	7 / 9	2	1700
Ruger M77 Hawkeye	.22 long	1D4+4	200	1	2	1	10	7 / 9	2	1400
S & W M&P15-22	.22 long	1D4+4	300	1	2	1	30	7 / 9	2	1500
Browning X-Bolt Hunter	.30-06	2d8+8	450	3	2	1	5	9 / 9	2	4500
Browning BAR Lightweight	.30-06	2d8+8	300	3	2	1	5	9 / 9	2	4750
Browning LongTrac	.30-06	2d8+8	300	3	2	1	5	9 / 9	2	5500
MR MagnumLite	.30-06	2d8+8	450	3	2	1	5	9 / 9	2	4600
Ruger No.1 International	.30-06	2d8+8	350	3	2	1	5	9 / 9	2	5700
Ruger M77 Hawkeye	.30-06	2d8+8	350	3	2	1	8	9 / 9	2	5450
CZ 550	.375 H+H	1D8+16	550	4	2	1	5	13 / 9	2	3575
Remington model 700KS	.375 H+H	1D8+16	500	4	2	1	8	13 / 9	2	6750
Ruger Magnum	.375 H+H	1D8+16	400	4	2	1	10	13 / 9	2	5500
Savage Arms Model 116SE	.375 H+H	1D8+16	500	4	2	1	10	13 / 9	2	6550
Steyr-Mannlicher Pro Hunter	.375 H+H	1D8+16	350	4	2	1	5	13 / 9	2	5550
Weatherby Mk V Safari	.375 H+H	1D8+16	400	4	2	1	5	13 / 9	2	9500
Kalashnikov AK-74	5.45 x 39	1D10+10	400	6	1	2	30	9 / 13	2	4500
QBZ-97 (China)	5.45 x 39	1D10+10	400	6	1	2	30	9 / 13	2	5550
Vepr	5.45 x 39	1D10+10	400	6	1	2	30	9 / 13	2	5450
Beretta AR-70	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	5450
Colt Ar-15	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	5500
FN 2000	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	5600
FN SCAR	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	7500
Heckler & Kock 416	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	4550
IMI Gali	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	6500

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
M16	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	4550
Ruger SR-556	5.56 x 45	1D10+10	350	6	1	2	15	9 / 13	2	5450
SA-80	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	6500
Smith & Wesson M&P15	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	5550
Steyr AUG A3	5.56 x 45	1D10+10	350	6	1	2	30	9 / 13	2	7500
Kalashnikov AK-47	7.62 x 39	1D6+12	450	5	1	2	30	9 / 13	2	1500
Kalashnikov AK-S	7.62 x 39	1D6+12	450	5	1	2	30	9 / 13	2	3500
Korobov TKB-408	7.62 x 39	1D6+12	450	5	1	2	30	9 / 13	2	5450
Ruger Mini-14	7.62 x 39	1D6+12	450	5	1	2	15	9 / 13	2	5650
Valmet RK 95	7.62 x 39	1D6+12	450	5	1	2	30	9 / 13	2	4550
Armalite AR-10	7.62 x 51	1D6+12	450	5	1	2	30	9 / 13	2	6500
Beretta BM59	7.62 x 51	1D6+12	450	5	1	2	30	9 / 13	2	6500
FN-FAL	7.62 x 51	1D6+12	450	5	1	2	30	9 / 13	2	7500
Valmet Saka	7.62 x 51	1D6+12	450	5	1	2	30	9 / 13	2	5750



## Ranged Weapons: Sniper Rifles

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
Winchester No.1 Sniper	.375 H+H	1D8+16	1500	4	2	1	5	13 / 13	2	8500
Accuracy Int. L96	7.62 x 51	1D6+12	1500	5	1	2	10	9 / 13	3	8750
Baretta 501	7.62 x 51	1D6+12	1500	5	1	2	10	9 / 13	3	9500
FN-FAR	7.62 x 51	1D6+12	1500	5	1	2	10	9 / 13	3	8500
Galil Galatz	7.62 x 51	1D6+12	1500	5	1	2	20	9 / 13	3	10000
H & K PSG-1	7.62 x 51	1D6+12	1500	5	1	2	5	9 / 13	3	11500
Savage 110FP	7.62 x 51	1D6+12	1500	5	1	2	5	9 / 13	3	12500
Steyr SSG-008	7.62 x 51	1D6+12	1500	5	1	2	10	9 / 13	3	9500
Dragunov SVD	7.62 x 54	1D8+16	1500	6	2	1	10	13 / 13	3	6500
Accuracy Int. AW-50	.50 BMG	2D8+16	1500	10	1	1	5	15 / 13	4	13500
Barrett XM500	.50 BMG	2D8+16	1500	10	1	1	10	15 / 13	4	15500
Mechem NTW-20	.50 BMG	2D8+16	1500	10	1	1	5	15 / 13	4	14500
PGM Hecate II	.50 BMG	2D8+16	1500	10	1	1	7	15 / 13	4	11500
Steyr .50 HS	.50 BMG	2D8+16	1500	10	1	1	1	15 / 13	4	16550
VSSK 'Vychlop'	.50 BMG	2D8+16	1000	10	1	1	5	15 / 13	4	7500



**Ranged weapons: Sub-Machine guns / Personal Defense Weapons**

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
H&K UMP	.40S&W	1D6+6	100	2	1	6	30	5 / 9	1	3500
H&K MP7 PDW	4.6mm	2D6+6	150	4	1	6	30	9 / 11	2	4500
FN P90 PDW	5.7x28	2D6+6	100	4	1	6	50	9 / 11	2	5650
AEK-919K	9mm	1D6+6	50	2	1	8	30	9 / 11	1	4500
Chang Feng	9mm	1D6+6	150	2	1	6	50	9 / 11	2	6500
Franchi LF-57	9mm	1D6+6	150	2	1	4	30	9 / 11	2	5500
H&K MP5	9mm	1D6+6	100	2	1	6	30	9 / 11	2	3500
Ingram MAC 10	9mm	1D6+6	50	2	1	8	30	9 / 11	1	6500
IWI Uzi	9mm	1D6+6	200	2	1	6	30	9 / 11	2	2500
IWI Micro Uzi	9mm	1D6+6	100	2	1	8	30	9 / 11	2	1750
IWI Mini Uzi	9mm	1D6+6	30	2	1	8	15	9 / 11	1	1450
IZHMASH PP-19-01	9mm	1D6+6	200	2	1	6	30	9 / 11	2	3550
KPB PP-2000	9mm	1D6+6	50	2	1	8	30	9 / 11	1	5550
Ruger MP9	9mm	1D6+6	50	2	1	8	30	9 / 11	2	4500
Steyr Mpi81	9mm	1D6+6	75	2	1	6	30	9 / 11	2	3750
Steyr TMP	9mm	1D6+6	55	2	1	6	30	9 / 11	2	4500
Walther MPK	9mm	1D6+6	100	2	1	6	30	9 / 11	2	3750





## Ranged weapons – Rifles by round size

.22 long - often used for target shooting and the hunting of small game such as squirrel. The recoil is exceptionally mild and the velocity is low.

.30-06 – This was the US Army’s main rifle cartridge for over 50 years. Now exceptionally popular with US game hunters for its medium recoil, high penetration and ability to generate hydrostatic shock wounds.

.375 H&H Magnum – A classic extreme high-velocity big game hunting round. Developed by Holland & Holland to feed the British Officer’s desire to shoot big game in India and Africa. It has good ballistic properties although the recoil is exceptionally harsh. Still very popular amongst civilians in Africa, South America, and Australia.

5.45 x 39mm – This is Soviet replacement to the 7.62 x 39mm round. It follows much the same pattern of the NATO 5.56 x 45mm round in that it is a light high velocity round with excellent stopping properties.

5.56 x 45mm – The official NATO cartridge, originally developed for the M16. It is a highly energetic round designed to create as much mayhem to flesh as possible, including hydrostatic wounding. The recoil is moderate compared to the .30-06 and its small size means that more ammunition can be carried without penalty.

7.62 x 39mm - The standard Soviet/ComBloc rifle cartridge from the mid-1940s to the mid-1970s, it is easily one of the most widely distributed cartridges in the world due to the distribution of the Kalashnikov AK-47 series weapon. This round has a habit of producing significant wounding in cases where the round tumbles and fragments in tissue but produces relatively minor wounds in cases where the bullet exits before beginning to yaw. The round can in certain circumstances produce dramatic hydrostatic shock wounds.

7.62 x 51mm - This was the standard NATO rifle round until its replacement by the 5.56x45mm. This munition is still in service as the standard sniper rifle and medium machine gun cartridge. This round, like the 7.62x39mm, can produce devastation wounds when tumbling through flesh, and again significant hydrostatic tenancies.

7.62 x 54mm - The standard Russian rifle round from the 1890s to the mid-1940s. It is still in use due to the Dragunov sniper rifle, which was designed around this specific calibre. The round has an elongated shape which enables superb aerodynamic performance over long distances, making it one of the world’s best sniper rounds.



### Ranged Weapons: Shotguns

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
Benelli Nova	12 Gauge	2D6+6	25	3	1	2	7	9 / 13	2	5550
Beretta FP 102	12 Gauge	2D6+6	30	3	3	1	5	9 / 13	2	7550
Browning Auto-5	12 Gauge	2D6+6	25	3	3	1	5	9 / 13	2	3550
Franchi SPAS-12	12 Gauge	2D6+6	30	3	3	1	8	9 / 13	2	4750
Franchi SPAS-15	12 Gauge	2D6+6	35	3	1	2	7	9 / 13	2	6550
Ithaca 37	12 Gauge	2D6+6	25	3	3	1	4	9 / 13	2	3500
Mossbery 590	12 Gauge	2D6+6	25	3	3	1	8	9 / 13	2	3750
Remington 11-87	12 Gauge	2D6+6	35	3	3	2	5	9 / 13	2	4500
Saiga 401K-01	12 Gauge	2D6+6	35	3	1	2	10	9 / 13	2	6500
Striker	12 Gauge	2D6+6	30	3	4	2	12	9 / 13	3	11000
Winchester 1300	12 Gauge	2D6+6	35	3	3	2	7	9 / 13	2	4500

### Ranged Weapons: Machine Guns

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
FN Minimi	5.56 x 45	1D10+10	850	6	3	20	>500	11 / 13	4	15000
H&K MG 43	5.56 x 45	1D10+10	950	6	3	20	>250	11 / 13	4	17500
L86A1 SLW	5.56 x 45	1D10+10	750	6	1	5	30	9 / 11	3	14550
Negev	5.56 x 45	1D10+10	650	6	1	5	50	9 / 11	3	13550
FN MAG	7.62x51	1D6+12	850	5	3	20	>250	11 / 13	4	15500
H&K 23	7.62x51	1D6+12	950	5	3	20	>250	11 / 13	4	16500
M134D Minigun <sup>1</sup>	7.62x51	1D6+12	2500	5	5	50	>5000	11 / 13	15	45000
Klashnikov PKMS <sup>1</sup>	7.62x54	1D8+16	1500	6	2	1	>250	13 / 13	10	22550
QJG 02G <sup>1</sup>	14.5x115	2D6+16	2500	9	5	10	>250	11 / 14	15	35450
GD LW50MG <sup>1</sup>	.50 BMG	2D8+16	2500	10	5	10	>500	15 / 13	10	45500

Notes:

1 : tripod / vehicle mounted machine gun.

## Ranged Weapons: Grenade Launchers

Name	Calibre	Damage	Range	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
EX-41	40mm	Variable	150	-	3	1	3	11 / 11	3	7500
H&K 69	40mm	Variable	150	-	2	1	1	9 / 11	2	8500
H&K 79 <sup>1</sup>	40mm	Variable	150	-	2	1	1	9 / 13	2	2500
H&K GMG <sup>2</sup>	40mm	Variable	1500	-	8	6	32	7 / 11	8	45750
M203 <sup>1</sup>	40mm	Variable	150	-	2	1	1	9 / 13	2	2500
M79 'Blooper'	40mm	Variable	150	-	2	1	1	9 / 11	2	3500
Milkor MGL-140	40mm	Variable	250	-	4	1	6	11 / 11	3	17750

Notes:

1 : clip-on under-barrel grenade launcher.

2 : tripod / vehicle mounted grenade launcher.

## Grenades

Grenades are small hand held munitions designed to either be thrown or fired from specially designed grenade launchers. All grenades have a 4 second delay action fuse. Characters can throw a grenade equal to their STR in metres. Grenades are characterized as:

*Name:* The name and make of the grenade.

*Type:* The type of grenade:

**Concussion:** Concussion grenades use high explosives to create an over-pressure wave which causes lethal damage, rather than creating a hail of lethal shrapnel. A Concussion grenade does 3D6+12 Hit points of Damage.

**CS-Gas:** Produces a slow moving cloying cloud of CS-Gas which causes extreme irritation to the eyes, nose and throat. A CS-Gas grenade will incapacitate anyone within its area of effect for up to 1D8 Combat Rounds.

**Fragmentation:** The classic offensive anti-personnel weapon. The grenade contains a notched wire coil wrapped around an explosive core. When detonated, the wire flies into fragments. Fragmentation grenades cause 4D6+12 Hit Points of Damage.

**Incendiary:** Incendiary grenades utilise Thermite to create exceptionally high temperatures (Inferno) within the Blast Radius.

**Smoke:** Produces a thick cloud of smoke that equates to Darkness. Smoke grenades come in many colours from combat masking white to high-visibility orange and red used to attract attention.

**Sting:** Sting grenades are similar to Fragmentation grenades, except in place of wire, the sting grenade is packed with rubber balls. Sting grenades are designed to knock down an incapacitate an enemy for up to 1D6+3 Combat rounds.

**Stun:** Stun grenades are designed to temporarily disorientate an enemy via a combination of extreme loud noise combined with a intense burst of light. A stun grenade will disorientate an opponent for up to 1D6+3 Combat Rounds.

*Blast Radius (BR):* The effective radius of the grenade's discharge.

*Penetration Value (PV):* The capability the grenade has of penetrating armour.

*Damage:* The damage caused by the grenade.

*ENC:* The encumbrance of the grenades per pack of 5.

*Cost:* The cost of grenades per pack of 5, in dollars.

Name	Type	BR	PV	Damage	ENC	Cost
AN-M8	Smoke	15	-	Darkness	1	75
AN-TH3	Incendiary	5	5	Inferno	1	550
ALSG101	Sting	10	-	Incapacitate	1	250
F1	Concussion	15	35	3D6+12	2	450
H&N OC	Sting	10	-	Incapacitate	1	275
H&W E180	Stun	10	-	Disorientate	1	150
H&W N201	CS-Gas	10	-	POT 60	1	175
L109A1	Fragmentation	10	45	4D6+12	1	350
L84	Smoke	15	-	Darkness	1	75
M18	Smoke	15	-	Darkness	1	100
M61	Fragmentation	10	45	4D6+12	1	250
M67	Fragmentation	10	45	4D6+12	1	275
M7A2	CS-Gas	10	-	POT 60	1	150
MK3A3	Concussion	15	10	3D6+12	2	400
XM-84	Stun	10	-	Disorientate	1	150



## Less Lethal – Ranged Weapons

All Less Lethal Ranged Weapons use the Ranged Weapon skill. Less Lethal Ranged Weapons are characterized by the following qualities:

*Name:* The name and make of the weapon.

*Type:* The type of Less Lethal technology employed by the weapon, namely:

- CCA – Chemical Control Agent
- E – Electrical
- KE – Kinetic Energy Weapon

*Capability (CAP):* The capability of the munition to have the designed effect on a target; and used in opposed skill check tests against the target's Persistence or Resilience skill. The Capability is represented as a percentage and the letter in brackets denotes which skill the target must use in the opposed skill check: P – Persistence, R – Resilience.

*Duration of Incapacitation (DI):* Number of rounds target remains totally incapacitated.

*Residual Effects (RE):* Number of hours it takes for the residual effect of the weapon to wear off.

*Physical Damage (PD):* The damage a single round causes.

*Range:* This is the effective range of the weapon. A target within the range of the weapon may be attacked without penalty. Should a target be engaged outside the range of the weapon, then the weapon will have no effect on the target.

*Load:* How many Combat Rounds required to load or reload the weapon.

*Shots per Round (SPR):* The maximum number of shots the weapon can fire in one Combat Round.

*Rounds (RNDs):* How many shots the weapon can hold before it requires reloading.

*STR/DEX:* The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character's skill when using this weapon.

*ENC:* The weapon's Encumbrance. The weight and bulk of the weapon.

*Cost:* The cost of the weapon system in dollars.



Name	Type	CAP	DI	RE	PD	Range	Load	SPR	RNDs	STR/ DEX	ENC	Cost
Avurt IM-5 <sup>2</sup>	CCA	75 (R)	1D12	1D12	1D4	15	3	1	4	5 / 9	1	350
Pepperball SA-4 <sup>2</sup>	CCA	85 (R)	1D12	1D12	1D4	10	3	4	4	5 / 9	1	450
Pepperball TAC-700 <sup>2</sup>	CCA	85 (R)	1D12	1D12	1D4	20	5	10	400	11 / 9	2	650
Pepperball SA-8 <sup>2</sup>	CCA	85 (R)	1D12	1D12	1D4	10	2	2	16	5 / 9	1	450
TASER C2 <sup>1</sup>	E	75 (R)	1D4	1D8	1D4	10	4	1	1	5 / 9	1	550
TASER X26 <sup>1</sup>	E	85 (R)	1D8	1D12	1D6	15	4	1	1	5 / 9	1	950
Stinger S-200 AT <sup>1</sup>	E	80 (R)	1D8	1D20	1D6	10	3	1	1	5 / 9	1	550
Power Punch Bean Bag - 12 Gauge Round	KE	75 (R)	1D8	1D10	1D4	15	1	D	D	11 / 9	D	150
Rubber Bullet - 12 Gauge Round	KE	75 (R)	1D6	1D10	1D4	25	1	D	D	11 / 9	D	50

Notes:

1: Weapon has no effect if the target is wearing body armour.

2: Weapon has no effect if target is wearing a respirator.

D: Dependent on the shotgun used to fire the munition.

Avurt IM-5 - A pistol like device that uses paint-ball technology to fire gelatine balls filled with a .2% Capsaicinoid irritant solution.

TASER C2 & X26 - Both the TASER C2 and the X26 are stun-guns which deploy two small probes attached to a spool of insulated conductive wires that, once connected with a target, will enable the transmission of a 50,000 volts at a frequency which causes uncontrollable neurological spasms. The C2 is designed for a home consumer market, whilst the X26 is designed for the military and police markets and as such has an increased range and a more traditional hand-gun design.

Pepperball SA-4, TAC-700, & SA-8 - The SA-4 is a pistol like device similar to the Avurt IM-5 but designed for police and military service, and firing gelatine balls filled with a .6% Capsaicinoid solution. The SA-8, and TAC-700 are adapted standard paintball weapons all firing the same gelatine balls.

Power Punch Bean Bag Round - This a small cotton/Kevlar pillow filled with lead shot that weights 40 grams. The bean bag round is fired from a normal 12 gauge shotgun, and when fired expands in flight so that it distributes its kinetic energy over a 6cm<sup>2</sup> area. The bean bag is designed as a temporary stun round, providing enough energy to disorient a target long enough for them to be apprehended.

Rubber Bullet - Designed for use with 12 gauge riot shotguns. The munitions are either rubber buckshot cartridges containing 15 m.3mm diameter rubber balls per cartridge, or a single 4.75 gram rubber projectile.

Stinger S-200 AT - This is a direct competitor to the TASER X26 and uses a similar low voltage pulse to disrupt a target's nervous system.

## Heavy Weaponry

### Man Portable Heavy Weaponry

The following is a list of Man-portable Heavy Weapons. These weapon systems are designed to be used with the Heavy Weapon combat skill. However a character who does not possess this skill may fire these weapon systems using their Ranged Combat skill at a -25% penalty. Each weapon system is characterised by the following components:

*Name:* Name of the weapons system.

*HM:* Homing Method, the type of method the missile employs to home in on its target.

*None:* The missile continues in the direction it was fired until either it strikes its target or the propellant is exhausted and it strikes the ground and explodes.

*Heat:* Heat-seeking. Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the greatest heat source. This is normally the target but sometimes may be a misleading heat source such as a flare, a forest fire or even the sun.

*HARM:* High-speed anti-radiation missile. Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the greatest source of radio emissions. This is normally an enemy radar but may sometimes be a radio tower, or, even in exceptional circumstances, a Personal Role Radio (PRR). Such missiles can be foiled by turning off all radio sources in time.

*RADAR:* Radar homing. Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the target which presents the biggest radar target, normally the biggest lump of metal in the area. Chaff can sometimes confuse these missiles.

*PLH:* Painted Laser homing. These missiles home in on laser spot 'painted' onto the target by either the firing platform or by some other means – be it on another vehicle or via the use of a man-portable laser designator. Should the laser painting cease, then the missile will continue on its last course. Characters using a laser designator must spend each combat round the missile is in flight aiming at the target; they can do no other action if they wish the target to remain painted.

*Range:* This is the effective range of the weapon. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's effective Weapon skill and the damage caused by the weapon is halved (before other modifiers are applied). Attacks against targets beyond double the weapon's range automatically fail.

*Kill Probability (KP):* Applied to Fire-and-Forget missile systems only. Fire-and-Forget munitions are those which once launched will make their way to the target without any further guidance from the weapon's initiator. In such cases, it still takes a successful Heavy Weapons Skill roll or Ranged Weapon skill roll (with a -25% modifier) to achieve a weapon target lock. Each Fire-and-Forget missile has a probability, expressed as a percentage, of the missile striking the target, known as the Kill Probability. The Kill Probability is used in opposed skill tests when pilots or drivers of targeted vehicles are attempting to evade the incoming missile.

*Penetration Value (PV):* The capability the firearm has of penetrating armour.

*Load:* This shows how many Combat Rounds are required to load or reload the weapon.

*Shots per Round (SPR):* The maximum number of shots the weapon can fire in one combat round.

*Rounds (RNDs):* How many shots the weapon can fire before it requires reloading.

**STR/DEX:** The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character's skill when using this weapon.

**Enc:** The weapon's Encumbrance. The weight and bulk of the weapon.

**Cost:** The cost of the weapon system in dollars. Additional rounds are calculated at a quarter of the weapon system cost.

Name	HM	Damage	Range	KP	PV	Load	SPR	RNDs	STR/DEX	ENC	Cost
Milan 3 Anti-Tank Weapon	RADAR	1D20+100	2000	N/A	60	5	1	1	15 / 11	19	75500
Bofors AT4 Anti-Tank	NONE	1D20+80	300	N/A	60	4	1	1	15 / 11	17	35500
LAW 94 <sup>1</sup>	NONE	1D10+30	150	N/A	45	1	1	1	13 / 11	4	15750
LAW 72 <sup>1</sup>	NONE	1D10+30	200	N/A	45	1	1	1	13 / 11	4	12750
L16 Mortar	NONE	1D10+50	5550	N/A	95	1	1	1	9 / 13	20	55750
LASM <sup>1</sup>	NONE	1D20+80	500	N/A	45	1	1	1	13 / 11	4	13550
Hirtenberger M6-895 Mortar	NONE	1D10+30	2500	N/A	45	1	1	1	9 / 13	8	12750
Balzat RPG-7	NONE	1D10+50	200	N/A	50	4	1	1	13 / 11	4	9500
Balzat RPG-16	NONE	1D10+30	800	N/A	45	5	1	1	15 / 11	18	65500
Balzat RPG-18 <sup>1</sup>	NONE	1D10+30	200	N/A	45	1	1	1	13 / 11	4	18550
Balzat RPG-28 <sup>1</sup>	NONE	1D10+50	200	N/A	50	1	1	1	13 / 11	4	22500
FIM-92 Stinger SAM	RADAR	1D20+80	4500	65	35	4	1	1	13 / 11	8	38000
Mistral SAM	RADAR	1D20+80	5300	65	40	5	1	1	13 / 11	8	29550
Starstreak-MP SAM	HEAT	1D20+80	7000	70	35	5	1	1	15 / 11	12	35500
SA-18 SAM	HEAT	1D20+80	5000	65	40	5	1	1	15 / 11	10	28550

Notes:

1 : Single shot disposable rocket launcher.

### Heavy Weapon Guided-Missiles

The following is a list of vehicle-mounted Guided Missile systems. These weapon systems are designed to be used with the Heavy Weapon combat skill. However a character who does not possess this skill may fire these weapon systems using their Ranged Combat skill at a -25% penalty.

Each weapon system is characterised by the following components:

**Name:** Name of the weapons system.

**Homing Method (HM):** Homing Method, the type of method the missile employs to home in on its target.

**None:** The missile continues in the direction it was fired until either it strikes its target or the propellant is exhausted and it hits the dirt and explodes.

**Heat:** Heat-seeking. Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the greatest heat source. This is normally the target but sometimes may be a misleading heat source such as a flare, a forest fire or even the sun.



**HARM:** High-speed anti-radiation missile. Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the greatest source of radio emissions. This is normally an enemy radar but may sometimes be a radio tower, or even, in exceptional circumstances, a Personal Role Radio (PRR). Such missiles can be foiled by turning off all radio sources in time.

**RADAR:** Radar homing. Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the target which presents the biggest radar target, normally the biggest lump of metal in the area. Chaff can sometimes confuse these missiles.

**PLH:** Painted Laser homing. These missiles home in on laser spot 'painted' onto the target by either the firing platform or by some other means – be it on another vehicle or via the use of a man-portable laser designator. Should the laser painting cease, then the missile will continue on its last course. Characters using a laser designator must spend each combat round the missile is in flight aiming at the target; they can do no other action if they wish the target to remain painted.

**Video:** Video homing. These missiles contain a CCTV camera built into their nose. They are steered towards the target by the weapon's controller within the vehicle. The signals controlling the missile are either transmitted via a wire spool trailing out from behind the missile or via an encoded microwave transmission.

**Range:** This is the effective range of the missile. A target within the missile's range may be attacked without penalty. Attacks against targets beyond the missile's range automatically fail.

**Kill Probability (KP):** Applied to Fire-and-Forget missile systems only. Fire-and-Forget munitions are those which once launched will make their way to the target without any further guidance from the weapon's initiator. In such cases, it still takes a successful Heavy Weapons Skill roll or Ranged Weapon skill roll (with a -25% modifier) to achieve a weapon target lock. Each Fire-and-Forget missile has a probability, expressed as a percentage, of the missile striking the target, known as the Kill Probability. The Kill Probability is used in opposed skill tests when pilots or drivers of targeted vehicles are attempting to evade the incoming missile.

**Penetration Value (PV):** The capability the firearm has of penetrating armour.

**Damage:** The damage the missile causes.

**Cost:** The cost of the missile, in dollars.



## Surface to Surface Missiles

Surface to Surface missiles are launched from surface vehicles or ships against surface targets. They can be broadly broken into two categories: those that travel close to the ground against either tanks, ships, or other hard targets; and those that travel in ballistic orbits against targets at longer distances. The following are a list of close ground traveling missiles.

Name	HM	Range	Speed	KP	PV	Damage	Cost
AGM-65 Maverick	PLH	30km	1100	N/A	90	1D20+280	160,000
AGM-114 Hellfire	PLH	8km	1200	N/A	60	1D20+80	75,000
BGM-71 TOW	VIDEO	4km	1200	N/A	45	1D10+50	20,000
BGM-109 Tomahawk	RADAR	2500km	900	85	150	1D20+480	600,000
DongHai-10	RADAR	800km	Mach .7	85	150	1D20+480	1.6M
Euromissile HOT-3	VIDEO	5km	864	N/A	45	1D10+50	65,000
IAI LAHAT	PLH	8km	1200	N/A	45	1D10+50	20,000
IMI Delilah	HARM	300km	1200	75	80	1D20+280	750,000
MGM-140 ATACMS	RADAR	125km	4900	75	120	1D20+430	950,000
NPO BrahMos	RADAR	290km	3700	85	140	1D20+480	2.6M
Tula KPB 9M113 Konkurs	VIDEO	4km	1200	N/A	45	1D10+50	25,000
Zvezda-Strela Kh-25	RADAR	40km	2000	85	90	1D20+330	150,000

## Surface to Air Missiles

Surface to air missiles are designed to be launched from a ground station or vehicle for the purpose of destroying other aircraft.

Name	HM	Range	Speed	KP	PV	Damage	Cost
BDL Akash	VIDEO	25km	3700	N/A	90	1D20+280	175,000
HongQ-7	RADAR	8km	2400	65	70	1D20+130	100,000
GD RIM-116	HEAT	8km	2400	65	55	1D20+80	70,000
MBDA Rapier	VIDEO	6.5km	3700	N/A	45	1D20+80	65,000
MIM-72A	HEAT	8km	2400	70	45	1D20+80	85,000
OKB Strela-1	HEAT	4km	2400	70	30	1D10+30	65,000
Thales Crotale 440	RADAR	20km	2400	65	55	1D20+80	75,000

## Air to Surface Missile

Air to Surface missiles are designed to be launched from an aircraft against ground targets on land or sea. A number of these are variants of Surface to Surface missiles.

Name	HM	Range	Speed	KP	PV	Damage	Cost
AGM-65 Maverick <sup>2</sup>	PLH	30km	1100	N/A	90	1D20+280	160,000
AGM-88 HARM	HARM	105km	2280	90	80	1D20+330	285,000
AGM-114 Hellfire <sup>2</sup>	PLH	8km	1200	N/A	60	1D20+80	75,000
AGM-129 ACM	HARM	3704km	800	90	120	1D20+530	1.5M
AGM-142 Have Nap	HARM	78km	980	90	110	1D20+480	650,000
AS-25K <sup>2</sup>	VIDEO	25km	2400	N/A	60	1D20+280	350,000

Name	HM	Range	Speed	KP	PV	Damage	Cost
BAE Systems ALARM	HARM	95km	2455	90	80	1D20+280	300,000
BAE Systems Sea Eagle <sup>1</sup>	RADAR	110km	980	75	110	1D20+430	650,000
Euromissile HOT-3 <sup>2</sup>	VIDEO	5km	864	N/A	45	1D10+50	65,000
KDA Strike <sup>1</sup>	HEAT	185km	1100	80	75	1D20+380	550,000
MBDA Brimstone <sup>2</sup>	RADAR	12km	2400	75	60	1D20+130	170,000
MBDA Exocet <sup>1</sup>	RADAR	180km	1135	75	110	1D20+380	550,000
Raduga Kh-22 <sup>3</sup>	RADAR	500km	6100	75	130	1D20+380	950,000
Raduga Kh-22 <sup>1</sup>	RADAR	400km	4900	75	80	1D20+780	850,000
Raduga Kh-28	HARM	110km	3700	90	110	1D20+380	550,000
Raduga Kh-59 <sup>1</sup>	VIDEO	115km	980	N/A	90	1D20+480	450,000
Storm Shadow <sup>3</sup>	VIDEO	250km	980	N/A	110	1D20+480	750,000
Yingi-8 <sup>1</sup>	RADAR	350km	1100	75	50	1D20+380	650,000
Zvezda-Strela Kh-25 <sup>2</sup>	RADAR	40km	2000	75	70	1D20+330	150,000

Notes:

1 Anti-Shipping Missile

2 Anti-Tank Missile

3 Anti-Materiel Missile

## Air to Air Missiles

Air to Air missiles are missiles designed to be launched from an aircraft for the purpose of destroying other aircraft.

Name	HM	Range	Speed	KP	PV	Damage	Cost
AIM-9	HEAT	8km	2400	70	55	1D20+80	85,000
AIM-120 ASRAAM	RADAR	48km	4900	70	80	1D20+130	400,000
AIM-132 ASRAAM	HEAT	18km	3700	80	60	1D20+80	200,000
AIM-2000	HEAT	25km	3700	85	60	1D20+80	450,000
DRDO ASTRA	RADAR	15km	4900	70	75	1D20+130	250,000
Matra Super 530	RADAR	37km	4900	70	80	1D20+180	150,000
MBDA MICA	HEAT	60km	4900	85	75	1D20+80	100,000
Mitsubishi AAM-5	HEAT	35km	3700	80	60	1D20+80	150,000
Novator K-100	RADAR	400km	4000	75	110	1D20+280	450,000
PL-10	RADAR	60km	2400	75	85	1D20+180	250,000
Rafael Python-5	HEAT	20km	4900	85	60	1D20+80	250,000
SkyFlash	RADAR	45km	4900	75	90	1D20+180	150,000
TY-90	HEAT	6km	2400	85	40	1D10+30	65,000
Vympel R-27	RADAR	130km	4900	75	90	1D20+180	200,000
Vympel R-73	HEAT	20km	2400	85	55	1D20+80	80,000
Vympel R-77	RADAR	25km	4900	75	80	1D20+130	150,000

## Less Lethal – Heavy Weapons

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The following is a list of vehicle-mounted Less Lethal weapon systems. All these weapon systems are designed to be used with the Heavy Weapon combat skill, however a character who does not possess this skill may attempt to use these munitions using their Ranged Weapon combat skill at a -25% penalty. Less Lethal Heavy Weapons are characterized by the following qualities:

*Name:* The name and make of the weapon.

*Type:* The type of weapon:

A - Acoustic

CCA – Chemical Control Agent

DE – Directed Energy

KE – Kinetic Energy Weapon

*Capability (CAP):* The capability of the munition to have the designed effect on a target; and used in opposed skill check tests against the target's Persistence or Resilience skill. The Capability is represented as a percentage and the letter in brackets denotes which skill the target must use in the opposed skill check: P – Persistence, R – Resilience.

*Duration of Incapacitation (DI):* Number of rounds target remains totally incapacitated.

*Residual Effects (RE):* Number of hours it takes for the residual effect of the weapon to wear off.

*Physical Damage (PD):* The damage a single round causes.

*Range:* This is the effective range of the weapon. A target within the range of the weapon may be attacked without penalty. Should a target be engaged outside the range of the weapon, then the weapon will have no effect on the target.

*Load:* How many Combat Rounds required to load, reload, or ready the weapon for firing.

*Shots per Round (SPR):* The maximum number of shots the weapon can fire in one Combat Round.

*Rounds (RNDs):* How many shots the weapon can fire before it requires reloading.

*STR/DEX:* The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character's skill when using this weapon.

*Cost:* The cost of the weapon system in dollars.

Name	Type	CAP	DI	RE	PD	Range	Load	SPR	RNDs	STR/DEX	Cost
Infrasonic Incapacitation Device	A	80 (P)	1D8	1D10	1D3	1500	10	-	-	9 / 11	1.5M
LRAD	A	80 (P)	1D6	1D3	1D4	300	5	-	-	9 / 11	450K
Area Denial Foam	CCA	75 (R)	1D4	1D3	1D4	400	5	1	10	5 / 9	700K
Sticky Foam	CCA	75 (R)	UR	1D3	1D3	400	5	1	10	5 / 9	650K
Dazzler	DE	80 (R)	1D8	1D10	1D3	1000	5	-	-	9 / 11	2.1M
Microwave Pain Weapon	DE	85 (P)	1D4	1D3	-	1500	10	-	-	9 / 11	1.5M
Pulsed Energy Projectile	DE	85 (P)	1D4	1D3	-	1500	15	-	-	9 / 11	2.5M
Water Cannon <sup>1</sup>	KE	85 (R)	1D6	1D3	1D6	400	50	1	20	5 / 9	450K

Notes:

1: May be used as a delivery system for other Less Lethal munitions such as CS or Pepper Sprays.

UR: Until Released from the foam by the correct solvent.

Infrasonic Incapacitation Device - The device that generates infrasound at about 7Hz, which causes sympathetic resonance with human tissue leading to disorientation, loss of balance, nausea, vomiting and total bowel control. It can also generate feelings of great anxiety and fear due to the production of heart arrhythmic.

Long Range Acoustic Device (LRAD) - Basically a high powered and directionally focused loudspeaker that produces a 150 Decibel warning tone that causes everyone within earshot to keep their distance as it can cause permanent deafness and produce serious, but temporary, vision distortion. LRADs are often used by shipping to prevent pirates from boarding.

Area Denial Foam - This device lays down a large quantity of exceptionally slippery foam that makes moving through an area sprayed with the foam virtually impossible. The foam is non-toxic and will last for up to 1D6 hours before it dries sufficiently to allow passage once more.

Sticky Foam - This device produces a stream of exceptionally sticky foam-like material that coats and cloys everything it touches. People and vehicles trapped in will not be able to move as the foam eventually hardens. Once trapped, they can only be released through the application of a non-toxic solvent. When using sticky foam, there is a chance that a target's airway may become blocked and they could suffocate, for instance if a fumble occurs during the Heavy Weapon Combat skill test.

Dazzler - The dazzler uses a low-power diode laser to temporarily blind or obscure the vision of the target. This device is exceptionally useful at night, as it can destroy the CCD elements within night-vision equipment.

Microwave Pain Weapon - Works by broadcasting a high-powered beam of high-frequency microwaves at 95 GHz, a frequency similar to that used by microwave ovens. The microwaves excite the water and fat molecules in the body, instantly heating it and causing intense pain, which leads to the target instantly fleeing from the range of the weapon. Unlike microwave ovens, these microwaves cannot cook the targets flesh as they are blocked by cell density and so cause no damage.

Pulsed Energy Projectile (PEP) - The PEP employs a pulsed deuterium-fluoride (DF) laser designed to produce an ionized plasma at the target surface; creating an ultrasonic pressure wave that passes into the body, stimulating the nerves in the skin to produce pain and inducing temporary disorientation.

Water Cannon - These devices produce a stream of high-pressure water which can knock down and disorientate anyone hit by it. The water can be delivered in a continuous stream, or in pulses; as a hard jet or as a spray. Dyes and Irritants such as CS or Capsaicinoid solutions can be added to the water to help provide an extra deterrent.



## Body Armour

Each piece of Armour is characterised by the following qualities:

*AP:* How many armour points this type of armour provides.

*ENC:* The Armour's encumbrance. The weight and bulk of that armour.

*Cost:* The cost in dollars of the armour.

Armour	AP	ENC	Cost	Description
CBA-0	4	1	450	Lightweight Kevlar mess vest designed to stop up to 3 x .22 long rounds at point blank range and / or a knife thrust. Can be worn under a shirt or jacket.
CBA-1	7	2	550	Medium weight Kevlar / ballistic nylon vest designed to stop up to 3 x 9mm rounds at point blank range. Can be worn under a shirt or jacket.
CBA-2	10	3	650	Medium weight Kevlar / Mylar ballistic weave vest designed to stop up to 3 x .357 magnum rounds at point blank range. Can be worn under a shirt or jacket.
CBA-3	13	4	750	Medium weight Mylar / Ceramic ballistic vest designed to stop up to 3 x .44 magnum rounds at point blank range. Due to its bulk it cannot be worn under clothing.
CBA-4	16	5	950	Military grade Mylar ballistic armour with ceramic / metal front and back plates. Designed to stop up to 3 x 7.62x39mm rounds at point blank range. Due to its bulk it cannot be worn under clothing.
CBA-5	19	6	1150	Military grade Aramid ballistic armour with ceramic / metal front and back plates. Designed to stop up to 3 x 5.56 x 39mm rounds at point blank range. Due to its bulk it cannot be worn under clothing.
CBA-6	39	15	6550	Full EOD body suit made from Aamid / Kevlar weave with ceramic and metal plate inserts. Designed to provide the wearer with protection from close range bomb blasts.
Mk 6 Helmet	4	2	195	Standard issue British Helmet made of military grade ballistic Nylon. Designed to stop a single 9mm bullet or multiple shrapnel fragments.
MICH Combat Helmet	4	2	210	Standard issue American Helmet made of military grade ballistic Nylon. Designed to stop a single 9mm bullet or multiple shrapnel fragments.
PASGT Helmet	3	1	200	American Special Forces lightweight helmet. Designed to stop multiple shrapnel fragments.
STH81 Helmet	6	3	175	Russian titanium helmet. Designed to stop a single 7.62 x 39mm round.

## Equipment

Each piece of equipment is characterised by the following qualities:

*ENC*: The weight and bulk of the item of equipment.

*Cost*: The cost in dollars of the equipment.

### Basic Operational Equipment

Equipment	ENC	Cost
15 litre Battle Bag	1	40
70 litre Patrol Pack	2	60
120 litre Bergen	3	100
Air Marker panel	1	50
Basha	2	50
Binoculars	1	350
Bivvie Bag	1	25
Boots (Combat)	1	90
Boots (Hiking)	1	100
Breathing Apparatus (Anti-Gas)	3	1900
Breathing Apparatus (High Altitude)	4	6500
Breathing Apparatus (General Purpose)	4	2500
Breathing Apparatus (SCUBA)	4	1000
Chest Rig	1	50
Climbing Kit	1	250
Door Ram	4	550
Entrenching Tool	1	20
First Aid Kit (Basic)	1	25
First Aid Kit (Paramedic)	3	950
First Aid Kit (Surgery)	4	400
Gaffer Tape	-	10
Goggles (Image Intensifier)	3	1500
Goggles (Night Vision)	2	500
Goggles (Range finder)	2	2500
GPS	-	450
Gun Maintenance Kit	1	35
Handcuffs (Metal)	1	250
Handcuffs (Zip tie)	-	10
Hydration Pack	2	55
Laptop (Military)	2	1500
LASER Designator	8	35,000
Leatherman Wave	-	100
Light Stick	-	3
Lighter	-	15



Equipment	ENC	Cost
Map kit (Map-case, and compass)	1	30
Mobile Phone	-	250
Pace Counter	-	8
Parachute (HALO)	8	25,000
Parachute (Low level)	8	15,000
Paracord, 100Metres	-	10
Pocket Saw	-	15
Pouch (Ammunition)	1	15
Pouch (Hygiene Kit)	1	25
Pouch (Ration)	3	15
Radio (Personal Role)	1	800
Radio (Short Range Transmitter)	2	1500
Radio (Long Range Transmitter)	3	2500
Rope, 10 Metres	2	150
Satellite Phone	1	1000
SCUBA Equipment (Dry Suit)	4	650
SCUBA Equipment (General Equipment)	2	150
SCUBA Equipment (Wet Suit)	3	300
SERE Manual	-	5
Sharpening Stone	-	10
Sight: LASER (Pistol)	-	750
Sight: LASER (SMG)	-	950
Sight: Optical (Rifle)	1	450
Sight: Optical (Sniper)	1	1750
Skis and Poles	2	1000
Silencer (Pistol)	1	1500
Sleeping Bag	2	100
Snowboard	1	950
Spare Clothing Kit	1	150
Steel and Tinder	-	10
Survival Kit	-	25
Tent (One Man)	3	150
Tent (Two Man)	5	300
Tent (Four Man)	7	450
Tent (Six Man)	9	650
Torch (1 x AAA Cell)	-	10
Torch (2 x AA Cell)	-	20
Torch (4 x D Cell)	1	50
Torch (Head)	1	90
Water Purification Kit	-	100

15 litre Battle Bag: Shoulder drop bag capable of holding up to 5 ENC of equipment.

70 Litre Infantry Patrol Pack: Can hold up to 15 ENC of equipment.

120 Litre Bergen: Can hold up to 25 ENC of equipment.

Air Marker panel: 1.8m x 62cm Rectangular high visibility day glow panel. Used to mark drop zones for troops and supplies and helicopter landings, also to identify 'friendly' vehicles in combat zones.

Basha: Lightweight low-profile IRR shelter.

Binoculars: x7 binoculars with built in compass.

Bivvie Bag: Extremely small, lightweight, waterproof single person shelter.

Boots (Combat): Vibram-soled combat boots good for most terrain and with steel toe cap.

Boots (Hiking): General purpose walking boots.

Breathing Apparatus (Anti-Gas): Provides protection against all warfare gases and radioactive dust. Each respirator filter lasts for 6 hours.

Breathing Apparatus (High Altitude): Permits a character to breath at high altitudes.

Breathing Apparatus (General Purpose): Permits a character wearing this breathing apparatus to enter a smoke-filled environment. The BA air tank holds 1 hour worth of air. Wearing BA equipment will not prevent the inhalation of most modern chemical weapons.

Breathing Apparatus (SCUBA): Provides the character with 1 hour worth of oxygen.

Chest Rig: Fits over CBA class 0 to 5 and holds up to 10 ENC of equipment.

Climbing kit: A Climbing kit provides a bonus of +25% to any Athletics skill test made during a climb.

Door Ram: Designed to smash open locked doors. Adds +25% to Resilience skill when used in an opposed skill test.

Entrenching Tool: If used as a weapon, it is considered as a club (wielded with a -25% penalty).

First Aid Kit (Basic): The basic first aid kit is good for 5 uses (whether the skill test succeeds or not).

First Aid Kit (Paramedic): The paramedic kit is good for 15 uses (whether the skill test succeeds or not).

First Aid Kit (Surgery): The surgery kit is good for 10 uses (whether the skill test succeeds or not).

Gaffer Tape: 5 metre reel of gaffer tape.

Goggles (Image Intensifier): Allows the wearer to treat Darkness as illuminated and Pitch Darkness as Partial Darkness.

Goggles (Night Vision): These allow the wearer to treat partial darkness as illuminated and darkness as partial darkness. The battery pack within the Night Vision Goggles lasts for 6 hours.

Goggles (Range finder ): Provides accurate range information to heavy weapon systems. +25% to Heavy Weapon combat skill test.

GPS: Provides global location fixing ability down to 1m. Under normal circumstances, can provide location without recourse to a Natural Sciences skill test.





**Gun Maintenance Kit:** Adds +25% to any Mechanisms skill test needed to repair a firearm.

**Handcuffs (Metal):** Provides hands restraint for STR 40 or SIZ 40 or any part thereof.

**Handcuffs (Zip tie):** Provides emergency hands restraint for STR 30 or SIZ 30 or any part thereof.

**Hydration pack:** Holds 5 litres of water, enough to sustain a character for one day.

**Laptop (Military):** Ruggedized military spec computer that can be loaded with all kinds of applications and Operating Systems.

**LASER Designator:** Man portable laser designator, used to 'paint' targets for laser guided bombs and missiles.

**Leatherman Wave:** Multi-use tool which includes a small knife.

**Light Stick:** Provides clear illumination out to a 2m metre radius. Lasts for up to 8 hours (single use only).

**Lighter:** Character with a lighter can build a fire in one minute under normal conditions without having to roll on his Natural Sciences skill.

**Map kit (Map-case, and Compass):** Waterproof map case with compass. The Compass will add +25% to Natural Science roll.

**Mobile Phone:** Provides mobile communications when range of the appropriate cell.

**Pace Counter:** Enables the player to calculate distance traveled by keeping track of paces taken.

**Parachute (HALO):** Permits fully equipped soldier to safely land after dropping from extreme high altitudes. The parachute has a breaking strain of 70 ENC or 70 SIZ or combination thereof.

**Parachute (Low level):** Permits a fully equipped soldier to safely land from heights as low as 76m. The parachute has a breaking strain of 70 ENC or 70 SIZ or combination thereof.

**Paracord 100 metre:** Lightweight nylon rope that was designed as suspension cords for the parachutes. Now has many other uses such as rigging bashas, strapping down parcels, and even bootlaces. Paracord has a 25 ENC or 25 SIZ breaking strain, or any combination thereof.

**Pocket Saw:** Heavy duty folding steel saw capable of easily cutting through branches and small tree trunks.

**Pouch (Ammunition):** Holds either 5 x .45 or 5 x 9mm or 3 x 5.56mm or 3 x 7.62mm magazines.

**Pouch (Hygiene kit):** Contains soap, flannel, toothpaste, toothbrush, shaving foam and razor.

**Pouch (Ration):** Holds 5 ration packs.

**Radio (Personal Role):** The Personal Role Radio (PRR) is a small encrypted transmitter-receiver that allows team members to communicate over short distances (up to 1km) - even through thick cover or the walls of buildings - without shouting, hand signals, or relaying messages. The PRR can be interfaced to either the short range or long range radio transmitter, to enable teams to communicate with other Company teams or with the ISTAR control.

**Radio (Short Range Transmitter):** Encrypted radio transmitter / receiver that when linked to the PRR boosts the PRR's range to 10 Km.

**Radio (Long Range Transmitter):** Encrypted radio transmitter / receiver that when linked to the PRR boosts the PRR's range to 50 Km.

**Rope, 10 Metres:** A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

**Satellite Phone:** Low powered hand held Satellite phone. Enables a character to communicate with the wider world via telecommunications satellites.

**SCUBA Equipment (Dry Suit):** Enables the wearer to dive in cold water. +25% modifier to Resilience for any exposure related skill tests.

**SCUBA Equipment (General Equipment):** Diving mask and flippers which adds 25% to any Athletics swimming skill test.

**SCUBA Equipment (Wet Suit):** Enables the wearer to dive in warm / cool water.

**SERE Manual:** Pocket sized Survival, Evasion & Recovery manual. +25% to any Natural Science / Survival skill test.

**Sharpening Stone:** Used to sharpen knives.

**Sight: LASER (Pistol):** Produces a visible laser 'dot' on the target. +25% to Ranged Combat skill test.

**Sight: LASER (SMG):** Produces a visible laser 'dot' on the target. +25% to Ranged Combat skill test.

**Sight: Optical (Rifle):** x5 magnification rifle sight. +25% to Ranged Combat skill test.

**Sight: Optical (Sniper):** x20 magnification sniper sight. +50% to Ranged Combat skill test.

**Skis and Poles:** Enables people to cross snow covered ground. +25% to any Athletics Skill test when moving across snow covered ground.

**Silencer (Pistol):** Provide 8 silent shots for an automatic pistol. Reduces the pistol's range by 10m.

**Sleeping Bag:** Hollow fibre arctic sleeping bag.

**Snowboard:** Enables people to cross snow covered ground. +25% to any Athletics Skill test when moving across snow covered ground.

**Spare Clothing Kit:** Contains 2x shirts and 2x trousers.

**Steel and Tinder:** A character with a steel & tinder can build a fire in one minute under normal conditions without having to roll on his Natural Sciences skill.

**Survival kit:** Contains button compass, cutting blade, book matches (10), purification tablets (10), snare wire, candle, Flint striker with hacksaw blade, whistle,

sewing kit, scissors, safety pins, commando wire saw, survival instruction sheet, situation evaluation sheet, signal mirror, water bag, nylon cord, foil tray (replaces tin for water heating), plastic sheet, sleeping bag all contained within a velcro fastening pouch.

**Tent (One Man):** Tent large enough to hold 1 person and their equipment.

**Tent (Two Man):** Tent large enough to hold 2 people and their equipment.

**Tent (Four Man):** Tent large enough to hold 4 people and their equipment.

**Tent (Six Man):** Tent large enough to hold 6 people and their equipment.

**Torch (1 x AAA Cell):** Provides clear illumination out to a one metre radius. It will last for 4 hours without requiring a change of batteries.

**Torch (2 x AA Cell):** Provides clear illumination out to a three metre radius. It will last for 6 hours without requiring a change of batteries.

**Torch (4 x D Cell):** Provides clear illumination out to a five metre radius. It will last for 8 hours without requiring a change of batteries.

**Torch (Head):** Provides clear illumination out to a one metre radius. It will last for 4 hours without requiring a change of batteries.

**Water Purification Kit:** Cleans up filthy or contaminated water and makes it safe for drinking.



**IED / EOD Equipment**

Equipment	ENC	Cost
Bomb Trailer	50	70,000
Detector (Biological)	4	18,750
Detector (Explosive)	3	4500
Detector (Metal)	3	1250
Detector (X-Ray)	15	11,500
Disruptor	4	6750
EOD Robot (Medium)	45	115,00
EOD Robot (Small)	25	75,500
Hook and Line Set	4	1500

**Bomb Trailer:** Specially re-enforced trailers into which bombs or suspect packages can be placed for removal or disposal. The Bomb trailer is able to handle explosive devices with a PV up to 175.

**Detector (Biological):** Portable Biological detector capable of detecting bacteriological and viral material contained within objects as large as a large suitcase.

**Detector (Explosives):** Hand held battery operated device capable of detecting explosives material hidden within enclosed metal-work.

**Detector (Metal):** This military-grade metal detector is capable of detecting iron, steel, gold, copper and brass.

**Detector (X-Ray):** A portable device capable of examining objects as a large suitcase.

**Disruptor:** Designed to disrupt the mechanism of IEDs and bombs without affecting the explosive charge. Works by shooting a high velocity jet of water into the device. The Disruptor must be placed next to device to work; this can be done either by hand or by robotic vehicle. The Disruptor is normally detonated via remote control. A successful Ranged Combat skill test is required to operate a Disruptor.

**EOD Robot (Medium):** A mid-sized remote controlled tracked robot capable of mounting a wide range of devices including shotguns, disruptor, robotic manipulators, and car-towing systems. A successful Driving Skill test is required to operate the robotic vehicle.

**EOD Robot (Small):** A small-sized remote controlled tracked robot capable of being operated within buildings, and even capable of stair climbing. The robotic arm is capable of mounting a range of devices including shotguns, disruptor, and a robotic manipulator. A successful Driving Skill test is required to operate the robotic vehicle.

**Hook and Line Set:** Used to hook and drag IED and suspicious packages away from targets. The line has a STR 25 or ENC 25 or any part there of breaking strain.



## Espionage Equipment

Equipment	ENC	Cost
Bug Sweeper	3	5500
Computer Key Logger	-	150
Covert Digital Camera	-	500
Covert Listening Device	-	350
Dead-Drop (Rock)	1	120
Dead-Drop (Spike)	-	80
GPS Tracking device	1	550
Key Impression Set	-	175
LASER Eavesdropping Device	2	5500
Lock Bumping Set	-	250
Lock Impression kit	-	200
Lock-Pick (Automatic)	-	350
Lock-Pick (Manual)	-	150
Microphone (Shotgun)	1	250
Microphone (Parabolic Shotgun)	1	450
Microphone (Wall)	-	350
One-Time-Pad Set	-	1200
Portable Mobile Phone Jammer	1	1500
Radio (Scanning Surveillance Detection)	1	450
Radio (Short Wave)	1	50
TEMPEST Interception Equipment	8	45,000

**Bug Sweeper:** Anti-surveillance device that can help to detect the presence of covert audio and visual eavesdropping devices. Adds a +50% modifier to any Perception skill test used to locate such objects.

**Computer Key Logger:** Small covert device that intercepts and records the keys struck on a computer keyboard. The camouflage is such that it adds a -25% modifier to any Perception skill test used to detect the key logger's presence.

**Covert Digital Camera:** Covert spy camera designed to be incorporated into any number of concealment devices, such as tie-pins, buttons, handbags, mobile phones, smoke alarms, PIR sensors, and alarm clocks. The camouflage is such that it adds a -25% modifier to any Perception skill test used to detect the camera's presence.

**Covert Listening Device:** Audio bug designed to be incorporated into any number of concealment devices such as telephones, cars, furniture, clocks, wall sockets

and any number of other items. The camouflage is such that it adds a -25% modifier to any Perception skill test used to detect the bugging device.

**Dead-Drop (Rock):** A hollow 'fake' rock in which up to 2 ENC of equipment can be hidden. The camouflage is such that it adds a -25% modifier to any Perception skill test used to detect the rock's presence.

**Dead-Drop (Spike):** A small hollow spike designed to be driven into the ground. It holds 1 ENC of equipment. The camouflage is such that it adds a -25% modifier to any Perception skill test used to detect the spike's presence.

**GPS Tracking device:** Small battery powered GPS tracking device that when fixed to a target vehicle will broadcast the current location of that vehicle. The battery will last for up to 1D6 days. The device has minimal camouflage and can be detected by a Perception skill test.

**Key Impression Set:** Used to take an impression of a key to enable it to be copied.

**LASER Eavesdropping Device:** When aimed at a target's window, will detect the minor vibrations caused by human speech and amplifies these vibrations into recoverable speech. This device has a range of up to 1km. This device will add a +50% modifier to any Perception skill test when used to overhear distant speech.

**Lock Bumping Set:** Specially formed key blanks which when inserted and bumped will cause the pins within a standard tumbler lock to engage. Adds +50% to any Mechanisms skill test when opening tumbler locks. Picking a lock with this method takes 1D4 minutes.

**Lock Impression kit:** Inserted into a lock, it quickly forms an impression of the wards and pins within a tumbler lock, enabling a key to be copied from this impression.

**Lock-Pick (Automatic):** An automatic lock-pick that speeds up the process of picking tumbler locks. Adds +50% to any Mechanisms skill test when opening tumbler locks. Picking a lock with a automatic lock-pick will take 1D6 minutes.

**Lock-Pick (Manual):** Contains a range of picks and torque wrenches able to cope with most tumbler locks. Adds +25% to any Mechanisms skill test when opening tumbler locks. Picking a lock with a manual lock-pick

set will take 1D10 minutes.

**Microphone (Shotgun):** Highly directional microphone capable of eavesdropping and amplifying conversations up to 100 metres away. This device will add a +25% modifier to any Perception skill test when used to overhear distant speech.

**Microphone (Parabolic Shotgun):** Combines a highly directional microphone with a parabolic booster to enhance the eavesdropping range to 150 metres. This device will add a +25% modifier to any Perception skill test when used to overhear distant speech.

**Microphone (Wall):** A highly sensitive amplified contact microphone than when placed against a dividing wall or door can pick up what is being said on the other side. This device will add a +50% modifier to any Perception skill test used to detect what is happening in the next room.

**One-Time-Pad Set:** Consists of a small book on whose pages are written columns of randomly generated numbers. Each page is meant to be used once and then destroyed. If the rules are followed then it will produce an uncrackable code.

**Portable Mobile Phone Jammer:** Used to jam all 3G, GPRS, GSM and TETRA-based mobile communication devices within a radius of 100 metres. Battery life is 1D6 hours.

**Radio (Scanning Surveillance Detection):** A covert device, designed to be worn by an agent and used to detect the presence of short range analog and digital radio signals being broadcast from any followers. Adds +25% to any Perception skill test when attempting to discover if a character is being followed.

**Radio (Short Wave):** Small battery powered radio capable of receiving transmissions within the 3-30MHz wave band. Can be used to pick up covert encoded messages broadcast by 'Number Stations'.

**TEMPEST Interception Equipment:** Designed to detect, amplify, and convert RF radiant broadcasts from computer systems that are located within 50 metres of the TEMPEST interception equipment. When used, this equipment will add a +50% modifier to any Perception skill test.



# Section Six: Combat

The Company, as a game about Private Military Service Providers means that there are firearms, and these firearms will be drawn and fired, and people will be maimed and killed. It is important that these facts be remembered before players start to brandish these firearms, for getting into a fire fight can be a terminal experience.

Strange as this may seem, the Company isn't just about combat, and whole gaming sessions can go by without the characters stumbling into a fire-fight, but eventually they will become involved in a highly dangerous combat situation. This section covers the straightforward rules required to play out rapid, action-packed, deadly combat situations.

## Combat: The Basic rules

A combat round lasts for 5 seconds.

Each character gets one Combat Action, usually an attack, and one Defensive Reaction, usually a defensive action, per combat round.

You can move your Movement Rate in a Combat Round as an Action, without losing your Action or Reaction.

You can run twice your Movement Rate in a Combat Round but you may only Dodge as your Reaction.

To make an attack, roll against your Close Combat, Heavy Weapon combat, Ranged Weapon Combat or Unarmed Combat skill depending on the type of weapon you are using.

When attacked you can either Parry (used when being attacked in Close Combat or Unarmed Combat) or Dodge as your Reaction.

If your Character successfully Dodges an attack then the character will take no damage.

If your opponent successfully Parries your attack their weapon or shield reduces the damage your attack does.

If your Character successfully hits their opponent, then the opponent suffers damage equal to:

$$\text{Weapon damage rolled} + \text{your Damage Modifier} \\ - \text{Opponent's Armour Points}$$





## What to expect when your Character gets into a fight

Characters that have weapon skills less than 100% are at the whim of the dice to determine whether or not they land a blow in combat. Anything you do to increase your character's chances to hit, or hit first, will stand in your favour and make the outcome more certain.

*Once you are hit in combat, things start getting messy.* Your character has a relatively low number of hit points. Get hit a couple of times, or get hit with one lucky shot, and these hit points can easily be reduced to zero, which indicates that the character has died. Make sure your character can dodge, parry, or is in some way protected. If your player group has decided to use the optional Major Wound system, your character is especially at risk of grievous and permanent harm every time they decide to use violence to solve a problem.

*Numbers count.* If you are facing off against multiple opponents, even weak and unskilled ones, you are quickly going to run out of attacks and reactions. In practical terms this means that your character may, at best, reduce the number of attackers by one per round, while only being able to protect themselves against one of several incoming attacks.

*Even Masters who have 100% or more in their weapon skills can be brought low* by a lucky critical hit, or by an opponent who has lured them into an ambush and stacked the odds against them through surprise and careful planning.

*These harsh realities mean that players tend to avoid combats when the odds are not in their favour.* Instead of wading into masses of weaker opponents, hoping that lucky dice rolls will see them through, they carefully plan ambushes, where they have the benefit of terrain and supporting soldiers that will allow them to wipe out the majority of the enemy before the first proper round of combat.

Since we have established that the combat situations you will be facing as a Company employee are highly deadly, there are a number of options open to you, to avoid your character dying if things go wrong:

*Realise that some foes are best left alone* - There's always going to be someone more powerful or better armed than your character or team. However of course this may be a major issue as you and your team mates may

just have been tasked with neutralizing whatever it is that is bigger than you. In such cases you will need to think very carefully before acting rashly.

*Retreat* - Sometimes you are going to get into a fight you simply can't win. Medivac the wounded, and make a better plan of attack should you need to complete the mission. Otherwise learn the lessons of where things went wrong and consider how to deal with them in the future.

*Surrender* - Before things really get messy, throw down your weapons and put up your hands. However think carefully before doing this. Intelligent foes will often take prisoners for ransom and The Company might just bail you out. Of course surrendering to the wrong people and you and your teammates could find themselves in even worse trouble.

*Call for back-up* - Never forget you're part of an organization which looks out for its employees. So if things get tough you can call for help, and nothing quite says help like an Osprey coming in hot. Of course it might not arrive in time.

*Spend Hero Points* - These are your ultimate insurance policy against death, accidental or otherwise (see the Character Generation Section).



## Combat Summary

The following summarises the actions that happen during combat:

1. Work out encounter distance: the Games Master determines how far away the hostile group is to the player characters, either at Range or Close.
2. Drop into Combat Time: Combat is divided into rounds. A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round every character can perform one action. Combat rounds cycle through the following steps:
  1. Determine order: At the start of every combat, check each character's DEX, or INT. This will determine the order in which every character involved acts for the round.
  2. Characters Take Action & Reactions: In a combat round each character gets one Combat Action and one Defensive Reaction. Combat Actions, such as attacks, take place in DEX order. The character with the highest DEX will act first, followed by the character with the second-highest DEX, and so on until the character with the lowest DEX acts. Reactions, such as parries or dodges, are made during this process as they are needed.
  3. End of Combat Round: Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

## Encounter distance and engaging in combat

Very few modern combats start with the two sides, the players and their opponents, directly facing each other within arms reach. At the beginning of a combat, or potential combat, the Games Master must determine at which of the two distances the encounter starts:

**Ranged:** beyond two metres up to double the range of the missile weapon a character is holding, is the distance at which the character can engage in ranged combat. Ranged combat typically happens out in the open countryside where groups of combatants can see each other coming over the horizon or emerging in the distance from old ruined buildings.

**Close:** is a range of two metres or less and is the

distance at which a character can engage in either Close or Unarmed combat.

## Combat Actions

The actions a character may take when it is his turn to act are detailed here. In each round a character can only choose one of the options below.

### Close Combat Actions

**Charge:** If a character can move a minimum of five metres towards his opponent, then he can make a charge. He may move a distance up to twice his Movement Rate. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage to close combat. He loses his defensive reaction for the round in which he charges. Characters may not charge uphill and gain the damage bonus.

**Close Combat Attack:** The character can make a single close combat attack. As well as a normal attack, there are the following special attacks:

**All out Attack:** The attacker gives up their Reaction for the round but gains a second attack, which happens straight after the first attack. Both attacks are at -25% due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great Attack or Disarming Attack

**Disarming Attack:** Attacker attacks at -25% to his weapon skill with the aim of disarming their opponent of their weapon. If the attack is successful and the opponent fails to parry or dodge, the weapon is knocked D6 metres away from the owner.

**Great Attack:** This attack is made using a large close combat weapons such as a club, where the attacker has enough room to wind up the weapon for a really forceful blow. The attacker gains a +25% to attack and does maximum damage bonus but loses his reaction for that combat round.

**Intimidate/Persuade:** The character tries to get the other side to surrender or flee. This can either be targeted at a single enemy or a group. Do an Opposed roll using the character's Influence vs. the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the Group leader. If the Group leader's Influence skill is higher than his Persistence, then they may use that skill instead. Apply the

following modifiers to the Enemy's skill depending on the state of the Enemy:

+50% if the Enemy is still at full strength, but has taken some minor wounds.

+25% if the Enemy outnumbered the player's side, but have had at least 25% losses either in numbers or hit points.

-25% if the Enemy is fewer than the player's side and has taken some wounds.

-50% if the Enemy has taken more than half hit points in wounds and/or has seen half his group incapacitated by the players.

*Note:* these modifiers are not cumulative. Apply the one that best describes the situation. If the Enemy is at full strength and/or outnumbers the players then only a critical roll for Influence vs. a failed Persistence roll will make them surrender. A fumbled Persistence roll will see the Enemy suddenly routed from the field of combat.

The player attempting the roll must declare whether they are targeting the whole group or singling out an individual.

For example:

*Lucie is fighting a group of four Pirates, one of whom she has already badly wounded while the other three are still at full hit points.*

*If she decides to single out the wounded opponent, then the Pirate's Persistence roll to resist Lucie's taunting and the resultant urge to flee will be at -25%. If she decides to target the whole group, which as a whole is undamaged and outnumbers Lucie, then the Pirates will be at +25% to their Persistence.*

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding

## Ranged Combat Actions

**Ranged Combat Attack:** The character can make a single ranged combat attack. As well as a normal attack, there are the following special attacks.

**Aim:** Every round spent aiming adds a +25% bonus to the character's Ranged Combat skill, up to a maximum

of three Combat Rounds. This bonus only applies to the first attack the character makes with the weapon, which must be fired at the target being aimed at. A character can take no other Reaction while aiming without losing the aim bonus.

**Throwing Close Combat Weapons:** If a close combat weapon that isn't designed to be thrown is hurled at an enemy then it has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. Ranged Combat skill is used.

## Movement Actions

**Change Stance:** The character may stand up from prone, or vice versa

**Fighting Retreat:** A character may move up to half his Movement directly away from an enemy he is fighting. He may only attack or defend but not both.

**Move:** The character may move a distance up to his Movement score once per Combat Round. This is a free action and the character does not lose either their Action or Reaction.

**Sprint:** The character may move a distance up to twice his Movement score, forsaking his attack and only being able to dodge as defensive reaction.

## Other Actions

**Delay:** A character may pause to assess the tactical situation around him. If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action.

If a delaying character wishes to interrupt a specific character's action as it occurs, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

**Ready Weapon:** Drawing a side-arm, unslinging your H&K 417 or even pulling a knife from its sheath – all these actions takes one combat round. A single Ready Weapon action can also include dropping a weapon, currently held, to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Rounds, as does readying two weapons. Ranged weapons can be reloaded with this action – this takes as many Combat Rounds as noted in the weapon's description.

**Skill Use:** The character performs one action which

requires the use of a skill, such as opening a locked door with the Mechanisms skill.

## Close Combat Attacks

**Making an Attack:** A Normal attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his Weapon skill, he has hit his target.

If a character rolls greater than his Weapon skill, he has missed his target.

**Target Reaction:** The target may either attempt to dodge or parry the attack, as they choose. However, only one reaction can be made to a successful attack per round.

If the enemy has already reacted this round, or chooses not to React against this attack, then this attack is unopposed. Move straight on to Damage Resolution.

If the attack is opposed, the defender makes a Dodge or Parry (see below).

### Damage Resolution

If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour.

**Damage Application:** Apply any remaining damage to the defender's hit points.

### Close combat Situational Modifiers

Situation	Skill Modifier
Target is helpless	Automatic Critical
Target is prone or attacked from behind	+25%
Attacking or defending while on higher ground or mounted	+25%
Attacking or defending while prone	-25%
Attacking or defending while on unstable ground	-25%
Attacking or defending while underwater / or in freefall	-50%
Defending while on lower ground or against mounted foe	-25%
Fighting in partial darkness (without aid of NVG)	-25%
Fighting in total darkness (without aid of NVG)	-50%

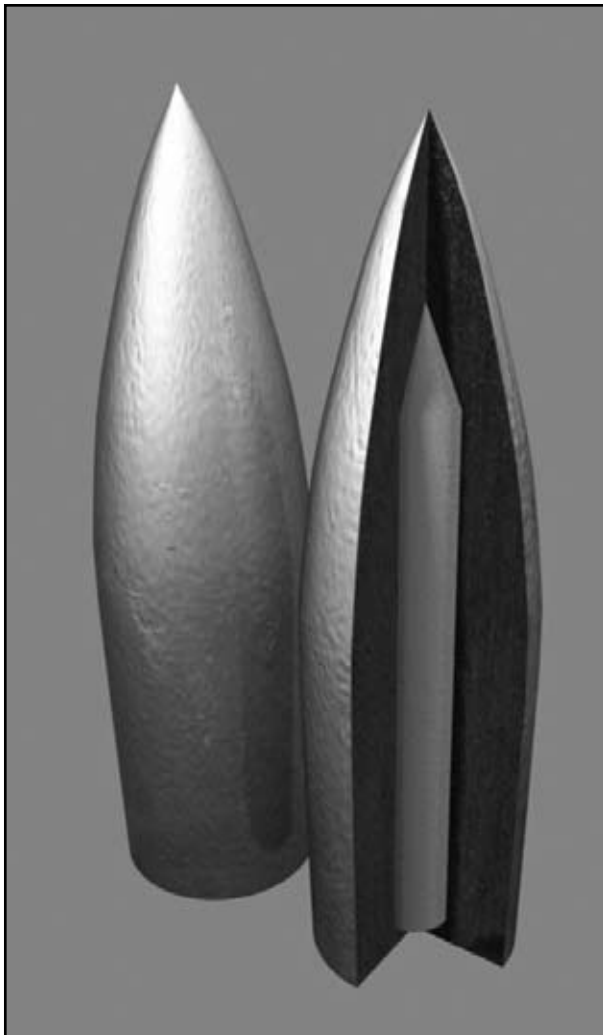
## Critical Hits

Every attack skill a character possesses has a critical score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit in an unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon. Critical hits also ignore armour. Damage modifiers are rolled normally.

A critical hit is made into a normal hit by a critical parry or critical dodge. That is, damage is rolled by the attacker as normal and the defender's armour counts.



## Reactions

A character can make one Reaction in a combat round. Unlike Actions, Reactions are made in response to the successful hits of enemies. There are two types of Reaction – dodge and parry. Reactions are declared after a successful attack has occurred but before its effects are applied.

**Parry:** Can be made against close combat attacks.

When an attacker successfully hits, the defender may choose to Parry with a weapon or part of his/her body in a blocking maneuver as his reaction to avoid damage. The defender rolls against their Close Combat skill.

If the defender succeeds then, depending on the relative weapons used, they may be able to reduce or remove all from the rolled damage. Weapons are rated in the following size categories: Small, Medium, and Large. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less it blocks half damage. If two categories less it cannot block the damage.

A critical parry against a normal success deflects all the damage regardless of size category. If parrying against a critical hit, and the defender rolls a critical on their Close Combat skill roll, then they reduce the attacker's critical to a normal success.

**Dodge:** Dodges can only be made against close combat attacks and hand-thrown missile weapons, providing the target is aware of the attack. When an attacker successfully hits, the defender may choose to Dodge as his reaction, in order to avoid damage. The defender rolls against his Dodge skill.

If the defender succeeds then they have successfully avoided the attack.

If dodging against a Critical Hit, then if the defender rolls a critical on their dodge they reduce the attacker's critical to a normal success. If the defender fails his dodge against a Critical Hit, the attacker does maximum damage and ignores defender's armour.

What's the difference between Parry and Dodge? Mainly down to a matter of combat style; Parrying has the advantage that it is based off the same skill that you use to Attack with, so for the purposes of skill advancement it is to advance Close Combat or Unarmed than Dodge with a separate Combat skill.

## Ranged Weapons

All ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

**Loading Ranged Weapons:** Most ranged weapons only take a single combat round to ready. Others take more than one combat round to reload (See relevant weapon description within Section 5: Equipment).

**Dodging and Parrying:** The target may attempt to parry or dodge a hand-thrown ranged attack but may not normally dodge or parry ranged missile weapons (such as small arms fire).

**Disarming:** A character may not attempt to disarm targets with ranged attacks.

**Two Guns:** A character with a Ranged Combat skill of greater than 50% can opt to use two handguns, one in each hand. The player must designate a primary and secondary weapon. The primary weapon is used at the character's full Ranged Combat skill, while the secondary weapon is used at half the character's Ranged Combat skill.

**Range:** A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's Weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range.

**Snap fire:** Unless a character states he/she is aiming (see above), all weapons fire during a combat round is counted as Snap Fire – unprepared reactive fire during the heat of battle.

**Shots Per Round (SPR):** This is the frequency at which a specific weapon can fire or launch its projectiles. In game terms SPR is the number of times per combat round the weapon can be fired. During a combat round Games Masters should rotate through the combatants in order of highest to lowest DEX until all weapons have expended their SPR.

**Fully Automatic (Optional):** Certain firearms such as SMGs or GPMGs have the capability to go fully automatic. In this case the cyclic firing rate is such that the weapon can be capable of discharging an entire clip into a target within the space of a single combat round. In such cases, the Player need only roll a single Ranged weapon roll. If successful then the player needs to roll a die equivalent to the number of rounds in the weapon's magazine. This is to calculate how many of

the rounds have struck the intended target.

Damage is calculated by rolling the weapon's damage for a single round and then multiplying it by the number of hits.

For example:

*Trent is facing down a guy with an RPG-7. Trent needs to put this guy down before he can fire the RPG-7, so Trent elects to go fully automatic with his H&K MP-7 PDW. His Ranged Weapon skill is 52%. He rolls 23 and hits the guy with the RPG-7.*

The Games Master has Trent roll a D20 to see how many rounds have hit the target. Trent rolls an 8, meaning that 8 rounds have hit the attacker.

Trent then rolls for damage. The H&K MP-7 PDW fires 4.6X30mm rounds which does 2D6+6 Damage. Trent rolls a 4 and 2: 6, giving a total of 12 points damage. Trent then multiplies this by the number of hits – 8. Trent delivers a total damage of 96 points, which completely neutralizes the target.

**Collateral Damage:** Firing on full automatic at a chosen target will mean that those standing close to the target are going to be struck since it is nigh on impossible to hit a specific target in a group without the risk of injuring others around the target. In such cases, the Games Master needs to roll 1D4 to see how many people other than the intended target are also struck. The number of rounds fired, and the damage incurred, by the weapon are then spread equally amongst them all.

**Suppressing Fire:** If a character has a weapon capable of fully automatic fire, he/she can declare that he/she intends to put down suppressing fire. In effect, they spend an entire round firing their weapon into a designated zone. Anyone caught in this area is suppressed. If they wish to move from cover, they will be hit by a burst from the weapon.

**Panic Fire:** When Characters find themselves coming under unexpected fire, the character should make a Resilience check. If they fail this check then the character is said to have panicked. Panic fire halves the hit chance, and doubles the malfunction chance, but allows a character to fire continually until their weapon is empty. Panic fire can also be initiated voluntarily by the character, at the Games Master's discretion.

## Armour Penetration

All project weapons within the game have an an armour Penetration Value (abbreviated to PV). This value is subtracted from a target's armour points before calculating damage. For example a weapon with a Penetration Value of +2 would ignore the first 2AP of whatever it is fired at.

Area-effect weapons only apply their Penetration Value to direct hits – e.g. if a vehicle is hit by a rocket, the Penetration Value is applied versus the vehicle's armour. Any troops next to the point of impact caught in the blast would get full benefit from any armour they are wearing.

## Ranged Attack Situational Modifiers

The following modifiers are applied to Ranged Weapon attacks against attackers who are on foot:

Situation: Target Movement <sup>1</sup>	Skill Modifier
Target has moved 10m or more since attacker's last Combat Action	-25%
Target has moved 30m or more since last Combat Round	-50%
Situation: Target Visibility <sup>1</sup>	Skill Modifier
Target obscured by smoke, mist or is in partial darkness	-25%
Target obscured by thick smoke, fog or is in darkness	-50%
Target is above SIZ 20	+25%
Situation: Target Condition <sup>1</sup>	Skill Modifier
Target is helpless	+25%
Target is prone	-25%
Situation: Attacker Condition <sup>2</sup>	Skill Modifier
Attacker is prone	-25%
Attacker is underwater or in free fall <sup>3</sup>	-50%
Attacker is on unstable ground or in a vehicle moving at high speed	-25%
Attacker is blinded	-50%

Notes: Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -50% penalty.

Attacker condition modifiers are cumulative.

Only thrown weapons or specially designed projectile weapons may be used underwater. Normal projectile weapons will automatically miss if fired underwater.

For Situational Modifiers at firing to or from vehicles see the Vehicle Combat section.

## Cover

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the cover modifier below:

Partial cover: -25%. For example a low wall that leaves only head and torso exposed.

Very good cover: -50%. For example Defender is firing from behind the corner of a building or located behind a vehicle such as a truck.

Virtually total cover: -75%. For example the defender is within a Sangar or Armoured vehicle such as a Bushmaster.

## Firing into a Crowd

When firing into a crowd, the Games Master will determine how much cover the defender has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If attack fails to hit the defender and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target. The accidental target may dodge against this attack as normal.



## Damage

When a character successfully scores damage against a target it must be deducted from the target's hit points. Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapon table with in the Equipment Section. This rating is the amount of dice rolled when the weapon successfully hits a target. The attacker's Damage Modifier is usually added to this.

All damage is taken away from Hit points.

**One hit point** - When hit points are reduced to the final one the character falls prone and must make an immediate Resilience test divided by ten rounded down to stay conscious.

**Hit points equal zero** - At zero total HP, a character will die in a number of combat rounds equal to their CON, unless they receive emergency medical attention.

Hit points reduced to negative value but still less than or equal to their CON - a generous Games Master can allow medics to take heroic measures to save the dying individual. The dying character will continue to lose 1 HP each combat round, until it either exceeds their CON, at which point they expire, or until they are restored to positive hit points. Characters revived in this manner are critically ill, and incapable of performing any actions for 20-CON day.

**Beyond the pale** - Hit points in the negative to a value equal to the original total value. Character is dead and body beyond repair.

*For example: Assault Group Pioneer Davies is attempting to defuse a Roadside IED when it goes off. The device does 64 points of damage. Since Davies only has 12 Hit points, he is instantaneously killed in the resulting blast.*

## Major Wounds (Optional)

If the character takes half of their original HP in one go then they suffer a major wound. This represents badly mangled limbs, shattered bones and severely damaged internal organs.

Roll on the Major Wound Table below to see what type of wound the character has suffered. They must immediately make a Resilience roll, with a -50% modifier, or fall unconscious. If the roll is made then the character's DEX is immediately halved and the character may only fight on for as many combat rounds as their remaining hit points before falling unconscious. This is in addition to any effects described below.

The effects of major wounds are permanent. The halved DEX is regained once the character starts to heal, since it represents the shock and trauma of the wound. Note that a Hero Point may be spent to avoid a Major Wound.





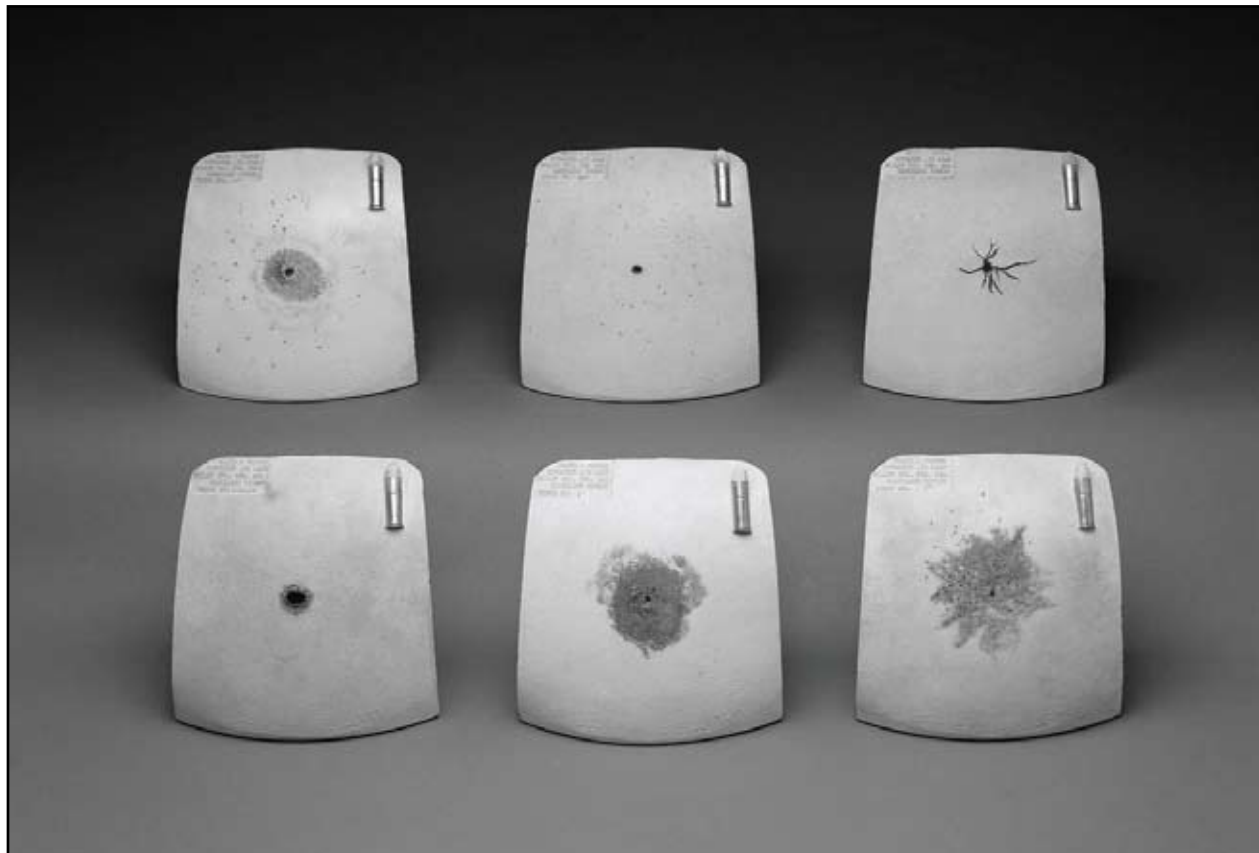
## Major Wound Table

Roll D20	Major Wound
1	Massive head trauma - Extensive brain damage, fall prone to the floor. Possibility of going into shock (Roll 1D6 - Odds: no shock. Evens: heart stops as per #8). All Characteristics reduced to 1 permanently. Left in a Persistent Vegetative State.
2	Minor head trauma - Cracked skull, brain damage. Lose 4 points of INT. All skills involving mental processes become -25 permanently. This includes Perception, Persistence, and all Science, Culture, Religion and Craft skills.
3	Lose an eye - All Perception rolls become -50%, lose 4 points of DEX, 1 point of CHA permanently.
4	Minor leg trauma - muscles, tendons badly damaged and mangled / leg bone fractured badly and becomes useless - fall prone, can only crawl 1m per Combat round. Lose 2 points of DEX and 2 STR permanently. To calculate which leg is hit roll 1D6 - Odds: left leg. Evens: right leg.
5	Major leg trauma - muscle, tendon and/or bone damage so severe that either the leg is severed completely from body or must be removed later. Falls prone and can not move. Lose one extra Hit Point per round from blood loss. Possibility of going into shock (Roll 1D6 - Odds: no shock. Evens: heart stops as per #8). Lose 2 points of DEX and 2 STR permanently. Walking only possible with a prosthetic. Movement rate reduced by 3. To calculate which leg is hit roll 1D6 - Odds: left leg. Evens: right leg.
6	Minor torso trauma - Broken ribs - all skills become -50%, due to severe pain.
7	Major torso trauma - Ribs shattered and lung punctured. Falls prone and cannot move. Lose one extra Hit Point per round from blood loss. Possibility of going into shock (Roll 1D6 - Odds: no shock. Evens: heart stops as per #8). Lose 2 point CON permanently.
8	Heart stops in shock! Lose consciousness for the next D10 combat rounds, falls prone and can not move. Lose 2 points of CON permanently.
9	Pelvis Shattered - instant loss of mobility. Chance of conception nil. Possibility of going into shock. Roll 1D6 - Odds: no shock, evens: heart stops as per #8. Loses 4 points of DEX and 4 STR permanently.
10	Spine broken - character permanently paralyzed below the neck (odd result on dice) or the torso (even result on dice). Half DEX permanently.
11	Minor Arm - muscles and tendons badly damaged and mangled / arm or shoulder bone fractured badly and becomes useless. Automatically drop any held items. Lose 2 points of DEX and 1 point STR permanently. To calculate which arm is hit roll 1D6 - Odds: left arm. Evens: right arm.
12	Major arm - muscle, tendon and/or bone damage so severe that either the arm is severed completely from body or must be removed later. Lose one extra Hit Point per round from blood loss. Automatically drop any held items. Possibility of going into shock (Roll 1D6 - Odds: no shock. Evens: heart stops as per #8). Lose 2 points of DEX and 2 STR permanently. Gripping items now only possible via a prosthetic. To calculate which arm is hit roll 1D6 - Odds: left arm. Evens: right arm.
13	Minor shoulder trauma - muscles and tendons badly damaged and mangled / arm or shoulder bone fractured badly and becomes useless. Automatically drop any held items. Lose 2 points of DEX and 1 point STR permanently. To calculate which shoulder is hit roll 1D6 - Odds: left shoulder. Evens: right shoulder.
14	Major shoulder trauma - muscle, tendon and/or bone damage so severe that either the arm is severed completely from body or must be removed later. Lose one extra Hit Point per round from blood loss. Automatically drop any held items. Possibility of going into shock (Roll 1D6 - Odds: no shock. Evens: heart stops as per #8). Lose 2 points of DEX and 2 STR permanently. No possibility of using a prosthetic replacement. To calculate which shoulder is hit roll 1D6 - Odds: left shoulder. Evens: right shoulder.
15	Minor abdominal trauma - Slashed stomach. Lose one extra Hit Point per round from blood loss. Lose 2 points of CON permanently

Roll D20	Major Wound
16	Major abdominal trauma – Abdomen split open, intestines exposed and punctured. Falls prone and cannot move. Lose one extra Hit Point per round from blood loss. Possibility of going into shock. Roll 1D6 – Odds: no shock, evens: heart stops as per #8. Lose 3 point CON permanently.
17	Minor foot trauma – 1D4 toes severed. Falls prone, can only crawl 1m per Combat round. Lose 1 points of DEX and 1 STR permanently. To calculate which foot is hit roll 1D6 – Odds: left foot. Evens: right foot.
18	Major foot trauma – Foot has become detached. Falls prone and cannot move. Lose one extra Hit Point per round from blood loss. Possibility of going into shock (Roll 1D6 – Odds: no shock. Evens: heart stops as per #8). Lose 1 point of DEX and 1 STR permanently. Walking possible only via a prosthetic. To calculate which foot is hit roll 1D6 – Odds: left foot. Evens: right foot.
19	Minor hand trauma - 1D4 fingers severed. Automatically drop any held items. Lose one extra Hit Point per round from blood loss. Possibility of going into shock (Roll 1D6 – Odds: no shock. Evens: heart stops as per #8). Lose 1 points of DEX permanently. Holding things only possible with a prosthetic. To calculate which hand is hit roll 1D6 – Odds: left hand. Evens: right hand.
20	Major Hand trauma – Hand has become detached. Automatically drop any held items. Lose one extra Hit Point per round from blood loss. Possibility of going into shock (Roll 1D6 – Odds: no shock. Evens: heart stops as per #8). Lose 1 points of DEX and 1 point STR permanently. Holding things only possible with a prosthetic. To calculate which hand is hit roll 1D6 – Odds: left hand. Evens: right hand.

**Fatal wounds**

Character takes damage equal to, or in excess of, original HP in one go. This represents hacked off limbs, blows that shatter rib cages, decapitation, blows that stab the heart or other vital organs directly. The character is immediately dead.



## Major Mental Damage (Optional)

Being in combat isn't just hard on the body, it is tough on the mind as well. All that action, stress, and terror can take its toll, even before you take into consideration the effect of witnessing your mate being blown apart by an IED, or cuddling a dying child as they bleed to death before your eyes, can have on your mental state.

When characters witness horrific events, the Games Master will insist that the affected character makes a Persistence check. Should that fail, then the character has suffered a mental blow so severe that their persona has become altered by it. Roll on the Mental Damage Table below to see what type of effect it has had on them.

Further, and independent of whether the Persistence roll was passed, they must immediately make a Resilience roll with a -50% modifier, or go into shock for 1D4 hours. If this roll is fumbled, then the character goes into a catatonic state for 1D8 rounds.

### Mental Damage Table

Roll 1D6	Effect
1	The shakes – the incident has left you with an uncontrollable by slight and permanent jittery shake. Lose 2 DEX.
2	Dislocation – you find it hard to connect with people, it seems easier to remain unfeeling, to simply let things wash right over you. CHA is reduced by 2.
3	Losing your rag – suddenly everything and everyone around you is a constant sign of irritation. This irritation you find is best expressed through physical violence. Each time such a situation arises, you must make a Persistence check. Pass and you've controlled your rage, fail and you have no recourse but to lash out – either with your fists or any weapons you are carrying.
4	Bottling it – when finding yourself in dangerous and stressful situations you have an overwhelming urge to flee, to find safety. Each time such a situation arises, you must make a Persistence check. Pass and you've controlled your urge to run, fail and you've bottled it totally.
5	Nightmares – every night they invade your dreams, forcing you to relive over and over again the things you have witnessed. Sleep becomes almost impossible, a curse rather than a blessing. CON is reduced by 2.
6	Focus – You find yourself having difficulty focusing on the task in hand. Just keeping aware is a struggle. Both POW and INT are reduced by 2.

For example:

*Eric is helping with the relief effort after a major natural disaster in South East Asia. He has been tasked to pick up some body bags that have been left in a remote village. The humidity and heat have done their work on the contents of these bags, turning the contents inside largely to mush. As Eric lifts the bags, he can feel something solid moving about in that fluid, and realises with a shock that these are bones. The Games Master rules that this is such a horrific realisation that Eric must make a Persistence Roll.*

*Eric has 34% Persistence. He rolls 51 – a fail. Eric has been mentally scared by this revelation. He now rolls 1D6 on the Mental Damage Table. He rolls a 5 – from now on his sleep will be plagued by the memory of this instant.*

*Eric then rolls against his Resilience of 32%. He rolls 23 so doesn't go into shock.*

### Spending Hero Points

Just like a Major Wound, Characters can spend a Hero Point to avoid the mental damage they would otherwise have incurred. Instead, the character goes into Shock for 1D4 rounds.

### Fumbling and Criticals

Should your character fumble the Persistence check, then not only does the character receive a mental blow but they also go into shock for 1D8 rounds with no chance of a Resilience roll check.

Should your character get a critical Persistence, then they have simply shrugged off what has happened and carry on as normal, so a Resilience roll is not required.

## Going into shock

The character becomes numb and unresponsive, can take no further action in an combat situations, and can in certain circumstances become a sitting duck.

## Unarmed Combat

If an unarmed attack is parried by a crafted or natural weapon, then the attacker will immediately suffer the rolled damage of the parrying natural weapon, with no damage modifier, to the limb he is using. This is in addition to the normal effect of the parry.

## Natural Weapons

Natural weapons such as the teeth and claws of creatures are counted as weapons and not unarmed attacks. The damage they deal is listed in the creature's description. They may parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

## Grappling

A grapple attack is made in the same way as a normal unarmed or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes his Unarmed Skill to the target's Unarmed Skill, in a roll similar to an opposed skill test.

**Grapple Fails:** The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds; Attacker may immediately make Inflict Pain or Immobilise or Throw attempt (attacker's choice): The two combatants are now grappling and the attacker may immediately follow up on this success by Throwing, Inflicting Pain or Immobilising the target.

## Grappling Combatants

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a -25% penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

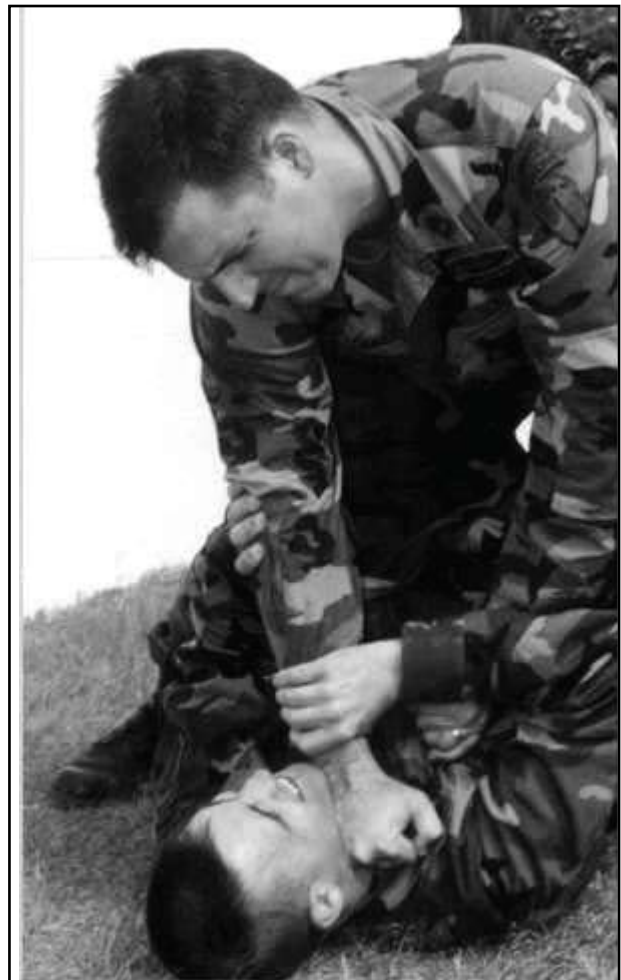
A grappling combatant is restricted to the following special Combat actions:

**Break Free:** To break out of a grapple, the character makes an opposed grapple attempt. The characters may only use the Unarmed Skill in this case. If the character succeeds his roll while his opponent fails then the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

**Immobilise:** While immobilised, enemies are considered helpless. Once per round the defender may attempt to break free.

**Inflict Pain:** The inflicted damage caused by the Grappler is 1D4 + any damage modifiers. Armour does not help. Once per round the defender may attempt to break free or may attempt to turn the tables on their attacker by counter-grappling or attacking with a weapon or other unarmed attack.

**Throw:** The opponent is thrown 2 metres and suffers 1D4 damage. Armour does not help. The grapple ends in this case.



## Less Lethal Weaponry

This covers a wide range of weapons categorised as being ‘less than lethal’. Such weapons are designed to incapacitate or dissuade a target from attacking, rather than attempting to do them lethal harm. They are termed ‘Less Lethal’ rather than ‘Non-Lethal’, since there is no guarantee that any weapon can be 100% non-lethal. Less Lethal Weapons use one of a number of technologies:

*Acoustic* - Munitions such as stun grenades, or devices that project audible, ultrasonic or infrasonic sounds with the intention of temporarily stunning the target through either sensory disorientation, cavitation induced pain and discomfort, or sickness and bowel control loss.

*Chemical Control Agents (CCA)* - These include the synthetic chemicals CS, and CN; and Oleoresin Capsicum (OC) or “pepper spray”, which is biological in origin. CCAs are compounds that cause temporary incapacitation to the target through irritation of the eyes (tearing and uncontrollable blinking), causing them to close, and irritation of the upper respiratory tract. CCA also include a class of area denial weapons such as sticky foam, designed to stick people to the ground, and anti-traction foam that prevents people and vehicles from entering or leaving operational areas.

*Directed Energy (DE)* - Employ different sorts of electromagnetic energy: millimeter wave, high-power microwave, low-power diode laser, or high-energy chemical laser, to directly affect a target or the target’s surroundings. The effects range from creating a sensation of pain, via microwave radiation, through to the temporarily (or permanently) blinding of a target, via low-power laser light.

*Electrical* - Electrical weapons include stun guns, stun batons, and electrified shields. These weapons administer high-voltage, low-amperage electric shock aimed at disrupting superficial muscle functions, leaving the target disorientated and incapable of any actions for an appreciable period of time.

*Kinetic Energy (KE) Weapons* - Munitions such as baton rounds (plastic and rubber bullets), shot-filled beanbags, small rubber balls and water cannons, which are designed to cause pain but not serious life-threatening injury. They are expected to produce disorientation, bruises, and hematomas. However, in certain circumstances they can cause broken

bones and serious injuries to internal organs. In certain circumstances they can be deadly. Despite long experience of operational use, these weapons have their limitations; namely a short range and a deteriorating accuracy at longer distances, which limits their use to situations of close engagement.

### Delivery and effect

Less Lethal weapons delivery are covered by the standard weapon skills of Close, Ranged, and Heavy Weapon Combat depending on the type of weapon being used. As such the attacker initially rolls the relevant weapon skill to see if the munition has struck the target.

**Critical** – should the attacker roll a critical then the need to make an opposed skill check of munitions effect against the target’s Resilience, or Persistence is negated.

**Fumbles** – should an attacker fumble a roll, then the weapon has caused considerable harm to the target. In this case, the weapon has caused actual bodily trauma to the victim resulting in the target taking a Major Wound.

Effects of the weapon are calculated by an opposed skill test of the weapon’s Capability versus either the target’s Resilience or Persistence skill, depending on the type of weapon being employed.

**Attacker wins:** The weapon totally immobilizes the target for a number of combat rounds, which means they cannot take any further action in the combat. After that, they may take limited actions, at half STR and CON stats for a number of hours, until the effects of the weapon have worn off. In certain circumstances, the target may also suffer physical damage, leading to the loss of a number of hit points. For the relevant effects, see the individual weapon descriptions within the Materiel Section.

**Target wins:** The weapon will only totally immobilize the target for a single combat round, with the residual weapon effect lasting for only a single hour before the target recovers. Any physical damage suffered by the target is automatically halved.

**Attacker rolls a critical:** Then the number of combat rounds the target is totally immobilized, the residual effect recovery time, and any physical damage sustained by the target, are automatically doubled.

**Attacker fumbles:** Then the weapon has failed to have any effect on the target at all.

## Combat skills greater than 100%

A character with over 100% can split their skill to perform multiple attacks and parries or dodges.

For combat attacks at over 100% in the weapon skill, the number of attacks and the allocated % of each one must be declared at the start of the combat round. Any allocation of split is allowed. For example Zeo with a Ranged Weapons skill of 120% can split it 90% /30% or make four attacks at four opponents in range at 30% each.

Divide the character's DEX by the number of attacks to find when attacks occur in the DEX sequence. First attack is at normal DEX and then subsequent attacks are at intervals of DEX divided by the number of attacks.

For example Zeo with a DEX 10 splits his attack to make two attacks. Therefore the first attack occurs at DEX 10 and the second at DEX 5.

Parries and Dodges do not need to be declared at the start of combat round but careful track must be kept of how many have already been used.

## Sniping (optional)

Sniping goes far beyond simply aiming at a target, and here we are in the realm of deliberately trying to hit a certain part of the target's anatomy. Again like aiming, for each Combat Round spent aiming at the target, up to a maximum of 3, a +25% bonus is added to the character's Ranged Combat skill. Again, just like Aiming, the character can take no other Reaction while lining up the shot without losing this bonus.

When sniping, the attacker must inform the Games Master of the proposed hit location, other than the that of the target's torso. The Games Master will then impose the appropriate modifier:

Aim Point	Modifier
Head shot	-50%
Aiming for a nominated shoulder	-25%
Aiming for a nominated upper arm	-25%
Aiming for a nominated lower arm	-50%
Aiming for a nominated hand	-75%
Aiming for the groin	-50%
Aiming for a nominated thigh	-25%
Aiming for a nominated knee	-75%
Aiming for a nominated lower leg	-50%
Aiming for a nominated foot	-75%

These modifiers need to be added to any existing situational and cover modifiers that might also exist, such as lying prone or hiding behind cover.

For example:

*Terrorists have siezed control of a local Shopping Mall. They have taken 4 people hostage and have strapped an explosives belt to each of them. The belts are all keyed to the same remote d detonator, which is held by the Head Terrorist.*

*Dave's been tasked to neutralize this Head Terrorist in such a way as to prevent him from triggering the remote detonator. Dave's first thought is to shot the Head Terrorist in the hand, but the man keeps moving around.*

*The Games Master rules that Dave can spend up to one round only aiming, because this guy keeps shifting position. Dave has a Ranged Combat skill of 95%, and with his one round aim bonus of 25% this gives him a skill of 120%.*

*However by aiming at Terrorist's hand, the Games Master imposes a -75% modifier before adding a further -25% modifier due to the guy's movements. This reduces Dave's chance of success to just 20%.*

*Dave decides on balance that this is too risky a shot, and instead opts for a head-shot; where the modifiers are -50% for aiming at the head plus the -25% because the guy is moving around. This gives Dave a 45% chance of success. Dave thinks this is still marginal but has no choice but to take the shot.*

*Dave rolls a 39%, and makes the shot.*

If the attack is successful, then some means of calculating that success is required. Since sniping is basically attempting to create a deliberate Major Wound, then Damage the round does needs to be calculated against the Hit points for that body part, rather than the Hit Points for the body as a whole.

The Hit Points for the individual body parts are calculated as a percentage of the body as a whole.

For example: A person's head is equal to 20% of their Hit Points rounded up.

*Dave has 16 Hit Points. So 20% of 16 is 3.2, or rounded up, Dave's Head has 4 Hit Points*

The following table details the hit points for a target's body locations and the effect of a successful sniping attack on that body part (Note: These do not add up to 100%):

Location	Hit Points	Effect of Bullet
Head	20% HP (rounded up)	Instant death, drops to the floor headless.
Shoulder	20% (rounded up)	See entry #14 on Major Wound table
Upper Arm	10% (rounded up)	See entry #12 on Major Wound table
Lower Arm	10% (rounded up)	See entry #12 on Major Wound table
Hand	10% (rounded up)	See entry #20 on Major Wound table
Torso	Full HP	See entry #7 on Major Wound table
Groin	10% (rounded up)	See entry #9 on Major Wound table
Upper Leg	20% (rounded up)	See entry #5 on Major Wound table
Knee	10% (rounded up)	See entry #5 on Major Wound table
Lower Leg	10% (rounded up)	See entry #5 on Major Wound table
Foot	10% (rounded up)	See entry #18 on Major Wound table

As per all attacks, the target's armour – if they are wearing any, must be overcome before the round can penetrate.

For example:

*Dave has successfully hit the Terrorist in the head with the a 7.62x51mm round fired from his Accuracy International sniper rifle. This particular round does 1D6+12 Damage.*

*The Terrorist has 14 HP. 20% of 14 is 2.8 which rounds up to 3 Hit Points. The Terrorist is not wearing any form of armour.*

*Dave rolls a 3, which totals 15HP of damage. The bullet passes right through the Terrorist's head, where the hydrostatic pressure wave causes his head to explode.*

*The Terrorist's headless body slumps backwards and the remote detonation trigger falls from his limp and lifeless hand.*



## Combat Results

Attacker	Defender's Reaction	Result
Fumble	No roll required	Attacker fumbles.
Failure	No roll required	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and fumbles.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If dodging, defender avoids the attack. If parrying, then if attacker's weapon smaller or equal in size to defender's weapon, all damage avoided. If parrying weapon is a rank smaller, half damage; if two ranks smaller then no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage. If parrying, the weapon size penalty does not come into it.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender fumbles.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

## Ranged or Heavy Weapon Fumbles

When a Character Fumbles when using a Ranged Weapon or Heavy Weapon they need to roll to see the affect of that fumble has.

D100	Consequence
01-10	Lose next attack.
11-20	Lose next 1D4 attacks.
21-30	Lose next 1D3 Combat rounds for any activity.
31-40	Drop weapon: Weapon lands at your feet, spend the next Combat round picking it up again.
41-50	Fall to the ground, dropping whatever they are holding at the time.
51-60	Vision impaired: -50% for all attack chances for the next 1D3 Combat Rounds.
61-65	Vision blocked: remain totally blinded for the next 1D3 Combat Rounds.
66-70	Drop weapon: Weapon lands 1D6 metres away.
71-73	Weapon Jams: Weapon rendered useless and beyond economic repair.
74-80	Hits Self: roll for normal damage.
81-85	Hits Self: roll for double damage.
86-89	Hits nearest team mate: roll for normal damage. If no team mate near, then as per #71-73.
90-92	Hits nearest team mate: roll for double damage. If no team mate near, then as per #74-80.
93-94	Weapon explodes: Does maximum permitted damage to user.
95-98	Weapon explodes: Does maximum permitted damage to user and nearest team mate.
99-00	Full bore AGHW: Roll 3 times on this table and apply results.

### Fumbling when sniping (Optional)

Games Masters may decided to use the following rule when a Fumble occurs during the course of a sniper attack, rather than consulting the above table, as a fumble generally indicates that the sniper has completely missed the target or has hit an unintended part of that target's anatomy.

*For example: Dave fumbles his sniping role when attempting to shoot a suspect needed for questioning. Instead of the round*



hitting the target's left leg, it goes wide and hits the target in the head, killing him instantly, and so a promising lead dries up.

## Summary of Combat Actions

Action	Description
Charge	Character moves twice movement, followed by a close combat attack with a +1D6 to damage. Loses Reaction for the round.
Close combat attack	Character attacks opponent with weapon, tests vs. Close Combat skill. If successful does weapon damage plus damage modifier.
All out attack	Two attacks at -25%. Gives up Reaction for round.
Disarming attack	Attack at -25% to disarm opponent.
Movement	The character moves his movement score in metres as a FREE action, once per round.
Change Stance	May move from prone to standing and vice versa.
Fighting retreat	Moves half his movement rate and may make one action or one reaction.
Sprint	Moves twice movement score. May not attack and may only Dodge as a reaction.
Ranged combat attack	Character attacks opponent with weapon, tests vs. Ranged Combat skill; if successful then does weapon damage plus damage modifier.
Delay	Character either waits until after another character's action or tries to interrupt it.
Intimidate/Persuade	The character uses his Influence skill vs the enemies' Persistence to either intimidate, or persuade foes who are facing defeat, to flee or surrender.
Ready weapon	Character draws or loads weapon making it ready for combat.
Skill use	Character uses a non-combat skill.



# Section Seven: Vehicles

The Vehicles covered by The Company are limited to those types of vehicles with which the characters will mostly likely to come into contact in their day-to-day operations. These will include some military and civilian types of planes and boats but this section is not designed to provide an exhaustive list of modes of transport.

## Ground Vehicle Classes

Ground vehicles are vehicles designed to travel across the ground, be this using wheels or tracks. Ground vehicles are controlled by use of the Driving skill. The following apply to all ground vehicles:

*Vehicle Class:* The class of vehicle.

*Collision Class (CC):* The mass of the vehicle, used to calculate the effects of ramming another vehicle and / or object (see below).

*Seating:* the number of people the vehicle can hold, including passengers under normal conditions.

*Passenger Compartment Armour Protection (PCAP):* The amount of armour protection afforded to passengers when seated within the passenger compartment.

*Cover Provision Armour Protection (CPAP):* The amount of armour protection affording to people crouching behind the vehicle.

*Up-Armour Capability (UAC):* The type of up-armouring possible for the vehicle.

None (N) – Due to the size and profile of the vehicle, it is either not possible or not practical from a performance perspective to add armour.

Run Flat Tyres (T) - Only possible additions are Run Flat Tyres. Each Run Flat Tyre will add \$250 to the cost of the vehicle.

Minimal (M) - The addition of Run Flat Tyres and Bullet Proof Glass are the only options available to this class of vehicle. Each Run Flat Tyre costs \$250, whilst the addition of Bullet Proof Glass costs \$5000. Minimal Up-Armour increases both PCAP and CPAP by 8.

Partial (P) – Run Flat Tyres, Bullet Proof Glass and light plate armour can be added to the class of this vehicle. Each Run Flat Tyre costs \$250, whilst the combined cost of the Bullet Proof Glass and Light Plate Armour adds a further \$9000 to the price of the vehicle. Partial Up-Armour increases both PCAP and CPAP by 26. Partial Up Armour reduces the vehicle’s top speed by -25% (unless vehicle performance is enhanced at a further cost of \$10,000).

Extensive (E) - Run Flat Tyres, upgraded Bullet Proof Glass and mixed mild-steel and ceramic armour can be added to the class of this vehicle. Each Run Flat Tyre costs \$250, whilst the combined cost of the Bullet Proof Glass and the Armour adds a further \$25,000 to the price of the vehicle. Extensive Up-Armour increases both PCAP and CPAP by 35. Extensive Up Armour reduces the vehicle’s top speed by -50% (unless vehicle performance is enhanced at a further cost of \$15,000).

Comprehensive (C) - Run Flat Tyres, upgraded Bullet Proof Glass and mixed high-grade steel and ceramic armour can be added to the class of this vehicle. Each Run Flat Tyre costs \$250, whilst the combined cost of the Bullet Proof Glass and the Armour adds a further \$35,000 to the price of the vehicle. Comprehensive Up-Armour increases both PCAP and CPAP by 50. Extensive Up Armour reduces the vehicle’s top speed by -75% (unless vehicle performance is enhanced at a further cost of \$20,000).

Reactive (R) – Reactive armour is designed to help prevent anti-tank weaponry from penetrating armoured vehicles by reacting with the incoming projectile in such a way that the blast is substantially deflected or absorbed by the Armour. Reactive armouring adds a further \$75,000 to the cost of the vehicle but does increase both the PCAP and CPAP by 45.

*Hit points: (HP)* The number of Hit Points a vehicle has until it becomes rendered useless.

*Max Speed:* The maximum speed of the vehicle in KM/H.

*Cost:* the cost of the vehicle, new, in dollars.

Vehicle Class	CC	Seating	PCAP	CPAP	UAC	HP	Max speed	Cost
Bicycle	0	1	-	-	N	8	35	800
Moped	0	1	-	-	N	12	60	1500
Motorbike - Road	0	2	-	-	T	24	190	7500
Motorbike - Off-Road	0	2	-	-	T	18	120	9500
Motorbike - Racing	0	2	-	-	T	18	340	18000
Microcar	0	2	-	1	N	24	60	5000
City Car	0	4	1	2	M	33	120	7000
Super Mini	1	4	1	2	M	37	150	9000
Small Family Car	1	4	2	4	P	41	170	14000
Large Family Car	2	5	2	4	E	45	200	22000
Executive Car	2	5	2	4	C	51	250	32000
Roadster Sports Car	1	2	1	2	M	41	275	55000
Small MPV	2	7	2	4	E	41	150	19000
Large MPV	2	8	2	4	C	45	170	25000
Small 4x4	2	5	2	4	E	45	120	35000
Large 4x4	3	6	3	6	C	51	150	55000
Pick-up Truck	3	3	3	6	C	49	150	25000
Light Van	2	10	3	6	E	45	120	14000
Panel Van	3	12	3	6	E	51	170	24000
Light Truck	3	14	3	6	E	49	80	35000
Medium Truck	4	16	4	8	E	56	85	45000
Heavy Truck	5	22	4	8	E	67	85	55000
Coach / Single Decker Bus	7	43	2	4	E	65	80	55000
Double Decker Bus	8	72	2	4	E	79	70	75000
FAV	2	2	10	10	P	37	150	55000
LTV	5	4	35	35	R	145	110	140000
IMV	6	10	50	50	R	190	90	495000
APC	7	10	55	55	R	275	65	850000
IFV	7	10	75	75	R	310	60	1.25M
MBT	8	4	90	90	R	375	60	4.7M

Bicycle – A pedal-driven human powered single track vehicle with two wheels attached to a frame, one behind the other. Examples of bicycles are Dawes Kalahari, Raleigh Venture and the Specialized Dolce Sport.

Moped – A type of low-powered motorbike designed to provide economical and relatively safe transport with minimal licensing requirements. Mopeds are generally limited to low speeds. Examples of this class include the Aprilia SR50R , Piaggio Zip, and the Honda S-Wing.

Motorbike: Road - Road motorcycles are motorcycles designed for being ridden on paved roads. They feature smooth tires with a light tread pattern, with engine size between 125cc and 750cc. Examples of this motorbike class include Harley Davidson Softail, Suzuki GS500, and the Honda CBR600.

**Motorbike: Off-road** – Designed for traveling off-road, these motorbikes have a high ground clearance, rugged suspension, small lightweight engines and large knobbly tyres. Examples of this motorbike class include BMW 1200GS, Suzuki DRZ400, and the Harley Davidson MT500.

**Motorbike: Racing** - Sometimes called performance bikes, they are built to emphasize speed, acceleration, deceleration, and maneuverability. Sport bikes have exceptionally high performance engines between 750 and 1500cc housed within a lightweight frame. Examples of this motorbike class include Honda CBR1000, Ducati 1198, and the Yamaha YZF-R1.

**Microcars** – Microcars fall somewhere between a car and a motorbike; these vehicles have engines under 1.0 litre, typically seat only two passengers, and are sometimes unorthodox in construction. Some Microcars are three-wheelers, while the majority have four wheels. Some may even be powered by electricity. Examples of Microcar include the Smart FourTwo, Axiam 400, and Diahatsu Mira.

**City Cars** – Larger than a Microcar, with great speed, comfort and safety the city cars are designed for urban transport. Example of the City Car include Fiat Panda, Ford Ka, and the Diahatsu Move.

**Super Mini** – Larger again than the City Car. The super mini have either three, four, or five doors and are designed to seat four passengers comfortably. Example of the Super Mini include the BMW Mini, Ford Fiesta, Volkswagen Polo, and the Vauxhall / Opel Corsa.

**Small Family Car** – Small Family cars are longer and faster than the Super Mini and generally can seat 5 adults in comfort. Examples of the Small Family Car include the Ford Focus, Volkswagen Golf, and the Citroen Xsara.

**Large Family Car** – Large family cars are again faster than the Small Family Car; they can also seat 5 adults in comfort and have significantly increased boot space. Examples of the Large Family Car include the BMW3 Series, Ford Mondeo, Citroen C5, and the Audi A4.

**Executive Car** -Larger, faster, and more luxurious than the Large Family Car. They are exceptionally roomy, expensive, and powerful cars. Examples of the class include the BMW 7 Series, Mercedes S Class, and the Lexus LS.

**Roadster Sports Car** - This small-size vehicle class

combines high performance and handling. Sometimes inspired by racing vehicles. This class includes the Lotus Elise, Dodge Viper, and the Porsche 911.

**MPVs** - Also known as “people carriers”, this class of cars resembles tall estate cars. The smaller MPVs carry between 5 to 7 passengers whilst the larger MPVs can carry up to 8. Examples of small MPVs are Vauxhall Meriva, the Diahatsu Grand Move, and the Chrysler PT Cruiser, whilst examples of the Large MPV include Ford Galaxy, Chrysler Voyager, and the Volkswagen Sharan.

**4 x 4** – Four wheel drive vehicles are designed to go off-road. They generally feature high ground clearance and an upright, boxy body design. The smaller 4 x 4 designs are generally based on existing road cars only beefed up with some off-road capability, whilst the larger 4 x4 are designed specifically to go off road. Examples of Small 4 x 4 are the BMW X5, Toyota RAV4, and Audi Q7. Examples of the larger 4x4 include the Land Rover Discovery, Range Rover, Toyota Land Cruiser, and Jeep Cherokee.

**Pickup Truck** - A light utility vehicle with an enclosed passenger compartment and a flat-bed for carrying cargo. Examples of this class of vehicle include the Datsun 720, Ford F-series, Toyota Hi-Lux, and the Holden Ute.

**Light Van** – Mostly based on a large family car chassis, the light van is generally without rear-windows, and has increased transport space over an estate car. Examples of Light vans include the Vauxhall Astravan, Renault Kangoo, and the Volkswagen Caddie.

**Panel Van** – The ubiquitous ‘White-Van’ being bigger than a Light Van but smaller than a Light Truck, the panel van has better agility and maneuverability, making them particularly suited for cities with narrow streets and/or heavy traffic. Examples of Panel Van include the Ford Transit, Mercedes Sprinter, and Lubin III.

**Light Truck** – Large flat bed vehicles capable of carrying weight and cargo up to 6cwt. Such trucks are generally either 4x4 or 4x6 wheel drive and used for transport of personnel and equipment. Examples include the Bedford AWD, Ural 375D, M925A1, and the Unimog light support vehicle.

**Coach / Single Decker Bus** – This is a bus or coach that has a single deck for passengers. Single-Decker buses form the backbone of public transport in most countries. Examples of the Single-Decker bus include

the Scania Omnicity, Dennis Enviro300, and the Volvo B10.

**Double-Decker Bus** – A bus or coach that has two levels or decks. Regular passenger Double-Decker buses tend to be more common in the UK than most other countries, although Double-Decker buses are often found as open-topped tourist buses in other parts of the world. Examples of the Double-Deck bus are MAN A39, AEC Routemaster, and the Dennis Trident.

**Fast Attack Vehicle (FAV)** – These are high-speed, lightly-armoured elongated dune buggies capable of crossing sandy terrain at high speed. FAVs are generally designed to seat 2 personnel but they can carry as many as eight, if they are willing to hang off the sides. The FAV is also capable of carrying offensive weapons such as the ASP 30mm canon, and anti-tank launchers. Due to their high speed and maneuverability, FAVs are often deployed as point-defense solutions for airfields and forward operating bases. The FAV is sometimes known as the Desert Patrol Vehicle. Examples of the FAV include the Wessex Saker, Nordac NMC-40 Warrior, and the Chenoweth DPV.

**Light Tactical Vehicle (LTV)** – A lightweight armoured vehicle designed to fulfill general purpose and scouting roles. The LTV is designed to carry 4 people and is lightly armoured against weapons fire and low yield IEDs. The LTV is also designed to mount LMGs such as the Minimi or the AT-4 anti-tank rocket launcher. Examples of the LTV are HMMWV (Hummer), GAZ-2975, and the Dozor-A.

**Infantry Mobility Vehicle (IMV)** - A heavy armoured car, designed to provide more protection than the

standard light armoured vehicle, IMVs were developed in response to the threats of modern warfare, with an emphasis on crew protection and mine-resistance. IMVs generally do not have offensive capability such as chain guns, but some are designed with weapon rails ready to accept light machine guns such as the Minimi. Examples of IMVs are Thales Bushmaster, Hotspur Hussar, and the Mungo ESK.

**Armoured Personnel Carrier (APC)** – APCs, commonly known as ‘battle taxis’, are used to take infantrymen and their equipment to the front line. The APC is generally a tracked vehicle although wheeled APCs are also available. The APC normally carries a single GPMG used to provide suppressive fire. Examples of tracked APCs include the M113A3, the FV432, and the BTR-50, whilst examples of the wheeled APCs include the GIAT VAB, GTK Boxer, and the BTR-90.

**Infantry Fighting Vehicles (IFV)** – IFVs are similar to the APC in that they are designed to transport infantrymen and their equipment to the front line; however, unlike the APC, they have enhanced armour, heavy armaments, and a higher top speed than the APC. Generally the IFVs come equipped with 40mm light-cannon or anti-tank guided missiles. Examples of IFVs include the M2 Bradley, FV510 Warrior, and the IDF Namer.

**Main Battle Tank (MBT)** - The MBT is large heavily armed and armoured tank designed to face as many kinds of battlefield threats as possible including hits from other MBTs and most anti-tank weaponry. MBTs tend to be armed with a 120mm main gun plus a number of auxiliary weapons such as chain guns and GPMGs. Examples of the MBT include Challenger 2, Leopard 2A5, M1 Abrams, and the Uralvagonzavod T-90.



## Water Craft

Water craft are vehicles designed to move through or across bodies of water. Whilst watercraft include vessels such as boats and ships, only a small subset of such craft will be presented as these will be the sort of craft Company operatives are likely to use.

All The following apply to water craft:

*Type:* The class of vessel.

*Collision Class (CC):* The mass of the vessel, used to calculate the effects of ramming another vehicle and / or object (see below).

*Seating:* the number of people the watercraft can hold, including crew and passenger under normal conditions.

*Passenger Compartment Armour Protection (PCAP):* The amount of armour protection afforded to crew and / or passengers when seated within the vessel.

*Cover Provision Armour Protection (CPAP):* The amount of armour protection affording to people crouching or floating behind the vessel.

*Hit points: (HP)* The number of Hit Points the vessel has until it becomes rendered useless and sinks.

*Range:* The maximum range the vessel can achieve on a single fuel load, without a 30 minute reserve, in km.

*Speed:* The maximum speed of the vessel in KM/H.

*Cost:* the cost of the vessel, in dollars.

Canoe - A small narrow boat, generally paddled although, it can be powered by small electric motors. Canoes usually are pointed at both bow and stern and are normally open on top. Examples include the

Dagger Infrared, Discovery 158, and the Grumman 17.

Jet Ski – A small fast moving vessel where the rider sits or stands on it, rather than inside of as in a boat. Jet skis are propelled through the water by a pump-jet impeller, making them exceptionally agile and fast craft. Examples include the HSR-Benelli Series-R, Kawasaki Ultra XL, and the Yamaha WaveRunner FX.

Inflatable Boat - A lightweight boat constructed with its sides and bow made of flexible tubes containing pressurised gas. For smaller boats, the floor and hull beneath it is often flexible. Often the transom is a rigid sheet providing a mounting point for an outboard motor. Most inflatable boats can, when deflated, be stored in small volume spaces. Examples include the Seago SR270, Windward D230, and the Zodiac Grand Raid.

Rigid-hulled Inflatable Boat (RIB) - a light-weight but high performance and high capacity boat constructed with a solid, shaped hull but inflatable gunwale collar. This collar provides exceptional stability and seaworthiness as it enables the vessel to remain buoyant even if a large quantity of water is shipped aboard due to bad sea conditions. Uses include pilot craft, in-shore lifeboats, military patrol craft and sports racers. Examples of RIBs include the Ballistic 57, Humber Ocean Pro, Ribcraft 68, and the Ribeye 785.

Fast Assault Boat – lightweight, fast rugged skiff-like craft that are designed to deliver seaborne assault troops directly onto beaches, whilst enabling them to disembark rapidly. The cathedral-shaped hulls are generally made of tough glass reinforced plastic (GRP) and the bow is raked in such a way that the boats can be driven up beaches at speed. Fast Assault boats are normally powered by either a single or pair of high performance outboard motors. Fast assault boats may also come with a GPMG mounted in the bow. Examples of the Fast Assault Boat include the VT-Group Rigid

Type	CC	Seating	PCAP	CPAP	HP	Range	Speed	Cost
Canoe	0	2	-	-	8	-	10	1000
Jet Skis	1	2	-	2	10	50	55	10000
Inflatable Boat	1	6	-	-	6	50	70	950
Rigid-hulled Inflatable Boat	2	8	-	1	10	100	80	20000
Fast Assault Boat	2	10	-	3	34	150	75	18000
Hovercraft: Small	1	2	1	2	50	100	50	4000
Hovercraft: Large	5	20	5	8	110	350	95	75000
Hovercraft: Very Large	8	80	15	20	150	700	110	1.5M
Wing in Ground Effect: Small	3	2	4	8	80	450	200	450,000
Wing in Ground Effect: Large	30	200	45	50	280	1500	400	3.5M

Raider, and SLN Arrow.

Hovercraft - A vehicle capable of traveling across many different types of terrain as it is supported on a cushion of air contained within a flexible skirt. Hovercraft are used around the world as specialist transport, because they can travel equally well over open land, ice, and water. Hovercraft generally have low RADAR signatures, are difficult to detect with SONAR system. They also do not create pressure waves nor do they cause disturbances to the local magnetic field, meaning that they do not trigger sea-mines, making them perfect troop landing craft.

Small hovercraft - Typically used as hobby craft and in sports racing. They are exceptionally lightweight and maneuverable although difficult to stop. Examples of such sports hovercraft include the BBV Carvin, Eagle RD250, and the Mirage Rotax.

Large hovercraft - Used predominately either as passenger ferries, maritime and river patrol vessels, and in a similar role to that of the Fast Assault Boat. Military versions of these hovercraft are often armed with Machine guns, Surface to Surface missiles, and occasionally Surface to Air missiles. Examples of such hovercraft include the BHC AP1-88, Griffon 2000 (Military), Neoteric Hovertrak, and the STX 274.

Very large hovercraft - Although historically used as roll-on / roll-off passenger ferries, these very large hovercraft are now exclusively used by the world's military as a means of landing large numbers of troops, cargo, and materiel. Such hovercraft are known as Landing Craft Air Cushioned (LCAC).

Examples of such craft include the Almaz Zubr, and the Textron Marine LCAC.

Wing in Ground Effect (WIG) - similar in principle to a hovercraft in that these craft float above the surface of the water and /or land; however instead of a flexible skirt and ducted downdraft, the WIG uses the ground effect to provide lift. The main advantages are better fuel efficiency as flying at such low levels reduces lift induced drag, boosting the range of the craft; the safety benefit in flying close to the water as an engine failure will simply see the craft sinking gently down onto the water; and, by flying in the ground effect zone, such craft do not show up on most RADARs and are exceptionally difficult to detect using SONAR. The main disadvantage is that WIG craft are difficult to pilot without computer control, as if the craft rises up out of the ground effect layer, this means it will become aerodynamically unstable leading to an uncontrolled high speed impact with the surface.

Small WIG craft - Capable of carrying up to 8 passengers; used as passenger transport, fast patrol craft, and as survey vessels. Examples include the ATTK Aquaglide-5, Tandem Flarecraft, and the SEI Sea Eagle.

Large WIG craft - Capable of carrying up to 200 passengers or equivalent cargo and have been used as passenger ferries, troop transports, Anti-Submarine warfare platforms, cruise missile launchers, and SAR platforms. Examples include the KM-1 'Caspian Sea Monster', Central Hydrofoil Design Bureau Lun, Central Hydrofoil Design Bureau A-90, and the ATTK MPE-200.



## Air Craft

Aircraft are controlled by use of the Pilot skill. The following apply to all aircraft:

*Aircraft Class:* The class of vehicle.

*Collision Class (CC):* The mass of the aircraft, used to calculate the effects of ramming another vehicle and / or object (see below).

*Seating:* the number of people the aircraft can hold, including crew and passenger under normal conditions.

*Passenger Compartment Armour Protection (PCAP):* The amount of armour protection afforded to crew and / or passengers when seated within the aircraft. This also covers the amount of armour protection the airframe supports before its structural integrity (Hit Points) becomes affected.

*Cover Provision Armour Protection (CPAP):* The amount of armour protection affording to people crouching behind the aircraft, when parked on the ground.

*Hit points: (HP)* The number of Hit Points a vehicle has until it becomes rendered useless.

*Range:* The maximum range the aircraft can achieve on a single fuel load, without a 30 minute reserve, in km.

*Speed:* The maximum speed of the vehicle in KM/H.

*Ceiling:* The maximum usable altitude the aircraft can attain.

*Cost:* the cost of the vehicle, in dollars.

*Hrised glider,* in which the pilot hangs below a fabric covered aluminum frame. Examples of this class of glider include the Airborne Sting, Laminar 13, and the Moyes Litespeed.

*Glider* – A large heavier-than-air, unmotorised aircraft, which use naturally-occurring currents of rising air to remain airborne. If conditions are right, gliders can stay aloft for hundreds of kilometres. Examples of this class include the Rolladen-Schneider LS4, Glaser-Dirks DG-500, and the Orlican VSO 10.

*Microlight* – Slow flying, lightweight motorised aircraft designed to be an affordable aeroplane with minimum safety features and regulation. Examples of this class include the Aviasud Albatros, Pegasus Quantum 145, and the Spectrum Beaver RX550.

*General Aviation: Autogyro* – Types of rotary winged aircraft which use an unpowered rotor to develop lift, and an engine powered propeller to provide thrust. Most autogyros are owned by General Aviation enthusiasts, however some have been used for military applications. Examples of the Autogyro include the Bensen B-8, McCulloch J-2, and the Wallis WA-121.

*General Aviation: Aerobatic Aircraft* – Single seat lightweight, high performance piston-engined aircraft designed for agility and speed. These aircraft are generally made of modern composite materials and are capable of withstanding high gee-loading. Examples of these aircraft include the CAP Aviation CAP-232, Extra Flugzeugbau EA300, Sukhoi Su-29, and Zivko Edge 540.

*General Aviation: Basic Trainer* – A dedicated two seat piston engined aircraft used to teach student pilots the fundamentals of flying. Examples of this type of aircraft include the Cessna 150, Piper PA-38 Tomahawk, and Slingsby Firefly.

*General Aviation: Light Duty* – Small single engined piston aircraft, larger than basic trainers in that they are set up for a single pilot and three passengers. Light Duty aircraft tend to be used as personal aircraft and air taxis. Examples of this type of aircraft include the Cessna 172, Piper Cherokee, Beechcraft Musketeer, and the Socata TB.

*General Aviation: Medium Duty* – Larger again than the Light Duty aircraft, such aircraft are either single or twin engined and capable of carrying up to 5 passengers or a similar amount of cargo. Such aircraft are often used as air-taxis and air-ambulances for rural areas, or by parachute clubs. Examples of this type of aircraft include the Cessna 172, Cessna Skymaster, Ilyushin Il-103, and the Socata TB-9.

*Civil Aviation: Executive Jet* – A small passenger jet designed to fly up to 20 individuals on transcontinental flights in some luxury. Examples of these aircraft include Cessna Citation, Gulfstream 250, Hawker Beechcraft Hawker 4000, Bombardier Learjet 45, and Embraer Legacy 600.

*Civil Aviation: Region Jet* – A small passenger jet designed to fly up to 50 passengers or freight on flights, normally less than 1.5 hours in duration. Examples of these aircraft include Bombardier Q400, Dash 8, BaeSystems 146, and Bombardier CRJ900.



Vehicle Class	CC	Seating	PCAP	CPAP	HP	Range	Speed	Ceiling	Cost
Hang glider	0	1	-	-	8	150	75	2500	4500
Glider	0	1	-	-	50	500	270	3000	45000
Microlight	1	1	-	-	45	250	150	3550	15000
GA: Autogyro	1	1	-	1	45	150	150	4000	15000
GA: Aerobatic Aircraft	2	1	1	2	75	1200	400	4500	275000
GA: Basic Trainer	2	2	2	2	80	750	350	4000	85000
GA: Light Duty	3	4	5	10	85	985	200	4500	125000
GA: Medium Duty	3	6	10	15	90	1000	250	5000	175000
GA: Executive Jet	5	12	20	25	110	5700	850	14000	11M
CA: Regional Jet	8	54	35	40	170	3100	850	11000	16M
CA: Short Haul	10	130	45	50	250	5700	530	12000	87M
CA: Long Haul	20	650	50	60	280	12000	915	17500	285M
MA: UAV	2	-	-	1	85	6000	480	15000	10M
MA: Trainer (Piston)	4	2	6	10	100	1900	450	9100	2.5M
MA: Trainer (Jet)	4	2	10	15	110	2500	1100	13500	15M
MA: 3 <sup>rd</sup> Generation Fighter	15	1	60	70	170	2000	2200	17000	20M
MA: 4 <sup>th</sup> Generation Fighter	12	1	45	50	145	2000	2400	17500	30M
MA: 5 <sup>th</sup> Generation Fighter	10	1	50	55	150	4500	2500	20000	35M
MA: Ground Attack	10	1	140	190	190	500	750	13000	11M
MA: Strategic Bomber	40	6	100	150	310	12000	950	18000	280M
MA: Strategic Airlifter	40	8	120	160	280	4500	930	10500	175M
MA: Tactical Airlifter	40	5	130	150	375	5400	850	12000	200M
MA: Tiltrotor	15	26	100	150	210	1600	350	8000	68M
Helicopter: Trainer	2	2	4	10	110	350	160	4000	240000
Helicopter: Attack	6	2	150	175	190	500	275	6000	18M
Helicopter: Light Duty	6	8	25	30	145	670	250	4600	2.5M
Helicopter: Light Utility	8	24	35	40	150	600	200	5500	14M
Helicopter: Medium Lift	10	34	45	50	210	850	250	5000	20.5M
Helicopter: Heavy Lift	15	56	55	60	350	1000	200	5000	76M

## Section Severn: Vehicles

Civil Aviation: Short Haul – Larger passenger jets designed to fly up to 150 passenger or freight on flights normally less than 3 hours in duration. Examples of this type of aircraft include the Airbus A320, Boeing 737, McDonnell Douglas MD-90, Tupolev Tu-204, and Yakovlev YAK-42.

Civil Aviation: Long Haul – Very large, wide-bodied passenger jets designed to fly up to 600 passengers or freight on long distance flights, typically beyond 6 hours in duration. Examples of this class of aircraft include Airbus A380, Boeing 747, McDonnell Douglas MD-11, and Ilyushin IL-96.

Military Aviation: Unmanned Aerial Vehicle (UAV) – An aircraft that flies without a human crew on board. To distinguish UAVs from missiles, a UAV is defined as a reusable, uncrewed vehicle capable of controlled, sustained, level flight and powered by either a piston or jet engine. UAVs come in two varieties: some are controlled from a remote location, and others fly autonomously based on pre-programmed flight plans using more complex dynamic automation systems. Currently, military UAVs perform reconnaissance as well as attack missions. Examples include the EADS Barracuda, Elbit / Thales Hermes 450, General Atomics Predator / Reaper, Northrop Grumman RQ-4 Global Hawk, and the Yakovlev PCHELA.

**Military Aviation: Trainer (Piston)** – Higher rated and higher speed twin seat training aircraft, used to provide basic and advanced flight training. Generally the training aircraft attempts to replicate in some way the handling characteristics of jet-aircraft. These aircraft can also carry weapons and be used for ground-attack and COIN missions. Examples of this type include the Aermacchi SF.260, Beechcraft T-6, Pilatus PC-9, and the Shorts Tucano.

**Military Aviation: Trainer (Jet)** – Used to progress the training of pilots destined to fly fast jets. Such aircraft are typically capable of high subsonic speeds, high-gee maneuvers, and equipped with systems that simulate modern weapons and surveillance platforms. Examples of this type include the Aero L-39 Albatros, BAE Systems Hawk, Northrop T-38, and the Yakovlev Yak-130.

**Military Aviation: 3rd Generation Fighter** – Third generation aircraft are aircraft built on the incorrect assumption that Air-to-Air missiles would replace dogfighting. Therefore they are large heavy platforms built to carry large numbers of these missiles. Generally these aircraft have now been phased out by the World's Air Forces to be sold on to countries who cannot afford the latest 4th or 5th Generation fighters. Examples of the class of fighter include Dassault Mirage, McDonnell Douglas F-4 Phantom, Mikoyan-Gurevich MiG-25, and Saab 37 Viggen.

**Military Aviation: 4th Generation Fighter** – Fourth-generation designs are heavily influenced by lessons learned from the previous generation of Combat aircraft, where emphasis is placed on maneuverability, vastly improved avionics and fly-by-wire control surfaces. Examples of these fighters include the Boeing FA-18 Hornet, Dassault Rafale, Eurofighter Typhoon, Lockheed Martin F-16, Mikoyan MiG-29K, Saab 39 Gripen, and the Sukhoi Su-30.

**Military Aviation: 5th Generation Fighter** - These aircraft combine composition material, high-performance airframes, internally carried advanced air to air, and air to ground weapons, all-aspect stealth and a full spectrum sensor package and fly-by-wire control. Examples of fifth generation fighters include the Lockheed Martin F-22 Raptor, Lockheed Martin F-35 Lightning II, and Sukhoi PAK FA.

**Military Aviation: Tactical Ground Attack** -Such aircraft are designed to attack targets on the ground and are often deployed as in-theatre close air support to ground forces. This proximity to enemy targets

also requires an aircraft capable of taking a massive amount of damage. Examples of such aircraft include the BAE Systems Harrier GR9, Fairchild-Republic A-10 Thunderbolt, SEPECAT Jaguar, and Sukhoi Su-25.

**Military Aviation: Strategic Bomber** – Strategic bombers were designed during the Cold War to deliver large amounts of ordinance onto a distant target such as an enemy's capital city. Although superseded by ballistic missiles, the Strategic Bomber is still operated by a number of airforces to provide massive bombing raids when the occasion demands. Examples of these aircraft include the Boeing B-52 Stratofortress, Rockwell-Boeing B-1 Lancer, Northrop Grumman B-2 Spirit, Tupolev Tu-22M, Tupolev Tu-95, and the Tupolev Tu-160.

**Military Aviation: Strategic Airlift** – Large military cargo lifters used to move materiel, weaponry, and personnel over long distances. These airlifters are some of the biggest aircraft ever to fly and are capable of carrying extreme cargoes such as multiple MBTs. Examples of strategic airlifters include: Antonov AN-225 & AN-124 Ruslan, Boeing C-17 Globemaster, and the Lockheed C-5 Galaxy.

**Military Aviation: Tactical Airlift** – Tactical airlifters are smaller cargo planes used to move materiel, weaponry, and personnel over shorter distances, normally inside a theatre of operation. These aircraft are not capable of carrying the extreme loads of the Strategic Airlifters. These aircraft are often re-purposed to fulfill other tasks than that of moving cargo about; for instance they can become airborne heavy gunships, mobile Command and Control Centres, and even in-flight refueling tankers. Examples of Tactical airlifters are Airbus 400M, Antonov AN-70, Lockheed C-130, and the Kawasaki XC-2.

**Military Aviation: Tiltrotor** - A tiltrotor uses a pair or more of powered rotors mounted on rotating shafts or nacelles at the end of a fixed wing for lift and propulsion. Tiltrotors combine the vertical take-off capability of a helicopter with the range of a conventional fixed-winged aircraft. For vertical flight, the rotors are rotated to the horizontal where they provide helicopter-like lift. As the tiltrotor gains speed, the rotors are progressively tilted forward, with the plane of rotation eventually becoming vertical. In this mode the wing provides the lift, and the rotor provides thrust as a propeller. Currently there is only a single example of this type in service, the Bell-Boeing V-22 Osprey.

**Helicopter: Trainer** – Two seat light helicopter used for basic flight training purposes. Examples of this type of helicopter include the Dragonfly DF334, Robinson R-22, RotorWay Exec 162F, and the Schweizer 300.

**Helicopter: Attack** – Attack helicopters are armed helicopters used in the anti-tank and close air support roles. Generally attack helicopters are crewed by a pilot and a weapons officer seated in tandem within a narrow fuselage. The Attack helicopter is heavily armoured to enable it to survive a significant amount of ground-fire, and armed with chin mounted guns and rockets and missiles mounted on stub wings. Examples of these attack helicopters include the Denel AH-2 Rooivalk, Hughes/Westland Apache, Kamov Ka-50, Mil Mi-24 Hind, and the Mil Mi-28.

**Helicopter: Light Duty** – Light duty helicopters are designed to carry up to 6 passengers. Examples of this type of helicopter include the Agusta-Westland AW109, Bell 206 'JetRanger', Eurocopter AS350, Eurocopter EC130, MD Helicopters MD500, Mil Mi-34, and the PZL SW4.

**Helicopter: Light Utility** – Light lift helicopters are designed to transport light cargoes or up to 20 passengers. Example of this type of helicopter include the Agusta-Westland Lynx, Bell Model 205, and Sikorsky UH-60.

**Helicopter: Medium Lift** – Medium lift helicopters are designed to transport small sized cargoes or up to 30 passengers. Examples of this type of helicopter include the Agusta-Westland AW101, Eurocopter AS 532, Mil Mi-8, Mil Mi-38, and the Sikorsky S-92.

**Helicopter: Heavy Lift** – Heavy lift helicopters are capable of transporting large cargoes or up to 50 passengers. Examples of this type of helicopter include the Aérospatiale Super Frelon, Boeing CH-47 Chinook, Mil Mi-26, and the Sikorsky CH-53 Super Stallion.



## Vehicle Movement and Combat Rules

Below are the rules governing vehicle movement rates and vehicle combat.

### Vehicle Movement Rates

Vehicle movement rates can be broken down into a number of speed classes, making it easier to calculate of the speed of vehicles used in the vehicle combat maneuvers (see below).

Speed Rate	Speed (km/h)
Stationary	0
Slow	1 - 30
Medium	31 - 60
Rapid	61 - 120
Fast	121 - 200
Very Fast	201 - 500
Sub-Sonic	501 - 1200
Super-Sonic	1201+

### Vehicle Movement Rates in Standard Rounds (Optional)

However if you wish to convert the speed in KM/H into the OpenQuest standard movement rate of distance traveled in a single combat round, you need to the apply the following formula:

$$\text{Metres per Round} = \text{Speed in KM/H} \times 1.4$$

For example:

*Eric is driving his Saab 9-3 along a nice empty country road at 120KM/H. The Saab's movement rate in Metres per Round is:  $120 \times 1.4 = 168$  metres per round.*

*High above Eric, Lucie is flying along in a Sukhoi Su-27 Flanker traveling at Mach 2.5. Mach 2.5 equals 2,500 KM/H. The Su-27 movement rate in Metres per Round is:  $2,500 \times 1.4 = 3,500$  metres per round.*



## Vehicle Combat

The following rules describe the rules governing combat between vehicles. Wherever possible, these rules have been generalized across the different types of vehicles; ground vehicles, watercraft, and aircraft.

Attacking a moving vehicle from a stationary position or another vehicle.

When using a Ranged Weapon to attack a moving vehicle it becomes necessary to compare the speed of the vehicle the character is in with that of the vehicle they are attacking. In such cases the appropriate modifier will be required, assuming non-machine aided combat, i.e. not using guided missiles or computer aided targeting systems.

## Vehicle Movement Modifiers

Notes:

St = Stationary

Ma = matched speeds

Speed Rate	St / Ma	Slow	Med	Rapid	Fast	V-Fast	Sub	Super
St / Ma	0	-25	-50	-75	-100	-125	-150	-175
Slow	-25	-50	-75	-100	-125	-150	-175	-200
Med	-50	-75	-100	-125	-150	-175	-200	-225
Rapid	-75	-100	-125	-150	-175	-200	-225	-250
Fast	-100	-125	-150	-175	-200	-225	-250	-275
V Fast	-125	-150	-175	-200	-225	-250	-275	-300
Sub	-150	-175	-200	-225	-250	-275	-300	-325
Super	-175	-200	-225	-250	-275	-300	-325	-350

For example, Dave with his Ranged weapon skill of 95% is in the back of a pick-up truck which is chasing another truck full of bad guys. Both trucks are traveling along at 50 kmh, or Medium speed. Since both trucks are traveling at the same speed, then the Games Master decides that the speed is matched and therefore the penalty is 0.

Meanwhile, orbiting above the action is Lucie in her Osprey. She orders the door gunner, Bubba, to try to hit the same vehicle. The Osprey is currently traveling at 275kmh - which equates to very fast. The attack modifier imposed by the Games Master is -150%. Bubba's skill with the GPMG is 75% so he has no chance of hitting the speeding truck. Bubba still makes the roll because it is possible he could fumble the shot.

## Ramming and Other Collisions

When 2 vehicle come together, with the deliberate intention of one moving vehicle ramming another moving vehicle then the following Opposed skill test is required:

Primary Vehicle involved	Opposed Skill test
Ground vehicle	Driving
Watercraft	Sailing
Aircraft	Pilot

## Collision Class and Speed

Since some vehicles weigh more than others, it takes more effort for a lighter vehicle to ram a heavier one off the road. The Collision class enabled Games Masters to add the relevant modifier to the Ramming and Other Collision skill test.

The Collision class modifiers are as follows:

*The same* – both vehicles belong to the same Collision class; in this case there is then no modifier applied to the attacking driver's Driving skill.

*Attacking vehicle is of higher Collision Class* – for each Collision class higher than the target vehicle, +25% is added to the driver's Driving skill, to a maximum of +50%.

*Attacking vehicle is of a lower Collision Class* – for each Collision class lower than the target vehicle, -25% is deducted from the driver's Driving skill, to a maximum of -75%.

*For example:*

*Dave, in his Toyota Hi-Lux is chasing down Eric in his Saab 9-3, with the intention of ramming him off the road. Dave's driving skill is 52% whilst Eric's is 61%. Dave's Hi-Lux, being a Pick-up truck has a Collision Class of 3, whilst Eric's 9-3 is a large family car whose Collision Class is 2, one less than Dave's vehicle. Therefore, Dave gets a +25% bonus, giving him a Driving skill of 77% for this one test.*

It is possible, however for a lighter vehicle to ram a heavier one off the road, if that attacking vehicle is moving faster.

For each Speed Rating (see Vehicle Movement Modifier Table) higher than the target vehicle, a +25% bonus is added to the attacking driver's Driving skill. However, due to the increased speed, the impact damage caused to the attacker's vehicle is also doubled for each speed class.

*For example: Eric in his Saab 9-3 (Collisions Class 2) is attempting to ram a Medium Truck (Collision Class 4) off the road. Due to the Saab being 2 classes lower than the Truck, The Games Master imposed a -50% penalty to Eric's Driving skill, giving him a 11% chance of success. As the Truck is moving at 25 KMH (slowly), Eric decides to put his foot down and accelerates the Saab to 82 KMH (Rapid). Rapid is two speed classifications different, giving him +50% bonus, which restores his Driving skill to 61%. However it will also significantly increase the damage taken by Eric's vehicle should a collision occur.*

Results of the opposed skill test:

*One Driver Succeeds* – Other driver loses control of their vehicle and takes 1D8 HP damage to their vehicle. The winning vehicle suffers 1D4 HP cosmetic damage as a result of the impact.

*Both Drivers Succeed* – If both drivers succeed, then both drivers have retained control of their respective vehicles. In this case the losing vehicle takes 1D6 HP damage whilst the winning vehicle takes only 1D4 HP damage.

*Both Drivers Fail* – Then both drivers have lost control of their respective vehicles and both vehicles take 1D8 Hit Points of damage.

*Driver rolls a critical* – The driver's vehicle suffers no damage from the impact.

*Attacking Driver Fumbles* – The attacking driver has missed the other vehicle altogether has lost control without the possibility of regaining control. The vehicle also takes 1D10 Hit points worth of Damage.



## Driving and Shooting

This applies only to Ground vehicles and Watercraft.

Should a character wish to try using a firearm whilst at the same time driving a vehicle or sailing, then both the Driving or Sailing and Ranged Weapon Combat skills are reduced by -25%.

## Boarding

Again applies to Ground vehicles and Watercraft.

Boarding is possible if an opposed Sailing or Driving check succeeds. In this case, the vessels are close enough to enable boarding to commence. A free boarding check is allowed immediately after a successful ramming if desired. If people on both vehicles or watercraft want to board the other, this is automatic.

## Airborne Combat

It is possible that during a mission a Company aircraft may be fired upon by a Surface-to-Air Missile (SAM), an Air-to-Air Missile (AAM) or even by cannon fire from another aircraft. Conversely, it may be necessary to attack an opponent using similar means.

## Missile Combat

This is the most common form of attack. To successfully target and launch a missile against an opponent vehicle, aircraft, or vessel, then either a Heavy Weapon skill check, or a Ranged Combat skill check with a -25% modifier is required.

Once launched, the Games Master needs to determine how many combat rounds it will be before the missile impacts against the target, which is based on the speed of the missile versus the speed of the target.

		Target Speed						
		Slow	Medium	Rapid	Fast	Very Fast	Sub-Sonic	Super-Sonic
M	Slow	5	-	-	-	-	-	-
	Medium	4	5	-	-	-	-	-
I	Rapid	3	4	5	-	-	-	-
	Fast	2	3	4	5	-	-	-
S	Very Fast	1	2	3	4	5	-	-
	Sub-Sonic	1	1	2	3	4	5	-
I	Super-Sonic	1	1	1	2	3	4	5
L								
E								

Missiles have enough fuel for 10 combat rounds of powered flight, and once this fuel is expended, the missile will self-destruct.

For example: Lucie's piloting her Osprey CV-2 towards the exfiltration site where a combat team are awaiting an urgent evac. Below her is an Insurgent armed with an Igla-1 Man-portable SAM. The Insurgent decides to fire his missile at Lucie's Osprey. The Insurgent has a Heavy Weapon combat skill of 45%. The Games Master rolls a 34% and the missile is successfully launched and locked onto Lucie's Osprey. The Missile has a top speed of Mach 3.5 – placing it well inside the Super-Sonic category, whilst Lucie's Osprey is traveling at 550 km/h – Sub-Sonic. Therefore Lucie has 4 combat rounds to try to evade the missile.

## Evading Missiles

To successfully evade a missile, the pilot of the target vehicle needs to make an Opposed Skill test of their Pilot skill versus the Kill Probability of the Missile itself. The pilot can continue to evade the incoming missile for as many combat rounds there are before missile impact, or for as many rounds as the missile has fuel, whichever is the sooner.

*Pilot Succeeds* – The missile loses lock, and fails to reacquire the pilot's aircraft. Missile continues on its last known course until it either strikes a solid object or runs out of fuel and self-destructs.

*Pilot and Missile Both Succeed* – If both are successful, then whoever rolls the highest in their skill test wins. If it is the Pilot then the Pilot has bought themselves an extra round but the missile is still coming at them. If the Missile wins, then it has shortened the distance by one extra round.

*Pilot and Missile Both Fail* – Whoever rolled the lowest in their skill test wins the opposed test. If it is the Pilot then the Pilot has bought themselves an extra round but the missile is still coming at them. If the Missile wins, then it has shortened the distance by one extra round.

*Criticals* – If the Pilot rolls a critical then not only has the missile lost lock, but it has acquired the nearest enemy target. If the missile rolls a critical then it has closed the gap by 2 extra rounds.

*Fumbles* – If the missile fumbles it simply self-destructs in mid-air. If the pilot fumbles, then not only have they turned into the path of the missile, shortening the distance between them and the missile by one extra round but they have also lost control of their aircraft and in the next combat round must make a pilot skill roll to attempt to recover the situation rather than spending that round trying to evade the incoming missile.

If the aircraft is fitted with the appropriate countermeasure for the incoming missile, this will add a positive modifier to the Pilot's skill. For some types of homing there are no countermeasures.

*Chaff Decoy* – Chaff dispensers spread a cloud of small, thin aluminum pieces, metallised fibreglass or plastic which are capable of distracting radar-guided missiles away from the target aircraft by producing a secondary target larger than that of the primary target. Chaff Decoy adds +25%. Each Chaff Decoy unit holds enough

chaff bundles for five uses.

*Pyrophoric Decoy Flare Unit (PDF)* – Pyrophoric flares are made of material which ignites when coming in contact with the air. These flares burn at thousands of degrees, which is much hotter than the exhaust of a jet engine. A Pyrophoric Decoy Flare can decoy away an IR guided missile. Pyrophoric Decoy Flare adds +25%. Each PDF holds enough flares for five uses.

*Electronic Countermeasures Pod (ECM)* – The ECM Pod attempts to confuse the homing and guidance systems of RADAR and HARM missiles by using a transponder to mimic the RADAR echo with a delay to indicate incorrect range. An ECM Pod adds +25% to the Pilot's skill.

*For example: Lucie detects the missile on an inbound course towards her Osprey CV-2. Lucie's pilot skill is 75% and her Osprey is fitted with a PDF Unit but with only 2 charges. The Missile has a Kill Probability of 85%. Lucie decides to hold fire on the PDF Unit for the moment. In the first combat round she rolls a 65% whilst the missile scores 74%. Although both Lucie and the Missile have succeeded, the Missile with a roll of 74 has won, and closes the gap by one round. Now Lucie has only two more combat rounds to evade the missile.*

In the next round, Lucie rolls a 50, and the missile rolls a 30. Again both have succeeded but this time Lucie has managed to extend the gap by one more round, so Lucie still has two rounds left to evade the missile.

Realising the stakes are getting too high, Lucie hauls her Osprey into a maximum rate turn and triggers her PDF Unit, adding an extra +25% to her pilot skill, bringing it up to 100. She still has to roll because she could still fumble. She rolls a 53. The missile rolls 89. Lucie has succeeded and the missile loses lock and flies blindly past her Osprey.

## Air Combat Maneuvers (ACM)

This is what used to be called Dog Fighting, where the whole purpose is to get into a firing position on an opponent, in other words getting in behind them on their 'six'.

ACM pits Pilot skill against Pilot skill in an opposed skill test to decide who has the upper hand. Once in firing position, the winning Pilot will still need to make a successful Heavy Weapon Combat skill test in order to hit their opponent's aircraft.

*Attacker succeeds and target fails* – then the attacker has got into a firing position behind their target in such a



brilliant position that they gain a +25% modifier to their Heavy Weapon skill.

*Attacker fails but target succeeds* – then the attacker has overshoot, presenting the target with the possibility of firing, however with a -25% modifier added to their Heavy Weapon skill.

*Both attacker and target succeed* – If both are successful, then whoever rolls the highest in their skill test wins, although there are no skill modifiers applied to the Heavy Weapon skill of the winner.

*Both attacker and target fail* - Whoever rolled the lowest in their skill test wins the opposed test, although the firing position that is presented is of such a sub-optimal nature that a -25% modifier is applied to their Heavy Weapon skill test.

*Critical* – If either attacker or target roll a critical, then they have achieved such an amazing firing position that it is impossible to miss. In this case, damage for the weapon is rolled without the necessity of a Heavy Weapon skill test.

*Fumbles* – the Pilot has lost control of the aircraft, must disengage from the combat and attempt to recover from the crash, whilst giving the other Pilot a free attempt to shoot them down.

*For example: After successfully evading the SAM, Lucie’s Osprey CV-2 is bounced by a Aermacchi SF.260. The Aermacchi pilot has a DEX of 18, a Pilot skill of 58% and a Heavy Weapon Combat skill of 37%. Lucie has a DEX of 17, A Pilot Skill of 75% and a Heavy Weapon Skill of 29%.*

*The Aermacchi pilot has the higher DEX so gets to go first. He rolls a 62 whilst Lucie rolls 77. Both fail and for second Lucie sees the faster plane flash in front of her. She decides to try for a shot, but with a -25% modifier being applied to her Heavy Weapon skill, giving her just a 4% chance to hit. She rolls a 35 and misses.*

*Coming round once more, Lucie rolls a 45 but the Aermacchi Pilot rolls a 03 – a critical; a perfect firing solution, so perfect that the Pilot’s finger is on the trigger as the Osprey fills his gun-sight. The Aermacchi is armed with a .50 Cal machine gun, each round does 2D8+16 Damage and has 10 PV. The gun is set to a 10 round burst. The Aermacchi Pilot rolls a D10 to see how many rounds have hit the Osprey CV-2, rolling a 4. The Osprey’s armour can soak up 56 PV damage before it lets anything in, so despite being hit 4 times, none of the rounds have hit anything vital, but the Osprey’s AP has been reduced to 16.*

## Losing Control

If this happens then the driver of the out of control vehicle must make a Driving Skill test with a -25% modifier to regain control of their vehicle. Failure means that the vehicle has crashed.

## Crashing

When a vehicle crashes, it has come to a sudden and usually unplanned halt against some large immovable object, such as a the ground, a brick wall, a cliff face or a MBT. When a vehicle crashes, both the vehicle and any occupants of that vehicle sustain damage.

The effects of crashing are calculated on the speed the vehicle was traveling when it impacted against the immovable object.

Impact Speed	Vehicle Damage	Internal Passenger Damage
Slow	2D8+4	1D4+1
Medium	5D6+15	1D6+4
Rapid	5D10+20	2D6+8
Fast	5D10+40	4D6+8
Very Fast	5D10+60	6D6+8
Sub-Sonic	5D10+80	8D6+8
Super-Sonic	5D10+100	10D6+8

## Mitigating Damage

The damage taken by passengers / crew of vehicles involved in a crash can be mitigated by safety devices fitted to vehicles. These safety devices are cumulative.

Two point Lap Seat belt - Adjustable strap that goes over the waist, common in certain older cars, some boats and most commercial and some military transport aircraft. In a crash a seat belt reduces the damage taken by 2 Hit Points.

Three point Cross diagonal seat belt - Adjustable strap that goes over the shoulder and waist. Mostly commonly found in most cars and some coaches. In a crash it reduces damage taken by 4 Hit Points.

Five point harness - The lap portion is connected to a belt between the legs and there are two shoulder belts, making a total of five points of attachment to the seat. Found in racing cars, some boats and within aircraft generally provided for aircrew. In a crash the five point harness reduces damage taken by 8 Hit Points.

Air bag – a large flexible bag designed to rapidly inflate in the event of a crash. Airbags are generally found in most non-military cars and some trucks. In a crash it reduces damage taken by 6 Hit Points.

Ejection Seat – when activated, the ejection seat propels the person up and out of the vehicle to land some distance away by parachute. Ejection seats are fitted to certain military airframes. Although saving the aircrew from the crash it does cause 1D6 Hit Points damage due to the violence of the exit.

**Vehicle Damage (Optional)**

When a vehicle takes a quarter of its original Hit Points in one go then it can be said to have suffered a major system failure. This represents primary damage to the structural integrity of the vehicle, leading to degradation of the vehicle’s future performance and possibly compromises the safety of crew and passengers.

Roll	Ground Based	Aircraft	Waterborne
1	Burst tire or slipped track. -25% modifier to all further Driving skill tests (unless Run Flat Tires fitted).	Control surfaces damaged. -50% modifier to all further Pilot skill tests.	Propeller / sails damaged. Performance halved until damage can be repaired.
2	Bonnet / hood latch failure, or viewing periscope smashed. -50% modifier to all further Driving skill tests due to driving view being obscured.	Lift surface damaged. Performance reduced by half and -25% modifier to all further Pilot skill tests.	Rudder damaged. -25% modifier to all further Sailing skill tests until the rudder is replaced.
3	Clutch failure. Performance halved until clutch replaced or repaired.	Avionics / radio failure. Aircraft isolated from any command nets and liable to become lost. -25% modifier to all further Pilot skill tests.	Navigational aids – GPS, LORAN / RADAR / SONAR are rendered inoperable. Successful Natural Science navigation skill roll will be required to successfully fix craft’s location.
4	Steering damaged. -50% modifier to all further Driving skill tests.	Engine damaged. Performance reduced by half.	Steering gear damaged. -50% to all further Sailing skill tests until the Steering gear is repaired.
5	Doors jammed. Will need either a STR 25 or greater to get them open again.	Internal environmental control fails. Successful Resilience skill test required to remain conscious.	Hull integrity breached. Performance reduced by half as vessel starts to ship water. Vessel will sink within 1D4 hours unless hole is patched.
6	Engine failure. Vehicle grinds to a total halt until repairs can be effected.	Landing gear damaged. A pilot skill test with a -50% modifier will be required to land aircraft safely.	Engine fails / mast collapses. Vessel comes to a complete halt, and drifting at the mercy of the tides.

# Section Eight: Missions

Missions, contracts, assignments call them what you will, they are basically the whole reason for your character to do what it is they do; be the main protagonists in an epic tale of success, failure, dangerous situations and glorious adventure. Like any story it has a beginning, middle, and an end. It may last one or more game sessions. Whatever might happen, it will be a memorable event in the character's lives that leaves them altered, for good or for bad, forever; and is their main purpose in the player character's life. For the players, mission are where the fun and excitement is, where their creations are placed centre stage.

## Mission Phase One: Setup & Briefing

This phase of the game is where the Games Master and the players set up the Mission. At first, while the players are still finding their feet in the game, this process will be led by the Games Master.

For example, the players are summoned to a Mission Briefing where they are tasked with completing some mission before being pointed in the right direction and left to their own devices, but the central premise of the Mission has been set up and loaded with gaming possibilities.

Once the players are more familiar with the game and confident of their character's abilities they may wish to develop their own Missions. Perhaps there is a villain from an earlier Mission that they want to hunt down and bring in. Or maybe there's a rumour of a former work colleague who was thought to be KIA but who is in fact being held by a militant terrorist organisation, and they want to mount a rescue mission. In this case the players work with the Games Master to define what the aims of the Mission are.

By the end of this phase both the players and the Games Master know what the aims of the Mission are. The Games Master then starts play by summarising the background and aims of the Mission in the form of a 'Mission Briefing'.

## Example Mission Briefing: Operation Reclaim

*Twenty two hours ago there was a Coup d'état in the tiny African country of Rhapta. The Coup is being led by General Carlos Bapende who is attempting to overthrow the democratically elected government of Prime Minister Oron Nupe. Caught up in the fierce fighting are a number of aid workers from the charity Water is Life, who are in the country to help improve the quality and supply of the water in the country. The charity have lost contact with their aid workers and are desperate to recover them to safety. They have contacted The Company requesting aid in extracting them. Further the extraction operation has been granted the blessing of Prime Minister Oron Nupe's government.*

## Games Master's Advice: Mission Development

Let your players help you: Don't feel that you always have to come up with the starting point for Missions, even when you have a strong idea of what locations, events; and non-player characters you have in mind. It is always useful to hear what the players have in mind and weave that into what you already have. This gives the players a greater sense of involvement and allows you to feed in the excellent ideas that they have into your own. It also ensures that you and your players get the adventure you both want. For example a Games Master prepares a Close Protection Assignment which relies heavily on investigation and politics, while the players are really looking forward to an action based game. If the Games Master sticks to his original plan, then the players will get bored and not have fun. If the Games Master asks the players what they want during setup then he can mix in some action and generally up the pace of the investigation so that the players are no longer potentially twiddling their thumbs. He might even decide that the players' ideas are so cool that he puts aside his original investigation idea for another day when the players are in a more reflective mood.

Use the players' ideas to provide you with a springboard to think up locations and encounters. That being said, remember to keep a few surprises up your sleeve. Part of the fun of the game is unpredictability and twists.

## Mission Phase Two: Execution

This phase of the game should be the main part of the Mission. The middle is where all the dice rolling and action happens and most of the story is told. Since each story is different, with its own characters, hazards and settings, and the unique actions of the players, the middle of the adventure is very different for each Mission or Assignment. There are however a few common features to all Missions:

*Preparation:* Before the Mission starts in earnest the players will probably want to have their characters prepare for what they are about to face; after all they should know the Seven Ps. Mission preparation falls into three areas:

*Equipping:* The players make sure that their characters are equipped for the adventure. If they are heading off into big city on an industrial espionage gig they will want to make sure that they have the appropriate clothing and cool spy toys for the long haul.

*Research:* This type of preparation is where the characters try to find out as much information about the perils they will face on the Mission. Generally speaking some of this may be provided by the Games Master as part of the mission brief, but it could entail running down sources via their Streetwise skill or even executing a data raid to steal the information they need.

*Up-skilling:* The Company provides the training required to help the characters cope with what is to come. If training is required then it is up to the Games Master to decide what form that training takes – everything from simply giving the players a certain number of skill points to add, to a fully-fledged simulation of what may be to come.

### Games Master's Advice: Don't get stuck in the preparation!

*Hitting the Ground:* Although Preparation is in the Mission Execution phase, rather than Briefing, it still isn't really where the players want to be, which is on the ground within the Mission itself. So, unless the situation and story warrants it, quickly move through the preparation phase, especially if the player characters decide to split up and do different things.

## Operation Reclaim (Continued)

*The team, comprising of Dave, Leon, Lucie, Trent, and two other Company NPCs – Marak & Hester - have arrived safely in Rhapta. They have established an operating base about 50 km from the Capital City Tabwa. By the time they have got there, legitimate government forces have taken back control of most of the city but General Bapende's forces still control the airport and a number of key facilities. Of the aid Workers there is no conspicuous sign.*

*So far their major assets are, excluding their personal kit and weapons:*

*1 x Osprey CV-2 'Arrow' - flown by Lucie.*

*The team decides that their first course of action is to acquire some local transport and a guide who knows the country, so they decide to split up:*

*Dave and Leon go off in search of a vehicle whilst Lucie and Trent head off to find a suitable local guide, leaving the two NPCs to keep an eye on the 'Arrow'.*

*Dave and Trent soon locate a beaten up Land Cruiser and an equally chewed up Land Rover and some sheet steel to act as temporary armour. John, the Games Master, decides not to bother detailing the haggling and simply states that they have got it and moves on.*

*Lucie and Trent's trip is more interesting, and John states that both of them will need to make successful Streetwise tests to locate the right sort of person they are going to need. After passing this test, they locate a guide Kagiso who claims to know his way around.*

*Back at base, they all decide their final preparation work is to get the vehicles repaired and up-armoured before heading out to the last known location of the aid workers.*

## What happens within these Missions?

Hazards and dangers are part and parcel of executing a Mission. Without risk, the rewards of adventure are not worth having. The game would be stale, boring, and not fun.

Some of the things that the player characters may meet on their adventure include dangerous villains, exotic characters, mysterious locations, and some truly exceptional events.

The backdrop to the Mission may bring its own challenges. For example simply getting there could be a real challenge especially if where you are going is in the centre of a war-zone, with its ruined buildings,

booby-traps, and snipers.

Not only that, but such remotes places, where civilisation has collapsed, have their own dangers such as the scarcity of food and water, adverse weather conditions, and the danger of getting lost in difficult terrain. All this needs to be factored in.

Through investigation the player characters will find out more about what is going on in their immediate surroundings and, more to the point, if the Mission has any hidden agendas. This will bring them into contact with non-player characters, who they will need to influence in order to gain the information they need.

There will also be clues in the locations in which they find themselves. Much of this will be role played out, with both the players and Games Master being in character. Occasionally, if it feels right and raises the tension of the game, the Games Master may call for skill tests using Influence, if questioning non-player characters, or Perception, if searching for hidden clues.

Like all skill tests, the Games Master should be wary about making the players roll dice every time in an investigation. Some clues are readily apparent if the players ask or look in the right place in the right way, especially if they combine this with good roleplaying. In these cases the Games Master should simply give the players the information. Part of a good mystery anyway is down to how the players interpret the clues and how they act based upon what they know. They might jump to conclusions when only knowing part of the picture.

Most of the non-player characters they meet will have their own motives and agendas. Sometimes these will run counter to the player characters and lead to conflict and violence. Sometimes, if the player characters stop to talk and work out what the non-player character is doing, they will find that instead of being just another excuse to slot someone, these characters have aims and objectives which align with their own. Some non-player characters may simply be neutral bystanders only interested in going about their own business in their own way.

## Operation Reclaim (continued)

*In their repaired vehicles, the characters visit the aid station the aid workers had set up. They find the place being guarded by troops loyal to Gen. Bepende. After an initial reccie, the team discover that troops are guarding one hut more than the others. The team decide on a night assault. Dave distinguishes himself by taking out two of the guards before the rest know what is going on. In the resulting*

*fire-fight, most of the guards are either killed or driven off, although one or two of the guards are captured.*

*Thinking things are all over, the team are a little shocked to discover that instead of the aid workers, the hut contains fifteen barrels of something labeled 'Novichok-5'. Leon knows that Novichok-5 is a highly deadly water soluble nerve agent.*

*After interrogating the captured guards, the team learn that the aid workers are being held at Tabwa City's water treatment plant. The team realise that this poison is meant for the water supply for that city; however, before they can destroy it, Gen. Bepende's forces mount a counter-attack and the team decide to withdraw and rearm.*

## Mission Phase Three: Conclusion

Every story has an end. If it's a good story it will have an exciting climax which leaves the reader satisfied at the end of it. Both the players and the Games Master should be aware that this is the aim of playing The Company and should gently steer the action towards such a satisfying conclusion.

After the Mission has ended the Games Master should hand out any improvements that the players have earned for their characters.

### Improvement Points

These are a measure of how the character grows with experience. The more experiences that the character has during a Mission the more improvement points they will earn by the end of the session. Improvement points are spent by players to increase and add new skills (see Improving Characters below).

For each session that the character played in: 1 point

For being the person who pushes forward the plot at a crucial point in the story: 1 point.

For being the Player who helped everyone have the most fun: 2 points. This is determined by a vote amongst the players and Games Master.

### Hero Points

In an average story, each character should also receive two Hero Points. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and four Hero Points awarded.

## Operation Reclaim: Conclusion

The team mounts an all-out assault on the water treatment plant in a two-fold attempt to foil General Bepende's plan of poisoning the city's water supply and to rescue the aid workers. Between them, the players and Games Master decide to turn this into a true battle royal, with the armed might of the General's followers on one side and the team on the other side. Having the Arrow gunship helps to even the odds.

The resolution of the mission is not fixed; however, the team may decide that if they can't manage to rescue the hostages and stop the Novichok-5 from being dumped into the water supply, then stopping the poisoning by any means necessary may be the order of the day; even if this includes completely destroying the water treatment plant and everyone inside it.

At the end of 'Operation Reclaim', John the Games Master determines the Improvement Points for each character:

For each session that the character played in: 1 point

Every player gets 1 point because the Mission took one session to play.

For being the person who pushes forward the plot at a crucial point in the story 1 point.

Leon gains an extra point because he realised the significance of the Novichok-5.

Dave gets a point because of the way he distinguished himself during the fighting at the aid station and also at Water Treatment Plant.

Lucie gains an extra point for the way she piloted the Osprey during the climatic firefight.

Which means Leon gets 2 additional improvement points, as does Dave and Lucie. Trent only gains the one point.

For being the Player who helped everyone have the most fun: 2 points.

Everyone votes that Gavin's character, Leon helped everyone have fun and get involved in the game, so he earns an additional point for Leon.

So the final Improvement point totals are;

Leon: 3

Dave: 2

Lucie: 2

Trent: 1

Then the Games Master works out the number of Hero Points for each character.

Everyone gets 1 point for playing through the Mission, while Trent gains an extra hero point when he fought with a guard who was attempting to dump the Novichok-5 into the city's water supply.

## Further Missions

If you are playing in a series of linked Missions (known as a Deployment; see below), then not all the plot threads need be closed at the Conclusion of the Mission. Enemies might escape to fight another day, side line mysteries and dilemmas may remain unsolved, and a successful Conclusion may still pose as many questions as it answers. All this give the players and Games Master more ideas for future missions.

## Operation Reclaim: A Hanging thread

At the end of Operation Reclaim, there is the question of who supplied General Bepende with the Novichok-5. Was this another country attempting to destabilize the area, or did it come from a secret weapons factory within the country? This threat could be developed into a further mission, where The Company are tasked to track down the source of this dire chemical.

## Deployments

In The Company, a Deployment is considered to be the characters being dispatched out on a series of interconnected missions, mostly likely in support of some wider goal. What tends to connect these missions are common goals, reoccurring themes, locations, and characters. The end result of such a deployment is the successful conclusion of this goal, where each separate mission moves them one step closer to this end goal.

For example: The Company have been tasked with helping to secure the reconstruction effort following a major tsunami which has hit a politically unstable island.

Here the end goal is to see the island's critical infrastructure in place and some kind of political

stability restored.

Whilst the theme for this Deployment could well be that the ends do not justify the means, especially if to achieve political stability, then certain key members of the opposition have to be permanently silenced.

The Reoccurring characters within this mission, other than the player's own characters, will be the leaders and workers of the reconstruction effort, and the politicians from all the island's separate factions.

One of the big attractions of creating a Company Deployment is watching how the player characters develop as they go from Mission to Mission. Indeed, in some Deployments this will be the main reason why the players are playing. Even if the Games Master has elaborated the themes and goals in mind, he must make sure that he provides opportunities in the Deployment for the players to develop their characters in the direction they want. Of course it doesn't mean that the Games Master should hand player-desired improvements on a plate. Risk and danger should still pave the way to rewards, but the direction in which the player wants to develop their character gives the Games Master a pool of ideas for the Missions within the Deployment.

During the Deployment the players will develop and meet powerful allies. Initially these may be people they interact with within their early Missions. Later on these allies will become the great and the good that become impressed with our heroes' noteworthy deeds. They will decide that their cause is aligned with the player characters and continue to help them as a result. Of course such characters may not necessarily be good at heart and their allegiances to the player characters may change with the wind. Allies could become enemies if they suffer slights, real or imagined, at the hands of the player characters.

Nemeses are enemies who, time and again, oppose the efforts of the player characters. They may be the institutions that the players are ideologically opposed to or some evil villain whose grand master plan to dominate the world is being incrementally unraveled by the player's Deployment.

They can be terrorists such as the Terrorist within the Sample Mission. They could also quite easily be a character, or group of characters, that are much like the player characters.

Unlike an individual Mission's Resolution, the finality

of a Deployment must be absolute, with all plot threads resolved. When a Deployment finally climaxes, it is at the end of several sessions of play. Although the player characters may live on and adventure with one another afterwards, this is the last time that they will be Deployed together in this particular story. The players expect and deserve an even bigger pay-off than at the end of a standalone Mission.

## Improving Characters

### Spending Improvement Points

#### Improving Skills

A player can choose to spend one improvement point to increase one known skill. Select the skill to be increased and the skill increases by +5% points. There is no limit to the score a skill can reach.

#### Improving Characteristics

A player can choose to spend three improvement points to increase one Characteristic by one point, however SIZ may never be increased using improvement points. The maximum a character can increase a Characteristic to is 18.

#### Improving your mind

Improvement points can be spent to help deal with any Mental Wounds received during the course of a mission or deployment.

### Summary of Improvements

Cost	Improvement
1 Improvement point	+5% to Skill
3 Improvements point	+1 to any Characteristic except SIZ
5 Improvement points	Remove one Mental Wound

### Improving outside of Missions: Practice & Research

The Player characters may often experience long stretches of 'downtime' between Missions. This is quite normal. Group members may need to recover from wounds suffered in combat during their last Mission, or the players may engage in some activity that takes time.

During such downtime the players may improve their characters. The players might actually request downtime between Missions to learn new skills, and it is up to the Games Master to determine if this is appropriate. For each three month period of practice or research a character may gain 1 Improvement Point.

## Moving between Company Divisions

At the end of their first successful mission, a player may request that their character move between company divisions. It is at the Game Master's discretion whether such transfer takes place or not as the retraining period to learn the skills and practices of the new Company division will take the player off the active duty roster for 6 months.

Whilst this is a rapid way of advancing your character, it is not without its risk, as this training period may mean that your Games Master asks you to create a different character whilst your main character is off training, and there is always the chance that your character will fail the course and / or be seriously wounded in the course of training.

To find out what happens during training, role 1D6 and consult the following table:

D6	Result
1	Character fails the course and is RTU'd (RTU=Returned to unit)
2	Character scrapes through the course and has 25 points to spend on the core skills of that particular Company division (as detailed in the character concepts in Section 3).
3	Character is involved in a serious accident during training and receives 1 Major Wound, and the Character is RTU'd.
4	Character passes the course and has 50 points to spend on the core skills of that particular Company division (as detailed in the character concepts in Section 3).
5	Character fails the course and is RTU'd
6	Character nails the course and has 75 points to spend on the core skills of that particular Company division (as detailed in the character concepts in Section 3).

Note: Characters on Deployment cannot ask to move Company Divisions until after they have finished their deployment.

### Game Master Advice: General Tips

The following are a list of tips that may help your gaming sessions to run a little smoother. They are not meant to be proscriptive, just simply things you may find helpful.

*Keep things moving:* If you feel the players are spending too much time arguing, you're probably right. If they take too long to reach a decision, throw something at them to kick-start them, or put in a few words to help resolve the dispute.

*Keep them amused:* The purpose of the game is for everyone to have a good and exciting time. Don't let them get bored or complacent. Keep them busy and off balance.

*Maintain the willingness to suspend belief:* The Games Master should, as much as possible, keep the players believing what happens to them is plausible. No deus ex machina should occur, and nothing should ever come along to swat them off the face of the earth without providing them with a chance to respond. The actions of NPCs encountered by the characters ought to have some rational explanation, although these explanations do not have to be immediately apparent. Nothing which is physically impossible should occur.

*Be impartial:* Do not play favourites, and most certainly try not to give opponents unfair breaks in this matter. After all, you want your players to have fun, right?

*Play interesting characters:* When you take the role of an NPC, try to maintain a distinct role for that character. After all the player's characters are not the same, why should your NPCs be any different? Use different words when speaking as different characters, and change the rhythm of your speech when you do so. It is helpful to sketch out what each NPC's concept may be. For example, they may be a grovelling, obsequious creep who wants to make as much money as possible. This will definitely help to make your NPCs more three dimensional.

*Keep private conferences to a minimum:* There are circumstances during most gaming sessions which will require the Games Master to pull one player to the side to impart some piece of information to which only they are privy. Too many interruptions of this nature, although interesting for the player in question, will break the pace of the game and can leave other players feeling marginalised.

*Try not to leave people out:* Some players are more vocal than others; this can lead to the situation where one or more players are either shouted down or simply ignored. Try to prevent this from happening by asking each player in turn what their character is doing.



## Mission Resources

Games Masters may wish to add further richness to company missions through the use of:

**Research materials:** Websites such as the National Consortium for the Study of Terrorism and Response to Terrorism (<http://www.start.umd.edu/>) and the CIA World Factbook (<https://www.cia.gov/library/publications/the-world-factbook/>) offer concise data on countries and terrorist and criminal organisations. That will enable Games Masters to add an extra level of realism to their missions and deployments.

**Maps:** World aviation maps and charts make for excellent props. Probably the best aviation charts to use are the operational Navigational Charts (ONC) and the Tactical Pilotage Chart (TPC). These are jointly produced by the military of USA, Canada, Australia and the United Kingdom and are laid out on the NATO grid system rather than by political boundaries. However if these are not available to you, then an excellent replacement is the American Department of Defense Joint Operational Graphics. Another good source of military maps are Army Surplus stores.

**Computers:** Although The Company is a paper based Roleplaying Game, an Internet connected Computer can provide an excellent resource when it comes to the use of applications such as Google Maps(TM) or Google Earth(TM), whose mapping and satellite imaging software enables a Games Master to quickly convey to the Players what the terrain in any part of the world is like, along with aerial views of various structures and compounds.

**Other props:** Whilst not attempting to turn The Company into a Live Action Roleplaying Game, the use of props can often prove to be an aid to game play. Such props include miniature 25mm figures, model of vehicles and aircraft as well as other items you see fit. For multiple unit games, where there are multiple Games Masters running connected missions, then walkie-talkie radios may be an exceptionally useful prop.

**Things not to use as props:** No matter what, it is not recommended using any type of firearms, be they blank firing or deactivated, as this can cause an undue amount of concern amongst members of the public.

## Mission Budgets (optional)

Although a not-for-profit organization, The Company still needs to avoid incurring a loss on missions and deployments; therefore it may impose a maximum budget for a particular mission or deployment. Such mission budgets are normally communicated in the set-up phase, and the players will need to factor in these budgets when planning their missions.

### Why impose such budgets

The simple answer is that if they were to get everything they want, it can lead to some very unsatisfactory game play. For instance:

Whilst investigating a possible terrorist cell who are planing to attack London using a hijacked passenger ferry and a nuclear capable SS-14 Scamp Theatre Missile, the team discover the terrorists are holed up inside an old abandoned Sea-Fort off the Suffolk coast. We pick up the story as the players are discussing their options.

*Gavin: So as I see it the only option we've got is to do an air assault against the sea-fort.*

*Dan: That sounds pretty dangerous. An air-drop could be tricky.*

*Kesh: I'm guessing they'd spot an Osprey long before we could land. Mind you, getting in by boat wouldn't be much of a picnic either.*

*Gavin: None of those sound pretty good to me. Why don't we dial in a CV-02 Archer strike?*

*John: Okay. You call it in. You sit watching as the CV-02 comes in for a pass. It opens up with its 40mm canon. Three passes later and the shattered remains of the Sea-Fort slides into the foaming waves. You watch and wait but there are no survivors.*

*Charlotte: Well that was spectacular!*

*John: Yes, wasn't it?*

*Charlotte: So what happens next?*

*John: Next? There is no next, that's it. It's all over. Bad guys neutralised, threat to London removed.*

*Gavin: Oh. But what about the nuclear missile? Where did they get it from?*

*John: You'll never know.*

*Gavin: Oh. So that's that.*

*John: Yup, that's that.*

*Charlotte: Oh, okay.*

Not a very satisfying conclusion to the mission is it? That is why limiting the player's access to the really big guns should be saved until they really, really need it. Below are some costs that missions will incur.

**Travel costs**

Transport	Cost per 1000km
Bushmaster CV-01	\$800
Osprey V-22 CV-01	\$4500
Antonov AN-225	\$1250
A-90 Sea Eagle	\$1250
Rigid Raider	\$350

**Support costs**

Item	Cost per Day
UAV aerial surveillance operational support	\$5,000
UAV aerial tactical protection	\$10,000
CV-02 tactical protection	\$15,000
Combat Medic Hospital Unit	\$20,000
In theatre C4ISTAR Team support	\$15,000
In theatre Rebro Team	\$10,000
In theatre department One-Ten Support	\$7,500
In theatre Cyber Warfare Resources	\$2,500
In theatre Electronic Warfare Resources	\$2,500



## The Company: Spot Rules

This selection of rules is designed to deal with individual situations that may crop up throughout the game. Two of these rules are optional: encumbrance and fatigue. These two rules govern ongoing situations that crop up continually in a Quest, but which the Games Master and players may not want to be a feature of their games. Use them if you wish.

### Travel

#### Daily Rates of Travel (Foot)

Type	Rate Km/Day	Notes
Hiking	50	Ten hours of steady walking on road or path with no other form of transport. Need to make Fatigue Test at the end of the Hike to avoid becoming Fatigued.
Tabbing	40	Ten hours of fast walking on road or path with no other form of transport. Need to make Fatigue Test at the end of the Tab to avoid becoming Fatigued.
Marching	30	Marching in organised groups for ten hours, ready to fight at the end of the day. When Marching there is no need for a Fatigue Test, as the pace is such that the characters have sufficient energy to fight at the end of the March.
Crawling	25	Moving slowly and stealthy across country, for ten hours. Need to make a Fatigue Test at the end of the crawl to avoid becoming Fatigued.

The above is based on average move rates. If you need to precisely determine which of two groups reached a destination first, use an Opposed Athletics (for walking). For daily rates of vehicle-born travel please consult the Vehicle Section.

Modify the above movement rates by the effects of the terrain being crossed:

Terrain	Effect on movement rate
Road/Path	100% of normal rate
Light Brush	80% of normal rate
Medium scrub/light woods	70% of normal rate
Heavy woodland	50% of normal rate
Swamp/bog & marshland	50% of normal rate
Rolling hills	70% of normal rate
Scree	50% of normal rate



## Illumination and Darkness

The following table gives the effect of various types of illumination and darkness on the characters.

Environment is...	Example	Effects
Dazzlingly bright illumination.	Blazing sun in a desert or snowfield.	-25% to vision-based Perception tests.
Brightly Illuminated	Blazing summer day	None
Illuminated	Overcast day, standard office florescent lighting, within the radius of an illuminating item (see below).	None
Partial Darkness	Cave mouth, mist / foggy day, dusk, or within 3m radius of an illuminating item (see below).	-25% to to vision-based Perception tests.
Darkness	Cloudless but moonlit night, very thick fog, smoke grenade discharge, with 5 x radius of illuminating item (see below).	-50% to to vision-based Perception tests. Movement rate halved.
Pitch Black	Sealed room with no windows, underground facility, mine shaft, whiteout blizzard.	Perception tests reliance on vision become near impossible, as are ranged attacks. Close Combat attacks at -75%. Movement rate a quarter of normal.

*Night Vision Goggles:* These allows characters to treat partial darkness as illuminated and darkness as only partial darkness.

*Image Intensifier Equipment:* These allows characters treat darkness as illuminated and Pitch Darkness as Partial Darkness.

*Sunglasses:* These allow characters to treat Dazzling bright illumination as brightly illuminated.

### Illuminating Items

Example	Radius
AAA torch / AAA head torch	1m
AA Cell Tactical Torch	3m
D Cell Tactical Torch	5m
Trip Flare	3m
Campfire	5m
Bonfire	10m
Parachute Flare / Star Shot	50m

### Fatigue (Optional)

Combat, sprinting, climbing, and swimming against a strong current, are all examples of when a character can become fatigued and tired.

If the Games Master thinks that a character has been engaged in an activity that may have drained him of physical energy, then they may call for a Resilience roll. If the character fails the roll they suffer the effects of Fatigue (see below).

This roll is usually made after the activity has been completed, unless the activity is long and drawn out and there is a real danger that Fatigue will stop the task being completed successfully. For example, on a long hard march the characters are pressing on ahead so that they can reach a fort before an enemy army arrives there. In this case

there is a real danger that the player characters will arrive not only too late but tired and worn down.

## The effects of fatigue

If a character fails the Resilience test then they become fatigued. All skill tests are at -25%. Also movement rate drops by a quarter. The character also becomes sluggish, DEX and INT are each reduced by three points for the purposes of determining order in Combat.

If the fatigued character insists on engaging in heavy activity, such as combat, heavy labour or running, then another Resilience roll is made at -25%. If the character fails this second skill test they become heavily fatigued and all the above penalties are doubled.

If a character fumbles any of their Resilience rolls, then they immediately fall unconscious for 3D6 minutes and upon waking are still fatigued.

## Recovering from fatigue

A character who completely rests for 20-CON hours will remove the effects of any Fatigue.

The use of a Combat Drug such as Amphetamines can stave off the effects of Fatigue for 2D6 hours but this will mean that a character will need complete rest for 30-CON hours to remove the effects of any Fatigue and the strain imposed on their system by the use of these Combat Drugs.

## Exposure, Heat Exhaustion, Starvation and Thirst

*Exposure:* A character can normally survive for a number of hours equal to his CON before suffering from exposure.

*Heat Exhaustion:* A character under normal conditions can cope for CON hours in the blazing sun before suffering from heat exhaustion; however if they are working hard and/or in stressful conditions they can survive for CON-5 hours before they begin to suffer from Heat Exhaustion.

*Starvation:* A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a -10% penalty to Fatigue tests.

*Thirst:* A character can survive for a number of hours equal to his CON x 2 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 1 or even CON x ½.

Whenever a character is suffering from exposure,

heat exhaustion, starvation or thirst, the Fatigue test penalty immediately doubles to -20%. In addition, the character will automatically suffer one D6 of damage every day, for every condition he is experiencing. Natural healing will not heal this damage - only sufficient shelter, food or water can remedy the problem and allow natural healing to take place.

## Healing

Healing can be performed in one of two ways: via the use of a successful Medical Aid roll, or through natural healing - resting while the injuries heal themselves.

## Natural Healing

A character's Minor injuries regain CON/4 (round down) hit point per 24 hours, as long as the character does not engage in anything more than light activity.

If you use the optional Major Wounds the natural healing will not improve them. A Major Wound requires treatment with a successful Medical Aid test. Once this is done Major Wounds heal at a rate of one hit point per day, as long as the character does not engage in anything more than light activity, and the character succeeds a daily Resilience test.

## Encumbrance (Optional)

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, apart from those items that are very small or light. Characters can usually ignore the effects on Encumbrance that these light items have until they start to carry a lot of them - assume that an average of 20 such items will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Encumbrance is a measure of not only weight but also bulk of the item, reflecting the awkwardness of handling the item. Roughly 1 ENC is equal to 1/4 of a SIZ point.

**Overloading**

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a -25% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a -25% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

**Falling**

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

A character takes 1D6 damage per 1m fallen after the first metre.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points due to the fall, the character lands safely and is not prone. If the roll is a critical then miraculously no damage is taken. If the roll is a fumble then the maximum possible damage is taken.

Characters falling onto soft surfaces may have the

distance they fall effectively halved for the purposes of damage.

**Suffocation**

While underwater or moving through a poison gas cloud, a character can hold his breath for a number of Combat Rounds equal to his CON.

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative -10% penalty. If he fails, he automatically starts inhaling the suffocating substance.

**Suffocating Substance**

Substance Inhaled	Damage Taken
Water	2D6
Vacuum	2D6
Thick Smoke	1D6
Sand / Soil	1D6
Snow / Avalanche	1D8
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D6 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than retch or gasp for breath for 1D4 Combat Rounds.



## Fire and Heat

The amount of damage per Combat Round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. All body armour, except for CBA-6 armour, does not subtract from the rolled damage.

### Fire and Heat Sources

Damage Source	Example	Damage / Combat round
Flame	Candle	1 point
Large Flame	Flaming brand / gas axe	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scalding steam, large bonfires, house fires	2D6 points
Inferno	Lava, Napalm, Incendiary Grenade, FAE blast	4D6 points
Instant Sunshine	Ground zero of a Nuclear Heat Flash	D100+100 points

## Poisons

Poisons are chemical substances which interfere with the body's normal operation. These poisons can be naturally occurring mineral substances such as arsenic; biological in nature such as atracotoxin spider venom; man-made chemical and nerve agents such as Chlorine gas or VX nerve agent; or radiological in nature such as plutonium or polonium-210.

Poisons do not have to be deadly. For example, resolve-weakening drugs such as Sodium Pentathal or Rohyphnol are designed to weaken the resolve of those who are subjected to them.

Every type of poison has the following information detailed:

*Name:* The poison's name. Also, if the poison is radiological or radioactive, it will be mentioned here.

*Type:* Lists whether the poison is ingested, used on a weapon, contact, or inhaled.

*Delay:* The time between the poison's introduction to a character, to the time its effect takes hold.

*Potency:* This is a number between 10 and 100 that measures the strength of a poison. Some radiological poisons, such as Polonium-210, have even higher Potency.

*Effect:* Usually hit point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause

hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

*Duration:* How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison must be healed through natural healing.

### Being Poisoned

When poisoned a character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

*Poison Succeeds, Character Fails* - If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

*Character Succeeds, Poison Fails* - If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.

*Both Poison and Character Succeed* - Whoever rolled the highest in their test wins.

*Both Poison and Character Fail* - Whoever rolled the lowest in their test wins.

### Sample Poisons

Here are two example poisons, one deadly, the non-lethal:

*Hydrogen Cyanide* – Highly volatile bitter almond smelling liquid / gas.

*Type:* Ingested or Inhaled.

*Delay:* 1D6 combat rounds

*Potency:* 55

*Full Effect:* 1D10+2 Hit Points damage, -4 penalty to victim's CON and DEX.

*Duration:* 6D10 minutes

*Sodium Penathol* – so called truth drug.

*Type:* Injected

*Delay:* 1D10 combat rounds

*Potency:* 105

*Full Effect:* -4 penalty to the victim's CON and IN T. POW reduced to 1 for the duration of the drug's action. Every 1D6 minutes the Character needs to pass a Fatigue test, if they fail they have passed out and remain asleep for 1D8 hours.

*Duration:* 6D10 minutes.

### Diseases

Disease is a source of threat in The Company. These diseases can either be everyday varieties such as colds and influenza, or they be those to be found where society has broken down, such as cholera, typhoid, or even plague.

Diseases are either bacteriological, viral, or fungal in nature and can either be naturally occurring or have been weaponised in some way by some rouge state and/or madman.

Every type of disease has the following information detailed:

*Name:* The disease's name. Also, if the disease has been weaponised, it will be mentioned here.

*Type:* Lists whether the disease is spread through contamination, touch, or is airborne.

*Incubation Period:* The time between the disease's introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease test.

*Potency:* This is a number between 10 and 100 that measures the strength of a disease. Some weaponised diseases such as Ames-89 Anthrax or Rinderpest may have even higher potency making them very resistant to treatment.

*Effect:* Usually hit point damage, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis, or a combination of effects. These take place after the incubation period has elapsed.

*Vaccine available:* Is there a vaccine in existence which will help to mitigate this disease? If available then this will impose a negative modifier on the disease's potency.

### Getting Sick

When infected, a character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the effects and damage of the disease.

The effects of the disease cannot be removed or healed until the disease itself has been neutralized or has dissipated in the victim's system. Hit point damage



caused by disease will not automatically heal – it must be healed through the appropriate manner.

*Disease Succeeds, Character Fails* - If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

*Character Succeeds, Disease Fails* - If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

*Both Disease and Character Succeed* - Whoever rolled the highest in their test wins.

*Both Disease and Character Fail* - Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's incubation period).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects, other than remaining hit point damage, after a while. Use the disease's delay statistic to determine how long this takes.

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

## Countries with reported instances of Typhoid



## Sample Diseases

Here are two example diseases, one natural, the other weaponised:

*Name:* Typhoid Fever (Natural)

*Type:* Contamination (either food or water)

*Incubation Period:* 1 week.

*Potency:* 55

*Effect:* For 4 weeks it renders the victim prostrate with a high fever suffering from bouts of violent coughing, delirium and eventually internal haemorrhaging. STR, CON and DEX are all reduced by -6. For each week of the disease the victim takes 1D6 Hit Points Damage.

*Vaccine available:* Yes. -50% to the disease's potency.

*Name:* *Burkholderia mallei* aka *Glanders* (Weaponised)

*Type:* Contamination (either food or water) and, later stages, touch.

*Incubation Period:* 1 day

*Potency:* 98

*Effect:* Symptoms include coughing fits, high fever and the release of an infectious nasal discharge, followed by septicemia. DEX, CON and STR are all halved for the duration of the disease, and each day the victim takes 1D6+2 Hit Points damage.

*Vaccine available:* Yes. -25% to the disease's potency.

## Inanimate Objects / Improvised Armour

All inanimate objects have armour points and hit points. Except in the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

### Inanimate Objects

Object	Armour Points	Hit Points
Boulder	4	40
Wooden Door (internal)	2	25
Wooden Door (external)	3	40
Armoured Door (external)	6	75
Bank vault door / bunker door	20	250
Breeze block wall per course (2m section)	3	60
Brick wall per course (2m section)	4	70
Reinforced concrete wall per course (2m section)	5	80
Plasterboard internal wall (2m section)	1	10
Chair (wooden)	2	6
Chair (metal)	4	8
Chair (plastic)	1	4
Table (wooden)	2	7
Table (metal)	4	15
Sandbag – dry sand (2m section)	6	40
Sandbag – wet sand (2m section)	8	40
Sandbag – dry soil (2m section)	5	35
Sandbag – wet clay (2m section)	9	50
Sandbag – dry clay (2m section)	7	50
3mm sheet steel (2m section)	4	45
5mm sheet steel (2m section)	6	65
7mm sheet steel (2m section)	8	85

## Computer Penetration Rules (Optional)

When attempting to penetrate a computer system, an opposed skill check of the attacker's Computer Use skill versus the strength of the system must be rolled.

*Attacker Succeeds* – The attacker has successfully broken into the computer system leaving no trace of their attack.

*Computer succeeds* – the attack has not been successful and the attempt has been logged. It is up to the Games Master to decide if the attack has also triggered any alarms leading to a more robust response.

*Attacker and Computer System Both Succeed* – If both the attacker and the Computer System succeed then whoever rolled the highest wins. If the attacker is

successful, then they have successfully penetrated the system but have left copious traces of their attack behind them, unless they have rolled a critical, that is.

*Attacker and Computer System Both Fail* - If both the attacker and the computer system fail, then whoever rolled the lowest in their skill test wins the opposed test. Again if it is the attacker who is triumphant, then they have achieved a successful penetration but have left copious traces of their attack behind them.

*Fumbles* – If the attacker fumbles then they will have botched things in such a spectacular way that all further attacks against that computer system are impossible. If the Computer System fumbles then it will fail in such a way that all security systems protecting it are disabled until someone notices the failure and comes along to repairs them.

The strength of the computer system can be calculated by determining what type of security solutions are installed.

Type of Security	Strength
None: The system has no built in security of any kind and is wide open to attack.	0%
Basic: The system is protected by the basic elements of the network or local operating system(OS) such as an role based access control (RBAC) and password system. For example, a computer system that has standard and super user accounts.	20%
Partial: In addition to the basic protection afforded by the OS, a single secondary security device has been installed, such as a Firewall, IDS/IPS, encryption, two-factor authentication, or some form of protective monitoring. For example, a computer system protected by a firewall.	40%
Comprehensive: In addition to the basic protection afforded by the OS, two secondary security devices have been installed, such as a firewall, IDS/IPS, encryption, two-factor authentication, or some form of protective monitoring. For example, a computer system protected by a Firewall and an IPS.	60%
Extensive: A fully meshed, defense-in-depth solution involving two-factor authentication, firewalls, IDS/IPS, and strong encryption.	80%

Even if a system has no security, a Computer Skill check must still be rolled in to see if a Fumble occurs.



### Level of Publicity

The strength of the system can be affected by how much information is known about the computer system that is being attacked, including information about the OS, security features and weaknesses, and operating procedures. The level of publicity modifier is applied to the Attacker's Computer Use skill.

Level of Publicity	Modifier
Concealed: Access to information about the existence of the computer system in question is extremely tightly controlled and nothing exists within the public domain.	-25%
Known: Some information about the computer system exists in the public domain, such as its name, but information about network addresses or OS type remains unknown.	0%
Publicised: Explicit and in-depth knowledge about the computer system is available in the public domain, including OS type, network addresses, operating procedures, and any existing security weaknesses.	+25%

*For example: Liam's character, Sindri, a member of the Cyber Warfare team, is attempting to penetrate the email server being used by a terrorist so that he can discover the IP Address of the terrorist's computer. The email server he is attempting to penetrate is a well known internet connected device which is heavily defended and patched to the hilt; therefore the Games Master, John, rules that the Computer system has a Strength of 80%. Sindri has a Computer Use skill of 65%. John rules that there is some information known about the email service he is attacking, but general details only, so does not impose any modifiers on Sindri's skill.*

*Liam rolls Sindri's Computer Use and gets a 46; he has passed. John then rolls for the Computer and gets a 37. In this case both have succeeded and, as Liam rolled the highest, he has won and he gets the IP address he was after. However he didn't cover his tracks and his attack has been noticed by the system administrators who will launch an investigation... meaning that one day his actions will come back to bite him.*

### Spending Hero Points for Plot Edits

In OpenQuest it is usually the Games Master who describes the situation the player characters find themselves in and the outcome of any skill test. This optional rule allows the player to take control of the narrative and change the direction that the story is going in by spending Hero Points;

*1 point for a minor edit, which changes small details in favour of the player. For example, the player character suddenly has an important item of equipment that they previously forgot to bring with them on a Mission, or the guard forgets to lock the door to the cell in which the player characters are being held.*

*2 points for a major edit, which puts the player character at an advantage. For example, not only is the dungeon door open but the jail guard is asleep at his table.*

*3 points for a drastic edit, where something dramatic and almost impossible happens to put the player character at a major advantage. For example, the President trips over the top step of the dais and, as he falls over, he brings down the three body guards who are standing close by, giving the player character assassin a clear shot.*

*5 points for an implausible edit, where the player stretches the boundaries of plausibility, to the player's advantage. For example, a passing meteorite enters the Earth's atmosphere and lands directly on the jail where the players are being held, allowing them to escape.*

Plot edits must always come with sensible narration from the player so that, even with the five point edit, it must not break the group's suspension of disbelief. The Games Master has the final say on whether a plot edit is allowed or not. PC's may not pool their Hero Points to buy joint Plot Edits.

Players should not rely on plot edits to constantly overcome obstacles, but save them for moments where they are truly stuck or have a cool situation in mind.

Plot edits may never completely remove obstacles such as opposing characters or imposing physical challenges., but they can be used to temporarily give players the upper hand. For example you can't use a plot edit to remove a mountain range or instantly kill a major recurring villain, but you can use one to have your player character find an obscure mountain pass or have the villain temporarily knocked unconscious.

## Bibliography

The following books, Films and Television shows can provide Games Master with a wide range of Company mission ideas, devices, and techniques. Many of the books are written by serving or ex-military professionals and offer a window into the frightening world of asymmetric warfare.

### Books

*Blackwater: The Rise of the World's Most Powerful Mercenary Army*

Jeremy Scahill

Serpent's Tail, 2008. ISBN: 1846686520

*Bullet Magnet*

Mick Flynn

W&N, 2010. ISBN: 0297859919

*The Deniable Agent: Undercover in Afghanistan*

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Mainstream Publishing, 2007. ISBN: 1845962095

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Charlotte Madison

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Chicago University Press, 2005. ISBN: 0226567702

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4th Estate, 2010. ISBN: 0007244282

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Simon & Schuster, 2009. ISBN: 0743282256

*Spycraft*

Robert Wallace, H.Keith Melton, and Henry Robert Schlesinger

Bantam Books, 2010. ISBN: 0553820079

*War Plc*

Stephen Armstrong

Faber and Faber 2009. ISBN: 0571241263

*The Wong Coup*

Adam Roberts

Profile Books, 2009. ISBN: 1846682347

**Film and Television**

*Blackhawk Down*

Josh Hartnett, Eric Bana & Ewan McGregor

Director: Ridley Scott, 2002.

Nearly 100 U.S. Army Rangers are dropped by helicopter deep into the capital city of Mogadishu to capture two top lieutenants of a Somali warlord. This is an excellent example of asymmetric warfare gone wrong.

*Behind Enemy Lines*

Gene Hackman, Owen Wilson & Eugene Alder

Director: John Moore, 2001

An F-18, on a reconnaissance flight over eastern Europe, is shot down shortly after the crew witness a scene of ethnic cleansing. One airman is captured and the other must try to evade the bad guys whilst waiting for rescue from the US Navy.

*Body of Lies*

Russell Crowe, Leonardo DiCaprio & Golshifteh Farahani

Director: Ridley Scott, 2009

The CIA attempt to hunt down a terrorist mastermind, using both traditional field agent tactics and more modern electronic methods. Provides an excellent template for a modern spy story.

*Generation Kill*

Alexander Skarsgard, James Ransome & Lee Tergesen

Creators: David Simon & Ed Burns

Generation Kill is an authentic and vividly detailed mini-series that presents a uniquely epic and intimate portrait of the first 40 days of the Iraq war from the perspective of the Marines of the First Recon Battalion.

*Hurt Locker*

Jeremy Renner, Anthony Mackie & Brian Geraghty

Director: Kathryn Bigelow, 2008

A semi-realistic take on what it is like to be a bomb disposal expert in the era of insurgents and Improvised Explosive Devices.

*Syriana*

George Clooney, Amr Waked & Christopher Plummer

Director: Stephen Gaghan, 2005

A taut geopolitical thriller which focuses on petroleum politics, and the global influence of the oil industry.

*Tears of the Sun*

Bruce Willis, Monica Bellucci & Cole Hauser

Director: Antoine Fuqua, 2003

What starts out as a simple rescue mission turns into a ethical conundrum for a team of Navy SEALs. This is a perfect example of how a Company deployment could evolve.

*The Unit*

Scott Foley, Dennis Haysbert & Regina Taylor

Creators: Shawn Ryan and David Mamet, 2006-2009

The series follows a covert Special Forces team which operating outside the usual military chain of command. Each week they tackle a new and exciting mission.



# Section Nine: The World

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The World of The Company is very like that of the world we currently live in. All the same trouble spots exist, all the same dangers exist, and all the same thorny political situations exist.

This section contains a number of selected areas around the globe which are currently troubled, describing the factions at work, the reasons for these troubles, and possible seed missions and deployments.

Also detailed within this section are a number of sample NGOs and Corporate bodies which The Company may be contracted to support, as well as other Private Military Service providers who are in competition with The Company, and a list of criminal and extremist organisations with which The Company may find they need to deal.


## Hot spots

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The following is a list of five major trouble spots around the world, into which it is logical that elements of The Company may legitimately find themselves deployed; some are real whilst others are fictitious. This list is not meant to be definitive, and is there simply to get your creative juices flowing.



## Afghanistan - Islamic Republic of Afghanistan

Capital City:	Kabul	
Primary Airport:	Kabul-Khwaja Rawash (IATA Code: KBL).	
Time Difference:	ZULU +4.5	
Currency:	Afghanis. 1 Dollar = 50 Afghanis.	
Head of State:	President – five year term, with a two term maximum.	

Government type:	Islamic republic
Stability:	Moderately unstable without external support.
Political Parties:	Afghanistan Peoples' Treaty Party; Afghan Social Democratic Party; Afghan Society for the Call to the Koran and Sunna; Comprehensive Movement of Democracy and Development of Afghanistan Party; National Congress Party of Afghanistan; and People's Freedom Seekers Party of Afghanistan.
Armed Forces:	Afghan Armed Forces: Afghan National Army (ANA, includes Afghan National Army Air Corps). The Afghan army consists of a mixture, mostly of captured ex-soviet equipment - including BMP-1 APCs, T-55 MBTs and American provided hardware – M113 APCs and Humvee vehicles.
Total Mil. Personnel:	108,000
Active Terrorist Organisations:	Al-Qaeda, Hezb-e Azadi-ye Afghanistan; Jund al-Sham; and the Taliban.

### Country Overview

Location:	Southern Asia, north and west of Pakistan, east of Iran.
Total Size:	652,230 sq km
Coastline:	None – landlocked
Climate:	Arid to semiarid; cold winters and hot summers.
Terrain:	Mostly rugged mountains; plains in north and southwest.
Borders:	China, Iran, Pakistan, Tajikistan Turkmenistan, and Uzbekistan.
Natural Resources:	Natural gas, some petroleum, coal, copper, chromite, talc, barites, sulfur, lead, zinc, iron ore, salt, precious and semiprecious stones.

### Hazards:

Natural:	Severe earthquakes occur in Hindu Kush mountains, flash flooding and droughts.
Environmental:	Limited natural fresh water resources; inadequate supplies of potable water; soil degradation; overgrazing; deforestation (much of the remaining forests are being cut down for fuel and building materials); desertification; air and water pollution.

### Major Infectious Diseases:

Degree of Risk:	High
Food / Water:	Bacterial and protozoal diarrhea, hepatitis A, and typhoid fever.
Animal Contact:	Malaria and rabies.
HIV Infection (%):	0.01%

### Population:

Total:	28,395,000
Ethnic Groups:	Pashtun 42%, Tajik 27%, Hazara 9%, Uzbek 9%, Aimak 4%, Turkmen 3%, Baloch 2%, other 4%.
Religions:	Sunni Muslim 80%, Shia Muslim 19%, other 1%.
Languages:	Afghan Persian or Dari (official) 50%, Pashto (official) 35%, Turkic languages (primarily Uzbek and Turkmen) 11%, 30 minor languages (primarily Balochi and Pashai) 4%.



## Background / History:

Afghanistan is a landlocked country in the heart of Asia, bordered by Pakistan to the south and east, Iran to the west, Turkmenistan, Uzbekistan and Tajikistan to the north. There is a short border with China to the far northeast, but in extremely inaccessible terrain.

Afghanistan has been the center of many powerful empires for the past 2,000 years. However, in the last 30 years the country has been in chaos due to major wars -- from the Soviet invasion of 1979 to their withdrawal in 1989 and from warlordism to the removal of the Taliban in 2001 and social violence. Economically, Afghanistan is considered poor compared to many other nations of the world. The country is currently going through a nation-wide rebuilding process so that it can once again become a sovereign and peaceful place as it was before 1979.

Afghanistan was created as a nation in 1747 by Ahmad Shah Durrani, with its capital at Kandahar. The country has a long history of warfare, mostly against invaders such as Alexander of Macedon, Arabs, Turks, Mongols, Persians, and the British. Its recent history is no exception.

The Soviet Union invaded in 1979, to support a local socialist government. They were forced to withdraw 10 years later by anti-Communist mujahideen rebels, who were supplied and trained by the US, Saudi Arabia, Pakistan, Iran, and others. Fighting subsequently continued among the various mujahideen factions, giving rise to a state of warlords.

The Taliban grew out of this chaos, providing a solution to what was by this time a civil war. Backed by foreign sponsors, and inspired by a conservative sect of Islam, the Taliban developed as a political force to end the civil war and bring security to the country. They eventually seized power and controlled most of the country, aside from some areas in the northeast.

After the September 11, 2001 terrorist attacks in the US, the Taliban refused to hand-over Osama bin Laden and

Al Qaeda militants. The US and allies decided to take military action with support from anti-Taliban Afghans and Pakistan's government, causing the Taliban's government to fall in December 2001.

That same month, representatives from all ethnic groups of Afghanistan met in Germany and agreed to form a new democratic government. Following a

nationwide election in 2004, Hamid Karzai was elected as President of the Islamic Republic of Afghanistan. A year later, in 2005, legislative elections were held and the country's parliament began functioning again. In addition to occasionally violent political jockeying and ongoing military action to root out anti-government elements, the country suffers from poverty, corruption, and widespread opium cultivation.

In 2005, the United States and Afghanistan signed a strategic partnership agreement committing both nations to a long-term relationship, which has become essential since the Taliban has become a resurgent force in the various provinces.


## Company Intelligence Assessment:

Afghanistan is one of the most dangerous and volatile nations on Earth especially since the Taliban has now declared abduction and execution of foreigners to be one of its primary goals. Whilst the northern part of the country is generally considered to be a lot safer than the south and east, occasional incidents can still occur anywhere and a seemingly safe place can become the opposite in an instant. Certainly client or even employee security cannot be guaranteed anywhere within the country, especially not even the capital Kabul as audacious and frequent attacks are still being carried out by insurgents. The current favoured assault weapon seems to be either the suicide bomb or pipe rockets, similar to those used by the IRA during the Troubles.

Additional vigilance and care should be taken, particularly in and around landmark locations and places where large public crowds can gather. Hotels used by western nationals, international embassies, government ministries and military establishments have been attacked in the past and it is likely that there will be further such attacks.

There is a heightened threat of roadside and ambush outside Kabul City. Company assets should maintain a high level of vigilance at all time, observing the strictest of security measures. The kidnap threat throughout the country remains high, particularly against local nationals, but also against the international community.

## Republic of Iraq - Jumhuriyat al-Iraq

Capital City:	Baghdad	
Primary Airport:	Baghdad-Metropolitan (IATA Code: BGW).	
Time Difference:	ZULU +3	
Currency:	Iraq Dinar. 1 Dollar = 1,500 Dinar.	
Head of State:	President. 5 year term.	

Government type:	Democratic Republic
Stability:	Unstable
Political Parties:	Assyrian Democratic Movement; Badr Organization; General Conference of Iraqi People; Iraqi National Unity Movement; Kurdistan Democratic Party or KDP; Patriotic Union of Kurdistan; Sadrist Trend.
Armed Forces:	<p>Iraqi Army – major equipment includes five T-55 MBTs, BTR-94 APCs, and a fleet of 20 M1A1 Abrams MBTs and 450 Hummer vehicles.</p> <p>Iraqi Navy – a small force of Predator Class patrol boats and fast assault boats.</p> <p>Iraqi Air Force – operates mostly blackhawk helicopters and Cessna light training aircraft, although is in the process of returning 19 Mig-23 back to flight operations.</p>
Total Mil. Personnel:	450,000
Active Terrorist Organisations:	Al-Qaeda; Ansar al-Islam; Ansar al-Jihad; Brigades of Imam al-Hassan al-Basri; Brigades of Martyr Ahmed Yassin; Jaish al-Taifa al-Mansoura; Punishment Brigade for the al-Jaafari Government; Saraya al-Shuhuada al-jihadiyah fi al-Iraq; The Holders of the Black Banners; Usd Allah.

### Country Overview

Location:	Middle East, bordering the Persian Gulf, between Iran and Kuwait.
Total Size:	438,317 sq km
Coastline:	58 km
Climate:	Mostly desert; mild to cool winters with dry, hot, cloudless summers; northern mountainous regions along Iranian and Turkish borders experience cold winters with occasionally heavy snows that melt in early spring, sometimes causing extensive flooding in central and southern Iraq.
Terrain:	Mostly broad plains; reedy marshes along Iranian border in south with large flooded areas; mountains along borders with Iran and Turkey.
Borders:	Iran, Jordan, Kuwait, Saudi Arabia, Syria, Turkey.
Natural Resources:	Petroleum, natural gas, phosphates, sulfur.

### Hazards:

Natural:	Dust storms; sandstorms; floods.
Environmental:	Government water control projects have drained most of the inhabited marsh areas east of An Nasiriyah by drying up or diverting the feeder streams and rivers; a once sizable population of Marsh Arabs, who inhabited these areas for thousands of years, has been displaced; furthermore, the destruction of the natural habitat poses serious threats to the area's wildlife populations; inadequate supplies of potable water; development of the Tigris and Euphrates rivers system contingent upon agreements with upstream riparian Turkey; air and water pollution; soil degradation (salination) and erosion; desertification.

### Major Infectious Diseases:

Degree of Risk:	Intermediate
Food / Water:	Bacterial diarrhea, hepatitis A, and typhoid fever.
Animal Contact:	Rabies
HIV Infection (%):	0.1%

**Population:**

Total:	28,945,500
Ethnic Groups:	Arab 75%-80%, Kurdish 15%-20%, Turkoman, Assyrian, or other 5%.
Religions:	Muslim 97% (Shia 60%-65%, Sunni 32%-37%), Christian or other 3%.
Languages:	Arabic, Kurdish (official in Kurdish regions), Turkoman (a Turkish dialect), Assyrian (Neo-Aramaic), Armenian.

**Background / History:**

Iraq has been home to continuous successive civilizations since the 6th millennium BCE. These civilizations produced the earliest writing, literature, sciences, mathematics, laws, and philosophies of the world; hence its common epithet, the “Cradle of Civilization”. Iraq was home to the earliest known civilization on Earth, the Sumerian civilization, which arose in the fertile Tigris-Euphrates river valley of southern Iraq in the mid 6th millennium BCE. The Sumerian civilization flourished for over 3,000 years and was succeeded by the rise of the Akkadian Empire in the 4th Century BCE.

In the 6th Century BCE, Cyrus the Great of neighbouring Persia defeated the Neo-Babylonian Empire at the Battle of Opis and Iraq was subsumed into the Achaemenid Empire for nearly four centuries. In the late 4th Century BCE, Alexander the Great conquered the region, putting it under Hellenistic Seleucid rule for nearly two centuries. A Central Asian tribe of ancient Iranian peoples known as the Parthians later annexed the region, followed by the Romans, then the Sassanid Persians. The region remained a province of the Persian Empire for nine centuries, until the Islamic conquest of Mesopotamia in the 7th Century CE.

This conquest established Islam in Iraq, with the city of Baghdad becoming the leading metropolis of the Arab and Muslim world for five centuries. Baghdad was the largest multicultural city of the Middle Ages, peaking at a population of more than a million, and was the centre of learning during the Islamic Golden Age. The Mongols destroyed the city during the sack of Baghdad in the 13th Century CE.

In the 16th Century CE, most of the territory of present-day Iraq came under the control of Ottoman Empire. Throughout most of the period of Ottoman rule the territory of present-day Iraq was a battle zone between the rival regional empires and tribal alliances. Ottoman rule over Iraq lasted until the World War I when the Ottomans sided with Germany and the Central Powers. After the armistice was signed in 1918, Iraq was carved out of the Ottoman Empire

by the French and British as agreed in the Sykes-Picot Agreement. On 11 November 1920 the region became a League of Nations mandate under British control with the name “State of Iraq”. In stages over the next dozen years, Iraq attained its independence as a kingdom in 1932. A “republic” was proclaimed in 1958, but in actuality a series of strongmen ruled the country until 2003.


The last was Saddam Husayn. Territorial disputes with Iran led to an inconclusive and costly eight-year war (1980-88). In August 1990, Iraq seized Kuwait but was expelled by US-led, UN coalition forces during the Gulf War of January-February 1991. Following Kuwait’s liberation, the UN Security Council (UNSC) required Iraq to scrap all weapons of mass destruction and long-range missiles and to allow UN verification inspections. Continued Iraqi noncompliance with UNSC resolutions over a period of 12 years led to the US-led invasion of Iraq in March 2003 and the ousting of the Saddam Husayn regime. US Coalition forces have remained in Iraq under a bilateral security agreement thereafter, helping to provide security and to train and mentor Iraqi security forces.

**Company Intelligence Assessment:**

Although there has been a decrease in the level of violence throughout Iraq the situation remains highly dangerous with a continuing high threat of terrorism throughout the country (except in the Kurdish Region). This includes violence and kidnapping targeting foreign nationals (including individuals of non-western appearance).

The risk of terrorism in the Kurdistan Regional Government controlled provinces of Dohuk, Erbil and Sulaimaniyah is markedly and statistically lower than in other parts of Iraq. Curfews are imposed at short notice often around religious holidays.

## Nigeria - Federal Republic of Nigeria

Capital City:	Abuja	
Primary Airport:	Nnamdi Azikiwe International Airport  (IATA Code: ABV).	
Time Difference:	ZULU +1	
Currency:	Naira. 1 Dollar = 150 Naria.	
Head of State:	President – four year term.	

Government type:	Federal Republic
Stability:	Moderately stable, however political corruption is rife at all levels of government.
Political Parties:	Action Congress; Alliance for Democracy; All Nigeria Peoples Party; Democratic Peoples Party; Fresh Democratic Party; and the Peoples Progressive Alliance.
Armed Forces:	Nigeria Army - Main materiel includes 100 T-55 tanks, 6 BTR-60 APCs and 11 BM-21 rocket platforms.  Air force – operating a mixed bag of Chendu F-7 fighters, Dornier Alpha Jets, C-130 Hercules and Mil Mi-8 and Mi-34 Helicopters. It also has a number of currently grounded Mil Mi-24 Hind and Mig-21s.  Navy – operates a single Meko 360 class Frigate, a corvette and two mine-sweepers.
Total Mil. Personnel:	85,000
Active Terrorist Organisations:	Hisba, Iduwini Youths; Movement for the Emancipation of the Niger Delta; Odua Peoples’ Congress.

### Country Overview

Location:	Western Africa, bordering the Gulf of Guinea, between Benin and Cameroon.
Total Size:	923,768 sq km
Coastline:	853 km
Climate:	Equatorial in south, tropical in center, arid in north.
Terrain:	Southern lowlands merge into central hills and plateaus; mountains in southeast, plains in north.
Borders:	Benin, Cameroon, Chad, and Niger.
Natural Resources:	Natural gas, petroleum, tin, iron ore, coal, limestone, niobium, lead, zinc, and arable land.

### Hazards:

Natural:	Periodic droughts; flooding.
Environmental:	Soil degradation; rapid deforestation; urban air and water pollution; desertification; oil pollution - water, air, and soil; has suffered serious damage from oil spills; loss of arable land; rapid urbanization.

### Major Infectious Diseases:

Degree of Risk:	Very high
Food / Water:	Bacterial and protozoal diarrhea, hepatitis A and E, and typhoid fever.
Animal Contact:	Lassa fever, leptospirosis, malaria, rabies, shistosomiasis, and yellow fever.
HIV Infection (%):	3.5%

### Population:

Total:	149,223,000 – making this the most populated country in Africa.
Ethnic Groups:	Hausa and Fulani 29%, Yoruba 21%, Igbo (Ibo) 18%, Ijaw 10%, Kanuri 4%, Ibibio 3.5%, Tiv 2.5%, Other 12%.
Religions:	Muslim 50%, Christian 40%, indigenous beliefs 10%.
Languages:	English (official), Hausa, Yoruba, Igbo (Ibo), Fulani.

## Background / History:

Nigeria is the most populous nation in Africa. Located in equatorial West Africa, it has a southern coastline on the Gulf of Guinea, and borders Benin to the west, Cameroon to the southeast, Chad to the northeast and Niger to the north. Nigeria is Africa's largest oil producer and it has the second largest economy in Africa.

Modern Nigeria is a conglomeration of a number of smaller nation states - Kano, Katsina, Ife, Oyo, Benin, and Nri - that have been brought together by repeated colonisation by the Portuguese and then the British. In 1885 British claims to a West African sphere of influence received international recognition and in the following year the Royal Niger Company was chartered. In 1900 The Company's territory came under the control of the British government, which moved to consolidate its hold over the area of modern Nigeria. On January 1, 1901 Nigeria became a British protectorate and part of the British Empire.

Following World War II, in response to the growth of Nigerian nationalism and demands for independence, successive constitutions legislated by the British Government moved Nigeria toward self-government on a representative and increasingly federal basis. By the middle of the 20th Century CE, the great wave for independence was sweeping across Africa.

On October 1, 1960, Nigeria gained its independence from the United Kingdom. The new republic incorporated a number of people with aspirations of their own sovereign nations; however by 1966 Nigeria was rocked by a number of back-to-back military coups. These events led to an increase in ethnic tension and violence. In May 1967, the Eastern Region declared itself an independent state called the Republic of Biafra and the 30 month Nigerian Civil War began. More than one million people died, many of them starving to death.

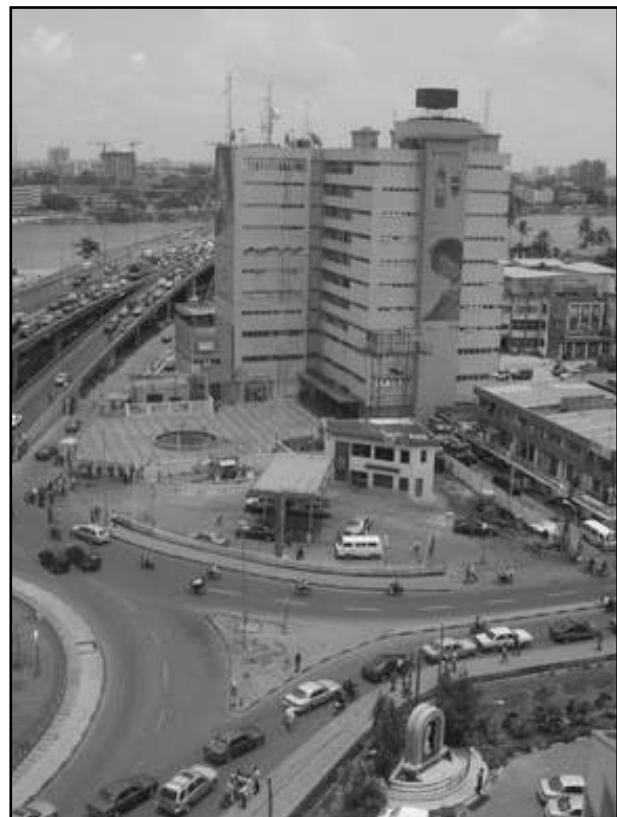
During the oil boom of the 1970s, Nigeria joined OPEC and billions of dollars generated by production in the oil-rich Niger Delta flowed into the coffers of the Nigerian state. However, increasing corruption and graft at all levels of government squandered most of these earnings. Nigeria re-achieved democracy in 1999 and although the elections were condemned as unfree and unfair, Nigeria has shown marked improvements in attempts to tackle government corruption and to hasten development. Ethnic violence over the oil producing Niger Delta region and inadequate infrastructures are some of the current issues in the

country.


## Company Intelligence Assessment:

Given Nigeria's complex geopolitical and religious make-up and a partial break down in civil order within the country there is a high risk of terrorist activity within the country, especially in northern Nigeria following clashes between militants and security forces in Bauchi State. Localised outbreaks of civil unrest can occur at short notice. Trouble on the streets can be spontaneous, and can quickly lead to violence. Terrorist activity is currently aimed mostly at government facilities, however recently there has been a shift towards attacks against foreign workers. The majority of these attacks have been either indiscriminate shootings or the use of IEDs.

Within the oil producing areas of the Country, kidnapping and piracy for pure monetary gain are common, especially against foreign oil-workers and offshore oil production platforms. There is circumstantial evidence to suppose that the pirates operating within the Niger Delta are actively suppressing militant terrorist groups wishing to operate in this area.



## Rhapta - Republique du Rhapta

Capital City:	Butondo	
Primary Airport:	Butondo International Airport (IATA Code: RJM).	
Time Difference:	ZULU +2	
Currency:	Rhaptan Franc. 1 Dollar = 1200 RF.	
Head of State:	President – 5 year term.	

Government type:	Republic
Stability:	Unstable
Political Parties:	Rhapta Democratic Front ; National Council for the Defense of Democracy; Unity for National Progress; Party for National Redress.
Armed Forces:	Rhaptan National Defense Force. Mostly ground based with few military vehicles. Operates an air wing comprised of 2 Aerospatiale Alouette III, 2 Mil Mi-8 transport helicopters, and a single Mil Mi-24 HIND D attack helicopter.
Total Mil. Personnel:	205,000
Active Terrorist Organisations:	Army of Malachi, Hutu Revolutionary Party, Tutsi Independence Collective.

### Country Overview

Location:	Central Africa, east of Democratic Republic of the Congo.
Total Size:	27,830 sq km
Coastline:	Nil - landlocked
Climate:	Equatorial; high plateau with considerable altitude variation (772 m to 2,670 m above sea level); average annual temperature varies with altitude from 23 to 17 degrees centigrade but is generally moderate as the average altitude is about 1,700 m; average annual rainfall is about 150 cm; two wet seasons (February to May and September to November), and two dry seasons (June to August and December to January).
Terrain:	Hilly and mountainous, dropping to a plateau in east, some plains.
Borders:	Democratic Republic of the Congo, Rwanda, Tanzania.
Natural Resources:	Nickel, uranium, rare earth oxides, peat, cobalt, copper, platinum, vanadium, arable land, hydro-power, niobium, tantalum, gold, tin, tungsten, kaolin, limestone.

### Hazards:

Natural:	Flooding; landslides; drought.
Environmental:	Soil erosion as a result of overgrazing and the expansion of agriculture into marginal lands; deforestation (little forested land remains because of uncontrolled cutting of trees for fuel); habitat loss threatens wildlife populations.

### Major Infectious Diseases:

Degree of Risk:	Very high
Food / Water:	Bacterial and protozoal diarrhea, hepatitis A, and typhoid fever.
Animal Contact:	Malaria, rabies, schistosomiasis.
HIV Infection (%):	8.3%

### Population:

Total:	9,500,000
Ethnic Groups:	Hutu (Bantu) 85%, Tutsi (Hamitic) 14%, Twa (Pygmy) 1%.
Religions:	Christian 67% (Roman Catholic 62%, Protestant 5%), indigenous beliefs 23%, Muslim 10%.
Languages:	Kirundi (official), French (official), Swahili (along Lake Tanganyika and in the Bujumbura area).

**Background / History:**

The first written evidence of the Rhaptan state is in the Periplus of the Erythraean Sea by the 1st Century CE Leages of Cappadocia, Arrian, where it is mentioned as a small trading nation on the shores of Lake Tanganyika inhabited by the Twa, a short “pygmy” people. By its next mention, in the 16th Century CE, Rhapta had largely been populated by the Hutu and Tutsi tribes, and the country had expanded, annexing smaller neighbours and competing with the Rwandan nation. Its greatest growth occurred in the early 17th Century CE when the kingdom doubled in size.

Although European explorers and missionaries made brief visits to the area as early as 1856, it was not until 1899 that Rhapta became a part of German East Africa. Unlike the Rwandan monarchy, which decided to accept the German advances, the Rhaptan king opposed all European influence, refusing to wear European clothing and resisting the advance of European missionaries or administrators. The Germans used armed force and after a number of swift and decisive encounters, the shattered Rhaptan state became a vassal nation within the German East African region.

After its defeat in World War I, Germany ceded control of Rhapta to Belgium, whose rule of the country was anything but benign. Following World War II, Rhapta became a United Nations Trust Territory under Belgian administrative authority.

During the 1940s, a series of Belgian policies caused divisions throughout the country, which led to factional fighting. These factions would be one of the main influences for Rhapta’s independence from Belgium.

On January 20, 1959, Rhapta’s ruler requested that Rhapta be freed of Belgium control and be allowed to become a sovereign nation once more. Six months later, political parties formed to bring attention to Rhapta’s independence from Europe.

During Rhapta’s push for independence, instability and ethnic persecution occurred between the Hutu and Tutsi tribes. In November 1959, a dispute over land possession sparked a revolt. From 1959 to 1962, Hutu refugees escaped to Rwanda to avoid persecution. In turn, the Hutu in Rwanda murdered thousands of Tutsi, causing the Tutsi to flee to Rhapta for freedom. While in Rhapta, Tutsi fought against the Hutu, and many Tutsi soldiers killed Hutu peasants in retaliation for Hutu violence in Rwanda. The Hutu managed to take power in Rwanda by winning Belgian-run elections in

1960.

The country claimed independence in July 1, 1962, and legally changed its name from Belgium-Rhapta to Rhapta. On September 18, 1962, just over a month after declaring independence from Belgium, Rhapta joined the United Nations.

However, during Rhapta’s move to become an independent nation, Hutu forces took control of the country, forcing the Tutsi out, many of whom fled to Rwanda to escape ethnic persecution and death. During 1962 and 1963, approximately 12,000 Tutsi were killed, while between 140,000 to 250,000 people escaped to Rwanda.

A Hutu attack on a military-affiliated town in 1972 resulted in a systematic retaliation by the military against the Hutus. Roughly 200,000 Hutus were killed and about 150,000 became asylum-seekers. Another Tutsi, Colonel Jean-Baptiste Bagaza, led a bloodless coup in 1976 and promoted various reforms. A new constitution was created in 1981, making Rhapta a one-party state.

Major Pierre Buyoya, a Tutsi, overthrew Bagaza in 1987 and suspended the constitution, dissolved the political parties, and reinstated military rule. In 1988, tensions between Hutus, Tutsis, and the military resulted in roughly 20,000 deaths. In response, Buyoya approved a new constitution in 1992 that attempted to create a non-ethnic government with a presidency and a parliament. The constitution provided for a multi-party system.

In June 1993, Melchior Ndadaye, leader of the Hutu-dominated Front for Democracy in Rhapta, won the first democratic election and became the first Hutu head of the state, leading a pro-Hutu government. However, in October 1993, Tutsi soldiers assassinated Ndadaye, which started further years of violence between Hutus and Tutsis. It is estimated that some 300,000 people, mostly civilians, were killed in the years following the assassination.

In early 1994, the parliament elected Cyprien Ntaryamira, also a Hutu, to the office of president. He and the president of Rwanda were killed together when their airplane was shot down. More refugees started fleeing to Rwanda.

Following the request of the former United Nation Secretary General Boutros Boutros-Ghali to intervene in the humanitarian crisis, African leaders began a

series of peace talks between the warring factions.

In 2000, the Rhaptan President signed the treaty, as well as 13 of the 19 warring Hutu and Tutsi factions. However, disagreements persisted over which group would preside over the nascent government and when the ceasefire would commence. The spoilers of the peace talks were the hardliner Tutsi and Hutu groups who refused to sign the accord; as a result, violence intensified. Three years later at a summit of African leaders in Tanzania, the Burundian president and the main opposition Hutu group signed an accord to end the conflict.

Reconstruction efforts in Rhapta started to practically take effect after 2006. However the political situation still remains charged, with rival factions often attacking one another in the capital and other parts of the country.

**Company Intelligence Assessment:**

Rhapta is one of the ten poorest countries in the world. It has the lowest per capita GDP of any nation in the world. Rhapta has a low gross domestic product largely due to civil wars, corruption, poor access to education, and the effects of HIV/AIDS. Rhapta is densely populated, with substantial emigration.


Although technically under a cease-fire, the political situation within Rhapta remains tense, and, as such, rebel and tribal attacks are common. In recent years a new religious terrorist organisation has arisen, led by Pastor Cankuzo, which is attempting to form a Ultra-Christian Theocracy in the North West of the country.

Terrorist attacks against western mining, reconstruction, aid, and NGO employees has consequently risen, with kidnappings and random sniper attacks now common, especially around the Uranium mines in the North West of the country.





## Somalia - Jamhuuriyada Demuqraadiga Soomaaliyeed

Capital City:	Mogadishu	
Primary Airport:	Mogadishu International (IATA Code: MGQ).	
Time Difference:	ZULU +3.	
Currency:	Somali Shilling.  1 Dollar = 15,000 Somali Shillings.	
Head of State:	Elected President, serving a 5 year term.	

Government type:	Parliamentary federal government.
Stability:	Unstable, due to factional in-fighting. Federal government has poor control over regional areas. Local areas sometimes in control of armed local warlords.
Political Parties:	No official parties other than the ruling Somali Federal Party.
Armed Forces:	Somali Army – underpaid and under-equipped. The Army has nine aged Mil-8 helicopters and a single Mil-24 Hind-D Attack helicopter.
Total Mil. Personnel:	200,000
Active Terrorist Organisations::	Al-Qaeda unit responsible for bombings in Kenya; Al-Islami Jihadis – comprised mostly of local terrorists attempting to destabilise the new Federal government.

### Country Overview

Location:	Eastern Africa, bordering the Gulf of Aden and the Indian Ocean, east of Ethiopia.
Total Size:	637,657 sq km
Coastline:	3,025 km
Climate:	Principally desert; northeast monsoon (December to February), moderate temperatures in north and hot in south; southwest monsoon (May to October), torrid in the north and hot in the south, irregular rainfall, hot and humid periods between monsoons.
Terrain:	Mostly flat to undulating plateau rising to hills in north.
Borders:	Djibouti, Ethiopia, and Kenya.
Natural Resources:	Uranium, salt, natural gas. Largely unexploited reserves of iron ore, tin, gypsum, bauxite, and copper. Likelihood of unexploited oil reserves.

### Hazards:

Natural:	Recurring droughts; frequent dust storms over eastern plains in summer; floods during rainy season.
Environmental:	Famine; use of contaminated water contributes to human health problems; deforestation; overgrazing; soil erosion; desertification.

### Major Infectious Diseases:

Degree of Risk:	High
Food / Water:	Bacterial and protozoal diarrhea, hepatitis A and E, typhoid fever and schistosomiasis.
Animal Contact:	Dengue fever, malaria, Rift Valley fever and rabies.
HIV Infection (%):	0.5% of population.

### Population:

Total:	9,830,000
Ethnic Groups:	Somali 85%, Bantu and other non-Somali 15% (including Arabs).
Religions:	Sunni Muslim
Languages:	Somali (official), Arabic, Italian, English.

## Background / History:

Somalia is located on the Horn of Africa. This is a country with an exceptionally troubled past. Civil war, military coups, border disputes and warlordism are the general course of events here. Things started to improve after the Ethiopian Army withdrew in 2007 after defeating an Islamist government, but since then violence has flared up again with the re-emergence of Islamist and other clan and warlord-affiliated militias. The Transitional Federal Government (TFG), while nominally the legitimate government of Somalia, in reality has, apart from a safe-zone in Mogadishu, little control over any part of Somalia's territory or coastline.

The history of the Somali people dates back many centuries. The first time the word Somali was mentioned in a history book was 3500 years ago, when the queen of Egypt Hatshepsut sent a fleet of 5 large ships and a crew of 250 men to Somalia which the Egyptians called The Land of Punt. Punt means "the land of spices" from the aromatic plants that grow there. The Egyptians wanted to trade and they brought jewels and glass beads that they exchanged for gold, elephant tusks, myrrh, ostrich feathers, spices, and beads.

Between the 7th and 9th Cent. immigrant Muslim Arabs and Persians established trading posts along the Somali coast. In the 14th Century CE Ibn Battuta, the great Berber traveller, visited Mogadishu and wrote about the people, their food and clothing, and how they ruled themselves.

Somalia was an unknown country for European explorers until the Portuguese explorers reached the coastal cities of Somalia on their way to India. They called it Terra Incognita, which means the unknown land.

British, Italian, and French imperialism all played an active role in the region in the 19th Century CE. In 1884 at the European powers' conference in Berlin, Somalia was divided into five parts to dilute the homogeneity imposed by its language, religion, and race.

The colonial powers divided Somalia into British Somaliland in the north, Italian Somalia in the south, the French Somali coast in Djibouti, Ogaden in the west and NFD. In the early 20th Century CE a Somali resistance against these colonial powers started, led by Sayed Mohammed Abdullah Hassan, whom the British gave the nickname "Mad Mullah." He began his opposition after returning from Mecca and established his own army, which he called the Dervishes. He

recruited from the local people and built his own headquarters in Taleex. In 1901 the fighting started between British and local Somali forces and it was the beginning of a long struggle that resulted in Somali independence.

Britain withdrew from British Somaliland in 1960 to allow its protectorate to join with Italian Somaliland and form the new nation of Somalia. In 1969, a coup headed by Mohamed Siad Barre ushered in an authoritarian socialist rule that managed to impose a degree of stability in the country for more than two decades. After the regime's collapse early in 1991, Somalia descended into turmoil, factional fighting, and anarchy.

## Company Intelligence Assessment:


There is a high threat from terrorism throughout Somalia. Attacks are generally indiscriminate, especially in locations frequented by foreign travellers and places where foreign businesses operate.

The Somali President declared a state of emergency on 22 June 2009. Insurgent activity and political tension remains high, with a number of insurgent groups increasing their presence in Mogadishu. Serious fighting involving heavy weapons continues, to occur in and around Mogadishu, with Westerners and those working for western organisations being targeted. Unconfirmed numbers of civilians of all ages have been killed in the violence.

Outside the capital, Piracy is a significant threat in the Gulf of Aden and Indian Ocean, especially for shipping which does not take appropriate precautions.



## Republic of the Sudan - Jumhuriyat as-Sudan

Capital City:	Khartoum	
Primary Airport:	Khartoum International Airport (IATA Code: KRT).	
Time Difference:	ZULU +3	
Currency:	Sudanese pounds (SDG). 1 Dollar = 2.5 SDG.	
Head of State:	President – 10 year term.	

Government type:	Government of National Unity (GNU).
Stability:	Volatile
Political Parties:	National Congress Party ; Sudan People’s Liberation Movement; and the Umma Party.
Armed Forces:	Sudanese Armed Forces (SAF) – well equipped and well trained. Armements include Chinese Type 54 MBTs manufactured under license, Strela-2 SAMs, and BPM-2 APCs.  Navy – operate 6 inshore Machine Gun and RPG-7 armed patrol boats.  Sudanese Air Force – Mil Mi-8 and Mil Mi-24 Hind helicopters as well as 6 Mig-23 fighters.
Total Mil. Personnel:	450,000
Active Terrorist Organisations:	Al-Qaeda, Eritrean Islamic Jihad Movement, Lord’s Resistance Army, and the Ummah Liberation Army.

### Country Overview

Location:	Northern Africa, bordering the Red Sea, between Egypt and Eritrea.
Total Size:	2,505,813 sq km
Coastline:	853 km
Climate:	Tropical in south; arid desert in north; rainy season varies by region (Apr to Nov).
Terrain:	Generally flat, featureless plain; mountains in far south, northeast and west; desert dominates the north.
Borders:	Central African Republic, Chad, Democratic Republic of the Congo, Egypt, Eritrea, Ethiopia, Kenya, Libya, Uganda.
Natural Resources:	Oil; small reserves of iron ore, copper, chromium ore, zinc, tungsten, mica, silver, gold, hydroelectric power.

### Hazards:

Natural:	Dust storms and periodic persistent droughts.
Environmental:	Inadequate supplies of potable water; wildlife populations threatened by excessive hunting; soil erosion; desertification; periodic drought.

### Major Infectious Diseases:

Degree of Risk:	Very high.
Food / Water:	Bacterial and protozoal diarrhea, hepatitis A and E, schistosomiasis, and typhoid fever.
Animal Contact:	Meningococcal meningitis, malaria, dengue fever, African trypanosomiasis (sleeping sickness), and rabies.
HIV Infection (%):	1.4% of population.

### Population:

Total:	41,090,000
Ethnic Groups:	black 52%, Arab 39%, Beja 6%, other 3%.
Religions:	Sunni Muslim 70% (in north), Christian 5% (in south and Khartoum), indigenous beliefs 25%.
Languages:	Arabic (official), English (official), Nubian, Ta Bedawie, diverse dialects of Nilotic, Nilo-Hamitic, Sudanic languages.

**Background / History:**

Sudan is a country in northeastern Africa. It is the largest country in Africa, and in the Arab World, and tenth largest in the world by area. Sudan is home to one of the world's oldest continuous major civilizations, with historical and urban settlements dating back to 3000 BCE. The people of Sudan have a long history extending from antiquity, intertwined with the history of Egypt, with which it was united politically over several periods.

In 1820, the Albanian-Ottoman ruler of Egypt Muhammad Ali Pasha invaded and conquered northern Sudan. Though technically the Wāli of Egypt under the Ottoman Sultan, Muhammad Ali styled himself as Khedive of a virtually independent Egypt. Seeking to add Sudan to his domains, he sent his third son Ismail to conquer the country.

In 1879, the western powers of England and France forced the removal of Ismail and established his son Tewfik I in his place. Tewfik's corruption and mismanagement resulted in the Orabi Revolt, which threatened the Khedive's survival. Tewfik appealed for help to the British, who subsequently occupied Egypt in 1882. Sudan was left in the hands of the Khedivial government, and the mismanagement and corruption of its officials became notorious. During the 1870s, European initiatives against the slave trade caused an economic crisis in northern Sudan, precipitating the rise of Mahdist forces.

Eventually a revolt broke out in Sudan, led by the Mahdi Muhammad Ahmad ibn Abd Allah, who sought to end foreign presence in Sudan. His revolt culminated in the fall of Khartoum and the death of the British governor General Gordon in 1885. The Egyptian and British subsequently withdrew forces from Sudan leaving the Mahdi to form a short-lived theocracy. Six months after the fall of Khartoum, the Mahdi died of typhus. After a power struggle amongst his deputies, Abdallahi ibn Muhammad, with the help primarily of the Baqqara Arabs of western Sudan, overcame the opposition of the others and emerged as unchallenged leader of the Mahdiyyah. Upon consolidating his power, Abdallahi ibn Muhammad assumed the title of Khalifa of the Mahdi, instituted an administration, and appointed Ansar as emir over each of the several provinces.

In the 1890s, the British sought to re-establish their control over the Sudan, once more officially in the name of the Egyptian Khedive, but in actuality treating the country as British imperial territory.

By the early 1890s, British, French, and Belgian claims had converged at the Nile headwaters. Britain feared that the other imperial powers would take advantage of Sudan's instability to acquire territory previously annexed to Egypt. Apart from these political considerations, Britain wanted to establish control over the Nile to safeguard a planned irrigation dam at Aswan.

Lord Kitchener led military campaigns from 1896 to 1898. Kitchener's campaigns culminated in the Battle of Omdurman. Following defeat of the Mahdists at Omdurman, an agreement was reached in 1899 establishing Anglo-Egyptian rule, under which Sudan was run by a governor-general appointed by Egypt with British consent. In reality, much to the revulsion of Egyptian and Sudanese nationalists, Sudan was effectively administered as a British colony. From 1924 until independence in 1956, the British had a policy of running Sudan as two essentially separate territories, the north (Muslim) and south (Christian). The last British Governor-General was Sir Robert Howe.

The continued British occupation of Sudan fueled an increasingly strident nationalist backlash in Egypt, with Egyptian nationalist leaders determined to force Britain to recognize a single independent union of Egypt and Sudan. The Egyptian Revolution of 1952 finally heralded the beginning of the march towards Sudanese independence. Having abolished the monarchy in 1953, Egypt's new leader, Muhammad Naguib, believed the only way to end British domination in Sudan was for Egypt to officially abandon its sovereignty over Sudan. In 1954 the governments of Egypt and Britain signed a treaty guaranteeing Sudanese independence on 1 January 1956.

With the Independence in 1956 problems began for the new republic almost immediately, in the shape of conflict between north and south. Carefully isolated from one another under British rule, the vast cultural differences between these two regions now escalated rapidly, and civil war was imminent. A military coup, led by General Ibrahim Abboud, overthrew the government in 1958. Parliament was dismissed and martial law was declared, with Abboud as self-proclaimed Prime Minister.

Another coup in 1969, led this time by Colonel Jafaar Mohammed al-Nimeiry, set up government under a revolutionary council. Nimeiry became Sudan's first elected President in 1972, and signed the Addis Ababa agreement, in an attempt to end strife between north and south. Uneasy peace was maintained for almost a

decade and in 1983, Nimeiry was re-elected for a third term of office. His policies for economic recovery were ineffective, however, and unrest grew once more, resulting in Nimeiry's deposition in a bloodless coup in April 1985.

A year of military rule followed, before the rise of a new Mahdi. This was Sadiq al-Mahdi, the great-grandson of Mohammed Ahmad, but, despite many lofty promises of democracy, the new government proved weak and al-Mahdi was deposed in 1989.

His replacement was Lt. General Omar Hassan Ahmed al-Bashir, and Sudan was ruled by a 15-member Revolutionary Council. Throughout the 1990s, conditions deteriorated in Sudan. Non-Muslim rebels in the south, known as the Sudanese People's Liberation Movement (SPLM) were led by John Garang, a member of the southern Dinka tribe. The war between government and rebels continued, and many of the Sudanese people were displaced refugees, while many others were faced with economic ruin and the threat of starvation.

The northern opposition under the umbrella of the "National Democratic Alliance" (NDA), including the SPLM, had also taken up arms against al-Bashir rule and occupied territories in eastern Sudan and northern Blue Nile.

In January 2005 the Sudanese government signed a preliminary peace agreement with the main opposition umbrella group, the NDA, granted the southern rebels autonomy for six years, after which, a referendum for independence is scheduled to be held.

A separate conflict, which broke out in the western region of Darfur in 2003, has displaced nearly 2 million people and caused an estimated 200,000 to 400,000 deaths. The Darfur Conflict began when the Sudanese People's Liberation Movement took up arms, accusing the government of oppressing black Africans in favor of Arabs. Rather than directly get involved in the conflict, the Sudanese government began to fund the Janjaweed Arab militia movement, whose policy of ethnic cleansing has been publicly denied by the Sudanese government.

In an attempt to help ensure peace in the region, the African Union dispatched 7000 poorly funded and ill-equipped troops. This intervention was largely ineffective which led to the UN dispatching a new 26,000-troop UN peacekeeping force. Sudan strongly objected to the resolution and said that it would see the

UN forces in the region as foreign invaders. Following the UN's announcement, the Sudanese military launched a major offensive in the region. In March 2007 the UN mission accused Sudan's government of orchestrating and taking part in "gross violations" in Darfur and called for urgent international action to protect civilians there.

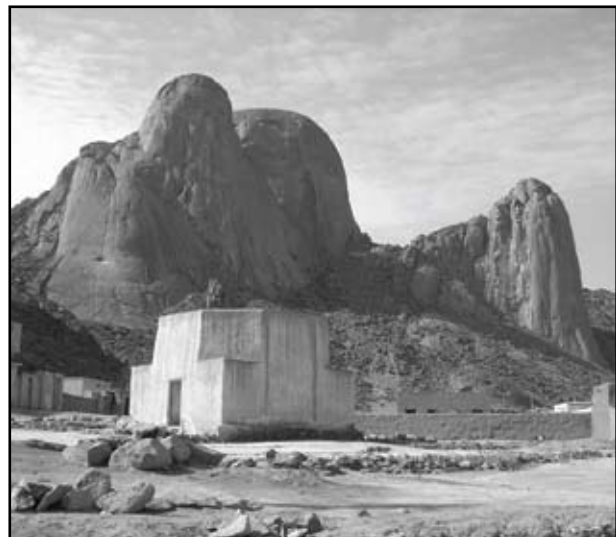
On 14 July 2008, the prosecutor at the International Criminal Court (ICC) filed ten charges of war crimes against Sudan's President, charges that included three counts of genocide, five of crimes against humanity, and two of murder.

### Company Intelligence Assessment:

Sudan is an exceptionally volatile country, where ethnic tensions are always running high and where representatives of western governments, NGOs, and companies can become the target of violence and terrorist attacks.

Southern Sudan remains volatile with regular outbreaks of violence and lawlessness whilst the the security situation in Darfur remains unstable. Banditry is widespread. There have been several incidents involving NGO and UN staff, and some African Union peace monitoring troops have been killed. There have been a number of kidnappings involving NGO workers and peace-keepers in Darfur.

There are also unconfirmed reports that the Sudanese Army and Airforce are attempting to establish no-fly zones over the borders between themselves and Uganda, and within the Darfur province as a whole. A number of UAVs belonging to western powers involved within the UN peacekeeping mission to the area have been shot down, probably by Strela-2 SAM batteries.



## Competitors and Customers:

### Clients

The Company doesn't just take assignments from Governments alone, but can often be found helping to provide security for private businesses, charities, and NGOs. This can be in the form of staff protection inside countries where the state cannot guarantee the safety of these staff, or through the provision of IPR counter-measures to ensure that trade secrets are kept secret.

Below are listed a number of current Company clients, from both the private and not-for-profit sectors:

#### eXtreme News Network

XNN is a US-based satellite and internet-based 24 hour rolling news channel founded in 2002 by former CNN anchors Natasha Keilar and Seth Vargas. XNN attempts to be "like CNN only on speed", and aims not only to shorten the news cycle but also to get right into the thick of things, often finding extreme methods of reporting and always trying to get the viewer the closest possible shot.

XNN has news teams on the ground in all the major trouble spots and natural disasters, often scooping more established news channels to the big stories. Such events are not without their dangers and in the past XNN has lost 5 reporters in war zones and a further 2 have been kidnapped and executed by Islamist terror groups.

It was following this last incident that XNN contacted The Company and asked it to provide global security for its reporters.

#### Lancer Petroleum Group

Lancer Petroleum Group (LPG) is a multinational oil and gas exploration and extraction company. Its activities include seismic data acquisition, processing and interpretation, location of exploration and test wells, and oil extraction facilities. It operates oil extraction facilities in North Africa, the Middle East, and parts of the former USSR. It has an annual turnover of \$25 billion and employs some 45,000 workers worldwide.

LPG operates in some of the harshest environments possible and often finds its teams working in some of the most politically unstable regions of the world. The Company are proud to offer protection support to LPG workers at various facilities, including providing perimeter support for extraction sites in Nigeria and close protection work for oil executives working in Siberia.

#### Transworld AIDS Partnership (TAP)

The aim of the Transworld AIDS Partnership is to reduce the spread of HIV and AIDS, promote good sexual health (including safe sex education), and to establish AIDS clinics in the developing world. These clinics provide education, not just to the general populace but also to the medical practitioners in those countries, enabling them to go and train further doctors.

The head of TAP is Professor Lars Thörnqvist of Uppsala University, an exceptionally outspoken campaigner, often speaking out against the greed of the Pharmaceutical Industry, the hypocrisy of those who claim AIDS is a punishment by God for sinful behavior, and the reckless stupidity of politicians who deny that HIV and AIDS are linked. As a result Professor Thörnqvist has been banned from a number of countries in Africa and the Middle-East and some of his TAP clinics have been forcibly closed with aid workers being attacked and jailed.

Currently TAP has active AIDS clinics in the following countries; Botswana, Chad, Eritrea, Lebanon, Lesotho, Palestine, Rhapta, and the Sudan. TAP has been banned from operating in the following countries; Angola, Ghana, Rwanda, South Africa, United States of America, Yemen, and Zimbabwe.

Initially The Company was contracted to provide Close Protection Services to Professor Thörnqvist whilst he attended a number of international conferences and summits, but recently The Company has been asked to provide security for a number of clinics in the following countries: Chad, Eritrea, Rhapta, and the Sudan.



## Competitors

It is estimated that the global Private Military Service Provision market is worth \$8.5 billion, so it is not surprising that The Company does not have things all its own way.

Below is a list of a few sample organizations which Company assets may encounter in the course of a Mission or Deployment. Once again this list is not meant to be definite but is designed to give you a feel for the sort of groups that are out there. Given the nature of the PMSP market, these groups may be at one and the same time working in partnership or in opposition to The Company. Each competitor is described as:

*Name:* The name of the group.

*Company HQ:* Where the company's home base is.

*Company Description:* Short description of the competitor including background, personnel, operational range and market specialization.

*Active Personal:* Number of personnel able to be fielded on operations.

*Personnel Background:* Where the competitor draws its manpower from.

*Standard Field Equipment:* The standard equipment owned / used by the competitor.

*Intelligence Assessment:* Intelligence Section's internal assessment of the capabilities of the competitor based on past performance.

Below are listed a number of competitors to The Company:

### Blue Marine Protection

*Company HQ:* Adelaide, South Australia. Blue Marine has offices in the Bahrain, Oman, Saudi Arabia, Bahrain, the UK, and Yemen.

*Company Description:* Originally founded in 2004 in Australia by a team of ex-Australian Naval Marines, it provides anti-piracy vessel protection services to shipping operations in the Gulf of Arabia and South China seas. Blue Marine Protection provides teams of highly trained maritime warfare personnel who will board a client's vessel at the start of the voyage and help to protect that vessel through any identified zone of pirate activity. The teams will either attempt to

prevent pirates from boarding a client's vessel through use of offensive arms, or will help to take back a vessel should the vessel be boarded.

*Active personnel:* 85.

*Personnel Background:* Most of the personnel are drawn from marine services around the world, but predominately from Australia, New Zealand, and America.

*Standard Field Equipment:* Blue Marine's standard weaponry consists of the Colt Defender 40S&W side arm, H&K MP5 assault weapon, the Accuracy International AW-50 Sniper rifle, and the LAW 94 disposable anti-tank rocket launcher.

*Intelligence Assessment:* Blue Marine were first to field with their Maritime protection model. Their staff are highly motivated and exceptionally professional. So far no vessel protected by Blue Marine Personnel has been successfully taken for ransom by pirates.

### Keeni Meeni Logistics (KML)

*Company HQ:* Kimberley, North Cape, South Africa. There are a number of smaller offices located in Botswana, Nigeria, and Iraq.

*Company Description:* Founded by three ex-members of the SAS. Operates mostly within Africa. Specialises in armed protection duty of oil, gold, and diamond fields. Equipped mostly with a mixture of up-armoured Land Rovers and Land Cruisers. Keeni Meeni is Swahili, and describes the movement of a snake through grass.

*Active personnel:* 375.

*Personnel Background:* A mixture of ex-special forces operatives drawn from predominately South Africa and America.

*Standard Field Equipment:* KML provide H&K MP5 as standard issue equipment, but most staff have their own backup weaponry such as AK-74s. EML does not own or condone the use of heavy weaponry; however, it is believed that certain members have in their possession such weaponry and to have deployed them against targets in the past.

*Intelligence Assessment:* KML are a definite niche player in the market. They have carved out an excellent business protecting the gold and diamond fields of South Africa from terrorist attack and smuggling operations. EML have shown a consistent

unwillingness to share tactical and strategic information with Company assets in the past and contact with them has proven to be abrasive at best.

### **Tsiolkovsky Asset Services**

*Company HQ:* Moscow, Russia. TAS has corporate offices in Paris, Milan, and Berlin. TAS is currently in negotiation with US Authorities to open an office in New York.

*Company Description:* Tsiolkovsky Asset Services provides private security and espionage services to Eastern European Corporations around the world. TAS are experts in the provision of IPR protection, and company merger assessment and protection.

*Active personnel:* 85

*Personnel Background:* Most of the personnel are drawn from the former Russian security service, the Federal Agency of Government Communications, and Information FAPSI. The head of TAS is Nikolai ,an ex-KGB man who established TAS back in 1993. TAS employs mostly from the old Russian espionage agencies, although in recent times they have started to target the computer labs of the main state universities in the hope of building up a highly trained cadre of cyber-warfare experts.

*Standard Field Equipment:* TAS uses the latest in high-end surveillance and computer penetration equipment. For more direct action, TAS arms its staff with the Yarygain MP-443 9mm sidearm and Kovrov AEK-919K 9mm compact SMG. The current TAS vehicle of choice is an up-armoured Mercedes-Benz S600.

*Intelligence Assessment:* TAS is a niche player, however it is an exceptionally capable and ruthless one. Those who have crossed swords with TAS have generally come off the worse. Some of the methods and tactics used by TAS assets are most definitely “old-school” espionage ones. We have seen examples of extraction kidnappings, honeytraps, and on one occasion a very KGB style removal operation. TAS’ tactics are considered rough by Western European standards but certainly they are considered to be appropriate and even conservative by those used to operating within the Russian Federation. The Company has so far had only a single brush with TAS operatives and it was not a happy one.

### **Vanguard Special Purposes**

*Company HQ:* Santa Fe, New Mexico. Vanguard also operates satellite offices in Iraq, Columbia, and Afghanistan.

*Company Description:* Probably the closest rival to The Company in size and capabilities. It was established shortly after the 2003 Iraq invasion. Currently it provides perimeter security for all US military compounds around the world. Vanguard security also provide route management and close protection work for high value principles working within Iraq. Vanguard have recently acquired a fleet of UAVs which are being used as US border protection duties over New Mexico. Vanguard has also recently signed a contract to support American oil exploration in Nigeria and South America.

*Active personnel:* 2400

*Personnel Background:* The principle security staff are drawn from ex-US forces, however for compound guarding duties Vanguard Security has been known to hire lower costing ex-South African or Costa Rican soliders to act as guards.

*Standard Field Equipment:* Vanguard standard equipment follows very closely US military equipment lines, with the standard rifle being the M16 and the sidearm the 9mm Beretta 92FS. Vanguard vehicles include the HMMWV, the M2 Bradley, and ten Rhino Runners.

*Intelligence Assessment:* Vanguard appear on the surface to be an extremely well resourced company, however it appears that they are cutting corners where it comes to providing perimeter and close protection duty. Vanguard also suffers from a typical America approach to security, with a tendency towards over-kill and arrogance. Having said that, Vanguard’s personnel are exceptionally well disciplined and have worked in close co-operation with Company assets in the past.



## Criminal and Extremist Organizations

It is probable that Company personnel will at some point in their careers come into direct contact with groups and organisations that are at odds with The Company's customers. These groups range from the highly motivated and operationally sophisticated right down to the slightly inept and shambolic. Each organization is described as:

*Name:* The name of the criminal / extremist organisation.

*Description:* Short description of the criminal organization / extremist group including background, and operational range.

*Base of Operation:* The home base of the particular group.

*Ideology:* What ideologies motivate the group to act the way it does:

Anarchist – the sole aim of these groups is to abolish authority and dismantle the government, any government.

Anti-Globalisation - Groups whose goal it is to halt and dismantle the current global economic and trade system because of the belief that it undermines the environment, labor rights, national sovereignty, and the interests of third world states.

Communist / Socialist – these groups are motivated by communist or socialist ideals, in attempt to overthrow the established government and replace it with a communist / socialist state.

Criminal - groups whose motivation is greed and the acquisition of money via illegal means such as kidnapping, extortion, drug-running, prostitution, and piracy.

Nationalist / Separatist – these groups seek to gain greater autonomy or self-determination for a geographic region.

Racist – these groups are motivated by ethnic hatred. Their acts of violence are normally against ethnic minorities and those who would support them.

Religious – these groups are motivated by religious beliefs with the hope to either spread or enforce their view of a particular religion.

Right Wing Conservative / Fascist - these groups are motivated by fascist principles in an attempt to overthrow the established government and replace it to with an authoritarian totalitarian government.

*Estimated size:* The estimated size of the criminal / extremist organisation.

*Preferred method of attack:* Preferred means by which the group carries out its attacks.

*Intelligence Assessment:* Intelligence Section's internal assessment of the capabilities of the criminal / extremist group based on past performance.

*Threat Level:* The threat the group poses to The Company and any of its customers. Threat levels are defined as:

Critical – Exceptionally well resourced group using sophisticated operational methods, capable of carrying out successful attacks inside the most secure of countries / locations. Such groups pose an exceptional risk to Company Operatives and customers.

Substantial – offering a substantial threat to Company operatives and customers, these groups are fairly well resourced and with good operational tactics. Generally operating within their home region they can mount the occasional attack outside their home region.

Moderate – moderately trained and using rudimentary tactics and operational methods. Limited to attacks within their home country and region.

Low – ill trained and equipped, posing a very low threat to members of The Company or any of its customers.

Presented below are a number of example organizations, some real and some fictitious:

### Al-Qaeda

*Description:* Al-Qaeda ("The Base" in English) is a radical Sunni Muslim organization led by Osama bin Laden. In addition to its own members, Al-Qaeda's network includes groups operating in as many as 65 countries throughout the world.

Al-Qaeda's philosophy is one of "defensive jihad." Using this philosophy, its leaders encourage each Muslim to take it upon themselves to fight what it perceives as attacks on Muslims across the world. As an extension of this view, the group aims to overthrow 'un-Islamic regimes' that they believe oppress their

Muslim citizens, and replace them with genuine Islamic governments; to expel US soldiers and Western influences from the holy territories of the Gulf and Iraq, and to capture Jerusalem as a Muslim city.

Al-Qaeda allies with and supports terrorist groups throughout the world that further these goals. These include groups fighting Muslim governments with allegedly apostate rulers (Egypt, Algeria, post-2002 Afghanistan, and Saudi Arabia), groups fighting regimes perceived to oppress their Muslim citizens (Kosovo, India, Russia, and Indonesia), and groups fighting to establish their own Islamic state (Palestine, Chechnya, Dagestan, and Mindanao).

Al-Qaeda supports these groups in two ways: by training group members in its camps, and by sending its own members to help these groups in their struggles around the world. Training for its own members and for members of allied groups has focused on insurgent warfare in addition to the classic “terrorist” techniques that are usually associated with the group. Throughout the 90s, al-Qaeda provided its affiliated groups with financing and training primarily through its bases in Sudan and Afghanistan. Some 10,000 recruits are thought to have passed through the training camps there. Most of al-Qaeda’s members are veterans of insurgencies and terrorist campaigns in Afghanistan, Tajikistan, Bosnia-Herzegovina, Kashmir, Mindanao, Chechnya, Lebanon, Nagorno-Karabakh, Algeria, and Egypt.

*Base of Operation:* Afghanistan, Albania, Algeria, Australia, Austria, Azerbaijan, Bahrain, Bangladesh, Belgium, Bosnia, Egypt, Eritrea, France, Kosovo, Germany, India, Iran, Ireland, Italy, Jordan, Kenya, Lebanon, Libya, Malaysia, Mauritania, Netherlands, Pakistan, Philippines, Qatar, Russia, Saudi Arabia, Somalia, South Africa, Sudan, Switzerland, Tajikistan, Tanzania, Tunisia, Turkey, Uganda, United Arab Emirates, United Kingdom, United States, Uzbekistan, Yemen

*Ideology:* Religious

*Estimated Size:* approximately 50,000 members worldwide

*Preferred method of attack:* al-Qaeda is exceptionally inventive in its attacks, however it predominately uses suicide bombers to carry out its missions, although it has recently taken to hostage-taking for propaganda purposes.

*Intelligence Assessment:* Al-Qaeda is currently the most potent terrorist organisation in the world. Extremely well-funded and highly trained, Al-Qaeda operatives seem able to mount and prosecute operations within most countries around the world, and it remains a dangerous threat to peace and stability throughout the world.

*Threat Level:* Critical.

## The Army of Malachi

*Description:* Based in North-West Rhapta, the Army of Malachi seeks to destabilize and overthrow the government of Rhapta. Formed in 2002, the group promotes a radical form of Christianity which it wants to make the foundation of a new Rhaptan government. The group, led by **Pastor Joseph Cankuzo**, has sought to achieve these objectives primarily through unbridled brutality. Rape, torture, and murder have become the group’s hallmarks. The ranks of the Army of Malachi are filled in large part by children, who are kidnapped and brainwashed into service with the group. Human rights NGOs place the number of children currently fighting with Army of Malachi at around 3,000. The Army of Malachi also kidnap children, particularly girls, to serve as sex slaves; some have even been given as “gifts” to arms dealers in Sudan.

The Army of Malachi attacks have been notable for both their brutality and their pointlessness. Two popular nightspots in the capital, Butondo, have been bombed, a bus full of people was attacked by machette-wielding Army of Malachi soldiers who caused 30 fatalities, and an American missionary was murdered. Other victims include World Food Program volunteers, doctors from the World Aids Partnership, and mourners at a funeral, who were forced to cook and eat the body of the deceased. No discernible political program underlies these attacks aside from Pastor Cankuzo’s desire to cause extreme pain and suffering to all those that do not support the Army of Malachi.

*Base of operation:* Rhapta.

*Ideology:* Religious

*Estimated Size:* approximately 20,000 members.

*Preferred method of attack:* Beatings, machete attacks, rape, and indiscriminate shootings are the hallmark of this terrorist organisation.

*Intelligence Assessment:* At one level it is simply possible to write the Army of Malachi off as a bunch of religious

madmen; however this group should in no way be underestimated, as their capacity to prosecute acts of random terror within Rhapta have threatened on a number of occasions to destabilise what is already a very fraught political situation. The leader of the group, Pastor Cankuzo, has recently decided that western influence within the country, especially in the form of medical aid being produced by NGOs, is against the will of God and needs to be stamped out.

*Threat Level:* Moderate to Substantial

## Somali Marines

*Description:* The Somali Marines are the 'elite' pirate force operating on the Somali coast. This group is responsible for turning the waters off Somalia into some of the most dangerous in the world. The attacks often take place well outside the 12 mile territorial limit of Somalia, and the Somali Marines operate from a 'mother' ship. The pirates use automatic weapons and RPG-7 rocket propelled grenade launchers to force the victim to stop. Crews whose vessels have been attacked by the Somali Marine report that the level of violence shown displays a complete lack of concern for the victimized crews, who have often been severely wounded, killed, or set adrift in the attacks.

Once in possession, the Somali Marines will often pilot the captured vessel inside the 12 mile territorial limit of Somalia and then continue to hold the craft until a ransom is paid. Generally the Somali Marines demand ransoms exceeding \$1 million.

*Base of Operation:* Puntland, Somalia

*Ideology:* Criminal - Piracy

*Estimated Size:* 1200 active personnel

*Preferred method of attack:* Hijacking

*Intelligence Assessment:* Gone are the days when the pirates had eye patches and swords. Now it's Raybans, mobile phones, and high-speed boats. Today's ships, with their high-value cargoes and small crews to man the ships that carry them, are highly vulnerable to criminal predators in high-speed boats, armed with modern assault weapons, and operating in sea lanes that international carriers must traverse. Pirates such as the Somali Marines are able to make surprise attacks on unarmed merchantmen and get away with money and loot.

The Somali Marines are certainly the most

sophisticated of all the pirate groups operating within Somalia, being established along military lines, with clear chain of commands, tactics, and training clearly borrowed from the US Navy. It is assumed that the leader of this group is an ex-US Naval officer who has 'defected' to Somalia.

In a number of recent hijackings, the crews of captured vessels have been taken off and delivered to Islamist extremists operating in Somalia, for payment of course.

*Threat Level:* Severe, due to the tactics, weaponry, and capability of the group.

## Sun Yee On Triad (New Righteousness and Peace Commercial and Industrial Guild)

*Description:* The Sun Yee On is one of the leading triads in Hong Kong and Mainland China. The group's activities include car theft, contract killing, drug trafficking, extortion, money laundering, illegal gambling, forced prostitution, smuggling, and the counterfeiting of trademarked goods such as clothing and computer software.

Sun Yee On members are subject to an initiation ceremony involving the killing of a pig, whose blood is mixed with wine, which the initiate is expected to drink. Further the initiate then passes beneath an arch of swords while reciting the oath of the Sun Yee On. The paper on which the oaths are written is burnt on the altar to confirm the member's obligation to perform his duties.

*Base of Operation:* Hong Kong, although has carried out active operations within the United Kingdom, Belgium, France, the Netherlands, and the Guangdong Province in Mainland China.

*Ideology:* Criminal

*Estimated Size:* 20,000 active members world wide.

*Preferred method of attack:* The Sun Yee On employs everything: punishment beatings, and maiming, through to drive by-shootings, knife battles, and car bombings.

*Intelligence Assessment:* The Sun Yee On Triad is run on corporate lines, with separate divisions running the separate criminal fund-raising elements of the business. In recent years the Sun Yee On has cornered the market when it comes to computer software piracy within Hong Kong and China, squeezing out a number of smaller Triads through a campaign of targeted

assassinations and well-placed car bombings. The Sun Yee On has also acquired the talents of a number of highly skilled members of the Black Hat Community with the aim of moving into the realm of cyber-crime and cyber-warfare. It would seem that the Triad is trying to scale back its physical operation and move totally into cyberspace.

Despite this, the Sun Yee On still maintains a large standing army of highly trained and motivated soldiers who are willing to kill without question any who would transgress the Triad's oath or those who would speak out against the Triad.

*Threat Level:* Critical.

## **Mission and Deployment Ideas**

This section is aimed at the Games Master and has a number of story types that can serve as inspiration for missions or deployments. The list is not meant to be exhaustive. The World of the The Company is one very much like our own, and as such many of the same types of problem exist in The Company world as our own; therefore what creates a story in our world can readily be adapted to the world of The Company. For instance, the major causes of chaos in the world can be summed up as:

*Natural disasters* – Natural disasters such as earthquakes, droughts, floods or fires cause a terrible amount of suffering, cause crops to fail, create large numbers of refugees, and can lead to a breakdown of civil order as the overstretched internal resources of the affected country struggle to cope.

*Scarcity of natural resources* – As resources grow scarce, be they food, water, oil, coal, or wealth producing minerals, then governments and organisations are going to either fight to hold onto what they have or fight to gain new resources. Good recent examples of such actions would be the 'cod-wars' or the invasion of the Falkland Islands.

*Political change* - This includes everything from corrupt governments clinging to power through rigging elections to direct external regime change. These events tend to cause significant unrest within the country in question.

*Religious issues* – This could be a situation similar to political change, where one religious group attempts to impose its will on the general population through terrorist actions, or possibly it may be a cult group attempting to create a doomsday scenario likely to

cause widespread loss of life.

*Epidemics or Pandemic* – Outbreaks of a virulent diseases such as plague, Spanish Flu, or Ebola can and will lead to a breakdown of the social order as the effects of the pandemic have a negative impact on a country's society. Such diseases have the ability to overstretch the most well-equipped governments at all levels, including health provision, law enforcement, maintaining the country's critical national infrastructure, and coping with uncontrolled movements of people attempting to 'flee' the disease.

## **Story Seeds**

The following story seeds have been provided to help Games Masters and players to see the possibilities that The Company has to offer. The story types are kept at a very high level and are designed to give a brief explanation of a situation and the possible moral ambiguities that can occur during game play.

*The War Story* - The Company are contracted to provide support for one side in an ongoing conflict of some kind. The Company could be acting as part of a coalition force attempting some kind of regime change, or they could be supporting the legitimate right of one country to defend itself from an aggressor nation. This story can either be set up as one long deployment where the characters find themselves embroiled in a series of battles, or it could be simply a discrete mission of some kind. This story is intended to be packed with heroism, poignancy, and loss. The moral ambiguity of war being fought by those who can afford it can be explored, along with consequences of military action and ends justifying the means.

*The War Crime Story* - In this story, The Company are contracted to investigate a serious incident within an on-going war zone. The players need to find out quickly who is responsible for the incident. Investigation rather than straight combat is the order of the day. Complications can include cover-ups and conspiracy, as maybe it is the customer who committed these atrocities, rather than the 'enemy'. In such cases, the powers that be may do everything from attempting to have The Company's operational license revoked to simply having the investigation quashed in the most direct manner possible.

*The Disaster Relief Story* – This could be considered to be a mixture of the War Story and the War Crimes Story. Here The Company is mobilised to provide security for an NGO, following a major humanitarian disaster of some kind, and to ensure that the aid gets to where it

needs to be. Here the characters will find themselves butting against those who don't want the aid to get through. Possible reasons could be greed on behalf of corrupt officials, army officers trying to ferment a coup d'état within the country, or simply one ethnic group trying to gain ascendancy over another. This could mean that the characters soon find themselves in high-tempo contacts with foes determined on making sure that aid convoys are destroyed, or investigating who is responsible for the destruction of aid stations and the murder of NGO volunteers. The main themes to be explored are those of human suffering balanced against the political needs of the world.

*The Spy Story* – Here The Company have been contracted to run some kind of espionage operation or other; possibly being asked to track down a mole operating within a large multinational company who is leaking vital IPR, or to mount an espionage operation to penetrate a commercial or political rival to learn what it is they have planned. Such stories are high in slow burn danger, shifting loyalties, and stealth. This is probably the most morally difficult of the story seeds presented and does ask certain questions regarding the loyalty of those they are working with.

*The Hostage Story* – in this story, The Company are contracted to resolve an on-going hostage situation to the satisfaction of the customer. The victim here could be a group of oil workers taken hostage by some extremist group, a vessel being held for ransom, a hi-jacked plane, or even a large event where a bomb has been placed. Here stealth, investigation, and interpersonal skills will be the order of the day. Themes such as what motivates people to take hostages or how it feels to know that one wrong move will potentially trigger the deaths of many innocent people can be explored.

*The Election Story* – The Company are contracted to ensure that the elections to be held in a politically unstable country are as free and fair as possible. The end client for this might be an external third party such as the United Nations, European Union, or a pan-global NGO. Again this story may be a discrete mission or a deployment in which the characters are involved in many different sub-stories possibly drawn from these in this section. For example, they may be called in to investigate what is happening to missing ballot boxes, or they may be asked to provide close protection for independent election scrutineers, or even simply to protect polling stations from terrorist attack. This story explores themes of freedom, control, and those who would stop people from exercising the right to

self-determination.

*The Close Protection Story* – The Company are contracted to provide close protection services for an exceptionally high profile principal client, or event such as a political summit or major sporting occasion. Once again investigation skills will be needed to ensure that the principal is kept safe, especially in the face of possible opposition from other security firms, police, or security services who might have their noses put out of joint by the event being awarded to an external third-party. This resentment may be made manifest in many ways, such as directly blocking The Company's work to feeding intelligence about security arrangements to extremist groups wishing to attack the principal. Within this story issues such as loyalty, fidelity, and finding the right course of action can be explored.

*The Caper Story* – This involves The Company being contracted to pull off a robbery of some kind, all done in the name of the Great Good. Possibly they have been asked to recover some recently stolen national treasure which is now the 'property' of a reclusive, wealthy but crooked art collector; or it may be the extraction of the ill-gotten gains of some drug baron or Mafia don which is stored in a bank vault within some tax-haven or other. Caper stories should involve a large degree of stealth, cunning, and inventiveness on behalf of the Games Master and players, and gives them the chance to explore themes such as morality of theft and the concepts of national pride.

## International Civil Aviation Organisation / NATO Phonetic Alphabet

This radio alphabet was developed in the early days of civil aviation and its purpose was to enable flight crews to spell out whole or parts of a message whilst avoiding confusion. This alphabet was initially separate from those used by UK and US forces during the first and second World Wars. Eventually this alphabet was officially adopted by NATO in 1956.

Letter	Code Word
A	ALPHA
B	BRAVO
C	CHARLIE
D	DELTA
E	ECHO
F	FOXTROT
G	GOLF
H	HOTEL
I	INDIA
J	JULIETT
K	KILO
L	LIMA
M	MIKE
N	NOVEMBER
O	OCTOBER
P	PAPA
Q	QUEBEC
R	ROMEO
S	SIERRA
T	TANGO
U	UNIFORM
V	VICTOR
W	WHISKEY
X	X-RAY
Y	YANKEE
Z	ZULU



# Section Nine : The World

## Animal List

This list describes some of the possible fauna that the characters may encounter or make use of during the course of a mission. It includes animals both domestic and wild.

Animal	STR	CON	DEX	SIZ	INT	POW	CHA	Hit Points	Major Wound	Damage Modifier	Move	Armour Type	Combat
Alligator/ Crocodile	4D6+12 (26)	3D6+8 (19)	2D6 (7)	2D6 (7)	3	3D6 (11)	3	13	6	+1D6	7m on land, 2 in Water	Thick Hide (5AP)	50% Bite 1D8
Bear	3D6+15 (25)	2D6+6 (13)	3D6 (11)	3D6+15 (25)	5	3D6 (11)	5	24	12	+2D6	23m	Tough hide (3AP)	60% Bite 1D8, Claw 1D6
Big Cat (lion, tiger etc..)	3D6+12 (24)	3D6 (11)	3D6+6 (17)	2D6+12 (19)	5	3D6 (11)	5	20	10	+1D6	23m	Hide (2AP)	60% Bite 1D8, Claw 1D6
Cattle	4D6+6 (20)	2D6+9 (15)	2D6 (7)	2D6+9 (15)	4	2D6 (7)	4	15	8	+1D6	15m	Hide (2AP)	40% Charge 1D8, Trample 1D8
Dog	2D6+6 (13)	3D6 (11)	2D6+6 (13)	1D6 (3)	5	1D6+6 (9)	5	7	4	0	23m	None	40% Bite 1D6
Donkey	2D6+10 (18)	3D6+6 (17)	2D6+3 (10)	2D6+10 (18)	5	3D6 (11)	5	16	9	+1D6	20m	Hide (2AP)	40% Kick 1D6
Elephant	6D6+24 (45)	3D6+15 (24)	3D6 (11)	6D6+30 (48)	6	2D6+6 (13)	5	36	18	+5D6	23m	Thick hide (3 AP)	45% Trample 1d12, Tusk 1d10, Trunk Grapple
Horse	2D6+18 (25)	3D6+6 (17)	2D6+3 (10)	2D6+18 (25)	4	3D6 (11)	5	21	11	+2D6	30m	Hide (2AP)	40% Kick 1D6
Scorpion	1d3 (2)	1d4 (2)	1D6 (3)	1d4 (2)	1	1D6 (3)	2	3	1	0	10m	Chitin (1AP)	60% Bite + Venom (see below)

Animal	STR	CON	DEX	SIZ	INT	POW	CHA	Hit Points	Major Wound	Damage Modifier	Move	Armour Type	Combat
Snake (Constrictor)	2D6+10 (18)	2D6 (6)	3D6+18 (27)	2D6+8 (15)	3	2D6+6 (13)	3	11	6	0	15m	Scales (2 AP)	50% Constrict 1d10/round
Snake (Poisonous)	2D6+6 (13)	2D6 (6)	3D6+18 (27)	2D6 (7)	3	2D6+6 (13)	3	7	4	0	30m	Scales (1 AP)	60% Bite + Venom (see below)
Spider (Poisonous)	1d3 (2)	1d4 (2)	1D6 (3)	1d3 (1)	1	1D6 (3)	2	3	1	0	10m	Chitin (1AP)	60% Bite + Venom (see below)
Wolf	3D6 (11)	3D6+3 (14)	3D6+3(13)	2D6+3 (10)	5	3D6 (11)	5	12	6	0	23m	None	50% Bite 1d8, Claw 1D6

**Poisons**

**Spider venom**

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: Spider's CON × 3

Full Effect: 1D3 hit point damage to location struck, applies -6 penalty to victim's DEX (upon reaching 0 DEX victim becomes paralysed)

Duration: 6D10 minutes

**Viper venom**

Type: Ingested or smeared Delay: 1 Combat Round

Potency: 48

Full Effect: 1 hit point damage to all locations for each round of Duration, -6 penalty to victim's CON

Duration: 6D10 minutes



# Section Ten: Operation Bluebeard

This is the first of two fairly linear Missions, designed to introduce players and Games Masters to the rules of The Company and roleplaying generally. People who have played roleplaying games before may find some of the layout of this adventure pretty basic and may want to add or expand it. Either way it's designed to show you the nuts and bolts of the system. Operation Bluebeard is designed for a mixed ability team drawn from different Company divisions, although it might be useful if there was at least a Combat Medic included within the team.

*If you are not the Games Master please stop reading now.*

This chapter is for their eyes only and by reading it you will spoil your enjoyment of the coming mission. The Games Master should read and absorb the detail of what is written.

The suggested first step is to skip-read the Mission and then go back and read it word for word. As Games Master you should be intimately familiar with Operation Bluebeard, so that you can confidently present it to the players during the game. You may not run it as written, because the players go off in an unexpected and entertaining direction or you might have an idea for a situation that suits you better than one of the scenes presented below, but you need to know where you stand before you start improvising in case you fall short of ideas and need to fall back on what is written here.

Operation Bluebeard is presented in the following manner:

*Set up* - This section of the Mission is the information that the Games Master should be aware of and use to

start the game, including an overview of the entire story.

*Mission Briefing & Preparation phase* - This section contains the mission briefing given to the players and any other actions the characters will need to do in order to prepare for the coming mission.

*Action* - This is where it all goes live, the middle of the story where most of the play occurs. The Mission is ordered into a number of scenes, like that of a movie or a play, which are the situations that the characters will find themselves in. Each scene ought to take between 20-45 minutes to play out. Each scene has the following notes:

*Setting* - This tells the Games Master and Players the location and situation that the player characters find themselves in.

*Non-Player Characters (NPCs)* - briefly explains who else, other than the player characters, are to be found within this scene and what part they have to play, and their game statistics (characteristics, skills, and combat skills).

*Rules info.* - any part of the rules that the Games Master should be especially familiar with while running this scene.

*Resolution* - The end of the Mission. In this case, this is the final scene, after which the mission is over.

*Rewards* - this section details with Hero and Improvement Points that the players can gain for their characters, as well as any other rewards owing to them.



## Set-up

### Mission Overview

Somali Pirates have seized control of the MGR British Teal, a Very Large Crude Carrier (VLCC) Oil Tanker, and have taken its crew of twenty hostage. The MGR British Teal's owners Renton Shipping have contacted The Company asking them to retrieve British Teal and its crew and make sure it arrives safely at the Richards Bay Oil Terminus, South Africa.

The Company have worked up a two stage plan involving air-dropping a small rescue team onto the British Teal to neutralise the pirates and rescue the crew. A second and larger team will arrive later complete with the arms and equipment to protect the British Teal on her journey to South Africa.

Knowing that such operations are politically charged and sensitive in nature, The Company have contacted the UK Foreign Office (FO) to advise them of their plans. The FO in turn advised the Somali authorities of The Company's actions. Whilst not condemning the actions of The Company, they have forbidden any member of The Company from setting foot on Somali soil.

What is not known to either The Company, the FO, or the Somali Authorities is that the pirates have taken the crew off the VLCC and are holding them at an abandoned Guano facility on the Xaafuun (Hafun) Peninsula. This places The Company in an awkward position. On the one hand, they have been forbidden from setting foot on Somali soil, whilst on the other they cannot move the British Teal without the crew, and it is likely that when the pirate group find out that the ship has been retaken they will kill the crew members they are holding as hostages. It will prove to be an interesting and possibly fatal dilemma.



## Scene 1: Mission Briefing

*Setting:* The Briefing Room 4, Hurricane Base.

*Non-Player Characters (NPCs):* CAISTAR Briefing Team Leader Jack Hogg

The characters are requested to attend a mission briefing. Either read the following to the players or paraphrase:

*Squad, listen in. At 04:35 Zulu this morning, the Renton Shipping line received a distress call from the VLCC British Teal, sailing in the Indian Ocean, stating that she was under attack by a cadre of pirate vessels. The pirates ordered her to heave to and be boarded. The Master of the vessel, Captain Redman, stated that they had no choice as the pirates appeared to be armed with some form of shoulder launched missile launcher. Shortly afterwards, at 05:21 Zulu, Renton Shipping received another message from the VLCC British Teal stating that it was now in the possession of a band of Pirates who demanded a ransom of \$7 Million for the safe return of the vessel, its cargo of oil, and the crew.*

*This is the third time that vessels from the Renton Shipping Company have been subjected to pirate attack, and the chairman of the board, Sir Julius Renton, has stated that no more ransoms will be paid; instead he has contacted The Company and has requested that we retake the VLCC British Teal, rescue the crew, and ensure that the vessel reaches safe harbour. This we intend to do.*

*We have already been in contact with both the FO and the Somalian authorities to advise them of our plans. Whilst we have tacit agreement from both parties, the Somali authorities have refused to let The Company use Somalia as a base of operation for this mission; further, we have been told that should a Company Representative set foot on Somali soil, then this will be seen as an act of aggression and the Somali authorities will react in kind.*

*Consequently we have been in communication with the authorities in Djibouti who have agreed to let us use their country as a staging post for this operation. The plan is to HALO insert your team onto the VLCC British Teal, whilst a backup team stands by in Djibouti ready to come to your assistance to provide extra maritime protection. They will land on the VLCC British Teal once you have secured it. IMINT will provide situational overflight via an unarmed Predator-C UAV platform.*

*Standard radio assignments for this mission are as follows: UAV support is SPYGLASS; your Insertion team will be FOXHOUND; and the backup team will be BLOODHOUND. CAISTAR control for this mission is ACORN.*

## Scene 2: Preparation

The Team have about a day before they can leave. Giving them enough time to do a practice jump should they wish, or to try out different types of firearms before the long flight on the Antonov. Team members can also request any further information they feel is necessary and vital to the success of the mission.

Such questions could be relating to the Geopolitical situation in Somalia, the strength and size of the pirate band, and their tactics. The answer to most of these questions can be found in reading through 'The World' Section in regard to the Somali Pirate Group 'The Somali Marines' (page 178).

They can also familiarize themselves with the deck plans of the VLCC British Teal (Handout A).

### Equipment Choice

Probably the most important element of the preparation phase is deciding what weaponry and equipment they wish to take with them.

### Cut Scene – Launching the UAV.

The final part of preparation begins in flight and can either be run as a simple 'Cut Scene' or can be roleplayed out, depending on your players.

Either read the following to the players or paraphrase:

*As the Antonov gets close to the drop zone, the AirInt launch team man-handle the Predator-C towards the back of the Antonov. The technicians swarm over it, testing and re-testing systems before they are satisfied. Finally with a nod towards the Load Master, they stand back. The interior lights go to red, the signal for everyone to don breathing masks. With a final check, the Load-Master depresses the loading ramp release button. Hyper-chilled air whips into the plane's cavernous interior as the ramp majestically descends. Satisfied all is well, the Load-Master steps back as the UAV begins to spool up. The howl of the ducted fan competes with that of the roaring air. Feeling hot and cold at the same time, you stand back as the UAV rolls slowly down the ramp, to fall sycamore like away from the Antonov. As you watch it comes out of its stall and makes a graceful curve out across the Indian Ocean.*

A Note on Cut Scenes: Cut Scenes are provided at the whim of the Games Master and are designed to add flavour to the mission. Generally cut scenes involve little things that are not essentially vital to the plot but to make the characters feel they are part of a bigger picture.

## Action

This is where it all starts to kick off.

## Scene 1: The HALO Jump

Setting: Inside the Antonov AN-225.

Non-Player Characters (NPCs): Antonov Load Master

Rules info: The main skill used in this section is the Parachuting skill, however if things go wrong then various Athletic sub-skills may come into play.

The Antonov is overhead, the UAV is away and providing situational overflights and the team are ready to go. Either read the following to the players or paraphrase:

*The time is 06:41 Local and the Antonov is now on station, circling high above the VLCC. Some eight thousand feet below you, the tiny Predator-C does the same. The latest update from its Multi-Spectral Targeting System Cameras show the British Teal riding at anchor off the Southern tip of the Xaafuun (Hafun) Peninsula. Next to it are two small skiffs both tied up against the side of the ship. Another larger ship appears to be moving away from the VLCC towards the shore. The Predator-C's cameras have identified 3 pirates walking around the vessel; one is located amidships, the other two are near to the super-structure. The pirate towards the amidships appears armed with some kind of man-portable rocket launcher, possibly an RPG-7. The other two seem to be armed with rifles – most probably AK-47s.*

It is now time to leave. The Load Master comes down the line, checking all your equipment is safe and secure, your HALO breathing apparatus working, and your chute harnesses properly adjusted. Finally he gives you the signal to approach the ramp.

When the players are ready, the Load Master will open the ramp and it's time for them to free-fall. Leaping out of the aircraft does not require a Parachute skill check, but opening the chute will. As the Games Master it is up to you how dramatic you make this jump; you can if want simply rehash the opening sequence from Section 1, or you can simply have everyone skill check and state that their chutes open. It is up to you. Unless

the players state otherwise, it should be considered that they will all land as a single large group on the vessel.

## Scene 2: The VLCC British Teal

Setting: Deck head of the VLCC British Teal

Non-Player Characters (NPCs): 3 Somali Pirates, who are there to ensure that no one else boards the vessel.

### Pirate Stats:

STR: 12 CON: 13 DEX: 15 SIZ: 10 INT:12 POW: 10  
CHA: 12

Hit Points: 12, Major Wound: 6, Damage Modifier: 0, Armour: None.

Skills: Athletics 35%, Dodge 40%, Language (Own) 65%, Language (French) 55%, Persistence 30%, Resilience 35%, Sailing 40%

Combat: Close Combat 40%, Ranged Combat 45%, Unarmed Combat 50%

Weapons: Kalashnikov AK-47 (1D6+12) with 60 rounds of ammunition. Machete (1D10). Pirate #3 also has an RPG-7 with 3 rounds (1D10+50).

Rules info: The main skills that tend to be used in this section include: Close Combat, Deception, Influence, Perception, Ranged Combat, and Unarmed combat.

The Team know there are 3 pirates on deck, but they have no idea how many other pirates there are aboard. In fact, there are only 6 in total, 3 on the deck and 3 inside the ship's super-structure. As a Games Master it is your job to play up to this uncertainty, making each decision the players make loaded with danger and suspense.

Do not let the players think they have everything their own way though, for as the Games Master, you should have each on-deck pirate make a Perception skill check to see if they spot the incoming players. If this happens then Pirates #1 and #2 will open fire with their AK-47s, whilst Pirate #3 will run to warn the other three in the super-structure.

If the pirates fail these checks, then the team will land with the element of surprise still intact. Once the element of surprise is lost, Pirate #3 will always attempt to warn those in the super-structure of the intruders. The three pirates are exceptionally committed and will fight to the death.

## Scene 3: The Super-structure

Setting: The super-structure of the VLCC British .

Non-Player Characters (NPCs): 3 Somali Pirates and Simon Treaves, Radio Engineer.

### Pirates Stats:

STR: 12 CON: 13 DEX: 15 SIZ: 10 INT: 12 POW: 10  
CHA: 12

Hit Points: 12, Major Wound: 6, Damage Modifier: 0, Armour: None.

Skills: Athletics 35%, Dodge 40%, Language (Own) 65%, Language (French) 55%, Persistence 30%, Resilience 35%, Sailing 40%

Combat: Close Combat 40%, Ranged Combat 45%, Unarmed Combat 50%

Weapons: Kalashnikov AK-47 (1D6+12) with 60 rounds of ammunition. Machete (1D10). Pirate #3 also has an RPG-7 (1D10+50).

Weapons: Kalashnikov AK-47 (1D6+12) with 60 rounds of ammunition. Machete (1D10).

### Simon Treaves

STR: 8 CON: 8 DEX: 8 SIZ: 8 INT: 17 POW: 10  
CHA: 8

Hit Points: 8, Major Wound: 4, Damage Modifier: 0, Armour: None.

Skills: Computer Use 28%, Craft 38%, Engineering 44%, Mechanisms 51%, Perception 41%

Combat: Unarmed Combat 25% (Fist 1D3+1D6)

Rules info: The main skills that tend to be used in this section include: Close Combat, Deception, Influence, Perception, Ranged and Unarmed combat.

With the decks cleared of Pirates, it is now safe for the Team to enter the super-structure. If you managed to make sneaking about the deck head stressful, then it is now time to really ramp up the tension. It is hot, sticky and unearthly quiet inside the vessel. Once again, have each Pirate make a Perception Skill check to see if they heard anything during the Team's fight with the on-deck Pirates. Should they become aware they are under attack: Pirate #4 and #5 will attempt to hold up the team, using the only remaining hostage as a human

shield, long enough for Pirate #6 to reach the Wheel House radio so that he can warn the rest of the band about the attack.

Otherwise, Pirate #4 is in the Recreation Room on A Deck, guarding the hostage, Pirate #5 is in the Galley on A Deck, and Pirate #6 is in the Bonded Store on C Deck.

## Scene 4: Where is everybody?

Setting: The super-structure of the VLCC British .

Non-Player Characters (NPCs): Simon Treaves, Radio Engineer and one or more Somali pirates.

Rules info: Games Masters need to be aware how opposed skill tests work, especially in regard to Influence versus Persistence. Games Masters are reminded that violence and torture of Prisoners is not permitted by members of The Company, so any attempts to gain information that way should be penalised later on.

It will take approximately 1D6+4 hours to do a very thorough sweep of the VLCC British Teal to ensure that there is no one else on board the vessel beyond the 6 Pirates and the one crewman.

If the crewman was rescued successfully, then he will simply relate what he knows, basically that he was kept on board because he knows how to work the radio. The others were moved off the vessel by the pirates but he doesn't know where. He will also point out that the rest of the crew are needed to move the vessel.

Should the Team have incapacitated but not killed one or more Pirates, then they may attempt to Persuade the Pirates into telling them where the rest of the Hostages were taken, using an Influence skill check with a -25% modifier. If the Team succeed then they will learn that the rest of the crew have been moved to the Pirate's base of operations on the Hafun Peninsula where they are going to be sold to an Islamist Extremist group.

### UAV Intelligence

According to ACORN, SPYGLASS (the UAV) picked up the trail of the craft which was spotted leaving the VLCC British Teal, once the Team had landed. It tied up next to a small quay below a disused lighthouse on the easternmost tip of the Hafun Peninsula. 24 people were then marched up the cliff at gun-point before being locked into a large shed located within an old abandoned guano mining complex.

### What Happens Next?

By now The Team will have completed the first segment of the contract, in that they have taken possession of the VLCC British Teal; however, without the crew they cannot move it. The obvious thing to do is to update ACORN about the current situation.

After being congratulated by ACORN, the C4ISTAR team will ask the Team what their next move is. ACORN has no power to officially order the Team onto Somali soil, but should they do so, then they are willing to support the Team in anyway they can, but this would mean that they need to act on their own recognizance, so they will need to find their own way in and out, and if they get into trouble there is no way that The Company can dispatch BLOODHOUND to help.

If necessary, as the Games Master may wish to point out the following facts:

- The VLCC cannot be moved without the crew.
- It will take Renton Shipping about a week to get another crew together so the VLCC will need to remain at anchor until then, which means that even with BLOODHOUND it may be a tough job to hold the tanker so close to the Pirate's base.
- Should the Team decide to mount a rescue operation, then SPYGLASS can provide the following information:
  - Tied up next to the quay are two large boats, of the type that carried the crew to the pirate's base; further, the quay is currently unguarded.
  - Stationed atop the abandoned lighthouse is a single pirate acting as look-out, complete with telescope. He is armed with a Chinese QJG 02G tripod mounted heavy machine-gun .
  - The checkpoint at the entrance to the base is guarded by two pirates, armed with Kalashnikov AK-47s.
  - Only one of the buildings appears intact. IMGINT reports that it shows signs of structural re-enforcement. It also has two pirates, armed with AK-47s, stationed outside. ACORN believes this is the building where the hostages are located.
  - There are eight pirates visible moving around the camp in various states of alertness.

- SPYGLASS has detected a convoy of nine vehicles, mostly flat-bed trucks, moving slowly across the sand-spit. There are 20 men, armed with a variety of weapons from AK-47s to RPG-7s, visible. ACORN does not know these people are, or what their intentions are, but there is the possibility that they are either Pirate reinforcements or another group on their way to collect the hostages. At their current speed, this convoy will reach the pirate base in a little under 6 hours time.
- Nightfall is a little under 7 hours away.

Games Masters should encourage the Players to do some planning before they act, giving them a copy of Handout B, Raas Xaafuun. If necessary Games Masters may wish to remind the players that one pirate was in possession of an RPG-7 and 3 rounds for same.

## Scene 5: Getting onto the Peninsula

**Setting:** The purpose of this scene is to get the Team from the VLCC British Teal to the quay side, hopefully without being spotted.

**Non-Player Characters (NPCs):** The Pirate in the Lighthouse. It is his job to spot all ship movements in the area, or to act as first line of defense should the base come under attack from the sea, as the machine-gun he is armed with cannot be moved to the landward side of the Lighthouse. If the base comes under land attack, he will come running, firing his AK-47.

### Lighthouse Pirate

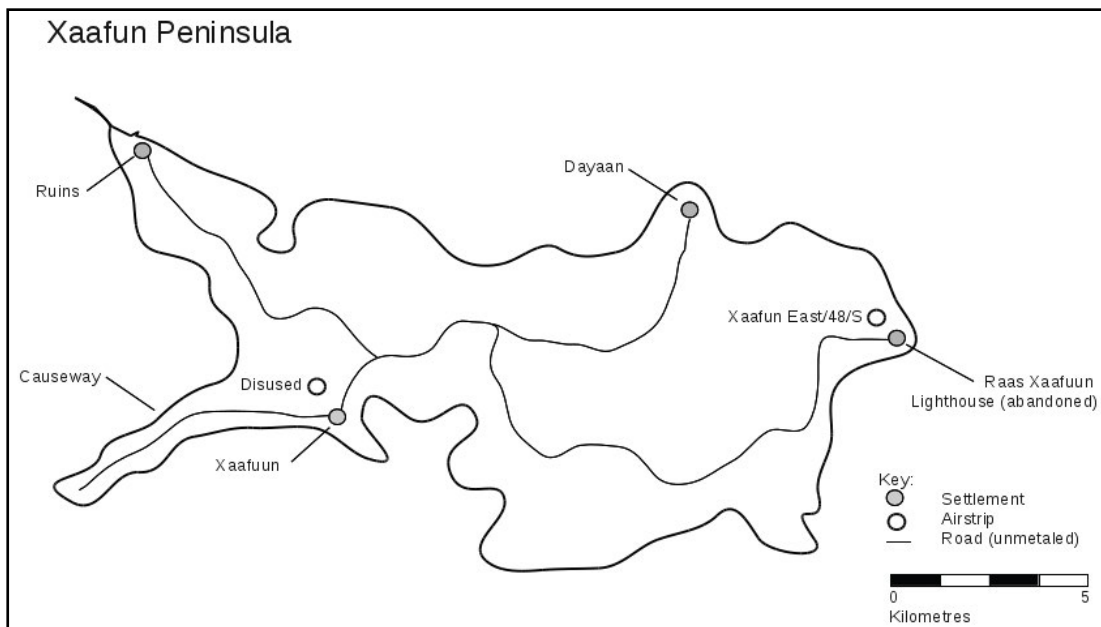
STR: 12 CON: 13 DEX: 15 SIZ: 10 INT: 12 POW: 10  
CHA: 12

Hit Points: 12, Major Wound: 6, Damage Modifier: 0,  
Armour: None.

Skills: Athletics 35%, Dodge 40%, Language (Own) 65%,  
Language (French) 55%, Persistence 30%, Resilience  
35%, Sailing 40%

Combat: Close Combat 40%, Heavy Weapon Combat  
35%, Ranged Combat 45%, Unarmed Combat 50%

Weapons: QJG 02G tripod mounted HMG (2D6+16) with  
150 rounds of ammunition, Kalashnikov AK-47 (1D6+12)  
with 60 rounds of ammunition.



Rules info: In this section the main skills that will come into play are Athletics (Climbing), Athletics (Swimming), Deception, Sailing, and the various types of combat skills. The vehicle combat rule of firing at and from a moving vessel may also be required.

Read or paraphrase the following:

*Tied up against the side of the VLCC British Teal are two battered but fast looking speedboats. Each boat is capable of carrying 4 people. These boats have a top speed of 40 km/h and will cover the distance from the VLCC to Raas Xaafuun in a little under 50 minutes.*

As the Team gets close to the Quay, the Games Master should make a Perception skill check, with a +25% modifier, to see if he spots that the people in the boat are friendly or not. If rumbled, he will instantly open fire on the boat, whether it is range or not. This will have the effect of putting the camp on high alert, with eight pirates making straight for the Quay.

If the pirate fluffs the roll he will simply assume that everything is fine and go back to mindlessly watching the sea.

Should the team decide to swim for it, at any point, then a successful Athletics (swimming) skill check will be required to avoid drowning.

By the end of this scene, the Team should have arrived at the quay side, ready for the next stage.

## The Xaafuun (Hafun) Peninsula

The Xaafuun (Hafun) Peninsula is a 40 km long low-lying promontory in the Bari region of northern Somalia, which juts out into the Indian Ocean. It is joined to the mainland at the town of Foar by a sand spit 20 km long, 1-3 km in width, and roughly 5 m above sea level. The fishing town of Hafun is located 2 km east of the sand spit and has a population of about 1,000 inhabitants. Other than fishing, the only other industry on Hafun was the guano trade, located on the cliffs at the eastern tip of the peninsula, next to the Raas Xaafuun (Cape Hafun) Lighthouse. However this industry collapsed during the civil unrest that has troubled Somali. Now the facility, which once had 500 men living there, is mostly ruined and now is the forward operating base for a Band of Somali pirates. The lighthouse is used as a look-out post by the Pirates to spot shipping passing the peninsula. There are two airstrips on Hafun: a disused one just outside the town of Hafun, and a working 4800m strip close to the Cape Hafun guano factory.



## Scene 6: Rescue scene

**Setting:** The quayside and the encampment. The quayside is a linked to the encampment by a 3 metre wide unmetalled road that runs up the cliff side. This road has been blasted out of the cliff face and offers no cover whatsoever. The cliff is of fairly solid limestone and it would be possible to climb given a successful Athletics (Climb) skill check.

The encampment itself is, with one exception, a collection of shattered buildings in which the remains of the guano processing equipment are rapidly rusting away. Rough tarpaulins have been set up within these buildings to provide the Pirates with shade from the heat of the day. A number of small cooking fires are dotted around these buildings.

The only remaining intact building is a single storey breeze-block reinforced 15 metre cube. The windows that were there have been all been covered up with corrugated iron sheeting overlaid with rusting barbed wire. The door to the cube is a large rusting metal affair and locked by a three large padlocks.

**Non-Player Characters (NPCs):** The main NPCs in this scene are the 13 pirates within the encampment as well as the 24 hostages. When the Pirates realise they are under attack, the eight pirates will attempt to out-flank and encircle the Team, pinning them down, cutting off their means of retreat, and preventing them from reaching the hostages, whilst the two pirates at the checkpoint will go to the aid of the two pirates guarding the hostages. The pirates can afford to be stealthy as they know time is on their side, as the Islamists are due.

As for the Hostages, they are in a very poor state. They have been locked in a hot, airless box for almost a full day. They are hungry, dehydrated, and cramped. Consequently none of them are up to much. Most can barely walk and will halve the Team's movement rate once they have been liberated.

The 20 Islamists are a bunch of seriously hard nuts who are intent on taking the Hostages off the Pirate's hands so they can be either used as bargaining chips or to executed in front of the cameras. They will joyously enter into the spirit of the fire-fight, killing everyone without fear or favour, because it is in their interest to get the hostages for the lowest possible price. Their tactics are very unsubtle, basically offering nothing more than a howling battle cry, followed up by the Kalashnikov AK-74 in full on Pray and Spray (-25%

modifier to any Ranged Combat skill check).

### Pirates Stats:

STR: 12 CON: 13 DEX: 15 SIZ: 10 INT: 12 POW: 10  
CHA: 12

Hit Points: 12, Major Wound: 6, Damage Modifier: 0, Armour: None.

Skills: Athletics 35%, Dodge 40%, Language (Own) 65%, Language (French) 55%, Persistence 30%, Resilience 35%, Sailing 40%

Combat: Close Combat 40%, Ranged Combat 45%, Unarmed Combat 50%

Weapons: Kalashnikov AK-47 (1D6+12) with 120 rounds of ammunition. Machete (1D10).

### Islamist Stats:

STR: 12 CON: 13 DEX: 15 SIZ: 10 INT: 12 POW: 10  
CHA: 12

Hit Points: 15, Major Wound: 6, Damage Modifier: 0, Armour: None.

Skills: Athletics 20%, Cultures (Own) 55%, Dodge 40%, Language (Own) 55%, Language (French) 55%, Persistence 55%, Resilience 45%

Combat: Close Combat 40%, Ranged Combat 45%, Unarmed Combat 50%

Weapons: Kalashnikov AK-74 (1D10+10) with 120 rounds of ammunition each.

Rules info: Again skills such as athletics, deception, and combat are going to be required.

This whole scene is the dramatic climax to the mission, and will either play out in one of two ways: going very well, with the Team taking out Pirates in a slow and controlled manner; or it will simply descend into a no-holds-barred three way fire-fight between the Team, Islamists, and the Somali Pirates.

True to their word, The Company will not lift a finger to help them once they are on Somali soil, but the moment they get back onto the water then the BLOODHOUND support team will most certainly come to their aid, via the door gunner of the Osprey CV-01 and the Heckler & Kock MG4 Machine Gun (Ranged Combat of 65% - 1D10+10 Damage).



## Resolution

This is the resolution of the mission, and ends with the team arriving back on board the VLCC British Teal, hopefully with the crew. It can either be a joyous resolution with the crew getting the VLCC British Teal underway towards safety, or a more mournful experience depending on those who have fallen. Here the wounded can be stabilised and treated by the BLOODHOUND Combat Medics in the ship's medical facility until they can be CASEVAC'd to safety.

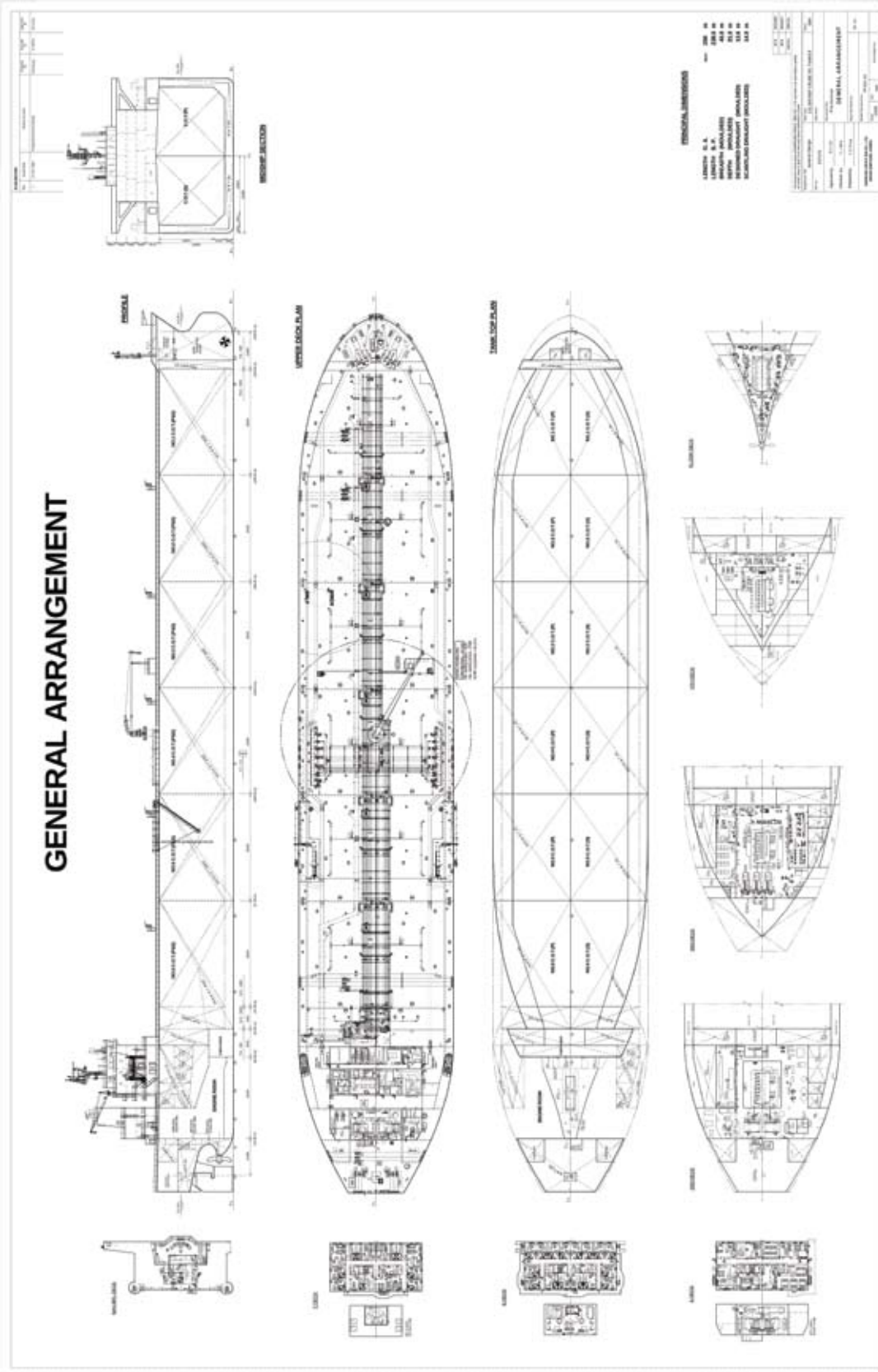
Any loose ends can be tied up, such as who were the Islamists, and what are they doing working with the Somali Pirates. If these questions can be answered then maybe the blatant 'invasion' by Company Employees can be forgotten.

### Rewards:

- 1 IP for landing successfully on the VLCC British Teal
- 1 IP for dealing with the pirates on board the VLCC British Teal
- 1 IP for successfully rescuing Simon Treaves
- 1 IP for landing on the Peninsula without raising any alarms.
- 2 IP for successfully rescuing the remaining hostages
- 1 IP for making it back to the VLCC British Teal.
- 1-2 Hero points depending on how heroic the player characters were.

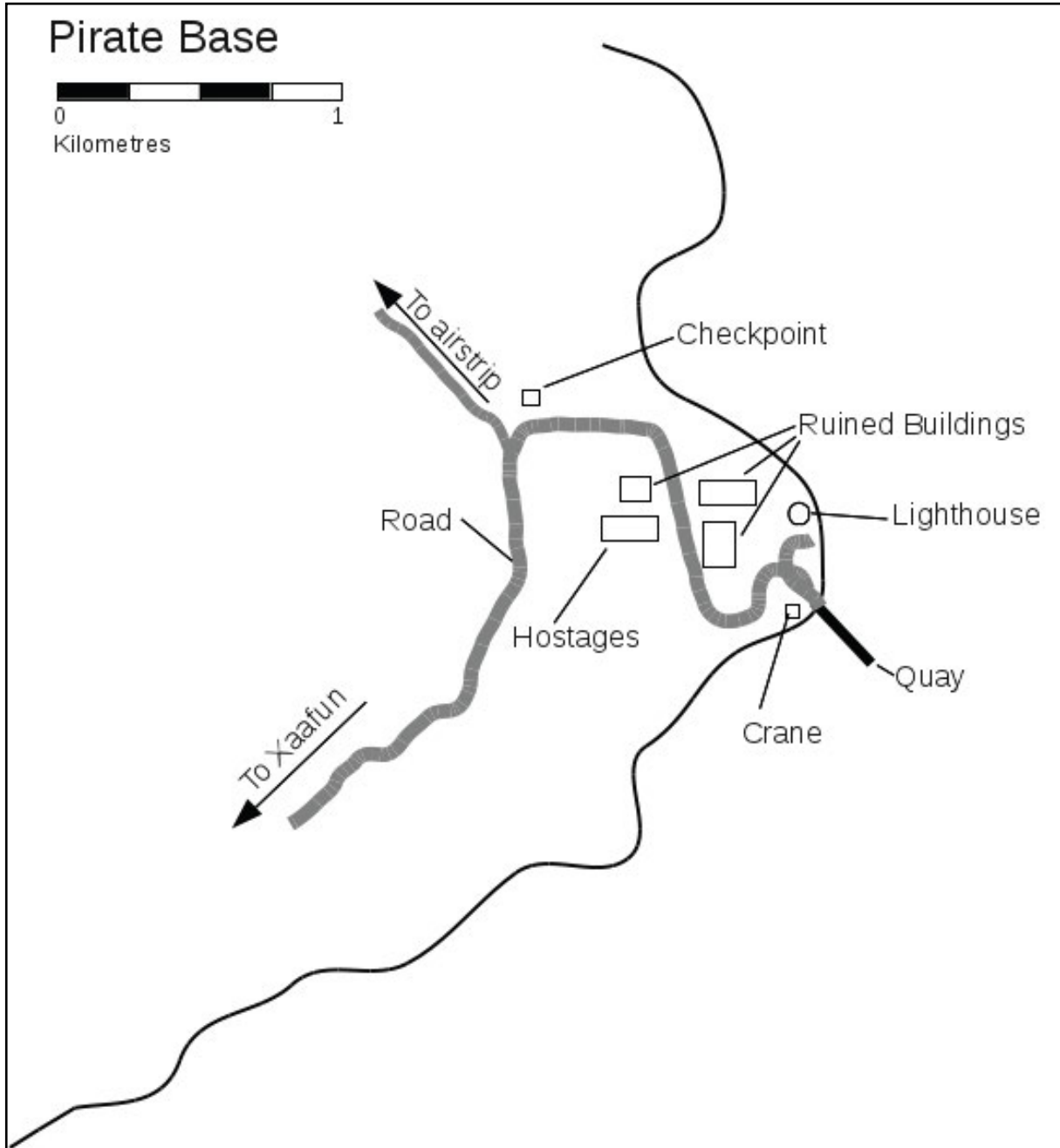


# Handout A: The VLCC British Teal



# Section Ten : Operation Bluebeard

## Handout B: The Pirate Base



# Section Eleven: Operation F.I.S.H & C.H.I.P.S

This is the second of two example missions for The Company. Unlike the first mission, Operation Bluebeard, where the characters can be drawn from any department, this mission is designed for an Assault Group Maximum deployment although a Combat Medic might not go amiss.

If you are not the Games Master please stop reading now.

This chapter is for their eyes only and by reading it you will spoil your enjoyment of the coming mission. The Games Master should read and absorb the detail of what is written.

The suggested first step is to skip read the Mission and then go back and read it word for word. As Games Master you should be intimately familiar with Operation F.I.S.H & C.H.I.P.S, so that you can confidently present it to the players during the game. You may not run it as written, because the players go off in an unexpected and entertaining direction or you might have an idea for a situation that suits you better than one of the scenes presented below, but you need to know where you stand before you start improvising in case you fall short of ideas and need to fall back on what is written here. It is also worth going back and reading more about the Transworld AIDS Partnership, The Country of Rhapta, and the Army of Malachi within Section 9 The World.

## Mission Background

### Set-up

This mission does not follow the standard mission format in that there is very little preparation time, as the characters are simply thrust into the action.

## Mission Overview

The Company have been contracted to provide compound and movement security for the Transworld AIDS Partnership (TAP) for its mission to the impoverished north African Republic of Rhapta, after that group earned the wrath of the head of the Army of Malachi, Pastor Cankuzo, because they refused to stop their programme of sex education for all and for refusing to pay an annual protection fee.

After a recent public announcement made by the TAP Coordinator in Rhapta which denounced the Army of

Malachi, Pastor Cankuzo has decided that it is time the wrath of god was visited on the charity, and all those working for it. This wrath will come as surprise attack on all of the TAP compounds operating in the Northern part of the country. The attacks are timed to occur simultaneously.

The first that the players will know about this attack is when their compound comes under heavy mortar fire. After that it will become a straight battle for survival as the foot-soldiers come charging up, machetes at the ready. It is up to the players as how best they handle the situation: do they stay put, or attempt to fight their way out of the township. The choice is entirely up to them.

## The Township of N'Dari

This is a small township of 150 inhabitants. Most of the buildings in N'Dari are small single storey cubes constructed from breeze blocks and corrugated iron.

Many have small holdings attached to them, where crops are grown and livestock is kept. Other than the Clinic, the other major buildings within the township are:

**The Church** – This is a simple rammed-earth and corrugated iron rectangle, some 10 metres by 5 metres. Inside is a simple wooden altar and instead of pews there are rows of plastic chairs.

**The General Store** – This is a combination of small store and bar. Inside the simple open-fronted building are shelves packed with sacks of maize, cassava, and dried pulses mixed in with baskets of sweet potato, yams, and plantain. At the very back are crates of beer, water, and cola. Set up outside is a rude awning under which have been placed a bar made up of an old wooden table top, held balanced on two oil drums.

**The Garage** – This is a simple vehicle garage and repair shop. It is an open sided lean-to next to the owner's house. Huddled under the lean-too is a forge, *Oxyacetylene* welding set, and a whole load of oil-covered yet broken spares from vehicles. On the other side of the house are two 500 litre above-ground fuel tanks, one containing petrol and the other DERV. The tanks have manual pumps attached, although the handles for these pumps are missing. Parked in the forecourt of the garage is a very beaten up Datsun

'Bakkie' B140 pickup truck whose front axle has been removed, and the hull of an Opel Kadett which has been stripped for parts.

See Plan C for a layout of N'Dari. Also noted on the plan are the three emergency extraction points:

Alpha – This is located in the field behind the TAP clinic.

Bravo – This is located on the next to the garage.

Charlie – This is located in a small holding opposite the church.

## Scene 1: Mission Briefing

Setting: Trans-World AIDS Partnership Compound, N'Dari Township. The compound is actually an old school that has been purchased by the charity and repurposed as a clinic, code name TRAPPER-3. The clinic is a 70 metre long low, single storey building in which are classrooms, treatment rooms, and accommodation for the charity workers. Behind the clinic is a 10 metre x 15 metre metal shed which acts as the garage for the two TAP land-rovers and The Company's Bushmaster MRAP. Located next to the garage is steel ISO 6346 Shipping container which is The Company's operating base. The container provides sleeping accommodation, radio up-link, and armory for the 10 Company employees assigned to look after this compound.

The whole compound is surrounded by a 1.5metre high concrete wall into which are set 2 metre high iron railings. Chain link fencing is secured to these railings. Entrance to the compound is via a single 3 metre wide gateway which is normally closed by 2.5 metre high steel gates. The gates are generally opened from 7am until 7pm after which time they are locked (See plan A for details of the compound).

Rules Info: Equipment - At the start of the mission ask each player what equipment their character is carrying on their person, because this is pretty much it from here on in. Remind any player, whose character is not armed, that it is company policy for them to carry their firearms with them at all times.

Read or paraphrase the following:

*Mission Deployment: Trapper-3. For the last three weeks you have all been deployed within the Country of Rhapta, an impoverished North African nation, helping to provide protection and support for the international AIDS charity Transworld AIDS Partnership. TAP operates within countries*

*where AIDS and HIV infections are almost out of control, working to educate the general population in the best ways to avoid becoming infected, and helping to provide medical training to the country's doctors.*

*Your work with the charity is simply ensuring that the clinics are kept secure from intruders, and occasionally to help escort the charity's doctors on visits to rural and isolated villages. So far everything has been pretty mundane, with only the occasional stand-off between members of a religious organisation known as the Army of Malachi, who believe that providing sex-education to everyone, especially women, goes against the teachings of The Bible.*

*The day starts as any other with the people of the township arriving well before dawn outside the locked gates of the compound. Everything is peaceful, and you are due to escort a team of doctors to one of the more remote out-reach centres, in about an hour's time.*

*As you sit enjoying your breakfast, you can see David Stephens of the Transport Directorate packing the last few cases of medical equipment into the back of the TAP's Land Rover Defender. Then the world goes sideways; a rolling wave of heat and noise floods your senses.*

This was the first of two mortar rounds, and it dropped just outside the North West side of the building, collapsing the shower block and food store. All team members need to make a Dodge skill check; any that fail take 1D4 hit points damage through being hit by fragments of flying glass.

In the aftermath, all is quiet for a second, then the screaming starts. The once quiet canteen has been reduced to a shattered mess with the tables and chairs awry, and scattered amongst them the eight aid workers; some are wounded but most are looking dazed.

One of them, a man, is clutching his right leg from which a yellowish white end of bone protrudes. Outside all is equally chaotic. Here there are more wounded, and not a few dead. In amongst this chaos, you can see TAP workers running to help, and lying on its side is the Land Rover on which David Stephens was working. Of him there is no sign.

At this point each character should make a Perception skill test. Those that pass will detect the tell-tale 'foomp' of a mortar shell being launched. This mortar shell will take 1 Combat round to arrive, and is aimed directly at the ISO Container.

The collateral damage caused by this incoming round will also cause the collapse of Examination rooms 4 and 3, and Classroom 1, mostly due to the ammunition inside the ISO container cooking off.

At this point there seems to be something of a lull in the action, giving the players a chance to draw breath. Their situation can be summarised as:

- The clinic has been struck by two mortar rounds.
- Their control centre is gone and with it their ammunition supplies, and more importantly the satellite up-link.
- The other Company employees are either all dead or injured, including the Clinic's administrator.
- Of the 20 clinic staff, eleven have been killed or mortally wounded.
- The clinic's Land Rover defender has been destroyed.
- The Company's Bushmaster remains so far untouched, and there is a back-up communications rig in there.

## Scene 2: The Assault

NPCS: 50 foot soldiers from the Army of Malachi, and 6 leaders from the Army of Malachi. 9 remaining staff from the Clinic.

### Foot Soldiers

STR:12 CON:13 DEX:15 SIZ:10 INT:12 POW:10  
CHA:12

Hit Points: 12, Major Wound: 6, Damage Modifier: 0, Armour: None.

Skills: Athletics 35%, Dodge 40%, Language (Own) 65%, Language (French) 55%, Persistence 30%, Resilience 35%

Combat: Close Combat 40%, Unarmed Combat 50%

Weapons: Machete (1D10).

### The Leaders

STR: 12 CON: 13 DEX: 15 SIZ: 10 INT: 12 POW: 10  
CHA: 12

Hit Points: 15, Major Wound: 6, Damage Modifier: 0, Armour: None.

Skills: Athletics 35%, Dodge 40%, Driving 35%, Language (Own) 65%, Language (French) 55%, Persistence 30%, Resilience 35%

Combat: Close Combat 40%, Ranged Combat 45%, Unarmed Combat 50%

Weapons: Kalashnikov AK-47 (1D6+12) with 60 rounds of ammunition. Machete (1D10).

Amidst the fleeing crowds outside the grounds of the Clinic, two heavily-laden yet beaten-up 6 tonne trucks and a Toyota Ute scream to a halt. Leaping out of the back of the trucks are 50 men wearing ragged military looking uniforms. These men begin to chase the fleeing bystanders down, their machetes cutting people down as they attempt to escape.

Watching the carnage and laughing are the six men from the Toyota. In contrast to the thugs who are cutting people down, these are dressed in smart uniforms and each carries an AK-47.

After watching for a few minutes, the men turn their attention to firing into the Clinic. The fire is random and is basically concentrated upon the Reception area, and Classroom #2 and #4. Unless the Team are exceptionally unlucky, they ought to be able to avoid being hit. In fact these guys are so cocky that they are simply standing in the open. If the team return fire, then the gunmen will retreat behind the Toyota and simply order the foot soldiers into attack.

With the action so firmly focused on the street and the clinic's front, it enables the team to go through the back of the clinic to check on things out there, because although the rear exit has collapsed there are numerous windows through which they can climb. Outside they will find the burning wreck of the ISO container, but the garage is still intact along with the other TAP Land Rover and the Bushmaster.

## The Bushmaster

The Bushmaster contains the following extra equipment:

- Long range transmitter with a range of 50km
- Satellite communications rig – this enables the team to contact Hurricane Base
- 3 x Heckler & Koch 416 Assault Rifles
- 2 x FN FiveSeven Automatic pistols
- 2 x LASM
- 12 x 30 round clips of 5.56x45 mm ammunition
- 6 x 17 round clips of 5.7x28 mm ammunition
- 2 x L84 smoke grenades
- 2 x N201 CS-Gas grenades
- 2 x L109A1 Fragmentation grenades
- A First aid kit
- Air marker panel
- Emergency food and water rations for 4 people for 3 days

## Contacting the outside world

The Team may well at this point wish to call for help.

Via the radio – they get nothing, just static, on all the channels being used by the TAP support operation.

Via Sat Phone - here at least they will get Hurricane Base, where they will be told that:

All TAP clinics in the North sector of the country have been attacked pretty much simultaneously to a lesser or greater degree. The main TAP compound in Butondo City has been attacked by a suicide bomber who drove a truck into the yard but luckily the bomb failed to detonate. Two other TAP clinics have both reported attacks with the one in Taziga being totally overrun shortly after contact with Hurricane Base was established.

That whilst there are assets that can come to their aid, they will not arrive for about another 3 hours.

That if they can, it may be best to stay put and try to hold off defenders until help arrives, but if they can't hold out then there is an airstrip 7 km to the West where they might conceivably find transport.



### Scene 3: Death in the road

The Army of Malachi's killing spree will last for about 5 minutes, after which 30 people lie dismembered on the dusty road, a road now churned into foul carmine mud. In the silence that follows, the leaders call for prayer and everyone sinks to their knees, arms held aloft as they thank Jesus for this success.

With prayers over, the Army now turns its attention to the clinic and those left inside. Their first action, always assuming no one stops them, is to smash the Toyota through the gates, thus allowing the foot soldiers into the compound.

Zealots they may be, but stupid they are not. At the first sign of stiff resistance from within the compound, they will turn tail and flee outside the compound, to find what cover they can, whilst one of the leaders screams about "calling forth holy fire".

The form this holy fire will take is the last remaining mortar round. To decide where the mortar round lands, roll a 1D6:

1 - 2: The round hits the road directly in amongst the Army of Malachi.

3 - 4: The round lands in the front entrance area, destroying it and collapsing that portion of the building including Examination #1 and #2, and Classroom #2.

5 - 6: The round overshoots and comes down in rear of the building, right on top of the garage and the last remaining vehicles.

Once the smoke has cleared then the Army of Malachi will come charging in again.

### The actions of the TAP Staff

Games Masters should remember to keep using and playing the TAP NPCs within the clinic, and not simply let the fade into the background.

#### TAP Staff members:

STR: 8 CON: 8 DEX: 8 SIZ: 8 INT: 17 POW: 10  
CHA: 8

Hit Points: 8, Major Wound: 4, Damage Modifier: 0,  
Armour: None.

Skills: Computer Use 28%, Craft 38%, Medical Aid 44%,  
Perception 41%, Resilience 34%, Streetwise 32%

Combat: Unarmed Combat 25% (Fist 1D3+1D6)

The members of TAP within the clinic will attempt to cope as best they can, attempting to see to the wounded, and generally trying to stay out of the firing line as much as possible. Saying that, there is a high degree of anger within the compound at the stupidity and futility at the Army of Malachi's actions. The members of TAP basically fall into 2 camps:

Those who simply want to escape. This group see that their position is indefensible, and that if they stay here they will all be slaughtered by these religious nutcases. They are led by Samuel Vincent, one of the doctors. It is his wish that the members of TAP try to break out and make for the local airstrip. At the start he will attempt to talk people around to his point of view, but if things deteriorate then he and 4 other followers will attempt to make a break for it in The Company's Bushmaster or the TAP Land Rover.

Those who wish to stay and defend their clinic until rescue arrives. This group, the larger of the two, is led by Lucinda, the senior nurse. Their attitude is that they are not going to be intimidated into leaving by these ignorant but dangerous fools. They will stay to defend the clinic until rescue comes. Their reasoning is that this is a relatively safe location and by leaving the clinic they are inviting the Army of Malachi to descend and cut them off.



**Scene 4: Should we stay or should we go?**

Should they decide to stay put, things will descend into something of a stalemate, as the Army of Malachi pulls back to the surrounding buildings of the township to await reinforcements, which are about an hour away. The remaining gunmen will take up station and snipe at any movement within the clinic.

When reinforcements arrive (another 50 machete-wielding loonies) the Army will attempt to surround the clinic and then launch an all-out attack from all points of the compass, and thus simply wipe everyone out with their strength of numbers.

**Escaping into the Township**

Should the team wish to escape out into the township, then things can be handled in one of two ways:

A hunter-versus-hunted story - with the team playing mice to the Army's cats. Here it will become a series of discrete contacts, as they find themselves being chased through streets and houses by the bad guys.

Taking the fight to the enemy - here the team could decide to go on the offensive, slip over the wall of the compound unseen, and attempt to cause a bit of unexpected mayhem. Again this will create a number of discrete contacts as they take on any members of the Army of Malachi they find.

If the players go down this route, then Games Masters should be creative, rewarding stealthy and clever play whilst punishing the silly and stupid.

**Bugging out to the Airstrip**

The decision to leave for the airstrip is predicated on having at least two working vehicles to carry everyone. These vehicles could be the Bushmaster and TAP's one remaining Land Rover, always assuming they are still in one piece. If they are not, then the team will need to steal one from the Army of Malachi, not the simplest of tasks.

When they do make a break for it, the Army will of course give chase in whatever vehicles of theirs are still in working order. The tactics they employ are simple: shoot up, ram, or attempt to board the Team's vehicle. Such tactics are fairly ineffectual against the Bushmaster, but the Land Rover is certainly at risk.

Should the Land Rover be incapacitated, then the team will need to decide whether to stop or to simply carry on. If both vehicles become incapacitated, then they may need to find themselves making a break across country, which is a mixture of scrub and swamp.

The Airstrip - This is a rather rough airstrip that has been hacked out of the low scrubland. The runway is a 30 metre wide by 1200 metre long length of flattened mix of clay and sand which is dotted with small clumps of plants and shows no sign of any recent landings. At the western end of the strip is rust-streaked tiny shack, whose door is hanging off. There is absolutely no sign of any life. The shack offers minimal cover. Inside the shack is a small padlocked wooden chest which contains a flare pistol and two flares. There are also two folding directory-style chairs and a small card table.

There is minimal cover, which actually works in the Team's favour since the Army of Malachi are unwilling to make any sort of dash across country. Instead they will wait until they can get sufficient resources to come charging in, something that won't happen until an hour after the Team arrives at the Airstrip.

Hopefully this hour's breathing space will enable the Team to come up with a really clever defense plan.

## Scene 5 - Rescue

Rescue will arrive some 3 hours after the initial attack, whether the team have contacted The Company or not. It might even arrive sooner, especially if, despite their best efforts, the team are about to be overrun.

Read or paraphrase the following: *Suddenly your PRR crackles into life. "TRAPPER-3, TRAPPER-3, this is CAESAR-1, repeat this is CAESAR-1 inbound. ETA one five minutes, say again, ETA one five minutes. Confirm status and nearest evacuation point, over."*

*Before responding, the Team should consult the township plan for their nearest evacuation point, of which there are three: Alpha, Bravo, and Charlie. After responding, CAESAR-1 will come back with:*

*Roger that, TRAPPER-3, we will hold station until you have arrived at chosen evacuation point, over.*

*CAESAR-1 is a hastily commandeered Mi Mil-8 into which has been retrofitted with a M134D Minigun. The Mil-8C will hover out of range until the Team and the remaining TAP staffers make it to the chosen extraction point; then it will come barreling in, with the door gunner attempting to keep the Army of Malachi at bay long enough for everyone to board. The Army certainly won't take this lightly, and as such will launch an all-out attack in an attempt to bring down the Wrath of God on the remaining members of TAP.*

## Mil-8 Door Gunner

STR: 16 CON: 12 DEX: 17 SIZ: 10 INT: 11 POW: 10  
CHA: 12

Hit Points: 11, Major Wound: 6, Damage Modifier: +1D4, Armour: None.

Skills: Athletics 35%, Dodge 52%, Persistence 35%, Resilience 42%

Combat: Close Combat 55%, Ranged Combat 65%, Unarmed Combat 55%

Weapons: M134D Minigun (1D6+12), Heckler & Koch 416 (1D10+10)

Should the Team have moved position to the Airfield, then the helicopter will come straight to the Airstrip, landing close to the shack. Again the Army of Malachi, if they haven't attacked, will come howling down in an attempt to stop the Team from leaving.



## Resolution

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The mission can be said to be over when all members of the Team and the remaining TAP personnel have been safely evacuated out of Rhapta.

There are still a number of issues that may provoke further missions; perhaps some members of TAP have been taken prisoner and will need to be rescued, or possibly following this attack the Rhaptan government decides to take direct action against Pastor Cankuzo and The Company are tasked with the job.

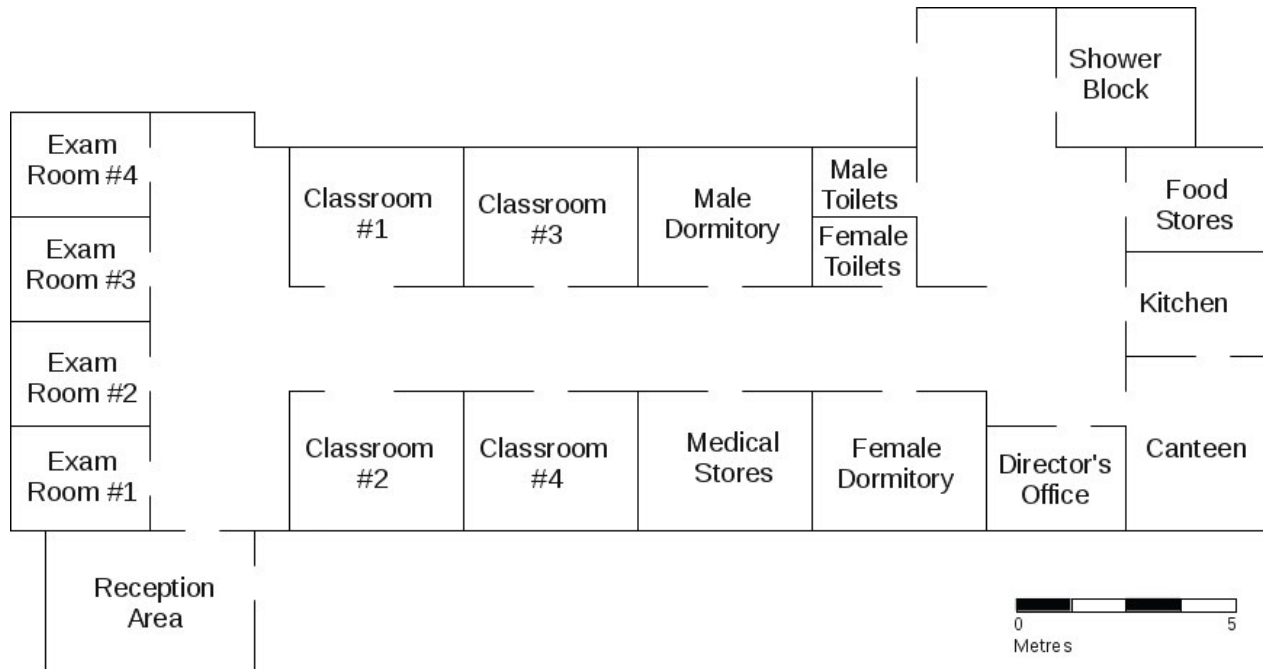
### Rewards:

- 1 IP for successfully surviving the initial attack on the TAP Compound
- 2 IP for holding off the Army of Malachi
- 2 IP for ensuring the safety of the remaining TAP staff
- 1-2 Hero points depending on how heroic the player characters were.

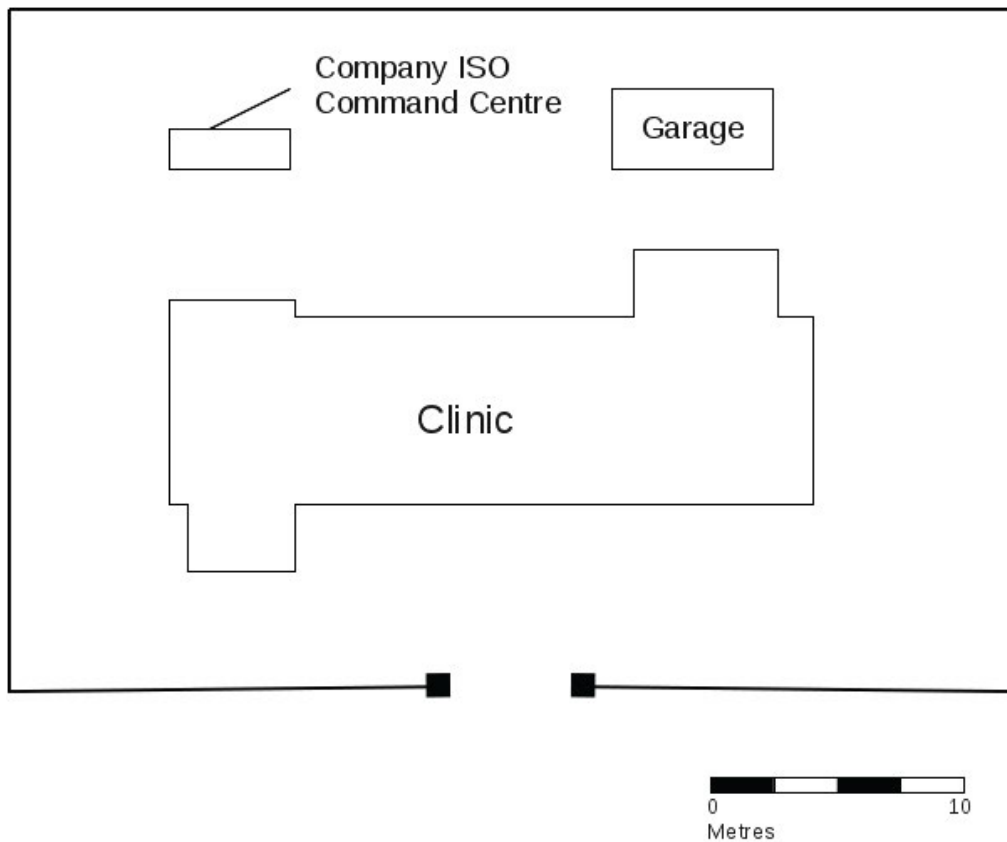


# Maps

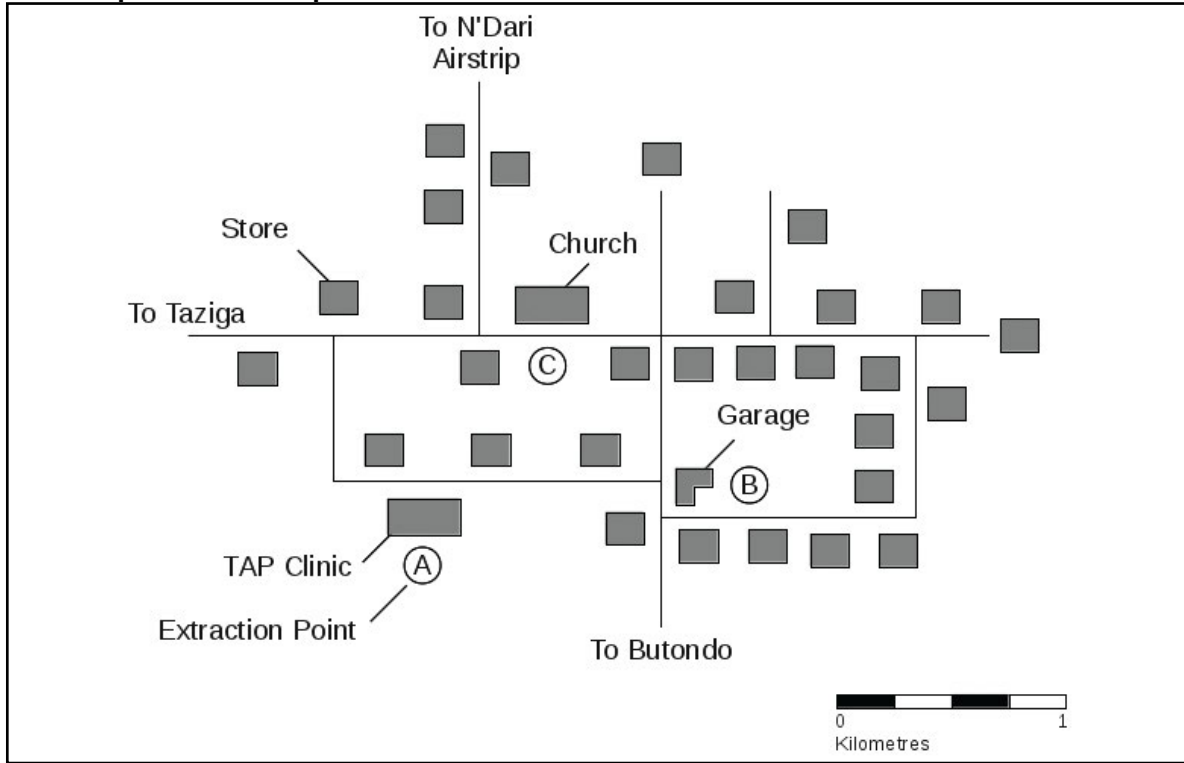
## Plan A: TAP Clinic Grounds



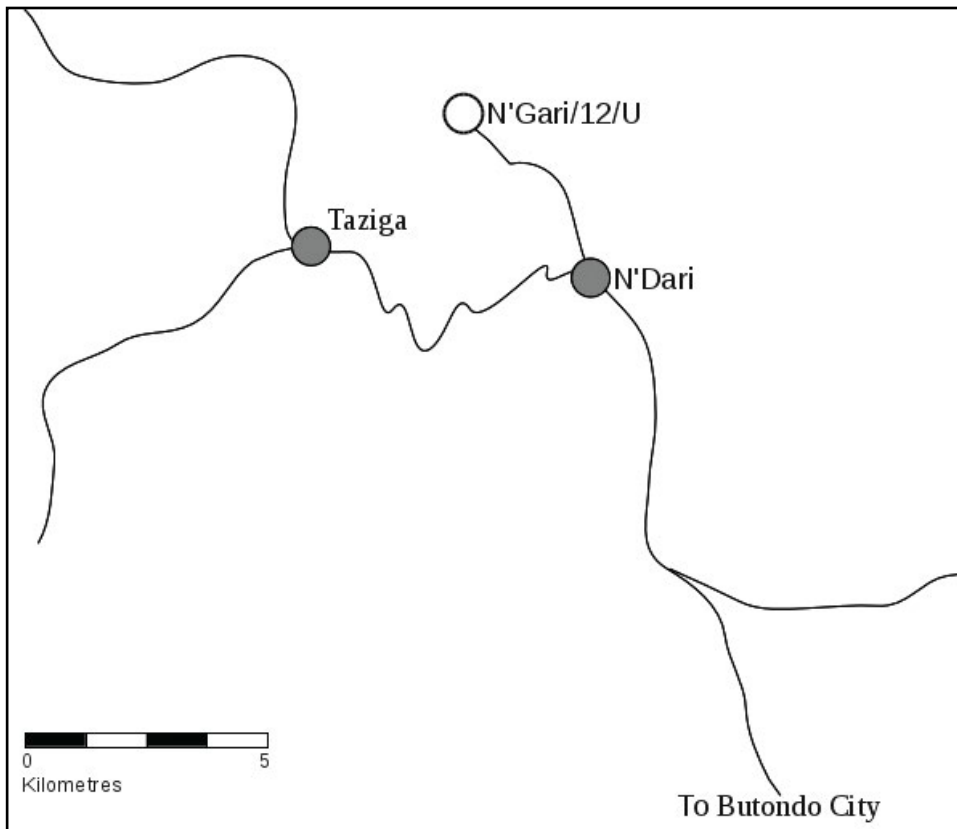
## Plan B: TAP Clinic External Ground Plan



Plan C: Map of N'Dari Township



Plan D: Map of the local area



# Glossary

Term	Definition
The 7 Ps	Prior Planning and Preparation Prevents Piss Poor Performance. This adage is often used in project planning, or when training for life-or-death situations.
Access Agent	A person who is skilled at gaining entry into a facility.
Active Concealment	A concealment device camouflaged as an everyday item that functions in accordance with that device so that it functions as you might expect. For instance, a ballpoint pen which conceals a camera but is also capable of writing is an Active Concealment device.
Agent	A person who works clandestinely for an intelligence service.
AGHW	All Gone Horribly Wrong
Alias	A false identity used to protect an intelligence officer in the field; this maybe as simple as a fake business card or maybe as elaborate as an established career complete with background details and legitimate documentation.
Allyness	Allyness is best described as military fashion sense, i.e. wearing various non-issue items, or modifying issue clothing or equipment in order to look subtly different from one's peers. However there is a fine line between ally and stupidity, i.e. between looking the business (even if you don't have a clue what you're doing) and looking like a big time twit.
Audio	The capture and recording of private conversations by electronic means. Better known as 'Bugs', audio devices can be hardwired or transmit a signal via radio frequency, or optically using a laser or infrared light.
Basha	Malay word meaning Shelter or hut
Beacon	A device typically fastened to an object or individual that transmits a signal in order to track its location.
Beasting	A punishment ritual, usually involving physical violence to some degree but can be verbal, carried out by one or more persons and used to intimidate or reinforce hierarchical status within a group.
Blue-on-Blue	Also known as Friendly fire which is the inadvertent firing towards one's own or otherwise friendly forces while attempting to engage enemy forces, particularly where this results in injury or death.
Brush pass	A brief contact between agent and handler during which an exchange of film, money, documents, or other such items occurs.
C4ISTAR	C4ISTAR is the acronym used to represent the group of the military functions designated by C4 (command, control, communications, computers), I (military intelligence), and STAR (surveillance, target acquisition, and reconnaissance) in order to enable the coordination of operations.
Car toss	Similar to a brush pass, the car toss enables the agent and handler clandestinely exchange physical items by tossing them through, or from, the open window of a car.
Causing Havoc in People's Streets (CHIPS)	See FIBUA.
Clear	A transmission that is not masked or encrypted.
Concealment Device	An object modified to contain either an audio or visual device, or intelligence materials for purposes of covert storage, transport it, placement within a target or dead-dropping.
Contractors On Deployed Operations (CONDO)	Provide an alternative means of delivering capability by using contractors within operational areas to support a deployed military force.
Counter-espionage	Espionage operations undertaken to detect, penetrate, and counteract operations undertaken by a FIS.
Counter-Insurgency (COIN)	Armed conflict against an insurgency force.

Term	Definition
Counter-intelligence	Operations and analysis that protect information, personnel, equipment, and installations from espionage, sabotage, and terrorism.
Counter-Surveillance	Techniques used to detect and/or counteract hostile surveillance.
Covert Communication (COVCOM)	Any technique or device used to relay data clandestinely between agent and handler.
Dead-drop	A method of communication between an agent and their handler in which material or devices are left unsecured in a preselected location, typically in some form of concealment. A dead-drop may either be hidden from view or placed in the open in such a manner that it either blends with its surrounding and/or discourages close inspection by a passerby.
Denied Area	A term used to describe a country or region where clandestine operations are exceptionally difficult to undertake successfully.
Fighting in Someone's Home (FISH)	See FIBUA
FIBUA	Fighting in Built up Areas – a term to describe urban warfare where combat occurs within an urban settings and the constraints that imposes.
Foreign finds	A captured clandestine device of a hostile intelligence service.
Foreign Intelligence Service (FIS)	An intelligence service that belongs to a foreign country.
High Altitude Low Opening (HALO)	HALO is a methods of delivering personnel, equipment, and supplies from a transport aircraft at a high altitude via free-fall parachute insertion. In a HALO jump, the parachutist opens his parachute at a low altitude after free-falling for a period of time.
Handler	An individual who controls and directs an agent.
Hard Target	A person or location assiduously guarded against espionage efforts.
High-value Target	A person or location possessing particularly important intelligence.
Hostile Intelligence Service (HIS)	An intelligence service that is not your own.
Human Intelligence (HUMINT)	Intelligence either collected or relayed by an individual.
Improvised Explosive Device (IED)	An explosive device fashioned from commonly found components and most often used in terrorism or guerilla warfare.
identification, friend or foe (IFF)	IFF is a cryptographic identification system designed to enable military, and civilian-located ATC interrogation systems to distinguish friendly aircraft, vehicles, or forces, and to determine their bearing, range and intentions.
Illegal	A term applied to Handlers operating without the benefit of a state sanctioned cover. Illegals pose as legitimate residents of the target country and are protected by a strong cover.
Intelligence Requirement	Information requested by an intelligence consumer.
Infra-Red Reflective (IRR)	Clothing or building designed to mask the Infra-red output of a human being or object.
L-Pill	A suicide pill or tablet issued to agents who prefer death over interrogation.
LASM	Light Anti-Structure Missile.
LAW	Light Anti-Tank Weapon
Legend	A carefully constructed cover for an agent or handler.
Listening Post	A secure site where signals from an audio operation are monitored and/or recorded.
Mic and Wire	An operation that uses hardwiring rather than radio frequency transmission to carry the signal from the microphone to the listening post.
Microdot	An optical reduction of a photographic negative to a size that is illegible without magnification, usually 1mm or smaller.
Nails	A measure of hardness and toughness. A vital component of all PMSP and state controlled Special Forces.

Term	Definition
Non-governmental organization (NGO)	Groups of mostly volunteer unpaid citizens organized at the local, national, or international level. They fulfill a humanitarian role, advise governments of citizens' concerns, and encourage political involvement at the community level.
One-time pad (OTP)	Groups of random numbers or letters arranged in columns, used for encoding and decoding messages. Since the codes are used only once, a properly used OTP is considered unbreakable.
One-way voice-link (OWVL)	A broadcast over a shortwave radio frequency containing a ciphered message to an agent.
Open source	Any publicly available information.
Overhead Platform	Satellite, Airplane, or UAV capable of gathering intelligence through either interception of electronic signals or photography.
Persona non grata (PNG)	Latin for 'unwelcome person'. Intelligence Officers working under sanctioned diplomatic cover who were caught in the act were declared PNG and ordered from the country.
PMSP	Private Military Service Provider
Pocket litter	Commonly carried items, such as credit cards, driver's licenses, and receipts that contribute to establishing a cover or legend.
Pray and Spray	The act of firing as much ammunition at a target while praying something will be hit. The Technique is as follows: <ol style="list-style-type: none"> <li>1. Identify the vague area where the enemy is likely to be.</li> <li>2. Point fully automatic weapon in the general direction of identified area.</li> <li>3. Beseech Allah or God to guide your rounds to their target.</li> <li>4. Hold trigger back until gun no longer fires.</li> <li>5. Replace empty magazine with a full one</li> <li>6. Goto 1.</li> </ol>
Recruitment	The process of enlisting a potential agent.
Roll-up	The capture of an agent or handler which shuts down an active operation.
Safe house	A location used for clandestine meetings and assumed temporarily safe.
Sangar	Small temporary fortified position built of sandbags and breeze blocks.
Short Range Agent Communication (SRAC)	A device that allows agent and handler to communicate clandestinely over a limited distance.
Signal Site	A covert means of communication using a nonalerting signal, such as a chalk mark on a lamp-post, to either start or stop a clandestine activity.
Signals Intelligence (SIGINT)	Intelligence gathered from the interception of either electronic emissions or transmissions.
Silent Call	An operational signal in which the agent or handler places a call from an anonymous phone and then hangs up after a predetermined amount of time without speaking.
Station	Forward operational base for an intelligence-gathering exercise.
Surveillance detection run (SDR)	A planned route taken by an agent or handler prior to conducting a clandestine act in hostile territory, designed to identify or elude surveillance.
Target	A location, thing, facility, organisation, or person against which an intelligence or counter-intelligence operation is directed.
Tradecraft	The techniques, technology, and methods used in covert intelligence operations. Tradecraft applies to both the procedures, such as surveillance detection runs, as well as the use of devices in covert audio surveillance and agent communications.
Walk-in	A volunteer who approaches an intelligence agency for the purpose of espionage.
Wood block	An audio device concealed within a block of wood that can then be attached to a piece of furniture or an architectural detail within the targeted room.
ZULU Time	ZULU time is Greenwich Mean Time, without daylight saving time, and used as a common time standard for all operational forces.



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<h1>F102 Employee Record</h1>	Name	
	Trade/Gender	
	Age	

STRength	CONstitution	DEXterity	SIze	INTelligence	POWer	CHARisma

Hit Points					Employee Image	Armour Points						
Total Hps =							1	2	3	4	5	
1	2	3	4	5		Damage Modifier	6	7	8	9	10	
6	7	8	9	10			11	12	13	14	15	
11	12	13	14	15			Move Rate	16	17	18	19	20
16	17	18	19	20				21	22	23	24	25
21	22	23	24	25			Hero Points	26	27	28	29	30
Major Wound level =						31		32	33	34	35	

**SKILLS**

Practical			Knowledge		
Skill	Base	%	Skill	Base	%
Athletics	DEX+STR		Computer Use	INT+10	
Craft	INT+10		Culture (Own)	INT+10	
Deception	DEX+INT		Culture ( )	INT	
Driving	DEX+INT		Language (Own)	INT+50	
Engineering	INT+10		Language ( )	INT	
Influence	CHA+10		Military Doctrine	INT	
Mechanisms	DEX+INT		Natural Sciences	INT+10	
Medical Aid	INT+10		Combat Skills		
Perception	INT+POW		<b>Skill</b>	<b>Base</b>	<b>%</b>
Performance	CHA+10		Close Combat	DEX+STR	
Pilot	DEX+INT		Heavy Weapon Combat	DEX+INT	
Riding	DEX+STR		Ranged Combat	DEX+INT	
Sailing	DEX+INT		Unarmed Combat	DEX+STR	
Streetwise	CHA+POW		Resistances		
Trade	INT+10		<b>Skill</b>	<b>Base</b>	<b>%</b>
Armour			Dodge	DEX+10	
			Persistence	POW+10	
			Resilience	CON+POW	
			Money		
			Dollars		
			Cash on hand		
			Savings		



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