



SHADOWRUN



10 MERCS

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Connecting JackPoint VPN ...
 ... Matrix Access ID Spoofed.
 ... Encryption Keys Generated.
 ... Connected to Onion Routers.
 > Login

 > Enter Passcode

 ... Biometric Scan Confirmed.
 Connected to <ERROR: NODE UNKNOWN>
 "May God have mercy upon my enemies, because I won't."
 - General George S. Patton Jr.

JackPoint Stats

16 users currently active in the network

Latest News

Amazonia and Aztlan continue to blow the living hell out of each other in spectacular fashion, and things may be building to a climax. Trying to tell who is fighting who in this Charlie-Foxtrot of a war is difficult at best and sometimes the small units go unnoticed—until now. We've got the scoop on a few of them, including one of our own. - FastJack

Personal Alerts

- * You have 4 new private messages.
- * You have 12 new responses to your JackPoint posts.
- * You have a message from Dave's Dry Cleaning and Armory. He can replace the Kevlar in your vest but can't get out the blood stains.

First Degree

Four members are online and in your area.

Your Current Rep Score:

1,999 (81% Positive)

Current Time: 15 Jun 2075, 0230

PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

Welcome back to JackPoint, chummer;
 your last connection was severed:
 10 days, 4 hours ago

Today's Heads Up

- * If you think there's only one way to stab an enemy, you haven't stabbed enough of them. [Tag: [The Way of the Samurai](#)]

Incoming

- * We've got more critter reports from our field researchers—at least the ones who made it back alive. [Tag: [Parazology 2](#)]
- * Sometimes "antiques" is the right word; other times it's a polite word for "junk." [Tag: [Euro Wars Antiques](#)]

Top News Items

- * Corporate Court denies a NeoNET petition to use Space Rescue Service forces to remove current residents of the Halo Space Station. Court declares the situation a "purely NeoNET matter that does not yet constitute a threat to inter-space commerce and safety." [Link](#)
- * Dana Oaks officially accepts position as Seattle District Attorney and continues efforts to rebuild DA's Office. Oaks is is the youngest person to hold that position. [Link](#)
- * Images of "Grimmy the Grimoire" used in several instances of AR vandalism in various locations throughout North America. Witnesses in Atlanta, Boston, Cheyenne, Detroit, Indianapolis, Las Vegas, New York, and Seattle reported seeing the virtual icon appearing on the sides of several government buildings chanting "The magic is in YOOOOUUUU!" for several minutes. Matrix security experts have been unable to uncover any connections between the incidents. [Link](#)
- * James Meiers of Atlanta, Georgia CAS is found alive and well despite being declared dead approximately four months ago. Mr. Meiers was originally believed to have been one in a string of murder victims, each of whom was a beneficiary of the great dragon Dunkelzahn's will. Authorities have re-opened the case to determine the identity of the real murder victim. [Link](#)



CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH



10 MERCs

Posts/Files tagged with "10 Mercs":

- * Fifty-Eighth Battle Brigade
 - * 180th Independent Air Regiment
 - * Seventy-Seventh Independent Rangers
 - * Bravo Company
 - * Free Marine Corps
- [More]

CONTINUE

ADVANCED SEARCH

SAVE

Outside Aztlan Compound, designation: Alpha 32
Panama, Aztlan
06/12/74
0521 ZULU

“Confirmed, target on second floor.”

That’s what Major Nathan McCord—a.k.a. Rifleman, call-sign Bravo Zero-Six, commanding officer of Bravo Company—had been waiting to hear. After of months of chasing false leads and dead ends, target number three on “The List,” Colonel Raul Salazar (retired), was in sight. They’d come close to bagging him in Corpus Christi two months earlier during a raid on a local teocalli. They’d eliminated several Aztlan blood mages, including two Blood Daggers, but Salazar escaped. For the members of Bravo Company “The List” was more than a collection of targets; it was a butcher’s bill that needed to be paid in full. It was time for the colonel to pay up.

Salazar was currently residing on a small compound just outside of Panama. Consisting of one *hacienda*, a horse barn, a motor pool, and two smaller houses that served as staff/security quarters, the compound looked like the kind of fun, quiet place where a well-to-do family spent their summers. In reality it was a place where abominations practiced corrupt magic fueled by human sacrifice. Years ago, Salazar was the commanding officer of the Blood Daggers, a secret Aztlan covert-operations/special forces unit consisting of initiate blood magicians and adepts. Today, they were tasked with hunting down Amazonian magicians in the current war. Salazar had formed the unit in the late forties and only recently retired, but he was still instrumental in the Blood Dagger training staged at this compound.

Amazonian Intelligence discovered the compound and Salazar’s location weeks ago, but they didn’t have any forces in position to strike. Instead, they contacted Bravo Company. While Bravo Company didn’t work directly for Amazonia, they often shared mutual interests when it came to eliminating Aztlan blood mages. When McCord learned that Salazar was at the compound, he was more than willing to help.

“All units in position, ready for execution.”

“Copy that. On my mark, go with Plan Beta,” McCord replied. With Salazar’s location confirmed, it was time to act. Plan Beta was simple; Bravo Company’s First Team would breach the house while Second Team secured the house’s rear to cut off any escape attempts. Third Team, assisted by rocket and mortar teams from the 77th Independent Rangers, would blow the living hell out of anything that came from the other buildings.

So far, all of the teams had gotten into position without being spotted by compound security. But after evaluating compound security, McCord realized that getting any closer without raising an alarm was going to be impossible. So he decided to do this the old fashioned way: hit the target hard, fast, and loud.

Over his TAC-Net, McCord saw that all units had acknowledged his orders. It was time. “All units execute! GO GO GO!!!” McCord ordered as he broke cover and ran full bore toward the compound. AR overlays from the tacnet superimposed themselves over his field of vision while low-light enhancements turned night into day. Combat utilities identified possible threats, their locations highlighted by angry red icons. Through the audio relays, McCord heard shouted orders as

his sharpshooters took out disabled sentry weapons before they came back on line. The “whump” of mortars and “whoosh” of rockets passed overhead just before they struck targets in the compound.

As McCord and First Team ran, a hidden LMG turret popped up from the ground ten meters to McCord’s right. He felt the sentry gun’s movement even before he saw it. Without breaking stride, McCord shifted his body slightly and brought his Onotari Room Sweeper to bear. A long burst of APDS rounds from the assault rifle silenced the gun emplacement before it deployed.

First team moved as one as they neared the manor house. Team members Anna Dupree (Zero-Three) and Donovan Clarke (Zero-Four) surged forward as the rest of the team slowed their pace by half a step, using the time to drop and replace empty magazines as they ran. Dupree and Donovan reached the door, and in one fluid motion Dupree took out the door’s hinges with special breaching rounds from her shotgun. Donovan kicked the door in and entered, Dupree right behind him. Approximately one second after Donovan and Dupree entered, McCord and the rest of First Team swarmed through the door breaking left and right by pairs. their tacnet lit up with multiple threat indicators.

Through the door was a massive reception room. A large set of stairs with a small landing in the middle led to the second floor; the entire room was covered with white marble tiles and columns with wood trim on the walls. Several guards wearing Aztlan military uniforms had taken up firing positions behind the columns on both floors. The front half of the room was a giant kill box and there was only one way to deal with it: get out of it.

As the guards rained down fire, McCord and First Team never stopped moving. McCord hooked right, sweeping the room from right to left. He engaged the first target he encountered. Before his smartlink indicated a lock, McCord let loose with a three-round burst that struck one of the guards in the chest, throat, and face. As the body hit the floor, McCord continued his sweep, pulling the trigger two more times. Two more guards fell. McCord slammed against a column in a controlled crash-stop and swept his section of the room. His tacnet sensors and magical senses didn’t indicate any more threats.

“Clear left!” he called out.

“Clear right!” responded Dupree in her creole-ork accent, her voice strained. Several loud booms echoed just above McCord on the second floor as the force of assault cannon shells dislodged bits of marble tile from the ledge above.

“Clear center and top,” said a rumbling voice. “Sorry for being slow. They popped a drone,” said Marvin Castle Jr. (Zero-Eight).

“Sit-rep?” McCord called out as he reloaded a fresh magazine in his rifle and stashed the partially full back in its pouch.

“Zero-Four took a couple to the chest. Armor held, but he’s got some broken ribs. Zero-Three took a ricochet to leg. Bleeding’s stopped for now, but it nicked her Achilles tendon. Despite what she says, she can’t walk much. Couple of us took a few grazes, but armor held and were good to go,” reported Castle a few seconds later.

As McCord listened to the young troll, he also listened to the reports from the other teams. Third Team had made contact with hostiles and was spotting for the Rangers; Second Team had reached their position but hadn’t encountered any resistance. Slapping another

fresh magazine into his rifle, McCord was about to issue orders to First Team when a loud explosion rocked the entire manor.

“CONTACT! Two-One to all units, contact on Target Three our position! Need...” The transmission terminated abruptly. On the display, Two-One’s icon and two other Second Team icons winked out.

“Zero-Eight on me, rest of you sweep the top floor. Anything not ours, vaporize it!” McCord ordered as he barreled toward the back of the house. Castle and his assault cannons were only two steps behind.

Bounding over furniture and through hallways, McCord smashed his way through a glass door and quickly evaluated the situation. Aztlan soldiers from the house’s second floor had engaged members of Second Team, while Target Three and two other soldiers in Blood Dagger uniforms were running across the field toward a storage shed. McCord had a hunch that there was more to the shed than it appeared. McCord took aim with the Roomsweeper. With two squeezes of the trigger, six rounds went down range as Salazar and his guards stopped and turned. The rifle rounds bounced harmlessly off barrier spells.

McCord crouched and looked toward the fleeing mages. “Zero-Six to Ranger-Six! New target mission: Link with my sensors for HE on designated target, copy?”

“Si, Zero-Six, we got it!”

“Fire for effect!”

McCord held his rifle steady as his target-designator painted the storage shed. Two seconds later, it exploded in spectacular fashion, stopping the fleeing mages cold. The mages stopped and looked back, hatred on their faces. Standing together they yelled something barely audible over the weapons fire. The ground between the mages and Bravo Company erupted, and several bloody, mutilated-looking figures sprang forth. Howling bloody murder, they rushed forward to engage the intruders as the mages started casting spells.

“BLOODIES!” someone from Second Team yelled out. Bracing his rifle against his left shoulder, McCord closed his eyes and took a deep breath. As he inhaled, he felt his magic steady. With the exhale, he felt the full rush of power. Reaching back with his right hand, he pulled a plain-looking black blade from a sheath on his back and sprinted forward. With each step, he felt the weapon foci align itself with his magic as he rushed toward the nearest blood spirit. Around him, he could feel the motion of other adepts and magicians from Second Team move to intercept the incoming threats as well. After a quick glance at a tacnet reading, he saw that the rest of First Team had secured the house.

The small battlefield erupted into chaos. Gunfire, mortars, and rockets thundered away as team leaders continued to issue orders. McCord saw three blood spirits converging on him, then Castle blew by him like a juggernaut. The troll slammed into two of the spirits, knocking them away from McCord like a linebacker with a clear path to a quarterback. A heartbeat later, McCord reversed the angle of his blade, slashed once, pirouetted, and slashed again at the remaining spirit. The misshaped creature howled in agony and fell as McCord’s momentum carried him toward the mages.

He had gotten past the line of blood spirits but was at least twenty meters from the mages. As McCord ran, his astral sight picked up two mages gathering mana for a large spell. His legs pumped like pistons, trying to close the distance in an attempt to disrupt the gathering spell. McCord got to within five meters of the mages when a massive ball of

power slammed into him. Knocked to the ground and on his back, McCord looked up as his tacnet winked out. He saw Salazar smiling. McCord tried to move, but lances of pain shot through his body as he realized that he had several broken ribs under shattered chest armor. Salazar arrogantly strode forward, blowing on his finger like it was a gun barrel. He produced a weapon that looked like a cross between a hand axe and a macautil. “So *you* are the famous Bravo Company that’s been giving us so much trouble? Pathetic. Not so strong after all no? You have caused us a great deal of trouble, but that ends now. Your blood will serve me well.” He raised his weapon.

Behind Salazar, another HE mortar round detonated. It threw the other blood mages to the ground and knocked Salazar off his feet. Summoning all the strength he had left, McCord rolled to his feet, ignoring the pain that caused sparkles to form in his vision. The sounds of battle were gone, and the other two mages weren’t moving. Salazar was—barely. McCord shuffled over to the wounded mage and kicked Salazar in the ribs, rolling him onto his back. McCord stepped on the mage’s throat and pulled his heavy pistol. Sliding his helmet and goggles free, McCord let the mage get a good look at him as he took out a unit patch and slapped it on his chest. The patch showed the visage of a grim reaper head with eyes blazing and the number “61” on the front of the hood. Salazar’s eyes widened in recognition, but the boot kept him from speaking.

“Oh, you do remember. You remember over twenty years ago what you and yours did to the Sixty-First, just because we wouldn’t slaughter innocent people! You’ve kept up the slaughter ever since. But not any more. See you in hell.” Then he fired the final shots of the battle.

Two hours later at the extraction landing zone, a short but solidly build NCO wearing the unit patch of the Seventy-Seventh Rangers “El Cuadrilla” strolled up to McCord’s t-bird.

“Major, I heard you wanted to see me?” he said in thickly accented English.

“Yes, Sergeant Martinez. I wanted to thank you personally for your assistance. Your people did a hell of a job. We won’t forget it” McCord held his taped ribs as he sat up in his stretcher.

“It is nothing,” Martinez said with a wave of his hand. “Your people have done the same for us in the past. And any day we get to blast Aztlaners is a good one. I will give Major Lopez your regards.”

McCord nodded. “But there’s one more thing. While my team was searching the manor, they found some interesting intelligence from a cranial commlink that had been forcibly removed from its previous owner. I don’t know what the Azzies may have gotten, but most of the files on it were corrupted. Based on what we’ve been able to recover so far, I think that Picador would want to see what’s there.” He handed Martinez a datachip.

“I will see that she gets it.”

“Thank you again. Oh, and sergeant; one *more* thing. I found out that the HE round that saved my ass came from your crew. How the hell did you make such a shot?”

Martinez shrugged. “We were still linked to your weapon until you dropped it. We used the last known targeting data and made a few adjustments. Either we would have been on target, or we would have taken you all out. I figured you would rather go out like that than at *their* hands.” He grinned.

Despite his broken ribs, McCord couldn’t help but laugh.

TEN MERCS: FIGHTING FOR THEIR OWN REASONS

- Mercenaries. You may love 'em or hate 'em. You may have been shot *by* or taken shots *at* them. Or maybe, you have shots *with* them every night at your favorite bar. Opinions and experiences about mercenaries vary; some see them as stalwart professionals, others see them as warmongers for hire. The truth is—wait for it—somewhere in the middle. Mercs are a varied lot; many of them are rock-solid pros while others are the stereotypical crazed psychos who get off on death and destruction. Just like runners, they come in all flavors. No matter what your opinion is, mercenaries are significant chunk of this big bad world because war has been and continues to be good for business. And that's not going to change anytime soon, especially with the Charlie-Foxtrot between Aztlan and Amazonia still going on. While South America is currently the biggest hotspot for open warfare, mercs all over the world continue to be busy. Now, some of you may be saying to yourself "But 'Jack, we already know this, why are you wasting bandwidth?" Well, the answer's simple; because something's come up (isn't that usually how it goes?). Our resident soldier-for-hire Picador recently came into possession of some interesting paydata and asked if she could start a file to share and get some feedback. I'll let her fill you in on the details.
- FastJack

- Thanks, FastJack. Most of us here know the heavy hitters of the mercenary world: MET2000, Tsunami, Combat Inc., and 10,000 Daggers. Some of us may even know some the middle-tier units such as Black Star. But these units only make up a small percentage of the mercenary community. The majority of mercenary contracts today are fulfilled by smaller units. Now, just as FastJack implied these units vary in terms of their experience, skill, and capability. I know several ten-member units that can take out a company or even a division under the right circumstances. And I also know entire divisions that couldn't take and hold a kid's lunchbox. And like in the shadows, reps (good and bad) tend to get people noticed whether they want to or not. This brings me to the point of this posting; four days ago a long-time associate shared some information he recovered after a raid down here in South America. Don't ask me where the raid was because I'm not going to say; end of story, move along. The datapacket he recovered contained several files. Most of them were corrupted, but ten were recoverable. These files were dossiers on several mercenary units operating all over the world, including his ... and including mine. Now, it's not unusual for various groups (including us here at JackPoint) to keep tabs on merc units; it's all a part of business. But what got my attention was that the author's notes indicated that the units profiled were being considered for some particular job. It's this job that I'm most interested in. Right now I have enough to deal with and don't need anyone snooping around my people and causing us any more trouble. If this person or group wants to recruit us, fine; make us an offer. Conversely, I don't like the idea of maybe someone putting one more target on my back. So here are the recovered files. I've already sent copies to Netcat, Glitch, Slamm-O!, and Pistons to see if they can do something with the corrupted data, but so far nada. As always, if anyone has anything to share, please chime in.

- Picador

FIFTY-EIGHTH BATTLE BRIGADE

Unit Nickname: The Vultures

Current Command Staff:

CO: General Zhang Chin

XO: Colonel Zhang Mao

Unit Type: Standard Mercenary Unit/Infantry

Estimated/Known Strength: Unknown, estimated two to three companies.

Unit Rating: 4

Threat Rating: Low to Medium

Current Deployment: Hong Kong/South East Asia, Pacific Rim

Summary: Once an elite mercenary command operating primarily in Southeast Asia, the Fifty-Eighth Battle Brigade is now considered a laughingstock among the mercenary community. After a failed operation in Vietnam, they are used as a cautionary tale on the consequences of bad decisions. Now desperate for any contract, they have recently fallen in with the Hong Kong Triads in an attempt to hold the unit together.

Unit History: The Fifty-Eighth Battle Brigade was formed in 2054 after several officers and enlisted personnel from Combat, Inc.'s Fifty-Eighth Combat Team resigned over contract disputes, specifically the withholding of combat bonuses and failure to be rotated out after scheduled tours were over. Combat, Inc. executive commanders argued the unit had not earned any bonuses, and manpower shortages necessitated extended tours. Unable to reach a compromise, the disenfranchised soldiers resigned.

The members of the Fifty-Eighth Combat Team then approached their former unit CO, Major Zhang Shin, and proposed forming a new, independent unit. Major Zhang was also frustrated with the chain of command due to what he considered unfair treatment, and he agreed to the proposal. As word spread through Combat, Inc., other disenfranchised soldiers joined up. Within weeks, the new unit was born.

- By 2054, Zhang Shin was well into his fifties. While he was an exceptional tactician who won several engagements for Combat, Inc., he also had next to no political acumen. That made him popular with the rank-and-file, but pretty much guaranteed he would never see colonel.
- Aufheben

Over the next decade, the Fifty-Eighth completed several contracts throughout Southeast Asia and the Pacific Rim. Since they rarely ventured out of their chosen region, the Fifty-Eighth became expert jungle-fighters who relied more on their skills than technology or enhancements. As the Fifty-Eighth's experience and reputation grew, so did their ranks. This led to more contracts, and eventually the Fifty-Eighth invested in combat magicians, minor augmentations for their soldiers, better vehicles for transportation, and a few drones for



reconnaissance. By 2060, the Fifty-Eighth was almost poised to supplant Combat, Inc. in the region.

- Hey, with all the emphasis on numerology people in that area have, why would anyone let their unit be named the Fifty-Eighth? Doesn't that mean "unlucky"?
- /dev grrl/
- Not everyone in Asia buys into numerology. Maybe Zhang felt that a man must make their own fate, or he believed in the combination of $5+8=13$, meaning "certain to live." Who knows, but eventually their luck ran out.
- Lei Kung
- No spoilers, dammit! Just kidding, go ahead.
- Slamm-O!

While the unit enjoyed continued success, problems were forming behind the scenes. The first was General Zhang's health. Diagnosed with a rare genetic disorder, he was finally forced to withdraw from duty in 2062. This had a profound effect on the rest of the brigade, as many saw the General as the unit's heart and soul.

The second problem revolved around General Zhang's twin sons, Chin and Mao. Chin, also a mercenary and charismatic warrior; was given a junior officer's position within the Brigade after he left his previous unit. Mao had recently completed his Master's degree in business and joined the Fifty-Eighth as the Logistics/Supply Officer with the rank of Captain. He also acted as the unit's chief contract negotiator. With the twins' father ailing, many in the Brigade looked to one or both of them to eventually take command. This caused friction between the brothers and the rest of the Brigade's command staff. Because of the infighting, General Zhang disregarded his doctor's advice and forced himself to remain in command for longer than he should have. As the infighting continued, factions loyal to both Chin and Mao formed.

- Little bit of free paydata for everyone. The unit Chin resigned from was 10,000 Dagers. If he ever comes back to Istanbul, he will likely wake up with his throat cut because of his actions. They do not suffer traitors to live.
- Am-mut

In early 2064, General Zhang died and his XO, Colonel David Chang, officially took command. Zhang Chin became Brigade XO, mainly as an appeasement and despite protests and resignations of several command officers. Chang was a solid field officer, but he didn't have the charisma or unit loyalty that Chin and his father enjoyed. Despite Chang having formal command, Chin had de facto command and used this power to try to force his brother out by completely exiling him to the logistics division. Mao almost resigned, but he stayed out of duty to his father and the urging of several Brigade members.

In 2064, Chin personally negotiated a contract with the Vietnamese government to eliminate unknown paramilitary forces operating in the Ha Giang province. Despite misgivings, General Chang approved the contract because it was supposed to be an easy sweep to clear out inferior units. In the beginning of the operation, the Brigade routed all enemy forces and pursued them to their stronghold. Eager to claim victory, Colonel Zhang then ordered all forces (approximately eighty percent of the total Brigade) to attack, despite the lack of recon and against General Chang's orders. What happened next was a nightmare.

What the Fifty-Eighth didn't know was that the enemy combatants were hired by insect shamans to kidnap locals to be used as spirit hosts. When Colonel Zhang's forces attacked, scores of insect spirits swarmed them. Brigade magicians were targeted first and quickly eliminated; the regular troops were likewise slaughtered. To prevent a complete rout, Captain Zhang Mao ordered in all available transportation assets supported by several local mercenaries and shadowrunners to evacuate any survivors. When the battle was over, eighty-five percent of the Brigade's troops were gone and the Fifty-Eighth was decimated. Colonel Zhang Chin survived and took overall command, blaming General Chang (who conveniently died in the attack) for the debacle.

- Ares Firewatch teams were later sent in to mop up, and they subcontracted out several bounties to people like me for anything that slipped past. I was very busy in that area for almost a year, but it was well worth it.
- Sticks

The Fifty-Eighth was shattered, and some of the survivors resigned while the rest banded together to salvage the unit. The internal schism was now greater than ever as the remaining troops sided with either Chin or Mao. The Vietnamese Government made matters worse and drained the Brigade's accounts per the contract citing "failure to complete mission" and "not taking proper security precautions." Chin's poorly negotiated contract had cost the Fifty-Eighth almost every nuyen they had.

Over the next few years, the Fifty-Eighth attempted to rebuild with limited success. Mao was eventually promoted to XO and colonel to prevent any more resignations. The Fifty-Eighth is now seen as a failure, and they have only been able to recruit from the dregs of the mercenary world to fill their ranks. They have also been forced to take the worst contracts the Pacific Rim has to offer, despite Colonel Zhang Mao's best efforts.

In 2070, General Chin took up with a woman known as Lin, a recruiter for the Triads—specifically the Red Dragon Society out of Hong Kong. Lin funneled much-needed money and supplies in exchange for the Fifty-Eighth being on retainer. When the tempo crisis boiled over between the Circle Smoke Society and the Black Chrysanthemums, Lin called in the Fifty-Eighth to help pacify the situation in Kowloon. They now act as her private enforcers in the Walled City and across the Pacific. This hasn't sat well with Mao and several others who are desperate to break free of the Triad's grasp.

- After Ha Giang, Chin started to frequent the opium dens operated by the Red Dragons, which is where he met Lin. She promptly wrapped him around her finger and now whores out the Fifty-Eighth to do her dirty work. Despite the unit's taint, or because of it, Lin now has the perfect disposable force. Too bad Chin doesn't see it that way.
- Johnny No

Capabilities: Despite its name, the Fifty-Eighth is not a brigade, but about two and a half companies of light infantrymen organized in haphazard platoons led by one lieutenant and one sergeant. Their skills and tactics vary from platoon to platoon but usually consist of: shoot first, shoot often, and shoot in the back whenever possible. Once known as elite jungle fighters, they now have a reputation as expert pillagers and scavengers. After many years of being desperate for supplies, the Fifty-Eighth learned how to adapt and use whatever they found, be it from theft or battlefield salvage. That's how they earned their current nickname: the Vultures. Despite the haphazard quality of their equipment and the questionable skill of their personnel, the Fifty-Eighth has proven to at least be resilient and continues to prosecute targets, albeit with heavy losses for the Red Dragon Society as their de facto private army.

- If you know the Vultures are in the area, watch your back because things will start disappearing. Military or civilian, makes no difference. Field hospitals are one of their favorites, mainly because the meds on hand and the wounded can't fight back. Most mercenary or military units offer decent bounties for any "vulture shoots."
- Hard Exit

FIFTY-EIGHTH BATTLE BRIGADE TRADITION: OWNERSHIP

With the advent of modern safety and security systems, the Fifty-Eighth has a unique way of assigning new equipment and weapons. Rather than being assigned, whenever new items are scrounged, whoever is brave or successful enough to disarm or bypass any security measures earns the right to keep said equipment. No one is allowed to do claim gear for others; each soldier has to do it for themselves. This has led to a significant number of deaths and injuries among the unit, and anyone caught cheating is usually punished in some kind of poetic way.

- A "Fifty-Eight" is also current merc slang for someone who's a royal fuck-up or who's fucked up in the worst way. Calling someone a Fifty-Eight is considered a grievous insult and will get someone killed in certain parts of the world.
- Black Mamba
- This unit is at risk of being blacklisted by the Mercenary Guild because of their affiliation and recent actions, especially in Kowloon. But General Zhang thinks he's found the golden goose and is too busy being Lin's little boy toy. He lets his unit commanders get away with anything as long as they support him. Too bad—some of the Fifty-Eighth, mainly those sided with Mao, are actually somewhat respectable fighters.
- Picador

GARBAGE BOMB

Not a specific device per say, the Garbage Bomb is what members of the Fifty-Eighth call any one of their various improvised explosive devices they use in the field, items that have become a unit trademark. Like all IEDs, Garbage Bombs are made from whatever materials are available, and they vary in their type and damage ability. But no matter what they are made from, they always contain the following:

- Power supply, electric or non-electric
- Initiator, component that starts the explosive
- Explosive, high or low yield
- Switches, electrical or manual that perform safety arming and detonating

Note: For complete rules on IEDs, see p. 93, *Arsenal*.

NOTABLE MEMBERS: FIFTY-EIGHTH BATTLE BRIGADE

General Zhang Chin, human male adept

Zhang Chin's abilities manifested at age nine, and he became a martial arts prodigy. In his teens, General Zhang learned firearms and became a mercenary, despite his father's wishes. His successes fed his arrogance, and he honestly feels invincible. This caused friction with his 10,000 Daggers commanders who often clashed with him over operational tactics. This came to a head during a Middle East operation, when Zhang Chin caused the death of three of his squad mates by exposing their presence to engage an enemy combatant, a known hand-to-hand expert, in single combat. After the incident, Zhang Chin resigned. After the Ha Giang mission, Zhang Chin shifted the blame away from himself, but he hides his shame. He cares little for his unit and sees them as a means for him to attain greatness, which he thinks he can achieve through the Red Dragons

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5	5(6)	4	3	3	3	4	5	5	6	8(9)	1(3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 12/10

Active Skills: Athletics skill group 4, Blades 5, Computer 4, Clubs 3, Data Search 3, Demolitions 3, Disguise 3, Dodge 5, Electronics skill group 4, Electronic Warfare 3, Firearms skill group 4, First Aid 3, Gunnery 3, Heavy Weapons 3, Infiltration 5, Influence skill group 3, Instruction 4, Intimidation 5, Outdoors skill group 4, Parachuting 4, Palming 3, Perception 3, Pilot Ground Craft 4, Shadowing 5, Unarmed Combat 5(6)

Knowledge Skills: Martial Arts 3, Mercenary Haunts 4, Mercenary Units 4, Military History 3, Military Tactics: Conventional 4, Opium Dens 3, Psychology 3, Small Unit Tactics 4, Southeast Asia Area 5, Triads 4

Languages: Chinese N, English 4, Japanese 4

Qualities: Adept, Addiction: Opiates (mild)

Adept Powers*: Improved Ability (Unarmed Combat), Improved Reflexes 2, Killing Hands, Nerve Strike, Penetrating Strike 2

*If using *Way of the Adept*, add: Warriors way, Inertia Strike, and Penetrating Strike (+3)

Gear: Commlink (Device Rating 4), full body armor, helmet, garbage bomb x3, goggles (Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic), medkit (Rating 4), sub-vocal microphone, survival kit

Weapons

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, ammo 38(c), w/ external smartlink, regular ammo (extra clips x3)]
Izom RP-71 [Machine Pistol, DV 4P, AP —, BF/FA, RC 1, 25(c), w/ external smartlink, regular ammo (extra clips x3)]
Hardliner gloves [DV 4P]
Survival knife [Reach —, DV 3P, AP -1]

Colonel Zhang Mao, human male adept

The younger of the Zhang twins, Zhang Mao's gifts also manifested early. But while his brother became a warrior, he became a social adept. Peaceful and thoughtful by nature, Zhang Mao attended the Harvard Business School in the UCAS and earned his Master's degree in international finance. When his father became ill, Zhang Mao joined the Fifty-Eighth out of a sense of duty. Using his talents, Zhang Mao secured several lucrative contracts for the Fifty-Eighth and ran the logistical department like a well-lubricated machine. But for all of his skills, Zhang Mao never tried to be a warrior, despite pressure to assume command once his father passed. Zhang Mao now remains out of a sense of duty, repulsed at what his father's work has become, and he is secretly looking to find ways for the Fifty-Eighth to break free of his brother's and the Triad's grasp.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	3	3(4)	3	5	5	4	5	6	5	6	8(9)	1(2)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 12/10

Active Skills: Athletics skill group 3, Blades 2, Computer 4, Clubs 3, Data Search 4, Dodge 5, Electronics skill group 4, Firearms skill group 3, First Aid 3, Gunnery 2, Heavy Weapons 1, Infiltration 3, Influence skill group 4, Instruction 4, Intimidation 2, Outdoors skill group 3, Palming 3, Perception 5, Pilot Ground Craft 3, Shadowing 3, Unarmed Combat 3

Knowledge Skills: Business Law 6, Corporate Business Law 5, Logistics 5, Mercenary Haunts 4, Mercenary Units 4, Military History 2, Military Tactics: Conventional 2, Psychology 3, Small Unit Tactics 2, Southeast Asia Area 5, Triads 4

Languages: Aztlan Spanish 3, Chinese N, English 4, German 2, Japanese 4, Russian 3

Qualities: Adept, Trustworthy

Adept Powers*: Cool Resolve 2, Eidetic Sense Memory, Enhanced Perception 2, Improved Reflexes 1, Iron Will 2, Kinesics 3, Motion Sense, Multi-Tasking

*If using *Way of the Adept*, add: Speakers Way, Magic Sense, Analytics 2

Gear: Commlink (Device Rating 5), full body armor, helmet, goggles (Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic), medkit (Rating 5), sub-vocal microphone, survival kit

Weapons

AK-97 Carbine [SMG, DV 5P, AP —, SA/BF/FA, RC 1, ammo 30(c), w/ external smartlink, regular ammo (extra clips x3)]
Colt Manhunter [Heavy Pistol, DV 5P, AP -1, BF/FA, RC —, 16(c), w/ external smartlink, regular ammo (extra clips x3)]
Defiance EX Shocker [Taser, DV 8S(e), SA, 4(m)]
Survival Knife [Reach —, DV 3P, AP -1]

NON-PLAYER CHARACTERS: FIFTY-EIGHTH BATTLE BRIGADE

Standard Soldier (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5	4	3	3	3	4	3	6	7	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Active Skills: Athletics skill group 3, Close Combat skill group 3, Demolitions 3, Dodge 5, Electronics skill group 5, Firearms skill group 2, First Aid 3, Gunnery 2, Heavy Weapons 2, Intimidation 2, Outdoors skill group 3, Perception 3, Pilot Ground Craft 3, Stealth skill group 3, Thrown Weapons 3

Augmentations: None

Gear*: Commlink (Device Rating 3), body armor (camo jacket with SecureTech PPP: vitals, leg, and arm protection), helmet garbage bomb x3, goggles (Rating 4, w/ flare compensation, low-light vision, smart-link, thermographic), medkit (Rating 4), subvocal microphone, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), survival kit

Weapons*:

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, ammo 38(c), w/ external smartgun system, regular ammo (total clips x3)]

Steyr TMP [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC —, ammo 30(c), w/ regular ammo (total clips x3)]

Survival Knife [Reach —, DV 3P, AP -1]

***Note:** Listed above equipment is for standard gear; various members may have random weapons and gear per gamemaster discretion

Standard Officer (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4(5)	4(6)	4(5)	3	4	4	4	4.4	8(10)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 7/6

Active Skills: Athletics skill group 3, Close Combat skill group 3, Demolitions 4, Dodge 5, Electronics skill group 5, Firearms skill group 4, First Aid 3, Gunnery 2, Heavy Weapons 2, Intimidation 3, Leadership 2, Outdoors skill group 4, Perception 3, Pilot Ground Craft 3, Stealth skill group 3, Thrown Weapons 3

Augmentations*: Muscle Replacement 1, Reaction Enhancers 2

Gear*: Commlink (Device Rating 3), body armor (camo jacket with SecureTech PPP: vitals, leg, and arm protection), helmet garbage bomb x3, goggles (Rating 4, w/ flare compensation, low-light vision, smart-link, thermographic), medkit (Rating 4), subvocal microphone, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), survival kit

Weapons*:

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, ammo 38(c), w/ external smartgun system, regular ammo (total clips x3)]

Steyr TMP [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC —, ammo 30(c), w/ regular ammo (total clips x3)]

Survival Knife [Reach —, 3P (4P), AP -1]

***Note:** Listed equipment is for standard gear; various members may have random augmentations, gear and weapons per gamemaster's discretion

180TH INDEPENDENT AIR REGIMENT

Unit Nickname: Ghost Hawks

Current Command Staff:

CO: General Erika S. Von Braun "Raindrop"

XO: Colonel William A. Rhys "Hammer"

Unit Type: Multi-Role Air Force

Estimated/Known Strength: Three wings of craft and personnel with full support staff.

Unit Rating: 6

Threat Rating: Medium to High

Current Deployment: CAS/Aztlan Border



Summary: The 180th is unique within the mercenary community because it fills a specific niche as a fully functional air force for hire. To date, they are the only such unit of their size in the world. Because of their skill and specialized services, the Ghost Hawks command fees consistent with units such as MET2000. While their specialized nature makes them an exceptional force multiplier for any command, by themselves they are somewhat limited in their capabilities. This should be taken into any future consideration for use of this unit.

Unit History: The Ghost Hawks formed from the 180th Tactical Fighter Wing, a United States Air Force Reserve unit that was pressed into front-line service during the Ghost Dance War. During the war, they were one of the few USAF units to successfully engage NAN forces. NAN pilots claimed 180th aircraft would appear out of nowhere, swoop in for the attack, and then disappear. This earned the 180th the nickname "Ghost Hawks." Eventually the Ghost Hawks were victims of their own success and were targeted by NAN Special Forces because it was easier to kill them on the ground. When the Treaty of Denver was signed in 2018, the 180th had a kill ratio of fifteen-to-one against the NAN despite losing eighty percent of its pilots.

- DAMN! When you're kicking so much ass that they have to send in the Wildcats to take you out, that's some serious shit!
- Slamm-O!
- The CAS military idolizes the Hawks and have contracted them frequently over the years as guest combat instructors for nuggets or OpFor in training exercises.
- Kane
- Nuggets?
- /dev/ grrl

- Rookie pilots, young grasshopper. Next time you visit, I'll show you some vintage gun-cam footage to learn ya' some things like *proper* angle of attack. And then we'll see how much you learned and go blow shit up.
- Kane

After the war, the 180th was decommissioned. Many of the older 180th pilots and personnel still eligible for active duty were forced into early retirement along with those who served past the mandatory retirement age. Both groups received only two thirds of their pensions. This caused discontent within the rest of the unit, and in a show of solidarity the others resigned their commissions. While some were recruited by corporations, the majority elected to follow their last CO, Colonel Brian "Mad Man" Cooper, into the mercenary profession. They formed a new unit; the 180th Independent Air Group, and adopted the name their former enemies gave them: the Ghost Hawks.

During the '20s, the new 180th took contracts as trainers and advisors, and they tested experimental equipment for corporations, specifically Federated Boeing. This allowed them to stay ahead of the technological curve by getting first looks at the newest and emerging air-combat systems. The 180th was also one of the first mercenary units to use combat drones in tandem with manned pilots.

The 180th didn't see significant action until 2035 when they were contracted by the Texas government to support their efforts to re-take parts of their state annexed by Aztlan. Despite heavy losses, the 180th gave the Texans local air superiority; but the Texans failed to take vital strategic points on the ground and doomed the entire operation. While the operation was a failure, the CAS government treated the 180th as heroes, offering them a decommissioned section of the Pensacola Air Base that became their permanent headquarters.

The Ghost Hawks spent the next four years recovering, refitting, and re-organizing. New recruits from both sides of the Euro Wars also joined the 180th, including their current CO, Colonel Erika von Braun. As the technology advanced, the 180th also expanded its drone fleet. By 2040, one-third of their combat craft were drones.



- The 180th is one of the few units that understood the full potential and superiority of drones in modern combat. During their Texas contract, half of their sorties were done by drones with a one hundred percent success rate. They also pioneered the concept of aerial operations with both manned and unmanned craft, showing it to be a viable tactic.
- Clockwork

Another addition to the Ghost Hawks was a unit dedicated to Medical Evacuation/Search and Rescue operations. In 2042, the Ninth Squadron was created and accepted their first contract in Southeast Asia, helping save researchers from a band of unsanctioned mercenaries. This successful contract also earned the Ninth the call sign “Angel Hawks.”

- OK, story time. During a particularly interesting delivery, I found myself shot down in a very nasty jungle with a lot of nasty people trying to kill me. I managed to get an SOS to a contact and stayed clear for about six hours despite my injuries. The jungle, though, is so not my thing. Then with hostiles closing in, I heard a t-bird scream overhead, and a very mean looking troll parachuted in, as in THROUGH the canopy! With a surgeon's precision, he systematically eliminated my pursuers with LMG fire. While super-troll was going to town; a drone created a landing zone with an incendiary, high explosive ... something. It was big, trust me on this. The troll then grabbed me and sprinted into the still-smoldering landing zone. He practically tossed me into the t-bird, hovering just a half meter over the ground as it let loose with some wicked cover fire. Five seconds later we're off like a bat out of hell. The entire encounter took less than two minutes after which I promptly passed out from the pain. I later found out it was an Angel Hawk crew that saved my ass. I never got their names, but I still owe them more than a couple of drinks.
- Traveler Jones
- The 180th is definitely one of the better units out there. They care more about keeping their equipment in top form than how clean their uniforms are. Their unit commanders also have a shorter stick up their ass than most; as long as the job gets done and the birds are action-ready, they don't care.
- Hard Exit

- They also know how to party. I'm tight with a 180th supply sergeant who has a little side operation making a nice little after-dinner drink called jet wash. Good stuff—it'll knock you on your ass in seconds. I think they also use it in their incendiaries.
- Kane

The 180th spent the next two decades hiring out individual squadrons to participate in several brush fire/border skirmishes and in several seasons of Desert Wars. Just before Crash 2.0 in 2064, the Pensacola base was attacked by groups of mercenaries and shadowrunners. Security forces eventually repelled the assault, but not before half the aircraft and seventy percent of the drones were destroyed. This almost completely crippled the 180th, who were unable to take any combat contracts for almost three years. Their future was uncertain until 2069, when a group of technicians working on their off hours created a new device that was later licensed to Federated Boeing.

FALCONER TAC-C COMMAND SYSTEM MODULE, MARK I

The TAC-C, or Total Airborne Command-Control system (pronounced “taxi”), is a concept for medium- and small-sized aircraft to act as aerial drone command stations and the traditional Airborne Warning and Control mission. With this concept, aircraft have the option of either controlling unmanned aircraft in a more traditional method, from a distance, or to directly participate in a strike. What makes the Falconer Mark I more than just a collection of various common components is the specially designed software and rigger cocoon that enables an operator to endure high-g maneuvers. It also allows strike commanders greater flexibility and accuracy through enhanced situational awareness when the on-site/direct strike participation option is used. Users are granted a +2 bonus on all related tests when piloting a craft and coordinating drones at the same time. The bonus increases to +3 if the operator is coordinating drones only.

Slots	Threshold	Tools	Cost
4	10	Shop	5,500

- TAC-C is not an original concept; the idea's been around for several years, it just took a while for technology to catch up. The 180th/Federated Boeing was simply the first to produce an integrated and cost-effective system. Modifying any aircraft, preferably a cargo aircraft, to function as a TAC-C can be done by anyone with the proper knowledge and material; it's just usually too damn expensive and complicated to put in all the necessary gear and defenses in to make it worth the cost.
- Rigger-X
- The first purpose-built TAC-C aircraft, the EAC-9 Maestro and the smaller four-seat EA-20 Prowler II, are currently undergoing flight trials with production scheduled to begin in early 2077. The 180th currently has four TAC-C aircraft in their inventory using the Falconer Mark I, along with three modified C-260s and the original EA-6B Prowler they refurbished as a test bed.
- Clockwork
- Speaking of, anyone know anything about the theft of some specs and several Falconer modules from Fed-Boeing a few days ago?
- Glitch

180TH UNIT BREAKDOWN

Each wing normally consists of three squadrons of twelve aircraft that are broken down into flights of four aircraft apiece. Each flight is then broken down into two elements; a lead and wingman. Each squadron is also assigned a call sign; combat units are always designated a color, while support elements are given other names. Call signs for each squadron are listed with the unit.

First Fighter Wing

1st Squadron "Red"

12 Federated Boeing Woodstock

2nd Squadron "Blue"

6 Federated Boeing Woodstock
6 Dassault Zeta-Bravo

3rd Squadron "Green"

6 Federated Boeing Eagle-C
4 MiG-63
2 Eurofighter Typhoon "Tranche 6"

12 available drones

Second Attack Wing

4th Squadron "Gold"

8 Federated Boeing Eagle-C
4 Aztechnology Halcon

5th Squadron "Grey"

6 KA-60 Hellion
4 Aztechnology Aguilar EX
2 Messerschmitt-Kawasaki Sperber

6th Squadron "Black"

3 EAC-260-TAC Titan
EA-6B Prowler-TAC Prowler

20 available drones

Third Support Wing

7th Airlift Squadron "Delivery"

24 Ares Dakota

8th Airlift Squadron "Trucker"

24 Ares Dakota

9th Rescue Squadron "Angel"

8 Doc Wagon Osprey II
2 GMC Banshee
1 Aztechnology Lobo
1 Dassault Paynal
1 GMC Harpy Scout
1 MiG-67
14 available drones

10th Training/ Reserve Squadron "Nugget"

12 EVO Reckoner
8 available drones

Recently, half of the 180th has completed their contracts from abroad and is beginning an abbreviated maintenance cycle while the rest of the 180th has once again been contracted by the CAS, this time to help monitor the Aztlan boarder as tensions between the two nations continues to rise and the conflict in Bogotá continues.

- Funny, whoever wrote this left out that the 180th was specifically targeted by Winternight and two aircraft were stolen. They were last seen over DeeCee in '64; one was shot down before weapons release, but the second escaped. Aircraft and its payload are still unaccounted for.
- Plan 9

Capabilities: The 180th's current TO&E consists of two combat and one support wing of various aircraft types, including fixed-wing, rotary-wing, and vectored thrust. Depending on the mission or contract, each wing or squadron may be deployed as a whole or as separate elements consisting of four craft for each element. Each wing has a specific mission profile, but various combinations of squadrons and elements can be assigned to a various contract depending on its specific needs.

The 180th also boasts a small but capable cadre of special forces-style operators. These include Pararescue Jumpers and Security Forces. Assigned to the Ninth Squadron, Pararescue Jumpers are one-person commando units sent in to secure persons for rescue. "PJs," as they are commonly known, are often the most physically fit and have the most combat augmentations. They also use the most advanced weaponry, armor, communications, and medical kits available in the unit. After the Pensacola raid, the 180th updated and enhanced their security forces. Attached to air bases, Security Forces patrol the base and surrounding areas for potential threats. They are experts in security tactics and utilize a variety of vehicles, drones, weapons, and armor. Spiders have also been added to protect wireless systems.

After decades of service, the 180th is considered an elite unit within the merc community. In combat, they've held at least a ten-to-one kill ratio in aerial combat and an eighty-five percent success rating in air-to-ground missions. This keeps their services in constant demand and allows recruitment of experienced personnel from around the world. With the recent additions of the TAC-C aircraft to their arsenal, the 180th continues to push the boundaries of aerial combat tactics.

NOTABLE MEMBERS: GHOST HAWKS

Brigadier General Erika von Braun, dwarven female, call sign: Raindrop

Born to a German aircraft mechanic during the first wave of UGE children in Germany in 2011, Erika von Braun grew up wanting to fly. Prejudice prevented a combat commission, but she secured a commission as an avionics tech in the Allied German Air Force. Undaunted, she snuck into the flight simulators whenever possible, and when the Euro Wars started in 2031, Erika got her chance from Air Force commanders who, out of desperation, gave her a commission in 2032. Despite serving only a year as an attack pilot, Lieutenant von Braun proved herself an excellent aerial gunner and participated in twenty-six sorties with a ninety percent success rate. Despite her record, she was forced out by the same prejudiced commanders who felt that drones could replace regular pilots. In 3035, she signed on with the 180th. Lt. von Braun consistently proved her skills as a leader and pilot and rose steadily through the ranks. Her call sign, Raindrop, was earned when she destroyed an entire mercenary armor column, mostly with cannon fire, during a Middle East mission. In 2068, took her current position as Regiment CO, but still takes her Halcyon fighter-bomber on training missions to keep her edge and evaluate her pilots.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	4	5 (8)	4	4	5	5	3	6	4.5	10 (13)	1

Matrix/VR Initiative (IP): 10 (3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 6/2

Active Skills: Aeronautics Mechanic 3, Automatics 3, Cracking skill group 4, Climbing 2, Dodge 3, Electronics skill group 4, Electronic Warfare 4, Gunnery 4, First Aid 2, Gunnery 4, Outdoors skill group 4, Parachuting 3, Perception 4, Pilot Aircraft 6, Pistols 3, Swimming 2, Unarmed Combat 2

Knowledge Skills: Air Combat Tactics 6, Allied German States Military 5, Aztechnology/

Aztlan Military 6, CAS Military 4, Logistics 4, Mercenary Haunts 4, Mercenary Units 4, Military History 3, Physics 4, Psychology 3

Languages: Aztlan Spanish 3, English 4, German N

Augmentations: Control rig, datajack, reaction enhancers 3

Gear: Commlink (Device Rating 6, sim module (hot-sim modified)), form-fitting body armor (full suit), medkit (Rating 6), survival kit

Weapons

Walther PB-120 [Light Pistol, DV 4P, AP —, SA, RC —, 15(c), regular ammo (total clips x2)]

Survival Knife [Reach —, DV 3P, AP -1]

VEHICLES

Aztechnology Halcon (fighter-bomber)

HAND	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR
+1	60/240	1,800	3	22	16	3

Upgrades/Accessories: Std. Upgrades: Ejection Seats, Improved Takeoff and Landing (Rating 1), ECCM 3, ECM 2, Personal Armor (Rating 4), Rigger Adaptation, 2 Weapon Mounts (external, fixed, remote), 1 Weapon Mount (internal, fixed, remote)

Weapons:

Phalanx Rotary Cannon [Heavy Weapon, DV 12P, AP -8/-10*, 250 round belt, w/ anti-vehicle rounds]

SS-N-49 Sirocco [Missile, DV 30P, AP -2/-10*]

Saab-Saaker AIM-11R** [Missile, DV 18P***, AP -2/-6*]

Ares Mk 27 Incendiary Bomb [DV 19P****, AP -2, Blast -2/M]

* Vs. people/vs., vehicles

** Use the missile launcher range table for this missile, but extend the Extreme range band to 5,000 meters.

*** Against ground targets the missile is far less effective; reduce DV to 10P.

**** This weapon causes fire damage (p. 164, *SR4A*). The bomb has a scatter value of 8d6 meters, -5m per net hit.

Master Sergeant Clayton Dex, troll male

Master Sergeant Dex is a legend among the 180th. The most senior Pararescue Jumper in the regiment, he's the only one with a one-hundred-percent success rate. He doesn't speak about his past before the 180th; all that is known is that he arrived at a 180th base one day with a lot of combat augmentations and trauma surgeon credentials, and he volunteered for rescue duty. Master Sergeant Dex usually doesn't usually speak unless giving or replying to orders. When he does speak, everyone listens. During operations, he is capable of handling any combat or medical situation and will go to extreme lengths to complete his objective. Despite his skills, Dex is starting to show his forty-seven years, and General von Braun has repeatedly requested that he take an instructor's position. Every time he respectfully replies "I'll take it under consideration, ma'am."

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
10	5	4 (8)	10 (11)	3	5	4 (5)	3	5	1.9	9 (13)	1 (3)

Condition Monitor Boxes (P/S): 13/10

Armor (B/I): 14/12

Active Skills: Armorer 2, Athletics skill group 4, Close Combat skill group 4, Computer 2, Cybertechnology 3, Data Search 2, Demolitions

3, Dodge 5, Escape Artist 2, Firearms skill group 4(5), First Aid 5, Heavy Weapons 3, Infiltration 4, Instruction 4, Intimidation 3, Medicine 3, Outdoors skill group 4, Parachuting 5, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 3, Thrown Weapons 3

Knowledge Skills: Cooking 3, Fitness 4, Health Foods 5, Meditation 5, Mercenary Haunts 4, Mercenary Units 4, Psychology 3, Small Unit Tactics 4

Languages: English N, German 2, Japanese 4

Augmentations: Cerebral booster 1, cyberears (Rating 1, w/ audio enhancement 2, select sound filter 1, spatial recognizer), cybereyes (Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic, ultrasound, vision magnification), muscle augmentation 1, orthoskin 1, reaction enhancer 2, reflex recorder: Firearms skill group, sleep regulator, wired reflexes 2 (deltaware)

Metatype Abilities: +1 Reach, +1 Natural Armor

Gear*: Biomonitor, commlink (Device Rating 5), grenades (fragmentation x2, smoke x4) light military Armor (chemical protection, fire resistance 2, thermal dampening 2), medkit (Rating 5), patches (antidote, stim, tranq, trauma x4), survival kit

* **Note, additional specialty gear may be assigned depending on mission parameters.**

Weapons:

SA Nemesis [LMG, DV 8P, AP -3, BF/EA, RC 5(6), 60(c), w/ meta-human customization, smartlink, 4 clips EX-explosive rounds]

Franchi Spas-22 [Shotgun, DV 7P, AP -1, SA/BF, RC 1, 10(c), w/ metahuman customization, smartlink, regular rounds (extra slug rounds x30)]

Grenade, fragmentation [Grenade, DV 12(F), +2AP, 10/m]

Grenade, smoke [Grenade, Blast 10m radius]

Survival Knife [Reach —, 6P (7P), AP -1]

NON-PLAYER CHARACTERS: GHOST HAWKS

Combat Rigger/Pilot (Professional Rating 4)

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	5 (7)	3	4	4	5	3	4.8	9 (11)	1

Matrix Initiative/IP: 10/3

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/2

Active Skills: Aeronautics Mechanic 2, Automatics 2, Cracking Skill group 4, Climbing 2, Dodge 3, Electronics skill group 4, Electronic Warfare 4, Gunnery 4, First Aid 2, Gunnery 4, Outdoors skill group 4, Parachuting 3, Perception 4, Pilot Aircraft 5, Pistols 3, Running 2, Swimming 2, Unarmed Combat 2

Augmentations: Control rig, datajack, sim module, reaction enhancers 2

Gear: Assigned aircraft, commlink (Device Rating 6, sim module modified for hot sim), form fitting body armor (full suit), medkit (Rating 5), survival kit

Weapons

Walther PB-120 [Light Pistol, 4P, AP —, SA, RC —, 15(c), regular ammo (total clips x2)]

Pararescue Jumper (ork, Professional Rating 5)

B	A	R	S	C	I	L	W	Ess	Init	IP
7	5	4 (7)	7 (8)	2	4	4 (5)	3	2.0	8 (11)	1 (2)

Condition Monitor Boxes (P/S): 12/10

Armor (B/I): 13/11

Active Skills: Armorer 2, Athletics skill group 4, Close Combat skill group 4, Computer 2, Cybertechnology 3, Data Search 2, Demolitions 3, Dodge 5, Escape Artist 2, Firearms skill group 4(5), First Aid 5, Heavy Weapons 3, Infiltration 4, Intimidation 3, Medicine 3, Outdoors skill group 4, Parachuting 5, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 3, Thrown Weapons 3

Augmentations: Cerebral booster 1, cyberears (Rating 1, w/ audio enhancement 2, select Sound filter/Skils/spatial recognizer), cybereyes (Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic, ultrasound, vision magnification), muscle augmentation 1, orthoskin 1, reaction enhancer 2, reflex recorder: Firearms skill group, sleep regulator, wired reflexes 1 (betaware)

Gear*: Biomonitor, commlink (Device Rating 5), grenades (fragmentation x2, smoke x4), light military armor (chemical protection, fire resistance 2, thermal dampening 2), medkit (Rating 5), patches (antidote, stim, tranq, trauma x4), smart pouch system (w/ combat load vest, ammunition pouches, optional: ration pouch and smart canteen), survival kit

***Note, additional specialty gear may be assigned depending on mission parameters.**

Weapons:

- Ares Alpha [Assault Rifle, DV 8P, AP -3, SA/BF/FA, RC 2, 42(c), w/ smartlink, EX-explosive rounds (total clips x4)]
- Grenade Launcher [High Explosive, D, 10P, AP -2, Blast -2/m, SS, 6(c)]
- Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ smartgun system, APDS Rounds (total clips x3)]
- Grenade, Fragmentation [Grenade, DV 12(f), AP +2, Blast 10m radius]
- Grenade, Smoke [Grenade, Blast 10m radius]
- Survival Knife [Reach —, 5P, AP -1]

Airbase Security Officer (Professional Rating 4)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	5	4 (7)	4	2	4	4	3	0	5	3.4	8 (11)	1 (2)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Active Skills: Armorer 2, Athletics skill group 3, Close Combat skill group 4, Computer 2, Data Search 2, Demolitions 2, Dodge 4, Firearms skill group 4, First Aid 3, Heavy Weapons 2, Infiltration 2, Intimidation 3, Outdoors skill group 2, Parachuting 3, Perception 5, Pilot Ground Craft 3, Thrown Weapons 3

Augmentations: Cyberears (Rating 1, w/ audio enhancement 2, select sound filter 1, spatial recognizer), cybereyes (Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic, ultrasound, vision magnification), reaction enhancer 2, wired reflexes 1 (betaware)

Gear: Commlink (Device Rating 4), grenades (flash-bang x4), body armor (camo jacket with SecureTech PPP vitals, leg, and arm protection), medkit (Rating 4), patches (antidote, stim, tranq, trauma x4)

Weapons:

- Ares Alpha [Assault Rifle, DV 8P, AP -3, SA/BF/FA, RC 2, 42(c), w/ smartlink, EX-explosive rounds (total clips x3)]
- Grenade Launcher [High Explosive, DV 10P, AP -2, Blast -2/m, SS, 6(c)]
- Ares Crusader [Machine Pistol, DV 4P, AP -4, SA/BF, RC 2, 40(c), w/ smartlink, APDS Rounds (total clips x3), stick 'n' shock rounds (extra clips x2)]
- Grenade, flash-bang [Grenade, SV 6S, AP -3, Blast 10m radius]
- Survival Knife [Reach —, 3P, AP -1]
- AZ-150 Stun Baton [Reach 1, DV 7S(c)]

SEVENTY-SEVENTH INDEPENDENT RANGERS

Unit Nickname: El Cuadrilla

Current Command Staff:

CO: Carmen M. Lopez y Cabrera "Picador"

XO: Alonzo G. Blake

Command Sgt. Major:

Hector C. Martinez "Sgt. Bandito"

Unit Type: Conventional infantry w/ support assets

Estimated/Known Strength: Three companies with support assets

Unit Rating: 6

Threat Rating: Medium to High

Current Deployment: Aztlan/Amazonia border



Summary: A veteran infantry unit that's seen action worldwide, the Seventy-Seventh Rangers, or El Cuadrilla, was contracted by Amazonia in 2071 to patrol their border with Aztlan. When hostilities broke out between the two nations, El Cuadrilla became one of Amazonia's main front-line units and has seen constant action since. While their combat record in the conflict has been exemplary thus far, the unit has a history of hard times and obstacles because of their strict code of conduct. This code, installed by the unit's founder, sometimes puts El Cuadrilla in conflict with potential contractors, standing orders, and fellow mercenaries. Should they be approached, their code could be both a boon and detriment for us.

- So that's what your unit's called. How come you never told us before, Picador?
- Slamm-0!
- No one ever bothered to ask.
- Picador
- *RIMSHOT*
- Riser

Unit History: El Cuadrilla started out as a loose alliance of mercenaries in the early '50s centered on Juan Samuel Pererya, a.k.a. Matador. Pererya was known in the mercenary community for having a strong set of moral and professional principles—his code. This code kept Pererya from accepting several lucrative contracts and caused friction with many mercenaries or units he worked with, but he maintained it despite these difficulties.

- He was also worked for Argus on numerous occasions but decided to stop working for them just after a hospital stay in '48 following a blown operation. He also knew a lot of their secrets, but his code kept him silent despite several offers. He simply wouldn't betray them or any other of his former employers, even if he was hosed over.
- Thorn

- Never mention his name again, do you hear me? You do not have the right you <3.3 Mp deleted by Sysop>
- Picador
- Picador, calm down please; we've been over this. You and I go way back, and Juan was a friend of mine as well, so please don't make me restrict your access over this.
- Fastjack

While his code cost him several contracts and contacts over the years, it earned Pererya a cult following among like-minded mercenaries after his famous post on the Shadowland BBS called *Fields of Fire*. After that posting, several mercenaries sought Pererya out and formed the alliance. They worked several contracts together until 2052 when Pererya officially registered the group as the Seventy-Seventh Rangers, or El Cuadrilla as it is more commonly known. "Cuadrilla" is Spanish for a matador's bullfighting team.

MATADOR'S CODE

I take only jobs I believe in

I do not take jobs offered solely because of my ability to kill

I am not judge, jury, or executioner

I walk away if things change

I value all human life

– *Fields of Fire*, Second Print, 2048



In 2053, El Cuadrilla took their first major contract as a unit and faced the first serious challenge to their code. When insurgents in the city of Sarajevo began attacking government complexes, El Cuadrilla and another mercenary unit, Navarre's Jackals, were hired for pacification duty. During the operation El Cuadrilla accomplished their objectives with precision assaults that minimized collateral damage and spared civilian lives. The Jackals took a different approach, kicking in the doors of anyone suspected to be an insurgent. For every man the Jackals lost, they killed five civilians as a warning. Appalled at their tactics both because of his code and because it made his people targets for reprisals, Pererya confronted the Jackal's CO, Ethan Navarre, with his concerns and protests. Navarre responded by ignoring Pererya and planting evidence implicating El Cuadrilla of accepting bribes from local terrorists. An NEEC observer investigated, but couldn't find any evidence to support the charges. They classified El Cuadrilla as "compromised" anyway and removed them from the operation. It took El Cuadrilla almost two years of bottom-of-the-barrel contracts to regain the reputation and monetary losses from the Sarajevo operation.

In 2056, El Cuadrilla and Navarre's Jackals met again in the mountains of Afghanistan. Both had been contracted by rival mining conglomerates to secure a newly discovered orichalcum site. Both units met just ten kilometers from the site, and a running gun battle began. Initially the Jackals scattered El Cuadrilla and pounded them with machine gun fire from their APCs. But El Cuadrilla stood firm, and Pererya organized a counterattack after two of his snipers and a rocket team took positions on nearby peaks and took out several Jackal vehicles. El Cuadrilla eventually flanked and enveloped the Jackals in a vicious crossfire. The Jackals initially refused to give up, but eventually they surrendered. When the battle was over, Navarre had lost eighty percent of his forces.

- In keeping with his code, I understand that Matador gave the Jackals a chance to surrender. Navarre refused out of ego and his troops paid for it. Typical.
- Aufheben
- Didn't you once tell me you had a fling with Navarre and Matador went ballistic? You were such a bad girl, sleeping with the enemy.
- Black Mamba
- Yes. I did tell you. In confidence. But before anyone else makes more out of it than it was, I had just joined El Cuadrilla and was as green as a five-day-old soydog. I didn't know about Navarre and Juan's issues and later found out Navarre did it as a middle finger to Juan. Thank you for making me share that. I'll remember this.
- Picador

After Afghanistan, El Cuadrilla began a large recruiting drive, taking on several new mercenaries from across the globe, including one Carmen Lopez y Cabrera who became Pererya's protégé and was given the name Picador. After the drive, they spent the year training and taking short-term contracts in various global hot-spots to build unit cohesion. One such hot-spot was the Salish-Tsimshian border. For years the border had been a hotbed of skirmishes and raids with units on both sides taking heavy losses. El Cuadrilla had been contracted by the Salish to patrol and sweep their border, and during a patrol in 2062 they were ambushed by unknown forces. In the initial assault, several El Cuadrillas, including XO Captain Miguel Tomasso, were killed by concentrated LMG fire. Despite the initial surprise, El Cuadrilla regrouped as Pererya took control and began an organized

counterstrike. But just as it took shape, Pererya was killed by a sniper. With the chain of command compromised, Cabrera stepped up and took command. The ambushers were eventually routed, but El Cuadrilla was changed forever. Because of evidence found after the ambush, members of El Cuadrilla (specifically Cabrera) were convinced that Colonel Pererya was specifically targeted. It took almost ten years, but El Cuadrilla determined that their old rival, Ethan Navarre and his Jackals, were responsible for the raid. In 2071, Navarre was found dead by poisoning in his Lisbon office just before a major deployment.

- There has been a lot of speculation about Matador's death and who was ultimately responsible. I am sorry if I am opening old wounds here, but I don't want this to degrade into a shouting match. I've recently come into possession of some paydata that indicates who was ultimately responsible. Yes, Navarre ordered and organized the ambush, but he was a convenient pawn. Picador, contact me and I will release it the data to you. Consider it a token of good faith in hope you will finally have your answers and stop persecuting others on this network.
- Fianchetto
- Gracias. But I will do whatever I have to and go wherever the road takes me. That is all I will promise.
- Picador

Now officially El Cuadrilla's CO, Cabrera continued to follow Pererya's code, building on the foundation he left. She guided El Cuadrilla through several more contracts in the jungles of Africa and the global mess of Crash 2.0. El Cuadrilla was at their Cape Town compound when the Crash hit, and they became embroiled in the massive riots that followed. After withstanding several assaults on their compound, they were contracted with making sure that relief supplies from the United Nations made their way to intended destinations instead of being hijacked by local criminals.

- Awww, my fucking heroes. Did you also get medals?
- Clockwork
- Don't fuck with me, Clockwork, not now. The people got food and water, we stopped being targets, and we got paid. I call that a win-win any day, fuck you very much. Sometimes, you can satisfy honor and make cred at the same time. Now if you'll excuse me, I have some calls to make.
- Picador

By 2070, El Cuadrilla had grown from an enhanced company to three companies with full support assets. El Cuadrilla has also greatly benefitted from Cabrera's connections and associations with known members of the shadowrunning community, granting them an advantage in equipment appropriation and intelligence gathering.

- Even though JackPoint wasn't specifically named, who wants to lay cred that one of those corrupted files mentions us specifically?
- Pistons
- Sucker bet. I'm trying to reconstruct those files as we speak, but what the hell was used to frag them? It reminds me of a bomb!
- Netcat

- You two have been hanging together way too much. You're starting to speak geezer, like her and Bull.
- Slamm-O!
- Actually, it was a frag—literally. Clearing a room of heavily armed hostiles isn't always subtle, and commlinks don't react well to explosives. Sorry.
- Rifleman
- Who the hell let him on? How do we know that YOU didn't doctor these files? I don't care WHAT your rep is or who who's watching your back here, I think you're playing some sort of ga<1.2 Mp deleted by Sysop>
- Black Mamba <user access restricted by Sysop>
- Who the hell do you think let him on? Assume I have my reasons.
- FastJack

Currently, El Cuadrilla is still operating on behalf of Amazonia in their conflict with Aztlan. One of the few conventional paramilitary units employed by Amazonia, they have avoided the conflicts with the more exotic and anti-metahuman leaning units and cells by avoiding them as much as possible and remaining in the field. Since open hostilities between Amazonia and Aztlan began, El Cuadrilla has seen some of the heaviest action and will likely continue to do so as long as the conflict continues.

Capabilities: El Cuadrilla is composed of approximately three companies of light infantry troops with one company's worth of vehicle crews along with support assets. Despite sometimes-heavy combat losses, their training regiments and overall experience have kept their overall skill levels at a consistent level over the years.

While listed with the Mercenary Guild as a standard conventional unit, they are known in the merc community a "catch all" unit and have taken contracts that often fall outside the conventional infantry profile, including unconventional warfare. While not experts *per se* in this style of combat, they are competent enough, and their wide variety of skills, available manpower, and equipment make them valuable as a single force or as force multipliers for other units. El Cuadrilla has successfully contracted as pathfinders/recon forces, advisors, trainers, and front-line troops. They often contract out as one single command, although individual units or personnel are often detached for special duties.

Part of El Cuadrilla's success is their large logistical and support chain. While based primarily out of Lisbon, El Cuadrilla maintains small satellite bases in Cape Town, Istanbul, and San Juan. These compounds are normally used as storage/supply depots and training facilities unless activated as staging and support areas for regional deployments. Their various vehicles and unmanned assets such as APCs, mobile command posts, aircraft, and various other transports are also stored and serviced at these bases. El Cuadrilla has enough transportation assets to deploy the entire command anywhere in the world, but subcontractors are sometimes hired for special circumstances. While most of their equipment is considered "well used," it's not uncommon to see a few new and state-of-the-art pieces in El Cuadrilla armories or in the field.



BULL'S HEAD COIN

Despite being a very cutthroat and ruthless profession, mercenaries have several traditions to show respect. One tradition is the exchanging of unit coins. Given by a unit commander to those who have shown great honor or performed a great service to the bestowing unit/mercenary, these coins are also used as a marker for a favor or service in return. This practice is taken very seriously; should someone abuse or betray a coin, they risk blacklisting and/or violent reprisals. El Cuadrilla is one of the better-known units to engage in this practice. Their coin is a simple gold medallion with their unit logo, a stylized bull's head.

Note: In game terms, the coin is a symbol that the character has gained the particular unit or mercenary as a contact with a Loyalty rating of at least five and can call on that contact whenever needed, although standard contact rules still apply. Should a player ever misrepresent or betray the trust of that contact and it's discovered, the player automatically earns the negative Quality Bad Rep (p. 104, *Runners Companion*) and an appropriate Enemy 4 (p. 105, *Runner's Companion*).

NOTABLE MEMBERS: “EL CAUDRILLA”

Carmen Lopez y Cabrera, human female, a.k.a. “Picador”

Cabrera hails from a wealthy Portuguese family that traces its lineage back to the aristocracy of the sixteenth century. Number four of six children, Cabrera was sickly in her early youth and spent her time reading classic Spanish literature, specifically Miguel Cervantes. This gave her a somewhat idealistic personality as she fantasized about righting the wrongs she saw in the world, which were at odds with her parents' more “realistic” views. Her father Raul and her mother Maria expanded their fortunes by using their influence and wealth to help broker deals with the local governments and various corporations. This unsettled Carmen, who was afraid to speak out, but infuriated her eldest brother Roberto, who had developed a much more radical and anti-corporate viewpoint and was not afraid to speak his mind. Until Carmen had gone to University to study Spanish Literature, the conflict between her brother and parents had mostly been words; until Roberto participated in a protest that turned violent in Madrid and caused twelve deaths. Roberto was arrested as a ringleader and sentenced to thirty years in prison despite only circumstantial evidence against him. Carmen pleaded with her parents to intervene on Roberto's behalf, but they refused. Then for reasons known only to her, she dropped out of University and signed on with El Cuadrilla in 2058. Her family did not stop her, thinking that she would soon abandon her quixotic quest. Despite early hardships, she became a quick study and managed to earn the respect of El Cuadrilla's CO, Juan Pererya, who took her as his protégé (sometimes lover) and gave her the name Picador. Now the CO of El Cuadrilla, Cabrera has proven to be an excellent field tactician and formidable fighter. Despite her right to do so, Cabrera refuses to accept the rank of colonel, the rank previously held by Pererya until his death. Cabrera uses her official rank of major only when it is expedient to do so.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5	5(8)	5	3	4	3	4	5	1.1	9(12)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 14/12

Qualities: Guts, Toughness, Will to Live

Active Skills: Armorer (Firearms) 2 (+2), Athletics skill group 4, Automatics (Assault Rifles) 4 (+2), Blades 4, Clubs 3, Computer 3, Cybertechnology 3, Data Search 3, Demolitions 3, Dodge 5, Electronic Warfare 2, First Aid 3, Gunnery 4, Heavy Weapons (Machine Guns) 5 (+2), Infiltration 4, Influence skill group 5, Instruction 4, Outdoors skill group 6, Parachuting 3, Perception 4, Stealth skill group 3, Pilot Ground Craft 3, Pilot Watercraft 2, Throwing Weapons 4, Unarmed Combat 4

Knowledge Skills: Aztechnology/Aztlan Military 6, Bogotá Area 4, Logistics 4, Literature (Spanish) 4 (+2), Mercenary Haunts 4, Mercenary Units 4, Military History 3, Military Tactics: Conventional 4, Psychology 3, Small Unit Tactics 4

Languages: English 4, Spanish N, Spanish (Aztlan) 4, German 2, Japanese 2

Augmentations: Cyberarms (synthetic, customized; Strength 5, Agility 5, large smuggling compartment), cybertorso (synthetic, increased capacity 3, Armor 4), cybereyes (Rating 4, w/ flare compensation, low-light vision, thermographic vision, and smartlink), reaction enhancers 3

Gear: Commlink (Device Rating 5), grenades (for launcher) x6, grenades (fragmentation x3), medium military armor (with: non-conductivity 3, mobility upgrade 2), medkit (Rating 5), military helmet, patches (antidote, stim, tranq, trauma x5 each), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone, survival kit

Weapons:

Ultimax MMG [MMG, DV 6P, AP -2, FA, RC 6, 40(c) or belt (clips x3 or belts x2), w/ detachable tripod, smartlink]

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38(c), w/ foregrip, safe target system, sling, smartlink, regular ammo (3 clips)]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, 15(c), w/ smartlink, regular ammo (3 clips)]

Grenade, Fragmentation [Grenade, DV 12(f), AP +2, Radius 10m]

Survival knife [Reach —, DV 4P, AP -1]

NON-PLAYER CHARACTERS: EL CAUDRILLA

Line Soldier (Professional Rating 3)

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5	4	3	3	4	3	4	4	6	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 12/10

Active Skills: Athletics skill group 3, Close Combat skill group 3, Computers 3, Data Search 3, Demolitions 3, Dodge 3, Electronic Warfare 3, Firearms skill group 3, First Aid 3, Gunnery 3, Heavy Weapons 4, Influence skill group 2, Intimidation 3, Outdoors skill group 3, Parachuting 3, Perception 3, Pilot Aircraft 2, Pilot Ground Craft 4, Pilot Watercraft 2, Stealth skill group 3, Throwing Weapons 3

Gear: Commlink (Device Rating 4), goggles (Rating 5 w/ flare compensation, low-light vision, thermographic, smartlink, vision magnification), light military armor (with: chemical protection 2, fire resistance 2), medkit (Rating 4), patches (antidote, stim, tranq, trauma x3 each), subvocal microphone, survival kit

Weapons

- AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 1, 38(c), w/ safe target system, shock pad, smartlink, regular ammo (3 clips)]
- Browning Ultra-Power [Heavy Pistol, DV 5P, AP -1, SA, 10(c), w/ laser sight, regular ammo (3 clips)]
- Survival knife [Reach —, DV 3P, AP -1]

Veteran Soldier (Professional Rating 4)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5	5(8)	4	3	4	4	4	0	5	4.9	9(12)	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 16/14

Active Skills: Armorer 3, Athletics skill group 4, Close Combat skill group 4, Computer 3, Data Search 3, Demolitions 4, Dodge 4, Electronic Warfare 3, Firearms skill group 5, First Aid 3, Gunnery 3, Heavy Weapons 4, Infiltration 4, Influence skill group 3, Instruction 4, Intimidation 4, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Ground Craft 4, Pilot Watercraft 3, Stealth skill group 3, Thrown Weapons 3

Augmentations: Cybereyes (Rating 1, w/ flare compensation, low-light vision, thermographic, smartlink), reaction enhancers 3

Gear: Commlink (Device Rating 4), grenades (for launcher) x6, grenades (fragmentation x3), medium military armor (with: chemical protection 2, fire resistance 2, mobility upgrade 2), medkit (Rating 4), military helmet, patches (antidote, stim, tranq, trauma x5 each), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone, survival kit

Weapons

- AK-98 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 1, 38(c), w/ safe target system, shock pad, smartlink, regular ammo (3 clips)]
- Grenade Launcher [High-Explosive, DV 10P, AP -2, Blast 12m, SS, 6(m)]
- Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, 15(c), w/ smartlink, regular ammo (3 clips)]
- Grenade, fragmentation [Grenade, DV 12(f), AP +2, Blast 10m]
- Survival knife [Reach —, DV 3P, AP -1]

Combat Hacker (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5	5(7)	4	3	4	5	4	4.3	9(11)	1

Matrix Initiative/IP: 10/3

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 14/12

Active Skills: Armorer 3, Athletics skill group 4, Close Combat skill group 3, Cracking skill group 4, Demolitions 4, Dodge 5, Electronics skill group 4, Electronic Warfare 3, Firearms skill group 4, First Aid 3, Gunnery 2, Heavy Weapons 2, Infiltration 4, Influence skill group 3, Instruction 4, Intimidation 4, Outdoors skill group 4, Parachuting 4, Perception 4, Pilot Ground Craft 4, Pilot Watercraft 3, Stealth skill group 3, Throwing Weapons 3

Augmentations: Cybereyes (Rating 2, with low-light vision, smartlink, thermographic), control rig, datajack, implanted commlink (Device Rating 5, modified for BTL/hot-sim), reaction enhancers 2

Gear: Light military armor (w/ chemical protection 2, fire resistance 2, mobility upgrade 2), medkit (Rating 4), military helmet, programs (Analyze 5, Armor 5, Attack 5, Biofeedback Filter 5, Browse 4, Command 5, Data Bomb 3, Decrypt 4, Edit 4, Exploit 5, Scan 5, Spoof 5, Stealth 5, Track 4), smart jammer (area, Rating 5), smart jammer (directional, Rating 5), smart pouch system (w/ combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone, survival kit

Weapons

- AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 1, 38(c), w/ safe target system, shock pad, smartlink, regular ammo (3 clips)]
- Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartlink, regular ammo (3 clips)]
- Survival knife [Reach —, DV 3P, AP -1]



BRAVO COMPANY

Unit Nickname: None

Current Command Staff:

CO: Nathan J. McCord "Rifleman/Bravo Zero-Six"

XO: Faith R. Reddick "Point Guard/"Bravo One-One"

Unit Type: Special Operations/Forces

Estimated/Known Strength: Multiple Action Teams

Unit Rating: 8

Threat Rating: High

Current Deployment: Bogotá/South America

Summary: A secretive yet highly respected unit specializing in unconventional warfare, the mercenary command known only as "Bravo Company" first came to our attention in 2061 as part of Tactical Concepts, a weapons research and customization company. It regained our attention in 2073 after reports suggested it was conducting operations against Aztlan in the current conflict. This warranted a re-evaluation of their history and operations. Note that Bravo Company maintains strict operational security, and hard intelligence is difficult to obtain. It is recommended that any decision to approach them be delayed until after the current conflict is completed and a full evaluation performed.

Unit History: Bravo Company traces its lineage to the Sixty-First Independent Rangers, an elite battalion-sized mercenary command. In late 2047, the Rangers' contract was forcibly transferred to Aztechnology through a "transfer of service" loophole and assigned to conduct anti-insurrection operations in the Yucatan. Despite the nature of the contract transfer, they performed well for three years, persevering through problems with Aztlan and Aztechnology strategy, tactics, and politics. Things came to a head in 2050 when Ranger CO Colonel James McCord refused to engage in an action that later became known as the Campeche Massacre.

In response, Aztechnology charged the Rangers with breach of contract, multiple incidents of dereliction of duty, refusal to follow direct orders, and insubordination. When Aztlan security forces attempted to take the Rangers into custody by force, the Rangers resisted. During several vicious battles, the Rangers inflicted heavy casualties on Aztlan/Aztechnology forces before being overwhelmed by superior numbers. Several Ranger units who were on patrol attempted a rescue of prisoners, but they failed. Ultimately, only thirty-eight of the Ranger's Second and Third Platoons, Bravo Company, and half of the support staff escaped. In response, Aztlan placed bounties on all Ranger survivors.

- The Sixty-First drove Azzie commanders crazy by reinterpreting their orders to avoid civilian casualties. The surviving Rangers were able to escape because grateful people don't forget when someone refuses to murder them.
- Aufheben



- Aztechnology slaughtered the Rangers as an example. When Juan told me about it years later, I saw the loss in his eyes because he and Colonel McCord were close friends. He took it extremely hard when reports about the captives and blood sacrifices came out.
- Picador

To avoid the bounties, most of Rangers "retired" and settled in anti-Aztlan countries such as the UCAS and CAS while others went into quasi-legal occupations as advisors, weapons experts, bounty hunters, and guns-for-hire. In 2059, Aztechnology rescinded the bounties; no official reason was given, but rumors indicate bounty hunters found the reward "not worth the risk."

In 2060, several Rangers reunited to form Tactical Concepts, a small research and development company specializing in personal gear, weapon, and vehicle customizations/modifications. Bravo Company was formed as Tactical Concepts' field-testing and "customer support" division. Within two years, Tactical Concepts earned a reputation for quality products and gained several clients that included: mercenary commands, security providers, select individuals, and "special clients."

- One such client was Atticus Cole, former deputy director of operations for the CIA. In his field days, the Rangers were his go-to unit when certain things needed to get done. They also saved him more than once—in many ways. When Cole found out the Rangers were shanghaied into working for Aztlan, he pulled a lot of strings to help them before and after Campeche, as well as later when Tactical Concepts was formed.
- Thorn
- Back in '59, I met a freakishly fast adept and ex-Ranger named Shades who hated blood mages like I do bugs (go figure). He and his team took out their frustrations by collecting bounties from the Draco Foundation. Last I've heard they've cashed in for nine, all of them from Aztlan.
- Sticks
- Over the past fifteen years, Tactical Concepts has made a name for themselves as expert armorers. If you need some quality work done, they're well worth the trip. But you can't just go to their shop and expect to get some work done; they accept work by referrals only. If you need to get one quick, I'll send you the address of a known fixer who may be able to get you an appointment.
- Traveler Jones



- Yeah, good one Jones. What he fails to mention is that this particular fixer, a “retired” troll runner named Marvin Castle (just call him Marv) operates out of a strip club called Platinum Trollgirls. It’s not for the faint of heart or the light of cred, so be ready to pay. And two things: never try and sit in Marv’s seat, and never turn down a lap dance from Daisy. Just trust me on this.
- Glitch

BRAVO COMPANY TRADITION: RENAMING

Whenever a new member is accepted into Bravo Company, they are given a new code-name in addition to their unit call-sign, regardless of whatever previous handle or street name. Because code-names are often bestowed by squad mates and approved by the unit commander, they are not always the most flattering. Among Bravo Company operators, these names are used for life and permanently retired upon their death.

Later that year, Bravo Company began operations in the Yucatan, assisting/advising rebels in their bid for independence from Aztlan. During the campaign, they eliminated several high-value Aztlan targets, including three teams of Special Forces. Bravo Company honorably withdrew from service in 2062, just two days before massive earthquakes and tidal waves hit the peninsula.

- Why couldn’t they have stuck around for two more days?
- Black Mamba
- OK, Mamba, spill—you have a beef with these jokers?
- Riser
- Oh yeah, holier-than-thou McCord didn’t like the way I conducted an interrogation back in ‘70.
- Black Mamba.
- Four of my people died in reprisals because you broke op-sec over a personal grudge and then scapegoated my people to cover your ass. Next time, I’ll do more than put two in your legs. Be thankful I didn’t use the EX ammo.
- Rifleman

- Screw you and your self-righteous bullshit! I do what I need to, period. Don’t like it, tough shit. If I run into any of your Bravo-bitches, we’ll square up and nobody better get in my way.
- Black Mamba
- Watch it, Mamba. Rifleman and Bravo Company are among my *dearest* friends and allies. You mess with them, you mess with me. Everyone else had better keep that in mind when considering what to do with this information.
- Picador
- I thought you were smarter than that.
- Black Mamba
- I suggest that you be careful as well, Mamba. Besides Picador, Bravo Company has a lot of friends and not just in the merc community. Over the past few years, they’ve been working with various groups to deal with some nasty magical-based threats.
- Winterhawk

Bravo Company’s next major operation came in September 2064 when they were tapped by the CIA to assist in the anti-terrorism campaign against Winternight. In early October through November, Bravo Company eliminated and or captured several Winternight terrorist cells and prosecuted a command center/training facility in North America. After Crash 2.0, Bravo Company was at CIA headquarters in Langley, Virginia for debriefing when New Revolution attempted their coup. Bravo Company was again pressed into service and assisted Joint Task Force Seattle when they re-took the UCAS capital by providing reconnaissance, gathering intelligence, and eliminating a key New Revolution commander.

- Bravo Company and JTFS had a good working relationship in the ‘60s and were a fairly common sight at Fort Lewis as advisors, instructors, and occasionally OpFor in the Urban Combat Simulator. They just happened to be debriefing at Langley when New Revolution came to town; lucky for General Colloton, huh?
- Kay St. Irregular

Bravo Company and Tactical Concepts continued their normal operations until 2070, when the company ceased taking contracts for the CIA and NSA. Unconfirmed reports indicate a possible falling out with the agencies, but in 2073 representatives from Tactical Concepts

met with a known CIA operative in New Orleans. The nature of the meeting is unknown, but within twelve hours, all Bravo Company contracts were canceled and their action teams recalled. Within two days, Bravo Company operators were on the ground in Bogotá. While Bravo Company has been observed operating in multiple locations throughout the region, their only confirmed contract is acting as escort for former singer Rachael Turner, a.k.a. Melody Tyger, as she conducts her humanitarian efforts in the area.

- There was a “changing of the guard” at the CIA during that time. Atticus Cole was murdered in 2070 and several of his files went missing. Major McCord is less than enthusiastic about the new management.
- Fianchetto

BRAVO COMPANY TACTIC: TATTLE-TALE BULLETS

To locate hidden Aztlan ammo depots and map supply lines, Bravo Company used stealth RFID tags in modified bullets and then arranged for them to fall into Aztlan hands, the idea being that checks would focus weapons, not crates containing thousands of rounds of ammunition. To date, twelve supply depots have been prosecuted, although this tactic may be discontinued soon as enemy troops are becoming more cautious.

- Ya know, call me stupid but I think Bravo Company is using the war is a smokescreen to get some payback for the Sixty-First. But playing escort for a washed-up music star, even as a cover story? That's gotta make things complicated for them.
- Pistons
- Rifleman is a huge music fan—he first met Melody during her Fearful Symmetry tour and they've been friends ever since. I've heard that Melody has already gotten out of the area because Aztlan was about to put a halt to her humanitarian efforts. But they better watch it; her old bosses want her back in a very bad way. YAY! I contributed!
- Kat o' Nine Tales
- I'd be more worried about the Blood Daggers. Bravo Company's been hitting the Path of the Sun priesthood hard and sooner rather than later. Things are gonna get ugly.
- Winterhawk
- They already have, but it's going to get worse for everyone.
- Rifleman

Capabilities: While not as numerous as units such as the Sioux Wildcats or the Tir Ghosts; Bravo Company operators are equal to them in terms of skill and mission capability. Over the past decade they have proved themselves highly adaptable to various situations and environments by consistently completing several high-value contracts against supposedly superior forces. While Bravo Company has access to cutting edge equipment through Tactical Concepts, they also take advantage of any overreliance on technology their adversaries have by employing low-tech measures such as pit traps and tripwires that can't be detected by modern means.

Like some mercenary companies, what helps set Bravo Company apart is their personal code of conduct. Reports indicate that Bravo Company refuses to accept missions or contracts that will needlessly

endanger civilians or call for high levels of collateral damage. This corroborates several rumors and unconfirmed reports of Bravo Company members sacrificing themselves to prevent civilian casualties or going off-mission to help a fellow merc unit.

Bravo Company currently fields five action teams of ten to twelve operators. Each team has at least one combat hacker/tech specialist, medical tech, and full magician attached, although mystic and regular adepts are also common. For mundane operators, minor augmentations such as reaction boosters, sensory enhancements, and smartlinks are most common. Combat riggers also provide direct/remote support and transportation needs as needed. Logistical specialists operate any Bravo Company facilities and handle all miscellaneous unit requirements.

COLT GOVERNMENT 2066TC, HEAVY TACTICAL PISTOL

Licensed through Colt Firearms by Tactical Concepts, the 2066TC was conceived as the ultimate expression of a special-forces duty pistol. Each 2066TC is custom made for its user, and no base model is currently available for sale. Extremely accurate and durable, it's also designed for maximum sound suppression. When used with a silencer and subsonic rounds, the 2066TC boasts one of the quietest sound profiles of any pistol.

Standard upgrades: Advanced Safety; Biometric Lock, Barrel Extension, Melee Hardening, Personalized Grip, Skinlink, Smartgun System.

Dam	AP	Mode	RC	Ammo	Avail	Cost
5P	-1	SA	-1	14(c)	36R	2,700

NOTABLE MEMBERS: BRAVO COMPANY

Major Nathan McCord, aka Rifleman, Call-sign: Bravo Zero-Six

Son of Colonel James McCord, Major McCord joined the Rangers at age fifteen when his adept abilities manifested and he almost killed a classmate during a fight. Originally an armorer, he later qualified as a sharpshooter and joined Second Recon Platoon, Bravo Company as a corporal and dedicated marksman. After escaping Aztlan, McCord worked as a shadowrunner and bounty hunter, specializing in magical threats, specifically blood mages, under the street name Shades. With bounties collected from the Draco Foundation, McCord became the driving force behind Tactical Concepts and Bravo Company's current activities. A high-level adept, the now-Major McCord has spent the last twenty-five years honing his abilities and skills. McCord is an expert in multiple combat forms, weapons, tactics, and is known for devastating precision strikes. As a field commander, he is respected for his command acumen, dedication, determination, and loyalty to his people. During the rescue attempt in 2050, McCord interrupted a blood ritual being performed on several Rangers, including his father. The disruption caused a backlash that bleached all color from his eyes. Because of this, he always wears smartglasses or goggles. In 2061, McCord underwent SURGE while on mission in the Yucatan, and his eyes now glow green, intensifying during intense

emotions or when using his abilities. Any other SURGE effects are currently unknown. Rumors also suggest that McCord is planning on stepping down as Bravo Company field CO after the current operation to focus on “other concerns.”

Male human/changeling

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5(6)	6(7)	6(9)	5	4	5	5	5	12	6	6	11(14)	4

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 14/12

Active Skills: Archery 3, Artisan (Guitar) 4 (+2), Artisan (Singing) 2 (+2), Armorer (Firearms) 4 (+2), Astral Combat (Weapon Focus) 4 (+2), Assensing 4, Athletics skill group 4, Blades (Short Swords) 4 (+2), Computer 3, Clubs 3, Data Search 3, Demolitions 3, Disguise 3, Dodge 5, Electronics skill group 4, Electronic Warfare (Communications) 3 (+2), Firearms skill group 6, First Aid (Combat Wounds) 2 (+2), Gunnery 3, Heavy Weapons 3, Infiltration 5, Influence skill group 4, Instruction 4, Intimidation 5, Outdoors skill group 4, Parachuting 4, Palming 3, Perception 5, Pilot Aircraft 2, Pilot Ground Craft 4, Pilot Watercraft 3, Shadowing 5, Thrown Weapons 4, Unarmed Combat 5

Knowledge Skills: Aztechnology (Military/Security) 4 (+2), Black Market Operations 4, Business 2, Intelligence Operations 4, Literature (Art of War) 4, Logistics 5, Magical Threats/Blood Spirits 6, Mercenary skill groups 5, Mercenary Hangouts 5, Military History 4, Military Operations: Conventional 5, Military Operations: Special Ops 6, Military: Aztlan 4, Military: CAS 4, Military: UCAS 4, Musical History 5, Philosophy (Military) 3 (+2), Physical Fitness 3, Psychology 3

Languages: English N, French (Creole) 4 (5), German 3, Japanese 3, Mandarin 3, Or'zet 2, Spanish (Aztlan) 5,

Qualities: Adept, Ambidextrous, Class-I SURGE (Low-Light Vision, Metahuman Trait: extended lifespan, Extravagant Eyes: bioluminescent), Dependent: Daughter, Guts, Toughness

Initiate Grade: 6

Metamagics: Adept centering, attunement (short sword), flexible signature, masking

Adept Powers*: Astral Perception, Combat Sense 2, Critical Strike 3, Improved Physical Attribute (Agility), Increased Reflexes 3, Killing Hands, Motion Sense, Multi-Tasking, Nimble Fingers, Quickdraw*, Traceless Walk

*If using *Way of the Adept* rules, add **Quality:** Warrior's Way, Iron Will 3, and Sustenance

Gear: Commlink (Device Rating 6), goggles (Rating 6 w/ flare compensation, low-light vision, thermographic, smartlink, vision magnification), grenades (fragmentation x2, high explosive x2), light military armor (with: chemical protection 2, fire resistance 2, mobility upgrade 1, quick release, thermal dampening 3), medkit (Rating 5), military helmet, quickdraw holster (pistol), smart pouch system (with: ammunition pouches, combat load vest, ration pouch, smart canteen), subvocal microphone, survival kit

Weapons

Colt M-23 [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC -3, 40(c), w/ advanced safety (basic w/ biometric lock), foregrip, imaging scope [thermographic vision, smartlink, vision magnification], skinlink, sling, smartlink, sound suppressor, APDS ammo (4 clips)]

Kriss-X [Submachine Gun, DV 5P, AP -5, SA/BF/FA, RC 1(3), 20(c), w/ advanced safety (basic w/ biometric lock), flashlight, folding stock, foregrip, powered slide mount, skinlink, smartlink, APDS ammo (4 clips)]

Colt Government 2066TC [Heavy Pistol, DV 5P, AP -5, SA, RC 1, 14(c), w/ advanced safety (basic w/ biometric lock), barrel extension, smartlink, skinlink, sound suppressor/silencer, APDS ammo (3 clips)]

Cougar fine blade (long) [Reach —, DV 5P, AP -1, w/ personalized grip]

Weapon focus (sword) [Reach 1, DV 6P, AP —, Force 4]

Throwing Knife x 3 [DV 4P, AP —]

NPCS: BRAVO COMPANY

Adept Operator (Professional Rating 5)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5(6)	5(6)	4	4	4	4	5	8	6	6	9(10)	1(3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 14/12

Active Skills: Armorer (Firearms) 3 (+2), Astral Combat 3, Assensing 3, Athletics skill group 4, Close Combat skill group 4, Computer 3, Data Search 3, Demolitions 3, Dodge 4, Electronic Warfare 3, Firearms skill group 5, First Aid 3, Gunnery 3, Heavy Weapons 3, Intimidation 3, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Aircraft 2, Pilot Ground Craft 3, Pilot Watercraft 2, Stealth skill group 4, Thrown Weapons 4

Qualities: Adept

Initiate Grade: 2

Metamagics: Adept Centering, Masking

Adept Powers*: Attribute Boost (Reaction), Astral Perception, Combat Sense 2, Critical Strike 2, Improved Physical Attribute (Agility), Improved Reflexes 2, Killing Hands

Gear: Commlink (Device Rating 6), goggles (Rating 6, w/ flare compensation, low-light vision, image link, smartlink, thermographic vision, vision magnification), grenades (fragmentation x2, high explosive x2), light military armor (with: chemical protection 2, fire resistance 2, mobility upgrade 1, quick release, thermal dampening 3), medkit (Rating 6), military helmet, quickdraw holster (pistol), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone, survival kit, quickdraw holster (pistol).

Weapons

Colt M-23 [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC -3, 40(c), w/ advanced safety (basic w/ biometric lock), foregrip, imaging scope (thermographic vision, smartlink, vision magnification), skinlink, sling, smartlink, sound suppressor]

Colt Government 2066TC [Heavy Pistol, DV 5P, AP -1/-5, SA, RC 1, 14(c), w/ advanced safety (biometric lock), barrel extension, melee hardening, skinlink, smartlink, silencer, APDS ammo (3 clips), Sub-sonic rounds (2 clips)]

Grenade, fragmentation [Grenade, DV 12(F), AP +2, Blast 10m]

Grenade, High-Explosive [Grenade, DV 10P, AP -2, Blast -2/m]

Cougar Fine Blade, Long [Reach —, DV 4P, AP -1]

Note: All Bravo Company Operators have access to a wide variety

of firearms and will customize for a particular mission, the ones listed here is a “typical” load out.

* If using *Way of the Adept* rules, add Way of the Warrior quality and Traceless Walk power.

Augmented Operator (Professional Rating 3)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5(6)	5(7)	4(5)	4	4	4	5	—	6	4.45	9(11)	1(3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 14/12

Active Skills: Armorer (Firearms) 3 (+2), Athletics skill group 4, Close Combat skill group 4, Computer 3, Cybertechnology 2, Data Search 3, Demolitions 3, Dodge 4, Electronic Warfare 3, Firearms skill group 5, First Aid 3, Gunnery 3, Heavy Weapons 3, Intimidation 3, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Aircraft 2, Pilot Ground Craft 3, Pilot Watercraft 2, Stealth skill group 4, Thrown Weapons 4

Augmentations: Cybereyes 2 (with flare compensation, low-light vision, smartlink, thermographic, ultrasound, vision magnification), muscle augmentation 1, muscle toner 1, synaptic booster 2

Gear: Commlink (Device Rating 6), light military armor (with: chemical protection 2, fire resistance 2, mobility upgrade 1, quick release, thermal dampening 3), grenades (fragmentation x2, high-explosive x2), medkit (Rating 6), military helmet, quickdraw holster (pistol), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone, survival kit, quickdraw holster

Weapons:

Colt M-23 [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC -3, 40(c), w/ advanced safety (basic w/ biometric lock), foregrip, imaging scope (thermographic vision, smartlink, vision magnification), skinlink, sling, smartlink, sound suppressor, APDS ammo (3 clips)]

Colt Government 2066TC [Heavy Pistol, DV 5P, AP -1/-5, SA, RC 1, 14(c), w/ advanced safety (biometric lock), barrel extension, melee hardening, skinlink, smartlink, silencer, APDS ammo (3 clips), sub-sonic rounds (2 clips)]

Grenade, fragmentation [Grenade, DV 12(f), AP 2, Blast 10m]

Grenade, High-Explosive [Grenade, DV 10P, AP -2, Blast -2/m]

Cougar fine blade, long [Reach —, 4P (5P)]

Mystic Adept Combat Medic (elf)

(Professional Rating 4)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	4	5(6)	4	4	4	4	5	8	6	6	9(10)	1(2)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 14/12

Active Skills: Arcana 3, Armorer (Firearms) 2 (+2), Astral Combat 4, Athletics skill group 4, Biotech skill group 4, Computer 3, Conjuring Skill group 4, Counterspelling 4, Close Combat skill group 3, Data Search 3, Demolitions 2, Dodge 4, Electronic Warfare 2, Firearms skill group 4, Gunnery 2, Heavy Weapons 2, Infiltration 4, Intimidation 3, Outdoors skill group 4, Parachuting 4, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 3, Pilot Watercraft 2, Shadowing 4, Spellcasting 5, Throwing Weapons 3

Qualities: Mystic Adept

Adept Powers: Astral Perception, Enhanced Perception 2, Pain Relief, Spell Resistance 1

Spells: Antidote, Awaken, Cure Disease, Enhance Aim, Heal, Increase Reflexes, Magic Fingers, Manaball, Manabolt, Stabilize, Stunball, Stunbolt

Gear: Biomonitor, commlink (Device Rating 6), goggles (Rating six with: flare compensation, low-light vision, image link, smartlink, thermographic vision, vision magnification), light military armor (with: chemical protection 2, fire resistance 2, mobility upgrade 1, quick release, thermal dampening 3), medkit (Rating 5), military helmet, patches (antidote, stim, tranq, trauma x5 each), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone, survival kit, quickdraw holster (pistol)

Weapons

Kriss-X [Submachine Gun, DV 5P, AP -5, SA/BF/FA, RC 1(3), 20(c), w/ advanced safety (basic w/ biometric lock), flashlight, folding stock, foregrip, powered slide mount, skinlink, smartlink]

Colt Government 2066TC [Heavy Pistol, DV 5P, AP -5, SA, RC 1, 14(c), w/ advanced safety (basic w/ biometric lock), barrel extension, smartlink, skinlink, sound suppressor/silencer]

Cougar fine blade, long [Reach —, 4P (5P)]

FREE MARINE CORPS

Unit Nickname: Free Marine Corps

Current Command Staff:

CO: General Austin St. James

XO: Colonel Andrea Faulkner

Naval Attachment Commander: Commodore

Donovan Asher

Unit Type: Conventional Military, Rapid Response

Estimated/Known Strength: See file below

Unit Rating: 7

Threat Rating: Moderate to High

Current Deployment: None



Summary: Formed during the UCAS/CAS split in 2034, the Free Marine Corps were once considered naïve idealists unable to change with the times. Now known as one of the most honorable, reliable, and capable units in the world, they still adhere to the traditions and ideas of the old United States Marine Corps. When they first formed, they had approximately 150 members. Today they have almost three thousand with armor, aviation, and naval units. Such a force could be useful in future endeavors, provided we can keep their ideals from getting in the way.

- I just want to say that I've never met a better bunch of hard-charging, insane, never-say-die types in my life (aside from myself, of course). They followed me into hell and back over ten years ago and I love them for it. A great big OOOOHH RAAAHH to any Devil Dogs out there!
- Kane
- Can we ban Kane from posting when he's drunk?
- Icarus
- Good luck with that.
- /dev/grrl

Unit History: The Free Marine Corps is the brainchild of Colonel Thaddeus Sorenson and Major Travis Hamilton, former commanders of the Twenty-Fourth Marine Expeditionary Unit and Third Marine Air Wing respectively. Like many Marines at the time, they were conflicted about the split. Many were loyal to the corps' ideals and their brother marines instead of the so-called leaders. Scores of marines didn't like the idea of a possible second civil war and fighting their marine brothers. To remain true to their principles, they decided to save their beloved corps by breaking away.

The separation of the military assets was a logistical nightmare. It took almost a year to complete, and during that time several units and pieces of equipment went missing. It was during this time that Colonel Sorenson, Major Hamilton, and several other conspirators enacted their plan. With the help of a Parris Island sergeant and a few freelance operatives, the paperwork of approximately 295 marines from the Twenty-Fourth MEU, Third Air Wing, various other units,

and recent basic training graduates were altered. According to UCAS and CAS commands, these marines simply decided to join the other nation per the separation agreement.

- Because the UCAS didn't have the facilities ready to deal with the influx of troopers in its new UCASMC headquarters in Annapolis or training facility at Quantico, they made an agreement to "time-share" Parris Island. Every thirteen weeks, use of the facility switches between the two nations, and a dedicated maintenance unit facilitates the changeover. The idea proved so successful that the Quantico facility was re-tasked, and the time-share continues to this day.
- Sunshine
- It's also an open secret that the Free Marines still have a few plants at Parris Island to keep an eye out for new recruits. At least four percent of the Parris Island graduates end up Free Marines, mostly the disenfranchised and the "troublemakers." And because the Free Marines are subtle about recruiting, the UCAS or the CAS doesn't crack down.
- Hard Exit

The same tactic was also used to help re-allocate needed supplies. Several crates of gear, weapons, and vehicles (most of them scheduled to be overhauled or scrapped anyway) were lost within the system. Their greatest accomplishment during this operation was the acquisition of the marine transport vessel *USS Green Bay*. These Marines and allies in the Navy simply boarded the *Green Bay* with "orders" to sail her from the reserve fleet base at Norfolk to the Washington Naval yards for reactivation. After Major Hamilton and his air assets were loaded, they set sail. All records of the ship were destroyed two hours later. With personnel, equipment, vehicles and a purpose, they were now truly Free Marines.

- Again, neither the UCAS nor the CAS wanted to admit that they lost a ship and risk a war over it. So the CIA was tasked with sinking her. Several attempts were made, but all failed. It was decided to just let the Free Marines have their trophy.
- Thorn

- Marines weren't the only ones to jump ship at the time. A lot of sailors also disgusted by the split were more than willing to join up with the FMC. The *Green Bay's* first FMC skipper was a former lieutenant commander who had been repeatedly passed over for promotion because she was an ork and refused to kiss any ass. Mom was just the kind of squid the FMC was looking for.
- Sounder

The Free Marines spent their first few years collecting bounties and taking the occasional contract for Amazonia. But their largest financial success during their early years was a support contract with the Spanish Government for Operation: Desert Angel. Most of the revenue they collected went into keeping the Green Bay afloat and fending off various pirate attacks. Their recruiters back at Parris Island kept a small but steady stream of recruits coming in to replace aging Free Marine members. After the 2055 Compensation Riots in DecCee, the Free Marines received a massive number of recruits, and for the first time their numbers surpassed one thousand. With the Green Bay unable to hold one thousand marines, Colonel Sorenson used his contacts in the Carib League to acquire the abandoned Roosevelt Roads Naval Base in Ceiba, Puerto Rico. The Free Marines were then reorganized and those not actively serving on a contract were tasked with refurbishing Roosevelt Roads.

- Whoa, wait a minute—I thought that the Free Marines were only about three hundred strong? I figured they had support personnel, but over a thousand combat troops? How the hell did I miss that?
- Picador
- With all due respect, we go to great lengths to obfuscate our true numbers and combat capabilities for a multitude of reasons. And I am sure you will understand why I do not go into how we accomplish this. Still, we do appreciate being informed of this file and will take appropriate actions.
- Devil Dog One
- *Laughs ass off* Picador, you don't know the half of it. Hey Devil Dog, on behalf of me and Kat: Semper Fi!
- Kane
- Oooh-rah.
- Devil Dog One

The Free Marines' biggest expansion came in the early 2060s. In 2061, while standing on the bow, the pirate known as Kane sailed the *USS Iwo Jima* into Roosevelt Roads and offered them a job. In exchange for the *Iwo Jima* and over one eighty million nuyen, the Free Marines agreed to be the backbone of a rescue operation Kane was planning in Aztlan. Six months later, Kane, 315 Free Marines, and several freelance operatives assaulted a secret compound just outside of Bogotá. The objective was achieved, but the Free Marines met heavy resistance during egress and suffered almost forty percent casualties during a fighting withdraw with Aztlan forces. Aztlan casualties were estimated in the thousands. After the operation, the Free Marines spent the next year using their profits to refit and rearm. The *Iwo Jima* was also brought up to full battle readiness.

In 2062, hougans (voodoo magic practitioners) from New Orleans alerted their Carib League counterparts of an impending attack by shedim spirits and their metahuman allies to displace them. According to various rumors and reports, this operation could have sent ripples through the entire magic community if successful. Having fended off a similar attack

FMS IWO JIMA, LHA-7

The second America-Class marine assault vessel to enter service, the *Iwo Jima* began active duty for the USN in 2013 during the Indian Wars. After a failed mission to attack NAN targets on the West Coast in 2015, the *Iwo Jima* was ordered back to Norfolk but never arrived. She would not be heard from again until the shadowrunner/pirate Kane found her in an abandoned pirate port near Haiti. Despite being stripped of most of her armaments, her engines and navigation systems were relatively intact. It took the Free Marines several years making her battle ready after acquiring her in 2061. While the exact crew and troop compliment are classified, she is known to boast modern systems and is estimated to operate a mix of aircraft types.

Std. Upgrades/Accessories: Improved Sensor Array, Life Support (Level 1), Missile Defense System, Satellite Communication, Special Equipment (Flight Deck), Special Equipment (Aircraft Elevator), 4 Reinforced Weapon Mounts (external, heavy turret), Workshop (nautical and aeronautical)

Length	Handl	Accel	Spd	Pilot	Str	Arm	Sens	Avail	Cost
884 m	-2	5/10	70	3	22	22	6	N/A	N/A

Weapons:

4 GE Vanquisher Heavy Autocannon [Vehicle Weapon, DV 11P, AP -6, FA, 200(belt)]

FMS NEW ORLEANS LPD-18 AND FMS GREEN BAY LPD-20

Std. Upgrades/Accessories: Improved Sensor Array, Life Support (Level 1), Missile Defense System, Satellite Communication, Special Equipment (Flight Deck), Special Equipment (small flight deck), Special Equipment (well deck), 4 Reinforced Weapon Mounts (external, heavy turret), Workshop (nautical and aeronautical)

Length	Handl	Accel	Spd	Pilot	Str	Arm	Sens	Avail	Cost
208m	-2	5/10	70	3	20	20	6	N/A	N/A

Weapons:

4 GE Vanquisher Heavy Autocannon [Vehicle Weapon, DV 11P, AP -6, FA, 200(belt)]

the previous year (and despite heavy losses), the New Orleans hougans offered to assist. The Free Marines were contracted to provide transportation and protection from New Orleans to the Carib League. While planning the operation, the Free Marines discovered that the *Green Bay's* sister ship, the *USS New Orleans*, was docked near the city New Orleans as a museum ship. Deciding to use it as a decoy, the Free Marines hired several shadowrunners to secretly make the *New Orleans* ready to sail and disguise it as the *Green Bay*. Despite their efforts, the rouse was unsuccessful and the *Green Bay* was forced to fight off multiple attacks before reaching Roosevelt Roads. The Free Marines then spent two nightmarish months fighting alongside the hougans before the shedim threat was eliminated. Even though the *New Orleans* failed in her intended role, the Free Marines kept and brought her back to combat readiness.

- It was my understanding that the shedim were looking to create a safe haven and find a way to create another gateway back to their home realm. Can anyone corroborate?
- Winterhawk

Free Marie Corps First Amphibious Readiness Group (ARG) TO&E as of 01/01/74 (estimated)

FMS Iwo Jima, LHA-7, America-Class

6 Federated Boeing Eagle-C VSTOL Fighter-Bombers
10 TR-73 Transports
7 Eurocopter Tiger attack helicopters
3 GMC Banshee LAVs
2 GMC Harpy Scout LAVs
various combat drones
approximately 300 combat troops

FMS New Orleans, LPD-18, San Antonio-Class

2 Lading Combat Air Cushion vehicles
8 Appaloosa APCs
10 LAV-93 Devil Rats
3 LAV-101 Strikers
20 GMC MPUVs
2 TR-73 Transports
various drones
approximately 300 combat troops

FMS Green Bay, LPD-20, San Antonio-Class

2 Lading Combat Air Cushion vehicles
8 Appaloosa APCs
10 LAV-93 Devil Rats
3 LAV-101 Strikers
20 GMC MPUVs
2 TR-73 Transports
various drones
approximately 300 combat troops

FMS Independence, LCS-2, Hunt-Class

various drones

FMS Coronado, LCS-4, Hunt-Class

various drones

- No. I went to Roosevelt Roads and tried to talk to the Free Marines there about it. They were polite, but I got the hint very quickly it would be in my best interests to drop the subject and head home. Immediately.
- Elijah
- If the Free Marines have one weakness, it's their relative lack of magical support. Supposedly, the FMC has only sixteen total magicians, but they have a large number of adepts. That helps, somewhat.
- Mika
- I wouldn't worry about them. After '62 the FMC have a lot of friends in the voodoo community to call on in a pinch, and the Marines are very protective of them.
- Frosty

During Crash 2.0, the Carib League was relatively untouched, but the Free Marines helped with search and rescue and peacekeeping assignments. Still flush with revenue from the Aztlan and shedim operations, the Free Marines concentrated on training and further expansion for the rest of the decade. In 2068, General Sorenson retired to Puerto Rico and the new CO, General Austin St. James initiated a program that would allow the Free Marine Corp to eventually field 10,000 marines as a complete Expeditionary Strike group. To facilitate this, two new *Hunt-Class* vessels the *Independence* and *Coronado* were purchased in 2072 with negotiations pending for two more. Older equipment and vehicles were slowly being phased out and put into storage. Currently, the Free Marines are training with the new ships and equipment at Roosevelt Roads.

- You know, for all the firepower they have, they should be out there giving the bigger merc outfits a run for their money instead of piddling around in the Carib League. I'm honestly surprised they aren't fighting in South America right now.
- Clockwork
- There's no way they would work for either side. Amazonia's lack of military chain of command would drive them nuts, while Aztlan is just ... well, Aztlan.
- /dev grrl/

- How the hell would you know? Anyway, I've heard the Free Marines are putting out feelers, seeing what's out there because they've just about reached their limit of expansion until they get more revenue coming in. Guess the bank's almost empty. It'll be interesting to see what happens when they finally break out
- Glitch
- Hey, speaking of breaking out; if they're so high and mighty goodie-goodie, why are they on such good terms with Kane? He is a ruthless, bloodthirsty bastard after all (no offence). Are the Free Marines really hypocrites?
- Slamm-O!
- We and Mr. Kane have an understanding. I'll leave it at that.
- Devil Dog One

Capabilities: In keeping with their tradition as heirs of the USMC, the Free Marine Corps have molded themselves into a highly capable rapid-response force. Their naval assets in particular give them advantages few paramilitary forces can match in terms of mobility and firepower. To take full advantage of their various assets, the Free Marines use a combined-arms approach in a coordinated effort of air, ground, and naval forces to achieve an objective.

Capable of a variety of mission profiles, the Free Marines prefer assaults and conventional operations over unconventional/guerrilla ops with their favorite method still the amphibious landing. For missions where such landings are not possible, the Free Marines are more than capable of air-cavalry assaults and standard movements. The Free Marines have also been known to use their transportation assets for various relief efforts.

In the past few years, the Free Marine command has initiated a modernization program to stay competitive. Still, much of their equipment is still second hand or obsolete. Outsiders see this as a detriment, but Free Marines have embraced this and make up for the lack of modern equipment with intense training. This training has elevated the skills of the average Free Marine to near those of most Special Forces and created a very unique mindset. Individual Free Marines are highly motivated and tenacious (bordering on fanatical) individuals

who take every advantage in combat. One Aztlan commander once wrote about a Free Marine: "When he ran out of ammunition, he used his knife. When he lost the arm holding the knife, he used his hand and feet. When we got close, he used his teeth. It took over fifty rounds to finally kill him and he still took sixteen more of my men with him to the hell where he was spawned."

Many insiders believe that if the Free Marine Corps continues at their current rate of expansion, they will become the newest top-tier mercenary unit in the world within a decade.

NOTABLE MEMBERS: FREE MARINE CORPS

Gunnery Sergeant Marion J. Wayne

A veteran even before the formation of the Free Marines, Gunny Wayne was a hand-to-hand combat and Drill Instructor at Parris Island before the UCAS/CAS split. Despite being a dwarf, Gunny Wayne seems four times larger than he is. Physically he is just over average height for a dwarf, but he is almost twice as wide with thick muscles. Those who underestimate him do so only once. Gunny Wayne faced prejudice early in his career and overcame it by simply beating down any obstacles. He believes that pain is the ultimate teaching tool and doesn't hesitate to use it when necessary. During his first tour as a DI at Parris Island, Gunny Wayne was forced to "educate" three troll recruits when they attacked him after lights out. When the MPs arrived, they found the gunny asleep and the troll recruits battered and bloody, cleaning their boots. When Colonel Sorenson and Major Hamilton hatched their plan, Gunny Wayne was one of their first volunteers. When the Free Marines formed, they assigned Gunny Wayne the task of keeping the troopers in top fighting form, an assignment he's had to this day although he leaves most of the day-to-day training to his cadre of DIs.

Male dwarf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	5	5(7)	8	5	5	5	7	5	2.9	10(12)	1

Condition Monitor Boxes (P/S): 12/12

Armor (B/I): 16/14

Active Skills: Armorer (Firearms) 4 (+2), Athletics skill group 4, Close Combat skill group 6, Computer 3, Data Search 3, Demolitions 4, Dodge 4, Electronics skill group 4, Electronic Warfare 3, Firearms skill group 5, First Aid 3, Gunnery 3, Heavy Weapons 3, Infiltration 3, Influence skill group 3, Instruction 6, Intimidation 6, Leadership 6, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Ground Craft 4, Pilot Watercraft 2, Shadowing 4, Throwing Weapons 4

Knowledge Skills: Alcoholic Beverages 5, Law (Military) 3 (+2), Martial Arts 4, Marine Corps History 5, Military History 3, Military Operations: Conventional 5, Motivational Techniques 5, Psychology 3, Physical Fitness 5, Voice Projection 6

Languages: English N, German, Spanish (Aztlan), Russian

Augmentations: Titanium bone lacing, reaction enhancers 3

Gear: Commlink (Device Rating 5), grenades (fragmentation x4), goggles (rating 4 with: low-light vision, image link, smartlink, thermographic vision), medium military armor (with: chemical protection, fire

resistance 2, mobility 2, quick release, thermal dampening 3), medkit (Rating 5), microphone, military helmet, survival kit

Weapons:

Colt M-23 [Assault Rifle, 6P, AP -1, SA/BF/FA, RC -2, 40(c), w/ foregrip, imagimmoriescope (thermographic vision, smartlink, vision magnification), sling, regular ammo (4 clips)]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartgun system, regular ammo (3 clips)]

Grenade, fragmentation [Grenade, DV 12(f), AP 2, Blast 10m]

Cougar fine blade, long [Reach —, 6P, AP -1]

Unarmed Strike [DV 7P]

NPCS: FREE MARINE CORPS

Fire Team Trooper (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	4(7)	5	3	4	4	4	4.4	8(11)	1

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 16/14

Active Skills: Armorer (Firearms) 4 (+2), Athletics skill group 4, Close Combat skill group 5, Computer 3, Data Search 3, Demolitions 4, Dodge 4, Electronic Warfare 3, Firearms skill group 5, First Aid 3, Gunnery 3, Heavy Weapons 3, Infiltration 3, Influence skill group 3, Instruction 3, Intimidation 4, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Ground Craft 4, Pilot Watercraft 2, Shadowing 4, Throwing Weapons 4

Augmentations: Reaction Enhancers 3

Gear: Commlink (Device Rating 5), grenades (fragmentation x4), goggles (Rating 4 w/ low-light vision, image link, smartlink, thermographic vision), medium military armor (with: chemical protection, fire resistance 2, mobility 2, quick release, thermal dampening 3), medkit (Rating 5), microphone, military helmet, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), survival kit

Weapons:*

*Colt M-23 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 40(c), w/ foregrip, imaging scope (thermographic vision, smartlink, vision magnification), sling, regular ammo (4 clips)]

*Colt M-22A2 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 1, 40(c), w/ imaging scope (smartlink, vision magnification), sling, regular ammo (4 clips)]

-Grenade Launcher [High-Explosive, DV 10P, AP -2, 12/m, SS, 6(m), grenades x6]

*Ares MP-LMG [LMG, DV 6P, AP -1, BF/FA, RC 2(3), 50(c) or belt, w/ external smartgun system, sling, regular ammo (4 clips)]

*SIG Sauer 574 [Battle Rifle, DV 7P, AP -1, SA/BF, RC 1(3), 20(c), w/ bipod, imaging scope (vision magnification), smartgun system, regular ammo (4 clips)]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartgun system, regular ammo (3 clips)]

Grenade, fragmentation [Grenade, DV 12(f), AP +2, Blast 10m]

Cougar fine blade, long [Reach —, 6P, AP -1]

*Note: FMC fire teams consist of eight to twelve members and have at least one designated marksman (use SIG Sauer 574), one machine gunner (use Ares MP-LMG), and two grenadiers (use M-22A2). The rest of the team uses the M-23 or any other mission-specific weapon.

Scout-Sniper (Professional Rating 3)

B A R S C I L W M Edg Ess Init IP
5 5 4(7) 4 3 4 4 4 0 6 4.475 8(11) 1

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 6/4

Active Skills: Armorer (Firearms) 4 (+2), Athletics skill group 5, Automatics 4, Close Combat skill group 3, Computer 3, Data Search 3, Demolitions 2, Dodge 5, Electronic Warfare 2, First Aid 3, Gunnery 2, Heavy Weapons 2, Infiltration 5, Influence skill group 2, Instruction 3, Intimidation 3, Longarms (Sniper Rifles) 6(7) (+2), Outdoors skill group 5, Parachuting 4, Perception 5, Pilot Aircraft 2, Pilot Ground Craft 4, Pilot Watercraft 2, Pistols 4, Shadowing 5, Throwing Weapons 2

Augmentations: Cyberears (Rating 1, w/ audio enhancement 2, select sound filter 1, spatial recognizer), cybereyes (Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic, ultrasound, vision

magnification), reaction enhancers 3, reflex recorder (Longarms), sleep regulator

Gear: Body armor (camo Suit with massage liners), commlink (Device Rating 6), ghillie suit, medkit (Rating 5), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), survival kit

Weapons:

Ares Desert Strike [Sniper Rifle, DV 8P/9P*, AP -3/-4*/-7**, SA, RC 2, 14(c), w/ bipod, imaging scope (vision magnification), personalized grip, smartgun system, EX-explosive ammo (2 clips), APDS Ammo (2 clips)]

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ smartgun system, APDS Rounds (3 clips)]

Cougar fine blade, long [Reach —, 6P, AP -1]

*When EX ammo is used. **When APDS Ammo used

**When APDS ammo is used

IRON CAVALRY

Unit Nickname: Iron Cavalry

Current Command Staff:

CO: Nokopol

XO: Oscar G. Yeager

Unit Type: Conventional Infantry/Scout Company

Estimated/Known Strength: Unknown

Unit Rating: 6

Threat Rating: Moderate to High

Current Deployment: Disputed Bosnian Territory



Summary: Among the various units in the mercenary profession, the Iron Cavalry stands out. A veteran-ranked unit, they are most famous (or infamous) for being composed of mostly metasapiants and are commonly referred to as “The Freak Show” by most of the mercenary community. While prejudice and discrimination has been a constant factor for the Iron Cavalry since its inception, it hasn’t hampered their ability to conduct operations. They often use preconceptions about them to their advantage. With a wide variety of skills and abilities to draw from, the Iron Cavalry has managed to (grudgingly) earn a reputation for themselves as crack wilderness fighters, scouts, hunters, and in some cases shock troops. While their skills are not in question, several issues must be addressed before they’re approached. The first is the contempt many Cavalry members still have towards metahumanity in general. The second is the close ties the unit continues to have with Saeder-Krupp. Either of these issues could hamper future plans/operations, and further evaluation is recommended before proceeding.

Unit History: The core of the current Iron Cavalry was originally formed in 2062 when Colonel Gerard Hastings of Hasting’s

Guardians convinced legendary centaur mercenary Nikopol to sign on with his command by offering him his own hand-picked unit. Calling his new unit the First Special Scout-Cavalry Regiment, Nikopol caused a stir within the Guardians by bringing in several more centaurs and other metasapiants rather than recruiting from within the Guardians. Despite some minor initial problems among the ranks, the First SSCR (pronounced “scar”) proved their worth and became a valued part of the Guardians.

- Minor initial problems? Try flat-out dissension almost to the point of mutiny. Several of Hastings commanders were up in arms over the decision, and they simply refused to take orders from an “animal.” Many in the merc community today respect his combat skills but still consider him and most of the Iron Cavalry nothing more than “well-trained attack dogs.”
- Black Mamba
- Despite the prejudice, Nikopol was known at the time as one of the best known independent mercenaries in the world, key word here being independent. So



whenever he did sign on with a group (even temporarily), it got attention. The Guardians were struggling at the time and Hastings thought signing Nikopol would boost his floundering unit's rep and give him an instant selling point for potential clients.

- Hard Exit

In early 2063 after a lengthy training and integration period; the Guardians secured several contracts for the Allied German States to deal with known terrorist and militant anti-government groups operating within the AGS and surrounding area. SOP for these operations usually called for the First SSCR to scout out enemy positions (especially in wilderness areas) and wait for the assault forces to move in. The strategy worked well at first and several terrorist camps were destroyed. But soon success rates declined as enemy forces began to adapt while the Guardians did not. At least three high-value strikes ended in failure when Guardian assault forces failed to act on information provided by the First SSCR and allowed enemy combatants to escape. Complicating matters, the First SSCR was repeatedly denied permission to engage the enemy and told to "wait for support. By the time it arrived, the enemies had evaded.

- There were many problems plaguing the Guardians during their German contract. The main problem was Lt. Colonel Robert Graham, the overall operational commander. A former supply officer who wormed his way into a combat post, Graham was more concerned with not losing a battle rather than winning one. He was also known to pad the kill numbers, claiming even abandoned enemy positions as "pacified" with "no significant casualties to report." Nice way to make yourself look good and keep your job.
- Aufheben

- Graham was also one of Nikopol's more vocal opponents who downplayed or outright omitted the First SSCR's contributions to make his people look better. More than once the First SSCR could have taken the enemy by themselves or at least slowed them down. But Graham refused to share any credit.
- Picador

- Just a side note, a lot of those radicals included several German shadowrunner teams who had been giving our pals at S-K Prime a lot of grief. I tried to find out who their Johnson was at the time, but came up with nothing. Anyway, that's unimportant. What is important is that Nikopol and his bunch got the attention of some very big names in S-K, including the biggest one.
- Glitch

Tired and frustrated at the lack of initiative and aggressiveness of the operational commanders, it is reported that Nikopol decided to deal with the situation in his own way. By mid-2063, the First SSCR began "reinterpreting" their orders and engaged their targets as soon as they were located, rather than waiting for support. As a result of this initiative, Nikopol and his unit accomplished several successful raids that resulted in the true destruction of enemy positions and the capture of several key enemy leaders. The First SSCR finally received the recognition they deserved and while the Guardians continued to reap the benefits of these successes, internally the unit was in strife. There were repeated clashes with Nikopol and Graham, the last one ended with physical blows between the two that left Graham in critical condition at the local MASH and Nikopol under arrest.

- OK, who threw the first punch? I can't believe Graham, a middle-aged desk jockey, would be stupid enough to take on a centaur.
- Slamm-O!
- Yes, he was. From what I heard, Graham pulled his sidearm and earned himself a shattered ribcage, collapsed lung, a torn aorta, and a concussion when Nikopol whipped around and kicked him through a wall.
- Beaker

Nikopol wasn't formally charged because the incident was ruled self-defense, but it caused enough of an uproar within the Guardians that General Hastings couldn't ignore. In January 2064, Nikopol was officially discharged from the Guardians and the First SSCR was disbanded. None of the SSCRR members were allowed to re-sign with the Guardians. The newly discharged mercenaries went their separate ways, and Nikopol himself took a few small contracts in Eastern Europe before he was approached by a representative of Saeder-Krupp in August 2064. According to recently obtained files, S-K was impressed enough with Nikopol's performance in Germany that they offered him a position within their Security Forces. Nikopol refused the initial offer but countered with one of his own, arguing that he would be best utilized as a more irregular asset than part of a standing force. The representative agreed and placed Nikopol on retainer. Nikopol's first assignment for S-K came a few months later in October when he was tapped to take part in the Corporate Court/UN mission to eliminate the Winternight terrorists.

</decryption complete: displaying message 1254-Romeo-33/12-Aug-64>

Master,

The deal has been made. As you surmised, Nikopol did not wish to take the initial deal. I did not have to make the second offer, however, as he made it himself, which make the negotiations easier. I have already added his name and dossier to our list of possible assets for our Winternight response plan when those assets are finally activated. I will also have the plan modified to take into account Nikopol's skills and role in the plan; this will be done by week's end, barring any further errands you have for me.

Yours in service,
HB

When a joint corporate and EuroForce task force assaulted Winternight's main headquarters in Scandinavia, Nikopol was assigned as the lead scout. As he had done many times in Germany, Nikopol (and a few other centaurs from the old First SCCR) mapped out enemy defenses/security measures and obtained vital intelligence before the main assault. But unlike in Germany, Nikopol's participation was planned from the start. When the assault began, Nikopol and his group of centaurs took out key security checkpoints and patrols before joining the advance elements of the main force as they slipped through Winternight's security perimeter. The mission was a complete success, and one S-K commander in his after-action report specifically praised the speed, precision, and efficiency of Nikopol and his group as they took out several Winternight sentries.

- Something to know about Nikopol, he is SCARY with ranged weapons. Unlike many centaurs, he never learned archery; instead he embraced modern long-range firearms. I once saw his handywork in the Middle East; headshot in high wind from a distance of over a thousand yards with only an imaging scope, no smartlink.
- Picador
- Given what he's packing now, I bet he's even more dangerous.
- Red Anya

After the Scandinavian mission and Crash 2.0, Nikopol decided to revive the First SCCR under the name "Iron Cavalry." In addition to members from the old unit, several new recruits eager to serve with the famous "Iron Horse" also signed on. While many of these new recruits included regular metahumans, the majority of the Cavalry still consists of metasapiants. One of these metahumans is the Iron Cavalry's XO, Major Oscar Yeager, a former AGS Officer who served with Nikopol during the Scandinavia operation.

- FYI, Yeager served as military liaison between S-K and the various European militaries until 2061 when he underwent SURGE and grew a third eye. He rejoined the military a few years later, just in time to take on Winternight. What was he doing in-between? Oh not much, just working as a "special consultant" for S-K is all.
- Mr. Bonds

- While the Iron Cavalry accepts metahumans, they tend to be a bit different than the norm, with the majority either having undergone SURGE or being some kind of exotic metatype such as fomori and orgres. There are even a few infected and shapeshifters within their ranks.
- Hannibelle

Since the Iron Cavalry formed, it has seen near constant action in various locations around the world. While still considered an independent unit, the Iron Cavalry almost exclusively takes S-K contracts. While the exact nature of their current contract is unknown, the Iron Cavalry has been seen moving across Northern Africa, the Middle East, and Eastern Europe. Reports indicate they have been tasked by Lowfyr himself to prosecute several "targets of interest." It is unconfirmed at this point why these targets are being attacked, but these targets are various holdings that have ties to the great dragon Hestaby and this may be fall-out from the dragon civil war. The only thing that has been confirmed thus far is that the Iron Cavalry is in the Disputed Bosnian Territory.

- Fuck, so that's who've been chasing my people down over there! It's worse than I thought. If anyone can help me, I need to get some messages out, ASAP!
- Lyran
- Don't bother.
- Iron Horse

Capabilities: Because of their unusual chain of command and structure, the exact number of units and members of the Iron Cavalry are currently unknown. Estimates of their current strength range between one to four companies, but given the estimated percentage of metasapiants among their ranks (approximately sixty percent), it is likely closer to the former.

With wide and unusual skill sets and abilities to draw upon, the Iron Cavalry continues to be a potent force on the battlefield as either a solitary command or a force multiplier. Organized into "hunting parties" rather than traditional squads, platoons, etc., it is not unusual to see centaurs and metahuman shock troops working with sasquatch communication specialists, wolf shapeshifter trackers, and naga magical support. Even with such an eclectic group, coordination within the hunting parties and the unit as a whole is extremely efficient. This has allowed the Iron Cavalry to maintain their reputation as veteran scouts/trackers. This is especially true in the wilderness, as most of the Iron Cavalry members are uniquely accustomed to such environments. Due to their exotic nature, however, the assets that make them excellent wilderness fighters puts the Iron Cavalry at a severe disadvantage in urban settings. When forced to operate near or around urban areas, they often outsource to other units, groups, or trusted individuals accomplish their objectives.

The Iron Cavalry also greatly benefits from their continued association with Saeder-Krupp. Through the corporation, the Iron Cavalry has access to the latest cutting-edge weapons from Onotari Arms and gear from various S-K subsidiaries. This often surprises their opponents who don't expect a group of "animals" to have access to, or even know how to use, such items.

CENTAUR BATTLE HARNESS, CBH-01

Designed by engineers at Onotari Arms for specific use by Iron Cavalry centaur troops, the CBH-01 is a lightweight exoframe that fits over the centaur's torso and flanks. Micro servo-motors attached to gyroscopically stabilized hardpoints on the flanks and back allow a variety of weapons to be mounted and used through a smartlink and smartgun system, just like weapons mounted on a cyberarm or cybertorso. Special targeting software also allows for the weapons to elevate and depress (on the flanks) forty-five degrees or move like a turret (on back, cannot fire forward) and be fired while the operator is at a full run using the Gunnery skill. For those users without an internal smartlink, an optional control module is available. This unit is usually worn at the base of the torso. Treat mounted weapons as smart-firing platforms (p. 309, SR4). Composite armor plates are also incorporated to provide the same protection as lightweight military-grade armor. Because of the integrated nature of the system, other standard upgrades are not possible. Normal encumbrance rules also apply.

Ballistic	Impact	Capacity	Availability	Cost
12	10	0	24F	45,000

NOTABLE MEMBERS: IRON CAVALRY

Nikopol "The Iron Horse"

Born to a tribe from northern Greece, Nikopol was captured by poachers in early 2045. Forced to live on the estate of a corrupt politician, Nikopol and several other metasapiants were horribly mistreated for several years. They all escaped when their owner's home was destroyed under mysterious circumstances in 2053. Nikopol was eventually found by a local park ranger and learned the ways of the modern world. He quickly took to modern firearms, particularly rifles, and used his skills to help his ranger "father" in combating poachers and smugglers. When his father died while apprehending a group of smugglers, Nikopol struck out on his own and joined a mercenary group. Constantly plagued by prejudice, Nikopol turned his frustration into determination and traveled from unit to unit, learning as much as he could about combat. His persistence paid off and by the early '60s, Nikopol had a well-deserved reputation as a top figure in the mercenary community and was consistently sought after by unit commanders, even though his acceptance of any offers were usually temporary. Because of his past, Nikopol is extremely sensitive to prejudice against metasapiants and acts swiftly to any perceived offence. Any "normal" person has to work extremely hard to gain his trust, but once it is earned, they have it for life or until they betray Nikopol. In 2069, Nikopol was outfitted with a custom delta-grade cyber-torso after he was critically injured by an AP mine during a Middle East mission for S-K. Unconfirmed rumors suggest that Lowfyr himself ordered the torso designed and implanted. Because of his augmentations and combat experience, Nikopol is an extremely efficient commander and lethal combatant.

Male centaur

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
6	5	6(8)	6(8)	4	4	4	5	6	4.8	10(12)	1(3)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 16/14

Active Skills: Athletics skill group 4, Automatics 5, Blades 3, Computer 4, Clubs 4, Data Search 3, Demolitions 3, Dodge 4, Electronics skill group 4, Electronic Warfare 3, First Aid 3, Gunnery 5, Heavy Weapons 5, Longarms 6, Infiltration 4, Influence skill group 4, Instruction 4, Intimidation 5, Leadership 5, Outdoors skill group 4, Palming 2, Perception 4, Shadowing 5, Unarmed Combat (Kicking) 5 (+2)

Knowledge Skills: Corporation: Saeder-Krupp 4, Mercenary Hangouts 4, Military Operations: Conventional 5, Parobotany 3, Parazoology 3, Psychology 3, Small Unit Tactics 4

Languages: Centaur N, English 3, German 4, Greek 5

Augmentations: Cybereyes (Rating 2 w/ low-light vision, image link, smartlink, thermographic vision, ultrasound) cybertorso (custom delaware with Armor 2, Agility 5, Body 6, Strength 6, articulated weapon mount (upper back, right), muscle augmentation 2, synaptic booster 2 (delaware))

Powers: Magic Sense, Natural Weapon: Kick, Sapience, Search

Gear: Commlink (Device Rating 5), grenades (fragmentation x4), medium military armor (with: chemical protection, fire resistance 2, mobility 2, quick release, thermal dampening 3), medkit (Rating 5), microphone, mini-grenades (for launcher) x12, survival kit

Weapons

Onotari Urban Hunter [Battle Rifle, DV 9P, AP -3, SA/BF, RC 1, 25(c), w/ electronic firing, heavy barrel, high-powered chamber, smartgun system,], Deathdealer Mk 1 ammo (3 clips, +1 to ranged combat tests)]

ArmTech MGL-12* [High-Explosive, DV 10P, AP -2, 12/m, SS, 12(c), total grenades 12, w/ smartlink]

*Mounded on Articulated Weapon Mount

HK Urban Combat [SMG, DV 5P, AP —, SA/BF/FA, RC 2, 36(c), w/ smartlink, Deathdealer Ammo Mk 1(2 clips, +1 to ranged combat tests), regular ammo (3 clips)]

Onotari Arms Steadfast [Heavy Pistol, DV 5P, AP -1, RC —, SA, 8(c), w/ melee hardening, Deathdealer Ammo Mk 1(2 clips, +1 to ranged combat tests), regular ammo (total clips x2)]

Knife [Blade, Reach —, 4P(5P)]

Unarmed Attack: Kick [3P(4P), AP —]

NPCS: IRON CAVALRY

Centaur Soldier (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
6	5	6	6	4	4	4	5	6	10	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 12/10

Active Skills: Archery 5, Athletics skill group 4, Close Combat skill group 4, Computer 1, Data Search 1, Demolitions 2, Dodge 5, Firearms skill group 4, First Aid 3, Gunnery 4, Heavy Weapons 3, Influence skill group 4, Instruction 3, Intimidation 5, Outdoors skill group 4, Perception 5, Stealth skill group 5

Powers: Enhanced Senses (Low-Light Vision, Thermographic Vision), Magic Sense, Natural Weapon: Kick, Sapience, Search

Weaknesses: Uncouth

Gear: Centaur Battle Harness, commlink (Device Rating 5), grenades

(fragmentation x4), monocle (rating 4 with: low-light vision, image link, smartlink, thermographic vision), medium military armor (with: chemical protection, fire resistance 2, mobility 2, quick release, thermal dampening 3), medkit (Rating 5), microphone, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), survival kit

Weapons

Onotari Arms L-493 [Battle Rifle, DV 7P, AP -1, SA/BF, RC —, 25(c), w/ imaging sight with image link, melee hardening, metahuman customization, reduced weight, safe targeting system, Deathdealer Mk 1 ammo (3 clips, +1 to ranged combat tests), regular ammo (3 clips)]

ArmTech MGL-12* [High-Explosive, DV 10P, AP -2, Blast 12m, SS, 12(c), total grenades 24, w/ smartlink]

Onotari Arms Steadfast [Heavy Pistol, DV 5P, AP -1, RC —, SA, 8(c), w/ melee hardening, Deathdealer Ammo Mk 1(2 clips, +1 to ranged combat tests), regular ammo (2 clips)]

Bow [Projectile Weapon, 5P, AP —, Barbed Head Arrows x16]

Spear** [Blade, Reach 2, (STR/2+2)P]

Knife [Blade, Reach —, 4P]

Unarmed Attack: Kick [3P, AP —]

*Mounted on battle harness

**optional weapon

Changeling Solider (Professional Rating 4)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4(5)	5(6)	6(8)	4	3	4	4	4	0	7	4.8	10(12)	1(2)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 12/10

Active Skills: Athletics skill group 4, Close Combat skill group 3, Computer 4, Close Combat skill group 3, Data Search 3, Demolitions 3, Dodge 5, Electronic Warfare 3, Firearms skill group 4, First Aid 3, Gunnery 3, Heavy Weapons 3, Infiltration 4, Influence skill group 2, Intimidation 3, Outdoors skill group 4, Parachuting 4, Perception 4, Pilot Ground Craft 4, Stealth skill group 4, Throwing Weapons 3

Augmentations: Suprathyroid gland, synaptic booster 1

Qualities: Class II SURGE

Negative Metagenic Qualities: Third Eye, Feathers

Positive Metagenic Qualities: Celerity, Magnetosense, Raptor Beak

Gear: Commlink (Device Rating 5), monocle (Rating 4 w/ low-light vision, image link, smartlink, thermographic vision), light military armor (w/ fire resistance 2, mobility 2, quick release, thermal dampening 3), medkit (Rating 5), microphone, military helmet (monocle attached), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), survival kit

Weapons:

Onotari Arms Punisher [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 1, 32(c), w/ imaging scope (with low-light vision, vision enhancement 2, safe targeting system, smartlink, Deathdealer Mk 1 ammo (3 clips)]

Onotari Arms Violator [Heavy Pistol, DV 5P, AP -1, SA, RC —, 8(c), w/ advanced safety, safe targeting system, smartlink, Deathdealer Ammo Mk 1(2 clips, +1 to ranged combat tests), regular ammo (2 clips)]

Knife [Blade, Reach 1, 3P]

Beak Attack [2P]

NEW ASSETS

Unit Nickname: New Assets

Current Command Staff:

CO: Ryan Mercury "Quicksilver"

XO: "Azadeh"

Second XO: "Rainwalker"

Unit Type: Unknown

Estimated/Known Strength: Unknown

Unit Rating: N/A

Threat Rating: Unknown

Current Deployment: Various

Summary: <Note: for the purposes of this file, the group/individuals currently under the leadership of Ryan Mercury have been designated "New Assets" as a means of identification, although they do not identify themselves as such—BT>

Not a unit or official organization per say, New Assets is a loose alliance of individuals who follow former shadowrunner Ryan Mercury (a.k.a. Quicksilver) in his efforts to locate and protect fellow *homo sapiens draco*, better known as drakes.



However, in the last few years, their focus seems to have shifted (or perhaps expanded) as members of New Assets have been observed deploying with various mercenary and paramilitary commands in ever-increasing numbers. Preliminary investigations and inquiries have yet to determine the purpose of these deployments, but it is surmised that it is field training for their growing numbers. After years of covert operations as part of their original mandate, it is unclear why

New Assets would undertake such a shift and need additional training for its members. Our best estimates and information indicate that the current internal conflict among the world's dragon population may be a factor. While Mercury's past experience, skills, and contacts would be beneficial to future operations; there are still many unknown factors concerning New Assets, especially the ones that link them to the dragon conflict. Those factors may overshadow any potential benefits. While not currently considered a threat, further investigation and observation is recommended.

KNOWN MERCENARY/PARAMILITARY UNITS CURRENTLY ASSIGNED NEW ASSETS MEMBERS

- 22nd Spartans
- 38th Lightfoot Brigade
- Bravo Company
- Crazy Fox Battalion
- Free Marine Corps
- Rico's Renegades

- So, does this guy go over anything that we haven't already seen in the *Clutch of Dragons* file?
- Slamm-O!
- Just read it you goof. I just wonder how this person got this info. As I recall Winterhawk worked with Mercury and his people, so that's how he knew.
- Netcat
- We tend to forget, we aren't the only ones who know how to get a hold of paydata. But it's still a damn good question.
- Glitch

Unit History: As an entity, New Assets didn't come into existence through a single event or decision; rather it evolved into its current form because of several factors through a variety of sources. The first source was Assets Inc., a shadowteam that was formed sometime during the mid-2050s and operated exclusively for the great dragon Dunkelzahn before his assassination in 2057. After his death, Assets continued to operate in the shadows, but this time it was in conjunction with the newly formed Draco Foundation. This was also the time when Ryan Mercury, who was another one of Dunkelzahn's agents, joined and eventually took command of the organization. In their first few years together, it is estimated that Mercury and Assets completed several high-value, high-risk runs on behalf of the Foundation including the elimination of blood mages in Aztlán and the destruction of an insect spirit hive in DeeCee. Aside from these examples intelligence on Asset's activities is scarce, but that is not uncommon with shadowteams of Assets' caliber.

- It also doesn't hurt to have one of the hottest deckers (yes DECKER—jeez I'm starting to sound like Bull) in the biz to help erase any data trails. I wonder how Jane is doing these days. I may just have to look her up sometime.
- FastJack

Virtually nothing is known about Assets' activities through the '60s except that their main focus seemed to have shifted from executing Dunkelzahn's wishes/plans to becoming crusaders and protectors of newly emerging drakes. Because they are so valued for their abilities,



drakes are often subjugated and forced into servitude of dragons, most notably great dragons. At some point Mercury decided to put a stop, or at least tried to offer an alternative, to this. His crusade on behalf of drakes continued until just after Crash 2.0 when the New Revolution attacked DeeCee in their failed coup attempt. After that failed operation, Mercury's whereabouts were unknown for several years. Assets Inc. also went off the grid at about the same time and has not been operational as a team since.

Reports are conflicting about exactly what happened to Mercury following Crash 2.0. Some reports say that Mercury retreated to Dunkelzahn's former Lake Louise to study various magical disciplines. Other reports indicate that Mercury began a solo-search for former UCAS VP Nadia Daviar after her disappearance.

- BO-RING! Already knew all of that. Someone wake me up when we get to the good stuff, like ... oh, I don't know what happened to Assets Inc., and it would be kind of nice to know.
- Slamm-O!
- After they tried to help me find Nadia, Assets simply disbanded. My rigger, Dhin, retired and opened up a small customization shop in Detroit. I'm still in touch with Axler, who still comes by Lake Louise every so often to teach the new recruits a few things and dish out some pain. Grind went missing a year ago in Aztlan and if anyone has any information on his whereabouts, I am willing to pay very well for it. Johann, our mage who replaced Talon for a short time, is now working in Prague for Schwarzkopf. And Talon—well, I promised him I would keep my mouth shut on what he's doing. And before anyone asks; things ended between me and Ms. Daviar because in the end, she couldn't trust me enough to tell me what she's really planning. Granted, had I known I may have done things differently like trying to stop her; but not for the reasons you all may think. Also, Assets hasn't gone away; I'm just waiting for the right time to bring them back. New and improved, of course.
- Quicksilver
- Wow, that's a lot of paydata. You sure you want to put all that out?
- Pistons
- Is that why you were down here and ended up in that Aztlan fighting pit? I've heard some of the story about how you and someone named Argent pulled a Sparticus and busted your way out. If you tell me the whole thing and make a modest donation to my retirement fund; I may have some information for you regarding your lost comrade.
- Marcos
- I trust a number of people on this board. Besides, better to tell now than have someone try and obtain it later and find other things.
- Quicksilver
- Trust, that's funny.
- Black Mamba
- Makes me wonder what else he's hiding.
- Slamm-O!
- Don't even think about it.
- Jane
- Please, like you could do anything... <user: Slamm-O! access terminated, user logged off>

- JANE! Sweetheart! Good to see you, but please don't do that again. I mean it, really. It's just rude to come on someone else's VPN and start kicking around the regulars. Seriously.
- FastJack

Currently, Mercury and his New Assets continue to remain active and prepare, but just what they are preparing for remains unknown. Their previous agenda of drake "rescuing" has resumed and expanded in the last few years; most notably with the aforementioned field training/exchange programs. While it has been established that various members of New Assets continue to deploy with various mercenary/paramilitary groups, other members of New Assets have been active in researching and sometimes combating various magical threats. As such, they have developed and continue to build relationships with several magical groups and powerful individuals.

Unverified reports also indicate they've been extremely active behind the scenes of the current dragon situation. As this conflict escalates, New Assets are constantly walking several tightropes because they know that if any of the dragons (the great ones especially) decided that New Assets should become theirs, there is really little much that can be done to stop it. So far, through diplomacy and deal making, New Assets have avoided this fate, but should the conflict escalate all bets could be off.

Capabilities: Because of their de-centralized structure and covert nature, it has been difficult to get exact specifications on New Assets' skill levels and combat effectiveness. However, direct observations of known New Assets members serving with other mercenary commands indicate that individually they are extremely skilled combatants. Combined with their innate drake abilities and continuing training, these warriors have already become forces to be reckoned with on any battlefield. So far only those with significant combat augmentations or high-level initiate magicians/adepts have been able to match them in one-on-one engagements.

BLACKTOOTH DAGGER

To identify each other and as a sign of their commitment, each member of New Assets is bequeathed a special dagger called the Blacktooth during a special rite of acceptance at the Lake Louise compound. This fifteen centimeter curved blade resembles a dragon's tooth and is based on Azadeh's personal blade. Extremely light and durable, some Blacktooth Daggers are also made into weapon foci for members who are magicians, adepts, or mystic adepts. The drakes of New Assets are very protective of these weapons and those few who have succeed in stealing or taking one from a fallen drake do not usually live long to enjoy their new possession.

Damage	AP	Avail	Cost
(STR/2+4)	1	N/A	N/A

DRAKE "DAY BAG"

One of the biggest problems drakes face when they shift into their form is the loss of gear and or normal weapons. To prevent the loss of important items, an inventive member of New Assets created what is affectionately called the "Day Bag." An upgraded version of the body armor bag, the Day Bag features a modular strap system that allows it to remain in place (usually on the back) when a drake shifts from metahuman to drake form. It can also be worn like a normal bag. Special modular compartments can be attached that allow up to assault rifle-sized weapons and their ammo to be attached and stored safely. A combination of rigid ballistic plates and micro-gel packs provide the armor protection in emergency situations. Armor upgrades such chemical protection, fire resistance, nonconductivity, and quick release are available at the standard rates. Other available options include: removable air/watertight pouches, additional straps, and external modular pouches at an additional 50 nuyen per item.

Ballistic/Impact	Capacity	Availability	Cost
8/6	8	24	500

NOTABLE MEMBERS: NEW ASSETS**Ryan Mercury, "Quicksilver"**

A veteran shadowrunner and former agent to the great dragon Dunkelzahn, little is known about Mercury's past before he entered the dragon's employ. What was known is that he is a high-level adept before his drake nature was revealed to him. Since then, he became the leader of the shadow team Assets Inc., worked with the Draco Foundation for many years, and is now the leader of a movement dedicated to saving drakes and combating various magical threats. After the core members of Assets Inc. went into semi-retirement, Mercury took the time to immerse himself into various training regimens and mystical studies under a variety of teachers including the infamous elf Harlequin. Currently, Mercury continues to occupy most of his time with his studies and training, leaving most of the day-to-day operations and planning to his two trusted lieutenants, fellow drake Azadeh and the adult dragon Rainwalker. While he trusts them to handle most of New Assets' operations, he still holds the position of leadership though a sort of veto power.

Human form

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
6	7	6(9)	4	5	5	4	5	12	5	6	11(14)	1(4)

Drake Form

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
10	7	6(9)	9	5	5	4	5	12	5	6	11(14)	1(4)

Condition Monitor Boxes (P/S): Human: 11/11 Drake: 13/11

Armor (B/I): Human 8/6 Drake: 14/14 (4/4 Hardened)

Skills: Arcana 3, Artisan 2, Assessing 5, Astral Combat 5, Athletics skill group 5, Automotive Mechanic (Bike) 2 (+2), Blades 5, Clubs 2, Con (Impersonation) 4 (+2)(+1), Demolitions 2, Disguise (Cosmetic) 3 (+2) (+2), Diving 2, Dodge 4 (+2), Electronics skill group 2, Escape

Artist 2, Etiquette 4 (+1), Firearms skill group 4, First Aid 2, Flight 5, Infiltration 4, Instruction 3, Intimidation 5, Leadership (Persuasion) 6 (+2) (+1), Negotiation (Diplomacy) 5 (+2) (+1), Outdoors skill group 4, Palming 3, Perception (Visual) 4 (+2), Pilot Ground Vehicle (Bike) 3 (+2), Shadowing 4, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Anatomy (Drake) 2 (+2), Ancient History 3, Arcanoarchaeology 3, Art 2, Conspiracy Theories 3, Corporations 4, DeeCee Politics 3, Dragons 5, Elven Culture 3, Famous Mages 3, Geography 4, History 3, Law Enforcement Procedures 4, Magical Theory 4, Magical Threats 5, Mythology 5, Parabotany 2, Parazoology 3, Philanthropic Organizations (Draco Foundation) 3 (+2), Philosophers 2, Seattle Politics 2, Spirits 4, Tir Tairngire Politics 2, UCAS Politics 2, Urban Brawl 3

Qualities: Adept, Astral Beacon, Common Sense, Day Job, Drake, Fame (National), First Impression, Martial Arts (Savate), SINner, Spirit Bane (Blood), Tough as Nails, Trustworthy

Initiate Grade: 8

Metamagics: Adept Centering (Breathing exercises), Attunement (Motorcycle), Attunement (Pistol), Centering (Hand and arm gestures), Dragonspeech, Flexible Signature, Infusion, Masking

Adept Powers: Attribute Boost (Agility (1), Body (1), Reaction (1), Strength (1)), Combat Sense (2), Critical Strike (4), Facial Sculpt (2), Increases Reflexes (3), Killing Hands, Kinesics (3), Penetrating Strike (2), Shift (Drake)

Powers: Drake form only: Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell, Thermographic Sense), Hardened Armor 4, Mystic Armor 4, and Natural Weapons (Bite/Claws: (Str/2+2)P, AP 0).

Gear: Ammo (80 rounds of explosive, 80 rounds of EX-Explosive, 100 rounds gel, 100 rounds of regular, 100 rounds of stick-n-shock, 10 spare clips), armor jacket, biomonitor, chameleon suit (thermal sumpening 6, drake modification), commlink (modified Fairlight Caliban, Response 5, Signal 5, Firewall 5, System 5), nanopaste trodes, satellite link], commlink (Sony Emperor w/ Vector Xim, Response 1, Signal 2, Firewall 1, System 1), fake gun license (Rating 6), fake SIN (Rating 6), medkits (Rating 6), 2 medkit supplies, nanopaste disguise (small container), 8 stimulant patches (Rating 6), 8 tranq patches (Rating 8)

Programs: Analyze 4, Browse 4, Command 2, Edit 4

Maneuvers: +1 DV on Unarmed Combat attacks (taken twice for a cumulative +2 DV); +1 die on Charging attacks; +1 on attacks to Knockdown

Weapons:

Ares Alpha [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 5 (6), 30(c), w/ auto-adjusting underbarrel weight, gas-vent 3, personalized grip, smartgun, and APDS ammo]

-Grenade Launcher [Heavy weapons, DV by grenade, SS, 6(c)]

Colt Government 2066 [Heavy Pistol, DV 5P, AP-1, SA, 14(c), w/ electronic firing mechanism, personalized grip, attuned]

Drake Natural Weapons [Reach 1, DV 11P (13P when using Savate in drake form), AP -2]

Shock Gloves [Reach 0, DV 6S(c), AP -half]

2 mini frag grenades [Grenade, DV 12f, AP+5, Blast -1/m]

2 mini high explosive grenades [Grenade, DV 10P, AP- 2, Blast -2/m]

2 mini Flash Bang Grenades [grenade, DV 6S, AP -3, Blast 10m radius]

Notes: Grenade launcher load: flash-bang, high explosive, frag, frag, high explosive, flash-bang

* If using *Way of the Adept* rules, add Way of the Warrior quality and Combat Sense (+1), Critical Strike (+2), and Mystic Armor (2) powers

Azadeh, female drake

For all intents and purposes; Azadeh did not exist before Crash 2.0, although her appearance and known languages indicate a Persian origin. In fact, her name comes from an ancient Persian resistance fighter and warrior who battled Arab invaders. An extremely skilled fighter and tactician, she constantly cultivates this persona and prefers to out-think an opponent before employing brute force; although she is very capable of doing so when necessary. Azadeh first met Ryan Mercury sometime in the late '60s when he was attempting to leave Aztlan after being captured by Aztechnology security forces. She introduced herself to him by single-handedly dismantling an Alexa Group Songbird cell attempting to recapture him. Since then, Azadeh has proven invaluable to New Assets and Mercury in particular. Azadeh is reported to be very good at what she does and is known as being passionate, stern, and fair. She is also known as a leader who is not afraid to be approachable when needed. The Blacktooth dagger, a weapon given to all members of New Assets, was based on her personal blade.

Human form

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	6	6(9)	4	4	5	5	5	9	5	6	11(14)	1(3)

Drake form

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
9	6	6(9)	9	4	5	5	5	9	5	6	11(14)	1(3)

Condition Monitor Boxes (P/S): Human: 11/11 Drake: 13/11

Armor (B/I): Human 8/6 Drake: 14/14 (4/4 Hardened)

Skills: Arcana 3, Assensing 4, Astral Combat (weapon foci) 4 (+2), Artisan (Dancing) 3 (+2), Athletics skill group 4, Close Combat skill group 4, Con 4, Demolitions 3, Disguise 2, Diving 2, Dodge 4, Electronics skill group 2, Escape Artist 2, Etiquette 4, Firearms skill group 4, First Aid 2, Flight 5, Infiltration 4, Instruction 4, Intimidation 5, Leadership (Strategy) 6 (+2), Negotiation 5, Outdoors skill group 4, Palming 3, Perception (Visual) 4 (+2), Pilot Ground Vehicle 3, Shadowing 4, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Anatomy (Drake) 2 (+2), Area: Middle East 5, Dance History 4, Law Enforcement Procedures 3, Intelligence Operations 4, Magical Threats 4, Mercenary Units 4, Military History 3, Military Tactics: Conventional 5, Military Tactics: Special Operations 3, Philosophy Small Unit Tactics 5

Qualities: Adept, Common Sense, Drake, First Impression, Guts, Trustworthy, Will to Live

Initiate Grade: 4

Metamagics: Adept Centering (Arm Motions), Attunement (Dagger), Dragonspeech, Infusion, Masking

Adept Powers: Improved Reflexes 3, Combat Sense 2, Counterstrike 2, Critical Strike 2, Killing Hands, Magic Resistance 2, Magic Sense, Motion Sense

Powers: Drake form only: Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell, Thermographic Sense), Hardened Armor 4, Mystic Armor 4, and Natural Weapons (Bite/Claws: (Str/2+2)P, AP 0).

Gear: Ammo (80 rounds of explosive, 80 rounds of EX-Explosive, 100 rounds gel, 100 rounds of regular, 100 rounds of stick-n-shock, 10 spare

clips), armor jacket, biomonitor, chameleon suit (thermal sumping 6, drake modification), commlink (modified Fairlight Caliban, Response 5, Signal 5, Firewall 5, System 5), nanopaste trodes, satellite link, commlink (Sony Emperor w/ Vector Xim, Response 1, Signal 2, Firewall 1, System 1), fake gun license (Rating 6), fake SIN (Rating 6), medkits (Rating 6), 2 medkit supplies, nanopaste disguise (small container), 8 stimulant patches (Rating 6), 8 tranq patches (Rating 8)

Programs: Analyze 4, Browse 4, Command 2, Edit 4

Weapons:

Ares Alpha [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 5 (6), 30(c), w/ auto-adjusting underbarrel weight, gas-vent 3, personalized grip, smartgun, Ammo types: EX-Explosive]

-Grenade Launcher [Heavy weapons, DV by grenade, SS, 6(c)]

HK Urban Combat [SMG, 5P, AP —, SA/BF/FA, 2RC, 36(c), regular ammo (3 clips). Upgrades/Accessories: Fixed Barrel Sound Suppressor, Smartlink]

Colt Government 2066 [Heavy Pistol, DV 5P, AP-1, SA, 14(c), w/ electronic firing mechanism, personalized grip, attuned]

Drake Natural Weapons [Reach 1, DV 11P (13P when using Savate in drake form), AP -2]

Blacktooth Dagger [Blade (STR/2+4)P, AP -1, force 4 weapon focus]

Shock Gloves [Reach 0, DV 6S(e), AP -half]

2 mini frag grenades [Grenade, DV 12f, AP+5, Blast -1/m]

2 mini high explosive grenades [Grenade, DV 10P, AP- 2, Blast -2/m]

2 mini Flash Bang Grenades [grenade, DV 6S, AP -3, Blast 10m radius]

*If using *Way of the Adept* Rules, add Way of the Warrior quality and Traceless Walk power

Rainwalker, female adult dragon

Rainwalker, along with five other dragons, was first spotted among the Caucasus and Ural mountains sometime between 2068 and 2069. Also according to rumor, she and those other dragons were vassals of Dunkelzahn and traveled to Lake Louise to determine what happened to their former master. It was there they met Ryan Mercury, who explained what went down. After the meeting, she apparently swore fealty to Mercury. If the New Assets had a rank structure, Rainwalker would be a field general with Azadeh being the commanding general and Mercury the commander-in-chief. Since joining with New Assets, Rainwalker has proven to be a boon in both a strategic and political sense. More than once she has run interference on New Assets' behalf with the rest of the dragon community and reports indicate she is able to do this because of several previous deals made between her and several other great dragons. As a leader, Rainmaker prefers a more direct approach to problems, often tackling them head-on. Her presence is often reassuring to New Assets members, as few have the support of a powerful dragon.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
27	15	15	48	25	22	24	25	6	12	20	37	4

Condition Monitor Boxes (P/S): 22/21

Armor (B/I): 20/20

Movement: 23/60 (45/90 Flight)

Reach: +2

Active Skills: Assensing 9, Arcana 8, Astral Combat 7, Con 7, Conjuring skill group 8, Dodge 6, Enchanting 6, Etiquette 6, Exotic

Ranged Weapon 8, Flight 6, Instruction 5, Intimidation 6, Leadership (Morale) 8 (+2), Negotiation (Diplomacy) 9 (+2), Perception 9, Sorcery skill group 10, Unarmed Combat 8

Powers: Compulsion, Dragonspeech, Dual Natured, Elemental Attack (fire), Enhanced Senses (Enhanced Smell, Low-Light Vision, Wide-Band Hearing), Fear, Hardened Armor 20, Influence, Metahuman Form, Mystic Armor 20, Sapience, Thermographic Vision

Qualities: Magician, Quick Healer

Knowledge Skills: Art History 4, Dragon Society 6, Draconic History 8, Dragon Etiquette 6, Magical Threats 6, Magical Theory 4, Metahuman Psychology 5, Metahuman History 3, Military Strategy 5

Languages: Arabic N, Chinese 4, English 5, German 4, Japanese 4, Russian 4

Initiate Level: 16

Metamagics: Absorption, anchoring, cleansing, divining, extended masking, filtering, flexible signature, flux, geomancy, invoking, masking, quickening, shielding, reflecting

Spells: Acid Stream, Analyze Truth, Astral Clairvoyance, Blast, Clairaudience, Clairvoyance, Control Actions, Death Touch, Decrease Reflexes, Detect Enemies Extended, Detect Individual, Detect Life Extended, Detect Magic, Enhance Aim, Firewater, Hawkeye, Heal, Improved Invisibility, Increase Reflexes, Levitate, Manaball, Mana Barrier, Manabolt, Mindnet, Mob Control, Mind Probe, Napalm, Lightning Bolt, Lightning Ball, Physical Barrier, Shattershield, Silence, Slay Elf, Slay Ork, Slay Troll, Stabilize, Stunbolt, Stunball,

Spirits: 5 x Force 12 guardian spirits (manifested as orbs), 5 x Force 8 spirits of air, 5 x Force 8 spirits of earth, 5 x Force 8 task spirits

Weapons

Natural Weapon (Bite/Claws: DV 20P, AP -6), Venom

NPCS: NEW ASSETS

Drake Operator (Common Drake) (Professional Rating 5)

Metahuman form

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5	5	4	4	4	4	4	5	6	6	9	1

Drake form

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
9	5	5	9	4	4	4	4	5	6	6	9	1

Condition Monitor Boxes (P/S): Metahuman: 11/11 Drake: 13/11
Armor (B/I): 10/7 Note: does not include “Day Pack”

Active Skills: Astral Combat 4, Assensing 4, Athletics skill group 4, Close Combat skill group 5, Computers 3, Data Search 3, Demolitions 3, Dodge 4, Firearms skill group 4, First Aid 3, Gunnery 3, Heavy Weapons 3, Influence skill group 4, Instruction 4, Intimidation 5, Outdoors skill group 4, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 3, Stealth skill group 5, Thrown Weapons 3

Qualities: Drake

Drake Powers (in drake form only): Dual Natured, Elemental Attack (fire), Enhanced Senses (Hearing, Low-Light Vision, Smell, Thermographic Sense), Hardened Armor 4, Mystic Armor 4, Natural Weapon

Gear: Armor Jacket, “Day Pack” (with fire resistance 3, chemical resistance 2), commlink (Device Rating 5), form-fitting body armor (half suit), earbuds (Rating 3, w/ audio enhancement 2, spatial recognizer), fake SIN (Rating 5), glasses (Rating 4, with image link, smartlink, vision enhancement 2, vision magnification)

Weapons:

HK Urban Combat [SMG, DV 5P, AP —, SA/BF/FA, RC 2, 36(c), w/ fixed barrel sound suppressor, smartlink, regular ammo (3 clips)]

HK Urban Fighter [Heavy Pistol, DV 5P, AP -1, SA, 10(c), w/ ceramic silencer, smartlink, regular ammo (3 clips)]

Blacktooth Dagger [Blade 6P, AP -1]

Drake Natural Weapons [Reach 1, DV 11P, AP -2]

Note: When working with another mercenary unit, New Assets operators adopt the weapons of that unit. The weapons listed below are common for solo operators or a New Assets group.

TASK FORCE MAGUS

Unit Nickname: N/A

Current Command Staff:

CO: Gen. Simon V. Greenspirit

XO: Col. Andrea T. Ravenwood

Unit Type: Magical Operations

Estimated/Known Strength: Twenty-three magicians and one company of 'bodyguard' units

Unit Rating: 7

Threat Rating: High

Current Deployment: Northern Aztlan



Summary: Ever since the Great Ghost Dance, magic has become one of the dominant factors in modern warfare. Considered the ultimate game-changer, militaries around the globe have gone to great lengths to secure the services of the Earth's known magicians. While many mercenary and freelance groups boast significant magical support assets, Task Force Magus is currently the only unit in the world designed around a core group of magicians. Known in the military and mercenary community as a highly specialized force of powerful combat magicians who sell their considerable services to the highest bidder, they are also known as one of the most arrogant and amoral units currently operating. Rumors and reports about magical manipulation and excessive destruction are common. Only the extremely high demand for their services and multiple bribes has kept Task Force Magus from being blacklisted by the Mercenary Guild or arrested for war crimes by the UN. Because of these reports, I highly recommend that we skip Task Force Magus as they would likely pose a significant threat to future operations.

- The reports are true. If you're forced to work with Magus in the field, be extremely cautious. Their reputation is well deserved and they're known to put their own needs and well-being above all else, including mission/contract objectives. They're also not above using magical manipulation or threat of inaction to secure those needs. You have been warned.
- Thorn
- Also, if you know they're on the opposing side, you better have a damn good plan on taking them out quickly. The other part of their reputation is also well earned; they are some of the best magicians I've ever seen and aren't afraid to show it. When they start throwing spells, subtlety goes right out the window.
- Winterhawk

Unit History: Task Force Magus started out as the brainchild of Rita Furlann, former Major of the UCAS' Thaumaturgic Corps and "hero" of the Compensation Army conflict of 2055. Despite being painted a hero by the UCAS citizens; the military knew the truth and saw Furlann for what she was: an opportunist who changed sides at the last moment to save her own skin. In early 2056, the UCAS Army "allowed" Furlann to resign with a promotion to major for her troubles. Having enjoyed the authority that came with a military command,

Furlann decided to become a mercenary. She also scored a minor coup before she departed and took several prominent members of the Thaumaturgic Corps with her to form the nucleus of the new Task Force Magus.

- Furlann's coup was both a blessing and a curse for the UCAS Army. Yeah, they lost several powerful magicians and it was a giant middle finger to the Army, but the ones that left with her were the ones that were causing the most problems. It took several years to train up replacements; but I know that several generals were happy Furlann was gone.
- Kay St. Irregular

It didn't take long for Magus to find their first contract, protecting caravans in Australia against the wide range of magical threats there. This first contract ended poorly as Furlann and company underestimated the powerful area spirits and other threats, and the caravan was almost destroyed just outside of Melbourne. After the debacle, Task Force Magus departed for Central Africa to work for various African warlords in the Congo tribal lands. It was during these contracts that TF Magus began earning their famed reputation. During their first operation for Warlord General Si Batu, Task Force Magus was paired with a local mercenary group calling themselves the Jungle Tigers. Their mission was to protect one of General Batu's supply depots from local raiders backed by native shamans. When the raiders assaulted, the Jungle Tigers were able to route the small raiding party and Task Force Magus handily dispatched the meager spirits sent by the shamans. As the raiders retreated General Furlann decided to make a statement and destroyed almost three square kilometers of jungle to prevent the raiders from retreating.

Impressed with their performance, General Batu then ordered counter-raids. But General Furlann didn't want to risk exposing her valuable people by trekking them through the jungle with only third-rate mercenaries to protect them. After some gentle persuasion, General Batu changed his mind about the operation. Two months and several near-botched operations by the Jungle Tigers later, General Furlann renegotiated their contract with General Batu by switching sides during an operation and completely annihilating her previous employer.

- The opposing warlord, Sherman Mombasa, discovered that the best way to defeat TF Magus was simply to make them a better offer. And paying in orichalcum didn't make the decision any harder.
- Black Mamba
- This was also when Furlann started creating the "bodyguard" units and messing with other officers. After too many close calls, she realized that most people outside of her unit were going to do silly things like saving their own necks and that was simply unacceptable. So, she started paying more to watch her people's back, and when that didn't work she went to other commanding officers to advise them in "proper" military tactics. And Furlann's own concept of warfare revolves around the idea of protecting the magician first and above all else. Those that fail to listen to her advice usually have some nasty tendency to go mad, run off cliffs, or wake up with their brains leaking out of their ears.
- Hard Exit
- Still, while working in Africa TF Magus learned a lot about dealing with spirits. That would come in very handy for them very soon.
- Elijah

For the next year, Task Force Magus remained in the Congo area before pulling out of the region in 2060. That same year, General Furlann accepted a position with Mitsuhamma Computer Technologies' magical research division as a freelance consultant, and she retired from the task force. She still maintained close ties with her former unit, though. Command was given to former XO, Simon Greenspirit, a Tír expatriate and rumored to be a disgraced Paladin. In 2061, Greenspirit accepted a contract with the nation of Aztlan to combat rebels in the Yucatan. TF Magus' new expertise in dealing with spirits and their preference for destructive combat spells was exactly what Aztlan was looking for. For their actions in the Yucatan, Aztlan awarded Task Force Magus several awards and unit citations, despite the ultimate outcome of the conflict.

- Yeah, they milked Africa for all it was worth. The warlords finally learned the game TF Magus was playing and decided to do something about it. But before they could make a move against Furlann and company, Task Force Magus had already gotten out of the country.
- Stone
- The Warlords got lucky.
- Axis Mundi
- And in South America, the UN was getting ready to go after Magus for war crimes. At least three villages were destroyed because of excessive magical use when spirits were released to hunt down rebel forces. Hundreds of civilians were lost. Aztlan was forced to pull TF Magus back to Tenochtitlan while investigators looked into the matter, but the investigation stalled and was later dismissed as the remaining survivors of those villages were killed in the earthquakes of 2062.
- Marcos

After their contract with Aztlan was completed in 2063, Task Force Magus dropped out of sight for a few years and was rumored to be engaged in various magical research projects, possibly with MCT. These reports have not been confirmed, though. In 2066, TF Magus was next seen in Nairobi as part of Corporate Court-sponsored forces assigned to pacify and provide security against local troublemakers who were intent on disrupting construction of the Mass Driver on Mt. Kilimanjaro. After a year of boring garrison duty, TF Magus spent the

next few years globe hopping, recruiting, and taking on small contracts to keep revenue up.

- Unlike before, Task Force Magus was given carte blanche to deal with issues in Nairobi. As long as the Mass Driver remained operational; they could do no wrong. And that's exactly how Magus went about business. No quarter was given and targets were eliminated with extreme prejudice. And if you happened to be a civilian in the way; that was your problem because you shouldn't have been there in the first place.
- Aufheben
- It also sucked to work with TF Magus. I knew a guy who used to freelance for Ares and was also stationed there. During one particular dust-up, a position being held by Magus and some other nobody merc outfit had been overrun. Instead of moving to intercept and drive back the attackers, the no-names formed up around Magus' position like meat shields to protect them. And what did Magus do in way of thanks? They dropped several fireballs on the attackers AND the defenders, just to get as much coverage for themselves as possible.
- Sticks

When the war between Aztlan and Amazonia began in 2072, the call for mercenaries went out. Task Force Magus remembered their lucrative ventures with Aztlan from a decade ago and signed up. Recently, Task Force Magus was pulled from Bogotá and transferred to an undisclosed location in northern Aztlan. The reason why they were transferred is currently unknown, but rumors suggest that Aztlan has received new information on the great dragon SIRRURG's current location.

- Apparently, Task Force Magus isn't completely without honor. Despite repeated attempts by ex-General Furlann to obtain Aztlan secrets for MCT, General Greenfield has flat-out refused. From what I hear, this has caused a rift between the two, and MCT is becoming impatient with Furlann's "failures." Looks like Aztlan finally found the right amount of nuyen for Task Force Magus' loyalty.
- Mr. Bonds
- Must be one hell of a high number.
- Marcos
- Or maybe it could be that Task Force Magus is taking advantage to learn some powerful magic. From what I hear, they've been paired with Guerrero Special Forces on their dragon hunt.
- Plan 9

Capabilities: Because of their specialized nature and small numbers, Task Force Magus contracts out as a force multiplier for other units. During field operations, Task Force Magus prefers to use overwhelming magical force against adversaries and a key component of this strategy is to keep the unit together rather than deploying them separately.

Each magician is considered a command officer and holds the rank of major; except General Greenfield and XO Colonel Ravenwood. Each command officer has at least one platoon worth of highly trained security specialists assigned to them. Each security platoon is made up of non-commissioned officers and led by a sergeant. The highest ranking NCO, a sergeant-major, is assigned to General Greenfield's platoon. Because the Task Force is able to command very high rates for their services, their security platoons are also highly paid

and equipped with state of the art gear, weapons, and vehicles. It is also common for Task Force security personnel to invest in higher-grade augmentations. Because they are so well paid and equipped; Task Force security personnel tend to be loyal to their command magician and to the Task Force as a whole.

The magical capability of the Task Force is exceptional. Every command magician is at least initiate level and is familiar with a wide variety of spells, although direct combat spells are most common. Every command magician spends a great deal of their time perfecting their craft; unfortunately this often leads to deficits in other skills and forces the magician to rely too much on their security for physical combat.

TASK FORCE MAGUS MOBILE LODGES

The idea behind the mobile lodge is a simple one: to provide Task Force Magus command magicians the benefits of a magical lodge while in the field. The mobile lodge itself is nothing more than an armored trailer that can easily be transported by most ground vehicles pickup truck size and higher or airlifted by an appropriate craft. The inside of the lodge is customized to the specific user's specifications but also act as their personal quarters while in the field or as a mobile command post if necessary. While each lodge is not forwardly deployed, they are sufficiently armored and come equipped with the latest in communications gear and can be completely sealed in the event of a chemical or biological attack. Because of their magical nature, most mobile lodges also boast their own unique magical defenses and security as well.

Body	Armor	Availability	Cost
20	20	N/A	50,000

NOTABLE MEMBERS: TASK FORCE MAGUS

General Simon Greenfield

Little is known about General Greenfield's past before he signed on with Task Force Magus. Rumors vary on the subject, but the most popular one casts Greenfield as a former Tír Paladin on the run after failing to protect a minor noble from being murdered. Whatever his past is, Greenfield keeps it secret. What is known is that he is a high-level initiate who possesses the right skillsets, and typical elven arrogance, to have been a Paladin. Cold and calculating, Greenfield is not above doing whatever is necessary to accomplish the mission at hand. Even if that means changing the terms of the mission.

Male elf

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5	5	4	6	4	4	6	9	5	6	9	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 12/7

Active Skills: Assensing 4, Astral Combat (Magicians) 3 (+2), Climbing 3, Close Combat skill group 5, Conjuring skill group 4, Computer 3, Data Search 3, Demolitions 2, Dodge 4, Electronic Warfare 3, Firearms skill group 4, First Aid 3, Gunnery 2, Gymnastics 3, Heavy Weapons 2, Influence skill group 4, Instruction 4, Intimidation 5, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 4, Running 4, Sorcery skill group 4, Stealth skill group 4, Swimming 3, Thrown Weapons 4

Knowledge Skills: Criminal Law 4, Corporate Law 4, Current Events: Tír Tairngire 5, Fine Dining 4, International Law 4, Magical Theory 5, Mercenary Units 4, Military History 3, Military Theory 4, Military: Tír Tairngire 5, Psychology 3, Wines 3

Languages: Aztlan Spanish 3, English 4, French 3, German 3, Sperethiel N

Qualities: Focused Concentration, Enemy, Magician, Toughness,

Spells: Acid Stream, Armor, Ball Lightning, Combat Sense, Control Actions, Control Emotions, Control Thoughts, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Levitate, Lightning Bolt, Magic Fingers, Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Punch, Shatter

Metamagic: Centering, masking, shielding

Gear: Commlink (Device Rating 5), camouflage suit, form-fitting body armor (full suit), glasses (Rating 3 w/ image link, thermographic vision, smartlink), medkit (Rating 5), power focus (Force 3), mobile lodge, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone

Weapons:

Shiawase Arms Tactical Model 71 [SMG, DV 5P, AP -4, SA/BE, RC 1(3), 25(c), w/ electronic firing, folding stock, melee hardening, reduced weight, safe target system, smartlink, APDS ammo (4 clips)]

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ smartlink, APDS Rounds (3 clips)]

Survival Knife [(STR/2+1)P]

NPCS: TASK FORCE MAGUS

Combat Mage (Professional Rating 3)

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	5	5	3	5	4	4	6	7	6	9	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): (12/7)

Active Skills: Assensing 4, Astral Combat 5, Climbing 4, Close Combat skill group 4, Conjuring skill group 4, Computer 3, Data Search 3, Demolitions 2, Dodge 4, Electronic Warfare 3, Firearms skill group 3, First Aid 2, Gymnastics 3, Heavy Weapons 2, Influence skill group 3, Instruction 4, Intimidation 5, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Ground Craft 4, Pilot Watercraft 4, Running 4, Sorcery skill group 4, Stealth skill group 4, Swimming 3

Qualities: Magician

Spells: Acid Stream, Armor, Ball Lightning, Combat Sense, Control Actions, Control Emotions, Control Thoughts, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Levitate, Lightning Bolt, Magic Fingers, Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Punch, Shatter

Metamagic: Centering

Gear: Commlink (Device Rating 5), camouflage suit, form-fitting body armor (full suit), glasses (Rating 3 with image link, thermographic vision, smartlink), medkit (Rating 5), power focus (Force 2), mobile lodge, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone

Weapons:

Shiawase Arms Tactical Model 71 [SMG, DV 5P, AP -4, SA/BF, RC 1(3), 25(c), w/ electronic firing, folding stock, melee hardening, reduced weight, safe target system, smartlink, APDS ammo (total clips x4)]

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ smartlink, APDS Rounds (3 clips)]

Survival Knife [Blade, Reach —, DV 3P, AP-1]

Combat Bodyguard (troll) (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
10(13)	4(6)	4(7)	10(12)	2	4	4	3	1.6	8(11)	1

Condition Monitor Boxes (P/S): 12/10

Armor (B/I): 20/18

Active Skills: Armorer 4, Athletics skill group 4, Close Combat skill group 4, Computer 4, Data Search 3, Demolitions 3, Disguise 3, Dodge 2, Electronic Warfare 3, Firearms skill group 4, First Aid 2, Gunnery 4, Heavy Weapons 4, Infiltration 2, Intimidation 5, Outdoors skill group 4, Parachuting 4, Perception 3, Pilot Ground Craft 4, Shadowing 2

Augmentations: Muscle replacement 2, reaction enhancers 3, titanium bone lacing

Gear: Commlink (Device Rating 4), heavy military armor (with fire resistance 5, mobility upgrade 3, nonconductivity 4, quick release 2), medkit x2 (Rating 5), military helmet, monocle (Rating 3 with image link, smartlink)

Weapons:

Panther XXL [Assault Cannon, DV 10P, AP -5, SS, RC 1, 15(c), w/ smartlink, regular ammo (3 clips)]

Mossberg AM-CMDT [Shotgun, DV 9P(f), +2AP, SA/BF/FA, RC —, 10(c), w/ smartlink, regular ammo (4 clips)]

Combat Axe [Reach 2, (STR/2+4)P]

Unarmed Attack 8P(9P), AP -1]

TEAM ZERO

Unit Nickname: N/A

Current Command Staff:

CO: Lieutenant Commander Mark B. Helm

XO: Lieutenant Sean P. Thatcher

Unit Type: Special Operations Team

Estimated/Known Strength: Twelve Operators

Unit Rating: 7

Threat Rating: High

Current Deployment: None, location: Miami, Florida, Caribbean League

Summary: Formerly a first-tier UCAS Navy SEAL unit, Team Zero left the Navy under suspicious circumstances, and its members now work as independent contractors, specializing in materiel recovery/denial. While known to take contracts for anyone willing to pay their fees, Team Zero most often contracts for Ares and is considered their number one “go-to” unit for their most critical assignments.

Unit History: The operators that eventually formed Team Zero met during Basic Underwater Demolitions SEAL (BUDS) School in 2060 and were the only ones in that class to graduate. As such, they became extremely tight-knit and developed an “us versus them” attitude. During subsequent training, they also gained a reputation for extreme excesses while on leave, which led to disciplinary problems and several reprimands. If not for their high combat test scores, the entire class may have been washed out. Once their final training evolutions were complete, the Navy separated them as soon as possible.



Assigned to various teams for the next few years; most of the class was re-united as part of Joint Task Force Seattle in 2064. Designated Unit Ten, their first major operation came when JTF Seattle was ordered to re-take and secure the Federal District of Columbia from New Revolution forces after Crash 2.0. After successfully infiltrating DeeCee via the Potomac River, they began a series of coordinated strikes against New Revolution targets with other UCAS Special Forces units and irregular assets. During one particular strike, Unit Ten and a couple of Marine FAST Teams re-took control of the Washington Ship Yards.

- It was never revealed to the public, but New Revolution moles on board the nuclear subs *USS Columbus* and *USS Indianapolis* attempted to sabotage the reactors and turn them into floating dirty bombs. Of course it never happened, and I think Unit Ten secured the *Indy*.
- Snopes

- I could tell you, but then I'd have to kill you. *grin*
- Rogue Trident

After the DeeCee operation, Unit Ten was on the ascension and allowed to bring the final members from their BUDS class into the unit. Now assigned to the Joint Special Operations Command (JSOC) as SEAL Team Twelve, they were deployed several times on highly sensitive missions throughout the world. Despite several successful operations, JSOC began receiving reports of possible problems within Team Twelve including misconduct and insubordination to officers outside of the Team. Rumors of unsanctioned missions also began to circulate, but no direct evidence was uncovered. Without evidence to support the rumors, JSOC was content to look the other way as long as mission objectives were met.

This continued until 2069 when the CIA revealed evidence that implicated Team Twelve of doctoring operational reports and records to cover up illegal arms trading during a Middle East operation. During the court martial, the Navy failed to secure convictions because all of the CIA's evidence had been compromised or disappeared just before proceedings began. Despite this, all of Team Twelve's security clearances were revoked and they were removed from JSOC. All members of Team Twelve resigned their commissions and began freelance work under the handle of "Team Zero," a dig at the SEALs and Navy.

- Whether or not Team Twelve, or Team Zero, was actually guilty is up for debate. But it was enough to cause a lot of problems on Capitol Hill. With the Crash and New Revolution coup still fresh in everyone's mind, Senate overseers were taking no chances with a potential military scandal. Team Twelve and two flag officers from JSOC were relieved of command as sacrificial lambs.
- Kay St. Irregular
- There's a reason Team Zero is Ares' favorite—they've been secretly working for them for years. Ever since the coup attempt, Team Zero has been in their pocket. They just got sloppy in the Caliphate. Who do you think got them out of trouble by making the evidence disappear? Since '64, Ares has been on President Colloton's shit list, but they still have a lot of supporters on the Hill.
- Plan 9
- Wow, you sure do talk a lot for someone who doesn't know shit. I'm surprised you're still breathing.
- Rogue Trident
- Is that a threat?
- Plan 9
- Oh no, if I was making a threat, we wouldn't be having this conversation. But I digress; I'm a guest here after all. I won't say what really happened because it's no one's business. But I will say that Ares treats us a lot better than Uncle Sam ever did. Take that however you want.
- Rogue Trident

Now completely freelance, Team Zero has embraced the mercenary mindset and taken a wide variety of clients/contracts, including contracts against the UCAS. Team Zero is willing to take on any contract and go to any lengths to fulfill said contract. While they generally do not engage in wanton destruction or endanger civilians, they do not hesitate should they find it tactically necessary. Their most famous—or infamous—escapade to date was the retrieval of former AresSpace executive, Arnold Sutton, who attempted to defect

to EVO in 2071. While specializing in material recovery, Team Zero also engages in several side projects and has been known to field-test weapons and gear for select clients. Currently, Team Zero has been inactive, concentrating on moving their operation from Tsimshian to their new state-of-the-art complex in Miami.

NEWSNET SPECIAL BULLETIN! Posted 02:45:01/09-10-71

MISSING YACHT FOUND IN SEA OF JAPAN! COAST GUARD LOCATES AND IDENTIFIES WRECKAGE

Following an extensive search, the Japanese Coast Guard located the *Evening Star*, which was reported missing after it failed to return to its home port in Vladivostok four days ago. According to Coast Guard officials, wreckage from the Evo-owned and registered vessel was discovered in the northwest area of the Sea of Japan near Russian waters. Initial forensic evidence of the wreckage indicates the vessel suffered catastrophic damage that destroyed it with all hands lost. The exact cause of this is unknown, although the Coast Guard is still searching for the ship's black box. The names of those lost have not been released, pending notification of the families, but sources indicate that several Evo and Rostkosmos executives were on board at the time of the disaster.

<<[Link here for more information!](#)>>

- Say what you want about Team Zero, they are good. A bit flashy, extremely ruthless, but good. The Sutton retrieval was a piece of work. First they located the Evo executive yacht in open water, successfully boarded, sabotaged, and then egressed without anyone knowing a damn thing until it was all over.
- Mika
- Flashy? Team Zero is nothing more than a boys club with a Peter Pan complex, zero morals, and egos that rival a great dragon. Yeah, they get lucky, but they take too many chances and care more about style than anything else. They look and act more like sim-action stars than real professionals. Have you seen their "compound" in Miami? It's a gaudy party-palace better suited for reality-sims and attracting groupies than training for real missions. It pretty much sums up their entire attitude about everything. How they've lasted this long is beyond me.
- Hard Exit

TEAM ZERO "BODY BAG"

Because of their preference for aquatic operations, Team Zero commissioned Ares to develop a multi-use storage system that can be easily stored and deployed quickly to secure and transport sensitive items, including metahumans, underwater. The result was dubbed "The Body Bag" by Team Zero and was first used during the Sutton retrieval. Made of a semi-expanding plastic material that also acts as a thermo and signature dampener, it can easily accommodate subjects or objects troll-sized or smaller. A small unit is also included that can be attached to provide at least ten minutes of oxygen and sufficient heat to keep any living subjects alive or to vacuum-seal if necessary. The Body Bag's one drawback is that it fails to provide a sufficient ballistic barrier, but is quite resistant to impact.

Ballistic	Impact	Availability	Cost
3	10	24	3,000

Capabilities: Consisting of only twelve members, Team Zero has maintained the same skill levels they had while serving in the UCAS Navy. Each member is a generalist but has a preferred specialty such as combat hacker, medic, or demolitions expert. Because of their association with Ares, they also have access to every kind of weapon, vehicle, gear, and combat drug known to man. In keeping with their SEAL roots, Team Zero prefers contracts that are in or around water; although they are just as capable in any other environment. When they deploy on a mission, it's often as an eight- to ten-person unit with at least two members holding back to act as a reserve element. Team members are said to make use of extensive combat augmentations; the internal air tanks being the most popular.

Despite their capabilities, Team Zero does have some significant handicaps. The first is their limited roster. While this has allowed them to form a distinct synergy that enhances their performance, it limits their contract choices because they do not have the manpower for long-term operations. Given their preferred mission profile, however, this is not often an issue unless a team member is significantly injured. When this does happen, the team is often unavailable for contracts for weeks or months at a time.

This problem is further compounded because the team refuses to allow “outsiders” into the group. Combined with the fact that most of the team is human and approaching their mid- to late-thirties, it is unknown what their long-term viability as a unit will be, even with modern technology. Their final issue is the lack of magical assets. Currently, Team Zero has only one magician. Should he be compromised or killed in action, it would greatly affect the team dynamic and capability.

NOTABLE MEMBERS: TEAM ZERO

Lt. Commander Mark Helm (Jr)

A third-generation Navy-brat and second-generation SEAL, Commander Helm grew up idolizing his father, Master Chief Petty Officer Mark Helm, Sr. Although Mark Junior saw his father maybe two or three months out of the year and was raised by his mother (who despised his father), he wanted nothing more than to grow up to be just like him. After Master Chief Helm was killed in action when Mark Junior was twelve, the loss did not devastate him; it motivated him. He became a top athlete in track and swimming, graduated school with honors, and was considered very popular with the student body. This was a monumental accomplishment considering his mother had become an alcoholic who drifted from boyfriend to boyfriend. After high school Mark Junior was accepted into the UCAS Naval Academy where he graduated third in his class. Two years after graduating, he was accepted into BUDS training and rose quickly in the ranks after earning his trident. A born leader with a can-do attitude, Commander Helm was on the fast track to a captaincy until an operation to the Arabian Caliphate stopped his career cold. The operation, unknowingly backed by Ares, called for Helm and his team to pose as rogue operators to infiltrate a weapons ring. The mission went badly and the CIA handler was killed. Ultimately, Helm's team was scapegoated and court-martialed. Feeling betrayed by his country, he gladly accepted an offer by Ares to handle various odd jobs for them. Helm readily accepted and has fully embraced the mercenary mindset. With no restrictions other than getting the job done, Helm lives his life on the edge, caring only for the next payday.

Human male

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5(6)	5(6)	5(7)	6	4	4	4(5)	4	5	3.15	9(11)	1(3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 12/7

Active Skills: Armorer 3, Climbing 4, Computer 4, Close Combat skill group 5, Computer 3, Data Search 3, Demolitions 3, Dodge 4, Diving 6, Electronic Warfare 3, Firearms skill group 4, First Aid 3, Gunnery 3, Gymnastics 4, Heavy Weapons 3, Influence skill group 5, Instruction 4, Intimidation 5, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 4, Running 4, Stealth skill group 5, Swimming 6, Throwing Weapons 4

Knowledge Skills: Alcoholic Beverages 5, Area: Miami Metroplex 4, Area: DeeCee 4, Area: Middle East 4, Military/UCAS (Navy) 4 (+6), Bounty Hunters 4, Corporation: Ares 5, Classic Cars 4, Fitness 4, Mercenary Haunts 3, Mercenary Units 4, Military Operations: Special Operations, Oceanography 4, Small-Unit Tactics 5

Languages: Arabic 3, Aztlan Spanish 3, English N

Augmentations: Cybereyes (Rating 2, w/ low-light vision, smartlink, thermographic vision), cerebral booster 1, internal air tank, extended volume 3, muscle toner 1, plastic bone lacing, synaptic booster 2

Gear: Body Bag (x3), commlink (Device Rating 5), camouflage suit, form-fitting body armor (full suit), medkit (Rating 6), oxsys artificial gill, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone

Weapons:

Ares HVAR [Assault Rifle, DV 5P, AP* -4, SA/BF/FA, RC 3(4), 50c, w/ internal smartgun system, rigid stock, shock pad, APDS ammo (3 clips), regular ammo (2 clips)] *When APDS ammo used; otherwise AP —

Colt M-24A3 Water Carbine [SMG, DV 5P, AP* -4, SA/BF, RC 2, 30(c), w/ foregrip, internal smartlink, sling, APDS ammo (2 clips), regular ammo (3 clips)] *When APDS ammo used; otherwise AP —

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ internal smartgun system, APDS Rounds (3 clips)]

Survival knife [Blade, Reach —, DV 4P, AP -1]

Unarmed Strike [DV 4P]

NPCS: TEAM ZERO

Team Zero Operator (Professional Rating 4)

B	A	R	S	C	I	L	W	Ess	Init	IP
5(6)	5(6)	5(7)	6	3	4	4(5)	4	3.15	9(11)	1(3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 12/7

Active Skills: Climbing 4, Computer 4, Close Combat skill group 5, Computer 3, Data Search 3, Demolitions 3, Dodge 4, Diving 5, Electronic Warfare 3, Firearms skill group 4, First Aid 3, Gunnery 3, Gymnastics 4, Heavy Weapons 3, Influence skill group 4, Instruction 4, Intimidation 5, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 4, Running 4, Stealth skill group 5, Swimming 6, Throwing Weapons 4

Augmentations: Cybereyes (Rating 2 with low-light vision, smartlink, thermographic vision), cerebral booster 1, internal air tank, extended volume 3, muscle toner 1, plastic bone lacing, synaptic booster 2

Gear: Body Bag (x3), commlink (Device Rating 5), camouflage suit, form-fitting body armor (full suit), medkit, oxsys artificial gill, smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone

Weapons:

Ares HVAR [Assault Rifle, DV 5P, AP* -4, SA/BF/FA, RC 3(4), 50c, w/ internal smartgun system, rigid stock, shock pad, APDS ammo (3 clips), regular ammo (2 clips)] *When APDS ammo used; otherwise AP —

Colt M-24A3 Water Carbine [SMG, DV 5P, AP* -4, SA/BF, RC 2, 30(c), w/ foregrip, internal smartlink, sling, APDS ammo (2 clips), regular ammo (3 clips)] *When APDS ammo used; otherwise AP —

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ internal smartgun system, APDS Rounds (3 clips)]

Survival knife [Blade, Reach —, DV 4P, AP -1]

Unarmed Strike [DV 4P]

Team Zero Hacker (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
5(6)	5(6)	5(7)	6	3	4	4(5)	4	2.55	9(11)	1(3)

Matrix Initiative/IP: 10/3

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 12/7

Active Skills: Climbing 4, Close Combat skill group 4, Cracking skill group 5, Demolitions 3, Diving 5, Dodge 4, Electronics skill group 5, Firearms skill group 4, First Aid 3, Gunnery 3, Gymnastics 4, Heavy Weapons 3, Influence skill group 4, Instruction 2, Intimidation 4, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 4, Running 4, Stealth skill group 5, Swimming 6, Throwing Weapons 2

Augmentations: Commlink (Device Rating 5), cybereyes (Rating 2, w/ low-light vision, smartlink, thermographic vision), cerebral booster 1, control rig, datajack, internal air tank, extended volume 3, muscle toner 1, synaptic booster 2

Gear: Body Bag (x3), medkit (Rating 5), OXSYS artificial gill, smart jammer (area, Rating 5), smart jammer (directional, Rating 5), camouflage suit, form-fitting body armor (full suit), sim module (hot-sim modified), smart pouch system (w/ combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone

Matrix Gear: Programs: Analyze 5, Armor 5, Attack 5, Biofeedback Filter 5, Browse 4, Command 5, Data Bomb 3, Decrypt 4, Edit 4, Exploit 5, Scan 5, Spoof 5, Stealth 5, Track 4

Weapons

Ares HVAR [Assault Rifle, DV 5P, AP* -4, SA/BF/FA, RC 3(4), 50c, w/ internal smartgun system, rigid stock, shock pad, APDS ammo (3 clips), regular ammo (2 clips)] *When APDS ammo used; otherwise AP —

Colt M-24A3 Water Carbine [SMG, DV 5P, AP* -4, SA/BF, RC 2, 30(c), w/ foregrip, internal smartlink, sling, APDS ammo (2 clips), regular ammo (3 clips)] *When APDS ammo used; otherwise AP —

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ internal smartgun system, APDS Rounds (3 clips)]

Survival knife [Blade, Reach —, DV 4P, AP -1]

Unarmed Strike [DV 4P]

Team Zero Magician (Professional Rating 4)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5	5	4	4	4	4	5	6	5	6	9	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 12/7

Active Skills: Assensing 4, Astral Combat 4, Climbing 4, Close Combat skill group 5, Conjuring skill group 4, Computer 3, Data Search 3, Demolitions 3, Dodge 4, Diving 5, Electronic Warfare 3, Firearms skill group 4, First Aid 3, Gunnery 2, Gymnastics 3, Heavy Weapons 2, Influence skill group 4, Instruction 4, Intimidation 4, Outdoors skill group 4, Parachuting 4, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 4, Running 4, Sorcery skill group 4, Stealth skill group 4, Swimming 6, Thrown Weapons 4

Spells: Armor, Detect Enemies Extended, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Levitate, Magic Fingers, Manabolt, Manaball, Mindlink, Physical Barrier, Powerbolt, Powerball

Gear: Body Bag (x3), commlink (Device Rating 5), camouflage suit, form-fitting body armor (full suit), medkit, oxsys artificial gill, power focus (Force 3), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen), subvocal microphone

Weapons:

Ares HVAR [Assault Rifle, DV 5P, AP* -4, SA/BF/FA, RC 3(4), 50c, w/ internal smartgun system, rigid stock, shock pad, APDS ammo (3 clips), regular ammo (2 clips)] *When APDS ammo used; otherwise AP —

Colt M-24A3 Water Carbine [SMG, DV 5P, AP* -4, SA/BF, RC 2, 30(c), w/ foregrip, internal smartlink, sling, APDS ammo (2 clips), regular ammo (3 clips)] *When APDS ammo used; otherwise AP —

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ internal smartgun system, APDS Rounds (3 clips)]

Survival knife [Blade, Reach —, DV 3P, AP -1]

Unarmed Strike [DV 3P]

THUNDER CORPS

Unit Nickname: Blunder Corps
Current Command Staff:
CO: General Adam J. Darnell
XO: Colonel Tamara Pitt
Unit Type: Mixed Unit Company
Estimated/Known Strength: Two armor companies with one infantry, artillery, and air support companies
Unit Rating: 4
Threat Rating: Low to Moderate
Current Deployment: None

Summary: While many in the mercenary community consider the Desert Wars as nothing more than a corporate blood sport pandering to the masses, individual mercenaries still flock to this to this annual event (or the knock-off Mojave Wars) to compete for fortune and glory. One such unit is the Thunder Corps, a mixed unit that fields some of the most advanced vehicles and gear seen in the competition thanks to the vast individual fortunes of the unit's command staff. Unfortunately for the Thunder Corps, its commanders are a group of self-absorbed, self-centered egotists who care more about their image and reputation than fighting their opponents. This situation likely stems from the fact that the current Thunder Corps was formed from a group of extremely wealthy individuals (with zero actual military experience) who were part of a "historical re-enactment society." After purchasing several surplus vehicles and gear, they decided to become real mercenaries.

After my initial review, I was convinced that this so-called unit was totally worthless for our cause and almost terminated my investigation. But on further inspection, I realized that while they may not be valuable to us, their unpredictable nature and the fact that they are looking to expand beyond the Desert/Mojave Wars means they could be potential adversaries, so I continued with my work.

Unit History: The current unit known as the Thunder Corps is not the first unit to use this name. The first Thunder Corps was an armored company formed when soldiers from several European units shattered in the Euro Wars were able to obtain several pieces of cast-off or forgotten equipment and form their own unit. Through bravery, determination, and luck, the first Thunder Corps expanded their ranks and reputation, taking a series of high-risk, high-reward contracts in the Middle East and Eastern Europe, rising to become one of the premier mercenary units of its day.

- Most of the Thunder Corps were conveniently forgotten about and placed in "transfer limbo" by their respective commanders because they were, surprise, surprise, metahumans. I wonder how many good officers European militaries lost because of their prejudice?
- Clockwork
- Huh. So, Clockwork, talked to the kettle lately?
- Netcat

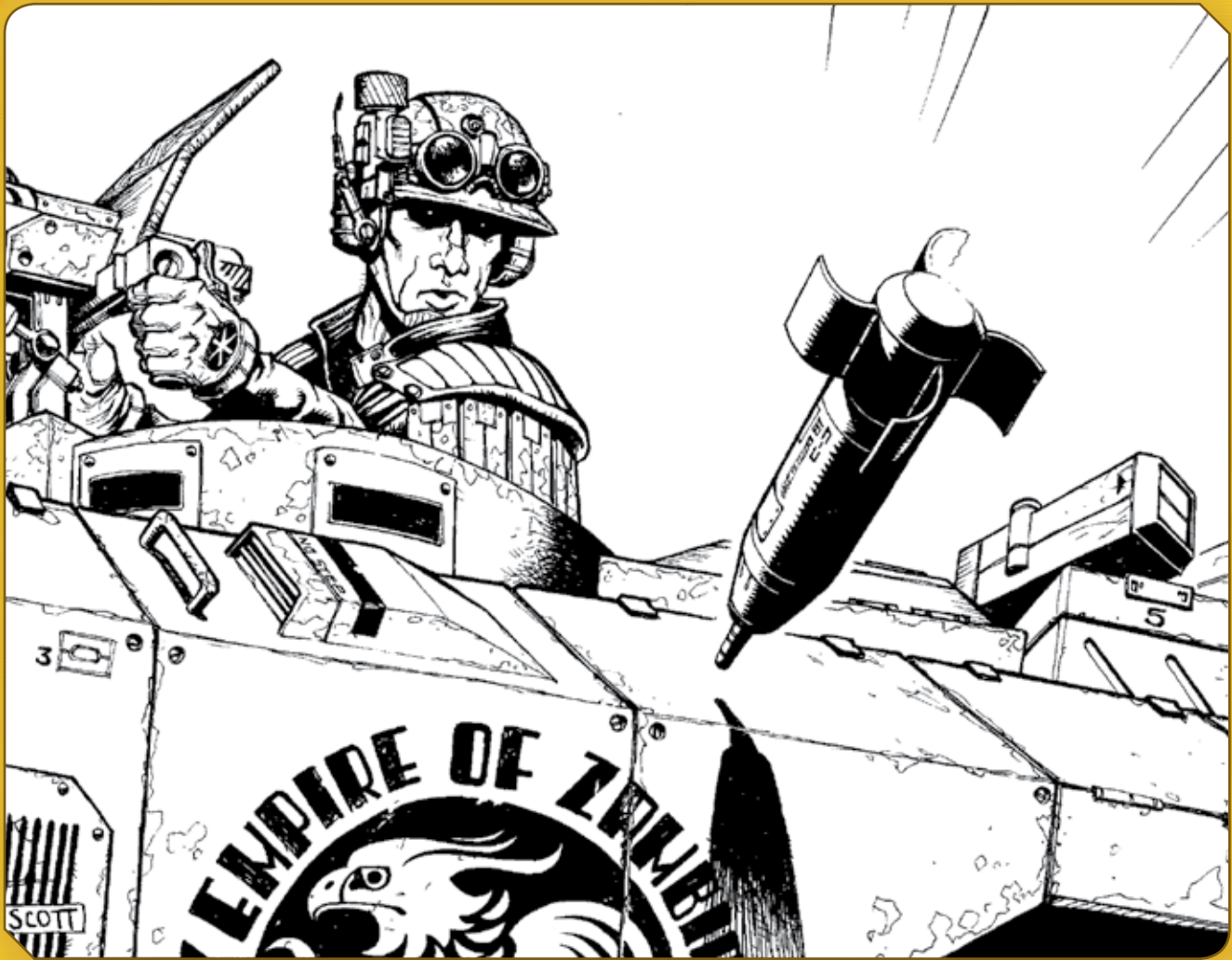


- Thunder Corps were so good that MET2000 tried to recruit them into their ranks. Of course they declined, mostly because of the way they had been treated by their respective commanders during the Euro Wars and weren't exactly the trusting types when it came to handing over operational command.
- Picador

After thirty-plus years of service, the first Thunder Corps was finally defeated in 2062, but it took a natural disaster to do it. While contracted by the Yucatan to fight against Aztlan aggression, the entire unit was completely destroyed when massive earthquakes and floods ravaged the region. With no survivors to hold the claim, the unit's name became an open license and was eventually taken up in 2070 by five members of a group known as the International Battle Society.

- Wait, you can do that?
- Slamm-0!
- Yes. A mercenary unit is considered a business, and their name, accompanying logos, unit symbols, and so on are considered copyrighted material. And just like with any company that goes under for whatever reason, someone can come in and buy out said copyright.
- Mr. Bonds
- Several families of the original Thunder Corps members tried to sue to block the sale, claiming they were already in the process of obtaining the rights to the name. The attorneys for the IBS were able to undercut the process and get it first.
- Sunshine
- Rich, connected guys subverting legal processes? Go figure.
- Aufheben

The IBS was a group of military enthusiasts who collected surplus military hardware in order to engage in mock battles. Formed in 2066, they took advantage of the chaos following Crash 2.0 to obtain most of their vehicles. It was during their search for vehicles and gear that six members of the IBS first heard of the Thunder Corps and eventually discovered an abandoned Thunder Corps warehouse containing several vehicles. Records indicated these were new or recently repaired



vehicles scheduled to replace battlefield losses. Deciding to show up the rest of the IBS, the group obtained the rights to the name Thunder Corps and began using their new acquisitions in their mock battles. The new Thunder Corps dominated these various events for the next two years.

- The IBS is more than a group of “enthusiasts”; they’re a bunch of trust-funders with too much money and not enough common sense. Most people like to collect cars, bikes, or even planes. These people get off by playing soldier with military hardware. Of course, they could always join a real military, but that would require work and dedication. And they simply can’t have that now can they? These people embody everything I hate about high society; they’re worse than the corps.
- Aufheben

In early 2070, the commanders of the Thunder Corps became bored playing soldier. They figured that with all the hardware they had accumulated and all the battles they had easily won, they would make great mercenaries. On March 4, 2070 the new (and improved) Thunder Corps registered with the Mercenary Guild and began a massive recruitment drive. Paying twice the going rate for soldiers and support staff, they had little trouble filling out their roster. Within

a month, they had a little over a full company’s worth of armor and infantry with sufficient support staff. After another month of training, the Thunder Corps accepted their first contract in the Namibian region of Angola for Universal Omnitech.

- Only a month of training?! What the hell? How can a fresh-out-of-the-box unit expect to have any cohesion with only a month training together?
- Mika
- Who needs training when your commanders issue top-of-the-line gear and are slotting bleeding-edge skillsofts? That should be *more* than enough.
- Aufheben

The mission was a simple one: provide heavy armor and artillery support for ground troops trying to secure contested diamond fields. At first the mission went as planned, but the Thunder Corps infantry commander mistook an incoming message as a call for fire support. The artillery commander opened up without verifying the target and started shelling the battle zone, including friendly forces. The rest of the unit, not wanting to miss out on the action, charged full force into the engagement zone, blasting anything that moved. The Thunder Corps succeeded in subduing the enemy and taking the field, but they were

also responsible for several instances of friendly fire, massive property damage, and excessive loss of life. Outwardly, Universal Omnitech claimed the operation was a success despite the numerous protests of other mercenary commands. Behind the scenes, the contract was quietly dropped, leaving the Thunder Corps free to seek out new employment. They would spend the next year bouncing around the Middle East and Africa, building on the reputation started at Angola.

- One of the biggest assets that hasn't been mentioned so far is the cadre of attorneys Thunder Corps keep on retainer. Because the T-Corps don't really care about the collateral damage they inflict, they usually end up forking over a good chunk of their revenue in pay-offs. But then their lead attorney, Leon Benson is a corporate shark more than used to taking care of such things in a way that benefits his clients the most. For him, the Thunder Corps is easy money.
- Mr. Bonds
- As for the rest of the corps, they tend to see service with the Blunder Corps as a double-edged sword. Yeah, the pay is insane and the benefits are phenomenal—if you survive. Thunder Corps has one of the worst survival rates of any current mercenary command. But yet they have no problems getting new recruits.
- Black Mamba
- They do have one saving grace: their chief NCO, Sergeant Major Xander Hobbs, who is a grizzled old ork with an impressive service jacket. When it hits the fan, he's usually the one who gets things sorted out and is the only one General Darnell will listen too. If not for him, they would all be dead by now. I just wonder why someone like him would hitch with such Charlie-Foxtrot of a unit.
- Hard Exit
- Because no one else will have him. He has the skill, but he Fifty-Eighted back in '64. Supposedly he let himself get too drunk and his unit got hosed when rioting locals charged his unit's post after Crash 2.0. His people paid the price, and he's been in the bottle ever since.
- Picador

In early 2073, Thunder Corps had been involved in six different contracts but had difficulty securing any more. Even with the various fortunes at their disposal, the unit was starting to hemorrhage nuyen at an alarming rate. Their saving grace came later that year when talent agents from Horizon approached them for Mojave Wars. The Thunder Corps command staff jumped at the opportunity. While the Mojave Wars were ultimately a failure, Thunder Corps proved to be one of the few bright spots, at least from a ratings perspective. Each of the division commanders took to the over-the-top reality-trid format with gusto. Whenever the Thunder Corps were highlighted, the ratings surged by at least fifteen points, despite repeated poor performances by the unit in the field. A large fan base formed, and several Matrix sites dedicated to the Thunder Corps were established. Fans weren't watching because of the unit's tactical skills; they watched to see the various commander's antics as they tried to out-do each other and earn more face-time.

- I love these guys! They're in talks with Pathfinder Multimedia to produce their own reality trid-show about their exploits. I hope they get the deal, they're great to watch! It's like a train wreck with bullets and missiles. I loved it when the helo-pilot chick tried to land on one of the other unit commanders during a love spat. Classic.
- /dev/ grrl

- I think it just got closer to the green light. Famed sim-director/producer and "Man of Action" Gunther Delta has officially attached his name to the project as executive producer and that may be enough for Pathfinder. I guess he still has a bit of the military bug in his ass or he's just trying to cash-in on the success of his docu-action-drama *Crimson Jungle*. It's international take is well into the billions.
- Sunshine
- From what I've been told, sponsors are already tripping over themselves to get a piece of this action. They've even approached Maria Mercurial to do a theme song.
- Kat o' Nine Tales
- I will do you one better. I have just learned that agents representing Horizon, Pathfinder Multimedia, and Thunder Corps have secured the purchase of a Ruhrmetal Behemoth C4 Main Battle Tank. I cannot think of a better centerpiece for such a program, da?
- Red Anya

THUNDER CORPS BATTLECAM

These small hover drones were specifically designed to follow the command staff of the Thunder Corps and provide as much footage of them as possible. Each BattleCam is equipped with state-of-the-art sensors to record as many views as possible under any conditions and packs significant encryption software to prevent hacking. Because they are constantly seen with the five commanders, they have become a part of the persona and each of them have taken to customizing the looks of their BattleCams. General Darnell has his painted to look like a roman helm, while Colonel Pitt has hers looking like an owl face. Major De La Mar painted his a simple blue with white pin stripping. Major Flores employs the appropriate environmental camo and Major Sato's boasts the Japanese kanji for "bravery," "honor," and "power."

Handl	Accel	Spd	Pilot	Body	Arm	Sens	Avail	Cost
+1	10/30	60	4	10	10	5	14F	15,000

Std Upgrades/Accessories: Clear sight Autosoft 2, Improved Sensor Array

Capabilities: The Thunder Corps is currently composed of five separate divisions, which in reality are oversized companies. Each company has its own support staff in charge of keeping the unit operational, be it repairing vehicles or tending to medical needs. The Thunder Corps also has access to enough transportation assets to move the entire unit should the need arise. Combat vehicles are also replaced on a regular basis as battle damage takes its toll, or as the commanders simply become bored with them. Because of their funds and connections, they can gain access to a greater range of vehicles and gear than they deserve.

Logistically, each division is a field commander's dream because they are equipped with state-of-the-art vehicles and gear that rival most corporate and national units. This should give the unit a decisive advantage in the field, but in reality, the lack of unit cohesion, average skill sets, overreliance of skillsofts, and infighting among the command staff hamper most of the Thunder Corps' operations and limit their overall effectiveness. On the few occasions when the unit has been able to work together, the results have been spectacular as their brute-force approach completely obliterated their rivals.

THUNDER CORPS UNIT TOGE, AS OF 1/1/74

Heavy Armor Division

Aztechnology Lobo x3
BAE Centurion x2
Jefferson Davis MBT
MiG-67
Stonewall MBT x4

Air Support Forces

Aztechnology Aguilar-GX x3
Dassault Paynal x3
Eurocopter Tiger x4
KA-60 Hellion

Infantry Division (vehicles)

BMV-3 APC x7
GD Longstreet x3
GMC Banshee LAV x5
M-173 APC x3
TR-73 Transport Helos x8

Light Armor Division

BAE Centurion MBT x6
LAV-103 Striker x3
LAV-98 Devil Rat

Artillery Division

Bridgette Tactical Vehicle x6
Lockheed Mamba x6

Condition Monitor Boxes: 10/11

Armor (B/I): 13/7

Qualities: First Impression, SINner

Active Skills: Artisan (Acting) 5 (+2), Artisan (Speaking) 4 (+2), Automatics 2, Blades 2, Climbing 3, Clubs 2, Computer 4, Data Search 3, Dodge 3, Disguise 3, Gunnery 2, Heavy Weapons 2, Infiltration 3, Influence skill group 5, Intimidation (Mental) 4 (+2), Longarms 3, Palming 4, Pilot Aircraft (Vectored Thrust) 1 (+2), Pilot Ground Craft 3, Pilot Watercraft 2, Perception 4, Pistols 3, Professional Knowledge: Political Science 5, Running 3, Swimming 3, Unarmed Combat 3

Knowledge Skills: Entertainment Industry (Trid Shows) 3 (+2), Mercenary Haunts 4, Mercenary Units 4, Military History (Leaders) 3 (+2), Military Tactics: Conventional 2, Politics: CAS 5, Psychology 3, Trid Reality Shows 4

Languages: Aztlan Spanish 2, English N, Spanish 2, German 2, Japanese 2
Augmentations: Control rig, cybereyes (Rating 3, w/ eye recording unit, low-light vision, image link, smartlink, thermographic vision), datajack, skillwires (Rating 5), reaction enhancers 3

Gear: Activesofts (all Rating 4: Automatics, Blades, Gunnery, Longarms, Pilot Aircraft-Vectored Thrust, Pilot Ground Craft, Pistols, Unarmed Combat), commlink (Device Rating 6, sim module (hot-sim modified)), form-fitting body armor (full suit), medkit (Rating 6), military helmet, 2 regular holsters, Victory Globetrotter line camouflage jumpsuit

Weapons:

Ruger T-983 [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC 1, 17(c), w/ foregrip, safe targeting system, smartlink, regular ammo (3 clips)]

Salavette Guardian [Heavy Pistol, DV 5P, SA/BF*, RC 1, 12(c), w/ smartlink, regular ammo (3 clips)]

Survival Knife [Blade, Reach —, DV 3P, AP -1]

*Burst Fire is a complex action

Jefferson Davis MBT (Main Battle Tank)

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+1	30/100	390	3	38	32	4

Standard Upgrades/Accessories: Ejection Seats, Improved Sensor Array, Missile Defense System, Lock-On Countermeasures, Reduced Signature (Rating 3), Rigger Adaptation, Smart Armor (Rating 12), 4 Weapon Mounts (concealed, fixed, remote), Reinforced Weapon Mount (external, heavy turret, remote), 2 Weapon Mounts (external, turret, remote)

Weapons:

GM Heavy Cannon [Heavy Weapon, DV 17P, AP -10/14 (people/vehicles), SS, Blast -1/m, 50 Belt, w/ anti-vehicle rounds, heavy turret]

Ares Firelance Vehicle Laser [Laser, DV 12P, AP -half, SS, 100* turret]

GE Vigilant Light Autocannon [Light Weapon, DV 8P, AP -6/-10 (people/vehicles), FA, 200 belt w/ anti-vehicle rounds, turret]

*only if operating without an external power source

NOTABLE MEMBERS: THUNDER CORPS

General Adam Darnell,

Corps Commanding Officer/ CO Heavy Armor Division

Son of a retired CAS Senator from Georgia, General Darnell hails from a family with old money that dates back to the early nineteenth century. He grew up in Atlanta learning how to be a leader from his father. Those lessons usually entailed learning how to manipulate people to get whatever he wanted by any means necessary. At a young age he became enamored by other leaders in history including Alexander the Great, Hannibal, and Damien Knight. Wanting to prove he was a great leader and tactician, he joined the IBS to showcase his skills and still maintain his proper position in society. His skills as a commander are somewhat lacking as he tends to disregard advice from his fellow commanders and does what he pleases on the battlefield.

Human male

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3(6)	4	5	4	4	5	5	3.1	7(10)	1

Colonel Tamara Pitt,**Corps Executive Officer/CO Air Support Forces**

The daughter of a celebrated AresSpace Astronaut and Executive VP of weapons R&D, Colonel Pitt grew up around military hardware and took a particular interest in Rotary-wing and vectored-thrust aircraft. Growing up with the typical corporate-brat superiority complex, she used her parents' connections and money to secure private lessons from Ares Military instructors. Described as an adequate pilot, Colonel Pitt caused millions of nuyen in damages to various aircraft because of her reckless flying and then blackmailed her instructors into taking the blame by threatening to go to their superiors and inform them of their unauthorized flights. Pitt is famous for taking various prototypes on "joyrides" and for her numerous romantic liaisons.

Female elf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	4	4(7)	3	4	4	4	4	5	3.1	8(11)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 13/7

Qualities: Guts, SINner

Active Skills: Automatics 2, Blades 2, Climbing 3, Clubs 2, Computer 4, Con (Seduction) 5 (+2), Data Search 3, Dodge 3, Disguise 3, Etiquette 3, Gunnery 2, Heavy Weapons 2, Infiltration 3, Intimidation (Mental) 4 (+2), Longarms 3, Palming 4, Pilot Aircraft (Vectored Thrust) 1 (+2), Pilot Ground Craft 3, Pilot Watercraft 2, Perception 4, Pistols 2, Running 3, Swimming 3, Unarmed Combat 2

Knowledge Skills: Corporation: Ares 4, Entertainment Industry (Trid Shows) 3 (+2), Mercenary Haunts 4, Mercenary Units 4, Military History (Leaders) 3 (+2), Military History: Famous Pilots 4, Military Tactics: Air-to-Ground 2, Psychology 3, Trid Reality Shows 4

Languages: Aztlan Spanish 2, English N, Spanish 2, German 2, Japanese 2

Augmentations: Control Rig, cybereyes (Rating 3, w/ eye recording unit, low-light vision, image link, smartlink, thermographic vision), datajack, skillwires (Rating 5), reaction enhancers 3

Gear: Activesofts* (all rating 4: Automatics, Blades, Gunnery, Electronic Warfare, Longarms, Pilot Aircraft, Pilot Ground Craft, Pistols, Unarmed Combat), commlink (Device Rating 6, sim module (hot-sim modified)), form-fitting body armor (full suit), medkit (Rating 6), military (flight) helmet, Victory Globetrotter Line camouflage jumpsuit (flightsuit)

Weapons:

Colt Cobra TZ-118 [SMG, DV 5P, AP, SA/BF/FA, RC 1, 32(c), w/ smartlink, regular ammo (3 clips)]
Survival Knife [Blade, Reach —, DV 3P, AP -1]

Aztechnology Aguilar-GX (Attack Helo)

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+1	15/60	400	2	16	16	2

Standard Upgrades/Accessories: Personal Armor 3, 3 Weapon Mounts (external, remote controlled: one turret under nose, two wing mounted, 2 fixed hail barrage rocket launchers), ECM 4, ECCM 4, Rigger Adaptation

Weapons:

3 GE Vigilant Light Autocannon [Light Weapon, DV 8P, AP -6/-10 (people/vehicles), FA, 200 belt w/ anti-vehicle Rounds, turrets: nose, wings]
Fleche Hail Barrage Rocket Launcher [DV 16P, AP -2/-6 (people/vehicles), Blast -4/m, 20 w/ anti-vehicle rounds, left wing]
Fleche Hail Barrage Rocket Launcher [DV 14P, AP —, Blast -2/m, 20, w/ high explosive rounds, right wing]

Major Ricardo Flores, CO Infantry Division

All Rico Flores wanted in life was to be a soldier, but his prominent Aztechnology executive VP parents forbade him from entering military service. But Rico was a stubborn and willful child, and he trained his entire life to be a soldier, despite his parent's best efforts. When he discovered the IBS, he found an outlet that his parents found acceptable, until he became a real mercenary. Major Flores has packed his body with as many combat augmentations as he can. His preferred method of command is yelling as loud as he can and charging headlong into battle.

Male ork

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
8	4(7)	4(7)	7(10)	3	4	4	4	5	2.075	7(10)	1

Condition Monitor Boxes (P/S): 15/13

Armor (B/I): (16/14)

Qualities: Guts, SINner, Toughness

Active Skills: Automatics 4, Blades (Cyber-Implanted) 3 (+2), Climbing 3, Clubs 3, Computer 4, Con 3, Data Search 3, Dodge 4, Disguise 3, Etiquette 3, Gunnery 3, Heavy Weapons 3, Infiltration 3, Intimidation 4, Leadership 3, Longarms 4, Palming 4, Pilot Ground Craft 3, Pilot Watercraft 2, Perception 4, Pistols 3, Running 3, Swimming 3, Unarmed Combat 3

Knowledge Skills: Corporation: Aztechnology 4, Entertainment Industry (Trid Shows) 3 (+2), Mercenary Haunts 4, Mercenary Units 4, Military History (Leaders) 3 (+2), Military History: Famous Battles 5, Psychology 3, Small-Unit Tactics 4, Trid Reality Shows 4

Languages: Aztlan Spanish N, English 4, Spanish 2, German 2, Japanese 2

Augmentations: Adrenaline pump 3, cybereyes (Rating 4, w/ eye recording unit, flare compensation, image link, low-light vision, protective covers, smartlink, vision magnification), cybergun (Heavy Pistol, left), dermal plating 3, hand blade (right)

Gear: Commlink (Device Rating 6, sim module (hot-sim modified)), medium military armor (w/ fire resistance 3, mobility upgrade 3, quick release), medkit (Rating 6), military helmet, monocle [Rating 3, w/ low-light, smartlink], smart pouch system (with ammo pouch, combat load vest)

Weapons:

Auto-Assault 16 [Shotgun, DV 7P, AP -1, SA/BF/FA, RC 2, 32(d), w/ sling, smartlink, regular ammo (3 drums)]
Colt Cobra TZ-118 [SMG, DV 5P, AP, SA/BF/FA, RC 1, 32(c), w/ smartlink, regular ammo (3 clips)]
Cybergun [Heavy Pistol, DV 5P, AP -1, 10(m), regular ammo]
Hand Blade [Blade, Reach —, DV 6P (7P)]
Survival Knife [Blade, Reach —, DV 6P (7P), AP -1]

Major Andrew de la Mar, XO Armor Division

Young cousin to the famous Danielle de la Mar and rival of General Darnell, Andrew comes from old money and has an extremely large trust fund, larger than the rest of the command officers. He was the one who put up most of the money to start up the unit and feels he should be in command. De la Mar constantly tries to upstage and discredit General Darnell at every opportunity, but he doesn't have the support of the rest of the commanders to force a change in command—yet. Ironically, of all the commanders, de la Mar has the most tactical skill and common sense, but his envy often overshadows his judgment.

Human male

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3(6)	3	4	4	5	3	5	3.1	7(10)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): (13/7)

Qualities: Common Sense, SINner

Active Skills: Automatics 2, Blades 2, Climbing 3, Clubs 2, Computer 4, Data Search 3, Dodge 3, Disguise 3, Gunnery 2, Heavy Weapons 2, Infiltration 3, Influence skill group 5, Longarms 3, Palming 4, Pilot Ground Craft 3, Pilot Watercraft 2, Perception 5, Pistols 3, Professional Knowledge: Business 4, Running 3, Swimming 3, Unarmed Combat 3
Knowledge Skills: Entertainment Industry (Trid Shows) 3 (+2), High Society 4, Mercenary Haunts 4, Mercenary Units 4, Military History (Leaders) 3 (+2), Military Tactics: Armor 3, Military Tactics: Conventional 3, Trid Reality Shows 4

Languages: Aztlan Spanish 2, English N, Spanish 2, German 2, Japanese 2

Augmentations: Control Rig, cybereyes (Rating 3, w/ eye recording unit, low-light vision, image link, smartlink, thermographic vision), datajack, skillwires (Rating 5), reaction enhancers 3
Gear: Activesofts (all rating 4: Automatics, Blades, Gunnery, Longarms, Pilot Aircraft-Vectored Thrust, Pilot Ground Craft, Pistols, Unarmed Combat), commlink (Device Rating 6, sim module (hot-sim modified), form-fitting body armor (full suit), medkit (Rating 6), military helmet, 2 regular holsters, Victory Globetrotter Line camouflage jumpsuit

Weapons:

Ruger T-983 [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC 1, 17(c), w/ foregrip, safe targeting system, smartlink, regular ammo (3 clips)]

Ares Predator IV [Heavy Pistol, DV 5P, SA, RC 1, 15(c), w/ smartlink, regular ammo (3 clips)]

Survival Knife [Blade, Reach —, DV 3P, AP -1]

BAE Centurion MBT (Main Battle Tank)

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
-1	25/150	480	2	32	24	4

Std. Upgrades/Accessories: 3 Small Drone Racks, Large Landing Drone Rack, Smart Armor (Rtg. 6), Reinforced Weapons Mount (external, heavy turret, armored manual)

Weapons:

GM Heavy Cannon [Heavy Weapon, DV 17P, AP -10/-14 (people/vehicles), SS, Blast -1/m, 50 Belt, w/ anti-vehicle rounds, heavy turret]

Major Kenji Sato, CO Artillery Division

Kenji Sato was born to a Japanese father and his Caucasian mistress in 2048. In order to keep his affair a secret, Kenji's Shiawase VP father paid off his mother who in turn sold him out to a company rival. The money set both of them up for many years and allowed Kenji to attend college in the UCAS, where he learned finance and successfully embezzled several million dollars by the time he was twenty-three. His knack with numbers also made Kenji surprisingly good at artillery and Kenji turned to the IBS (and later Thunder Corps) out of pure boredom. The once quiet and reserved accountant is now the wild man of the unit and is known for his insane stunts off the battlefield. And his sake consumption.

Human male

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3(6)	3	4	4	5	3	5	3.1	7(10)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 13/7

Qualities: Lucky, SINner

Active Skills: Automatics 2, Blades (Katana) 3 (+2), Climbing 3, Clubs 2, Computer 5, Data Search 5, Dodge 3, Disguise 3, Gunnery 2, Heavy Weapons 2, Infiltration 3, Influence skill group 5, Longarms 3, Palming 4, Pilot Ground Craft 3, Pilot Watercraft 2, Perception 5, Pistols 3, Professional Knowledge: Business 4, Running 3, Swimming 3, Unarmed Combat 3

Knowledge Skills: Accounting 5, Alcoholic Beverages (Sake) 4 (+2), Entertainment Industry (Trid Shows) 3 (+2), Finance 6, High Society 4, Mercenary Haunts 4, Mercenary Units 4, Military History (Japan) 3 (+2), Military Tactics: Artillery 2, Military Tactics: Conventional 3, Party Games 5, Trid Reality Shows 4, Trigonometry 5

Languages: Aztlan Spanish 2, English 4, French 4, German 2, Japanese N, Spanish 3

Augmentations: Control rig, cybereyes (Rating 3, w/ eye recording unit, low-light vision, image link, smartlink, thermographic vision), datajack, skillwires (Rating 5), reaction enhancers 3

Gear: Activesofts (all rating 4: Automatics, Blades, Gunnery, Longarms, Pilot Ground Craft, Pistols, Unarmed Combat), commlink (Device Rating 6, Sim Module Hot-Sim modified), form-fitting body armor (full suit), medkit (Rating 6), military helmet, 2 regular holsters, Victory Globetrotter Line camouflage jumpsuit

Weapons:

Colt Cobra TZ-118 [SMG, DV 5P, AP —, SA/BF/FA, RC 1, 32(c), w/ smartlink, regular ammo (3 clips)]

Nemesis Arms Praetorian [Heavy Pistol, DV 5P, SA, RC 1, 15(c), w/ bayonet (fixed), melee hardening, smartlink, regular ammo (3 clips)]

-Bayonet [Reach 2, DV 3P, AP —]

Katana [Sword, Reach 1, DV 5P, AP -1]

Survival Knife [Blade, Reach —, DV 3P, AP -1]

Lockheed Mamba (Artillery Vehicle)

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
-3	5/15	50	2	20	15	2

Std. Upgrades/Accessories: 3 Ammo Bins, Artillery Tactics Knowsoft 2, Enhanced Image Screen, Improved Suspension, Reinforced Weapon Mount (external, fixed, remote), Satellite Communications

Weapons:

Basic HE Artillery Rocket [Heavy Weapon, DV 16P, AP -2/-5, SS, Blast -2/m]

NPCS: THUNDER CORPS**Infantry Soldier (Professional Rating 3)**

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	4	4(8)	4	3	4	4	4	5	2.9	7(12)	1(2)

Condition Monitor Boxes (P/S): 15/13

Armor (B/I): (16/14)

Active Skills: Automatics 4, Blades 4, Climbing 4, Clubs 4, Computer 4, Con 2, Data Search 3, Dodge 4, Disguise 3, Etiquette 3, Gunnery 4, Heavy Weapons 4, Infiltration 4, Intimidation 4, Leadership 3, Longarms 4, Palming 4, Pilot Ground Craft 3, Pilot Watercraft 2, Perception 4, Pistols 4, Running 3, Swimming 3, Unarmed Combat 4

Augmentations: Cybereyes (Rating 1, w/ flare compensation, low-light vision, thermographic, smartlink) reaction enhancers 3, wired reflexes 1

Gear: Commlink (Device Rating 6, sim module (hot-sim modified)), medium military armor (w/ fire resistance 3, mobility upgrade 3, quick release), medkit (Rating 6), military helmet, smart pouch system (with ammo pouch, combat load vest)

Weapons:

Natima Optimum II [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC 1, 30(c), w/ shock pad, smartlink, APDS ammo (3 clips)]

-Underbarrel Shotgun [Shotgun, DV 7P, AP -1, SA, RC 1, 5(m), w/ regular ammo (total rounds 10)]

Ruger T-983 [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC 1, 17(c), w/ foregrip, safe targeting system, smartlink, regular ammo (3 clips)]

Survival Knife [Blade, Reach —, DV 3P]

Vehicle Rigger (Professional Rating 3)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	3	3(6)	3	4	4	5	3	0	5	4.1	7(10)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 13/7

Active Skills: Automatics 4, Blades 2, Climbing 3, Clubs 2, Computer 4, Data Search 3, Dodge 3, Disguise 3, Gunnery 4, Heavy Weapons 2, Infiltration 3, Influence skill group 3, Longarms 2, Palming 4, Pilot Aircraft 4, Pilot Ground Craft 4, Pilot Watercraft 2, Perception 5, Pistols 4, Running 3, Swimming 3, Unarmed Combat 3

Augmentations: Control Rig, cybereyes (Rating 3, w/ eye recording unit, low-light vision, image link, smartlink, thermographic vision), datajack, reaction enhancers 3

Gear: Assigned vehicle/aircraft, commlink (Device Rating 6, sim module (hot-sim modified)), form-fitting body armor (full suit), medkit (Rating 6), military helmet, 2 regular holsters, Victory Globetrotter Line camouflage jumpsuit, survival kit

Weapons:

Ruger T-983 [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC 1, 17(c), w/ foregrip, safe targeting system, smartlink, regular ammo (3 clips)]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartlink, regular ammo (3 clips)]

Survival Knife [Blade, Reach —, DV 3P]