

2013



First Contact

Everytown Scenario #1

CREDITS

G-1 (ADMINISTRATION)

Design: J. Griffin Barber

G-2 (INTELLIGENCE)

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G-3 (OPERATIONS)

Written By: J. Griffin Barber

Additional Writing: Team NPC (Michael "Max" McGloin and Max Messina)

G-4 (LOGISTICS)

Layout, Typesetting, Editing: Keith Taylor

Art: Tyler Windham, Rick Hershey, Max Messina (Maps) & some photos courtesy of U.S. Army

G-5 (CIVIL AFFAIRS)

Playtesters: Michael "Max" McGloin, Derek Klein, Greg Brance, John Eisenberg, Jake Flannery, Eric Good, and Josh Neely

G-6 (COMMUNICATION)

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The following characters can act as ready-made PCs or as supporting roles as star NPCs for a GM to use in any number of scenarios. Most location and event details are intentionally left vague to allow for their introduction into a number of storylines taking place within the USA or storylines requiring an American character or two.



The shrill whistle scared the shit out of Lewis, who took a knee and leveled his M4 in the direction the noise had come from. Hernandez went to ground behind and to his left. As the sergeant searched for threats, he heard an answering whistle from the village.

His point of aim shifted to a clump of brush before his brain consciously recognized the threat and processed the details. At least one occupant, armed with a long gun. Overriding reflexes from too many ambushes Lewis stopped his weapon's arc of travel. It wouldn't do to start a shoot out with the people he needed to trade with.

"We're peaceful, here to trade and then move along!" he called out in the local language. Mostly true; he just doubted the tiny berg would have the food and fuel he and his men would need to make it to safety, wherever that might be found.

"Stay there, then," the voice, high and young, came from the figure Lewis had already made out in the OP.

"I make it one. One only, in the OP to our ten o'clock," Hernandez said, looking at the ground and speaking quietly. Hernandez might not be the brightest bulb in the string, but the guy could soldier.

"Affirm. Keep looking for others," he muttered for Hernandez, then raised his voice and yelled to the kid in the OP, *"Will do."*

He signaled the HMMWV with one hand, motioning them to continue to stay put and cover.

They sat still for a few moments, the silent tension stretching Lewis' nerves. The kid hadn't stopped aiming his rifle at him just because the sergeant had done as he was asked. People got killed when inexperienced kids started pointing guns at stranger's melons.

The thought spurred memory, and he found himself reliving one such event from his first tour: The taste of head-blood in his mouth from his squad leader's shattered skull drowned everything now out.

He was so far gone into memory he nearly started rocking and rolling when the kid shouted again, *"There's some people coming up to talk to you. From the village."*

He came to himself and took his finger off the trigger, then moved his aim point away from the kid.

Hernandez snorted, *"Bit jumpy, sarge?"*

"Shut. It."

Hernandez did as he was told.

More silence.

More waiting.

Fearing the memories would return, Lewis cursed and let the muzzle of his weapon point to earth, riding easy on its sling. He muttered a brief prayer and called out, *"My knees hurt, and I'm standing up. I won't come closer. Do you understand?"*

The kid digested that a moment, *"Go ahead. Just keep your hands where I can see them."*

Lewis stood up, wondering why the kid sounded like a cop. He stretched a bit and took a sip of stale water, the taste clearing his mouth.

"How long they gonna take? I gotta piss," Hernandez asked.

"I don't know," Lewis grated, watching the village.

After several more minutes, a party of armed men started up the road in their direction, weapons pointed skyward.

Lewis took that for a good sign and put on his most friendly face. He'd always hated the civil affairs pukes, but almost found himself wishing for one now. Almost.

INTRODUCTION

Opportunities for disaster are abound the first time a group of armed wanderers encounters a population of survivors protecting their resources.

Therein lies adventure that is particular to Twilight 2013, where there isn't a tavern or inn with a welcome sign out front, and no merchant willing to

part with his goods for cash. It's all about nerve and driving the hardest bargain possible without getting ripped off. If negotiations go sideways for the player characters, gun play may occur. This can end badly in many ways.

Designer's Assumptions:

A) The GM is using the Everytown setting provided, but can be easily adapted to any

other first contact situation. If the setting is not used, the people of whatever settlement is used should not be directly aligned against the player characters or the armed forces members might represent.

B) The player characters are reasonably well-equipped but in need of consumables like food, fuel and bullets.

C) The players have no base of operations that can provide them with support.

D) That they have some social skills, but aren't diplomats.

E) The players are the least bit interested in avoiding armed conflict.

BACKGROUND

The PCs are coming to Everytown in need of consumables: Medical supplies, food and fuel. Everytown has those things. The PCs just need to convince them to part with it [or "their stuff"].

Everytown has been very lucky so far. Most of their needs are not critical and none of the bands that have attacked have posed a significant threat.

They could do with more medical supplies and training in that regard.

Everytown has a militia, but it is woefully undertrained with regard to tactics, their observation posts are too close to town, understaffed, they have no set reaction force, and their method of signaling leaves a lot to be desired.

The PCs have skill sets that could be of use to the locals, if they recognize the need and capitalize on it. They don't have a great deal of equipment they will be willing to give up.

PLAYER SETUP

These pregenerated characters were carefully designed to maximize each player's participation in this and the following scenarios. If the GM decides to allow the players to create their own, feel free, but several of the skills each character possesses are necessary to successful completion of the scenarios.

[Character Stats are at the end of the document]



STAFF SERGEANT ABRAHAM LEWIS

Lewis grew up in a staunchly middle class household, got good grades, seeming on course for joining his father at work. Surprising his family and friends, Abraham joined up as soon as he graduated high school. Deployed to the sandbox, Lewis was quickly promoted.

He found the stress of combat something he could deal with, but as the years passed and he was sent on deployment after deployment, he found the miles racking up and problems popping up. It wasn't the memories of combat that prevented him going to sleep, it was the responsibility of command. Eventually Lewis decided to let his enlistment lapse and get out before he made a big mistake and got one of his men killed." The theme behind his insomnia is his responsibility of command. It makes more sense (to me at least) that he would get out to avoid getting someone he is responsible for killed and not so much himself.

Discovering that his insomnia made it harder to live a regular life as a civilian than it had while in service, Lewis decided to get back in, at least in the National Guard. He has regretted the decision repeatedly over the last years. The unit was almost immediately deployed to this garden spot, and things went downhill from there, for everybody, everywhere.

Lewis counted himself blessed when he learned that the Army had screwed up and given him a team that actually had skills that could do some real good. Of course, Army being Army, they'd have better served the nation assigned to units that could capitalize on their special skills.

Crawford has impressed him, repairing the HMMWV several times over the past weeks with almost no tools. Paulson seems solid, but they've all been glad they haven't needed his help yet. Hernandez ain't all that bright, but he generally does what he's told. Tomlinson is just plain reliable and can keep his mouth shut.

They'd all been a little hesitant at first. Their old sergeant, a man they'd known for years, died in a mortar attack. Once Lewis showed them he knew his ass from a hole in the ground, they came around.

The first time he led them through a firefight, they knew who to follow. The same couldn't be said of company commander. The guy was a twit, and Lewis was just as happy to have been dispersed by individual vehicles

Roleplaying Abraham Lewis

Combat Situations

Lead, order, fight. If you are playing Lewis, you need to think tactically and reach for every advantage you can get. Lead by action, give orders to your subordinates, then fight. If you aren't spending ticks on giving commands, your squad had best be dead. Your sole advantages over any opposition are the unit's standard of training, team cohesion, and experience.

Non-combat situations involving civilians

Walk softly and carry a big stick. While your supply situation is far from nominal, your team has a broad range of capability to enhance anyone's chances of surviving and prospering in the new era. Or you can kill. A lot of them.



Going Home

Never married and childless, returning home doesn't sound like much of an option for you. The others might feel differently, but you haven't had the down time to poll the others on what they want to do. You figure it'll be ugly, and think it best discussed at some future, nebulous date.

SERGEANT WADE TOMLINSON

An orphan, Tomlinson has always been on his own, always trying to catch up to where it seemed everyone else was. Raised in a series of foster homes, it seemed to him that stability was a dream that would remain forever out of his reach.

In high school he scratched out a living working for a contractor. The man brought Tomlinson into his life, giving him a leg up. Wade even started dating the boss' daughter. His senior year, he got her pregnant. Tomlinson did the right thing and proposed to her.

Wade and his future father in law decided he needed more of a steady income to prepare for his new family, Wade joined up and was excited to become a combat engineer. Wade's girl lost the baby while he was at AIT.

He returned home for the services, only to learn she'd already shacked up with her ex-boyfriend. Far worse than that betrayal was the fact that his lone father-figure had nothing to say to him, and even refused to see him.

The event crushed a bit of Tomlinson's soul. He let his enlistment lapse, moving to Louisiana and starting a contracting company. He joined the National Guard when 9/11 hit, and was actually able to do some good on deployments to both Afghanistan and Iraq. He was surprised to find that he feels most at home on deployments in the field. Everyone is an orphan in combat, when only family you have are your squad mates. He feels kind of conflicted on that, like there is something wrong with him.

Roleplaying Wade Tomlinson

Combat Situations

Follow up on Lewis's orders, making sure that everyone is doing their part. Tear 'em down, don't piss on them. Watch out for Crawford walking away from cover to get a shot.

Non-combat situations involving civilians

Let Lewis take the lead, and don't step on his decisions in front of the troops or, god forbid, in front of civilians. Back him but don't be a nut about it.

Going Home

That world is gone. If you can get back and do some good and still soldier, then fine. If this family wants to stay and do good here, then you are fine with that too. You are pretty sure Lewis just doesn't think about it.

SPECIALIST JEAN-MARC CRAWFORD

Jean was the smartest kid in his northern Louisiana classrooms, but a love of cutting up and playing around left him little time for taking his classwork at all seriously. The behavior was as more a studied art of self-defense than a reflection of some desire to be the center of things. He learned early and fairly brutally that it didn't do to upstage the bigger, slower kids with his smart mouth.

He got involved in a little trouble in high school, but nothing major. The slacking off was enough to keep him from acing all the tests he needed to if he wanted a scholarship anywhere. His mother passed away two months before graduation, and he moved in with his grandmother. The old Creole witch put paid to his misbehaving, threatening him with righteous retribution of the Powers if he continued in his 'feckless stupidity.'

Desperate to escape his frightening grandmother and the dead-end reality of life in a small town after high school, he decided on the Army as a way out. He'd have gone Navy, but he puked on fan boats, let alone some ship at sea.

It was a good choice. The discipline and technical training provided a good living, and the National Guard unit he went into was all right. He got deployed a few times over the years: mostly sunny spots that were just as hot as Louisiana, only not as humid. The motor pool and maintenance yards were pretty much all the same, regardless. The constant call of duty and long separations did cause his first marriage to fall apart.

As things started to really shake apart he kept getting deployed over and over again. He was considering getting out after this tour, thinking the constant deployments were the reason he wasn't hearing from his second wife. When the mail caught up with them he found out she'd died of the flu.

He went a bit off the deep end then, asking his CO for assignments out in front. He was placed in Lewis's squad, and that's all right by him. He's too grounded to be truly suicidal, but he's got a lot of rage on board, and is ready to deal it out.



Roleplaying Jean-Marc Crawford

Combat

Start shooting at the people you're told to. Shoot till they are all dead. Don't worry too much about cover. What happens, happens.

Non-combat situations involving civilians

Crawford, as a wheeled vehicle mechanic, seeks out things to fix. Busy hands keep his mind from dwelling on what he's never had. He's not rude, but he doesn't make much effort to make nice, either.

Going Home

The current situation sucks swamp water, but while you want to go home, you aren't really sure why. Grandmother might still live, but you're not sure you want to go anywhere near her. There being little else to draw you home, you figure it's your destiny.

PRIVATE RODRIGO "BABY FACE" HERNANDEZ

Rodrigo was a hard charging little kid, bullying most of his classmates and getting his ass kicked by those he couldn't push around. Then he discovered console gaming, and his school career really took a nose dive. Suspended a lot, he still managed to graduate high school with a fair degree of knowledge, mostly having to do with computers and consoles.

Using the handle Baby Face Rod racked up quite the impressive series of wins playing first person shooter, gaining national standing and invites to compete in tournaments. The summer after graduating he got into a pretty bad brawl at the national championships for his favorite game. When he lost, he accused his opponent of using cheat codes to win. Baby Face won the fight, but his smacking the reedy twelve year old around was televised. After an arrest and rather lengthy legal battle, his parents gave up working their asses off at two jobs each so junior could go to college and 'play games'.

Without any real resources and banned from console events for life, Baby Face joined the army. He was assigned to a recon battalion while active duty, and only recently moved to the National Guard, having had enough driving through hot, dusty towns waiting for the next IED to go off.

The National Guard promptly sent him off again, and he landed in Lewis' squad. The man can soldier, and the other guys ain't all that sorry for weekend warriors either. They don't play, though, so they're a bit of a mystery to Baby Face.

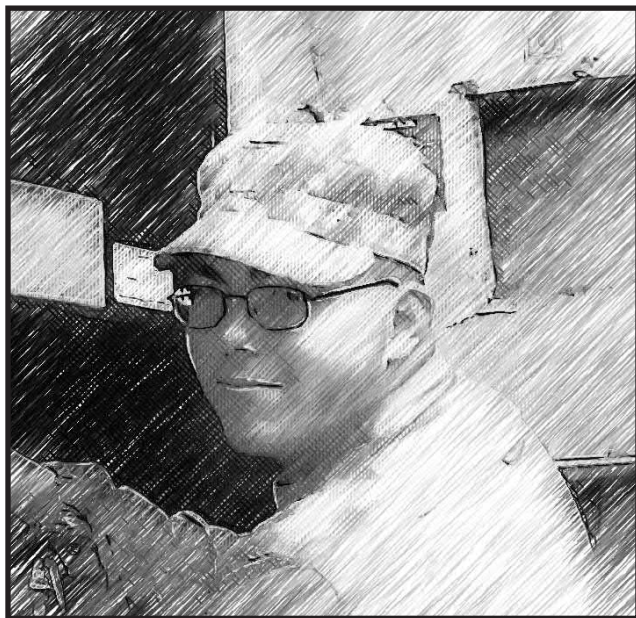
Roleplaying Rodrigo Hernandez

Combat

Cover your sector, cover it well.

Non-Combat situations involving Civilians

There are no civilians, only red and blue forces. Let Lewis figure it out, he's the boss.



Going Home

You want to, but mom and dad already let you know how little they care. If they are still alive. For now, fighting is alright. You'd kill for a monster bottle of high-fructose caffeinated soda beverage, a couch, and a console to lose yourself in for a few days.

SPECIALIST TOMMY PAULSON

Tommy was born an Army brat, the son of Army brats. Dad was an Army physician, and Tommy joked that he'd lived in more countries than he could remember by the time he graduated secondary school.

Raised to revere his country and service to it, there wasn't any question as to whether Tommy would join up, just when. Doctor Thomas Paulson, a ring-knocker, wanted him to continue the family tradition and enter West Point and get his medical license. Tommy had his own ideas about how to live life and do his duty to his fellow man.

Tommy enlisted in the National Guard. His father pitched a fit. Paulson not only didn't care, he found it refreshing to not be addressed as Junior by everyone. Dad disowned him. Mom didn't quite climb out of the bottle to argue with Dad or her son.

Tommy took his National Guard training and used some connections cultivated in basic to help him get a job as an Orleans Parish EMT. Tommy found he had a gift for field-expedient medicine. He loved the rush of going in, often while the cops were still securing the area, and stabilizing the injured. The post 9/11 world proved a vast arena for his skills, and even when he was home from deployments, events like Katrina gave him more than his share of work.

He continues to do his duty to god and country, but the miles are starting to wear, and he knows he's reached the upper limit of his capacity for seeing what human beings can do to another.

Paulson gets along with all the guys in the squad, and they with him, and it's not just because he's the guy going to patch them up. He's pulled his weight every time they've required it.

Roleplaying Tommy Paulson

Combat

You do keep your cool about you, and often find yourself acting when others cannot. Lewis knows his stuff, and following his orders will most likely keep you from having to treat one of your squad mates.



Non-Combat situations involving Civilians

You still think it your duty to help people, and your skills are in demand. You won't hesitate to take Lewis or Tomlinson on if they might do civilian noncombatants harm or deny them care.

Going Home

You just need things to stop so you can breathe for a while. You'd like to help everyone, but that just can't happen. You're sure that if you can make it home, you would be able to make more of a difference there.

SQUAD BACKGROUND

Starting Leadership Information

You are on your own. The movement order had included a two-day wait period meant to give any stragglers a chance to catch up. If no one did, command wished any survivors luck and Godspeed.

You were on time. You were at the proper place. After the first day, you were sure no one else was going to show. You gave anyone an extra day, just to be sure, and then picked a town on the map some distance from the main line of resistance (MLR) in the hopes it might have some food, fuel, and intelligence you could beg, borrow, or steal for the trek home.

The village ahead needs to provide you and the men with food, fuel, and intelligence on the lay of the land. Hopefully they are willing to trade.

General Player Information

Things are grim. The remains of your company were dispersed in penny packets to provide screening for the task force. You all had heard the heavy fighting some distance away, but had your orders.

The next morning, command sent new orders. No radio message was sent, the unit's vehicle-mounted unit had been a casualty of the RPG strike that had made the HMMWV available for requisition at the battlefield reclamation unit. No, the order had been delivered by a messenger. Not one in a military vehicle or a motorcycle, not even a bicycle, a private on a god-damned horse.

You made the movement in good time, arriving at the map coordinates you were given. Having four days of rations and a full tank of fuel, you waited three days. No one showed.

Sarge finally decided to try and find some way out of the area. The HMMWV has been grinding a bit at each change of gear, a sure sign it needs maintenance, and soon. As the fuel gauge wanders down to E, the lack of food is weighing on everyone's mind.

The team begins crest a rise when the man in the turret thumps the top. The driver recognizes the signal and the vehicle rolls back a bit before coming to a full stop. The team dismounts and looks down on the valley, the river and village slowly revealed by the dawning light. An occasional person can be seen moving from a building to the fields.

Player Motivations

Food, Fuel, intelligence

Roleplaying

This scenario can be very intensively role-played, and should be. There are serious issues for the PCs. They could choose to be bandits and simply take what they want by force of arms, but such a choice will severely limit what they get from the community and probably get one or two of them killed.

ENCOUNTERS

These encounters are fairly linear, but players being players, they may decide to sneak into Everytown, or do any number of things to derail the orderly plan laid out for them. So long as they don't pop rounds off, feel free to work around any attempts at stealth that are discovered. Screaming villagers and tense moments are fine, as are penalties to any eventual attempts at bartering with Third Man and the village.

1) Gathering Intel

If the players decide to scout the town before making contact, let them to do so but inform them that any scout discovered sneaking around will most likely be shot on sight, and any return fire will disincline the locals to deal.

If they choose to sit tight and observe activities in the valley, a smart move, allow them to do so for as long as they choose. They may observe:

- The OPs are difficult to observe Fieldcraft (AWA, TN-3) unless the players manage to see a change of watch – Fieldcraft (AWA, TN+3), which take place at approximately 0800, 1200, 1600, 2000, 2400, 0400. At change of watch the replacement comes out and takes over, sending the watch-stander home after a minute or two of quiet conversation. Hard Man will stop by each of the OPs during the night, checking that the sentries aren't sleeping.
- Some of the village buildings have signs of battle damage Awareness (TN) or Streetcraft (AWA, TN+2).
- Those characters familiar with farming and or herding may Agriculture or Animal Husbandry (AWA) notice that the valley seems naturally fertile and well situated for agriculture. Most of the visible people visible are hard at work in the fields or with the stock.

The GM may wish to determine what other observations are possible from whatever position the PCs choose to watch from. Have the PC leadership roll Tactics (COG) to advise the manner and time when it would be best to make contact, most likely a group of the PCs approaching armed and in the open while the rest remain in over watch at the vehicle, ready to come heavy if needed.

2) Making Contact

If they come down from the heights overlooking the village in their HMMWV, even those working the farms will see and hear them coming and raise the alarm.

The sentry closest to them will observe their approach Awareness (TN) or Fieldcraft (AWA, TN+2) and signal shortly thereafter. The reaction force from town will start to form as soon as they hear the signal. Hard Man will lead it if at all possible.

Reaction Teams

If no shooting is heard after the signal, the reaction force takes about five minutes to form up in the morning and just under ten in the afternoon as the men come in from distant locations. At night, it can take as long as fifteen minutes, though Hard Man may decide to move up on his own or with just a few villagers. The plan is to form up at the House of God and move to respond to the signal.

The reaction force forms up in half the time if the residents hear shots being fired, down to a minimum of five minutes. Five minutes after the first team forms and moves, a second group forms and responds. While they do not have much tactical skill, these men are used to working with one another, each team has a TN+1 Team Intergration Bonus.

Reaction Team #1 (Five angry Militiamen):

Quality: Regular

Attributes: Awareness 6, Coordination 6, Fitness 7, Muscle 7, Cognition 6, Education 5, Personality 7, Resolve 7, OODA 4, CUF 4

Skills: Fieldcraft Professional, Longarm Competent, Command Competent

Wound Thresholds: Slight 1, Moderate 8, Serious 12, Critical 16

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m

Town Militia #2 (Five more angry Militiamen)

Quality: Green

Attributes: Awareness 7, Coordination 6, Fitness 7, Muscle 7, Cognition 6, Education 5, Personality 6, Resolve 7, OODA 4, CUF 3

Skills: Fieldcraft Novice, Longarm Competent, Hand-to-Hand Novice

Wound Thresholds: Slight 1, Moderate 8, Serious 12, Critical 16

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m

If the PCs do not offer violence to the sentries (Cruel GMs may require CUF (TN+3) to avoid automatic muscle-memory responses of violence to the signal), the villager manning the OP will shout out an order to halt in the theater language. If the PCs comply, the villager will order them to state their business. Assuming the PCs say they wish to trade, the sentry will yell at them to wait, that some folks will be coming up to talk to them.

3) *Hard Man Cometh*

Assuming the PCs don't shoot it out with the locals, Hard Man will lead a group of villagers out to meet them. His men stop about twenty meters back and Hard Man approaches. He looks the PCs over, trying to assess them. If they appear to be military men, he will not bluster or brag or make a real effort at intimidating the PCs, instead he will stick to a scripted message that Mayor insisted he memorize, *"If you've come to trade, we'll be happy of it. If you have some mischief in mind, you'll be sorry for it."*

If the PCs respond positively to talk about trade, he shakes his head and continues, *"Mayor, our leader, is not available until tomorrow. I cannot negotiate. We will put you up, feed you, and let you recover a bit before beginning any talk of trade. You must all come in, but you'll need to leave your weapons in your vehicle."*

Any attempt to negotiate with Hard Man is met with stone-faced refusal. If the PCs push it, Hard Man informs them that if they continue to push him, they will not be welcome in the village.

4) *Walking In*

If the PCs are willing to do as directed, Hard Man and his men will escort them to the Hostel. Four men take up positions around them while Hard Man walks beside them.

If they approached during the day they have an opportunity to take a look at the portions of the village that lie along their line of approach:

- It will be possible for a PC with a construction background to see Construction (AWA, TN) [(AWA, TN+3) if the PC specifically asks] or Streetcraft (AWA, TN-3) [(AWA, TN) if the PC specifically asks] that the damage observed on the buildings is intentional and not the result of battle damage. There are true bullet marks, etc, but aside from the bridge, none of the damage is the result of explosive weapons.
- Few people come out to see the visitors, but they feel the eyes of the village on them. With an Awareness (TN) roll the PCs may notice that the villagers look well fed for the times.
- A more astute observer Awareness (TN-2) notices a work party walking from house to house. All appear much less well off (the nightshade collectors).

5) *Getting Put Up*

Regardless of when the PCs approached during the day, Gardener meets them at the door to the Hostel.

Hard Man tells her in rapid theater language Language (COG, TN-2) that, *"The boss wants the usual for them."*

She doesn't respond, but speaks past him, telling the PCs to come in and make themselves comfortable and eat something. Gardener will be putting them up for the night.

Hard Man adds that they will be allowed run of the building, but will not be allowed to walk into the village. Hard Man asks for any radio the PCs have. If they indicate they have none, he will politely ask that the PCs submit to a search. He explains the request is based on the fear that the group might be an advance party for a raid.

Regardless of the outcome of the search, Hard Man also tells them to expect Mayor the next morning. He departs soon thereafter, leaving four men behind to guard the grounds and ensure the group doesn't sneak around.

The visitors will be well fed, given food at lunch and dinner (if they arrive early enough for both). The portions aren't small. Indeed, they should find themselves eating better than they have in weeks. Gardener expends quite a bit of energy mothering the group and making them feel at home, clucking on in the local tongue.

She doesn't let on that she speaks English, but a Deception (AWA, TN-2) will allow them to notice she is listening to any conversation taking place in her hearing. If they arrive in the morning, they will have some time to spend in and around the Hostel.

Any experienced construction hand may see Construction (AWA, TN+1) [or (AWA, TN+3) if the PC specifically asks] an improvement they can make to the gravity-fed shower attached to the rear of the Hostel, potentially scoring them points with their host.

There is little to be learned here, but the PCs may give away much about their supply situation just by moving their supplies from the HMMWV to the house or engaging in conversation with Gardner.

Let the PCs set up whatever arrangements they feel they need to in order to feel safe. They won't be attacked, but a bit of paranoia is not a bad thing.

Before midnight, any guard staying awake Resolve (TN) will notice the arrival of Hard Man and Mayor, come to see Gardner and get any intelligence she may have picked up during the day.

If they attempt to listen in on the conversation, the PC will have to sneak about a bit in the old house Coordination (TN) or Streetcraft (CDN, TN+1) and then it is in rapid fire theater language Language (COG, TN-2) and is mainly a regurgitation of what the PCs did and said in the house that day. Detection will merely mean that Mayor and Gardner lower their voices and indicate to the listener that they are aware they are listened to.

6) *The Next Morning*

The last watch will notice people heading out to the farmland and their guards being replaced with fresh people. Breakfast is cooking below, and the household is waking.

A soft knock at the door heralds the nightshade collectors, who Gardener sends upstairs to collect the evening's waste. An extremely astute observer might notice Awareness (TN-3) that one of the collectors, Nightshade, seems to be very alert and aware of his surroundings.

7) *A Hard Bargain*

Once the PCs have eaten, Mayor and Third Man arrive. Mayor speaks English well, having studied it. He will introduce himself and Third Man. Mayor will ask for word of the military action that brings the PCs to the area and any other intelligence. He will try not to reveal too much about the village's capability, and is all smiles and good humor. He waves off any immediate attempts at negotiations, saying that Third Man will conduct those in his stead.

Once he's gotten all the information he thinks the PCs will give for free, Mayor turns negotiations over to Third Man. Mayor remains, listening and observing the process.

Third Man takes out a small notebook and pen, then fixes the PC tasked with the negotiations with a hard eye before asking, "What you need? What do you have?"

Out of communication and supply the team will have to have to find other ways to get what they need to survive. Trading with others is one of the safest ways. Trading is a an opposed Persuasion (Per) roll. Each MOS giving a 5% improvement in price for the winner. Language, pertinent knowledge skills or other advantages may give skill bonuses to the persuasion roll. The team can trade both goods and services.

Third Man strikes as hard a bargain as he can [Persuasion (COG, TN) Opposed test] modified by good roleplay [modifier should be no greater than TN+2]. Relatively unconvinced of their tactical savvy, Mayor, through Third Man, will devalue any offers of tactical training.

Having already received his instruction, Third Man rarely looks at Mayor for approval, unless the PCs reveal they might be able to repair a generator, at which point he looks to Mayor, who nods. The technical expert is asked what he would need to repair one. The PC will not be able to say without looking at the generator. A boy is sent for to have Wrench meet the PCs and party at the service station.

Road Bandits

These common criminals are not well armed and not terribly skilled. The one thing they are is truly violent.

Road Bandit Gunmen:

Quality: Green

Attributes: Awareness 6, Coordination 6, Fitness 7, Muscle 7, Cognition 6, Education 5, Personality 7, Resolve 7, OODA 4, CUF 4

Skills: Fieldcraft Novice, Longarm Competent, Tactics Novice, Hand to Hand Novice

Wound Thresholds: Slight 1, Moderate 8, Serious 12, Critical 16

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m

Road Bandit Leader

Quality: Regular

Attributes: Awareness 7, Coordination 6, Fitness 7, Muscle 7, Cognition 6, Education 6, Personality 7, Resolve 7, OODA 5, CUF 4

Skills: Fieldcraft Competent, Longarm Competent, Tactics Competent, Command Professional

Wound Thresholds: Slight 1, Moderate 8, Serious 12, Critical 16

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m

Road Bandit Vehicle: Bolt on armor added to Technical in the core rules.

8) *Power Plays*

Once general negotiations are completed, The PCs will then be escorted by Third Man, Mayor and several of the armed villagers through town to the service station and the large generator there. As the service station is also the logical place for performing maintenance on the PC's vehicle, the PCs might think to take the HMMWV with when they go to look at the generator. Encourage them to do so through the NPCs.

On arrival at the service station, the PC checking the generator may MECHANIC (COG, TN+2) discover that a major part is damaged. Fabrication is possible, but not without materials that the village doesn't have.

Just as the PC reports the time requirements and part for repairing the generator, have them make an Awareness (TN-1) to hear the distant sound of a motor.

A moment later, the entire group hears the distant signal whistle followed closely by gunshots.

EVERYTOWN BARTER

Everytown's Goods	Quantity/Supply	Barter Value	Notes
Diesel Fuel	10,000 Liters/ Abundant	2 GG per Liter	Team needs 90 liters of diesel or bio-diesel to fill the HUMV, 80 liters more to fill the team's 4 20-liter Jerry cans.
Bio-diesel Fuel	Replenishable/ Abundant	1 GG per Liter	
Gasoline		400 liters/ Rare(x4)	8 GG per Liter
Fresh Food	Replenishable/ Abundant	1 GG per Kilo	The team needs food, especially packaged foods limited preserved goods they will trade.
Packaged Food	80 Kilos	/Scarce (x2)	8 GG per Kilo
Beer, Home Brew	Replenishable/ Abundant	1 GG per Liter	
Mechanics Tools	2 sets/Scarce(x2)	250 GG per set	Everytown will trade one set or rent the sets for 10% of the barter value per day but will want a deposit of equal or greater value.
Arc Welder	1 sets/Scarce(x2)	15 GG rent only	
Cylinder, Acetylene	8 cylinders/Rare(x4)	100 GG per tank	
Basic Hand Tools	8 sets/Scarce(x2)	20 GG per set	
Tools, Construction	3 sets/Scare(x2)	50 GG per set	
Tools, Electricians	3 sets/Scarce(x2)	125 GG per set	
Chainsaw, Gasoline	4/Scarce(x2)	50 GG per	
Bolt Cutters	3/Scares(x2)	50 CG per	

Everytown's Needs	Quantity/Supply	Barter Value	Notes
Repair of Items	Varies	Varies	Per the repair rules on p.184. Barter Value is 1% of items value per hour.
Repair of Generator, Medium Fixed	High(x2)	325 GG to Repair	40 hours to repair with part, which is unavailable They will go as high as 700 GG
Improvement of Town's Defenses	Standard	50 per Outpost	After the attack the demand for improved defenses/training will go to High
Training of Everytown Militia	Standard	10 GG/day/man	If the team fights well,, Mayor will attempt to recruit the team to stay on as members
Antibiotics	Extreme(x4)	Varies	Everytown is desperate for antibiotics.
Medical Supplies & Pharmaceuticals	High(x2)	Varies	They are also looking for any other medical supplies.
Weapons	Standard	Varies	Everytown will buy military weapons, but will pay with replenishable goods or services.
Ammo	Standard	Varies	Demand is high for ammo for weapons owned by Everytown militia.
Body Armor	Standard	Varies	
Radio	High	Varies	Mayor wants a long range radio

Repair of items. Per the repair rules on p.184. Barter Value is 1% of items value per hour.

Rental of items. To rent an item is around 10% of the items value per day.

The shots result in bedlam, with the militia men assigned to the PCs running in the direction of the House of God. Mayor and Third Man crouch in place, both barely controlling their fear. The PCs are left to their own devices, and given an opportunity to show the village what real soldiers can do.

As they move to respond, the PCs hear a dull ‘whump’ that they immediately recognize as a distant hand grenade detonating in an enclosed space.

Now might be a good time for an OODA Check, and anyone who heard the initial car motor gets a TN+2 to their OODA roll.

Once they get into position to see what is going on, the PCs will see an SUV with appliqué armor halted next to the southern OP.

Making a Tactics (AWA) roll (don’t forget the range, which should start at about two hundred meters or so) will reveal the following additional information:

- **1 MOS:** Dirty smoke is curling up from the OP and two armed men are hustling back to the vehicle
- **2 MOS:** None of the attackers wear uniforms or body armor.
- **3 MOS:** There is a third man collecting the weapon of the sentry

If the PCs engage at a long distance, the road bandits do not mount up, instead returning fire from their position. If approached in the PCs armored HMMWV, they beat a hasty retreat. Their leader is at the front door and begins aiming as soon as he sees a uniform.

This is meant to be a probe, so as soon as they determine the speed of response from Everytown or one of their own goes down, the road bandits pull out and retreat.

If pursued, a running gun battle ensues, with the bandit firing from the back of their SUV at the PC’s vehicle. As ever, the GM needs to track what ammo the road bandits expend in their actions and what damage their equipment takes if the PCs should come into possession of it.

If the PCs are getting beat down, then the arrival of some militia as backup (meaning: additional targets) would be appropriate.

AFTER ACTION REPORT

A) Spoils of War: Assuming the PCs acquit themselves well, they may have just come into possession of a number of rifles and ammo, possibly even an SUV and radio.

B) Allies: The fight will impress on the locals the need for better tactical locations of their OPs and some sound advice as to how to set up better defenses. It may be time for new negotiations. Regardless, Everytown locals will be impressed with any combat skills displayed and the PCs will eat free for the next day or two (TN-2 to all social checks for the next week).

C) Prisoners: All of them are from the region, and have no specific identifying marks or tattoos that indicate participation in any group.

Questioning the Prisoners: Roll an Opposed Intimidation or Persuasion (MUS or PER, TN) vs target’s Resolve (TN) modified.

- **2 MOS or less:** They will admit only to ‘doing what was necessary to survive.’
- **3 MOS:** They admit to being road bandits, and committing various crimes, and hint that they were paid to attack today.
- **4 MOS:** They tell the PCs that they were allowed to raise hell in the areas uncontrolled by the OpFor, and got a radio call last night indicating where to attack.
- **5 MOS:** Given a radio and a command code, they were told to obey anyone giving the proper code at the proper time. They got a radio call late last night, and did as the voice on the other end told them. They know nothing more than this and whatever the GM wants them to know regarding the OpFor’s dispositions and location.

D) Enemy Action: The attackers are real road bandits in the employ of the same people that Nightshade serves. The attack is meant as a test of Everytown and the PC’s reaction times to a threat. Nightshade was the voice on the radio. He contacted them last night and told them what to do. He doesn’t care if they survive or not, as they do not have any idea who he is. If any prisoners are taken alive, Nightshade will refrain from reporting in for a while, knowing it might not be safe. When he decides it is safe to do so, he will report in what he observed and his concerns.

Abraham Lewis**Rank/MOS:** E-6 Staff Sergeant, 11B (Infantryman)**Age:** 26**Hair/Eye Color/Handedness:** Blonde/Green/Right-handed**Height/Weight/Build/Blood Type:** 1.72m/68 kg/Athletic/O+**Last Year:** Twilight Warfare**Attributes:** Awareness 8, Coordination 7, Fitness 8, Muscle 8, Cognition 6, Education 6, Personality 7, Resolve 9; CUF 8, OODA 7.**Degree(s):** None**Skills:** Aquatics (Novice), Climbing (Novice), Command* (Expert), Computing (Novice), Construction (Novice), Driving (Novice), Fieldcraft (Professional), Freefall (Novice), Hand to Hand (Competent), Hand Weapons (Competent), Instruction (Novice), Intimidation (Novice), Language (English) (Competent), Language (“Theater”) (Competent), Longarm (Professional), Medicine (Novice), Persuasion (Novice), Sidearm (Competent), Streetcraft (Competent), Support Weapons (Competent), Tactics (Professional)**Wound Thresholds (head/torso/limbs):** Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 18/27/18.**Fatigue Thresholds:** Slight 4, Moderate 8, Serious 13, Critical 17.**Carrying Capacity:** CL 23.2 kg, ML 34.9 kg, EL 66.3 kg, DL 132.6 kg.**Movement:** Sprint 14m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6 kph.**Nutritional Requirements:** 2,400 calories per day**Starvation Threshold:** 8 days**Rads:** 76**SP:** 8 of 8**Advantages:** Natural Aptitude (Command)**Disadvantages:** Code: Law Of War**Equipment Dice:** X**Contacts:** Green (1 Reinforcement, 1 Service), Regular (1 Reinforcement, 1 Service), Experienced (2 Information, 1 Trade), Veteran (2 Reinforcement)**Equipment:**

1x Set BDUs (1.2kg.)
1x Pair Boots, Combat (2.0kg.)
1x Set Elbo and Knee Pads (.6kg.)
1x Wristwatch, Complex (.2kg.)
1x Compass (.2kg.)
1x Helmet, Combat Kevlar (1.5kg.)
1x Plate Carrier Vest (1.0kg.)
1x F/B/S Level III Plates (5.2kg.)
2x Triple Mag Carrier with Six 30 round Magazines (3.4kg.)
1x Utility Pouch (.2kg.)
1x 2km Radio and Pouch (1.6kg.)
1x IFAK and Pouch (1.6kg.)
3x Hand Grenade Loop with Concussion Grenade (3.6kg.)
1x Grenade Loop with 4x 40mm HE, 2x 40mm HEDP (2.6kg.)
1x Dual Pistol Mag. Pouch with Two 15 Round Magazines (.5kg.)
1x Knife, Utility (.5kg.)
1x Gas Mask and Carrier (1.2kg.)
1x 3 Liter Hydration Bladder (Full) (3.2kg.)
1x Multitool (.3kg.)
1x Binoculars, Compact Mag-2 (.3kg.)
1x Headlamp (.1kg.)
1x Tape, 10m (.1kg.)
1x Paracord, 30m (.2kg.)
1x Lighter, Refillable (.1kg.)
1x Field Pack with Frame (3.0kg.)
1x Sleeping Bag, Temperate (1.0kg.)
1x Mess Kit (.2kg.)
1x Hexamine Stove (.5kg.)
1x Personal Kit (.6kg.)
4x MRE (4.0kg.)
1x Gun Cleaning Kit (.25kg.)
1x M-4A1 Carbine with M-203 G.L., REFLEX Sight, 30 round Mag. and Sling (5.3kg.)
1x M-9 Pistol with 15 round Mag. (1.2kg.)

Wade Tomlinson**Rank/MOS:** E-5 Sergeant, 21B (Combat Engineer)**Age:** 30**Hair/Eye Color/Handedness:** Brown/Green/Right-handed**Height/Weight/Build/Blood Type:** 1.81m/76 kg/Athletic/A+**Last Year:** Twilight Warfare**Attributes:** Awareness 8, Coordination 8, Fitness 8, Muscle 8, Cognition 8, Education 6, Personality 8, Resolve 8; CUF 6, OODA 7.**Degree(s):** None**Skills:** Aquatics (Novice), Climbing (Competent), Command (Novice), Construction*/Demo (Expert), Deception (Competent), Driving/Tracked (Competent), Electronics (Competent), Fieldcraft (Competent), Hand to Hand (Competent), Hand Weapons (Novice), Instruction (Novice), Language (English) (Competent), Language ("Theater") (Novice), Longarm (Professional), Mechanics (Novice), Medicine (Novice), Persuasion (Professional), Sidearm (Novice), Streetcraft (Competent), Support Weapons (Novice), Tactics (Competent)**Wound Thresholds (head/torso/limbs):** Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 18/27/18.**Fatigue Thresholds:** Slight 4, Moderate 8, Serious 12, Critical 16.**Carrying Capacity:** CL 25.7 kg, ML 38.6 kg, EL 72.7 kg, DL 145.3 kg.**Movement:** Sprint 14m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5 kph.**Nutritional Requirements:** 2,400 calories per day**Starvation Threshold:** 8 days**Rads:** 76**SP:** 7 of 7**Advantages:** Natural Aptitude (Construction), Eagle Eyes**Disadvantages:** Code of the Warrior, Irradiated, Methodical**Equipment Dice:** X**Contacts:** Green (1 Reinforcement, 1 Service), Regular (2 Trade, 1 Service), Experienced (2 Information, 3 Trade), Veteran (1 Reinforcement), Elite (1 Trade)**Equipment:**

1x Set BDUs (1.2kg.)

1x Pair Boots, Combat (2.0kg.)

1x Set Elbo and Knee Pads (.6kg.)

1x Wristwatch, Complex (.2kg.)

1x Helmet, Combat Kevlar (1.5kg.)

1x Plate Carrier Vest (1.0kg.)

1x F/B/S Level III Plates (5.2kg.)

2x Triple Mag Carrier with Six 30 round Magazines (3.4kg.)

1x Utility Pouch (.2kg.)

1x 2km Radio and Pouch (1.6kg.)

1x IFAK and Pouch (1.6kg.)

3x Hand Grenade Loop with Concussion Grenade (3.6kg.)

1x Dual Pistol Mag. Pouch with Two 15 Round Magazines (.5kg.)

1x Knife, Utility (.5kg.)

1x Gas Mask and Carrier (1.2kg.)

1x 3 Liter Hydration Bladder (Full) (3.2kg.)

1x Multitool (.3kg.)

1x Headlamp (.1kg.)

1x Tape, 10m (.1kg.)

1x Paracord, 30m (.2kg.)

1x Lighter, Refillable (.1kg.)

1x Field Pack with Frame (3.0kg.)

1x Sleeping Bag, Temperate (1.0kg.)

1x Mess Kit (.2kg.)

1x Hexamine Stove (.5kg.)

1x Personal Kit (.6kg.)

4x MRE (4.0kg.)

1x Gun Cleaning Kit (.25kg.)

1x Filter, Personal and Spare Cartridge (.7kg.)

1x Signal Mirror (.1kg.)

1x M-4A1 Carbine with REFLEX Sight, 30 round Mag. and Sling (3.3kg.)

1x M-9 Pistol with 15 round Mag. (1.2kg.)

Marcus Jean “Crawdad” Crawford**Rank/MOS:** E-4 Specialist 4, 63B (Wheeled Vehicle Mechanic)**Age:** 32**Hair/Eye Color/Handedness:** Black/Brown/Right-handed**Height/Weight/Build/Blood Type:** 1.74m/70 kg/Athletic/AB+**Last Year:** Twilight Warfare**Attributes:** Awareness 8, Coordination 7, Fitness 6, Muscle 10, Cognition 8, Education 7, Personality 7, Resolve 8; CUF 6, OODA 5.**Degree(s):** None**Skills:** Animal husbandry (Novice), Aquatics (Novice), Climbing (Novice), Computing (Novice), Driving/Heavy/Tracked (Professional), Electronics (Competent), Fieldcraft (Professional), Hand to Hand (Professional), Hand Weapons (Competent), Intimidation (Competent), Language (English) (Competent), Language (French) (Competent), Longarm (Competent), Mechanics*/Machinist/Industrial (Expert), Medicine (Novice), Persuasion (Novice), Security (Competent), Sidearm (Competent), Streetcraft (Competent), Support Weapons (Novice), Tactics (Novice)**Wound Thresholds (head/torso/limbs):** Slight 1/1/1, Moderate 4/8/8, Serious 8/16/12, Critical 16/24/16.**Fatigue Thresholds:** Slight 3, Moderate 6, Serious 10, Critical 14.**Carrying Capacity:** CL 25.2 kg, ML 35.7 kg, EL 67.1 kg, DL 134.3 kg.**Movement:** Sprint 15m, Run 11m, Trot 9m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5 kph.**Nutritional Requirements:** 2,400 calories per day**Starvation Threshold:** 8 days**Rads:** 74**SP:** 7 of 7**Advantages:** Natural Aptitude (Mechanics)**Disadvantages:** Berserk and Aversion: Superstitious**Equipment Dice:** X**Contacts:** Green (1 Reinforcement), Regular (1 Reinforcement, 1 Service), Experienced (2 Information, 1 Trade, 1 Reinforcement), Veteran (1 Reinforcement, 2 Trade), Elite (1 Trade)**Equipment:**

1x Set BDUs (1.2kg.)

1x Pair Boots, Combat (2.0kg.)

1x Set Elbo and Knee Pads (.6kg.)

1x Wristwatch (.1kg.)

1x Helmet, Combat Kevlar (1.5kg.)

1x Plate Carrier Vest (1.0kg.)

1x F/B/S Level III Plates (5.2kg.)

1x Quad Mag Carrier with Four 30 round Magazines (2.2kg.)

1x Utility Pouch (.2kg.)

1x IFAK and Pouch (1.6kg.)

3x Hand Grenade Loop with Concussion Grenade (3.6kg.)

1x Knife, Utility (.5kg.)

1x Gas Mask and Carrier (1.2kg.)

1x 3 Liter Hydration Bladder (Full) (3.2kg.)

1x Multitool (.3kg.)

1x Flashlight, Hand (.1kg.)

1x Tape, 10m (.1kg.)

1x Lighter, Refillable (.1kg.)

1x Field Pack with Frame (3.0kg.)

1x Sleeping Bag, Temperate (1.0kg.)

1x Mess Kit (.2kg.)

1x Stove (, backpacking (.2kg.)

1x Personal Kit (.6kg.)

4x MRE (4.0kg.)

1x Gun Cleaning Kit (.25kg.)

1x M-16A4 Rifle with ACOG (Mag-1) Scope, 30 round Mag., and Sling (4.4kg.)

Tommy “Doc” Paulson**Rank/MOS:** E-4 Specialist 4, 68W (Health Care Specialist)**Age:** 27**Hair/Eye Color/Handedness:** Brown/Green/Right-handed**Height/Weight/Build/Blood Type:** 1.68m/59 kg/Average/B+**Last Year:** Twilight Warfare**Attributes:** Awareness 8, Coordination 7, Fitness 7, Muscle 7, Cognition 10, Education 6, Personality 6, Resolve 8; CUF 8, OODA 5.**Degree(s):** None**Skills:** Administration (Novice), Aquatics (Competent), Climbing (Competent), Command (Competent), Computing (Novice), Deception (Novice), Driving/Motorcycle (Competent), Electronics (Novice), Fieldcraft (Competent), Forensics (Novice), Hand to Hand (Novice), Hand Weapons (Novice), Instruction (Competent), Language (English) (Competent), Longarm (Competent), Medicine* (Expert), Mounts (Competent), Persuasion (Competent), Sidearm (Competent), Streetcraft (Professional), Support Weapons (Novice), Tactics (Novice)**Wound Thresholds (head/torso/limbs):** Slight 1/1/1, Moderate 4/8/8, Serious 8/16/12, Critical 16/24/16.**Fatigue Thresholds:** Slight 4, Moderate 7, Serious 11, Critical 15.**Carrying Capacity:** CL 15.3 kg, ML 23.6 kg, EL 45.4 kg, DL 90.8 kg.**Movement:** Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5 kph.**Nutritional Requirements:** 1,800 calories per day**Starvation Threshold:** 7 Days**Rads:** 46**SP:** 8 of 8**Advantages:** Natural Aptitude (Medicine)**Disadvantages:** Code: Laws of War**Equipment Dice:** X**Contacts:** Green (1 Reinforcement), Regular (2 Trade, 1 Service), Experienced (1 Information, 2 Trade), Veteran (1 Reinforcement)**Equipment:**

1x Set BDUs (1.2kg.)

1x Pair Boots, Combat (2.0kg.)

1x Set Elbo and Knee Pads (.6kg.)

1x Wristwatch, Complex (.2kg.)

1x Helmet, Combat Kevlar (1.5kg.)

1x Plate Carrier Vest (1.0kg.)

1x F/B/S Level III Plates ((5.2kg.) (

1x Quad Mag Carrier with Four 30 round Magazines (2.2kg.)

1x Utility Pouch (.2kg.)

1x IFAK and Pouch (1.6kg.)

3x Hand Grenade Loop with Concussion Grenade (3.6kg.)

1x Dual Pistol Mag. Pouch with Two 15 Round Magazines (.5kg.)

1x Knife, Utility (.5kg.)

1x Gas Mask and Carrier (1.2kg.)

1x 3 Liter Hydration Bladder (Full) (3.2kg.)

1x Multitool (.3kg.)

1x Headlamp (.1kg.)

1x Tape, 10m (.1kg.)

1x Paracord, 30m (.2kg.)

1x Lighter, Refillable (.1kg.)

1x Field Medic Kit (1.9kg.)

1x Field Pack with Frame (3.0kg.)

1x Sleeping Bag, Temperate (1.0kg.)

1x Mess Kit (.2kg.)

1x 2 Liter Canteen and Carrier (2.5kg.)

1x Personal Kit (.6kg.)

4x MRE (4.0kg.)

1x Gun Cleaning Kit (.25kg.)

1x M-4A1 Carbine with REFLEX Sight, 30 round Mag., and Sling (3.3kg.)

1x M-9 Pistol with 15 round Mag. (1.2kg.)

Rodrigo “Baby Face” Hernandez**Rank/MOS:** E-3 Private First Class, 19D (Cavalry Scout)**Age:** 26**Hair/Eye Color/Handedness:** Black/Brown/Right-handed**Height/Weight/Build/Blood Type:** 1.78m/66 kg/Average/A+**Last Year:** Twilight Warfare**Attributes:** Awareness 9, Coordination 9, Fitness 7, Muscle 7, Cognition 6, Education 6, Personality 6, Resolve 7; CUF 6, OODA 9.**Degree(s):** None**Skills:** Climbing (Novice), Computing (Competent), Deception (Competent), Driving (Novice), Electronics (Professional), Fieldcraft (Competent), Gunnery (Novice), Hand to Hand (Novice), Hand Weapons (Novice), Instruction (Novice), Intimidation (Novice), Language (English) (Competent), Language (Spanish) (Competent), Longarm (Professional), Medicine (Novice), Security (Competent), Sidearm (Competent), Special Equipment (Communications)(Competent), Streetcraft *(Expert), Support Weapons (Competent), Tactics (Novice)**Wound Thresholds (head/torso/limbs):** Slight 1/1/1, Moderate 4/8/8, Serious 8/16/12, Critical 16/24/16.**Fatigue Thresholds:** Slight 4, Moderate 7, Serious 11, Critical 14.**Carrying Capacity:** CL 17.3 kg, ML 26.5 kg, EL 50.3 kg, DL 100.7 kg.**Movement:** Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5 kph.**Nutritional Requirements:** 1,900 calories per day**Starvation Threshold:** 8 Days**Rads:** 89**SP:** 8 of 8**Advantages:** Natural Aptitude (Streetcraft)**Disadvantages:** Antisocial Personality Disorder, Impatient**Equipment Dice:** X**Contacts:** Green (1 Reinforcement), Regular (1 Service, 1 Reinforcement), Experienced (2 information, 1 Trade, 1 Reinforcement), Veteran (1 Reinforcement)**Equipment:**

1x Set BDUs (.1.2kg.)

1x Pair Boots, Combat (2.0kg.)

1x Set Elbo and Knee Pads (.6kg.)

1x Wristwatch, Complex (.2kg.)

1x Helmet, Combat Kevlar (1.5kg.)

1x Plate Carrier Vest (1.0kg.)

1x F/B/S Level III Plates (5.2kg.)

2x Belted Ammo (small) Carrier with One 100 round Belt (3.4kg.)

1x Utility Pouch (.2kg.)

1x IFAK and Pouch (1.6kg.)

3x Hand Grenade Loop with Concussion Grenade (3.6kg.)

1x Dual Pistol Mag. Pouch with Two 15 Round Magazines (.5kg.)

1x Knife, Utility (.5kg.)

1x Gas Mask and Carrier (1.2kg.)

1x 3 Liter Hydration Bladder (Full) (3.2kg.)

1x Multitool (.3kg.)

1x Headlamp (.1kg.)

1x Tape, 10m (.1kg.)

1x Paracord, 30m (.2kg.)

1x Lighter, Refillable (.1kg.)

1x Field Pack with Frame (3.0kg.)

1x Sleeping Bag, Temperate (1.0kg.)

1x Mess Kit (.2kg.)

1x 2 Liter Canteen and Carrier (2.5kg.)

1x Personal Kit (.6kg.)

4x MRE (4.0kg.)

1x Gun Cleaning Kit (.25kg.)

1x M-249 Squad Automatic Weapon with REFLEX Sight, 200 round Box/Belt., and Sling (10.4kg.)

1x M-9 Pistol with 15 round Mag. (1.2kg.)

TEAM INFORMATION

Team Leader

SSG Abraham Lewis

Team Integration

2

Team Equipment

FUEL/LIQUID CONTAINERS:

4x 20 L. Jerry Cans (For Fuel)- Empty

4x 20 L. Jerry Cans (For Water)- 2 Full

TOOLS AND FIXED BASE EQUIPMENT:

Basic Hand Tools

4 Man Civilian Tent

Small Still

Chainsaw

Military Vehicle Radio

Camo Netting, Vehicle

AMMUNITION:

200 rounds 5.56mmN FMJ

300 rounds 9mmP FMJ

300 rounds 5.56mmN FMJ/T Belted

SUPPORT WEAPONS:

M-249 SAW (Hernandez) with 5x 100 round belts (4 with Hernandez)

MISC. EQUIPMENT:

M-4A1 Carbine with 7x 30 round magazines (belonged to Hernandez)

VEHICLE:

HMMWV (use stats from Core Rules for *Truck, Tactical, Up-Armored*)

Turret hole in roof, missing turret

Wear 8 (with 25 days of Moderate use)