



RAMBO

A CINEMATIC SOURCEBOOK™



COMPATIBLE WITH THE **EVERYDAY HEROES™** SYSTEM

CREDITS

Publisher: D. Todd Scott

Producer: Rich Redman

Game Designer: Sigfried Trent

Adventure Designers: Thomas Pugh, Rich Redman

Developer: Chris "Goober" Ramsley

Editor: David Larkins

Proofreader: Awen I. Rowan-Nelson

Layout Artist: Irrgardless

Cover Art: David Chen

Interior Art: Ines Muñoz Diaz

Project Manager: Lisa Lemon, Paul Allen Timm

Community Manager: Maya Coleman

Marketing Manager: Steve Ireland

Playtesters: Aaron Corbett, Benjamin "Dybbuk" Alany, Donald#1824, Kyle Reistad

Evil Aggressive Entomologists: Benjamin "Dybbuk" Alany, Dave Grainger, Aaron Corbett, Robert DeBroeck

Special Thanks: Jason Weeks, Internet Movie Firearms Database



FIRST BLOOD™ & © 1982 STUDIOCANAL S.A.S. All Rights Reserved. © 2023 STUDIOCANAL S.A.S. All Rights Reserved.
RAMBO: FIRST BLOOD PART II™ & © 1985 STUDIOCANAL S.A.S. All Rights Reserved. © 2023 STUDIOCANAL S.A.S. All Rights Reserved.
RAMBO III™ & © 1988 STUDIOCANAL S.A.S. All Rights Reserved. © 2023 STUDIOCANAL S.A.S. All Rights Reserved.
RAMBO™ is a Trademark owned by STUDIOCANAL S.A.S. All Rights Reserved. © 2023 STUDIOCANAL S.A.S. All Rights Reserved.
© 2023 Evil Genius Productions, Inc. All Rights Reserved. Everyday Heroes™, Everyday Heroes Rules System™,
Everyday Heroes Core Rules™, EDH™ are registered trademarks of Evil Genius Productions, LLC.

TABLE OF CONTENTS

CREDITS	2	FOREWORD	4
PART I: INTRODUCTION		5	
THE MOVIES	5	THE WORLD OF RAMBO	6
PART II: HERO OPTIONS		12	
BACKGROUNDS	12	COMBAT SCOUT (AGILE HERO)	27
PROFESSIONS	14	COMMANDER (WISE HERO)	29
CLASSES	18	SURVIVALIST (TOUGH HERO)	31
COMBAT ENGINEER (SMART HERO)	19	FEATS	33
COMBAT MEDIC (SMART HERO)	23	EQUIPMENT	35
PART III: NEW RULES		46	
GRADED CHALLENGES	46	BLEEDING CONDITION	49
DEMOLITION	47	FORTIFICATIONS	50
COLLAPSING BUILDINGS	47	TRAPS	51
BURNING BUILDINGS	48	LURES	52
CREWED VEHICLES	48		
PART IV: GAME MASTER ADVICE		53	
THEMES	53	LARGE-SCALE BATTLES	57
CANNON FODDER	54	MORALE	58
DEFENSIVE SCENARIOS	55	REAL-WORLD CONFLICTS	59
INFILTRATION	55	ADVENTURE IDEAS	59
INTERROGATION AND TORTURE	55		
PART V: RAMBO: FLESH & BLOOD		61	
INTRODUCTION	61	ACT III: A MAN, A PLAN, A CANAL, PANAMA!	95
ACT I: INSERTION	62	ACT IV: IT COMES TO A HEAD AT THE HACIENDA	103
ACT II: JUNGLE WORK	85	EPILOGUE	108
PART VI: THE CAST		110	
SUPPORTING CAST	110	KEY CHARACTERS	118
EXTRAS	115	PREGENERATED HEROES	120

FOREWORD

Growing up, all my friends watched *Rambo*, but I never did. I was deeply into fantasy and all things geeky, so *Rambo*'s military theme didn't appeal to me. Nonetheless, my buddies loved it, and we played many adventures inspired by the cinematic military fantasies of the time. In these games, I typically played a cautious and clever sniper who put survival before body count. Ultimately, it was my passion for strategic war games that sparked my interest in military history and the weapons of war, and that brought me back to military-themed films and storytelling.

The first time that I watched any *Rambo* film was in preparation for writing this book; while writing it, I watched them all multiple times. I've become especially fond of *Rambo: First Blood*, which is both an exciting action film and a genuine character drama that paints *Rambo* as a strongly sympathetic character, while you come to despise Sheriff Teasle and his corrupt officers. Even though it reportedly had a troubled production, the result is a very well-crafted film. I've been sucked into the story every time that I've watched it, and often forgot my note-taking.

While *First Blood* is my favorite, I enjoyed the second and third films as well. The drama takes a back seat to the action in these movies, but there are a lot of great character moments for *Rambo*, and some really iconic action scenes, many captured in posters that adorned bedroom walls throughout the '80s, '90s, and beyond. They really are iconic action films that set the standard for military fantasy films.

My intention is always to write books honoring the source material and its fans, but, with *Rambo*, I especially wanted to reach out to folks like myself; people who never thought that they would enjoy something like *Rambo* because they didn't know what it had to offer. I dearly hope that you find this book both a springboard for exciting adventures and a thoughtful exploration of the themes presented in the films.

Sincerely
SIGFRIED TRENT

COMFORT AND SAFETY

For the comfort and safety of both you as the Game Master and your players, we want to outline the themes in *Rambo* that may be uncomfortable for some. We recommend discussing them with your group before you begin play, and asking if anyone has any concerns about how these topics are presented.

- ☠ Deadly violence
- ☠ Drug use
- ☠ Global politics
- ☠ Mental health
- ☠ Profanity
- ☠ Torture
- ☠ Warfare

If any players express concern about these themes or depictions, we recommend that you make an effort to minimize the focus on the concerning theme.

THE FADE-TO-BLACK TOOL

As a group, determine a way for anyone in the game to signal that they would like an uncomfortable scene to resolve "off-screen" with no further description. You can then narrate a "fade-to-black." The consequences of actions still happen, and the world still moves on, but the details of that scene are now left to the imagination.

Ideally, the signal is a gesture that is easy to observe for everyone in the game. In-person games often use a card or figure to point to. The X-card (a card or paper with an X drawn on it) is a common standard. Saying "let's fade to black" is an option as well.



PART I: INTRODUCTION

The *Rambo* franchise is primarily a military fantasy. Even when it tackles serious and painful topics, it delivers these ideas in the context of incredible action cloaked in the mystique of military Special Forces. *Rambo* invites the viewer to walk in the shoes of a man who can overcome any odds, whose conviction and character give him nearly superhuman endurance, and who is always fighting for what he believes is right.

As war films, the *Rambo* movies are grounded in real-world conflicts, real-world military groups, and what it means to be a soldier fighting for your country. As fantasy films, they take liberties with all of those elements to create a larger-than-life story of a man who can defeat corrupt police, the National Guard, the Vietnamese Army, and even the Soviets largely on his own. Yet the movies are still a tribute to the real men and women who live and die as soldiers, and to veterans.

This section of *Rambo* dives into the world of the films. For the most part, it is our own world, as seen through the lens of the U.S. military and the eyes of a veteran soldier like *Rambo* himself.

THE MOVIES

"Hey. If you're looking for trouble, you've come to the right place, buddy."

— DEPUTY SERGEANT ARTHUR GAULT (*RAMBO: FIRST BLOOD*)

This book is based on the first three films in the *Rambo* franchise. All three were popular at the box office, and are fondly remembered by military action fans, especially those of us who grew up in the 1980s, when these movies were released in theaters.

RAMBO: FIRST BLOOD

Rambo: First Blood, released in theaters in 1982, was based on a novel of the same name written in 1972. It stars Sylvester Stallone as John Rambo, a role that Stallone continued to play in all the films. The film tells the story of a homeless vet who is abused by small-town police, flees their custody, and is hunted in the wilderness. Rambo proves more than a match for both the police and the National Guard until he is finally captured with the help of his old commanding officer, Colonel Trautman. The film combines intense action with a dramatic theme that is built around the difficulty of war veterans returning to civilian life.

RAMBO: FIRST BLOOD PART II

Released in 1985, *Rambo: First Blood Part II* was a record-breaking blockbuster that both cemented *Rambo* as a cultural phenomenon and exemplified the '80s action movie. The story sends John Rambo back to Vietnam on a mission to prove that rumors of American POWs still in captivity are false. Instead, he discovers American prisoners held in horrible conditions and, contrary to his orders, decides to free them. The second film focuses almost entirely on the action, but continues the political themes of government corruption and the mistreatment of veterans.

RAMBO III

Rambo III is the final movie in the series set in the 20th century. Released in 1988, while Part II was still fresh in the public mind, it didn't quite match the popularity of its predecessor. The action takes place in Afghanistan during the Soviet occupation. Rambo is reluctant to get involved until he receives word that Colonel Trautman has been taken captive by the Soviets. Determined to rescue his mentor and ally, Rambo joins with the *mujahideen* to rescue Trautman and help the Afghan rebels defeat the Soviet forces. While the implied politics of the film haven't aged well, the action is still great, and Stallone is as iconic as ever in the role.

THE WORLD OF RAMBO

"Back there, I could fly a gunship; I could drive a tank; I was in charge of million-dollar equipment. Back here, I can't even hold a job parking cars!"

—RAMBO
(RAMBO: FIRST BLOOD)

The world of *Rambo* is essentially our own. Not everything in the films is realistic, though. These are military fantasy films that take liberties in their storytelling, but each film deals with contemporary, real world issues and situations. The three movies cover a period of time from roughly 1979 to the latter parts of the Soviet-Afghan War of the 1980s. Likewise, we keep to the themes and style of these seminal films by focusing this book on pre-millennial military conflicts in the post-Vietnam era.

The action and drama in all three films is heavily influenced by who Rambo is as a character. Even though he is a humble and stoic soldier, he becomes a flashpoint for everything that happens, and we mostly see the stories through his eyes.

WHO IS RAMBO?

"Who are you?"

—ZAYSEN

"Your worst nightmare!"

—RAMBO
(RAMBO III)

We are first introduced to the character of John J. Rambo as an indigent veteran of the Vietnam war. Later, we find out that he was a decorated member of the U.S. Army Special Forces—specifically, a Green Beret who served as a member of a Special Operations Group (SOG) detachment. His unit was designated Baker Team. He was among the best-of-the-best special operations soldiers of his time. As a civilian, however, Rambo seems alone and lost and, even as he tries to connect with civilian life, he discovers that he is the last of his team left alive.

Physically and mentally, Rambo is a paragon. His combat skills are unmatched, he has a keen mind, and he has mastered a wide range of skills useful in unconventional warfare. But, emotionally, he is a deeply troubled man. Rambo was left traumatized by the horrors of war, the torture that he endured as a POW, and the death of his entire team of close-knit soldiers. Returning home from war, he encountered the strong anti-military sentiment of those who opposed U.S. involvement in Vietnam. Even among those who were not overtly hostile, his service was far from honored. Due to his physical and emotional trauma, he was unable to hold a job and he had no friends or family to turn to for support.

Although adept at the art of war, and perhaps feeling the most fulfilled as a soldier, Rambo is not a bloodthirsty, or even an aggressive person by nature. He seems to prefer living a relatively simple life involving routine, hard work, and a sense of place. Even when confined in a hard-labor prison camp, he seems at ease, remarking, "In here, at least I know where I stand." Rambo has a strong sense of ethics and an even stronger sense of loyalty. He helps those in need, pays his debts, and holds to American patriotism, even in the face of mistreatment by corrupt officials.

GUERRILLA WARFARE

The type of military action seen in the *Rambo* films is typically called "guerrilla warfare," which is a type of asymmetrical warfare, defined by a set of strategies used by a smaller force facing a larger one. Guerrilla fighters avoid direct engagement with the enemy on its own terms, and instead use stealth, hit-and-run attacks, and sabotage. While the line between guerrilla warfare and terrorism isn't always clear, a principled soldier like Rambo would never purposefully put innocent civilians in danger. Unfortunately, not all soldiers are John Rambo.



Strictly speaking, U.S. special operations soldiers like Rambo aren't considered guerrilla fighters, as they are part of a larger, conventional military command. That said, the tactics they use, and the types of missions they are often sent to perform are very much guerrilla tactics and operations. They often work behind enemy lines, are under threat by much larger forces, and use stealth and high mobility to get in, accomplish their objective, and get out before the bulk of their opponents can bear down on them.

Even though Rambo fights alone until the end of the third film, he would have been trained to operate as part of a small team of between five and ten soldiers, each with a range of training specialties. While such teams do sometimes operate semi-independently in the field, they are, in truth, part of a larger special operations unit, including the wide array of soldiers and officers who support them.

Guerrilla warfare is especially common in civil wars, uprisings, and succession crises. The opposing forces are both indigenous to the area, and can easily hide amongst and find support from the local population. This makes it easy to engage in sustained hit-and-run tactics, sabotage, and even the infiltration of enemy forces. This kind of conflict can become systemic and continue for decades, spawning multiple generations of guerrilla fighters.

This type of warfare also lends itself to RPG adventures, as teams are often assigned specific objectives to be carried out in a short time frame. They face considerable danger, and often have to solve complex tactical problems in the field. Although guerrilla fighters are still expected to follow orders, they must often operate under radio silence to keep their position hidden from the enemy. Thus, the team has to make decisions based on its understanding of its mission orders, instead of being micromanaged by the chain of command.

US SPECIAL FORCES

For most of recorded history, military units have engaged in guerrilla warfare. But it wasn't until WWII that the U.S. Army began looking to create a permanent command tailored specifically to such warfare. Rambo is a member of the U.S. Army Green Berets—which are among the first official U.S. Special Forces groups that still exist today—and so is considered part of the Special Forces.

In the modern era, nearly every branch of the US military has one or more special operations units. The field operators, like Rambo, are only a small part of these organizations. Intelligence gathering, communications, logistics, and the more mundane types of work are carried out by other, highly trained military personnel.

The Vietnam war was the first large-scale conflict in which U.S. special operators were frequently used in combat. Rambo's second tour in Vietnam was as part of SOG (Military Assistance Command, Vietnam—Studies and Observations Group). This CIA-initiated command pioneered the special operations program and brought together elite soldiers from all branches of the US military. Their operations were highly classified and sometimes quite controversial.

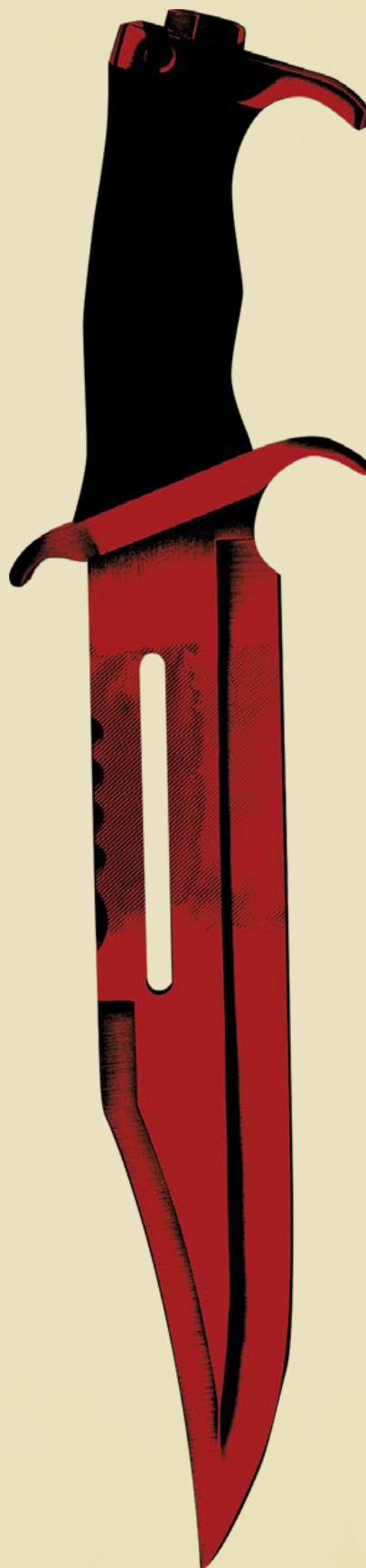
VETERANS

"To survive a war, you gotta become war." —RAMBO
(RAMBO: FIRST BLOOD PART II)

In addition to the military-themed action of the *Rambo* movies, the plight of veterans is a recurring theme. In *Rambo: First Blood*, we witness Rambo's difficulty fitting into civilian life, his personal trauma, and the disrespect he is shown by civilians. In *Rambo: First Blood Part II*, we see how veterans are sometimes used as political pawns whose lives and missions are compromised by civilian leaders with political aspirations. Finally, *Rambo III* illustrates how difficult it can be for soldiers to walk away from the call of war, and how they can be drawn back into violence by their principles.

Historically, societies have struggled with the conflicting needs of warriors trained for violence and civilians who desire peace and harmony in their daily lives. So, soldiers are often viewed by civilians with a mixture of reverence and fear, and only those who have lived through combat can understand what this is like and how it feels. It can result in soldiers who feel alone and isolated in civilian life, and who are unable to form the kinds of connections that they see people around them enjoying.

Perhaps the most onerous disparity of all, though, is between what soldiers are asked to do and how they are rewarded for doing it. They are commanded to put their lives on the line and their country's interests before their own. Yet the pay that a soldier receives is rarely generous; their military career is generally short; and their post-discharge pay, if any, is said to compromise the military's interests. And, once this lack of reward is combined with the longterm effects of physical and psychological trauma, the result is often a deep sense of injustice: the very people that society claims to revere, and to whom it claims a debt of gratitude are abandoned to live on the edge, or in the depths of poverty, when their service concludes.



Despite the hardships, though, most veterans identify their time in the military as one that greatly defines them. The incredible closeness and camaraderie of military life, especially when under enemy fire together, is something that veterans can never forget. Those moments can be the most human, the most true, and the most essential of their lives, and almost no part of civilian life can match them.

THE LATE-TWENTIETH CENTURY

Rambo: First Blood takes place in 1981, and *Rambo III* takes place sometime during the Soviet-Afghan war, which ended in 1989. *Rambo* didn't return to the screen until after the millenia, by which time life had been transformed by the ubiquity of smartphones and the Internet, and by a changed political climate.

The late-twentieth century saw the final decade of the Cold War and, in the 90s, there was a transition in American foreign policy from fighting communism to combating terrorism. In twenty years, elements of the *mujahideen* that *Rambo* champions in *Rambo III* had become America's chief military foes, and America was the new foreign power occupying Afghanistan. Only one year after the release of *Rambo III*, the Berlin Wall fell and, two years later, in December 1991, the Soviet Union was officially dissolved. The Cold War was over.

These events did not, of course, signal the end of America's opposition to communist governments worldwide, but they did signal a significant change in focus. Turmoil in the Middle East--largely stemming from U.S. support of both Israel and coups in countries like Iran--had turned the Islamic nationalists that targeted U.S. diplomatic and military installations in the region against the U.S.

The *Rambo* films highlight the military-themed patriotism of the 1980s, which was championed by Ronald Reagan and bolstered by a surge of conservative politics in the U.S. The "War on Drugs" was a key policy focus within the U.S., and HIV/AIDS was sweeping across the world. The decade was viewed as an age of prosperity coupled with a steep rise in violent crime connected to the drug trade.

During this period, the smart-weapon systems now standard in the military were still the realm of DARPA research and popular speculation. Military fantasies were popular in mass media, with shows like the *A-Team*, *GI Joe*, and *Airwolf* on the TV, and the *Rambo* films, *Red Dawn*, and *Top Gun* in the movie theaters.

THEATERS OF WAR

Unfortunately, every period of human history has had its share of wars and military conflict, and the late-twentieth century is no exception. While the period saw no truly global wars, the Cold War threat of a nuclear apocalypse cast a grim shadow over the entire world, as the US and the USSR traded threats and developed ever more devastating weapons with the potential to destroy civilization as we knew it. Meanwhile, the two powers were engaged in wide-ranging proxy conflicts throughout the developing world. And, while the following summaries touch only briefly on the complexities of each conflict, together, they evoke an era of widespread warfare.

VIETNAM WAR (1955–1975)

Although the Vietnam war took place prior to the events in the *Rambo* films, it looms large in *Rambo's* story, and it is directly evoked in *Rambo: First Blood Part II*. The conflict stemmed primarily from colonization, a scramble for power as French domination waned, and the U.S. containment policy. The primary line of division was between the communist-supported North and the capitalist-supported South, but the war was also both complicated and influenced by simultaneous and related conflicts in neighboring countries. The war ended with the withdrawal of US forces in 1973 and the eventual surrender of the South Vietnamese government in 1975.

NICARAGUAN REVOLUTION (1961–1990)

This conflict started as FSLN ("Sandinista") rebel forces fought against the Somoza dictatorship from 1961 to 1979, when they eventually took control of the government. As the Sandinistas were socialist, the US funded a right-wing rebel movement called the "Contras". It continued to support them until 1990, when elections led to the Sandinista party losing control of the government and mending relations with the U.S. All sides were cited for human rights atrocities.

NAMIBIAN WAR OF INDEPENDENCE (1966–1990)

Intertwined with the Angolan Civil War (see below), this conflict centered on the Namibian struggle for independence from South Africa. The rebellion was led by SWAPO, which established its military wing, PLAN, in 1966, and armed insurrection began. South Africa became increasingly aggressive as the conflict wore on, attacking a rebel base in Zambia and conducting a raid into Angola. Like the Angolan Civil War, this conflict was used as a Cold War proxy at times, with varying degrees of involvement by Cuba, the U.N., the UK, the U.S., and

Russia. Ultimately, the independence movement was successful and, in 1990, the Secretary-General of the UN administered the oath of office to the first President of the newly independent state.

ETHIOPIAN CIVIL WAR (1974–1991)

This Civil War took place in Ethiopia and present-day Eritrea. It began in 1974, when the Ethiopian military junta, known as the Derg, overthrew the Ethiopian Empire, and established a Marxist-Leninist state. The Derg faced opposition from various radical movements led by current and exiled students. In retaliation, the Derg instigated the *Qey Shibar* (Ethiopian Red Terror), which claimed 30,000 - 750,000 victims. In time, the famine (resulting in over 1 million deaths), economic instability, and nationalization of industry and land increased support for the rebels. In 1991, the rebel coalition EPRDF overthrew the dictatorship of President Mengistu, and established the Transitional Government of Ethiopia. Ethiopia later became a federal parliamentary republic.

ANGOLAN CIVIL WAR (1975–2002)

This conflict began immediately after Angola became independent from Portugal. It revolved around the Soviet- and Cuban-backed MPLA and the U.S.- South African-backed UNITA. At heart, it was a struggle for power between two former anti-colonial guerrilla movements. The MPLA was ultimately victorious, but the nation was ravaged, 500,000 - 800,000 people died, and over 1 million people were displaced.

LEBANESE CIVIL WAR (1975–1990)

This conflict resulted from long-standing religious-political and economic inequalities among Lebanon's diverse population. Power and wealth had long been vested in the Maronite Christians, who resisted all attempts to erode their power, but the majority of the nation was Muslim. The conflict was further inflamed by the U.S., Israel, Iran, Syria, and other Arab nations, each with a stake in which faction governed Lebanon, and by an influx of Palestinians in 1948 and 1967. The war ended in 1990, but violence continued, and the South Lebanon conflict did not end until a decade later.

SOVIET–AFGHAN WAR (1979–1989)

Featured in *Rambo III*, this decade-long conflict was one factor in the dissolution of the Soviet Union. The Soviets had expected a 6-month conflict, but faced fierce resistance from Afghan guerrillas and severe operational difficulties in the rugged, mountainous terrain. They withdrew in 1989, but supported the remaining

government. The conflict ravaged the country, resulted in the deaths of up to 2 million Afghans, and created millions of refugees.

SALVADORAN CIVIL WAR (1979–1992)

After a military coup in 1979, El Salvador became embroiled in a civil war between the US-backed, military government and the leftist FMLN insurgency. The war-- which resulted from socioeconomic inequalities, election fraud, and human rights violations--was a humanitarian disaster, with atrocities committed by both sides (only 5% were attributed to the FMLN). Death squads, torture, kidnapping and murder were rampant, 75,000 people died, and 25% of the populace was displaced.

IRAN-IRAQ WAR (1980–1988)

Long-standing tensions between the two nations turned to war when Iraq invaded Iran in 1980. Despite eight years of fighting, neither side made substantial gains against the other. The US and other western nations supported Iraq, while Iran was supported by the USSR. Iraq deployed chemical weapons towards the end of the war, and later turned them on the Kurdish population in northern Iraq.

FALKLAND ISLANDS WAR (1982)

After a protracted dispute over the sovereignty of the Falkland Islands and South Georgia between Argentina and the UK, Argentina invaded both the Falkland Islands and South Georgia in April 1982, stating that it was reclaiming its own territory. UK forces mobilized and, after 74 days, the conflict ended with an Argentine surrender.

SECOND SUDANESE CIVIL WAR (1983–2005)

This conflict between the central Sudanese government and the SPLA was largely a continuation of the First Sudanese Civil War (1955–72), and one of the longest civil wars on record. The war, ensuing famine, and drought cost an estimated 2 million lives. A Peace Agreement was signed in 2005 that, among other things, gave autonomy to the south for 6 years, followed by a referendum on independence. South Sudan gained independence in 2011, with 98.8% support for independence on the referendum.

WAR IN UGANDA (1986–1994)

The War in Uganda was a civil war between the government under Museveni and a number of rebel groups. In 1994, outside powers intervened, funding rebellions to overthrow Museveni, and Uganda also became involved in border conflicts with Zaire and Sudan. Although the government defeated most of the rebels, some groups continue their insurgencies to this day.

SOLDIERS OF FORTUNE

Soldiers of fortune are professional warriors who fight for pay. They are usually members of a larger mercenary company, but some are independent soldiers of fortune that hire directly with foreign military units. They are almost universally drawn from the world's military and security forces. Once released from their original duty, they decide to continue in their former occupation, possibly due to a love of the military lifestyle, or because their set of skills dictates the career, or as a way for veterans of war to cope with the difficulty of returning to civilian life.

Some mercenaries work for legally recognized organizations employed by major governments, while others are available for hire by anyone, including criminal and rebel factions. Even those with official sanction and recognition often have a controversial reputation due to the stigma associated with engaging in war strictly

for personal profit. Those in the shadiest companies are considered little more than murderers for hire by most governments and humanitarian organizations.

Soldiers of fortune are hired for a wide range of missions and, unlike normal soldiers, they always have the option to say no to any particular assignment. For instance, it's highly unlikely that they will take on a mission with a high chance of significant casualties. This is not to say that they will not risk their lives in the line of duty, but, rather, that they don't typically sign up for suicide missions.

It's common for mercenaries to serve as security for behind-the-lines operations, which frees up national soldiers to fight on the front. They also often serve as military advisors and trainers, as most soldiers of fortune have extensive combat and law enforcement experience. If they don't engage directly in offensive combat, though, units like these have a different classification under international law, and they often call themselves Private Military Contractors or Private Security Contractors.





PART II: HERO OPTIONS

BACKGROUNDS

"Listen, Will, you sure picked one hell of a guy to mess around with. This came over the teletype a few minutes ago: John Rambo is a Vietnam vet. He's a Green Beret, Congressional Medal of Honor. Guy's a war hero!"

—DEPUTY LESTER (RAMBO: FIRST BLOOD)

The first three *Rambo* films don't really get into the backgrounds of the characters beyond *Rambo's* service in Vietnam. *Rambo* appears in *First Blood* as a man with a past that strongly defines him, and a present with which he can't quite connect. This serves to remind us that "background" is really a state of mind about who you were, whether that is your childhood or an earlier stage of your adult life.

REFUGEE

You escaped a place of danger, whether due to the ravages of war, targeted persecution by the powers that be, or a natural disaster that made achieving the basics of survival nearly impossible. The insecurity of that time still haunts you to some degree.

- 💀 **Ability Adjustment.** Increase your Constitution by one, to a maximum of 20.
- 💀 **Language:** Choose one additional language
- 💀 **Skill Proficiencies:** Endurance
- 💀 **Iconic Equipment:** Photographs of the family you lost
- 💀 **Special Feature: Know When to Run.** When you take the Dodge action, you can take the Dash or Disengage action as a bonus action in the same turn.

REMOTE VILLAGE

You grew up in a small, rural village in a remote location. The appearance of anyone from outside your community was a remarkable event.

- 💀 **Ability Adjustment.** Increase an ability score of your choice by one, to a maximum of 20.
- 💀 **Language:** Choose one additional language
- 💀 **Skill Proficiencies:** Arts and Crafts
- 💀 **Iconic Equipment:** Handcrafted woodwork from a village craftsman, a postcard to send back home
- 💀 **Special Feature: The Quiet Life.** You have advantage on Dexterity (Stealth) checks made to move or do activities quietly.

SMALL TOWN

You grew up in a small, rural town where everyone knows everyone else and strangers are often viewed with guarded suspicion. For whatever reason, you left that behind...but you still nurture some nostalgia for small-town life.

- 💀 **Ability Adjustment.** Increase your Charisma by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Mechanics
- 💀 **Iconic Equipment:** A souvenir license plate, Grandma's secret blueberry pie recipe, a McNally road atlas
- 💀 **Special Feature: Country Cousin.** You have advantage on Charisma (Persuasion) and Wisdom (Streetwise) checks made in small towns or with small-town residents.

TUNNEL RAT

Genetics blessed you with a short stature and a wiry build. Whenever someone needed cables pulled through a tight spot or a puppy rescued from a culvert, you were always their first choice.

- 💀 **Ability Adjustment.** Increase your Dexterity by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Acrobatics
- 💀 **Iconic Equipment:** GI flashlight
- 💀 **Special Feature: Urbex.** You have advantage on Dexterity checks made to get through tight spaces and on Dexterity (Acrobatics) checks made to escape a grapple or restraint.

TRAUMATIC

Events in your past have left you with deep emotional wounds, which have given you a wariness of others that helps you to see through deception. In addition, the process of healing has given you unique insights into life, even though some of the pain remains unresolved.

- 💀 **Ability Adjustment.** Increase your Wisdom by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Insight
- 💀 **Iconic Equipment:** A diary you try not to read, kept in a safe place
- 💀 **Special Feature: Bullshit Detector.** You have advantage on Wisdom (Insight) checks made to identify when someone is lying to you.

VETERAN

You were a member of your country's armed forces. You mustered out, but your time in uniform shaped who you are today. For better or worse, civilian life is very different, and you often think back to your time in the service.

- 💀 **Ability Adjustment.** Increase your Strength by one, to a maximum of 20.
- 💀 **Equipment Proficiencies:** Basic and Advanced Equipment
- 💀 **Iconic Equipment:** A set of dog tags, service awards and medals, a VA card
- 💀 **Special Feature: Thank You For Your Service.** You gain advantage on Charisma (Persuasion) and Charisma (Deception) checks made to change someone's attitude towards you to non-hostile, or to gain small privileges otherwise denied to the general public.

VIOLENT PAST

You once lived a life where violence was a constant threat, or where violence was required to avoid becoming a victim of others. While you may have left that life behind, it is easy to fall into old habits.

- 💀 **Ability Adjustment.** Increase your Constitution by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Athletics
- 💀 **Iconic Equipment:** A switchblade knife, a leather jacket, a wicked scar
- 💀 **Special Feature: Hardened.** You have advantage on saving throws made to resist being Stunned or to end the Stunned condition.

WAR ORPHAN

Your childhood was a casualty of the war that took your parents' lives. You, however, survived. Having faced such hardship as a child, you have an inner strength few can match.

- 💀 **Ability Adjustment.** Increase your Wisdom by one, to a maximum of 20.
- 💀 **Language:** Choose one additional language
- 💀 **Skill Proficiencies:** Stealth
- 💀 **Iconic Equipment:** Your father's watch, an old shell casing
- 💀 **Special Feature: Stoic.** You have advantage on saving throws to avoid becoming Frightened or to end the Frightened condition.

PROFESSIONS

"Rambo, John J. Born 7-6-47 in Bowie, Arizona. Of Indian-German descent—that's a hell of a combination. Joined the army 8-6-64. Accepted Special Forces, specialization: light weapon, medic, helicopter and language qualified. Fifty-nine confirmed kills. Two Silver Stars, four Bronze, four Purple Hearts. Distinguished Service Cross and Medal of Honor. You got around, didn't you?"

—MURDOCK (RAMBO: FIRST BLOOD PART II)

The additional professions for **Rambo** are focused on military careers, and civilians who might find themselves in war zones and political hot spots. When building a hero with a very similar theme, between your profession and class, you may find too much duplication in the proficiencies offered. Since almost all the classes presented later in the book are themed on military roles, to avoid this conundrum we've created a Special Forces Career Path, which lets you customize your profession based on real-world military training. While it uses the United States Armed Forces as an example, the training paths are applicable to any nation with a professional military service.

Ideally, this career path system will prove helpful in developing a backstory for your hero, and in imagining the contacts, attachments, and role they play on a combat team. For those who find the system a bit daunting, we've also included the Special Forces Operative profession, offering a wide range of skill and equipment proficiencies in the traditional profession format, as well as four non-military professions.

AID WORKER

You volunteer to go to dangerous locations and help people affected by military conflict. The bottom line is: you are willing to give your life to help others survive the horrors of war.

- 💀 **Ability Adjustments.** Increase your Constitution and Wisdom by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Endurance, Medicine, Persuasion, Social Sciences, Stealth, and Streetwise
- 💀 **Equipment Proficiencies:** Basic Equipment
- 💀 **Iconic Equipment:** First-aid kit, nutrition bars, aid worker ID
- 💀 **Wealth Level.** 1
- 💀 **Special Feature: A Good Reputation.** You have advantage on Charisma ability checks made to ask for aid for yourself, your allies, or others. You also have advantage on Charisma saving throws made to resist

attempts to slander you. You lose these advantages with any person who has witnessed you committing an act of violence.

ARMS DEALER

You buy and sell weapons. Whether your buyers are legitimate governments, rebels, authorized buyers, or criminals, they pay well for the munitions you provide. Some say you are a merchant of death; you say that you simply provide an in-demand service.

- 💀 **Ability Adjustments.** Increase your Charisma by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Persuasion and Streetwise
- 💀 **Equipment Proficiencies:** Basic, Advanced, and Military Equipment
- 💀 **Iconic Equipment:** Operative Pack
- 💀 **Wealth Level.** 4
- 💀 **Special Feature: Restricted Arms.** You have access to buy restricted weapons and armor. Selling these to unauthorized buyers is illegal even if your ability to acquire them is legitimate.

DIPLOMAT

You serve your government as a foreign diplomat. You negotiate on behalf of your country with the officials in the country where you are stationed. You are also assigned with collecting useful intelligence whenever possible.

- 💀 **Language:** Choose one additional language
- 💀 **Ability Adjustments.** Increase your Intelligence and Charisma by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Deception, Insight, Persuasion, and Social Sciences
- 💀 **Equipment Proficiencies:** Basic Equipment
- 💀 **Iconic Equipment:** Visa, secure briefcase, encrypted phone, diplomatic paperwork
- 💀 **Wealth Level.** 3
- 💀 **Special Feature: Diplomatic Immunity.** When in the country you are officially assigned to and where you are recognized as a diplomat, you have immunity from arrest and prosecution. The nation can expel you if your crime is severe enough, but will not take you into custody.

SHERIFF

You are an elected American law enforcement official responsible for keeping the peace in your county. You wield exceptional power within your jurisdiction and are beholden directly to the people rather than to other elected officials.

- 💀 **Ability Adjustments.** Increase your Charisma and one other ability score of your choice by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Intimidation, Investigation, Persuasion, and Social Sciences
- 💀 **Equipment Proficiencies:** Basic and Advanced Equipment
- 💀 **Iconic Equipment:** Sheriff's uniform and badge, police kit, police cruiser
- 💀 **Wealth Level.** 3
- 💀 **Special Feature: The Big Boss.** You have broad authority over the officers and personnel working in the sheriff's office and little direct oversight. You have advantage on Charisma (Intimidation) checks against anyone living in your county.

SPECIAL FORCES OPERATIVE

You are among the world's most highly trained soldiers specializing in guerrilla tactics and unconventional warfare.

- 💀 **Ability Adjustments.** Increase your Strength, Dexterity, or Constitution by one, to a maximum of 20.
- 💀 **Skill Proficiencies:** Athletics, Endurance, Stealth, Survival, and Vehicles
- 💀 **Equipment Proficiencies:** Basic, Advanced, and Military Equipment
- 💀 **Iconic Equipment:** Operative Pack
- 💀 **Wealth Level.** 2
- 💀 **Special Feature: Never Say Die.** You can re-roll all failed death saving throws once.

SPECIAL FORCES CAREER PATH

The special forces career path is an optional way to create a profession. Instead of selecting a complete profession, you assemble one through a series of choices, allowing you to customize the profession in a number of ways. This takes a bit more time, but gives you more control over the final result.

You cannot increase any ability score by more than one point as part of your career path. If you receive a skill



proficiency you already have, you may instead take any skill proficiency of your choice.

STEP 1: CHOOSE A BRANCH

In the time frame of the *Rambo* films, there were four primary branches of the United States Armed Forces: the Army, Marines, Navy, and Air Force. Your choice of branch influences your basic training later.

The Coast Guard is also a military branch, not usually under Pentagon command. They are one of America's oldest armed forces, originating as tariff collection ships in the 1790s. Traditionally controlled by the US Treasury Department, during WWI they were briefly under the Navy's command and are now organized under Homeland Security. The Army and Air Force National Guards are not truly branches of their own, but are organized under their respective commands as reserve forces. The newest branch of the armed forces is the Space Force, founded well after the time frame for our *Rambo* films.

STEP 2: RECRUITMENT TYPE

Military personnel are either enlisted or officers. Enlisted personnel make up eighty percent of the military, and are required to have a high-school education, as well as meeting certain physical and moral standards. Officers must have a four-year college degree, complete officer training, and test high enough for the role they wish to play in the command structure. Officers make a bit more money than enlisted personnel, but receive fewer benefits from basic training.

Choose one of the following two options. This affects the next step of your career path.

Enlisted

💀 **Ability Adjustments.** Increase your Strength, Dexterity, or Constitution by one to a maximum of 20.

💀 **Wealth Level.** 2

Officer

💀 **Ability Adjustments.** Increase your Intelligence, Wisdom, or Charisma by one to a maximum of 20.

💀 **Wealth Level.** 3

STEP 3: BASIC TRAINING

Each branch of service has its own basic training program. Enlisted personnel focus more on combat and maintenance work, while officers focus on leadership and command. Find your combination of service branch and recruitment type to see what you receive as part of your training.

Army Enlisted

💀 **Skill Proficiencies:** Athletics and Endurance.

💀 **Equipment Proficiencies:** Basic, Advanced, and Military Equipment

💀 **Iconic Equipment:** Army dress uniform, Army combat fatigues, M-16A1 rifle

Army Officer

💀 **Skill Proficiencies:** Insight and Persuasion.

💀 **Equipment Proficiencies:** Basic and Advanced Equipment

💀 **Iconic Equipment:** Army dress uniform, Army combat fatigues, Colt M1911 pistol

Marines Enlisted

💀 **Skill Proficiencies:** Athletics and Endurance.

💀 **Equipment Proficiencies:** Basic, Advanced, and Military Equipment

💀 **Iconic Equipment:** Marines dress uniform, Marines combat fatigues, M-16A1 rifle

Marines Officer

💀 **Skill Proficiencies:** Endurance.

💀 **Equipment Proficiencies:** Basic, Advanced, and Military Equipment

💀 **Iconic Equipment:** Marines dress uniform, Marines combat fatigues, M-16A1 rifle

Navy Enlisted

💀 **Skill Proficiencies:** Athletics, Acrobatics, and Mechanics.

💀 **Equipment Proficiencies:** Basic and Advanced Equipment

💀 **Iconic Equipment:** Navy dress uniform, Navy working uniform, Colt M1911 pistol or Beretta M9 pistol

Navy Officer

💀 **Skill Proficiencies:** Natural Sciences and Vehicles.

💀 **Equipment Proficiencies:** Basic and Advanced Equipment

💀 **Iconic Equipment:** Navy uniform, Navy working uniform, Colt M1911 pistol

Air Force Enlisted

💀 **Skill Proficiencies:** Athletics, Mechanics, and Perception.

💀 **Equipment Proficiencies:** Basic and Advanced Equipment

💀 **Iconic Equipment:** Air Force dress uniform, Air Force battle uniform, Colt M1911 pistol

Air Force Officer

- 💡 **Skill Proficiencies:** Perception and Vehicles.
- 💡 **Equipment Proficiencies:** Basic and Advanced Equipment
- 💡 **Iconic Equipment:** Air Force dress uniform, flight suit, Colt M1911 pistol

STEP 4: SPECIAL OPERATIONS TRAINING FEATS

Military personnel, especially special operations personnel, can pursue a wide array of training programs to qualify for specific assignments and duties. To complete your training, select two Minor training Feats or one Major training Feat. These feats may also be chosen when gaining levels, even by heroes with a different profession.

Advanced Language Training (Minor Feat)

- 💡 **Language:** Choose one additional language
- 💡 **Skill Proficiencies:** Streetwise
- 💡 **Native Tongue.** You are trained to speak your new language with native inflections. You have advantage on Charisma (Deception) checks made to persuade someone of your nationality.

Advanced Skill Training (Minor Feat)

- 💡 **Skill Expertise.** You gain expertise in a skill you are proficient in.

Alpine Training (Major Feat)

- 💡 **Skill Proficiencies:** Athletics, Acrobatics, Endurance
- 💡 **Iconic Equipment:** Climbing kit, military parka
- 💡 **Mountain Goat.** You have advantage on Strength (Athletics) checks made when rock or ice climbing.

Analytics Training (Major Feat)

- 💡 **Skill Proficiencies:** Insight, Security, Social Sciences
- 💡 **Iconic Equipment:** Clipboard, pen, a bundle of operations maps
- 💡 **Well Prepared.** You have advantage on your first initiative roll after completing a short or long rest.

Combat Weapons Training (Minor Feat)

Prerequisite: *Advanced Equipment proficiency*

- 💡 **Equipment Proficiencies:** Military Equipment
- 💡 **Quick Clear.** You can clear a firearms jam as a bonus action.

Combat Dive Training (Major Feat)

- 💡 **Skill Proficiencies:** Athletics, Endurance, Vehicles
- 💡 **Iconic Equipment:** Scuba gear, ocean grease, harpoon gun
- 💡 **Strong Swimmer.** You have advantage on Strength (Athletics) checks made to swim or dive, and Constitution (Endurance) checks made to avoid suffocation effects.

Jumpmaster Training (Minor Feat)

- 💡 **Skill Proficiencies:** Acrobatics
- 💡 **Iconic Equipment:** Paratrooper boots, hand-packed parachute
- 💡 **Death From Above.** You have advantage on Dexterity (Acrobatics) checks made to control a parachute, hang glider, or wingsuit. Additionally, you do not have disadvantage when making ranged attacks while using these devices.

Medical Technician Training (Minor Feat)

- 💡 **Skill Proficiencies:** Medicine
- 💡 **Iconic Equipment:** First-aid kit, morphine syrettes
- 💡 **Stop the Bleeding.** You have advantage on Intelligence (Medicine) checks made to stabilize a creature with 0 hit points.

Mental Conditioning (Minor Feat)

- 💡 **Ability Adjustments.** Increase your Intelligence, Wisdom, or Charisma by one to a maximum of 20.

Network Development Training (Major Feat)

- 💡 **Skill Proficiencies:** Deception, Persuasion, Streetwise
- 💡 **Iconic Equipment:** Foreign currency, foreign fake passport
- 💡 **The Price Is Right.** You have advantage on Charisma checks made to bribe people.

Physical Conditioning (Minor Feat)

- 💡 **Ability Adjustments.** Increase your Strength, Dexterity, or Constitution by one to a maximum of 20.

Reconnaissance Training (Minor Feat)

- 💡 **Skill Proficiencies:** Perception, Stealth
- 💡 **Iconic Equipment:** Ghillie suit, spotting scope

Surveillance Training (Major Feat)

- 💡 **Skill Proficiencies:** Computers
- 💡 **Iconic Equipment:** Military laptop computer
- 💡 **Cipher.** You have advantage on Intelligence Checks made to decrypt enemy communications or solve other types of ciphers and codes.

Urban Combat Training (Major Feat)

Prerequisite: *Advanced Equipment proficiency*

- 💀 **Skill Proficiencies:** Perception, Streetwise
- 💀 **Equipment Proficiencies:** Military Equipment
- 💀 **Iconic Equipment:** Semi-automatic shotgun
- 💀 **Close Combat.** You do not suffer disadvantage on ranged attacks made while you are in close combat.

Vehicle/Flight Training (Minor Feat)

💀 **Skill Proficiencies:** Vehicles

- 💀 **Weapon Systems.** Choose a type of military vehicle for which you received special training. When operating this type of vehicle, you have advantage on Dexterity (Vehicles) checks that include the vehicle's Dex modifier. You are always considered proficient in any weapons systems integrated into the vehicle.

CLASSIFIED

CLASSES

Rambo introduces five new classes to *Everyday Heroes*. Four represent roles typically found in Special Forces A-teams: combat engineer, combat medic, commander, and scout. All are soldiers, but each excels at their own specialty. While the survivalist is not necessarily a soldier, they certainly could be; their outdoorsman talents reflect the woodcraft that *Rambo* demonstrates in *Rambo: First Blood*.

When considering the combat engineer and combat medic classes, keep in mind that they can perform many of their duties using ability checks, but their plans represent moments of sheer brilliance in which there is little-to-no risk of failure. Not having a given plan doesn't mean that the task it represents is otherwise impossible, only that it may take longer, involve more preparation, and carry a chance of failure.

Four of the *Core Rulebook* classes already have a military theme and work well for heroes in the world of *Rambo*:

- 💀 Commando
- 💀 Leader
- 💀 Heavy Gunner
- 💀 Sharpshooter

While not specifically designed as military heroes, the following classes easily fit the themes of *Rambo* and would make sense in a Special Forces team:

- 💀 Brawler
- 💀 Bodyguard
- 💀 Scoundrel
- 💀 Scrapper
- 💀 Sleuth

COMBAT ENGINEER (SMART HERO)

*"I've always believed that the
mind is the best weapon."*

—RAMBO (RAMBO: FIRST BLOOD PART II)

You are proficient in both placing and removing all types of mines, as well as in using explosives for demolition. You are an expert in creating fortifications to set up a strong defensive position for your team, as well as in overcoming enemy fortifications. With your help, your team can move safely while also ensuring that your enemies cannot.

Combat engineers are capable fighters who also have access to an array of useful plans. Most of their plans center around overcoming obstacles or creating obstacles for their enemies. Engineers are advised to stick to cover and use ranged weapons when possible, as they don't have many personal defenses.

PROFICIENCIES

- 💀 **Saving Throws:** Dexterity, Intelligence
- 💀 **Skills:** Mechanics, and choose three more from Arts and Crafts, Athletics, Computers, Endurance, Investigation, Natural Sciences, Perception, Security, Stealth, and Vehicles.
- 💀 **Equipment:** Basic, Advanced, and Military Equipment
- 💀 **Mechanical Expertise:** Gain expertise in Mechanics

EQUIPMENT RECOMMENDATIONS

- 💀 **Equipment Pack:** Combat Engineer Pack
- 💀 **Weapons:** Grenade launcher, demolition charges

TABLE: COMBAT ENGINEER TALENTS

LEVEL	TALENTS
1	I've Had Worse, Trajectory
3	Plans Improve
5	Advanced Combat Training, Plans Improve
7	Plans Improve
9	Plans Improve



COMBAT ENGINEER TALENTS

I've Had Worse (Level 1). You have advantage on all saving throws normally allowed against any effect that deals explosive or fire damage. You also have advantage on saving throws made to avoid the Deafened condition. Finally, you can automatically remove the Burning condition from yourself as a bonus action.

Trajectory (Level 1). You can use your Intelligence bonus instead of your Dexterity bonus when making attack rolls with thrown or launched explosives and weapons with the Artillery trait.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

COMBAT ENGINEER PLANS

At the Last Second

Enact this plan as an action to immediately disarm any explosive device, any mechanical trap, or any device with a countdown timer. You must be adjacent to the device or trap to enact this plan and must have both hands free.

PLAN ENHANCEMENTS:

- 💀 **3rd**: You can enact this plan with only one hand free.
- 💀 **5th**: You can enact this plan by making a special ranged attack with a weapon you are holding against a device within your line of sight and the weapon's range. The attack does not require an attack roll and automatically hits the device, effectively disarming it.
- 💀 **7th**: You can enact this plan as a reaction to a device activating, thus preventing its activation at the last possible moment.
- 💀 **9th**: You regain your reaction if you enact this plan as a reaction, but do not regain it again until the beginning of your next turn.

Bring It Down

This plan allows you to expertly demolish any structure, such as a building, bridge, tunnel, ship, or monument.

Enacting the plan gives you the equipment needed for the demolition, provided the GM agrees that it is reasonable under the circumstances. For instance, if you are in a prison cell, the GM may deem it unreasonable that you would have any explosive charges available to you. (See “Demolition” in **Part III: New Rules** for the number of charges used for a given building or object.)

Enacting this plan requires sufficient time and access to the structure that you wish to demolish. If the GM allows, you may satisfy this requirement retroactively when you enact the plan, assuming that you had prior access to the structure. Otherwise, you must spend 5 minutes per charge (with free access to the structure) or plant the needed charges through roleplay.

Once the charges are in place, you finish enacting the plan by taking an action to demolish the structure. You do not need to make an ability check when using Bring It Down. It is considered a “Success” result. (See “Demolition Graded Results” in **Part III: New Rules** for details.)

Anyone on or in the structure at the time the plan is enacted may be in serious danger. (See “Collapsing Buildings” in **Part III: New Rules** for details.)

PLAN ENHANCEMENTS:

- 💀 **3rd**: Reduce the time to plant charges to 2 minutes per charge.
- 💀 **5th**: Your demolition is considered an “Epic Success”.
- 💀 **7th**: Reduce the time to plant charges to 1 minute per charge.
- 💀 **9th**: Enemies in the building or structure have disadvantage on saving throws made to avoid taking damage or becoming trapped, and cannot dive for cover to escape the building.

Cut the Power

When you enact this plan as a bonus action, you cause any one machine that you can see, or everything powered by the building's electrical system in a single room that you can see, to lose electrical power until repaired. If a machine is being held or operated, its owner can attempt an Intelligence saving throw against your plan DC to ignore this effect. Anyone can attempt to fix the outage as an action by succeeding on an Intelligence (Mechanics) check against your plan DC. You can return power as a bonus action.

PLAN ENHANCEMENTS:

- 💀 **3rd**: You can cut the power to an entire room.
- 💀 **5th**: You can cut the power to an entire building.
- 💀 **7th**: You can cut the power to an entire compound.
- 💀 **9th**: You can cut the power to a small town or a block within an urban city.

The combat engineer in *Rambo* shares some of the same plan concepts, names, and functions as the engineer class in the *Core Rulebook*. These plans have been modified to better fit the specific genre of the *Rambo* movies, which has a more grounded feel. Whenever two different classes both have a component with the same name, they are treated as being distinct from one another, and heroes should use the version specific to their class. The only exception is if the component has an explicit limitation on how often it can be used, such as: “You cannot use this plan again until you have completed a short rest.” In this case, the limitation applies to the use of both plans.

Defensive Positions

You can enact this plan outside of combat, enabling you, your allies, and any other volunteers to build a set of fortifications to defend your current position. If you are in a remote location these defenses must be constructed from local materials or those that you brought with you. If you are in a place with reasonable access to the necessary hardware, they can be constructed from any available commercial or government-issued materials. If you have The Right Tool plan, thanks to your excellent planning, you can also activate that plan to supply materials or ordnance not otherwise available.

At 1st level, you can create one layer of defenses. A layer consists of one type of fortification or trap sufficient to protect the members of your team or hinder enemies approaching your position. (See “Fortifications” in **Part III: New Rules** for a list of possible fortifications.)

It takes 5 hours to enact this plan. You can reduce this time by 1 hour per layer that you can create, but choose not to. Setup rolls are not required for fortifications constructed with this plan. You can satisfy some or all of this time requirement retroactively, at the Game Master’s discretion. Trap setup rolls are made when enemies encounter the traps, as is standard for traps.

PLAN ENHANCEMENTS:

- 💀 **3rd:** You can create two layers of defenses.
- 💀 **5th:** You can create three layers of defenses.
- 💀 **7th:** You can create four layers of defenses.
- 💀 **9th:** You can create five layers of defenses.

Demolish

You can enact this plan as an action to activate a hidden demolition charge on a surface you can see that you planted earlier. The effect depends on the surface. Targets cannot Dive for Cover in reaction to this plan.

💀 **Ceiling or Floor.** The surface within 5 feet of the charge collapses. Everyone under the collapse must make a Dexterity saving throw against your plan DC, taking 3d6 bludgeoning damage (PV 1) from falling debris on a failed save, or half as much on a successful one.

Anyone who was standing on the collapsed surface must make a Dexterity saving throw against your plan DC, taking 3d6 explosive damage (PV 4) on a failed save, or half as much on a successful one. If they fail, they also fall through the hole, suffering falling damage as normal.

💀 **Wall or Door.** The surface within 5 feet of the charge is breached, becoming difficult terrain and providing half cover. Anyone behind the breached surface must make a Dexterity saving throw against your plan DC, taking 3d6 explosive damage (PV 4) on a failed save, or half as much on a successful one.

💀 **Chase Hazard.** The charge damages your enemies’ path. Choose up to two opponents, who must each make a Dexterity saving throw against your plan DC, taking 3d6 bludgeoning damage (PV 4) on a failed save, or half as much on a successful one. Each failed save also gives your side 1 chase point unless that opponent drops from the chase.

PLAN ENHANCEMENTS:

- 💀 **3rd:** The damage from debris or the explosion becomes 4d6.
- 💀 **5th:** The damage from debris or the explosion becomes 6d6. You can collapse or breach the surface within 10 feet of the charge. During a chase, you can choose up to four opponents.
- 💀 **7th:** The damage from debris or the explosion becomes 7d6.
- 💀 **9th:** The damage from debris or the explosion becomes 9d6. You can collapse or breach the surface within 20 feet of the charge. During a chase, you can choose up to six opponents.

Good as New

You can enact this plan during a short rest to completely repair any piece of broken equipment, any small structure, or a vehicle—even if the vehicle is totaled. The item might still show some cosmetic damage, but is fully functional. You can also use Good as New to make creative modifications to a device or vehicle, at the Game Master’s discretion.

You can also enact this plan as an action during combat to fix small devices such as a handheld device, door mechanism, weapon, or other object on your person or within 5 feet of you. You may then perform an object

interaction on that device as part of the plan's action to make use of the thing you fixed.

When driving or riding in a vehicle, you can activate this plan as a bonus action to remove one level of Loss of Control or Loss of Power.

PLAN ENHANCEMENTS:

- ☠ **3rd:** You can enact this plan during a short rest to permanently modify a firearm with the semi-auto property to give it either the full-auto or burst 3 properties.
- ☠ **5th:** You can enact this plan during a short rest to permanently remove the slow-firing property from a weapon.
- ☠ **7th:** You can enact this plan during a short rest to permanently remove the awkward property from a set of armor.
- ☠ **9th:** The things you repair look brand-new, and adds the Masterwork property to armor and weapons.

The Weak Spot

You can activate this plan as a free action after you hit a single opponent or vehicle with an attack before determining damage. You can only activate this plan once

on a given attack. If the attack hits, choose one of the following effects:

- ☠ The target has disadvantage on vehicle damage saving throws.
- ☠ Your damage ignores armor and damage reduction.
- ☠ You can choose the result on the Vehicle Damage Table instead of rolling randomly.
- ☠ Add 1d6 bonus damage (against vehicles only).
- ☠ The target cannot make a reaction to taking the damage.
- ☠ The target has disadvantage on saving throws to resist status effects caused by the attack.

PLAN ENHANCEMENTS:

- ☠ **3rd:** The bonus damage option deals 2d6 bonus damage total.
- ☠ **5th:** Choose two different options. The bonus damage option deals 3d6 bonus damage total.
- ☠ **7th:** The bonus damage option deals 4d6 bonus damage total.
- ☠ **9th:** Choose three different options. The bonus damage option deals 5d6 bonus damage total.

CONFIDENTIAL - INTERNAL USE ONLY

ere, I could I could drive a . I was in
of equipment! Back here, I can't even hold a
king
I can't. I just-- Oh, my God.
e is everybody? Oh, God. I had a friend, was the Air Force. I
I had all these
were my friends. 'Cause back here, there's nothing. this black
member, and I took one of those magic markers, t
dband, and mailed it to
out and this car, this convertible,
e was talking about this car; he said we were gonna cruise 'til the
res fall off. We were in in and
his kid comes up, this kid carrying a shoe-shine box. And he
" And, I went to get a couple beers, and
up t there, and he's
and

CLASSIFIED

COMBAT MEDIC (SMART HERO)

"How's the wound?"

—TRAUTMAN

"You taught us to ignore pain, right?"

—RAMBO

"Is it working?"

—TRAUTMAN

"Not really. Don't take it personal."

—RAMBO
(RAMBO III)

As a combat medic, your primary mission is to see to the survival of everyone on your team. This means both treating injuries and making sure everyone stays in good health. You are also a trained soldier and expected to fight and kill the enemy when ordered to do so.

Combat medics are capable fighters, but lack any combat specialization. Their plans can be powerful tools for preserving the life and health of your team, going well beyond what you can do with First Aid. They are at their best when supporting their team under intense pressure.

PROFICIENCIES

- 💀 **Saving Throws:** Constitution, Intelligence
- 💀 **Skills:** Medicine, and choose three more from Athletics, Endurance, Insight, Investigation, Natural Sciences, Perception, Persuasion, Social Sciences, Stealth, and Survival.
- 💀 **Equipment:** Basic, Advanced, and Military Equipment
- 💀 **Medical Expertise:** Gain expertise in Medicine

EQUIPMENT RECOMMENDATIONS

- 💀 **Equipment Pack:** Combat Medic Pack
- 💀 **Weapons:** Submachine gun, survival knife

TABLE: COMBAT MEDIC TALENTS

LEVEL	TALENTS
1	Healthy
3	Plans Improve
5	Advanced Combat Training, Plans Improve
7	Plans Improve
9	Plans Improve



COMBAT MEDIC TALENTS

Healthy (Level 1). You gain the Healthy feat. This gives you an additional 2 hit points at level 1, and 2 additional hit points each time you gain a level.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

COMBAT MEDIC PLANS

Adrenaline Burst

You can activate this plan as a reaction when an ally drops to 0 hit points, as your adrenaline surges in this crisis moment. You gain the following benefits of this plan for the next hour after activating it:

- 💀 Advantage on Strength (Athletics) checks made to move or break objects
- 💀 You can ignore the effects of the Encumbered condition
- 💀 You can carry the body of a comrade without accounting for their bulk (if using the optional bulk rules)
- 💀 You can ignore the effects of difficult terrain and difficult movement
- 💀 You gain 1d6 + your Intelligence bonus temporary hit points

PLAN ENHANCEMENTS:

- 💀 **3rd:** The temporary hit point benefit is now 2d6 + your Intelligence bonus.
- 💀 **5th:** The temporary hit point benefit is now 3d6 + your Intelligence bonus. You may Dash as a bonus action.
- 💀 **7th:** The temporary hit point benefit is now 4d6 + your Intelligence bonus.
- 💀 **9th:** The temporary hit point benefit is now 5d6 + your Intelligence bonus. You may Dodge as a bonus action.

Field Surgery

You can enact this plan during a short rest to perform field surgery on an injured living creature. The creature must be a willing patient or be unconscious. You can do this without having a medical facility, but it does require a first-aid kit. The surgery is automatically a success due to your medical genius.

If you are playing with the optional injury rules, enacting this plan cures short-term injuries completely. You can heal the permanent damage from long-term injuries, but they still require recovery time to remove the effect.

If you are not playing with the injury rules, the core use of this plan is largely story centric, since heroes don't normally need surgery. You can use it to save the lives of NPCs and help people in need without the risk of failure.

You can also use it to perform cosmetic surgery to create a very convincing disguise, or for other creative purposes. You should generally limit its use to types of surgery known to be possible in a given historical period.

PLAN ENHANCEMENTS:

- 💀 **3rd:** Halve the recovery time for long-term injuries after surgery.
- 💀 **5th:** You can enact this plan without a first-aid kit, scrounging needed materials.
- 💀 **7th:** You can enact this plan as an action in combat, targeting an ally who died during this combat. This saves their life, and they are instead at 0 hit points and stabilized, but unable to recover hit points. You must perform surgery on them during a short rest within the next 24 hours or they will die. Once surgery is performed, they may start to recover hit points again. The surgery is considered part of enacting the plan and does not require spending another Genius point.
- 💀 **9th:** You can now use this plan on an ally who has died in the last hour as per the 7th-level enhancement.

***Note:** Returning an ally to life is not possible in situations with no conceivable explanation for why they may still be alive—for example, an ally who was beheaded. The GM has final say over whether or not they could have survived. This use of Field Surgery represents the ability to resuscitate patients who are clinically dead, but not so injured that life is impossible.*

It's Not So Bad

When you enact this plan as an action, you can administer a remedy to yourself or one living ally within 5 feet of you. Realizing that the ailment is not nearly as serious as it first appeared, you are able to quickly remove one of the following conditions: Bleeding, Burning, Distracted, Frightened, or Prone. Alternatively, remove one level of Intoxication or Exhaustion.

***Note:** If you are playing with additional conditions that represent temporary adverse health, the GM has discretion to decide at what level you can reasonably remove them using this plan.*

PLAN ENHANCEMENTS:

- 💀 **3rd:** You can enact this plan as a reaction, targeting an adjacent ally during their turn. You can now remove Blinded, Deafened, Sickened, and Stunned.
- 💀 **5th:** You can now remove up to two levels of Intoxication or Exhaustion. You can now remove

Paralyzed. You can end the effect of one poison instead of removing a condition.

💀 **7th:** You can enact this plan as a bonus action. You can remove three levels of Intoxication or Exhaustion when using this plan. You can now remove Unconsciousness.

💀 **9th:** You can enact this plan to end the effects of a disease instead of removing a condition.

Hit 'em Where It Hurts

You can activate this plan as a free action after you hit an opponent with an attack before dealing damage. You can only activate this plan once during a given attack. In addition to the normal damage dealt, you can apply one of the following effects.

💀 The target's movement becomes 0 until the end of their next turn.

💀 The target is Distracted by you until the end of their next turn.

💀 The attack deals 1d6 bonus damage.

PLAN ENHANCEMENTS:

💀 **3rd:** New Effect Choice: The target is Frightened until the end of their next turn. The attack now deals 2d6 bonus damage.

💀 **5th:** New Effect Choice: The target is Sickened until the end of their next turn. The attack now deals 3d6 bonus damage.

💀 **7th:** New Effect Choice: The target is Stunned until the end of their next turn. The attack now deals 4d6 bonus damage.

💀 **9th:** New Effect Choice: The target is Paralyzed until the end of their next turn. The attack now deals 5d6 bonus damage.

Just Take This

You can enact this plan as an action to administer prescription-grade combat drugs to yourself or an adjacent ally, granting a range of temporary benefits. When activated, choose one of the following prescription drugs:

Go Pills (Stimulant): The target is immune to the effects of Exhaustion levels for the next 48 hours, or until they

complete a long rest, whichever comes first. They gain advantage on Wisdom (Perception) checks to locate traps or hidden enemies until they complete a long rest.

No-Go Pills (Depressant): The target is immune to the effects of the Distracted and Frightened conditions. They have advantage on Wisdom saving throws. These effects last until they complete a long rest.

Pain Relievers (Opiate): The target gains 2d8 temporary hit points and has advantage on Constitution saving throws. These effects last until they complete a long rest.

PLAN ENHANCEMENTS:

💀 **3rd:** When you enact this plan in combat you can administer two of the available drugs.

💀 **5th:** You can enact this plan outside of combat to give every willing member of your team one of the available drugs.

💀 **7th:** When you enact this plan in combat you can administer all three drugs.

💀 **9th:** You can enact this plan outside of combat to give every willing member of your team two of the available drugs.

If you are playing with the optional drug rules from the *Everyday Heroes Core Rulebook*, any hero taking one of these pills more than once in a given week must make an addiction check. It is assumed that the combat medic is careful enough in administering these drugs that there is no risk of overdose.

The U.S. military no longer issues these kinds of combat drugs, but they were in common use during the Vietnam war, when their addictive qualities and dangers were not as well understood. The idea of a pharmacological super-soldier entered the public consciousness at this time, too. Unfortunately, this experimentation was done on young U.S. soldiers and the consequences for some were dire. "Go pills" and other drugs were often abused, and a number of soldiers came home as addicts, compounding the challenges of adapting to civilian life.

Rest and Relaxation

You can enact this plan when beginning a short or long rest to gain additional benefits from the rest. Everyone resting gains a number of temporary hit points equal to your Intelligence modifier. Anyone spending Hit Dice during the rest can add your Intelligence bonus to their roll instead of their Constitution bonus. Everyone automatically benefits from medical care during rest, giving them a reroll on each Hit Die spent.

PLAN ENHANCEMENTS:

- ☠ **3rd:** Temporary hit points are now $1d8 +$ your Intelligence modifier.
- ☠ **5th:** You can halve the time needed for a short rest and reduce a long rest to 6 hours.
- ☠ **7th:** Temporary hit points are now $2d8 +$ your Intelligence modifier.
- ☠ **9th:** Long rests recover all spent Hit Dice.

You'll Be OK

You can activate this plan as an action to restore health to an adjacent ally at 0 hit points. The target may immediately spend one Hit Die and add their Constitution modifier to regain hit points equal to the result.

PLAN ENHANCEMENTS:

- ☠ **3rd:** The target may spend a total of two Hit Dice, adding their Constitution modifier to each. Your target may regain one spent Hit Die when you activate this plan before they spend any.
- ☠ **5th:** The target may spend a total of three Hit Dice, adding their Constitution modifier to each. The target can stand up immediately as a free action.
- ☠ **7th:** The target may spend a total of four Hit Dice, adding their Constitution modifier to each. Your target may regain a total of two spent Hit Dice when you activate this plan before they spend any.
- ☠ **9th:** The target may spend a total of five Hit Dice, adding their Constitution modifier to each. Your target may regain a total of three spent Hit Dice when you activate this plan before they spend any.

Back there, I could [redacted] I could drive a [redacted] I was in
charge of [redacted] equipment! Back here, I can't even hold
job parking [redacted]
Where is everybody? Oh, God. I had a friend, was the Air Force. I
I had all these [redacted]
who were my friends. 'Cause back here, there's nothing.
Remember [redacted] this black
headband, and I took one of those magic markers, t [redacted]
found. And mailed it to [redacted] we were always [redacted]
about [redacted] and this [redacted] car; this [redacted] convertible,
he was talking about this car; he said we were gonna cruise 'til the
tires fall off. [redacted] We were in [redacted] in [redacted] and
this kid comes up, this kid carrying a shoe-shine box. And he
says, [redacted] said "Yeah." And, I went to get a couple beers, and
the-the box was wired, and he [redacted] laying there, and he's [redacted]
body all [redacted] me, just... [redacted] you know, and
screaming, there's [redacted] like this, and I'm [redacted] and
and that's all over me! I got blood and everything, and
I put him together, his [redacted]

COMBAT SCOUT (AGILE HERO)

"You don't seem to want to accept the fact you're dealing with an expert in guerrilla warfare, with a man who's the best with guns, with knives, with his bare hands. A man who's been trained to ignore pain, ignore weather, to live off the land, to eat things that would make a billy goat puke. In Vietnam, his job was to dispose of enemy personnel. To kill! Period! Win by attrition. Well, Rambo was the best."

—TRAUTMAN (RAMBO: FIRST BLOOD)

You are a master of stealth and observation in warfare. You are tasked with ensuring the way ahead is safe for your team and with finding enemy positions before they find yours. In the shadows you are a deadly foe, and, when the tables are turned, nearly impossible to catch.

The combat scout possesses a wide range of very useful proficiencies for covert operations. They also enjoy excellent mobility in combat and access to a range of enhanced defensive bonus actions. At high level, they can perform silent kills, helping their team infiltrate enemy positions.

PROFICIENCIES

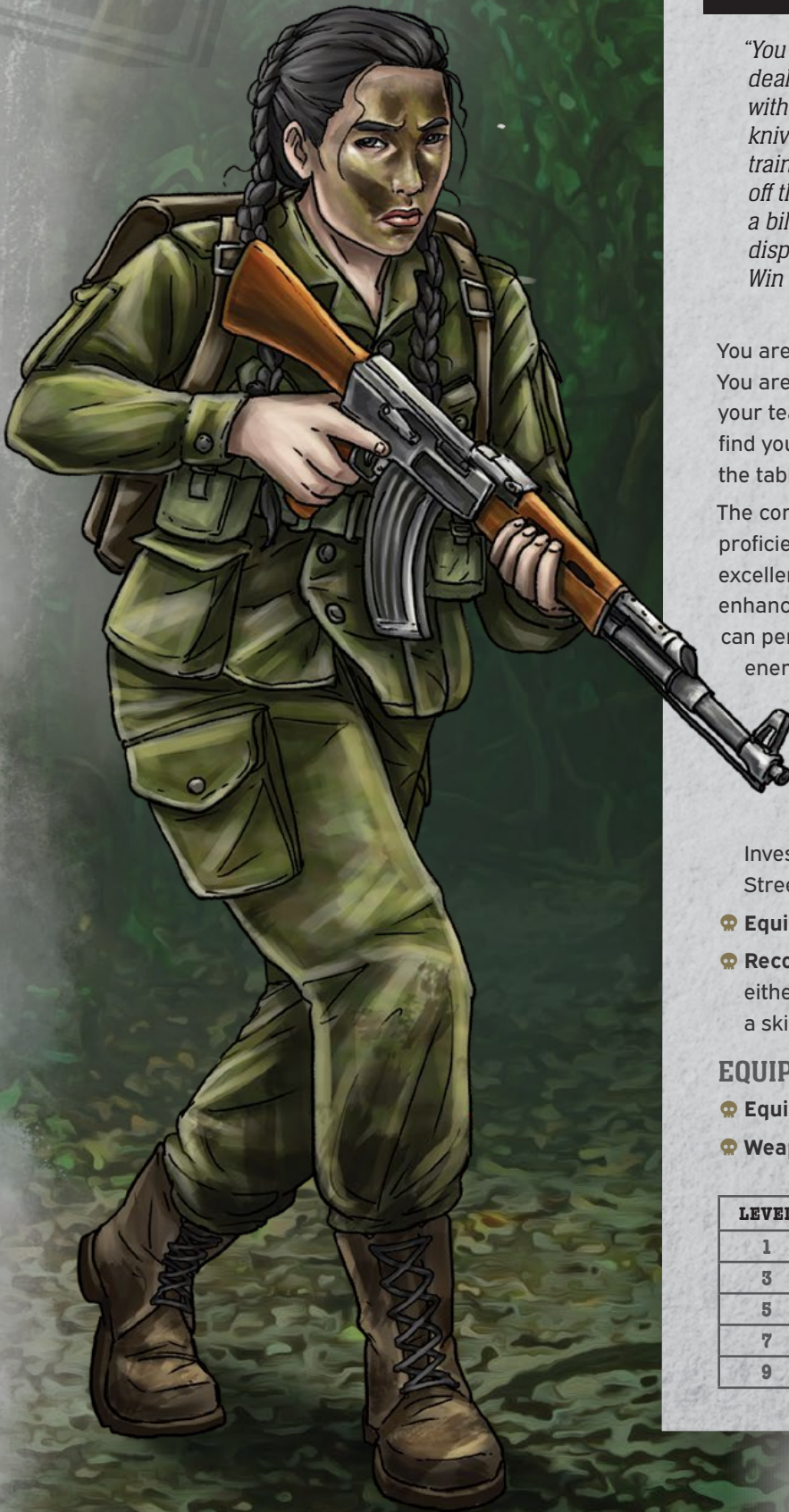
- 🧠 **Saving Throws:** Dexterity, Wisdom
- 🧠 **Skills:** Stealth, and choose three more from Acrobatics, Athletics, Deception, Endurance, Investigation, Perception, Security, Sleight of Hand, Streetwise, Survival, and Vehicles.
- 🧠 **Equipment:** Basic, Advanced, and Military Equipment
- 🧠 **Reconnaissance Expertise:** You gain expertise in either Stealth or Perception. You must be proficient in a skill to gain expertise.

EQUIPMENT RECOMMENDATIONS

- 🧠 **Equipment Pack:** Combat Scout Pack
- 🧠 **Weapons:** Sniper rifle, combat knife

TABLE: COMBAT SCOUT TALENTS

LEVEL	TALENTS
1	Eagle Eye, Quiet, Vanish
3	Cautious, Scout Training, Swift
5	Advanced Combat Training
7	Advanced Scout Training, Quiet Kill
9	Hyper Awareness, Silent Assassin



COMBAT SCOUT TALENTS

Eagle Eye (Level 1). You can take the Search action as a free action once during each of your turns.

Quiet (Level 1). You have advantage on Dexterity (Stealth) checks made to avoid making noise or alerting others with sounds you might make. (You cannot make an inherently noisy action quiet, such as firing a gun.)

Vanish (Level 1). You can take the Hide action as a bonus action. If you aren't surprised, you can also hide as a reaction to the start of combat, and may move up to 10 feet to reach a suitable location to hide. If you can't reach a suitable location, you cannot use this reaction.

Cautious (Level 3). You have advantage on ability checks made to detect traps and hidden enemies. (This grants advantage on passive Perception checks, represented as a +5 bonus to passive Perception.)

Scout Training (Level 3). Choose one skill from: Acrobatics, Athletics, Deception, Endurance, Investigation, Perception, Security, Sleight of Hand, Streetwise, Survival, Stealth, and Vehicles. You gain proficiency in the chosen skill, or expertise in the chosen skill if you are already proficient.

Swift (Level 3). Once during a turn when you take the Dash or Disengage action, your movement speed is increased by 10 feet and you can ignore difficult terrain during that turn.

Advanced Combat Training (Level 5). Once during a turn when you take the Attack action, you can make two attacks as part of that action.

Advanced Scout Training (Level 7). Choose one skill from: Acrobatics, Athletics, Deception, Endurance, Investigation, Perception, Security, Sleight of Hand, Streetwise, Survival, Stealth, and Vehicles. You gain proficiency in the chosen skill, or expertise in the chosen skill if you are already proficient.

Quiet Kill (Level 7). As a special attack with a melee weapon, you can silently take down an enemy under the following conditions:

- ☞ You and your target must not be in combat
- ☞ Your target must be stationary and unaware of your presence
- ☞ You must be within 5 feet of your target

The Quiet Kill is resolved using a special contest between you and the target. Make a melee attack roll versus your opponent's Constitution saving throw. You cannot use advantage on this special attack roll. If you win the contest, the target is killed unless you choose to make a nonlethal finish, in which case they are knocked Unconscious for 8 hours. If the contest fails, roll damage as if this were a standard attack. If the target is not killed or knocked unconscious by the Quiet Kill, combat begins and all potential combatants roll for initiative. You cannot use your Vanish talent if combat starts as a result of a failed Quiet Kill.

The GM has discretion not to allow the use of Quiet Kill against a pivotal antagonist in the adventure.

Hyper Awareness (Level 9). You can take the Dodge action as a bonus action.

Silent Assassin (Level 9). You can perform a Quiet Kill from up to 60 feet away from your target by making a ranged attack roll in the contest instead of a melee attack roll. The weapon you are using must not have the "loud" property.



COMMANDER (WISE HERO)

*"I don't think you understand.
I didn't come to rescue Rambo from you.
I came here to rescue you from him."*

—TRAUTMAN (RAMBO: FIRST BLOOD)

You survived many combat engagements, entrusted with the responsibility of leading others. Your long and hard-earned experience in combat made you wise in the ways of war. Fighting alongside your team, you do what you can to keep them out of trouble and to get them back to their families when the fighting is done.

The commander is a capable and well-rounded combatant. They are able to support their allies while still contributing to the fight, since most of their supportive talents don't require actions in combat. It's a good class if you are looking for a hero who balances their own combat abilities with supporting their team.

PROFICIENCIES

- 💀 **Saving Throws:** Constitution, Wisdom
- 💀 **Skills:** Choose three from Acrobatics, Athletics, Endurance, Insight, Intimidation, Perception, Persuasion, Social Sciences, Stealth, Survival, and Vehicles.
- 💀 **Equipment:** Basic, Advanced, and Military Equipment

EQUIPMENT RECOMMENDATIONS

- 💀 **Equipment Pack:** Commander's Pack
- 💀 **Weapons:** Submachine gun

TABLE: COMMANDER TALENTS

LEVEL	TALENTS
1	Courage Under Fire, Focused fire, Wise Words
3	Experienced, Get the Lead Out, Suck it Up
5	Advanced Combat Training
7	Improved Focused Fire, That Was Close
9	Not on My Watch



COMMANDER TALENTS

Courage Under Fire (Level 1). You and allies that can see or hear you have advantage on saving throws to avoid or remove the Frightened condition.

Focused Fire (Level 1). When you hit an opponent with a ranged attack, you can spend 1 Focus to give advantage on the next ranged attack against that opponent made by an ally.

Wise Words (Level 1). You can substitute your Wisdom modifier for Charisma (Intimidation) and Charisma (Persuasion) checks.

Get the Lead Out (Level 3). You can spend 1 Focus at the beginning of your turn to give you and all team members that can see or hear you +10 movement speed until the beginning of your next turn.

Experienced (Level 3). You ignore one source of disadvantage on each attack roll you make.

Suck It Up (Level 3). You can spend 1 Focus to allow you or an ally that can see or hear you to re-roll a failed saving throw. You can only do this once for a given saving throw.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action you can make two attacks as part of that action.

Improved Focused Fire (Level 7). If you hit an opponent with a ranged attack, you can spend 2 Focus to give advantage to ranged attack rolls made by any of your allies against that target until the start of your next turn.

That Was Close (Level 7). You can spend a reaction and 1 Focus when you or an ally is hit by an attack, but before damage is rolled. Increase the target's Defense by your Wisdom modifier until the beginning of the target's next turn. If the target's modified Defense is now higher than the attacker's attack roll result, the attack misses.

Not On My Watch (Level 9). When one of your allies is about to be reduced to 0 hit points, you can spend your reaction and 1 Focus to have them instead only be reduced to 1 hit point.

CLASSIFIED

SURVIVALIST (TOUGH HERO)

"Hunting? We ain't hunting him, he's hunting us!"

—DEPUTY MITCH (RAMBO: FIRST BLOOD)

You have dedicated yourself to mastering the ancient arts of survival, woodlore, and using the natural world to your advantage. While your skills normally provide for your basic needs, they can be easily turned against your enemies. No matter what dangers you face, you are the one to survive.

The survivalist has unmatched skill in their natural environments of choice and can handle nearly any outdoor challenge. As a combatant, they are at their best when they can prepare the battlefield with traps and lay an ambush. Survivalists do well with balanced ability scores in Constitution, Dexterity, and Wisdom.

PROFICIENCIES

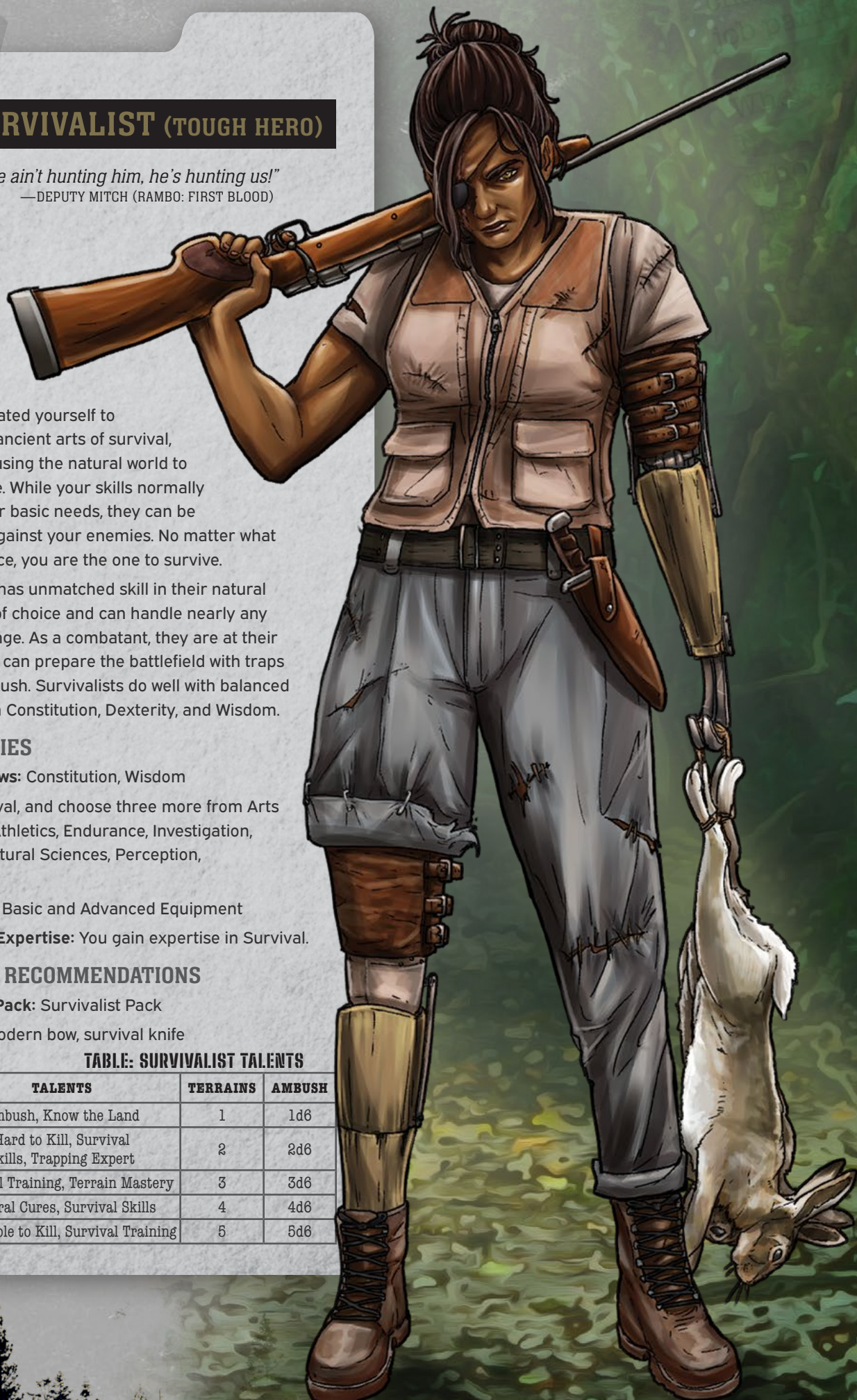
- ☛ **Saving Throws:** Constitution, Wisdom
- ☛ **Skills:** Survival, and choose three more from Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth.
- ☛ **Equipment:** Basic and Advanced Equipment
- ☛ **Wilderness Expertise:** You gain expertise in Survival.

EQUIPMENT RECOMMENDATIONS

- ☛ **Equipment Pack:** Survivalist Pack
- ☛ **Weapons:** Modern bow, survival knife

TABLE: SURVIVALIST TALENTS

LEVEL	TALENTS	TERRAINS	AMBUSH
1	Ambush, Know the Land	1	1d6
3	Hard to Kill, Survival Skills, Trapping Expert	2	2d6
5	Survival Training, Terrain Mastery	3	3d6
7	Natural Cures, Survival Skills	4	4d6
9	Impossible to Kill, Survival Training	5	5d6



SURVIVALIST TALENTS

Ambush (Level 1). When you hit with an attack as an unseen attacker, you deal an additional 1d6 bonus damage. In addition, if you successfully set a trap, the trap deals an additional 1d6 bonus damage.

The amount of bonus damage increases based on your level as shown in the Ambush column.

Know The Land (Level 1). Knowledge is the key to survival, and the best way to gain it is first-hand experience. At first level, and at every odd level thereafter, you can select one type of natural terrain to study from the choices below.

Natural Terrains

- ☞ **Alpine:** Mountains and cold-weather environments
- ☞ **Desert:** Arid environments with minimal rainfall
- ☞ **Forest:** Environments with significant tree cover, including jungles
- ☞ **Grasslands:** Plains and hilly regions, such as savannas
- ☞ **Ocean:** Both on the ocean itself or in a coastal area
- ☞ **Wetlands:** Inland freshwater lakes, rivers, or marshes

While in any of the terrains you have selected you gain the following benefits:

- ☞ You gain advantage on Strength (Athletics), Dexterity (Acrobatics), and Wisdom (Survival) checks made to interact with the natural environment.
- ☞ You also gain advantage on Wisdom (Perception) checks to spot hidden things, and Dexterity (Stealth) checks to hide.
- ☞ You can Hide as a bonus action.
- ☞ You can automatically find food, water, and basic shelter in your terrains, allowing you to rest effectively even without supplies.

Being “in a terrain” means you are outdoors, and in a (largely) natural environment. At the Game Master’s discretion, you can use this talent when in a situation substantially similar to that terrain. Game Masters should be generous as to whether a terrain falls under a given category. A wooded mountain stream could be considered Alpine, Forest, and Wetlands, for example.

Hard to Kill (Level 3). When spending Hit Dice to recover hit points, treat any roll of 6 or less as 7. Modifiers are then added as normal.

Survival Skills (Level 3). Choose one skill from: Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth. You gain proficiency in the chosen skill, or expertise in the chosen skill if you are already proficient.

Trapping Expert (Level 3). You have advantage on Wisdom (Survival) rolls to set traps in any outdoor environment. When in one of your selected terrains, you can always find the needed materials to build traps, within reason. The GM has final say on what traps can be made with natural materials.

Survival Training (Level 5). You gain a saving throw proficiency of your choice. (You cannot gain proficiency in special saving throws.)

Terrain Mastery (Level 5). When in any of the terrains you have selected, you gain the following benefits:

- ☞ You can ignore the effect of difficult terrain.
- ☞ You cannot be tracked through the use of Wisdom (Survival) ability checks.
- ☞ When attacking with a ranged weapon while hidden, you do not automatically reveal your position. After making a ranged attack, make a Dexterity (Stealth) check. You remain unseen by any opponent with a passive Perception lower than your check result. Those who have an equal or higher passive Perception see you and your position.

Natural Cures (Level 7). When in any of the terrains you have selected, you can spend 10 minutes collecting local resources and administering a cure which removes one of the following conditions from you or an ally: Blinded, Deafened, Exhaustion (remove 1 level), Intoxicated (remove 2 levels), Paralyzed, or Sickened. In addition, you can end the ongoing effects from a Poison.

Survival Skills (Level 7). Choose one skill from: Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth. You gain proficiency in the chosen skill, or expertise in the chosen skill if you are already proficient.

Impossible to Kill (Level 9). You are no longer limited in how many times you can perform the Second Wind action. You can spend your reaction whenever you take damage to perform the Second Wind action.

Survival Training (Level 9). Gain a saving throw proficiency of your choice. (You cannot gain proficiency in special saving throws.)

FEATS

"Are you insane? One man against trained commandos... Who do you think this man is? God?"

—ZAYSEN

"No. God would have mercy. He won't." —TRAUTMAN (RAMBO III)

With five new classes come a host of multiclass feats to give heroes new ways to customize and diversify. We also introduce Weapon Expertise as a way to give heroes with low combat ability scores an avenue for basic competency in weapons combat. Finally, don't forget that any hero can take the Training Program Feats from the Profession section as they level up.

Bloodletter (Minor)

You know just where to cut your enemies so they suffer from significant bleeding.

- ☛ When you score a critical hit with a melee weapon dealing slashing damage, the target also gains the level 2 Bleeding condition.

Weapons Expertise (Minor)

You have spent extensive time training in the use of weapons, such that you have overcome any deficiency in your natural talent.

- ☛ Instead of using an Ability Score Modifier for attack rolls, you may double your proficiency bonus.
- ☛ Instead of using an Ability Score Modifier as a damage modifier on damage rolls with weapons, you can use your proficiency bonus.

You must be proficient in the weapon you are using to make attacks in order to use the benefits of this feat.

Combat Engineer Training (Major Feat)

Prerequisite: Not a Combat Engineer, Smart Hero, or Smart Hero Training; Level 4+

You completed your initial training in battlefield engineering. You can create defensive positions, handle explosives, and clear enemy fortifications.

- ☛ You gain proficiency in Mechanics.
- ☛ You gain proficiency in Basic and Advanced Equipment.
- ☛ You learn 1 additional plan from the Combat Engineer plan list.
- ☛ You can use Combat Engineer plan enhancements only up to Level 3.
- ☛ If you are not a Smart Hero archetype, you can use shared plan enhancements only up to Level 3.

Advanced Combat Engineer Training (Major Feat)

Prerequisite: *Combat Engineer Training*; Level 8+

Your advanced knowledge of explosives and fortifications is essential for keeping your team safe.

- ☛ You gain expertise in Mechanics.
- ☛ You gain an additional Genius point.
- ☛ You learn 2 additional plans from either the Combat Engineer list or shared plan list.
- ☛ You can use Combat Engineer plan enhancements only up to Level 5.
- ☛ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

Combat Medic Training (Major Feat)

Prerequisite: Not a Combat Medic, Smart Hero, or Smart Hero Training; Level 4+

You have been trained in a range of emergency medicine practices while in battlefield situations.

- ☛ You gain proficiency in Medicine.
- ☛ You gain proficiency in Basic and Advanced Equipment.
- ☛ You learn 1 additional plan from the Combat Medic plan list.
- ☛ You can use Combat Medic plan enhancements only up to Level 3.
- ☛ If you are not a Smart Hero archetype, you can use shared plan enhancements only up to Level 3.

Advanced Combat Medic Training (Major Feat)

Prerequisite: *Combat Medic Training*; Level 8+

Your medical acumen is the stuff of legend among your team, instilling them with confidence.

- ☛ You gain expertise in Medicine.
- ☛ You gain an additional Genius point.
- ☛ You learn 2 additional plans from either the Combat Medic or shared plan list.
- ☛ You can use Combat Medic plan enhancements only up to Level 5.
- ☛ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

Combat Scout Training (Major Feat)

Prerequisite: Not a Combat Scout, Agile Hero, or Agile Hero Training; Level 4+

You have been trained as a combat scout, giving you the skills to move behind enemy lines and observe their positions.

- ☛ You gain proficiency in Stealth.
- ☛ You gain proficiency in Basic and Advanced Equipment.
- ☛ You can search as a free action during your turn.

- ☠ You have advantage on Dexterity (Stealth) checks made to avoid making noise or alerting others with sounds you might make.
- ☠ You can Hide as a bonus action.
- ☠ You have advantage on ability checks made to detect traps and hidden enemies.

Advanced Combat Scout Training (Major Feat)

Prerequisite: *Combat Scout Training, Level 8+*

Your scout training and experience has made you a ghost, able to slip behind enemy lines and create serious problems for enemy forces.

- ☠ You gain expertise in Stealth.
- ☠ When using the Dash or Disengage actions, you gain 10 feet of movement and can ignore difficult terrain.
- ☠ You gain the Quiet Kill talent as described in the Combat Scout class, which lets you take out unaware enemies with a single melee attack.

Commander Training (Major Feat)

Prerequisite: *Not a Commander, Wise Hero, or Wise Hero Training; Level 4+*

You have trained in military leadership skills, making you a capable leader in combat.

- ☠ You gain proficiency in Basic and Advanced Equipment.
- ☠ You gain an additional Focus point.
- ☠ You and your allies have advantage on saving throws to avoid or remove the Frightened condition.
- ☠ You can substitute your Wisdom modifier for Charisma (Intimidation) and Charisma (Persuasion) checks.
- ☠ You can spend 1 Focus to allow you or an ally to re-roll a saving throw. You can only do this once for a given saving throw.
- ☠ When you hit an opponent with a ranged attack, you can spend 1 Focus to give advantage on the next ranged attack against that opponent made by an ally.

Advanced Commander Training (Major Feat)

Prerequisite: *Commander Training, Level 8+*

Through hard-won experience and advanced training, you have become an exemplary leader able to keep your team from danger and grant them an edge in nearly any situation.

- ☠ You gain proficiency in Military Equipment.
- ☠ You gain an additional Focus point.
- ☠ Spend 1 Focus at the beginning of your turn to give you and all team members +10 speed until the beginning of your next turn.

- ☠ You can spend a reaction and 1 Focus when you or an ally is hit by an attack, but before damage is rolled. Increase the target's Defense by your Wisdom modifier until the beginning of the target's next turn. If the target's modified defense is now higher than the attacker's attack roll result, the attack misses.

Survivalist Training (Major Feat)

Prerequisite: *Not a Survivalist, Tough Hero, or Tough Hero Training; Level 4+*

You have trained in the arts of outdoor survival and enjoy extended trips into the wilderness.

- ☠ You gain proficiency in Survival.
- ☠ You gain proficiency in Basic Equipment.
- ☠ Choose one skill from: Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth. You gain proficiency in the chosen skill.
- ☠ Traps you set that deal damage deal an additional 2d6 bonus damage.
- ☠ You have advantage on Wisdom (Survival) rolls to set traps in any outdoor environment.
- ☠ Choose one Terrain listed under the Know the Land talent from the survivor class. You gain the benefits of the talent while in that terrain.

Advanced Survivalist Training (Major Feat)

Prerequisite: *Survivalist Training; Level 8+*

You have greatly expanded your knowledge of survival to include multiple biomes and can easily sustain yourself through trapping and hunting.

- ☠ You gain expertise in Survival.
- ☠ You gain proficiency in Advanced Equipment.
- ☠ Choose one skill that you are already proficient in from: Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, or Stealth. You gain expertise in the chosen skill.
- ☠ Traps you set that deal damage deal an additional 2d6 bonus damage, for a total of 4d6 bonus damage.
- ☠ You may select two additional terrains from the Know The Land talent.
- ☠ You gain the benefits of the Terrain Mastery talent from the survivor class when in your selected terrains.

EQUIPMENT

"Rambo, you can feel totally safe because we have the most advanced weapons in the world available to us."

—MURDOCK

(RAMBO: FIRST BLOOD PART II)

For the most part, the *Rambo* films feature real-world equipment appropriate to the era of the films' settings. The most notable exception are *Rambo*'s famous exploding arrows, which were entirely invented by the filmmakers. There were also a number of vehicles made to look like real-world military equipment that were either civilian vehicles or other modified military vehicles.

Some of the equipment listed here does not differ significantly from the weapons listed in the *Core Rulebook*, while some are slightly worse or slightly better than their core rules counterparts. Players making heroes for *Rambo* adventures should be allowed most of the weapons from the *Core Rulebook*, as well as those listed herein. The small differences won't have any significant impact on play balance. The main difference is that, rather than broad weapon categories, the weapons presented here are specific, iconic gear used in the era and in the films.

Players should avoid taking any of the high tech gear from the *Core Rulebook* when playing in a historical setting. Talk to your GM about the time period in which the game is set, but assume that it is the late 20th century by default; there are no smartphones, tablets, or other high tech, cellular-based, electronic devices.



EQUIPMENT PACKS

The equipment packs listed here are typical for U.S. Army personnel in the early 1980s. Special Forces operatives tended to have wide latitude in the weapons they chose to carry, based on their mission parameters. Heroes that are military personnel do not need to purchase their own equipment, as it is provided by their armed forces organization or employer.

OFFICER PACK

[PRICE LEVEL 3]

- ☠ **Clothes:** Combat boots, military fatigues, helmet
- ☠ **Gear:** Soldier's kit, binoculars, portable radio
- ☠ **Vehicle:** n/a
- ☠ **Weapons:** Colt M1911, M-16A1 assault rifle, 2 fragmentation grenades
- ☠ **Armor:** Light ballistic vest

COMBAT ENGINEER PACK

[PRICE LEVEL 3]

- ☠ **Clothes:** Combat boots, military fatigues, helmet
- ☠ **Gear:** Soldier's kit, demolitions kit, pocket stuff
- ☠ **Vehicle:** n/a
- ☠ **Weapons:** Colt M1911, M79 Grenade launcher, 2 fragmentation grenades
- ☠ **Armor:** Light ballistic vest

COMBAT MEDIC PACK

[PRICE LEVEL 3]

- ☠ **Clothes:** Combat boots, military fatigues, helmet
- ☠ **Gear:** Soldier's kit, military first-aid kit, pocket stuff
- ☠ **Vehicle:** n/a
- ☠ **Weapons:** M-16A1 assault rifle, 2 smoke grenades
- ☠ **Armor:** Light ballistic vest

COMBAT SCOUT PACK

[PRICE LEVEL 3]

- ☠ **Clothes:** Combat boots, military fatigues, helmet
- ☠ **Gear:** Soldier's kit, night vision goggles, pocket stuff
- ☠ **Vehicle:** n/a
- ☠ **Weapons:** H&K MP5A3 submachine gun, 2 smoke grenades
- ☠ **Armor:** Light ballistic vest

SURVIVALIST PACK

[PRICE LEVEL 3]

- ☠ **Clothes:** Hiking boots, cargo pants, t-shirt, hunting vest, rain jacket
- ☠ **Gear:** Survival kit, canteen, food, flashlight, pocket stuff
- ☠ **Vehicle:** 4WD pickup truck, personal ATV
- ☠ **Weapons:** Hunting rifle, survival knife, hatchet
- ☠ **Armor:** None

SPECIALIZED KITS: 1980s

TABLE: SPECIALIZED KITS: 1980s

TOOL 1980s	PRICE	BULK
Demolitions Kit	3	3
First-Aid Kit	1	2
Soldier's Kit	2	4
Survival Kit	1	2
Survival Knife	1	1

Demolition Kit (1980s). This kit contains tools and supplies to set off explosive charges in a safe and controlled manner. It includes detonators, tape, fuses, wire cutters, radio transmitters, and one or more control boxes.

A demolition kit is a required tool for rigging demolition explosives.

First-Aid Kit (1980s). A first-aid kit helps treat injuries and the symptoms of illness at home or in the field. Sizes range from tiny survival kits to large EMT kits. The entry assumes a briefcase-sized kit.

A first-aid kit is required for some uses of the First Aid action and specific actions from feats, class talents, and professions. Usage calls for an Intelligence (Medicine) or Wisdom (Survival) check.

Soldier's Kit (1980s). Soldiers carry a lot of equipment when deployed for combat. Exactly what depends on the mission, their role in their unit, and their immediate environment. This kit offers the essentials, including a frame backpack, combat fatigues, military ID, chemlight, ear and eye protection, trench tool, notebook and pen, a woobie (a versatile poncho liner, blanket), seven magazines of ammunition, batteries, rations for three days, water, first-aid kit, hygiene kit, snacks, and radio (unit leader only).

Survival Kit (1980s). A survival kit is a set of tools and supplies that help keep you alive when stranded away from civilization. The exact supplies vary based on the environment, but the basics usually include a knife, hatchet, fire-starter kit, fishing line, fishing hooks, plastic sheeting, signaling device, emergency food, signal whistle, flashlight, fresh batteries, 50 feet of cord, first-aid kit, reusable water bottle, and a compass.

Having a survival kit gives you advantage on Wisdom (Survival) checks where these supplies are useful.

Survival Knife. A survival knife is both a weapon and a tool. It has both a straight and a serrated edge, and it ends with a sharp point. There is a magnetic compass built inside the screw-off pommel, and the outside of the pommel can be used to shatter glass. The guard has a Phillips-head screwdriver on one side and a flat screwdriver on the other. The handle is hollow and

contains a small survival kit. The survival kit includes fishing line, fishing hooks, sewing needles, thread, and 6 waterproof matches in a plastic case. The sheath has a sharpening stone or cylinder in an external pouch. Knives like these are often part of camping and hiking kits, in addition to their use by military air crews that might need to survive after a crash. The downside of such knives is that the individual tools tend not to be especially effective at their jobs. But it is a compact and versatile package overall.

As a weapon, it is treated as a combat knife.

NEW WEAPON PROPERTIES

Artillery. Artillery weapons are simply too large for use as personal weapons, and must either be mounted on a vehicle or a stationary platform. They are used to fire very large projectiles at armored targets, or to deliver explosives across a battlefield. They cannot be used against moving targets unless the path of the target can be reliably predicted.

Integrated: A weapon with this quality is always mounted on a vehicle, cart, or fixed post. It cannot be operated and/or moved by a single person.

Masterwork. Masterwork weapons are made by weaponsmiths as one-of-a-kind creations, sparing no expense and showing off the peak of the artisan's skill. Melee Masterwork weapons add +1 to damage, while ranged Masterwork weapons do not have disadvantage at long range. Add +1 to the price level of any masterwork weapon.

WEAPON CONDITIONS

Weapon conditions are special properties not intrinsic to the weapon, but stem from its current condition. Generally, weapon conditions represent a degradation of normal performance.

Blunted. This condition applies only to weapons and ammunition dealing slashing or piercing damage. Due to a lack of maintenance or malformation, blunted weapons deal half damage (the total damage dealt is halved) unless the wielder has Improvised Equipment proficiency. Remove this condition during a short rest by sharpening the weapon.

Dirty. This condition only affects mechanical firearms. Dropping a weapon into mud, sand, loose soil, or other similar substances can make a weapon dirty. A dirty weapon temporarily has the Unreliable property, causing it to jam on a critical miss. Cleaning the weapon during a short rest removes this condition.

Fragile. This condition can affect any weapon that has been mistreated or not maintained over a significant

period of time, and causes the weapon to break on a critical miss. Remove this condition during a short rest with a successful DC 15 Intelligence (Mechanics) check.

Sawed-Off. This condition represents a long-barrel firearm having its barrel cut down to a short length. Once done, the condition is permanent. Quarter the range and long range of the firearm, but reduce the Bulk of the weapon by 1 (to a minimum of 1).

Shoddy. A shoddy weapon is one with manufacturing defects, or that has permanent damage from use and no longer works well. Bent blades, damaged sights, and warped wood are all potential sources of the shoddy condition. Shoddy weapons impose disadvantage on all attack rolls made with them. Shoddy weapons cannot be repaired.

NEW ARMOR PROPERTIES

Masterwork. Masterwork armor is made by true masters as one-of-a-kind creations, sparing no expense and showing off the peak of the artisan's skill. Masterwork armor removes the Awkward property. Add +1 to the price level of any masterwork armor.

BASIC EQUIPMENT

BOX AND DRUM MAGAZINES

Some firearms can be fitted with box or drum magazines that have extensive ammunition capacity. These reduce the need to reload, but increase the bulk of the weapon significantly. Ammunition options over 30 and up to 50 rounds add 1 Bulk to the weapon, and those with more than 50 rounds add 2 Bulk to the weapon.

1980S COMBAT EQUIPMENT

The majority of combat did not change dramatically from the late-20th century to the early-21st century. Many of the following weapons vary only in small ways from the modern category weapons represented in the *Everyday Heroes Core Rulebook*. Often, the difference is found in ammunition capacity and/or price. Even in the 1980s, there were plenty of weapons from the time of the Second World War still in use by many nations and insurgent groups.

TABLE: BASIC MELEE WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Combat Knife	1d4 piercing or slashing	n/a	n/a	n/a	1	Light, Finesse, Thrown (20/40)	1	1

TABLE: BASIC RANGED WEAPONS – HANDGUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
S&W Model 10	1d6 ballistic	100/200	6	Action	2	Light, Loud, Versatile (1d8)	2	2

TABLE: BASIC RANGED WEAPONS – RIFLES

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
SKS	1d10 ballistic	750/2200	5	Action	4	Loud, Semi-Auto, Two-Handed	2	2
SVD Dragunov	1d10 ballistic	750/2200	10	Bonus	4	Loud, Semi-Auto, Two-Handed	2	3
Winchester Model 88	1d10 ballistic	750/2200	3	Bonus	4	Loud, Semi-Auto, Two-Handed	2	2

Combat knife. Soldiers rely on combat knives as weapons of last resort, to make “quiet kills,” or to survive crashes or harsh terrain. While most are fixed blade knives, their designs vary widely, and some are folding knives. Famous examples include the Mark I Trench Knife, with a double edge blade and heavy brass knuckle grip; the V-42 Stiletto with a 7-inch stiletto blade and a “skull crusher” pommel; the legendary KA-BAR, USMC, fixed blade, clip point knife; the Cold Steel Recon 1 folding knife with a tanto blade; the SOG folding knives; the Gerber multi-tools; and other combat/utility knives.

SKS. This semi-automatic rifle fires a 7.62x39mm round, has a permanently attached folding bayonet, and a hinged fixed magazine. It served as the main Soviet battle rifle from 1945 until it was rendered obsolete in the Soviet

Armed Forces by the introduction of the AK-47. However, SKS carbines continued to be used by Soviet second-line and non-infantry troops, and the Soviet Air Defense Forces until at least the late 1980s. It was also exported to, and manufactured by, nations around the world, where it was popular with armed forces, insurgencies, and civilians (as sporting and hunting rifles).

Smith & Wesson Model 10. This .38 revolver was very popular with police departments for decades. It has a blued finish and, typically, a 4-inch barrel. Unlike a pocket pistol, it has a full barrel and cylinder, giving it a better effective range and an additional shot.

SVD Dragunov. This semi-automatic marksman's rifle was originally developed in the Soviet Union as a squad support weapon to give front-line units an opportunity

to engage targets at longer ranges than their standard battle rifles normally allowed. Despite its appearance, it is not a variant of the AK-series of assault rifles. It fires the same ammunition as the Mosin-Nagant 1891/30, and is still in production.

Winchester Model 88. This is a lever-action rifle with a detachable box magazine originally chambered for the .308 Winchester round. It's a powerful hunting rifle, and also useful for defending property against humans and larger nuisances, like porcupines.

ADVANCED EQUIPMENT

TABLE: ADVANCED WEAPONS – HANDGUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Browning Hi-Power / Colt M1911	1d10 ballistic	125/250	15	Bonus	2	Loud, Semi-Auto	2	1
S&W Hush Puppy	1d10 ballistic	100/200	14	Bonus	2	Slow-Firing	2	1

TABLE: ADVANCED WEAPONS – RIFLES

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M16/SP1	1d12 ballistic	900/1800	20	Bonus	3	Loud, Semi-Auto, Two-handed	2	3
Heckler & Koch HK93A2	1d12 ballistic	900/1800	5, 20, 25, 30, or 40	Bonus	3	Loud, Semi-Auto, Two-handed	2	3

TABLE: ADVANCED WEAPONS – SHOTGUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Remington Model 870 Shotgun	2d6 ballistic	200/400	7	Action	3	Loud, Shot, Two-handed	2	2

Browning Hi-Power. Fabrique Nationale commissioned American firearms inventor John Browning to design a service pistol to the specifications of the French military. After Browning died in 1926, the design was completed by Dieudonné Saive at FN Herstal in 1935. One of the most widely used pistols in military history, it was used by the armed forces of over 50 nations, and it was in continuous production from 1935 until 2018, when production ended. In 2022, however, FN announced that production of a redesigned model with many entirely new features, the "FN High Power," would begin. And, while the 2022 model resembles the original Hi-Power, it is an entirely different design.

Smith & Wesson Hush Puppy. The Smith & Wesson Model 39 was originally developed in the 1950s for the U.S. Army. When the Army lost interest in the pistol, it was sold commercially, beginning in 1955, as the first American designed, double action, semi-automatic pistol marketed in the U.S. Over a decade later, a modified version of the Model 39 found a home with the Navy SEALs during the Vietnam War.

In 1966, the Naval Ordnance Laboratory developed a modified version for the SEALs, who had requested a weapon that could silence both human and canine guards without revealing their position. This led to the name "Hush Puppies." The pistol's barrel was extended by an inch, and threaded to accept a suppressor. A simple slide lock was added, which allowed a single shot mode to minimize action noise. The magazine and magazine housing were adapted to use a 13-round, double stack magazine. The sights also had to be raised to account for

the large size of the suppressor housing. The resulting weapon, designated the "9mm Pistol Mark 22 Mod 0," was paired with the Mark 3 suppressor, and specifically designed ammunition, designated the "Mark 144 round." Between 110 and 120 modified pistols were made, and reports claim that only two may still exist today.

M16/SP1. This is a civilian, semi-automatic, version of the M16 assault rifle chambered in .223 Remington (the basis for the 5.56x45mm NATO round). The "SP" stands for "Sporting Purpose" according to the manufacturer. Rifles like this are extremely useful for hunting small, fast-moving varmints that damage property and are a hazard to livestock.

Heckler & Koch HK93A2. Approximately 18,000 of this export variant of the HK43 semi-automatic, 5.56x45mm NATO rifle made it to the United States before a 1989 ban on assault weapons. Unlike the HK43, the HK93A2 could not convert to full auto and lacked a bayonet mount. Like the M16/SP1, this rifle is useful for hunting small critters. Hunters and other sharpshooters that believe in the quality of German manufacturing carry these.

Remington Model 870. This pump-action, 12-gauge shotgun is popular for shooting sports, home defense, and law enforcement use. It was introduced in 1950, and had sold over two million units by 1973. In 2009, the ten-millionth unit came off the production line. There have been many tactical versions used by military and police forces. The U.S. military used the 870M in jungle conflicts for rapidly removing underbrush in a firefight. The 870P (for police) often has a pistol grip and a barrel as short as 14 inches.

TABLE: ADVANCED EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
Demolition Charge	4d6 explosive	3	10 ft.	Loud, Restricted, DC 15	2	1
Det Cord	3d6 explosive	2	0 ft.	Loud, Restricted, DC 10	2	2
Explosive Arrows (set of 4)	3d6 explosive	3	5 ft..	Loud, Restricted	3	1

Demolition charge. A demolition charge is a prepackaged explosive intended for use in demolitions or civil engineering. The charge comes in a bag, often with a shoulder sling. The bag usually contains plastic explosives (like C4, PETN, or Semtex), an ignition charge (like a blasting cap), a fuse, and a detonator. The user activates the detonator, places or tosses the charge away, and then sprints for hard cover.

Det cord. Short for “detonation cord,” the det cord is a thin, flexible, plastic tube usually filled with pentaerythritol tetranitrate (PETN or pentrite). It is a high-speed fuse that explodes rather than burns, and is suitable for detonating high explosives. It can also be used on its own for light demolition work. During the Vietnam war, combat

engineers would often wrap coils of det cord around trees and then blow them to clear landing zones for helicopters. It is not possible to use det cord as a weapon, but it can be used to create traps, as long as the victim is adjacent to the device when it goes off.

Explosive arrows. Explosive arrows not only exist in Rambo’s world, but are also extremely effective weapons. The special heads are conical, and designed to detonate on impact, throwing shrapnel in a focused burst. When using them, replace the normal damage dealt by the bow with the damage from the arrows. The arrows are considered direct fire weapons, so they use a normal attack roll.

IMPROVISED EQUIPMENT

TABLE: IMPROVISED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Dambe Hand Wraps	1d6 bludgeoning/slashing	n/a	n/a	n/a	1	Improvised	1	0
Trenching Tool	1d6 slashing	n/a	n/a	n/a	1	Improvised, Fragile	1	1

Dambe hand wraps. Dambe is a Nigerian combat sport where the goal is to knock your opponent to the ground. Fighters sometimes use hand wraps made of rope, which are then coated in glue and broken glass. While not especially deadly, they are very intimidating.

Trenching tool. This is a collapsible shovel designed for digging trenches, but some have a small edge on one end of the shovel that can be used as an improvised weapon.

MILITARY EQUIPMENT

AK-47. This 7.62x39mm assault rifle remains one of the most widely produced weapons in the world. Over 75 million have been made, and it remains in production to this day. The Soviet army adopted it in 1949, and kept it in service until 1979, when the AK-74 replaced it. Not only are they found in Soviet- and Russian-allied states, but are also used by paramilitaries and insurgencies around the world. During the early adoption period of the M16, many American soldiers preferred the more reliable and heavier caliber AK-47. The Chinese version of the AK-47 is the Type 56.

AKS-74U. This AK-74 variant has a side-folding, triangular metal stock, and a severely shortened barrel. It was in use from 1979-1993. The Soviets developed this carbine as a submachine gun for special operations, airborne, and rear-echelon troops, as well as for helicopter and



armored vehicle crews. Urban police foot patrols still carry them.

Browning M2 heavy machine gun. The “Ma Deuce” is a .50-caliber machine gun that was adopted by U.S. forces in 1933, and is still in use today, mounted in aircraft, on armored vehicles, and on tripods for infantry use. Like the M1919, it took many people to carry the weapon itself, its tripod, spare barrels, and ammunition. During the Korean

TABLE: MILITARY WEAPONS – SUBMACHINE GUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
H&K MP5A3	1d8 ballistic	100/200	15, 30, 40, 50 box; 100 drum	Bonus	3	Burst 3, Full Auto, Restricted, Two-Handed	3	2
MAC-10 SMG	1d8 ballistic	100/200	30	Bonus	2	Full Auto, Restricted, Versatile (1d10)	3	1

TABLE: MILITARY WEAPONS – RIFLES

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M16A1	1d12 ballistic	900/1800	20, 30, or 60 box; 100 drum	Bonus	3	Burst 3, Full Auto, Loud, Restricted, Two-handed	2	3
AK-47	2d6 ballistic	900/1800	20 or 30 box; 40 or 70 drum	Bonus	3	Full Auto, Loud, Restricted, Two-handed	2	3
AKS-74U	1d12 ballistic	600/1200	30 or 45 box	Bonus	3	Burst 3, Full Auto, Loud, Restricted, Two-handed	2	2

TABLE: MILITARY WEAPONS – MACHINE GUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Browning M2 HMG	2d10 ballistic	1200/2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Restricted, Stationary, Two-Handed	4	8
FN MAG	2d6 ballistic	900/1800	Belt	Action	3	Belt, Full-Auto, Heavy, Loud, Restricted, Two-Handed	4	4
M60 MMG	2d8 ballistic	900/1800	Belt	Action	4	Belt, Full-Auto, Heavy, Loud, Restricted, Two-Handed	4	5
PKM	2d8 ballistic	900/1800	Belt	Action	4	Belt, Full-Auto, Heavy, Loud, Restricted, Stationary, Two-Handed	4	6

TABLE: MILITARY WEAPONS – GRENADE LAUNCHERS AND ROCKET LAUNCHERS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Grenade Launchers and Rocket Launchers								
M72 LAW	Rocket	500/1500	1	-	-	Restricted, Two-Handed	4	3
M79 Grenade Launcher	Grenade	300/600	1	Bonus	-	Indirect, Restricted, Two-Handed	3	2
M203 Grenade Launcher	Grenade	250/500	1	Bonus	-	Indirect, Restricted, Two-Handed	3	1
RPG-7	Rocket	500/1500	1	Action	-	Restricted, Two-Handed	4	3
WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M-9 Flamethrower	2d6 fire	80/160	8	Special	1	Two-Handed, Special	3	3

TABLE: MILITARY WEAPONS – FLAME THROWER

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M-9 Flamethrower	2d6 fire	80/160	8	Special	1	Two-Handed, Special	3	3

and Vietnam wars, some snipers mounted scopes on Browning M2s and used them as sniper weapons.

FN MAG. During WWII, the Wehrmacht's MG-42 machine gun proved a formidable weapon, and many nations hungered for a similar design. Fabrique Nationale in Belgium designed the FN MAG, a 7.62mm NATO machine gun, from their research on the MG-42. It entered production in 1958, and is sometimes called the MAG-58; in the British military, it is known as the L7 (colloquially, as the "Jeeper," from "General Purpose" machine gun). The U.S. version is the M240 machine gun. Both the FN MAG and the M240 remain in production around the world.

Heckler & Koch MP5A3. Developed in the 1960s in Germany, the H&K MP5 submachine gun has over 100 variants and clones in use in over 40 countries. The 9x19mm Parabellum MP5A3 variant can fire single-shot,

burst, or full-automatic, and has a collapsing metal stock. Absolutely any military, paramilitary, or police personnel could carry these.

M16A1. This 5.56mmx45mm NATO assault rifle entered U.S. service in 1967. The A1 variant incorporated numerous improvements based on usage in Vietnam and other places, greatly increasing the rifle's reliability. This particular variant left production in 1982, but with millions produced by then, they can still be found in armories around the world. The Vietnamese captured over 900,000 in 1975 alone, so not all of the extant rifles are in the hands of U.S. allies.

M60 medium machine gun. The United States military began issuing these gun to units in 1959. They replaced the Browning M1919 in U.S. service, and are 7.62mm NATO weapons. The U.S. mounts them on tripods and on light

vehicles, such as HMMWVs and pickup trucks. During the Vietnam war, troops sometimes referred to this gun as a "Pig," because it was "a pig to carry" due to its weight. However, it was lighter than the M1919, and only required a gunner and an assistant gunner as crew. Unlike the M1919, the M60 was intended to fire from the hip in short bursts by advancing infantry, and even unsupported from the shoulder at short ranges. It has been largely replaced by the M240, which (oddly enough) is slightly heavier.

M72 LAW. This 66mm, light anti-tank weapon entered service with the U.S. Army and Marine Corps in 1963. It is a portable, single-shot, disposable rocket launcher. It replaced both the HEAT (High Explosive Anti-Tank) rifle grenade and the bazooka in the U.S. arsenal. Designed to be simple and usable by non-English speakers, it has instructions written in pictographs on the side of the launcher tube. The two biggest dangers for an inexperienced user are that they will fire it backwards or in an enclosed space. The exhaust from the rocket is deadly, and no one should be in a 30-foot cone behind the user when firing (6d6 fire damage, DC 15).

M79 grenade launcher. This stand-alone, 40mm grenade launcher looks like a fat, stubby shotgun. Known by its users as a "Thump Gun," "Thumper," or "Blooker" for the sound that it made when firing, the M79 gave infantry squads a single-shot weapon with more range than a rifle grenade. It had less range and firepower than a mortar, but was lighter, easier to move, and did not require a dedicated crew. Over 300,000 were made in the US alone. The M79 can fire any of the grenades listed in the *Everyday Heroes Core Rulebook*.

M203 grenade launcher. This 40mm grenade launcher fires the same rounds as the M79, but mounts under the barrel of the M16 rifle. The advantage of this system is that the grenadier has a rifle for close-range encounters

instead of relying on a sidearm. Later models of the M203 could be dismounted and used as stand-alone weapons. The M203 can fire any of the grenades listed in the *Everyday Heroes Core Rulebook*.

M9 flamethrower. Developed for the Vietnam war, but discontinued by 1978, the M-9 was the last U.S. military flamethrower used in combat. The wielder wears a fuel tank backpack and holds a wand, connected by a hose, to the tank. *The flamethrower ignores personal armor because the weapon envelops a target in flames. Targets damaged by the flamethrower have the Burning condition. The tanks cannot be re-loaded during combat. The M-9 flamethrower can be used to create covering fire as if it had the full-auto property, though it only requires 8 rounds to do so.*

MAC-10 SMG. This extremely compact, .45 ACP submachine gun from the Military Armaments Corporation was used by American special operations during the Vietnam war, and remains in the armories of Delta Force and the 492nd Special Operations Wing. Sionics designed a two-stage suppressor for the MAC-10, which has the unique feature of making the weapon more accurate when used with the Nomex cover. The suppressor increases the Bulk to 2 and allows the use of the Versatile property.

PKM. This general-purpose machine gun that uses 7.62x54mm Russian rounds replaced the PK machine gun in 1961. It is a belt-fed weapon, and roughly equivalent to an American M60 machine gun. It remains in use today in many armed forces around the world.

RPG-7. The RPG-7 entered Soviet service in 1961. It is a reusable, rocket-propelled grenade launcher that fires 85mm-diameter unguided rockets, and was issued at the squad level. Over 9,000,000 RPG-7s have been produced, and they remain in use around the world. The Chinese version is the Type 69 RPG.



TABLE: MILITARY INTEGRATED VEHICLE WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
23mm 2A7 Autocannon	2d8 explosive	1200/2400	Belt	Action	3	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted	4	n/a
115mm U-5TS Tank Main Gun	8d6 explosive	4000/8000	1	Action	6	Artillery, Loud, Integrated, Restricted, Slow-Firing	5	n/a
125mm 2A46M Tank Main Gun	9d6 explosive	4000/8000	1	Action	6	Artillery, Loud, Integrated, Restricted, Slow-Firing	5	n/a
Browning M3 Dual AA Guns	4d6 explosive	1200/2400	Belt	Action	3	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted, Stationary, Two-Handed	4	8
DShK Machine Gun	2d10 ballistic	1200/2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Restricted, Stationary, Two-Handed	4	8
GE M134 Minigun	2d8 ballistic	1200/2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted, Stationary, Two-Handed	4	8
M19 60mm Mortar	4d8 explosive	220/660	1	Action	3	Artillery, Heavy, Loud, Restricted, Stationary, Two-Handed	4	8
PKT Coaxial Machine Gun	2d8 ballistic	1200/2400	Belt	Action	4	Belt, Full-Auto, Heavy, Loud, Restricted, Integrated	4	n/a
YakB 12.7mm Gatling Gun	2d10 ballistic	1200/2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted, Stationary, Two-Handed	4	8
UB-S-5 Rocket Pod	10d6 explosive	2 miles	16 or 32	-	5	Loud, Integrated, Restricted	5	n/a

23mm 2A7 autocannon. Four of these cannons provided the main armament for the Russian ZSU-23-4 anti-aircraft vehicle. Anti-aircraft guns fire explosive rounds with special fuses set to detonate in proximity to their targets in order to increase the chance of a hit. They are rarely mounted to fire at ground targets.

115mm U-5TS tank main gun. This smoothbore tank gun was the primary armament of the T-62 tank. Main guns of tanks are most commonly used as mobile artillery and for fighting other armored vehicles.

125mm 2A46M tank main gun. This smoothbore tank gun was the primary armament of several Soviet tanks, including the T-72. It fires somewhat larger munitions than does its U-5TS counterpart.

Browning M3 dual AA guns. This is a variant of the Browning M2 machine gun made for use in aircraft and anti-aircraft mounts. Unlike the M2, these had massive pneumatic buffers to reduce the impact of recoil. Dual mounts might appear as emplaced anti-aircraft weapons or as door guns on helicopters.

DShK machine gun. The DShK is a mounted, heavy machine gun, the Soviet equivalent of the American M2. Like the M2, it is a pre-WWII design still in use today. For infantry use, it comes mounted on low, wheeled carts, so that no one has to carry the weapon. It is typically crew-served, and used in the anti-aircraft role.

GE M134 minigun. Despite the name, this 7.62mm, NATO rotary machine gun is not small. And, due to its weight and need for an external power source (and despite

what you may have seen in movies), it is not portable. Its six-barrel design allows high rates of fire without any one of the barrels overheating. The U.S. military initially mounted these in dedicated gun pods on aircraft. Eventually, turreted versions were added to aircraft like the AH-1 Cobra.

M19 60mm mortar. Because calling for artillery support can take time, both to receive priority and to get accurately on-target, infantry commanders preferred having mortars directly under their control. And the M19 was one of the lighter mortars in the U.S. military. It still required a crew to carry the weapon, baseplate, bipod, and ammunition. The M19 began development in 1942, and saw use in both Korea and Vietnam. Many were sold off after new 60mm mortars entered U.S. service.

PKT coaxial machine gun. This variant of the 7.62mm PK machine gun was mounted coaxially with (alongside) the main guns on Soviet tanks. Coaxial machine guns allow tank gunners to engage infantry targets without having to waste main gun ammunition.

UB S-5 rocket pod. These rocket pods, with their distinctive conical heads, were mounted on Soviet aircraft for ground-attack missions. They vary in the number of rockets that they contain (16 or 32). Because the rockets are unguided, they are generally used against stationary or slow-moving targets.

YakB 12.7mm Gatling gun. Depending on which source you use, you may see this weapon listed as a rotary cannon or a machine gun. Either way, in the 1970s, many

weapon designers were looking for ways to increase the firepower of this type of weapon without increasing its recoil force. One of their solutions was to reach back to the 19th-century Gatling gun, a weapon with

multiple barrels. The YakB was one such weapon, and it was mounted in Mi-24 “Hind” gunships and other Russian helicopters.

TABLE: MILITARY EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
40mm Flechette Round	4d6 ballistic	2	40 foot, 30 degree cone	Loud, Restricted, DC 15	2	1
Claymore Mine	4d6 explosive	4	30 foot, 30 degree cone	Loud, Restricted, DC 15	2	1
M72 LAW Rocket	8d8 explosive	6	10 feet	Heavy, Loud, Restricted	5	-

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
RPG Rocket	8d8 explosive	6	10 feet	Heavy, Loud, Restricted	5	2

40mm flechette round. These rounds for the M79 and M203 grenade launchers fired bundles of 45 10-grain steel darts. Users referred to them as “Beehive” rounds because of the buzzing sound the darts made in flight. They proved relatively ineffective against enemy infantry because the darts would often tumble, hit sideways, and bounce off their targets. However, these rounds remained in use because they were extremely effective at clearing away any concealing underbrush and revealing enemy positions.

Claymore mine. The M18A1 Claymore mine has a horizontally-convex, gray-green plastic case famously bearing the mark, “Front Toward Enemy.” It can be fired remotely or by trip-wire. It is directional,



and fires roughly 700 eighth-inch-diameter steel balls in a sixty-degree cone. The Claymore remains in U.S. arsenals, and similar mines are now produced by nations around the world.

M72 LAW rocket. The M72 rocket is integrated into the M72 light anti-tank weapon (LAW). The M72 LAW cannot be reloaded, making it and its rocket a “fire and forget” system.

RPG rocket. This rocket, which is the ammunition for the RPG-7, is designed to give infantry anti-armor capabilities. The rockets fire a shaped charge designed to penetrate heavy steel armor.

TABLE: MILITARY ARMOR

ARMOR	ARMOR VALUE	PRICE	BULK	PROPERTIES
M69 Body Armor	3	3	2	Ballistic, Awkward

M69 body armor. Used by the U.S. Army in Vietnam, the M69 weighed just under 8 pounds and was made of twelve layers of compressed ballistic nylon. The M-1955 vest used by U.S. Marines at the same time weighed over 10 pounds and included fiberglass plates. Both types of armor were only moderately effective, uncomfortable in hot and humid environments, and generally disliked by soldiers who valued their mobility highly.



TABLE: CIVILIAN LAND VEHICLES

VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
Police SUV	5	+3	+2	+3	2	2	150 MPH	All-Terrain, Huge

TABLE: MILITARY LAND VEHICLES

VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
T-62 Tank	4	-4	-2	+10	5		25 MPH	All-Terrain, Bulletproof, Crew (Commander, Driver, Gunner, Loader), Enclosed, Huge, Restricted
T-72 Tank	3	-2	-1	+10	5		45 MPH	All-Terrain, Bulletproof, Crew (Commander, Driver, Gunner, Loader), Enclosed, Huge, Restricted
ZSU-23-4 Shilka SP AA Gun	4	-5	-4	+10	5		19 MPH	All-Terrain, Bulletproof, Crew (Commander, Driver, Gunner, Radar Technician), Enclosed, Huge, Restricted

TABLE: CIVILIAN AIR VEHICLES

VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
Aérospatiale SA341G Gazelle	6	+8	+2	+1	2	4	190 MPH	Enclosed, Large

TABLE: MILITARY AIR VEHICLES

VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
Mi-24D Hind	10	+8	+2	+1	2	4	208 MPH	Bulletproof, Crew (Pilot, Co-Pilot)
UH-1 Iroquois (Huey)	15	+0	+4	+4	2	4	125 mph	Crew (Pilot, Co-Pilot, Engineer), Enclosed, Huge

Aérospatiale SA341G Gazelle. The Gazelle is in service in multiple countries and often doubles for enemy helicopters in films and television. It is a lightweight aircraft intended for observation roles, large enough to also act as an air ambulance.

Mi-24D Hind. This armored bathtub of a helicopter was a Soviet cross between a gunship and a utility helicopter. A typical weapon load-out included a YakB 12.7mm Gatling gun and one UB-16 or UB-32 rocket pod under each wing.

Police SUV. Essentially, this is a bigger police car with improved off-road capability and more power in situations requiring ramming vehicles or demolishing barricades.

T-62 tank. The Soviets introduced this medium tank in 1961. It was the first production tank with a smoothbore gun. More than 22,000 were built before production ceased in 1975. This was the granddaddy of all modern Soviet and Russian tanks, introducing many features that are now standard. It was exported around the globe, and made under license in many places.

T-72 tank. This Soviet main battle tank was an evolution of the T-64, intended to improve reliability and to reduce costs. It is in service in over 40 countries around the world, and although both Russia and China have both replaced it, modernized T-72s remain in production today.

UH-1 Iroquois (Huey). The Huey was the all-purpose combat helicopter for the US Army during its time in Vietnam, and became an iconic symbol of the war. They are used for reconnaissance, transport, and assault, and can be fitted with a wide range of integrated weapons. Their crews often include a door gunner, especially when used as a troop transport.

ZSU-23-4. The Shilka self-propelled anti-aircraft system had its own radar dish to identify and track enemy aircraft. It mounted four 23mm 2A7 autocannons, two on each side of the vehicle turret. Afghan soldiers called them "sewing machines" for the sound the cannons made when firing. Americans often referred to it as "Zeus" or "the Zeus monster" from "ZSU." Although it hasn't been produced since 1980, thousands remain in service around the world.



GEAR

"What's that?"

—HAMID

"It's blue light."

—RAMBO

"What does it do?"

—HAMID

"It turns blue."

—RAMBO

(RAMBO III)

Glow sticks. These chemical-based lights encased in plastic tubes were first invented in the 1960s but didn't become popular until the 1980s, when the latest versions allowed the user to activate them by bending the durable plastic tube. While they didn't cast a great deal of light, they were easily portable, waterproof, and great for

emergency situations. *Rambo* put them to good use as lures in *Rambo III*. Glow sticks provide dim light up to 20 feet from the source and last for about six hours.

Trenching tool. Trenching tools are collapsible shovel/pick combinations designed for digging trenches, latrines, foxholes, and other simple earthworks. This tool or any like it grants advantage on Strength (Athletics) checks made to construct earthworks.

Combat pharmaceuticals. During the 1970s and 1980s, the US military experimented with a number of combat drugs, including pain killers for injury, stimulants for long missions, and depressants to fight combat stress. The use of these drugs was mostly discontinued or more tightly regulated after studies showed significant rates of addiction and other health issues from their use. Refer to the optional Drug Rules from the *Everyday Heroes Core Rulebook* when used outside the context of the combat medic's "Just Take This" plan.





PART III: NEW RULES

Rambo is exactly the kind of action movie that *Everyday Heroes* already emulates. Of course, there is always room for even more fun tools to enhance your games...

GRADED CHALLENGES

Graded challenges are ability checks whereby the degree of success is determined by how close the result is to the DC value. This mechanic appears in the *Everyday Heroes* chase rules as a way to award chase points in some circumstances. It's a useful system for ability checks when the degree of success is relevant. With the exception of a Close Success, graded challenges measure success and failure in five-point increments. Unless specifically called for, it is up to the GM to decide when a graded challenge is appropriate for an ability check, but they are useful in nearly any circumstance.

TABLE: GRADED CHALLENGE

DESCRIPTION	RANGE	RESULT VS. DC 10
Epic Success	+10 or better	20 or higher
Success	+5 to +9	15-19
Close Success	+0 to +4	10-14
Partial Failure	-1 to -4	9 - 6
Failure	-5 to -9	5 - 1
Epic Failure	-10 or worse	0 or lower

Epic Success (+10). The result is far better than anyone could have expected, basically perfect and possibly with unanticipated benefits.

Success (+5). Everything went smoothly and it worked out exactly as you wished.

Close Success (+0). You accomplished what you needed to, but only just barely. There may be some unanticipated complications or issues.

Partial Failure (-1). You didn't get the result you wanted, but it wasn't a complete failure. The result may be advantageous even if it wasn't quite a success.

Failure (-5). It just didn't work and there isn't anything useful to show for the effort you made.

Epic Failure (-10). Wow, you really messed this up. Not only did you fail, things went horribly wrong and now you may have even more problems than you had before.

DEMOLITION

Graded challenges are an excellent way to determine the success of the complicated task of using explosives to blow up buildings, bridges, or other complex inanimate objects. Demolition requires three elements: something you want to blow up, sufficient explosives, and sufficient time to set the explosives.

Demolitions are typically set to go off by way of a timer, a fuse or wired connection, or a wireless signal. The hero chooses how they want to set off the explosives, provided the technology is available. The means chosen shouldn't make any difference to the difficulty, but it may be important to the action.

The number of charges needed can be determined using the Necessary Charges Table, but the GM is always free to specify a number based on their judgment of the situation. A typical demolition takes at least 10 minutes per charge planted. Again, the GM can make special allowances, or the planting of explosives can be handled directly through roleplay or as actions during combat.

TABLE: NECESSARY CHARGES

CHARGES	SIZE
1	A single object or civilian vehicle.
2	Tiny buildings such as shacks, foot bridges, or trucks.
4	Small to medium sized homes, a business, or single-lane bridges.
8	Large buildings such as mansions or factories, or double-lane bridges.
16	Huge office buildings, warehouses, sizable factories, large bridges.
32	Titanic buildings like skyscrapers, stadiums, or massive bridges.

WHAT TO ROLL

Intelligence (Mechanics) is the go-to skill for demolitions, but Intelligence (Natural Science) is a reasonable alternative. The best time to make the roll is when the explosives are supposed to go off. The GM may simply declare the demolition a success. If the hero is a professional demolitions expert, and they have all the time and materials that they need, then success is likely. That said, adventure scenarios don't often present these ideal conditions, and the suspense of rolling lends a sense of fun to something so inherently dramatic.

DIFFICULTY CLASS

This is totally left to the Game Master's discretion based on their assessment of the situation. Factors to consider are the durability of the object being demolished, the quality of the explosives, and the time that was available

to lay them. DC 15 is a good default, as it is a challenging value for someone not very skilled, but very achievable for someone with the right skills or rolling with advantage.

TABLE: DEMOLITION GRADED RESULTS

RESULT	OUTCOME
Epic Success (+10)	Demolition resulting in complete destruction. The blast is either perfectly clean and precise, or cascades into other structures or targets at the hero's discretion.
Success (+5)	An effective demolition, completely destroying the target.
Close Success (+0)	The target is functionally destroyed, but the demolition is incomplete and somewhat messy, with some unintended consequences.
Partial Failure (-1)	The target is badly damaged, but remains at least partly intact and functional.
Failure (-5)	Something went wrong and the explosives either didn't go off or caused only superficial damage to the target.
Epic Failure (-10)	Things went very wrong. Perhaps your spare detonators exploded, setting you on fire or dealing damage to you and your allies. Perhaps an enemy stole all the explosives. Whatever it is, you really messed up and the target is unharmed.

COLLAPSING BUILDINGS

Being inside a building when it collapses is extremely dangerous. Potential victims make two saving throws in this situation:

- 💀 A Dexterity saving throw to avoid taking damage from falling debris
- 💀 A Strength saving throw to avoid being trapped by the debris

The DC and damage vary by the overall size of the collapsing building.

TABLE: BUILDING COLLAPSE

BUILDING TYPE	SAVE DC	DAMAGE
Small one-story building (home, small office, shack)	10	2d6
Medium 2-4 story building (mansion, small apartment, mall, small bridge)	15	4d6
Large 5-20 story building (apartment complex, large bridge, office tower)	20	6d8
Massive building (skyscraper, sports stadium, concrete dam, power plant)	25	8d12

If the Dexterity saving throw fails, the victim takes the damage indicated. If it succeeds, the victim manages to avoid taking any damage.

If the Strength saving throw fails, the victim is trapped in the debris, unable to free themselves. If they succeed, they are able to free themselves from the debris.

Victims trapped in a collapsed building require someone to rescue them unless they have some means of digging out other than their own Strength. The time needed to rescue victims is left to the discretion of the GM, based on the type of building and the equipment available.

DIVING FOR COVER

Victims in a collapsing building can also attempt to Dive for Cover. Generally speaking, though there usually isn't any cover sufficient to stand up to a collapsing building. But if the GM decides that there is, and it is close enough for a hero to dive under or into it, they should get the opportunity to try. Likewise, if someone could feasibly dive out of a collapsing building through a window or doorway sufficiently close, they may make the attempt.

BURNING BUILDINGS

Being inside of a building on fire is dangerous. This rule also applies when caught in a wildfire or similar situation. There are two chief hazards: suffocation from smoke and heat from the fire. Eventually there is also a danger of the building (or surrounding foliage) collapsing completely. These rules are for structures or areas truly engulfed in flames.

Anyone in a burning area lacking a respirator is subject to the standard suffocation rules. A moistened cloth mask offers advantage on any saving throws made to avoid suffocating.

Each round spent in the midst of the fire requires a DC 15 Dexterity saving throw. On a roll of 1, the victim gains the Burning condition. If the hero succeeds, they take 1d4-2 fire damage from the heat. If they fail, they take 1d6 fire damage.

CREWED VEHICLES

Military vehicles often require multiple crew positions to properly operate the vehicle in combat. These positions are indicated in the properties section after the "Crew:" indicator. Typically, any given crew member can operate just one of these positions at a time, though it is possible for crew to move from one to another. The detailed description for a vehicle may contain specific information about its crew positions, but there are a few common types.

Captain/Commander. The captain of the vehicle gives orders to the other crew members, coordinating their efforts and otherwise making key decisions. They can use their action during combat to Help any of the other crew with their actions. They can also replace missing crew.

Driver/Pilot. The driver or pilot always controls the vehicle's movement and any system necessary for that movement. They make the Dexterity (Vehicles) checks, Vehicle saving throws, and other checks by default. Even if not listed, assume any manned vehicle has a driver or pilot position at a minimum. If no other position is indicated, the driver or pilot controls all operations of the vehicle.

Co-Pilot. Some aircraft and many ships have co-pilots. They assist the pilot in the operation of the vehicle and can take over piloting directly, if needed. The pilot can turn over control to the co-pilot at the beginning of their turn, though the co-pilot cannot act until their turn starts. In some situations, at the discretion of the GM, the co-pilot can use the Help action to give the pilot advantage on a check.

Gunner/Loader. Gunners control the vehicle's weapon systems. They can make attacks with the vehicle's weapon during their turn in combat. If the vehicle has multiple gunner stations, gunners are assigned a designation: Main Gunner, Tail Gunner, and the like. Without someone to man the position(s), the vehicle's weapon(s) cannot be fired.

Engineer/Technician. Engineers and technicians are needed to operate and maintain essential systems in the vehicle, such as the engine, electronics, or other specialized systems. If the vehicle has multiple positions of this type, they are listed with specific designations. Depending on the nature of the system, the engineer may take specific actions to use the vehicle's systems, such as using sensors to locate enemies or repairing damage to the vehicle. The engineer normally makes the Constitution saving throws when their vehicle takes damage. They can also use the Help action to support other positions, as appropriate.

VEHICLE CERTIFICATIONS

The vehicle rules in *Everyday Heroes* are mostly concerned with civilian vehicles, especially cars and motorcycles. Because heroes in action movies tend to simply be good at whatever vehicle they operate, the Vehicle skill applies to most ability checks made in any vehicle.

Realistically, military vehicles typically require very specific and intense training to operate. This is also true of complex civilian vehicles, such as farm or construction

equipment. If you want a bit more realism, use the following optional rules for operating military vehicles.

To use the Vehicle proficiency or expertise to operate a military vehicle or its systems, the hero must have a Certification in that vehicle's operation. Certifications cover a general type of vehicle, such as a Tank, Jet Fighter, Hydrofoil, Helicopter, or other broad category. Without a Certification, someone trying to operate such a Vehicle cannot use their proficiency bonus and must make DC 15 Dexterity (Vehicle) check to perform even routine operations, such as starting the Vehicle, making it go forward, turning it, and so forth.

Heroes can choose a Certification appropriate to their military service whenever they receive the Vehicle proficiency from a military-themed background, profession, feat, or class, or any time they learn a new skill proficiency of their choice, substituting the Certification for the proficiency. For example, when taking the Skill Training feat, they could take one Certification and one skill proficiency or two Certifications.

You can also use the Certification system for other categories in which you want a more realistic feel—the sciences skills are a good example.

BLEEDING CONDITION

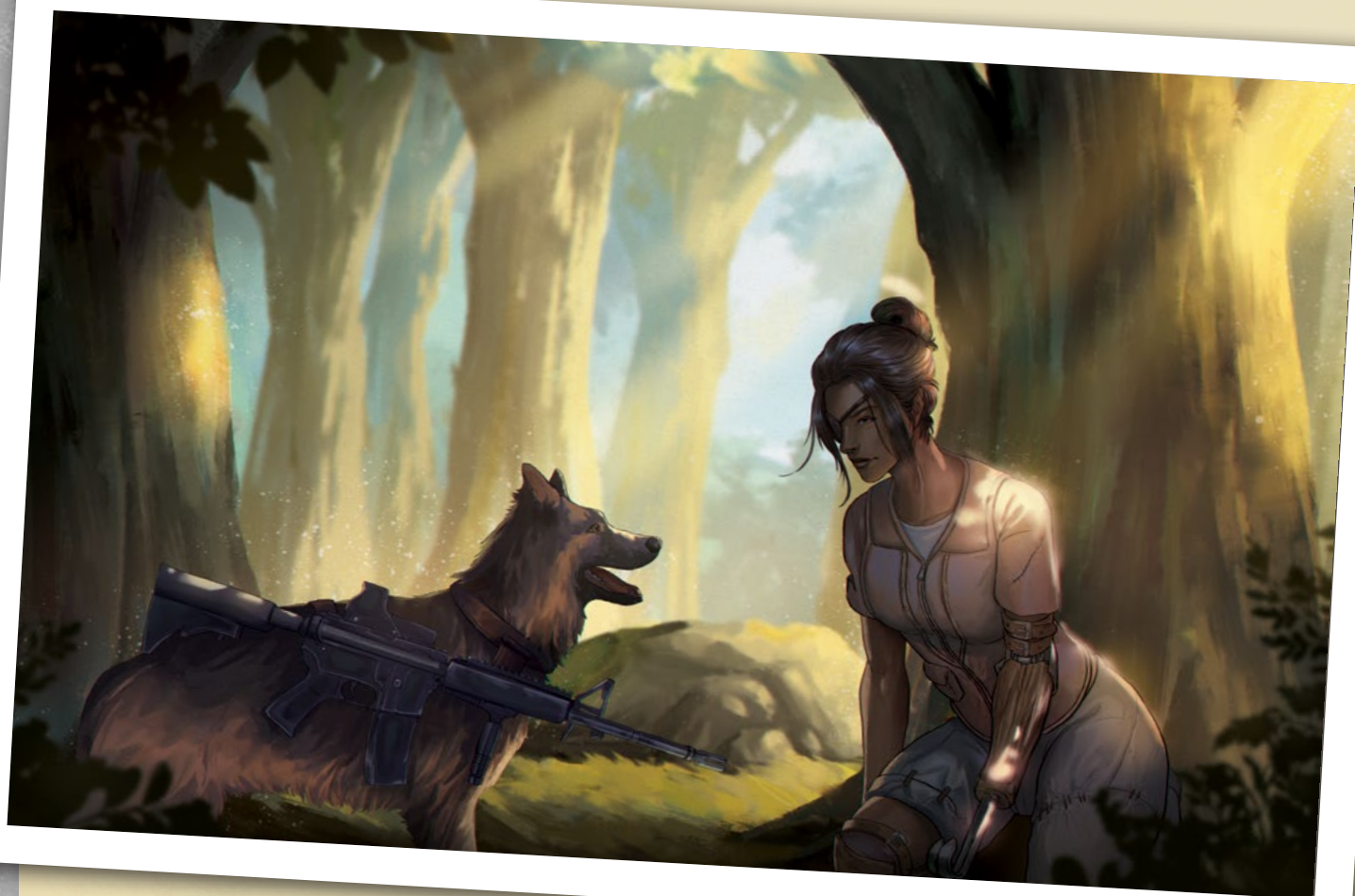
"They drew first blood, not me."

—RAMBO (RAMBO: FIRST BLOOD)

Bleeding is an optional condition for use in a grittier campaign or when using injury rules. Bleeding has different levels of severity. Unlike Exhaustion and Intoxication, these are not cumulative; only the most severe level of bleeding applies.

TABLE: BLEEDING

LEVEL	DESCRIPTION	EFFECT	FIRST AID DC
0	Superficial bleeding, like small cuts, scrapes, and bruises	None	0
1	Light bleeding from a three-inch or greater cut	Victim cannot recover hit points	5
2	Heavy bleeding from a serious internal or external wound	As level 1, and the victim takes 1d6 damage at the start of their turn.	10
3	Massive bleeding from an arterial wound that can quickly cause death	As level 2, and the victim gains a level of Exhaustion at the start of their turn.	15



The First Aid action can stop bleeding. In the case of heavy and massive bleeding, the victim must remain still, with pressure applied to the wound, or the bleeding resumes. Victims of heavy bleeding (level 2) must complete a short rest to permanently stop the bleeding, while victims of massive bleeding (level 3) must complete a long rest to permanently stop the bleeding.

FORTIFICATIONS

Fortifications include a range of defensive emplacements, deterrents, and obstacles that create a defensive fighting position in anticipation of an enemy attack. These positions are used in both traditional and guerrilla warfare. Mechanically, they are very similar to traps, except that the effect of a fortification is to protect rather than to attack.

Unlike Traps, make the ability check when the Fortification is built to determine the success of the construction effort. If it fails, additional time is required equal to half the normal setup time, and another check is made. This continues until the check is successful or the builder gives up. If no difficulty is given, success is automatic.



BREASTWORKS

Breastworks are temporary walls or barriers, erected to provide cover to troops and equipment. They are most commonly made with sandbags, but nearly any material will suffice. Typically, they stand two to four feet tall and provide three-quarters cover for troops. The AV of the cover varies by material, but most types of cover are constructed with the AV at least at 3, preferably 4 or even 5.

- 💀 **Materials:** Natural or salvaged materials
- 💀 **Setup time:** 1 hour per 10 feet of cover
- 💀 **Difficulty:** none

DECOY

Decoy soldiers have featured in warfare for a very long time. They are a cheap and simple battlefield deception, deployed for numerous purposes: you can try to intimidate the enemy by over-representing your forces, or you can draw out the enemy as they attack the decoy, as Rambo does in *Rambo: First Blood*.

Decoys only work at distances of 60 feet or more, or in low-visibility conditions at any distance. An active Wisdom (Perception) check detects a decoy. If the decoy is made by a hero, roll a contest against the creator's Charisma (Deception) or Wisdom (Arts and Crafts)—player's choice.

- 💀 **Materials:** Extra clothing or cloth, sticks
- 💀 **Setup time:** 10 minutes per decoy
- 💀 **Difficulty:** none

FOXHOLE/SPIDER HOLE

Foxholes are vertical holes dug deep enough for a soldier or soldiers to crouch in and hide completely. They provide excellent cover as a firing position, but are difficult to flee, as the soldier must climb out first. Spider holes are foxholes with a camouflage lid pulled over the hole to hide it from casual inspection. The U.S. Army specifies that foxholes should accommodate two soldiers. Foxholes provide three-quarters or full cover to any soldier in them, with AV 5. It takes the soldier 10 feet of movement to leave a foxhole. To make a spider hole, make an Intelligence (Security) check to contest anyone searching for it.

- 💀 **Materials:** Shovel or trench tool
- 💀 **Setup time:** 2 hours
- 💀 **Difficulty:** none

PILLBOX

A pillbox is a small, fortified building used as a firing position. The lower section is especially well fortified to provide cover for soldiers, but it also includes strong walls and a roof to reduce risk from artillery and grenade attacks. They have very small windows/firing ports. Pillboxes provide their occupants three-quarters cover from their firing angle and full cover from any other direction. The Armor Value depends on the materials used, but AV 4 is the standard for stone and mortar pillboxes.

- 💀 **Materials:** Stone, mortar, timbers, sandbags, mechanic's tools
- 💀 **Setup time:** 2 days for a 10x10 foot pillbox
- 💀 **Difficulty:** DC 12 Wisdom (Arts and Crafts) or Intelligence (Mechanics)

TANK TRAPS

Tank traps are like giant caltrops designed to block vehicles. Any vehicle impacting a tank trap risks a crash, and its forward movement is automatically halted. Tank traps are fairly easy to remove by hand, so they are only deployed in locations under active guard.

- 💀 **Materials:** Steel beams, welding kit (or prefab tank traps)
- 💀 **Setup time:** 30 minutes per trap (5 minutes for prefab traps)
- 💀 **Difficulty:** none

TRENCH

Trenches provide cover for soldiers while also granting mobility along the trench line. This is preferable to a foxhole, as it allows easier escape and provides the ability to reposition defenders while they remain in cover. The AV for a typical trench is 5.

- 💀 **Materials:** Shovel or trench tool
- 💀 **Setup time:** 6 hours per 10 feet (per person digging)
- 💀 **Difficulty:** none

TUNNELS

Tunnel fortifications are used for a number of purposes. They are good for sheltering against artillery or other heavy fire; they provide a hiding place; and they present an escape route from an entrenched position. The only problem is they may also become a death trap if their exit is blocked. A tunnel entrance can be concealed if desired—make an Intelligence (Security) check to contest anyone searching for it.

- 💀 **Materials:** Shovels, picks, and/or explosive charges
- 💀 **Setup time:** 10 feet of tunnel per day
- 💀 **Difficulty:** DC 14 Intelligence (Mechanics) or Intelligence (Natural Sciences)

WATCHTOWER

Watchtowers give soldiers a better view of the battlefield, which allows them to spot the enemy, and grants them a better angle of fire in some cases. Watchtowers may be constructed entirely from building materials, or by making use of natural features, such as a hill or sturdy tree. If natural materials are available, this halves the construction time.

A watchtower provides advantage on Wisdom (Perception) checks. Watchtowers typically include cover of some kind for the guards, though typically this is only AV 2. A tower can be concealed from observers more than 60 feet away—make an Intelligence (Security) check to contest anyone trying to spot it. This effect is lost if anyone in the watchtower fires a loud weapon.

- 💀 **Material:** Lumber, nails, carpentry tools
- 💀 **Setup time:** 6 hours
- 💀 **Difficulty:** DC 12 Wisdom (Arts and Crafts) or Intelligence (Mechanics)

WIREWORKS

Wireworks include a range of obstacles created out of barbed wire, used both to slow enemy progress and to funnel the enemy towards vulnerable positions. Wireworks can be set up as fences, free-standing obstacles, or just wire strung between trees. Generally, these fortifications are placed where they are covered by friendly observation; otherwise it's simply a matter of time for the enemy to dismantle them.

Cutting your way through wireworks safely takes 10 minutes per 5 feet. Once done, anyone may pass freely. Vehicles usually knock down or push aside wireworks.

Traversing wireworks without disabling them is difficult movement, and deals 1d6 piercing damage (PV 2) to the person traversing it. Every 5 feet of movement also requires a successful DC 15 Dexterity (Acrobatics) check. If they fail, their movement is reduced to 0 until the end of their turn. On their next turn, they must attempt to traverse the wireworks again to leave the space.

- 💀 **Material:** Lumber, nails, carpentry tools
- 💀 **Setup time:** 6 hours
- 💀 **Difficulty:** DC 12 Wisdom (Arts and Crafts) or Intelligence (Mechanics)

TRAPS

Rambo is an expert at creating traps, using both specialized equipment and natural materials. The *Everyday Heroes Core Rulebook* covers many of the basics, but a few more classics are detailed here. Keep in mind that players are encouraged to devise their own traps as well; use the examples here and in the core rules to assign setup times and difficulty values. Heroes like the Survivalist, who excel in making traps, should create situations in which their enemies are motivated to come after them, so that they can get the most out of their talents.

GRENADE TRAP

Grenade traps combine some kind of triggering mechanism, usually a tripwire, with a grenade that is activated by the tripwire, and had its safety feature disengaged. The tripwire can be strung across a gap, attached to a door, or placed with another device such that, when the device is moved, the grenade is activated. Because hand grenades have a four- to five-second fuse, a victim who identifies the trap can often evade the blast even after it is activated.

💀 **Materials:** Grenade, wire

💀 **Setup Time:** 5 minutes

💀 **Effect:** Anyone activating the tripwire sets off the grenade. The victim can make a DC 15 Perception check to detect the grenade, allowing them to Dive for Cover. If they fail, they suffer the full effects of the grenade.

💀 **Difficulty:** DC 10 to set, DC 15 to detect, DC 5 to disable

MINEFIELD

Minefields are areas used to manipulate enemy movement through the deployment (or concealment) of mines. Most often, they are used to funnel enemy forces onto a desired path, but they also prevent enemy forces from advancing through them or delay and damage those that make the attempt. Some minefields involve hidden mines, while others are made simply by scattering visible mines over an area. Minefields can be relatively small areas, or they can stretch for miles of territory. The types of mines can also vary, though anti-personnel and anti-vehicle mines are the two common varieties. Deploying both together makes it especially difficult to clear the minefield. These statistics assume you are creating a hidden minefield with carefully concealed mines. The effect depends on the type of mines used.

💀 **Material:** 10 mines per 50-foot-square area

💀 **Setup time:** 1 hour for a 50x50-foot area

💀 **Effect:** Anyone activating the minefield suffers the effects of the mines while traversing the field.

💀 **Difficulty:** DC 10 to set, DC 20 to detect, DC 15 to disable

Note that specialized tools like a metal detector or ground-penetrating radar can greatly decrease the difficulty for detecting a minefield, or even grant automatic success when used methodically and outside of combat.

ROCKFALL TRAP

A rockfall trap involves a tripwire or other trigger mechanism connected to a platform or plate that is holding heavy objects, such as a collection of large rocks. When the trigger is activated, the plate is released and the rocks fall on the victim. Rockfall traps are not the most reliable traps, as it's difficult to ensure that the rocks hit the target.

💀 **Materials:** Wire, rocks, or other heavy objects, a plate or net to hold the objects

💀 **Setup Time:** 20 minutes

💀 **Effect:** Anyone activating the tripwire takes 1d12 damage.

💀 **Difficulty:** DC 20 to set, DC 15 to detect, DC 5 to disable

SPRING SPIKE TRAP

A supple branch is positioned under high tension with a series of wooden spikes attached to it with twine. A tripwire leads to a trigger that releases the branch to swing violently into anyone standing over the tripwire, impaling them on the spikes.

💀 **Materials:** Fresh wood, a knife, twine or vine

💀 **Setup Time:** 20 minutes

💀 **Effect:** Anyone activating the tripwire takes 1d10 piercing damage.

💀 **Difficulty:** DC 12 to set, DC 15 to detect, DC 5 to disable

LURES

Lures are used to both draw enemies into a trap and distract them, so that they don't anticipate or see the trap in advance. The rules for traps assume that the players take care to set them up in good locations, and in a way that is difficult to detect. The key to a good lure lies in psychology: it needs to short-circuit the enemy's critical thinking skills in some way. A bad lure only raises the victim's suspicion and causes them to think twice about what to do next.

When a hero sets a lure for their trap and the GM determines that an enemy will encounter it, roll a contest between the hero's Charisma (Deception) and the target's Intelligence saving throw. If the hero wins, it's a good lure, and the hero has advantage on their check to set the trap. If the defender wins, it's a bad lure, and the hero has disadvantage on their check to set the trap. Alternatively, the GM may decide that the lure is good or bad, based on their understanding of the potential victim's psychology.



PART IV: GAME MASTER ADVICE

"God must love crazy people."

—MOUSA

"Why?"

—RAMBO

"He makes so many of them!"

—MOUSA
(RAMBO III)

THEMES

If you want to evoke the feeling of a *Rambo* film in your adventures, include elements from one or more of the following themes. They make all the difference between a generic action-adventure and a true "*Rambo*" experience.

GUERRILLA WARFARE

The essential nature of the action in *Rambo* is that of guerrilla warfare. It's about hit-and-run tactics, infiltration, and being resourceful in the field. Putting the heroes into a dangerous situation in which they are isolated and don't have access to outside resources is key. Keep them on their toes with surprise encounters and unanticipated challenges. Make the enemy superior in number and position and let the heroes figure out how to turn the tables with a clever plan.

VETERANS' ISSUES

The treatment of veterans is central to the drama in *Rambo: First Blood* and *Rambo: First Blood Part II*. This theme is not always easy to work into the structure of an RPG adventure, but it can make for a good source of conflict—especially for stories in which soldiers are betrayed in some way. Another good use of this theme is the general distrust and fear directed by civilians towards military personnel. Having civilian NPCs be wary and difficult to persuade can help evoke this feeling of isolation and unease.

GOVERNMENT CORRUPTION

The theme of soldiers being noble and their governments throwing them into mortal danger for corrupt motives is a central theme in *Rambo: First Blood Part II*. It's also the perfect plot twist for nearly any military adventure. That said, don't use this device in every adventure, lest it become predictable and stale. This theme need not always take the form of a direct betrayal. It can also manifest in the heroes being poorly supplied or informed, or disrespected by their soft-bellied superiors.

PATRIOTISM

In truth, John Rambo is the only explicitly patriotic character in the *Rambo* films. While he has every reason to question that patriotism, he sticks with it even when he is betrayed by the people and institutions of America. Nonetheless, patriotism is an important keystone of the psychology of any soldier. Whether they hold fast to or lose sense of it says a lot about their character and thinking. Creating stories with patriotic themes gives players a chance to express how their hero feels about who they are fighting for and why.

POLITICS

War is the continuation or abandonment of politics by other means. Wars are conducted by nations and represent the values that the nations' rulers feel are important enough to risk the lives of their people to defend or promote. The soldiers who die for the cause may or may not believe in or even understand these political motivations. While not always important to the story, the politics that drive the conflict form an important part of the backdrop for the action, and they make it feel more real and grounded.

SUFFERING

Suffering is intrinsic to war, and there are many times Rambo and others face intense suffering, both physical and emotional, during the films. Use caution when playing up this theme, as it can overwhelm more sensitive players and lead to an adventure that feels dismal and dreary. Pair suffering with triumph, humor, and relief as part of your overall narrative flow.

EXPLOSIONS

This is a reminder not to forget the explosions! Every *Rambo* movie has its share of explosions, especially *Rambo: First Blood Part II* and *Rambo III*. When in doubt, have something explode in the midst of combat. You never know where a bunch of fuel canisters might be lurking, just waiting for a spark to ignite them into a massive fireball. Not every explosion needs to threaten the heroes, or even their enemies—they can simply be for the sheer fun of it!

CANNON FODDER

"Cannon fodder" is a slang military term for soldiers who are treated as expendable by their commanding officers, and sent into battle without adequate support or regard for their lives. Nearly anyone sent to face off against John Rambo probably qualifies. It's a rare day when Rambo

needs more than one attempt to take his opponents out of the fight.

The Cannon Fodder rule is an optional tool for allowing heroes to mow down waves of enemies, sneak up and one-shot guards, or experience other tropes of bad-ass action cinema. The rule is very simple:

Cannon Fodder NPCs are defeated if they take *any* damage from a hero.

While this rule can be used with any NPC, it makes the most sense to use NPCs designated as Fodder. Killer and Shadow NPCs also work pretty well, but it defeats the mechanical purpose of Hulk and Loner NPCs to use them as Cannon Fodder.

Using the Cannon Fodder rule affects encounter balance considerations and effectively changes CR levels. The more hit points originally possessed by the NPC, the more significantly they are weakened for balance purposes. It typically works best to use NPCs two or more steps lower in CR than the average level of the heroes. So 1/8 CR NPCs are pretty good fodder for level 1 heroes and level 5 and lower NPCs are reasonable fodder for level 7 heroes. You can generally double the number of Fodder NPCs of a given CR and achieve a similar combat balance.

FODDER VARIATIONS

Elite Fodder. Sometimes you want a leader for your Cannon Fodder, but don't want to track their hit points. Elite Fodder take damage *twice* before being defeated. The first hit visibly wounds them, and the second hit puts them down.

Useless Fodder. If you need your Fodder to be as bad at offense as they are staying alive, Useless Fodder always do the minimum amount of damage possible when they hit.

CANNON FODDER CAUTION

Sometimes, when players catch on that their enemies have only one hit point, they change their tactics to take advantage. This isn't necessarily a bad thing, but it can lead to weakening immersion and tension in combat.

One thing you can do is not tell the players they are facing Fodder—have them make damage rolls normally. This slows things down a little by comparison, but it helps keep the normal feeling and flow of combat. The heroes will realize that their enemies are weak, but maybe not so much that they start trying to exploit the situation.

Another good practice is to have at least one normal NPC with your Fodder with enough hit points to take at least a couple of hits from the heroes and survive. This keeps the players from reverting entirely to disingenuous tactics for the fight.

DEFENSIVE SCENARIOS

The majority of RPG adventures are offensively minded from the heroes' perspective: a problem exists, and the heroes must solve it by going to a place and overcoming the obstacles that they find there. It's a great formula with a lot of advantages for storytelling, especially in roleplaying games. The GM sets the locations where the heroes must go, thus ensuring that whatever they plan comes to pass.

In movies like *Rambo: First Blood*, the hero is the obstacle and the antagonists are out to get them. Wherever the hero chooses to go, trouble and challenge follow in their wake. It's an exciting format for a story, and it lends itself well to the hero setting traps and creating situations that the enemies must overcome. The Survivalist and the Combat Engineer, however, are both heroes with trap-oriented skills tailored to defensive scenarios like those in *First Blood*. This reversal of strategies can be tricky for Game Masters, because the heroes are the ones deciding where to go as they try to survive their pursuers.

If you are a strong improviser, this reversal may not be a problem. For GMs who focus more on planning, though, it can present a significant challenge. In these kinds of stories, it's a good idea to provide the players with a map of the area, and to include information on the map about points of interest. Players will naturally gravitate to places that offer them positional advantages or useful resources. Knowing this, in turn, will let you plan out encounters in advance, and decide how the pursuers will approach these locations.

Even in an adventure with a more traditional exploration or objective structure, you can create situations in which the players know that the enemy is coming, and so can plan their defenses. A common structure has the heroes achieve their primary goal, only to have their enemies arrive in force to get revenge. It's a great way to stage a final showdown that allows the heroes to plan out how to defeat a hated antagonist.

INFILTRATION

Infiltration scenes are a staple of action cinema and guerrilla warfare tactics. They can be tricky to set up and run, especially in an RPG that has a team of heroes rather than a lone wolf like Rambo. The tension from infiltration scenes relies on the heroes having both a strong motivation not to be discovered until they reach their objective and knowledge of the consequences of early

discovery. Any time that you set up an infiltration, then, be sure to make clear the possible consequences of failure.

A good infiltration scene does not rely on the success of every check or decision to avoid complete disaster. It's best to structure the action such that when a mistake is made, there is some opportunity to correct it. You should reach complete failure only after a cascade of subsequent mistakes or failures. One way to do this is to keep an "alert level" that starts at 0; when it reaches 5, the infiltration is a complete failure. Each mistake raises the alert level, while actions taken to correct the failure lower it again. If the heroes are doing a little too well, have outside circumstances raise it, thus forcing them to react.

Try to be creative about the kinds of challenges and solutions used during an infiltration scenario; Dexterity (Stealth) checks get a bit stale after a while. Also remember that dice need not be used for every challenge. Allow your players to be creative and clever. If they come up with a great plan, let them enjoy the benefits. Likewise, if they make a tragic mistake, put them on the spot to get themselves out of trouble.

Consider whether group or individual skill challenges are best for the situation. If everyone in a group is making an individual challenge, the chance that one of them will have poor luck is pretty high. A group challenge helps even the odds a little by letting lucky players cancel out the unlucky ones. On the other hand, group checks in which most of the heroes have poor chances are more likely to fail.

INTERROGATION AND TORTURE

"You may scream. There is no shame."

—PODOVSKY (RAMBO: FIRST BLOOD PART II)

All three *Rambo* movies covered in this book feature scenes of torture and violent interrogations. Before deciding how to represent torture in your game, though, give serious thought to whether you should even include it. As visceral as it can be to **watch** a scene of torture, it can be something quite different to **roleplay** it. There are plenty of people who, for very good reasons, don't want this experience featured at the table.

If you do decide to include interrogation and torture as part of your campaign, make sure that everyone both consents to it and is aware of the fade-to-black tool. This goes both for you narrating any torture of the heroes and for the heroes torturing NPCs. This kind of violence adds drama to a game, but it can also cross a line into territory that ceases to be fun for anyone.

WHEN TO INTERROGATE HEROES

The torture scenes in *Rambo* serve three story purposes. The first shows how evil the bad guys are, the second shows how tough Rambo is, and the third establishes the mental and emotional trauma that Rambo suffers. The last one isn't something that you need for an RPG adventure—if a hero wants to explore trauma as part of their background, they will choose it themselves. The other two are worth further examination, however.

Using torture to establish animosity towards your villains is a popular technique, because it's easy; everyone understands how evil it is on its face. For our purposes, however, you really don't need to roleplay or narrate torture scenes. Just seeing the tools of torture, witnessing threats of torture, or hearing rumors about it are enough to establish the villains as terrible people.

Using torture as a way to demonstrate the heroes' toughness is perhaps the only legitimate reason to include an interrogation scene. It's not all that uncommon to imagine yourself with the physical, mental, and emotional fortitude to stand up to such evil, and roleplaying games offer a venue for exploring that fantasy safely.

The reality of violent interrogation is very different from film. First, **everyone** breaks eventually under torture. How, when, and why people break will vary, but, in the end, the human mind and body are not meant to hold up against such suffering. Second, the value of the information gained from torture is often dubious, because people will say anything that they think will stop the torture, be it the truth or a lie. Realistic torture is just not useful or fun in an action-oriented RPG.

HOW TO INTERROGATE HEROES

Player agency is very important to roleplaying. Situations in which the heroes are forced to do, say, or feel something rob them of agency. It's one thing to narrow their choices due to circumstances, but quite another to say, "This is what you do/say." Yet herein lies the challenge of playing out an interrogation, since the interrogator is very much trying to force or trick the other person into doing or saying something.

As with other social encounters, you can play out interrogations using dice and/or roleplay. If you choose roleplay exclusively, the players should have complete control over their heroes' reactions to what is happening. Let the player decide whether their hero is tough, clever, or weak. If you want to use dice to see how well a hero resists interrogation, be careful when the hero loses the

contest. Don't simply decree, "You break, and tell them what they want to know." Instead, let the player decide how their hero breaks under the strain. Doing this will give the player some measure of narrative control, rather than leave them feeling entirely helpless. Yes, interrogators want their victims to feel helpless, but Game Masters should never want their players to feel this way.

Most dice rolling in an interrogation takes the form of a contest of some kind. Social skills like Deception, Insight, Persuasion, and Intimidation are all mainstays. Endurance is a good physical skill to employ to resist interrogation, but Constitution, Intelligence, and Wisdom saving throws all make sense as well. If the person being interrogated is trying to escape, then Athletics, Acrobatics, Sleight of Hand, and Security are all common skills to employ.

If there is physical torture involved, the hero likely takes damage. Exactly how much is up to you, but it should scale up based on the level of the hero. You don't need to use combat rules if the victim is fully restrained and at the interrogator's mercy. As a baseline, 1d4 + the hero's level feels dangerous, but does not take them to zero too quickly.

HOW HEROES INTERROGATE NPCs

Hopefully, the heroes are not especially keen on roleplaying the torture of NPCs and, as the GM, you have just as much right to pull the Fade-to-Black as do the players, if you aren't comfortable with the story that they are telling. That said, many adventures, especially military fantasy, feature situations in which the heroes are sufficiently motivated to get information from their enemies by any means necessary.

Remember, the NPCs are under your control and, most of the time, it is in the story's best interest to inform the players about what is going on. Having the NPCs spill the beans to the heroes when threatened tends to be a win-win for everyone involved. Again, you can choose to throw dice, or simply roleplay the situation. There is a lot less worry about player agency, though, so traditional social challenges work fine. Let the hero pick their approach, and choose an appropriate roll (usually a saving throw) to resist the hero's efforts.

Avoid setting up situations in which you are both compelling the players into an interrogation and having your NPCs be especially tough in holding out. Such a scenario only railroads everyone into potentially graphic violence, and this is not best for your game. Allowing players to make ethical choices is a big part of playing a hero, after all. It's one thing to tempt them into easy-but-shady choices, and another thing altogether to force them into compromising their values.

LARGE-SCALE BATTLES

Everyday Heroes is not a wargame. Determining the outcome of large battles through game mechanics is not one of our design goals. That said, in a military fantasy setting, the hero's actions often take place in the context of war. Your intended story may involve larger battles for the heroes to participate in and perhaps influence.

INITIATIVE

During a massive battle, it can be expedient to have enemy forces collectively act on a given initiative number. You can roll this or just choose a middle-of-the-road number, like 12. Generally speaking, there is no surprise involved in a large-scale battle; everyone knows what they are getting into and is prepared to fight.

You don't have to be in initiative during a battle scene if the heroes are not directly engaged in combat. The battle may be playing out in the background while the heroes are up to other business. You may occasionally have someone take a shot at them (see below), and they may occasionally shoot back. It really depends on whether fighting is the focus of the encounter.

GOALS ARE THE KEY

The best way to keep the action focused in a large-scale battle is for the GM to set clear goals for the heroes during the battle. These can either be a larger objective within the scope of the battle, or a more personal objective occurring alongside the battle. Goals within the battle are usually strategic objectives, such as capturing a position, taking out an important enemy, getting into a key position, defending an allied leader, rallying their allies, or achieving a certain number of enemy kills. These types of goals should generally shift the overall tide of the battle, either ensuring outright victory or moving a step closer to it.

Personal goals may be important to the larger story, but don't really impact the battle itself. Examples include collecting intelligence, moving behind enemy lines, stealing something important, evacuating wounded from the fight, or just trying to stay alive until the fight is over. But whether the heroes succeed or fail likely has no effect on the overall course of battle.

For a truly epic battle scene, set a series of goals for the heroes, with each goal being an encounter with its own challenges and options. You could create an entire adventure that takes place within the course of a single

battle, if you are feeling very ambitious. The key is to provide a steady stream of clear goals, laying out the stakes for each as you do so.

TAKING FIRE

Modern battles involve gunfire, and most combatants shoot at targets of opportunity that seem either especially dangerous or especially easy to hit. It's rare that any given soldier is specifically targeted, and this goes for heroes as well. If the heroes come face-to-face with specific enemies, run the combat normally, and assume that all other enemies are engaged with allies.

On the other hand, if the heroes are in the battle, but not specifically attacking a position or being attacked directly, you may threaten them with "random" attacks, explosions, or other hazards. Use modified Luck saving throws for this, and set a DC (usually between 1-5); anyone who fails their saving throw is targeted by enemy fire. It's up to you to decide what form the attack takes, but treat it like a normal attack.

CASUALTIES

Unless you are focusing on a specific combat objective, there are endless enemies to fight in a large battle. It's not like normal combat, where once the foes are down, the fight is over. The battle keeps going until one or more sides disengages or surrenders. Tracking the hit points of thousands of soldiers is not a good idea, to put it mildly. Using the Cannon Fodder rules helps a lot. If a hero hits a rank-and-file enemy, that soldier is likely out of the fight, injured or killed. Leaders and special foes are handled normally.

DESCRIBING THE ACTION

For the most part, keep your descriptions focused on the heroes and their role in the battle. However, it's important to evoke the feeling of a fight raging all around. The enemy's initiative provides an opportunity to offer details about the life-and-death struggle playing out around the heroes. Be careful about describing events that may unintentionally distract the heroes from their goals—they may take a cool, off-hand description as an important plot point and think that they need to rush over and interact with it. This isn't necessarily a bad thing, as it could enrich the story. But be aware of and possibly avoid it if you wish to keep a tight focus on the goals for the encounter.

MORALE

In warfare, force morale is very important. Most battles end when one force chooses to leave the battlefield, either in a controlled retreat or a complete rout. Despite the fact that soldiers willingly risk their lives, they are not eager to die—fear is something that everyone experiences in war. The following morale rules are optional tools to create both more realistic encounters and, often, more enjoyable ones.

WHEN TO USE MORALE

By default, the morale and behavior of NPCs is yours to control, and the morale and behavior of heroes is the domain of their players. And the following rules can apply to either or both NPCs and heroes. We recommend limiting morale to NPCs most of the time, and excluding NPCs critical to the plot, such as a primary antagonist.

Using morale with your NPCs makes fights feel more realistic, and it also helps wrap up combat sooner. Again, you don't have to use these mechanics to force your NPCs to run away, but they do add an element of chance. Even when you choose to use the morale rules, they need not apply to every combat.

Using morale rules for the heroes should be reserved for adventures in which you want to capture the feel of combat stress among "green" soldiers, or among soldiers that are inexperienced in combat. You could also use the rules in situations in which the enemy is employing especially terrifying tactics against the heroes.

MORALE SAVING THROWS

The core mechanic for morale is the saving throw. Morale saving throws are made when an event occurs that either seriously threatens an individual's life or indicates that their team is in real danger of losing the battle.

Morale saving throws are made either by individuals or by groups of combatants. When made by an individual hero, the hero uses their Archetype's ability score saving throw. Thus, an Agile hero makes a Dexterity saving throw, and a Tough hero makes a Constitution saving throw. Individual NPCs use their highest saving throw bonus. Any bonus or penalty to these ability saving throws possessed by the hero applies to the morale saving throw as well.

Group morale saving throws are made by the NPC with the best saving throw bonus in the group, or by their designated leader.

The DC of the saving throw varies depending on the severity of the event that triggered it. The more dire the situation, the more difficult the saving throw should be.

HIGH AND LOW MORALE

Favorable or unfavorable circumstances offer advantage or disadvantage to a morale saving throw. A group of NPCs with generally low morale always has disadvantage, and a group with generally high morale always has advantage. It's up to you to decide if either applies, or what specific circumstances might grant advantage or disadvantage beyond those specified by the rules or scenario.

Any talent or effect that modifies saving throws against the Frightened condition also modifies morale saving throws in the same fashion.

SUCCESS AND FAILURE

Combatants who succeed at their morale saving throws act normally.

Combatants who fail are Frightened of both the battle and all of their opponents. Furthermore, if they roll a 1 on their saving throw, they are Stunned until the end of their next turn in addition to being Frightened. Combatants who are Frightened due to failing a morale saving throw can take an Action during their turn to overcome their fear, granting them a DC 10 morale saving throw. If they succeed, they recover from the Frightened condition.

If a combatant fails a morale saving throw while they have the Frightened condition, they must flee the battlefield, surrender, or find a hiding place to remain until the end of the battle.

MORALE EVENTS

Morale events trigger morale saving throws. Different events have different DC values. This list is not intended to be exhaustive. The GM is invited to create additional Morale events that feel appropriate, and assign an appropriate DC.

TABLE: MORALE EVENTS

EVENT	DC
Opponent uses their action to make a Charisma (Intimidation) check against them in combat	Intimidation Result
An adjacent ally is killed	10
The combatant takes damage equal to half their maximum hit points in one enemy turn or suffers a critical hit	10
When half of their allies have been killed	15
When their leader is killed	15
When all their allies have been killed	20

REAL-WORLD CONFLICTS

The *Rambo* films mix real-world issues and conflicts with fictional characters. There are both benefits and pitfalls to using such conflicts in your adventures. *Rambo* adventures from Evil Genius Games feature real places and events because we want to honor the film's legacy, but, in your own games, it's your choice to make.

THE BENEFITS

The chief benefit to featuring real-world conflicts is the wealth of information available to help you build an adventure. Everything that you need is there, from the locations of battles, the tactics and equipment used, the motivations of the combatants, and the politics surrounding them, to actual stories of heroism and villainy. You also potentially get built-in interest from your players, who are either curious or passionate about the conflict. Finally, anchoring fantasy in real frameworks lends adventures a concrete feeling that helps with immersion, both for the players and the Game Master.

THE PITFALLS

There are many potential pitfalls here, and how they are handled largely depends on the sensibilities of the GM and the players. For example, wars are inherently tragic events, in which real people lose their lives. In contrast, roleplaying games offer the opportunity to have fun and relax with friends. There is a tension here between reality and fantasy that isn't easy for everyone to handle when every detail reminds you of the real thing.

You can also run afoul of political sensitivities. Every war in history was fought by groups that thought they were justified in doing what they did. *Rambo III* embraces the *mujahideen* as heroes, and celebrates a child soldier who is fighting on their side. Because of these events and others, the politics of the film have not aged very well. Like other sensitive issues, however, the key to handling real-world conflicts is to make sure that everyone is comfortable with both the real-world context of the adventure and the sensitive topics that surround it.

ADVENTURE IDEAS

While *Rambo* adventures take many forms, players are going to expect a high degree of action as part of the story. Putting the players up against seemingly impossible odds and obstacles is a big part of the fun, especially if they can pull off the mission and get home in one piece. You can find great inspiration for stories in war films, books, and TV shows, as well as in historical events.

CARTEL BUSTERS

Hook. A DEA agent is taken hostage by a powerful drug cartel, and the heroes are tasked with rescuing them.

Heroes. A team of black-ops mercenaries based in Latin America.

Action. The family of the DEA agent hires the heroes to rescue him from the cartel, and is willing to pay handsomely for his return. Time is of the essence, as they expect the cartel will execute the agent soon. The heroes must assault or infiltrate the cartel's well-defended compound.

EATING DUST

Hook. The heroes must lead a large group of refugees to safety.

Heroes. A mix of aid workers and guerrilla fighters in Angola.

Action. A recent battle destroyed the homes and fields of a village where the heroes were trying to set up a hospital. With hostile forces about to occupy the area, the heroes must lead the people on a dangerous trek to find a safe place to take refuge. They face dangers from enemy forces while trying to secure food, shelter, and safety for the refugees in a land ravaged by war.

OPERATION EAGLE CLAW

Hook. Can the heroes succeed where the historical mission failed, and rescue Americans held hostage in Iran?

Heroes. Members of a Delta Force operations team assigned to Operation Eagle Claw

Action. The hero's team is part of Operation Eagle Claw, tasked in 1980 with a special forces operation to rescue the 52 American embassy staff taken hostage by Iranian student activists. Can the heroes overcome the obstacles that stopped the historical mission, and rescue the hostages despite the odds stacked against them?

SWEATING BULLETS

Hook. The heroes find themselves repelling a Soviet invasion of an Afghan town.

Heroes. Pakistani special forces delivering American arms to the *mujahideen* in Afghanistan.

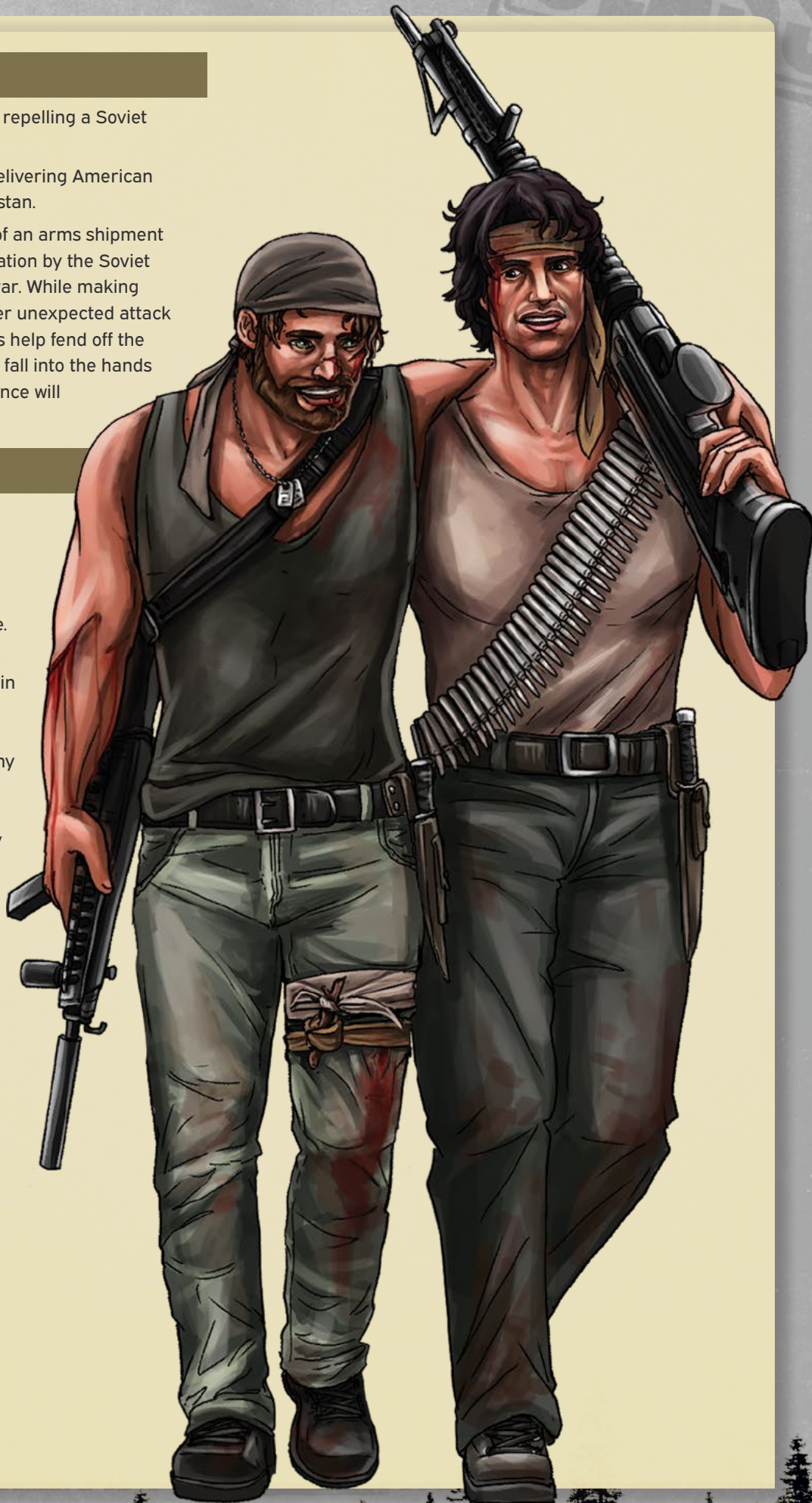
Action. The heroes are in charge of an arms shipment to Afghan fighters resisting occupation by the Soviet Union early in the Soviet-Afghan war. While making the exchange, the city comes under unexpected attack by Soviet forces. Unless the heroes help fend off the Russian advance, the weapons will fall into the hands of the Soviets and the local resistance will be crushed.

TIGER COMPANY

Hook. The heroes are building a mercenary company from the ground up.

Heroes. A tightly knit group of veterans turned soldiers of fortune.

Action. This is a long running-campaign in which the heroes begin as a small mercenary company funded by their personal wealth. Their dream is to grow the company and to get rich in the security business. Tracking both their finances and their reputation, they take on increasingly challenging and lucrative contracts from a range of clients, some aboveboard...some not so much.



PART V: RAMBO: FLESH & BLOOD

INTRODUCTION

This adventure is written for *Everyday Heroes*. It references both the *Everyday Heroes Core Rulebook* and the rules found in **Part II** and **Part III** of this sourcebook. It is intended for four to five, 2nd-level characters.

Whenever you come across a block of text with a green frame, paraphrase or read it aloud to your players.

BACKGROUND

This adventure takes place just after *Rambo III*. It follows the high-octane, high-stakes, action-orientated approach, but also touches upon what it means to serve your country and the effects that wars have on those who fight them.

Like the films, it is set against the backdrop of real military actions. The invasion of Panama, codenamed Operation Just Cause, was a many-faceted conflict. The Panamanian dictator, Manuel Noriega, played the United States against narcotics traffickers for many years. In 1989, after the U.S. and the Organization of American States tried to curb his worst excesses, Noriega announced that a state of war existed between Panama and the U.S. As the public learned the extent of Noriega's involvement with drug trafficking, and the extent of US support for the dictator, relations continued to deteriorate.

In December 1989, President George H. W. Bush, himself a former director of the CIA, gave the go-ahead for an invasion of Panama to remove Noriega from power. This adventure takes place during that invasion.

The heroes take on the role of Special Forces soldiers, sent to extract a valuable informant mere hours before the main invasion. Things get more complicated once they are in the field.

SYNOPSIS

Colonel Barrigan tasks the heroes with locating and extracting an individual embedded in a drug cartel, the *Escorpiones Negros*. He gives the individual's whereabouts as Panama City, but can't be more specific because contact with the individual was lost.

The heroes discover that the informant is actually the colonel's brother. Fearing for his life, and embroiled in a turf war on top of the invasion, he has fled the city and is now holed up in a safe house. Both the Panamanian Army and a rival cartel are hunting him. The heroes must use all their training to get to him first.

But when the heroes finally get their hands on him, the operation is not over. Colonel Trautman informs them that their original mission was not only off the books, but it was also illegal. Colonel Barrigan was on the payroll of the Escorpiones cartel and trying to prevent the PDF (Panamanian Defense Force) from bringing his brother to justice. Trautman has bigger fish to fry, though. He has been following the colonel's brother for some time, hoping that he would lead him to Simón Villalobos, a Soviet-backed Panamanian politician destined to become their man in Panama after the invasion ends.

Trautman asks the heroes to keep up the pretense of their traitorous mission, evade the might of the U.S. Army and follow the colonel's brother to Villalobos, the real prize.

To fulfill Trautman's request, the heroes have to outrun Navy SEALs, catch a spy on board a cargo ship, and eventually confront the Soviets in a luxurious *hacienda* in the middle of a jungle—with a tank.

CREATING OR SELECTING HEROES

Five pregenerated heroes are provided for quick play, but players can create their own heroes if they wish.

Heroes are assumed to be in the U.S. Special Forces, but if players wish to play a hero outside of this remit, it is reasonable to assume that Colonel Barrigan cast his net wide to find recruits for his illegal mission. The five classes in this sourcebook are specially designed to create characters for this kind of military-based adventure, but the classes from the *Everyday Heroes Core Rulebook* can also be used.

As the heroes are given weapons and gear in the first encounter, it is not necessary to pick these during character creation, though small personal effects are fine. We suggest full ammunition tracking in this adventure, as it is intended to have a more realistic feel and focus on the heroes' resourcefulness.

This adventure can follow on from the *Rambo* prologue adventure, *Jabbok Creek*. In this case, the heroes are already a unit, and will have already run into the Escorpiones Negros. Presumably, Colonel Barrigan has heard of their exploits in Arizona; but what they have been doing in the intervening seven years is up to the players.

This adventure is set in 1989, so not all equipment is suitable—most notably computers and smartphones. Some of the classes may produce heroes that you would not expect to find in a *Rambo* movie. There is no innate problem with this. There are as many styles of *Everyday Heroes* games as there are players, but make sure everyone knows what to expect.

MILESTONES

If you are following this adventure from *Rambo: Jabbok Creek*, the heroes should level up between adventures to level 2.

This is a lengthy adventure and the heroes should be awarded a milestone upon its completion. If you wish to progress your heroes at a faster rate, you could award a milestone at the end of Act II to fit with the ramping-up of the action from that point.

TIME

A large part of this adventure is time sensitive. The heroes drop into Panama at 1900 hours (all times are Panamanian local unless noted otherwise), and should be out of Panama City by 0100 hours the next day or risk getting caught up in the main invasion.

After they leave the city, they are still in a hurry: they want to get to Barrigan before either the Panamanian Army or the rival drug cartel.

Each scene in **Act I** and **Act II** advances the clock. Bear in mind that this is an estimation of in-game time, and not the time that it actually takes to play!

In exceptional circumstances, you may add even more time than given in the guide. Feel free to do this, but bear in mind that, if this happens more than once or twice, their chances of getting to Barrigan on time will be almost zero.

If the time reaches 0045 hours and the heroes are still in the city, insert **Encounter 8** at the earliest opportunity. H-Hour moved up from 0100 at the last minute due to reports that the Panamanian Defense Force knew some sort of U.S. military operation was imminent.

If 1300 hours comes before they get to **Encounter 14** and Barrigan's cabin, they fail the first part of their mission. There is time to redeem themselves, though

their tardiness in the early stages may make things more difficult later.

EXHAUSTION

The heroes are highly trained soldiers in great physical condition. Their training prepares them to operate for long hours with little food or water. That said, a significant amount of this adventure happens in a hot, humid, hostile environment.

Every hour that the heroes operate on foot, call for a DC 8 Constitution (Endurance) check. Any hero failing the check gains a level of exhaustion. Whether or not a hero succeeds, increase the DC of the next check by one. If all the heroes take a long or short rest, reset the DC to 8. Operating in a vehicle is much easier, such that the heroes don't have to make the hourly check, but not so easy that it resets the DC once they are back on foot.

Remind the heroes to eat and to hydrate, because soldiers know to eat and drink when they can. If the heroes go four hours without water, or eight hours without food, they gain disadvantage on the Endurance check.

ACT I: INSERTION

ENCOUNTER 1: JUNGLE COFFEE

So far the best thing about being in Costa Rica is the coffee. A special operations lieutenant named Sandy met you at San Jose Airport, and made sure that you got some coffee before leading you to an unmarked C-12D plane with blacked-out windows.

SUMMARY

The heroes receive their task and the gear they need to complete it. An MH-47D helicopter takes them close to Panama City, but crashes en route.

BRIEFING

If the heroes are an existing group, they recognize each other, but they don't yet know why they are back together. If this is the first adventure for this group of heroes, there is still a chance a few of them may recognize each other from shared backgrounds. Whether they know each other or not, this is a chance for them to engage in a bit of small talk or to express a bit of their character during the flight.

A few hours later the small plane makes a bumpy landing on what experience tells you is an improvised airfield. When you disembark, a hastily built camp bustles around you, blasted from a

jungle ridge line. Lieutenant Sandy leads you to a GP-Medium tent, the sort that you've been in many times before. Outside the tent stands a wooden post with a sign made with a Sharpie and corrugated cardboard. It says "Operation Pineapple." Inside, a full colonel waits for you. His name tape says Barrigan. He orders you to sit down.

Once they sit, the colonel addresses them:

Alright, we're running out of time, so listen up. Operation Blue Spoon is now Operation Just Cause, and it kicks off tomorrow morning. We haven't had time to extract all our agents in the drug war, and theater assets are committed to Just Cause. One of our agents, codename Botella, missed a scheduled check-in six hours ago. Botella is a mole in the Escorpiones Negros cartel. They're big—active all across Latin America—and the War on Drugs needs Botella's information.

The time is now 1615 local time, 2115 Zulu. In one hour, you board a Chinook headed for Panama City. There's tons of activity down there, including a Special Forces detachment, and it will be dark when you get there, so hopefully no one will notice one more chopper. You will fast rope from the chopper into the jungle north of the city by 1900 hours, local time. On Calle Epifanio Garay there's a bar called the Geco Lounge. Start looking for Botella there. When you meet Botella, use the phrase "Big Brother sent us to help." If Botella is not there, you must ascertain his whereabouts as quickly as possible. Your first objective is getting Botella out of the city before 0100 tomorrow morning. Botella will provide your second objective, taking out a drug cartel known as the Familia Duerendez.

You're going in as civilians. This means that you can be shot as spies under the Geneva Convention. I don't like it, but operational security is in tatters, and we can't have this operation kick the PDF into higher alert. We pulled gear and clothing from the CIA. Sandy will show you where it is.

Any questions?

Barrigan answers simple operational questions, but is loath to give out too many details. His mission briefing is only partially correct. "Botella" is embedded in the Escorpiones Negros, but is not acting on behalf of the U.S. government; rather, he is acting purely for profit. He is in fact Colonel Barrigan's brother, though the colonel does not divulge this. The colonel is also in the pay of the Escorpiones Negros, and they are using the invasion as

cover for taking out one of the rival cartels—or at least that is what they plan to do.

When the heroes have asked their questions, the colonel continues:

If things go wrong, we do have another operative in the area you can call on for help, but I reiterate that time is of the essence. "Scappa" Cigarruista is an importer/exporter with a warehouse on the docks. We know he's still in place in the city, so use him if you need leads. He's a treacherous little shit, so don't trust him and don't count on him to bail you out of trouble or resupply you. Sandy, take charge and get these people airborne.

Lieutenant Sandy leads the heroes out of this tent and into another of similar size. Against one wall of the tent stands a row of scarred wooden folding tables. On them are neat stacks of clothing and equipment.

The clothing is all civilian hiking and outdoor gear. There is a Canadian passport for each hero. Encourage the players to create fake identities for their heroes. If they need inspiration, here are a few potential names.

- 💀 Steve/Susan O'Dowd
- 💀 George/Georgie Pert
- 💀 Lacey Mouth
- 💀 Abe/Aimee Hick
- 💀 Maros/Maria Garcia
- 💀 Bellamy Crying River

Also on the tables are weapons:

- 💀 3 H&K MP5A3 SMGs with suppressors and 1 spare magazine apiece (Bulk 2 each)
- 💀 1 M870 shotgun (the U.S. military designation for a Remington Model 870) and 14 additional 12-gauge rounds (Bulk 2)
- 💀 1 M24 Sniper Weapon System (U.S. military designation for a Remington M700 rifle with scope and bipod) with 20 spare rounds (Bulk 3)
- 💀 5 Colt M1911 pistols, each with a holster, suppressor, and 4 spare magazines (Bulk 2)
- 💀 1 survival knife (Bulk 1) per hero

Under the tables are backpacks, one per hero. Each pack can hold up to Bulk 5 and contains:

- 💀 1 pair of heavy, metalworker gloves appropriate for fast roping (Bulk 0)
- 💀 6 high-nutrition energy bars, enough for 3 days (Bulk 0)

- ☛ 1 collapsible canteen holding a half gallon of water (Bulk 1)
- ☛ 12 water purification tablets, each sufficient for one gallon of water (Bulk 0)
- ☛ 1 water filter (Bulk 0)
- ☛ 50 feet of rope (Bulk 1)
- ☛ First-aid kit (Bulk 1)
- ☛ Night vision goggles (Bulk 1)
- ☛ Walkie-talkie with a 1-mile range (Bulk 1)
- ☛ Navigation gear (Lensatic compass, a tourist map of Panama City, a large-scale topographic map of Panama City and its surroundings) (Bulk 0)

The backpacks and the gear they contain are completely plausible for Canadian hikers vacationing in Panama. Lieutenant Sandy hurries them along, but does take time to caution the heroes that the weapons will destroy their civilian cover identities, so they should not get caught with them.

If the heroes wish to leave behind any identifying information or items with sentimental value, Lieutenant Sandy has a lock box to secure them.

THE CHINOOK

Once the heroes change into the supplied clothing, pick up their packs, and select their weapons, Lieutenant Sandy leads them to a helicopter landing pad where a Boeing MH-47D Chinook helicopter is spinning up its rotors. The tail ramp is open.

If you need stat blocks for the flight crew, use the Vehicle Specialist variant of the **soldier** from pp. 377-378 of the *Everyday Heroes Core Rulebook*. Lieutenant Sandy's stat block is in the Supporting Cast section of this adventure.

The colonel clearly isn't fooling around. The MH-47D you boarded is a Special Operations variant of the Chinook with advanced avionics and the capacity for in-flight refueling. This one already has coils of thick rope strapped to the tail ramp for your fast rope descent. Lieutenant Sandy boards behind you and the flight engineer raises the tail ramp. You strap into seats and don headsets, so you can hear instructions in-flight and protect your hearing. Over the intercom, the lieutenant says, "You won't have time to get comfortable, this flight should only take about 90 minutes. To disguise the LZ, we won't come to a full hover. We'll go slow, but you'll only have about 30 seconds to reach the ground."

Despite the headphones, the Chinook is very loud. The only way to converse is over the intercom, and you know from experience that flight crews prefer

to reserve it for their own use. You've got about an hour to check your weapons, reload your packs, and generally check your gear. About forty minutes into the flight, a loud bang sounds above the rear of the cargo area. Black smoke is visible through the windows at the back of the fuselage. The helicopter dives toward the ground. A voice shouts over the intercom, "Bird strike! Bird strike! Get out now!"

The flight engineer rushes to the rear of the cargo area to lower the tail ramp. Lieutenant Sandy beckons urgently at the heroes to help throw the fast ropes off the ramp.

What follows is a series of skill checks to escape the crashing helicopter.

Failing skill checks causes heroes to lose pieces of gear from unsecured pockets, open backpacks, or even from holsters or weapon slings. Each step in the series of skill checks specifies what kind of gear can or cannot be lost. Each loss is 1d3 pieces of gear, determined randomly from the following table:

2D10 ROLL	RESULT
2	Heavy, metalworker gloves
3	Sidearm (Colt M1911)
4	1d4 sidearm magazines
5	1d6 nutrition bars
6	Canteen
7	First aid kit
8	Tourist map
9	50 ft. of rope
10	Walkie-talkie
11	Suppressor (1d6, even: sidearm; odd: primary weapon)
12	Night-vision goggles
13	Lensatic compass
14	Topographic map
15	Water filter
16	2d6 water purification tablets
17	1 primary weapon reload worth of magazines or ammunition
18	Survival knife
19	Primary weapon (H&K MP5A3, M1014, M24)
20	Backpack (including all contents); allow a hero who gets this result to make a DC 12 Wisdom saving throw. On a success, the hero can choose two items from the backpack to be already strapped to or around their body (e.g., rope), or in their pockets (e.g. a compass or a first aid kit)

A hero may wish to stay on the helicopter and recover one or more lost items. Remind the hero about the flames visible out the back of the helicopter and coming through the roof above the tail ramp. Tell the player that if they stop to recover the gear, their hero will still be on the helicopter when it crashes.

SKILL CHALLENGE

1. Gather your gear: Each hero makes a DC 10 **Wisdom (Perception)** check to get everything together and strapped to their bodies. On a failure, the hero loses gear from their pack. If you roll a weapon or glove loss, roll again on the table.
2. Climb up to the tail ramp: The nose-down attitude of the helicopter helps keep the ramp clear of smoke, but makes getting to the ramp a challenge. Heroes make DC 11 **Strength (Athletics)** or **Dexterity (Acrobatics)** checks. On a failure, the hero loses gear, which can include anything on the table.
3. Get down without losing gear: The heroes bail out, fast roping to the jungle floor as it blurs past below. Any hero who is without their gloves takes 1d6 points of fire damage and makes the following check with disadvantage: DC 12 **Strength (Athletics)** or **Dexterity (Acrobatics)** check. Failing this check means that the hero loses gear. If a hero still has their gloves, they cannot lose them now, but any other loss is possible.
4. The heroes descend roughly 100 feet. For each hero, roll 1d6 and consult the following table:

DIE ROLL	RESULT
1	The hero heads straight towards a jagged cluster of rocks. They must succeed on a DC12 Dexterity (Acrobatics) check or take 1d4 bludgeoning damage.
2	The hero lands in a small pool and gets stuck in the mud. They must succeed on a DC12 Strength (Athletics) check to free themselves before trouble arrives (see below).
3	The sling of the hero's weapon slips off their shoulder. They must make a successful DC12 Dexterity (Acrobatics or Sleight of Hand) check to keep it from tangling with the rope and their legs. Failure causes them to take 1d6 bludgeoning damage from colliding with a tree before they can separate from the rope.
4	The hero heads straight toward a tree. They must make a successful DC12 Dexterity (Acrobatics) check to avoid the tree. The tree itself isn't big enough to injure them, but it is a Manchineel tree, which is so toxic that even touching it raises painful blisters. They take 1d4 poison damage. Success on a DC15 Intelligence (Natural Sciences) identifies the tree species, its toxic effect, and appropriate first-aid response.
5	The hero lands gracefully on a sandy bit of ground.
6	The hero lands without issue on a relatively open patch of grass.



CRASH RESULT

Anyone still on the helicopter when it crashes takes 12d6 bludgeoning damage (DC 20 **Constitution** saving throw for half). The pilot and co-pilot are strapped into seats designed to increase crash survivability and wearing helmets. Assume that the pilot fails his save and dies on impact. The co-pilot is injured, but survives the crash; see below.

Lieutenant Sandy fast ropes down behind the heroes and collides with a tree. The flight engineer jumps from the tail ramp of the helicopter at the last possible moment. Lieutenant Sandy runs to the flight engineer and calls to the heroes for a first-aid kit. The flight engineer has several injuries, including a broken leg that cannot be treated here. Success on a DC 15 **Intelligence (Medicine)** check makes the flight engineer as comfortable as possible.

If anyone checks the Chinook, it is on fire. Fortunately the jungle is damp enough that it looks like the fire won't spread. The pilot is dead. The co-pilot's door is stuck. A hero who succeeds on a DC 12 **Strength (Athletics)** check pulls it open and gets the co-pilot to a safe distance before the helicopter explodes.

AFTERMATH

While en route, Lieutenant Sandy tracked their progress with information from the flight crew. He can tell the heroes that it is roughly 1815, and that they are about 60 miles northwest of the LZ. They still have a mission to accomplish. He agrees that there is no way to cover the distance in time on foot.

THE RECEPTION COMMITTEE

An elderly **civilian** couple, Gabriela and Estevan de Jorge (*Everyday Heroes Core Rulebook*, p. 385) lives nearby in a small timber building. They respond to the thunderous crash of the Chinook by coming to investigate. As the heroes consider how they can possibly get their job done, the de Jorges approach, calling, "¿Quién anda ahí?" ("Who is there?").

They spot Lieutenant Sandy and the injured survivors of the crash. Heroes free to move can hide easily. Have each player make a **Dexterity (Stealth)** check for their hero, with advantage, since the sun is setting and visibility is poor. The results of their rolls provide the DC for the de Jorge's **Wisdom (Perception)** checks (+0).

The de Jorges level an aging and rusty shotgun (they both hold it) at Lieutenant Sandy and the survivors, and demand an explanation for their presence. They speak nothing except Spanish, heavily flavored with a Panamanian patois at that.

If the heroes want to create a cover story, they must make a DC 12 **Charisma (Deception)** check. If they succeed, the

de Jorges believe them. They do not want to shoot anyone, and their compassion for the injured can overcome their patriotism with relative ease. They may believe what Noriega has said about evil Americans, but these injured souls don't seem like that much of a threat.

If they decide that the heroes are really Americans and part of the invasion, they will shoot. They are not proficient with the shotgun, and so get +0 to attack. The shotgun is per the rules in the *Everyday Heroes Core Rulebook*, p. 143, except that it is single barreled (i.e., only contains 1 round). In addition, the de Jorges have the following rule:

Trembling Hands. When the de Jorges spend an action to reload, roll 1d6. On a 1-4, the attempt is unsuccessful, but the action has still been used.

THE DE JORGES' FARM

If the de Jorges believe the heroes, they invite them back to their humble abode for a glass of *chirrisco* (a particularly potent alcoholic drink, it tastes like it contains battery acid—because it does). Otherwise, it is very easy for the heroes to find the farm by themselves, especially if they trail the old couple.

The farm is a simple affair: a wooden shack, and a small tin shed full of cut sugar cane and hessian sacks of coffee and rice. A handful of chickens cluck in their coop where they shelter during hours of darkness.

The most important object on their property is the battered Datsun 520 pickup parked outside. It takes a successful DC 10 **Intelligence (Security)** check to hotwire the truck, or the heroes could find the keys hanging on a nail just inside the (unlocked) door.

Lieutenant Sandy insists on staying with the injured at the farm. If any first-aid kits survived the landing, he asks for one, so that he can continue providing aid. He takes the heroes away from the de Jorges (if they are still alive), and tells them that the helicopter will be missed in a few hours. However, he does not expect a rescue mission before the invasion begins.

TIME

The helicopter crashed at 1815 hours on Tuesday, December 19th, 1989, with Operation Just Cause to kick off at 0100 the following morning. Depending on how long the heroes take to deal with the de Jorges, it might be as late as 1845 before the heroes move to the next encounter.

WHERE NEXT?

If it hasn't occurred to the heroes, Lieutenant Sandy suggests that they get the truck from the de Jorges by any means necessary. It's the only way to get them to Panama City on time, since they're about two-and-a-half hours by truck away.

ALERT LEVEL

The next three encounters in **Act I** involve interaction with the authorities. If your heroes choose violence, this increases the pressure on an already volatile pre-invasion situation.

If the heroes kill the PDF soldiers in **Encounter 2**, it has no immediate effect. Eventually, however, the PDF notices that one of its teams failed to make a regular check-in. Even this doesn't cause an immediate response. Too much of the PDF is on stand-by to resist an invasion to dispatch anyone to investigate. After four hours, the deaths increase alert level by 1 point.

If the heroes get in a gunfight with Sargento Hector Cunampia and Officer Fang Dongmei in **Encounter 3**, alert level immediately increases by 1 point. Even if the heroes kill the police sergeant and his partner quickly and quietly, they still do so in public, and the Panama City police get descriptions of the event and the heroes circulating within 30 minutes.

If the heroes shoot up the Geco Lounge in **Encounter 4**, it increases alert level by 2 points, because a large number of police officers are there. Even if no police officer escapes to report the encounter, locals will call the police and the PDF to report that the invasion has started. Six **SWAT officers** (*Everyday Heroes Core Rulebook*, p. 375) arrive in 5 minutes, accompanied by 2 **police detectives** (*Everyday Heroes Core Rulebook*, p. 374).

The effects of increased alert levels in Panama City are as follows:

ALERT LEVEL	RESPONSE
1	Any new gunfire draws a rapid response from the police. Two minutes after shooting starts, backup arrives in the form of six SWAT officers (<i>Everyday Heroes Core Rulebook</i> , p. 375). They try to arrest the heroes before opening fire.
2	In addition to the rapid SWAT response, the Panama City police calls up off-duty and reserve officers. There are four beat cops (<i>Everyday Heroes Core Rulebook</i> , p. 372) operating in pairs at every major street intersection. These police officers arrive at any gunfight within four rounds. They attack immediately, without negotiations or arrests.
3	In addition to the above, all police officers now carry a Remington 870 shotgun or an H&K MP5A3 submachine gun in addition to their pistols. Pairs of police have one shotgun and one SMG each.
4	Police on patrol and at major intersections are now SWAT officers . Instead of SWAT responding to gunfights, a PDF team responds. The PDF team includes a helicopter with one sniper (<i>Everyday Heroes Core Rulebook</i> , p. 379) and four soldiers (<i>Everyday Heroes Core Rulebook</i> , p. 377) accompanied by one heavy weapons (<i>Everyday Heroes Core Rulebook</i> , p. 378) and one officer (<i>Everyday Heroes Core Rulebook</i> , p. 379). They attack immediately and indiscriminately.

For time purposes, assume any of these encounters add 10 minutes to the adventure.

Once the invasion starts, the response to automatic or heavy weapons fire is the PDF team described in alert level 4.

RANDOM ENCOUNTERS

If your heroes are racing through this adventure, good for them! Recognizing that your heroes may find the adventure too easy, or they may go so fast that deadlines provide no tension, we've included some encounters to slow down progress, use some of their resources, and add some spice to your game.

GM Note: *Clever heroes (and GMs) can turn some of these encounters against opponents. If the heroes need some help, let them know that there is a nearby jaguar, wild boar, coral snake, or similar animal that they can use to set traps for the bad guys.*

MILITARY PURSUIT

Local police forces and the PDF is focused on the imminent, or proceeding, U.S. invasion. They do not pursue the heroes outside of town, regardless of alert level in Panama City. However, General Manuel Noriega's *Batallones de la Dignidad* (Dignity Battalions) are available.

They consist of a ragtag bunch of patriotic civilians, civil servants told by their overbearing bosses that they had to sign up, and convicts let out of prison early on the condition that they joined. They have red t-shirts emblazoned with "Batallón de la Dignidad," though they may choose to cover these in the interest of camouflage. Their capabilities and equipment vary widely. A typical stat block appears under **DigBat** in the "Extras" section of this adventure.

Depending on the alert level the heroes left in Panama City, the DigBats may have **drug cartel: sicario** reinforcements from the Familia Duerendez cartel, or from the **Soviet mercenaries** infiltrating Panama. Stat blocks for those GMCs also appear in the "Extras" section of this adventure.

Below are sample encounters based on the alert level. Once the invasion begins, use alert level 4 at all times. The encounter chance represents a 1d20 roll made every hour until an encounter happens. Randomly encountered DigBats attack *Norte Americanos* like the heroes on sight.

Once the heroes have a random DigBat encounter, two things happen: first, stop rolling for random DigBat encounters every hour until the heroes complete two planned encounters; second, increase the alert level by 1 (to a maximum of 4).

ALERT LEVEL	ENCOUNTER CHANCE (D20)	ENCOUNTER
0	1	Four DigBats at a roadblock, without any rocket launchers
1	1-2	Six DigBats patrolling on foot, with one rocket launcher
2	1-3	Four DigBats in a 4WD vehicle, no rocket launcher, but there is a medium machine gun mounted in the vehicle. If the heroes defeat this patrol, they may take the machine gun. It has no bipod or tripod, and no shoulder sling, imposing a -2 penalty on attack rolls for characters without the Big Guns talent.
3	1-4	Four DigBats on foot patrol with one rocket launcher, reinforced by one Familia Duerendez drug cartel: heavy and one drug cartel: sicario .
4	1-5	Four DigBats on foot patrol with one rocket launcher, reinforced by two Soviet mercenaries with one flame thrower.

CHASES

In the event that the heroes encounter a **DigBat** patrol, the heroes may evade the patrol and stay focused on their mission by sneaking, taking a detour, or fleeing.

If the heroes have a vehicle and the **DigBats** do not, the heroes can simply drive through/past them. The **DigBats** get one round to fire at the heroes and their vehicle, and the heroes may shoot back. After that, the heroes are free to continue.

If the **DigBats** have a vehicle and the heroes do not, the heroes must choose whether to evade or to initiate combat. If they choose to evade, follow the standard rules for opposing **Wisdom (Perception)** and **Dexterity (Stealth)** checks.

If both sides are on foot, or both in vehicles, the heroes have the same choice. If the heroes have a vehicle, they may substitute **Dexterity (Vehicles)** at the GM's discretion. Otherwise, use the standard contested rules.

If both sides are on foot, or if the **DigBats** have a vehicle, and the heroes choose to evade by fleeing, a chase sequence begins. The **DigBats** lack the morale and discipline for an extended chase, so this only lasts 4 rounds. The **DigBats** take the predator role and the heroes take the prey role. Regardless of the outcome, increase alert level by one level (to a maximum of 4).

CHASE DC 13

ROUND 1:

Road narrows to little more than a dirt path.

Challenge: (Driver Only) **Dexterity (Vehicles)** check, with a maximum bonus equal to the vehicle's **Dexterity** modifier. If a vehicle does not have the All-Terrain

property, this check is made with disadvantage. (On Foot) **Constitution (Endurance)**.

GAIN GROUND SUGGESTIONS

- Gun it! (Driver Only) **Dexterity (Vehicles)** against **Dexterity (Vehicles)**, with a bonus equal to each vehicle's **Strength** modifier. If a driver's vehicle does not have the All-Terrain property, that driver has disadvantage on this check.
- Sprint! (On Foot) **Dexterity (Acrobatics)** against **Dexterity (Acrobatics)**, or (Predator Only) **Dexterity (Vehicles)**. If using the latter, apply the vehicle's **Strength** modifier.

ROUND 2:

A massive tree has fallen across the roadway

Hazard: (Driver Only) **Constitution** saving throw (vehicle). If the vehicle is Gargantuan, this save is made with advantage.

(On Foot) **Strength (Athletics)** or **Dexterity (Acrobatics)**

GAIN GROUND SUGGESTIONS

- Take the best path through the branches (Driver Only, unless on foot). **Intelligence (Investigation)** or **Wisdom (Survival)** against **Intelligence (Investigation)** or **Wisdom (Survival)**.

ROUND 3:

A group of deer darts into the road

Hazard: (Driver Only, unless on foot) **Charisma** saving throw.

GAIN GROUND SUGGESTIONS

- Spook the deer into your opponents (once per side). **Charisma (Intimidation)** against **Charisma (Intimidation)**.

ROUND 4:

The road ahead is covered in mud, making the route a slippery mess.

Hazard: (Driver Only) **Constitution** saving throw. (On Foot) **Wisdom (Perception or Survival)**.

GAIN GROUND SUGGESTIONS

- (Driver Only) Drive right through the thickest mud. **Dexterity (Vehicles)** against **Dexterity (Vehicles)**, with a bonus equal to each vehicle's **Constitution** modifier.
- (Prey Driver Only) Spray mud at pursuers. **Dexterity (Vehicles)** against **Wisdom (Perception)**. If either vehicle is larger than the other, the larger vehicle's driver has advantage on this check.
- (On Foot, Prey Only) **Charisma (Deception)** against **Wisdom (Perception)**.

Crashing: If either side fails a **Dexterity (Vehicles)** check by 5 or more, the driver must make another **Dexterity (Vehicles)** check at DC 15. If this check fails, the vehicle takes 8d6 (PV 3) crash damage, and everyone in it takes 2d6 crash damage. **Dexterity (Vehicles)** checks after this crash have disadvantage. Removing disadvantage requires an hour of time, success on a DC 13 **Intelligence (Mechanics)** or **Dexterity (Vehicles)** check, and a Workshop of at least level 1 (see the “Useful Places” rules in the *Everyday Heroes Core Rulebook*, pp. 174-176).

Vehicle Damage: If the DigBat vehicle takes damage to Control, Power, Tires, or Passenger (including passengers taking damage from a crash), the damage triggers the Easily Shaken feature of the DigBats, and the heroes win the chase.

Assume any of the DigBat encounters add 10 minutes to the adventure.

ANIMAL ENCOUNTERS

The Panamanian wilderness is home to a wide variety of creatures, some possibly unfamiliar. It can be so hostile that standing instructions at the U.S. military’s Survival, Evasion, Rescue, and Escape (SERE) School in Panama included, “Don’t touch or sit on anything unless you poke it with a stick first,” and “assume everything is venomous.”

If the heroes take a rest in a wilderness area, roll 1d20 every hour. On a result of 1-3, there is an encounter. Roll on the nearby table to find out what it is. Before you run a specific encounter, read it over first. Some lower-CR opponents cause lasting effects because of disease or venom, while higher-CR opponents do a lot of damage but have no lasting effect

Bite the Bullet

[CR ½]

The first sign of trouble is a lone ant, roughly an inch long and resembling a reddish-black wingless wasp, crawling across a hero’s boot. Success on a DC 10 **Intelligence (Natural Sciences)** or **Wisdom (Survival)** check identifies the threat as bullet ants, granting the heroes surprise.

Treat the attacking ants as a **swarm of crawling insects** (*Everyday Heroes Core Rulebook*, p. 398). Any hero damaged by the swarm must succeed on a DC 13 **Constitution** saving throw or become Sickened. If the swarm gets a critical hit or reduces a hero to 0 hit points, that hero receives the laceration short-term injury (*Everyday Heroes Core Rulebook*, p. 304), which lasts 24 hours or until another hero succeeds at a DC 15 **Intelligence (Medicine)** check.

Bullet ants have no individual survival instinct. The swarm attacks until destroyed. That said, its movement speed is quite low and any hero outside the swarm can simply move away.

Bloodsuckers

[CR ¼]

Vampire bats prefer to sleep in dark places, but they may take shelter in the tops of trees the heroes shoot, knock into, or otherwise disturb during the day. At night, the bats are out looking for prey.

Treat them as a **swarm of bats** (*Everyday Heroes Core Rulebook*, p. 396), but a hero who takes damage during this attack runs the risk of *Bartonella* infection. Success on a DC 13 **Constitution** saving throw prevents the infection. It takes roughly five days for symptoms to appear, so there is no danger during the adventure proper; afterward, hopefully the hero has access to sufficient medical facilities to avoid endocarditis.

Bats have a sense of individual survival. If heroes do 11 points of damage to the swarm, the swarm flies away.

DIE ROLL 2D6	ENCOUNTER NAME	CR	OPPONENT
2	Jaguar Warrior	1	Jaguar
3	Leeches	0	Leeches
4	Eight-legged Death	1/4	Brown recluse spiders
5	Crawling Gems	1/8	Giant centipedes
6	Boar-ing	1/4	Wild boar
7	Monkeying Around	1/2	Howler Monkeys
8	Bite the Bullet	1/2	Bullet ants
9	Bloodsuckers	1/4	Vampire bats
10	Red on Yellow	1/8	Coral snake
11	Going Viral	1	Mosquitos
12	Hungry, Hungry	2	Hippo

Boar-ing

[CR ¼]

Wild boar are aggressive and territorial. If the heroes enter the territory of a wild boar and it is aware of their presence, it attacks.

Wild boar are surprisingly cunning and stealthy, but any hero with a passive Perception of 12 or more prevents the boar from gaining surprise.

Use the Wild Boar variant of the **Pig** stat block (*Everyday Heroes Core Rulebook*, p. 394). The wild boar fights to the death.

Crawling Gems

[CR ⅓]

Scolopendra gigantea, the Amazonian giant centipede, is not native to Panama. That said, Panama has its fair share of large centipedes and millipedes. This one is 12 inches long, with yellow legs and reddish tinges to its segments.

Centipedes often crawl under fallen tree limbs or inside hollow logs, exactly the kinds of places that humans like to sit or lean against. This centipede has surprise unless a hero succeeds on a DC 12 **Intelligence (Natural Sciences)** or **Wisdom (Survival)** check. If a hero prevents allies from directly disturbing the centipede's habitat, it still attacks.

Treat a single giant centipede as an Extremely Venomous variant of a **venomous bug** (*Everyday Heroes Core Rulebook*, p. 393).

The giant centipede fights to the death, but heroes can easily outrun it.

Eight-legged Death

[CR ¼]

Fortunately for the heroes, brown recluse spiders are web-builders in their native habitats. Their webs are generally asymmetrical and an excellent warning that the heroes should beware of the tiny creatures. Allow any hero succeeding at a DC 12 **Intelligence (Natural Sciences)** or **Wisdom (Survival)** check to remember brown recluses are native to Panama, and those webs might indicate their presence. Heroes aware of their presence can detour around the area and avoid the encounter.

If the heroes do not or cannot avoid the area, spotting a brown recluse before it attacks requires success on a DC 16 **Wisdom (Perception)** check. On a success, the hero gains surprise against the spider.

Should combat ensue, treat the brown recluse spider as a Deadly variant of a **venomous bug** (*Everyday Heroes Core Rulebook*, p. 393).

The brown recluse fights to the death, but outside its web its perception is very limited and it can't move very fast. If the heroes attempt to withdraw, the brown recluse does not pursue them.

Going Viral

[CR 1]

The whine of a hunting mosquito is familiar to almost everyone, and anyone who has ever lived in a tropical or subtropical climate (e.g., Louisiana or Florida) knows that they lay eggs in stagnant water. Mosquitoes in Panama are known to carry dengue fever and the Zika virus. Fortunately, dengue takes at least three days (five is more common) for symptoms to show. Zika takes roughly two weeks. In either case, the heroes will complete the adventure and have time to start treatment in proper medical facilities.

If this encounter occurs, have the heroes make a group DC 10 **Intelligence (Natural Sciences)** or **Wisdom (Survival)** check. If at least half of them succeed, they realize that mosquitoes are likely to be nearby and remember the insect repellent in the first-aid kits provided by Colonel Barrigan and Lieutenant Sandy. This gives them advantage on all checks and attack rolls in this encounter.

Treat the mosquitoes as a **swarm of flying insects** (*Everyday Heroes Core Rulebook*, p. 399), but remove the poison from their attack. Heroes "stung" by the mosquitoes instead make a DC 13 **Constitution** saving throw. On a success, they avoid infection. On failure, they should see a doctor as soon as they return to the United States.

The swarm attacks until destroyed and can easily move fast enough to keep up with the heroes.

Hungry, Hungry

[CR 2]

As far as we know, there aren't really any hippopotamuses in Panama. That said, Pablo Escobar had them on his estate in Colombia in 1989, and for the purposes of this adventure we're going to assume that he gifted some to Manuel Noriega as part of a drug deal, and that one escaped to the rivers of Panama.

Hippos are aggressively territorial and have no fear of humans. They're entirely capable of overturning or smashing small boats (adding this as a complication before Encounter 17 is entirely appropriate).

If the heroes have to cross a river or stop to replenish their water supplies, they may encounter this hippo. Give the hippo advantage on any **Dexterity (Stealth)** checks while in the water. Use the **hippo** from the *Everyday Heroes Core Rulebook*, p. 400.

If the heroes withdraw from the water that the hippo has claimed for its own, it does not pursue them on land. If the heroes reduce the hippo to 9 hit points, it retreats beneath the water and does not bother the heroes again.

Jaguar Warrior

[CR 1]

Jaguars are shy and prefer not to attack groups of humans, but this one just killed an animal and wants to protect its meal.

Unless a hero has a passive Perception of 16 or more, the jaguar has surprise against the heroes. Treat the jaguar as a **great cat** (*Everyday Heroes Core Rulebook*, p. 398).

The jaguar is very fast, but more interested in its meal than in fighting the heroes. If they withdraw, the jaguar chases them for 50 feet, but doesn't do more than lunge and yowl at them. Once the heroes are at least 200 feet away, the jaguar returns to its meal. If the heroes reduce the jaguar to 18 hit points or less, it runs away and hides until the heroes leave, then returns for whatever food is left.

Leeches

[CR 0]

When this encounter occurs, it affects all the heroes. (If the heroes have spent most of the time between their last encounter and this in a vehicle, roll again on the table.) Make a group DC 10 **Wisdom (Perception)** check. If the group fails, they gain a level of Exhaustion. Whether the heroes then get in a vehicle or not, substitute the Perception check for the hourly Endurance check until this encounter ends, with the same result for failure.

If the group succeeds on their Perception check, then someone notices a leech on another hero. Quickly checking themselves and each other reveals they all have leeches on their bodies. Removing leeches is a fairly simple process, especially since they have first-aid kits, and requires no checks. However, it does add 30 minutes to their time.

Assume that these leeches do not carry any diseases. If the heroes gained a level of Exhaustion during this encounter, remove one after the heroes get all the leeches off their bodies.

Monkeying Around

[CR ½]

Whatever vehicle the heroes are in, it gets a flat tire. There is a spare in the back, but it takes a few minutes to change.

Trees hang over the road here, forming a dark green tunnel. Suddenly a loud and sonorous howl sounds above your heads. Looking in the direction from which it came,, you see a large black monkey, its teeth gleaming in the jungle shadows.

If the heroes attempt to scare off the howler monkey, they must succeed on a DC14 **Charisma (Intimidation)** check. If they fail, or don't even try, the monkey approaches. It raises its face skywards and once again howls, and this time its baritone whoop is answered. At least a dozen more monkeys move into view. Some hang from trees,

some slowly knuckle-walk their way along the road. On a successful DC12 **Wisdom (Survival)** check, a hero notices that the monkeys appear to be eying their equipment. Suddenly, as if at some unheard command, the troop dashes forward.

Roll for initiative. On their actions, the monkeys grab anything of bulk 1 or less not currently in the heroes' backpacks, taking 1d4+1 such items, and doing their best to carry them off. Heroes can shoot at the monkeys; use the **ape** stats (*Everyday Heroes Core Rulebook*, p. 397), but they only have 9 hit points. Alternatively, a hero can attempt a DC 14 **Strength (Athletics)** or **Dexterity (Acrobatics)** to recover stolen items from one monkey. Success on the earlier Survival check lowers the DC to 11. Any item not retrieved is lost for good. After 1 round, the monkeys vanish into the trees.

Red on Black

[CR ⅓]

Corn snakes are harmless. They have red bands bordered by black bands. Coral snakes, on the other hand, are venomous. They have red bands bordered by yellow, hence the rhyme, "Red on black, friend to Jack. Red on yellow, kill a fellow."

Coral snakes don't generally hunt animals as large as humans, but will bite if disturbed. Treat the coral snake as having a passive Stealth of 13. Any hero that spots the coral snake can attempt a DC 10 **Intelligence (Natural Sciences)** or **Wisdom (Survival)** check to identify it. Assuming they do so, the heroes can avoid the coral snake.

If they do not see it or fail to identify it, the snake may attack. Treat it as a **venomous snake** (*Everyday Heroes Core Rulebook*, p. 395).

Alternatively, if the heroes take a long rest in the jungle, a hero (determined randomly) may wake up with the coral snake settling in to enjoy the hero's body heat. Startling the snake causes it to attack, potentially with surprise.

The coral snake has no interest in chasing the heroes, and has so few hit points it will never get a chance to retreat.

DISEASE

Disease is difficult even for higher-level heroes to diagnose and to treat, often requiring extended bed rest and advanced medical facilities. If you want something a little less life-threatening and with more immediate consequences, those encounters that deliver disease (**Bloodsuckers**, **Going Viral**) can instead have the following effect:

The heroes must make **Constitution** saving throws, as described in the encounters. On a success, the hero resists any toxin present. On a failure, the hero takes 1d6 points of poison damage. After the encounter, any hero

can make a DC 13 **Intelligence (Medicine)** or **Wisdom (Survival)** check to treat the infection. On success, the hero takes no further damage.

On failure, an hour later, allow a second saving throw at the same DC. If the hero fails the saving throw, they take 2d6 poison damage. If the hero succeeds, they take half damage.

TIME

These encounters add 10 minutes to the adventure, except the Leeches encounter, as noted.

ENCOUNTER 2: CHECKPOINT

The jungle is so thick on either side of the road that you have no choice but to stick to the beaten path, despite the fact that this increases your chance of being seen. You hear a few gun shots in the distance, but there is nothing else to indicate that you are in enemy territory during a time of impending war.

You round a corner and see a Nissan Vanette with "Vigilancia Civil" emblazoned across the front. Three uniformed soldiers, members of the PDF, lean on it, casually waving you to a halt.

SUMMARY

The heroes come across a Panamanian Defense Force (PDF) roadblock, and must either bluff or shoot their way through.

THREE SOLDIERS

The three **soldiers** (*Everyday Heroes Core Rulebook*, p. 377), each holding an AK-74U, walk up to the heroes. They ask in Spanish where the heroes are going and what they are up to. "¿Adónde vas? ¿Qué estás tramando?" How the heroes respond determines the outcome of this encounter.

Two of the men, Erico and Ernesto, are in early middle age and are career soldiers. They know things are kicking off with the Americans, but don't want to get in trouble's way if they can help it. They won't be cowed by threats, but are generally pleasant to the heroes unless given reason not to be. They would prefer that this encounter did not end in violence.

Their younger comrade, Francisco, is filled with patriotic fervor and, in recent days, he has developed a passionate hatred of the *Yanquis*. Francisco carries a piece of paper with words and a photograph printed on it. A hero who succeeds on a DC 15 **Wisdom (Perception)** check can read enough to know that it's a bulletin about a suspect in



a murder. Francisco shines a flashlight in each hero's face and compares them with the photo.

If the heroes use their Canadian covers and present their passports, their weapons are the only potential giveaway of their true nature as U.S. Special Operations. Heroes may attempt a group **Dexterity (Sleight of Hand or Stealth)** check, with advantage due to the darkness, which sets the DC for the soldiers' **Wisdom (Perception)** checks (+0). Should the soldiers discover the heroes' armaments, they attempt to give the heroes a beating, tie them up, and bundle them into the back of their Nissan Vanette.

If the soldiers are happy with the heroes' story and don't find the weapons, Erico and Ernesto are about to wave the heroes through when Francisco pipes up. He is curious what a bunch of tourists are doing in the jungle when the *Yanquis* could invade any day. He is very persistent, demanding to know why the heroes haven't sheltered in their embassy or left Panama altogether.

A successful DC 10 **Wisdom (Insight)** check tells the heroes that Erico and Ernesto are not particularly happy about Francisco taking the reins in this situation and a successful DC 12 **Charisma (Persuasion)** check allows the heroes to stir things up amongst the group. If they pull this off, Erico and Ernesto start chiding Francisco, telling him he is just a *culicagao* and doesn't know what he's on about, and he should leave things to them. They tell the heroes to get on about their business.

If the heroes otherwise try to bluff their way out, they need to think of a good excuse and make a successful DC 12 **Charisma (Deception)** check. Lower this DC if you have a diverse group of heroes, as Francisco isn't sophisticated enough to realize that the American military includes people who are not white and male. If the excuse is a bit dodgy, raise the DC. If Francisco believes them, he has no option but to let them go. He is obviously not happy about it.

If the heroes do not manage to negotiate their way through the roadblock, the PDF soldiers tell them they are being detained. Unless they are rude or aggressive, they will miss the beating, but the PDF will not be dissuaded and further resistance means that combat ensues.

SLIM PICKINGS

If combat does break out, the three soldiers are professionals and fight as such, making the most of the cover that their van provides. Francisco continually hurls insults at them, pleased to get his teeth into the enemy.

Once one of the soldiers is taken out of action, though, the other two retreat and call for backup. They take off in their van, back towards Panama City.

If the heroes best the PDF in combat, they may be able to salvage the men's weapons and the van. As well as the three assault rifles, in the back of the van they find a Claymore mine. They also have the wanted bulletin Francisco carried. It's for someone named Larry Barrigan. The bulletin is crudely printed on thermal fax paper, and it's hard to tell if the photo accompanying the text shows a relative of Colonel Barrigan, but heroes should notice the familiar name. The text in the bulletin says that the PDF wants Larry on suspicion of murder.

TIME

This encounter happens halfway to the city center, so depending on how the heroes traveled this far, it begins between 1920 and 2000 hours. If the heroes successfully hide their weapons and talk their way past the checkpoint, it takes a negligible amount of time.

WHERE NEXT?

The heroes continue on their way into Panama City. Go to **Encounter 3**.

ENCOUNTER 3: HUB OF THE AMERICAS

You are now in Panama City proper, in a neighborhood of single-story buildings of gay colors and little pretension. As you pull up at a traffic light, your vehicle begins to knock. Knocking is not good, but surely not bad enough to stop you from getting to the city center? Clunk-clunk-clunk, the engine protests. Clunk-clunk—the noise stops. So does the truck. The tires squeal as the engine seizes.

SUMMARY

The heroes reach Panama City. If they have either the Datsun pickup or the Nissan van, the vehicle breaks down. They bump into some American soldiers, who seek their assistance, as one of their number has been injured and they need him evacuated.

After getting the injured soldier to safety, the heroes are told that, if they need help with their mission, they should come to The Grand Majestic Casino.

WELL DAMN!

This section of Encounter 3 only occurs if the heroes are in one of the vehicles they've encountered so far, because it breaks down when they stop at a traffic light. If they are on foot, then skip to the next section ("Pssst!")

If the heroes look under the hood at the seized engine, a successful DC8 **Dexterity (Vehicles)** or **Intelligence**

(**Mechanics**) check tells them that they need a workshop before they can repair the vehicle.

They are creating a bit of a traffic jam, broken down as they are in an intersection. Drivers hoot and shout: “¡Hazte a un lado, awobao!” The whole situation is far from discrete.

If the heroes leave the scene quickly, go to the next section.

If they choose to push the vehicle to the side of the road, this requires success on a group DC 12 **Strength (Athletics)** check.

While the heroes attempt to resolve the chaos around the broken-down truck, a Mitsubishi Starion with police markings pulls up. Out jumps a short but stocky sergeant (an indigenous Panamanian), Sargento Hector Cunampia, and a Chinese Panamanian officer, Fang Dongmei (use **beat cop** stats, *Everyday Heroes Core Rulebook*, p. 372). Hector is truculent, fed up with ignorant foreigners causing trouble, and worried about the war that everyone knows is coming. Dongmei is quieter and more polite, but she too is nervous and doesn't want to be seen talking to foreigners out in the open. Hector keeps referring to Dongmei as “Plum,” which she hates.

It is possible that the heroes can pacify the police with a successful DC 7 **Charisma (Deception)** check by telling them, for example, that they have already called a tow truck. In this case the police leave them to it.

Being stranded in the middle of a busy intersection does not look like obvious behavior for invading soldiers, and so (as long as the heroes give a sensible explanation) they need only a successful DC 8 **Charisma (Deception)** check to pass as innocent North Americans in Panama on legitimate business. However, Hector does not just let them walk off and leave the pickup truck in the middle of the intersection. Instead, he insists that they hurry up and clear the road, while Dongmei blocks traffic.

Failure on either check triggers Dongmei to take a closer look at their vehicle. The heroes need to make a group **Dexterity (Sleight of Hand or Stealth)** check, which sets the DC for the cops' **Wisdom (Perception)**

checks (+0). If she finds their weapons, she shouts to Hector and both draw their sidearms. Hector and Dongmei arrest the heroes and the two officers call for help getting the heroes to lockup.

These two police officers appear again in **Encounter 4**. If the heroes get access to the police car somehow, they find a wanted poster for Larry Barrigan. Like the bulletin in **Encounter 2**, the image is too blurry to make out any resemblance to Colonel Barrigan. This is another opportunity, albeit an unlikely one, for the heroes to notice the similarity in names and, later, to realize that the PDF is looking for Botella.

PSSST!

As you move through the city, looking for Calle Epifanio Garay and the Geco Lounge, you pass an apparently abandoned building, from a dark doorway comes a low voice “Pssst! ¿Americano?”

The voice belongs to a man squatting in the dark and beckoning to the heroes. His sandy hair marks him as not a typical Panamanian. He is Sergeant McKinley of 7th Special Forces Group. If the heroes identify themselves as Americans, he asks who exactly they are.

He hopes that they are fellow soldiers, but no matter how the heroes respond he asks them for help. Slumped in a corner is a Black man, also in camouflage fatigues, his bloody hands holding his bandaged side. Their unit has been in-country since October. If the heroes admitted to being fellow soldiers, McKinley says that his unit was recovering certain documents from the U.S. Embassy when they ran into trouble, and Staff Sergeant Nwodo was shot. The heroes don't need to make a check to see that Nwodo is in a bad way. McKinley's secondary specialty is medic, so he stayed behind to help get Nwodo to an aid station. They made it this far and then waited for nightfall, but Nwodo's condition has steadily gotten worse. McKinley was about to try moving Nwodo when he saw the heroes.

The aid station is in the American Store just across the street. They can hide there until the main invasion launches and medevac can collect them. For some time, the shop has been an unofficial hospital for Americans, giving treatment to



a number of operatives who received injuries and needed to stay under the radar.

When they get Nwodo to the other side, Camille Saint Cecile meets them. She is a concerned Midwestern lady with a neat hairdo and a button-down collar. She hurries them into the backroom, set up like a hospital with clean steel surfaces and bright lights. Almost before he is placed on the table, she starts fussing over him, checking his ID tags for his blood type, pulling a bag of blood from a refrigerator, and inserting an IV into his arm.

AN OFFER OF HELP

McKinley is very grateful to the heroes for their help. He wishes them luck with their mission and says that, if they run into trouble, they can find him and the rest of his unit at The Grand Majestic Casino, just a few streets away. They have been operating in the city for a few months now, and have built up contacts in most of its areas. If the heroes want a vehicle, the Special Forces can lend them a 1987 Ford Bronco. It looks like junk, but that's cosmetic. Their mechanics keep it well-tuned. Sergeant McKinley can also give them directions to the Geco Lounge, if they ask.

TIME

It is now between 2000 and 2100, depending on how the heroes dealt with this and preceding encounters.

WHERE NEXT?

At this point the heroes have yet to accomplish their first objective of locating Botella. Even if they have the wanted bulletin from **Encounter 2**, they don't yet know that Botella is Barrigan. They're still following Colonel Barrigan's orders to get to the Geco Lounge, and there they must go.

ENCOUNTER 4: THE GECO LOUNGE

Panama City buzzes with life. As you navigate your way through its streets, avoiding the diablos rojos—the bright-painted buses with an unhealthy disregard for public safety—a few people shout abuse at you. “Yanquis” are not very popular right now, but mainly everyone is getting on with their lives.

SUMMARY

The heroes find the Geco Lounge. However, Larry Barrigan is not present. Instead, he has escaped to one of two possible locations.

OBSERVE & ORIENT

Finding the Geco Lounge does not require a check as the heroes have the address. There are two vehicles parked outside the lounge: a VW Kombi van belonging to the bar and a Mitsubishi Starion with police markings. If they met the police in **Encounter 3**, the heroes recognize the latter as belonging to Sargento Hector Cunampia. From the street, they see that the bar is moderately busy, and that it seems to be divided into two halves: a door to the left leads into the bar proper, while a door to the right leads into the restaurant.

A narrow, grubby alley runs behind the bar. The heroes notice it on a successful DC 10 **Wisdom (Perception or Streetwise)** check. A battered and rusty Vespa leans against the wall of the alley. A stray cat meows at anyone in the alley, begging for food. Two doors lead into the lounge from the alley. The odor of the bar's toilets wafts from the door on the right. The much more savory smell of chicken stew wafts from the door on the left.

If the heroes scout the alley, they can approach the lounge doors stealthily just by saying that they are doing so. If they do, have them make a DC 10 **Wisdom (Perception)** check as they approach the kitchen. If they succeed, they hear Ronaldo and Lia (see below), complaining about someone named Larry. From their bitch session, the heroes gather that Larry killed a member of the Familia Duerendez gang and ran off without Lia.

DECIDE

Depending on their approach, the heroes are entering from either one of the back doors (on the left of the map) or one of the front doors (on the right). They can scout things out and get a rough idea of what is inside the bar, but don't show them the map until they enter.

In the bar, there is one bartender, one waitress, and one Panamanian police officer per hero, one of whom is Sargento Hector Cunampia and another Fang Dongmei. Use **beat cop** stats from the **Everyday Heroes Core Rulebook**, p. 372, for the police officers. If combat breaks out, the waitress runs out the back and the bartender takes cover behind the bar. If you need them, use **goon** stats for the bartender, and **civilian** stats for the waitress, both from the **Everyday Heroes Core Rulebook**.

There are 26 people in the restaurant, including staff. They flee if allowed to, but if you need stats, then use **civilian** stats.

Ronaldo Pinto and Lia Ortega are in the kitchen. Ronaldo is a lower-level member of the Escorpiones Negros, dressed in a ridiculous yellow suit paired with scruffy sneakers and a Mowbray hat. He is cocksure and thinks

THE GECO LOUNGE



that he is a lot more important and capable than he actually is. His stats are the same as a **goon** (*Everyday Heroes Core Rulebook*, p. 360). Lia is Larry Barrigan's lover, and rather miffed that he left her behind to fend for herself. She has been crying on Ronaldo's shoulder. Use **civilian** stats (*Everyday Heroes Core Rulebook*, p. 385) for Lia. A door from the kitchen leads to the manager's office.

ACT

If they enter the restaurant first, the place falls silent. A waitress disappears into the back room to tell Ronaldo.

If they enter the bar through the front door, the police see them. If the heroes met Sargento Cunampia earlier, any attempt to talk their way into the bar gives him time to recognize them. Sargento Cunampia does not believe in coincidences, and he immediately shouts at his fellow officers to arrest the heroes. If the heroes restrained or killed the police in Encounter 2, the police in the Geco Lounge have descriptions of the heroes from eyewitnesses, but eyewitnesses get details wrong. Make a single DC 12 **Intelligence (Streetwise)** check for the police. If they succeed, they connect the heroes with the descriptions. One runs to call for backup, as the rest attack. If they fail, they tell the heroes in no uncertain terms: "This is not a bar for gringos, go somewhere else. Better yet go home!" If the heroes don't comply, then the police resort to violence.

If they enter the bar through the alley door, the heroes should make a group DC 10 **Dexterity (Stealth)** check. If they succeed, they have a chance to observe the bar unnoticed. If they fail, proceed as if the heroes had entered through the front.

If the heroes enter the kitchen from the alley door, roll for initiative and give the heroes surprise. If the heroes use their surprise round to succeed on a DC 10 **Charisma (Deception, Intimidation, or Persuasion)** check, then Ronaldo and Lia are willing to talk. If the heroes fail their check or take some other action, Ronaldo and Lia begin shouting, and the police come through to see what the commotion is.

Ronaldo and Lía both try to run away if combat breaks out in either part of the lounge. The police fight until it is clear that they don't have the upper hand, and then make a tactical retreat.

Two minutes after shooting starts, backup arrives for the police in the form of six **SWAT officers** (*Everyday Heroes Core Rulebook*, p. 375).

USEFUL INTEL

If the heroes keep hold of Lía or Ronaldo, either tells the heroes that the cops are hanging out in the bar hoping that "Botella" will show up. "Botella," which means "bottle"

in Spanish, manages the Geco Lounge. They're looking for him because they think that he shot a lieutenant in the Familia Duerendez cartel. Ronaldo knows Botella did shoot the rival, and is angry about the trouble that he stirred up. Larry took off after someone shot a lieutenant in the Escorpiones Negros. Ronaldo thinks that the shooting was revenge by Familia Duerendez. Neither knows where Botella is hiding, but if the heroes ask about his real name, either confirms it as: "Larry. Larry... something weird. Barreton? No, Barrigan." The heroes *should* recognize the name and deduce the connection to the colonel, but this is not essential at this stage.

Papers in the office tell the heroes that Botella and Larry Barrigan are the same person, if Lia or Ronaldo haven't already clarified it. In addition, there are two maps with escape routes marked on them:

- 💀 One leads to the summit of Cerro de la Sangre Santa, where a building is circled, and labeled "Old Tin Shack." This route is roughly 80 km, but ascending the summit will strain any vehicle, not to mention how exhausting it would be on foot.
- 💀 The second is to a small village called Nueva Bennto on the flank of Cerro de la Sangre Santa, where a building is circled and an untidy hand has written "Old Mission—Abandoned." This route is roughly 100 km.

There is a note on the desk obviously written in a numeric code. Success on a DC 15 **Intelligence (Investigation or Security)** check breaks the code. The note says, "Had to change plans about where to hide. Familia Duerendez found out about first place." There is no indication of which of the hideouts was the "first place."

TIME

Depending on how long the heroes took to reconnoiter the lounge, the time is now somewhere between 2030 and 2200 hours.

WHERE NEXT?

The good news for the heroes is that regardless of which site Botella used, he is outside of the city already. However, the heroes need to talk to him in order to accomplish their second objective of disrupting the Familia Duerendez cartel. They should also realize that, once the invasion starts in a few hours, there is no guarantee that they will be able to travel either route. Their need for a vehicle should be obvious to them.

Where they go next depends on several factors:

1. If they did not get a vehicle from the Green Berets at the Grand Majestic Casino, they may decide to just hijack a car and get on with things. If so, go to **Encounter 5**.

2. If they head for the casino now, go to **Encounter 6**.
3. If they want more intel before they go dashing off cross-country, go to **Encounter 7**.
4. If they head out to check an escape route, ask them which one, and then go to **Encounter 9**.

ENCOUNTER 5: MORE THAN THEY BARGAINED FOR

There are more than enough vehicles to choose from. Cars are parked along the edge of pretty much every street, often appearing abandoned; it seems that the Panamanians take a relaxed attitude towards parallel parking. Larger modes of transport roar past: vans, trucks, even a tractor.

SUMMARY

The heroes attempt to steal a vehicle to continue their mission, but find Panamanians a feisty lot.

PICK A CAR – ANY CAR

The heroes can choose pretty much any kind of vehicle to steal, from a bicycle to a 40-ton big rig. They also have a choice of either carjacking a vehicle, or hotwiring a parked one. Carjacking requires a successful DC 10 **Charisma (Intimidation)** check to get the driver to stop. Hotwiring needs a successful DC 12 **Intelligence (Security)** check.

Chaime Bigotes

If you think that your game might run long, this is a good encounter to skip. Let the players acquire a car and get on with the game.

If the heroes carjack a vehicle, it is driven by **Chaime Bigotes**. If they steal one, then Chaime is walking by and accosts them. The heroes may have bitten off more than

they can chew with Chaime. He is a large Afro-Caribbean man without an ounce of fat on him. His head looks like it sits directly on shoulders the size of basketballs. He wears an Inca Kola baseball cap backwards, an Astronautas de Los Santos t-shirt, and baggy jeans. Of more concern to the heroes, he carries a pump action shotgun. If he is driving, there is also a baseball bat in the vehicle.

Chaime vigorously defends the vehicle. His stats are in the Supporting Cast Section. The noise of gunshots attracts a lot of attention. Most people run screaming, but roll 1d6 at the beginning of each of the first two turns. On the roll of a 5-6, a **civilian** (*Everyday Heroes Core Rulebook*, p. 385) enters the fray. Roll a further 1d6 to see how they are armed:

1D6	WEAPON
1	Baseball bat (large wooden club, p. 143).
2	Machete (p. 143)
3	Pocket pistol (p. 143)
4	Heavy Revolver (p. 143)
5	9mm semi automatic Pistol (p. 145)
6	Double barreled shotgun (p. 143)

From the third turn onwards, a new combatant enters every turn. Roll 1d6 to see who they are:

1D6	COMBATANT
1-2	1 police officer (use beat cop stats, <i>Everyday Heroes Core Rulebook</i> , p. 372)
3-4	1 PDF soldier (p. 377)
5-6	1 citizen , armed as above.

The Better Part of Valor

It is possible that the heroes eliminate every opponent present in a single round, but it's extremely unlikely. It is far more likely that the heroes realize that being overwhelmed is inevitable, and they should withdraw. If so, a foot chase begins. The Chase DC is 13. See p. 273 of the *Everyday Heroes Core Rulebook* for rules on running foot chases in urban streets. The chase only lasts 4 rounds before the opponents give up.

If the heroes all manage to get in a vehicle, they drive off to safety. Any opponents currently on the map get one last chance to shoot at them before they round a corner and break contact. The heroes might decide to give up on this vehicle and steal an easier one. The second vehicle requires the same checks to hotwire or carjack.

This time the occupant, if there is one, does not resist and they have an easier time of it.



If the heroes do successfully steal the original vehicle, on the backseat they find a dirty holdall containing US\$300 and 57 Panamanian Balboa (worth \$57), a can of Inca Kola, 18 shotgun shells, a half-full pack of cigarettes (Panamas, of course), and a clean pair of men's briefs.

TIME

After this encounter the time is between 2045 and 2315 hours.

WHERE NEXT?

If the heroes run away with their tails between their legs, the only option left is to seek help from the Green Berets at The Grand Majestic Casino.

If they now want more info, go to **Encounter 7**.

If they have managed to steal themselves a ride, they can leave Panama City, and must decide whether to head towards Nueva Bennto or the Cerro de la Sangre Santa. Either way, go to **Encounter 9**.

ENCOUNTER 6: THE GRAND MAJESTIC CASINO

The Grand Majestic is a low-slung building, sitting alone in a rough part of town. White stucco walls curve unusually, if not gracefully, in an Art Deco style that was out of vogue before the casino was built. One such wall is sprayed with the legend "Marculfo vivirá para siempre" in four foot high letters ("Marculfo will live forever"). Out front, on what could charitably be called a "lawn," which may once have even sported some grass, is a giant fiberglass woman wearing a cocktail dress and holding a martini glass aloft like an Olympic torch. Behind her, the front doors are open, the ching-ching-ching of slot machines audible.

SUMMARY

The heroes seek help from McKinley and his unit hiding out at The Grand Majestic Casino. They meet John Rambo.



INFORMATION

Inside, the casino is just as shabby as its exterior. Empty food wrappers litter the much-stained carpet. The patrons that are eating and smoking at the tables haven't seen daylight in who-knows-how long. The seats are a cheap red velveteen, abundant with buttock-shaped sweat stains and cigarette burns. The air is a thick, nicotine-rich fog.

On a successful DC 14 **Wisdom (Perception)** check, the heroes notice McKinley at the back of the casino. He has not seen the heroes as he slips into a back room.

The heroes may wish to talk to locals in the casino and see if they can learn anything about Larry Barrigan and the Escorpiones Negros. The locals are:

💡 **Lope Bonilla:** a thin man with a long and much-creased neck, not unlike that of a tortoise. He wears thick spectacles and sports a large-brimmed straw hat that would look more at home in a farmer's field than a casino. He is a retired taxi driver who spends the first half of each month blowing his pension in the casino, and the second half trying to win it back. He is perpetually convinced the next hand will be the one that wins him his fortune and doesn't like interruptions.

💡 **Suzuki Masako:** a tall and slender Japanese woman who would probably be elegant if not for her purple velour tracksuit and floppy, much-faded sun hat. She is the widow of a Panamanian fisherman, and has a prodigious mathematical mind, which has been frustrated much of her life. She gambles conservatively and usually makes a small profit each week, which she spends on books and tango lessons. She hates flippancy, and attempts at humor likely only make her roll her eyes.

💡 **Juanita Galleta:** a petite Panamanian woman with an antiquated floral dress and mismatched sandals. She is wearing bright red lipstick and heavy eyeshadow that has begun to smudge within the sweaty hothouse of the casino. Juanita spent her life careening from one obsession to another. For a few months to a year, she will be completely engrossed in flower pressing, or book binding, or collecting baseball cards, before suddenly growing tired and moving onto the next fascination. Gambling is just beginning to wane a little in her affections, and she is no longer paying as much attention as she could. She flirts outrageously with the hero with the highest Charisma score (of any gender), and will be put out if she is rebuffed. However, if the hero responds *too* enthusiastically, she becomes flustered and backs off.

If the heroes ask questions, they need to make **Charisma (Persuasion)** checks. If you feel that they played to the NPC's motives or personalities, grant them advantage

on this check. However, if they have antagonized the NPCs, they roll with disadvantage. They gain all the information from their result, plus all the information from lower results.

DC PASSED	INFORMATION GAINED
12	The Escorpiones Negros are a well-known cartel in Panama City and beyond. It is rumored that they operate from Mexico to Columbia. They have been engaged in an aggressive turf war with the Familia Duerendez for the past year.
15	Larry Barrigan recently escalated the feud when he shot one of the Duerendez <i>tenientes</i> . He spent a few nights in jail before being released for "lack of evidence," after all fifteen of the witnesses refused to testify. It is rumored his bail was paid in rubles.
17	The manager here, Costança Brasa, might know things that we don't.
18	There is rumor that Noriega or one of his cronies has been protecting the Escorpiones. But there are also contrary rumors that the PDF is looking for Larry Barrigan. An Escorpiones Negros <i>teniente</i> was shot a couple of days ago; some people say that it was by the PDF, some by the Duerendezes.
20+	A clever gringo like Larry would never do what he told people that he was going to do. Wherever he hid, it's not Nueva Bennto.

COSTANÇA BRASA

Standing slightly apart from the customers is a handsome woman named Costança Brasa, the manager of the casino. She is involved with the Escorpiones Negros cartel, paying protection money and also helping them launder cash.

She is very suspicious of the heroes. Normally, Americans are good for business. Those who live in the Canal Zone are generally wealthy by Panamanian standards. However, at the moment everyone is understandably focused on the war. The chaos that will inevitably ensue will not be good for businesses in Panama.

Costança does not speak to anyone except her toadies, and does not invite conversion from others—at least to begin with.

The toadies following Costança around are brothers, Rubén and Miguel-Ángel Yevera. Rubén is the younger, but tries to make up for this with a sparse mustache. Miguel-Ángel has the appearance of a startled goat. Both wear loud, ill-fitting suits woven of cheap fabric. They are currently enjoying a life of some luxury, but know that it will last only as long as Costança finds them amusing. The exact status of the relationship between Costança and the pair is oft-debated, but never confirmed.

First impressions are very important. The first sentence uttered by a hero to Costança determines how she reacts to them for the rest of their conversation. The approach

taken by a hero when first speaking with her determines the DC for a **Charisma (Persuasion)** check:

The DC varies as follows:

- 💀 The hero is rude or disrespectful: 20
- 💀 The hero is polite: 15
- 💀 The hero is polite and complimentary: 12

On a success, Costança looks favorably on the heroes. She tells them that the Escorpiones are known by almost everyone in town, but that the heroes would do well to speak the name with caution, as there is currently a feud between them and the Familia Duerendez. If someone suspects the heroes of being involved with either side, it will set a drug cartel on the heroes' trail. She has even heard rumors that the PDF is now gunning for Larry, though she doesn't know why.

A successful DC 12 **Wisdom (Insight)** check suggests that Costança is more involved with the Escorpiones than she lets on. A successful DC 13 **Charisma (Persuasion)** or DC 15 **Charisma (Intimidation)** check gets her to open up about her business dealings with them. She also says that she has heard the rumor that Barrigan fled to his house in Nueva Benito right when the war was about to kick off.

MCKINLEY AND CREW

If the heroes investigate McKinley, they find that he went through a door marked "privado."

If the heroes did not notice him, after they have been at the casino for a while, he comes and taps one of them on the shoulder. "We shouldn't talk here," he says, giving a meaningful glance at Costança. "It isn't safe." He leads them to the private room.

Inside the room, a half dozen soldiers sit around, smoking, playing cards, and drinking coffee. One reads *Ulysses*. One figure, a dark-haired man with an intense look and a sweatband, sits by himself in a corner, brooding and fiddling with a pen, twirling it round and round his fingers. This is John Rambo. The heroes will have heard of his escapades in Washington, if not in Vietnam and Afghanistan.

A large pile of boxes is stacked in one corner, each box emblazoned with the words, "PROPERTY OF THE UNITED STATES EMBASSY – PANAMA CITY. Not to be removed from Embassy property under any circumstances." The unit recently acquired the papers, and is guarding them here until the main invasion force secures a route to get them out of the country safely.

No one in the unit fully trusts Costança Brasa, but they struck a deal that she would not be taken down along with the drug cartel after the invasion. McKinley in particular

is a bit scathing about the deal, but he recognizes that sometimes you have to look at the greater good.

The whole group responds favorably to the heroes. Fellow soldiers are a sight for sore eyes when behind enemy lines. They do not know anything about Barrigan, beyond the fact that he is a part of the Escorpiones Negros. They do, however, have a 1987 Ford Bronco that they can lend the heroes.

JOHN RAMBO

Rambo nods at the heroes if they seem interested in him, but otherwise ignores them, lost in his own thoughts, unless they approach him. His default attitude if the heroes do approach is respectful. They are fellow grunts in hostile territory, putting their lives at risk for people at home who will never know what they have been through.

If the heroes talk to him, he listens while remaining largely taciturn. He offers these words of advice though:

"You just gotta do what's in front of you, you know? The old men at home, they fly you out here, they put a gun in your hands, and they tell you to kill. You just gotta do it. That's what we are, you and me, all of us here, we're killers. You just gotta trust that somebody, somewhere, knows what the hell is going on. Maybe we shouldn't be here. Maybe we shouldn't be doing this. But at the end of the day, what else *can* we do? This is who we are."

If any of the heroes make a particularly good impression on John Rambo, he hands them a Bowie knife. "Here kid, I think you are gonna need this more than me."

TIME

It's difficult to track time at this point because there's no way to know how the heroes got to this encounter. They should need no more than 30 minutes here.

WHERE NEXT?

The heroes now have a vehicle. They may have intel suggesting that Larry Barrigan is at Cerro de la Sangre Santa, or they may still be guessing which of two places he ran to.

If they came to the Casino directly from **Encounter 3**, now is the time to check the Geco Lounge (**Encounter 4**). There they can learn that Botella and Larry Barrigan are the same person, and find the map to Cerro de la Sangre Santa.

If, for some reason, they need more information, remind them that Colonel Barrigan gave them a last resort to use in such a case: the importer/exporter at the docks named "Scappa" Cigarruista (**Encounter 7**).

Otherwise, they and their vehicle should drive on to Encounter 9.

ENCOUNTER 7: "SCAPPA" CIGARRUISTA

The docks are quiet. One huge ship, the CS Lugas, quietly hauls its load of shipping containers toward the canal entrance. A couple of smaller vessels chug to and fro, their lights glinting off the smooth black sea. Mostly, there is a sense of anticipation. Everyone knows that, within a few hours, an almighty fury will descend upon Panama from the sky and sea. Everyone wants to get through the Canal in case U.S. operations close it.

Scappa's warehouse is small and, compared to most, inconspicuous. A sign by the door is the only thing identifying it: "G. Cigarruista Importadores y Exportadores."

SUMMARY

The heroes find a hostage drama playing out at the warehouse. Once they resolve it, they find a very scared-looking Scappa. He sold all the equipment he stockpiled, but he can still help the heroes.

VOICES

Through the door, the heroes hear voices laughing and arguing in Panamanian-accented Spanish. They also hear the sounds of someone sobbing. If the heroes check around, there is a rear entrance to the warehouse as well.

Locked Doors: The heroes can unlock either door with success on a DC 12 **Intelligence (Mechanics or Security)** check.

Infiltration: Success on a DC 10 group **Dexterity (Stealth)** check gets the heroes inside unnoticed. A small steel staircase leads to a catwalk that runs around the perimeter of the warehouse. A room on the catwalk level sits above the rear entrance.

HOSTAGES

The warehouse is mostly empty. Broken pallets, tools, coils of rope, and rolls of industrial plastic wrap stand against the walls. There are no signs of any imports or exports. In the middle of the otherwise empty concrete floor, four people kneel. Their hands are tied behind their backs and they're gagged. They wear civilian clothing. One of them is sobbing.

Around them, six people in red t-shirts talk amongst themselves. They carry M-16 assault rifles. Once the heroes are inside, and assuming at least one of the heroes speaks Spanish, they understand that the armed people found some tourists wandering around "like lost lambs" and kidnapped them, planning to extort money from their families or governments after the war.

LIBERATION

The six armed people are **DigBats**; other than not having rocket launchers, their stat block is the same as in the **Extras** section of this adventure.

If the heroes take a DigBat alive and question them about Scappa Cigarruista, they laugh and say that the "little mouse" is hiding in his office upstairs. The hostages don't know who Scappa is, but they did see a man that the DigBats pushed around and ordered upstairs.



FRIGHTENED MOUSE

Upon investigation, the heroes find an office with a plastic chair behind an old school desk, slightly too short. Underneath the desk, plain to see, is a wide-eyed Panamanian: Scappa Cigarruista. He looks malnourished and furtive, his hair long, the military jacket he wears at least three sizes too big. If for some reason you need a stat block for Scappa, use the expert variant of the **civilian** stat block, (*Everyday Heroes Core Rulebook*, p. 385.)

Scappa whimpers pathetically as the heroes confront him. He pleads for mercy, telling them that he sold everything he had. He really didn't have any choice. He owed money to several people—the sort of people to whom you really don't want to owe money. If he hadn't sold his stock to pay off his debts, they would have killed him, and then they would have taken everything anyway. So, really, what was he supposed to do?

If the heroes ask, he heard that Larry Barrigan ran off to an old ruin atop Cerro de la Sangre Santa.

If the heroes came to Scappa looking for a vehicle, he obviously knows something and is reluctant to tell them. If a hero succeeds on a DC 12 **Charisma** (**Deception**, **Intimidation**, or **Persuasion**) check, Scappa grudgingly leads them out the back of the warehouse, and pulls a tarpaulin off a 1979 Dodge Street Van modified for all-terrain use. It is painted an interesting shade of metallic brown, and adorned with gold-colored alloys. "I call her the 'Mierda Dorada'—the Gilded Turd," he says. He opens the trunk, looks around conspiratorially, then pulls aside a blanket to reveal a PKM machine gun. The gun is mounted in the back, so it can be fired out of the van when the trunk doors are open. It can also be unbolted in a matter of minutes and carried, but it takes three people to do so. (It is Bulk 6 for a single person, or three Bulk 2 loads; reassembling it takes 2 rounds.) Inside the van are also some supplies, some boil-in-bag beef stew (about three days' worth of rations for the heroes), plus a large container of drinking water.

This was Scappa's escape plan, but the heroes can take it from him without a fight.

TIME

It should take no more than 15 minutes for the heroes to complete this encounter. Depending on previous events and decisions, H-Hour could be as close as 45 minutes away.

WHERE NEXT?

This encounter gives the heroes a vehicle, a machine gun, and a specific location to look for Botella. H-Hour (**Encounter 8**) is approaching. They need to get moving.

ENCOUNTER 8: H-HOUR

The unmistakable crump-crump of artillery breaks out towards the docks. The invasion has come early! Plane engines whine to the east, but you do not know if they are American or Panamanian. An orange plume of flame a couple blocks away lights the sky for a second, followed by the roar of an explosion and the fall of debris. Just as you are thinking that you need to get out of here—and fast!—the rattle of gunfire sounds to your left, then to your right; you are caught between forces at either end of the street.

SUMMARY

This encounter should be played out only if the heroes are still in Panama City at 0045 hours, in which case it should take place as soon as they find themselves in the streets. The invasion begins and the heroes get caught in the crossfire.

FRIEND OR FOE

The heroes are in a street. There are opposing forces at either end of the street: Americans to the left, PDF to the right. The heroes can tell by the distinctive sounds made by the M16 versus the AK74 rifles.

Give the heroes a split second to state their actions. If they hesitate at all, they just stand in place.

If the heroes remain where they are, they are caught in the crossfire. Each hero standing in the street must roll 1d20 (they may use inspiration to get advantage on this roll): on a 5 or more, the bullets whistle past them, and on a 1-4 they hit. Any hero hit takes 1d12 ballistic damage (PV 3). If a hero dove to the ground, they are hit only on a roll of 1.

If the heroes themselves fire in either direction, both groups of soldiers become aware of the new threat. Even if the heroes use suppressed weapons, the soldiers see flickers of muzzle flares from a new location. The soldiers take the Suppressive Fire action, so any hero that does not Dive for Cover takes 1d12 points of ballistic damage (PV 3).

If the heroes shout out to cease fire, they must succeed on a DC 12 **Charisma** (**Persuasion** or **Deception**) check to convince anyone that they are not enemies; even then, however, depending on what exactly they shout, only one side stops firing.

For example, if they shout that they are Americans and are believed, their fellow countrymen stop shooting at them, but the PDF now deliberately targets them.

If the heroes move towards one side, they have to roll once more to see if they are hit in the crossfire before that side sees them. If they are openly carrying their firearms, that side shoots directly at them instead of using Suppressive Fire. There are six **soldiers** (*Everyday Heroes Core Rulebook*, p. 377) on each side, so each is equally dangerous. If they are not openly carrying firearms, both sides see them as civilians caught on the street during the invasion, and wave for them to go through their lines and find cover.

There is a doorway not far from the heroes where they may seek cover. However, it is boarded up and requires a successful DC 12 **Strength (Athletics)** check to break open. The doorway is wide enough for up to two heroes to attempt the check in a single turn, and up to two additional heroes can use the Help action to give advantage on the checks. If the heroes fail this check, all heroes waiting to go through the door must make a roll (as above) to see if they are hit.

If the heroes make it into the house, they can either wait there quietly, safe from gunfire, or they can fire, in which case the soldiers shoot back.

FROM BAD TO WORSE

After approximately three combat rounds, or the equivalent if the heroes are not in combat, a loud whine descends from the sky and the American position explodes as it is hit by a shell. If the heroes are with the Americans, they must all make a DC 13 **Dexterity** saving throw. They take 1d12 explosive damage on a fail, or half on a success.

One of the American soldiers has his leg blown off by the shell. He immediately shouts for help, his high-pitched pleas echoing eerily through the quiet following the detonation. All of his comrades are either dead or unconscious. If the heroes have not worked out which group of soldiers is which by this point, it becomes obvious when the wounded soldier shouts in English and uses expletives particular to the States. The heroes can help him. It takes a successful DC 12 **Intelligence (Medical)** check to apply a tourniquet. However, unless some of the heroes fire upon the Panamanian position, the PDF advances.



The heroes must make a decision on how long to wait with the injured soldier and his two unconscious team mates. It will be two hours before help arrives. If they manage to drive the PDF away from the street, they can hide the surviving Americans in the house. Exactly how the heroes deal with this situation is up to both their consciences and their ingenuity, but all the while the clock is ticking.

TIME

It could take up to 2 hours to complete this encounter if the heroes wait for assistance.

WHERE NEXT?

If they came here from earlier encounters, proceed to **Encounter 9**. If they reached this point from **Encounter 10**, then proceed to **Encounter 11**.

ACT II: JUNGLE WORK

ENCOUNTER 9: ON THE ROAD AGAIN

As you drive out of Panama City and into the darkness of the surrounding jungle, you check the radio for news. There are exactly three stations of excited Spanish and upbeat accordion music, liberally interspersed with static. You turn it off. You keep your weapons handy and roll the windows down, exploiting all your senses in an environment that will only get more hostile.

SUMMARY

The heroes head out in one of the vehicles that they acquired. En route, they investigate an abandoned boat and negotiate a request for aid.

STRANGER DANGER

This encounter happens on the road to Nueva Bennto, and it can provide the heroes with warning of the Familia Duerendez presence there.

The road emerges from the jungle and winds through a steep-sided gorge. The Enchos River flows alongside it, little more than a stream. Your military training kicks in when you see a car ahead, a person standing beside it, waving you down.

If the heroes have the headlights on, the stranded man sees the lights and waves them down. If they are using their night-vision goggles, he hears them approach and waves in hopes that whoever is approaching will see him and lend a hand.

The car ahead is a battered 1965 Oldsmobile Cutlass, though more rust than car these days. One front wheel is at a 90 degree angle to the car. A middle-aged man in a polo shirt and slacks, balding but with an impressive walrus mustache, stands beside it. He seems relieved to see the heroes, but also wary. As the heroes approach, he smiles at them and sticks his hand into his pocket with his pistol.

If the heroes act sensibly and pass a DC 12 **Charisma (Persuasion)** check, he relaxes and leaves his gun alone. If the heroes say anything particularly stupid or get a result of 1 or less on the check, he draws his gun (use the **mugger** stats on p. 360 of the *Everyday Heroes Core Rulebook*) and begins indiscriminately shooting.

A successful DC 12 **Wisdom (Insight)** check reveals that the man is just scared and is shooting because he feels threatened by the heroes. Any attempt to talk him into a cease-fire after he starts shooting has disadvantage.

If the heroes get as far as talking to the man, they learn that he is Ernest Bloom, a scientist studying the botany of the area. He got scared by the chaos around the invasion and decided to take to the hills until he deems it safe again.

This is *almost* the truth. A successful DC 12 **Wisdom (Insight)** check on the part of the heroes alerts them to the fact that he is holding something back. Success on a DC 15 **Charisma (Persuasion or Deception)** check gets him to spill the beans—but, even then, he gives away as little as he can get away with. If the heroes try to intimidate him, he clams up. He knows that the cartel will do worse to him than any threat that the heroes can come up with.

The full truth is that Dr. Bloom's particular area of expertise is the coca plant. He has been working for the Familia Duerendez cartel, trying to develop a strain of the plant that will grow productivity in Panama, thus removing the need for the cartel to import the raw product. But he really was scared, and so he is seeking shelter with the cartel, which, he heard, had traveled to Nueva Bennto.

Ernest's car is not going anywhere soon, so he asks if the heroes can take him to Nueva Bennto.

THE PANAMANIAN QUEEN



THE PANAMANIAN QUEEN

This encounter can happen on the way to either of Larry Barrigan/Botella's safe houses. If the heroes are pressed for time, feel free to skip past this.

The road winds ever further into the jungle, the dense canopy. In places the road is little more than a dirt track, winding erratically around boulders and trees too big to move or bother cutting down, respectively. The River Enchos runs beside your route, periodically coming into and out of view, its slow and sluggish waters black. There is a boat, little more than a shadow at first, but, from its lopsided angle and low position in the water, you can tell that it isn't healthy. As you slowly drive along Brannigan's escape route, you see a curtain twitch in one of the boat's windows.

On closer inspection, the boat, the *Reina Panameña* (Panamanian Queen), has been sitting there for some time. Its timbers sag with rot and the whole structure drips with moss. It is an old-fashioned house boat, moored to the bank nearest the heroes.

There is no line of sight from the river bank into the interior of the boat, though there are windows (2 each on the front and sides) through which a grenade or something similar could be thrown. Line of sight could be drawn from the rear of the boat through the door (down the steps).

Boarding the boat is a tricky business: the deck is rotten and slick. Have each hero boarding the boat attempt a DC 7 **Dexterity** saving throw. On a failure, the hero falls on

their backside. There are no ill effects other than making a loud noise.

The cabin was probably once very homey, but is now a swampy morass of 1970s kitsch floating in stagnant water. A tin box floats, temptingly, in the center of the space. Written on it in white paint are the words, "Emergency Supplies" in chunky characters

If any hero enters the water, 3 **crocodiles** immediately attack (use **alligator**, *Everyday Heroes Core Rulebook*, p. 395).

Because of the poor visibility in the boat, the crocodiles surprise the heroes. If the heroes do something to negate the poor visibility (e.g., use the night-vision goggles issued by Colonel Barrigan), any hero with a passive Perception of 12+ notices the crocodiles. Of course, it's also possible to spot the crocodiles by succeeding on a DC 12 **Wisdom** (**Survival** or **Perception**) check. Note that this check is made with disadvantage unless the heroes negate the poor visibility condition.

If the emergency supplies box is retrieved, it contains: a mass of AA batteries glued together by corrosion and useless, a first-aid kit, a flare gun with no ammunition, and a whistle.

TIME

Including driving time, one of these encounters advances the clock by two hours. Both together advance the clock by 3 hours.

WHERE NEXT?

Heroes proceed to their destination, whether that's Nueva Bennto (**Encounter 10**) or Cerro de la Sangre Santa (**Encounter 11**).



NUEVA BENNTO



ENCOUNTER 10: NUEVA BENNTO

Nueva Bennnto is a collection of cinder block and plywood lowrises, clustered around a red-tiled and crumbling colonial mission station. Three 55-gallon drums stand outside the station, along with three Jeep Cherokees. Two youths sit on a low brick wall, swinging their legs back and forth and throwing a ratty tennis ball for a mangy dog. As you pull up one of the youths jumps down and disappears into the mission building. The other keeps throwing the ball while keeping an eye on you.

SUMMARY

The heroes arrive at the small town of Nueva Bennnto and realize that they have chosen the wrong road. To make matters worse, they bump into the Familia Duerendez cartel also looking for Larry Barrigan, and a fight ensues. They must then make the choice whether to retrace their steps and lose time, or abandon their vehicle and take a hard slog shortcut on foot.

NUEVA BENNTO

The Familia Duerendez detachment in Nueva Bennnto consists of:

- 💀 **Emilio Duerendez:** Stats in the Supporting Cast section.
- 💀 **2 x drug cartel: heavies:** Stats in the Supporting Cast section.
- 💀 **3 x drug cartel: sicarios** (hitmen): Stats in the Supporting Cast section.
- 💀 **2 x drug cartel: halcones** (the youths): Stats in the Supporting Cast section.
- 💀 Gulliver Stamp, a Cosa Nostra accountant: use **civilian** stats.
- 💀 Ernest Bloom (if the heroes brought him): **mugger** Stats.

When the heroes arrive, all of the Duerendez detachment are inside the mission except the two boys (and possibly Ernest Bloom).

The Familia Duerendez cartel are also looking for Larry in Nueva Bennnto. They arrived a couple hours before the heroes, discovered he isn't here, and are now holed up in the mission building (where Larry was going to take refuge). The two youths are part of the gang, and already alerted their boss to the heroes' presence.

After a few minutes, a small, rat-faced man in an expensive suit saunters out of the mission, flanked by a huge man and an even-bigger woman, dressed smartly, but less flamboyantly. The center figure is Emilio

Duerendez, the youngest sibling of the Familia. All three are openly armed—the two heavies with light machine guns, Emilio with a 9mm semi-automatic pistol.

At this point, the heroes don't know whether the Duerendezes have Larry. Emilio at first refuses to discuss family business. "You have no need to worry about anything here," he tells them. "This is our territory and we are looking after it." If the heroes mention Botella or Larry Barrigan, Emilio makes no secret about the fact that he knows the names, but he does not talk about their relationship or Larry's whereabouts. There are a few different ways that the heroes can tackle this situation: act as though they are on the same side as the cartel; bluff that they have the might of the American Army behind them; or pretend that they just want to get into the mission for innocuous reasons.

Any negotiations require success on a DC 11 **Charisma** (**Deception** or **Persuasion**) check. Emilio is not particularly bright, but he does suffer from an excess of pride. If their explanation involves flattery, they may roll with advantage; if they try to threaten him at all, they must roll with disadvantage. If the heroes have Ernest Bloom with them, they may be able to use this fact to their advantage, depending what they told Ernest they were up to.

The best outcome has Emilio opening up and telling the heroes that the Familia Duerendez is looking for Larry because it heard that he was coming here to hole up, but found that he must have gone elsewhere.

It may be that the heroes manage to trick their way into the mission to see for themselves. If they do, they find another three members of the cartel sitting round an old mahogany table, playing cards. These three are less well-built than the bodyguards, and less well armed (with 9mm semi-automatic pistols, like their boss). The youth who came inside is sitting at the table as well, trying to join in, but being ignored. A pile of U.S. dollar bills lies in the middle of the table. The gangsters are suspicious of the heroes, but, if their boss OKed their presence, they do nothing beyond giving inquiring glances. There is obviously no sign of Larry, and from a remark by one of the poker players ("I was s'posed to be meeting my *querida*. Man, she's going to be pissed at me, all for a wild goose chase."), the heroes can infer that he isn't here.

If the negotiations don't go well, or the heroes prefer a more direct approach, then the Familia Duerendez is happy to oblige. The combatants' starting places on the map vary depending on how things begin.

If the heroes find out what they need to know peacefully, then, just as they are about to leave, a small, pot-bellied American man with a balding head and a pale blue sweater comes out of the mission (or into the

room), buttoning up his fly. This is Gulliver Stamp, an accountant for an American mob outfit that works with the Duerendezes. He recognizes one of the heroes from past encounters (choose the one whose background makes the most sense). He wastes no time shouting an accusation, and violence ensues.

It is important here to note the three, 55-gallon drums stacked up by the door of the mission. They contain gasoline. Anyone who shoots at and hits these drums must roll 1d6. On a 5 or 6, the drums explode. An explosion results in an area effect covering the entire area within 25 feet of the drums. Anyone in that area takes 2d6 fire damage unless they Dive for Cover.

The two youths try to keep out of the action, being armed only with knives. However, if any hero goes down they pile on top, stabbing liberally, eager to make their name.

Gulliver hides inside the mission, as does Ernest.

Emilio keeps himself behind cover and attacks as best he can.

The other five do what is necessary to take the heroes out of action. Emilio considers them expendable. If the heroes take him out and things are going against the cartel soldiers, the soldiers flee or surrender, depending on the heroes.

A LONG WAY UP

Larry Barrigan is not in Nueva Bennto. Your eyes rise up to Cerro de la Sangre Santa. Its black volcanic mass looms over you. Larry must be there. It would be a hard climb, but you can get there directly if you go on foot. If you want to drive, you'll have to go almost back to the city before taking the road to the summit.

The heroes have a choice of retracing their steps and going up the Cerro de la Sangre Santa by road (in which case go to Encounter 8) or walking up the mountain, in which case carry on with this encounter.

SHANK'S MARE

You can only thank Providence that it is not summer, even as the sweat pours off you as you ascend the mountain. The ground below your feet is inky black, and so, in large part, are you now. A fine dust rises with every footfall, coating everything and making breathing difficult. It has been several hundred years since the Sangra Santa last erupted, but, despite the vegetation, the smell and dust of volcanic soil still lingers.

The heroes must abandon their vehicle (no matter the type) to make this trek. They should check the Bulk of the gear they are carrying to determine whether this encumbers them. If they took Mierda Dorada from Scappa, and wish to remove the PKM machine gun,

remind them that it is Bulk 6 for a single person or three Bulk 2 loads for a team, and requires 2 rounds to reassemble.

After the heroes have been going for an hour, ask for a DC12 **Constitution (Endurance)** check. If they are Encumbered, they roll with disadvantage. Any hero who fails gains a level of Exhaustion.

Whichever hero is in the lead must also make a DC12 **Wisdom (Survival)** check. If they pass, they notice the ashy soil growing loose underfoot. Continuing on the current route requires successful DC10 **Dexterity (Acrobatics)** checks from each hero in order of march. Any hero who fails slips, and slides back down 100 feet or so of the mountainside, taking 1d4 bludgeoning damage. All those behind them in the marching order must succeed at a DC 12 **Dexterity** saving throw to avoid also taking 1d4 bludgeoning damage from the falling debris.

Having noticed the loose soil, the heroes have the option of finding a better route up the mountain. To do this, one of the heroes must make a successful DC 14 **Wisdom (Survival)** check.

If the leading hero fails the first check to notice the loose soil, they continue ahead unawares. They make **Acrobatics** checks as above, but at disadvantage as they are oblivious to the potential danger.

BUG BASH

If you think your game might run long, skip this encounter and get on with the game.

The march is grueling, the mountain rising constantly ahead of you. The air is thick, and sweat runs down the small of your back. You are all too aware that time is slipping away as surely as the soil beneath your feet.

Randomly select one of the heroes. This hero makes a DC 12 **Wisdom (Perception)** check (note that, depending on the hero, they may succeed on this check with their passive Perception score). On a success, they notice a brown spider crawling across their forearm. They can brush it off with a successful DC 12 **Dexterity (Sleight of Hand)** check, but if they fail the spider bites them. If the hero did not see the spider, the first they know of its bite is when the crook of their elbow begins itching.

Once the hero knows that they have been bitten, they take 2d6 points of damage. Success on a DC 12 **Constitution** saving throw halves the damage. In addition to the damage, failing the Constitution save means that the bite area becomes steadily more swollen. After an hour, the bitten hero suffers disadvantage on any action that involves that arm. Success on a DC 12 **Intelligence (Medicine or Natural Sciences)** or **Wisdom (Survival)** prevents the disadvantage effect. If the heroes make use

of a first-aid kit, they make the Intelligence or Wisdom checks with advantage.

TIME

This encounter adds at least two-and-a-half hours to the clock if they walk up the hill. If they drive, go to **Encounter 11**. In that case, check the elapsed time. It may be appropriate to run Encounter 8 before continuing.

WHERE NEXT?

Having made the hard trek up the mountain, the heroes find themselves at the summit; this is **Encounter 12**. If they drive instead, go to **Encounter 11**.

ENCOUNTER 11: THUNDER ROAD

The road to Cerro de la Sangre Santa is tiny and rutted, winding back and forth through marshy jungle.

SUMMARY

The heroes left Panama City en route to find Larry Barrigan who, they hope, is hiding at Cerro de la Sangre Santa. On the way, their truck gets stuck and they are mobbed by monkeys.

STUCK IN THE MIDDLE WITH YOU

Have the driver and any hero up front with them make a DC 12 **Wisdom (Perception)** check. If either of them pass, read this:

While bouncing along dirt tracks, you round a corner and slam on the brakes, coming to a sudden, shuddering halt just before plowing into a sodden stretch of track, the mud deeper than the wheels on your vehicle.

If neither pass, read this:

Your vehicle flies around a corner and comes to an abrupt halt as it sinks axle deep in a muddy section of the road.

If the heroes saw the mud before they got stuck, they may be able to drive through. The left side of the track is drier, and with a run-up they *might* be able to get through. This requires a successful DC 12 **Dexterity (Vehicles)** check. The person sitting up front can Help with success on a DC 10 **Wisdom (Perception)** check, granting the

driver advantage on their Vehicles roll. They get only one try. If they fail, the truck is stuck just as if they had failed their Perception checks.

A stuck truck can be pushed free. One hero must remain inside to drive, but all the others can Help by succeeding at DC 12 **Strength (Athletics)** checks. The driver must succeed at a DC 20 **Dexterity (Vehicles)** check. If the heroes put something under the tires to increase the grip (there are stones and vegetation on either side of the track), the DC for the Vehicles check is 17.

If the heroes cannot free the truck, they have no choice but to continue on foot. In this case, they should check the Bulk of the gear they are carrying to see whether or not this makes them encumbered. If they took Mierda Dorada from Scappa and now wish to remove the heavy machine gun, remind them that it is Bulk 6 for a single person or three Bulk 2 loads for a team, and takes 2 rounds to reassemble.

WHERE NEXT?

With or without a vehicle, the heroes go to **Encounter 12** next.

ENCOUNTER 12: SWITCHBACKS

The Cerro de la Sangre Santa looms out of the jungle like a giant green boil. The road ahead switches back and forth, an elaborate zig-zag inching its way up the mountain's eastern flank. From the tire tracks, you can tell that someone has been up this way recently—but was it Larry?

SUMMARY

The heroes negotiate the treacherous hairpin turns and battle their way through an ambush to reach the top of the mountain.

THE LONG & WINDING ROAD

If the heroes are in the truck, read the following paragraph:

You go this way and that, the truck bumping and lurching alarmingly along a narrow track hardly wider than a cycle path. With each sudden switchback, your stomach lurches. Outside the window, the ground falls away only inches from the tire in one direction, and the mountain seems to climb forever up in the other.

It quickly becomes clear that it is going to take some skillful driving to get the truck up to the top, and the price of failure will be costly.

Driving up requires three successful **Dexterity (Vehicles)** checks from



AMBUSH ON CERRA SANTA SANGRA



the driver, each more difficult than the last. Failing any of them means that the heroes have to walk.

- 💀 The first check is at DC 5. Failure results in one wheel sliding off the road, and the truck bottoming out.
- 💀 The second check is at DC 7. Failure results in the whole truck leaving the road, sliding a few dozen feet down the slope before coming to rest against a tree. The heroes inside must all pass a DC 12 **Dexterity (Acrobatics)** check or take 1d4 bludgeoning damage.
- 💀 The third check is at DC 10. Failure results in the truck rolling over and down the mountainside! The heroes inside must make a DC 12 **Dexterity (Acrobatics)** check, taking 2d4 bludgeoning damage on a success, or half that on a failure.

If some or all of the heroes opt to walk up the mountain, they do not have to make any checks. The going is steep, but taking the short route crossing the road every 20 to 50 yards shortens the route and actually takes no more time than driving.

AMBUSH

You are relieved when finally the road levels out and you reach a plateau, which gently slopes towards the summit proper. The road is narrow here, rough bluffs penning it in on both sides.

The road up the mountain is easily visible from the summit, and the heroes have been watched in their ascent by a squad of General Noriega's Dignity Battalions, which are also on the trail of Larry Brannigan.

Any hero who succeeds on a DC 15 **Wisdom (Perception)** check (any hero with the Military background may roll with advantage) either spots one of the Panamanians hiding, or simply sees the potential for an ambush on this road.

COMBAT

If the heroes spotted the ambush, they may enter the area as they wish from the right side of the map. The Panamanians open fire as soon as it becomes clear that they have been spotted. If the heroes are oblivious to the attack, they start the combat in the center of the map.

The Panamanian forces are drawn from the Dignity Battalions, but none of the ambushers wear their trademark red shirt—or at least if they do they hide it under a jacket. (Red t-shirts are not really conducive to an ambush.) The attackers here look as

if they have been kitted out by the local Army and Navy Surplus Store. They consist of:

Capitana Emilda (stats in the **Supporting Cast** section): a grizzled and much-scarred ex-con. She wears a black vest, camo pants, and a moth-eaten wool cap, and wields an M16A1. Starts at point A.

3 DigBats (stats in the **Extras** section): one with a rocket launcher, the other two with AK-74s. The soldier with the rocket launcher starts on the road in front of the heroes, barring their escape. The other two start with one at point B, and one at point C.

The soldier with the rocket launcher tries to take out the heroes' vehicle, if present. Capitana Emilda tries to stop any of the heroes from leaving the area. The other two attack whomever looks most likely to do them harm.

To continue up the mountain, the heroes have to leave the map on the left-hand side.

TIME

This encounter adds at least one hour to the clock, whether they walked up the mountain or drove.

WHERE NEXT?

Having fought through the ambush, the heroes can carry on to the summit of Cerro de la Sangre Santa and hopefully find Larry Barrigan. Go to **Encounter 13**.

ENCOUNTER 13: LARRY'S SHACK

The situation for this encounter depends on the time that the heroes arrive.

If the heroes arrive before 0900 hours, they find Larry Barrigan in his cabin. The PDF is just arriving on the scene.

At long last, you see Larry's old tin cabin ahead of you. It is nothing more than a corrugated shack, but smothered in a vivid, purple-flowering, climbing plant that renders it almost picturesque. A Ford Fiesta sits outside it. As you begin to move, a 1962 Toyota Land Cruiser roars onto the scene from the opposite direction. The Land Cruiser is painted in a crude camouflage pattern, and 3 soldiers in the uniform of the PDF alight. They have not seen you, but make towards the cabin.

If it is between 0900 hours and 1300 hours, the heroes hear a bombastic salsa rendition of "Peter Gunn" blasting out before they ever see the shack. They find the PDF already on the scene. They have been interrogating Barrigan for some time.



BRANNIGAN'S SHACK



At long last, you see Larry's old tin cabin ahead of you. It's nothing more than a corrugated shack, but smothered in a vivid, purple-flowering, climbing plant that renders it almost picturesque. A Ford Fiesta sits outside it. That's the good news. The bad news is that a 1962 Toyota Land Cruiser is also parked outside, painted in crude camouflage pattern (more pink than you would generally expect). The music comes from this vehicle.

If it is after 1300 hours, then the PDF has been and gone, taking Barrigan with them.

At long last, you see Larry's old tin cabin ahead of you. It's nothing more than a corrugated shack, but smothered in a vivid, purple-flowering, climbing plant that renders it almost picturesque. A Ford Fiesta sits outside it, the door hanging open. Inside, the place is a mess, as if it has been turned upside down. There is no sign of Barrigan.

INVESTIGATION

If the PDF came and went, the heroes can look around the cabin to work out what happened. The papers on the floor seem to be a mixture of drug cartel business (relating to the Escorpiones Negros) and sports papers. There are various bits of drug paraphernalia lying around: mirrors, razor blades, and straws.

On a successful DC 10 **Intelligence (Investigation)** check, they find Larry Barrigan's wallet containing \$32 in US currency, a driver's license, and a few credit cards.

EXTRACTION

If Larry is still on the scene, the heroes have their work cut out to save him from the clutches of the PDF.

The Panamanian forces are as follows:

💀 **Zifar Balbosa** (stats in the **Supporting Cast** section): the officer in charge, he is a very tall chap—at least 6'6," with a barrel chest and a pirate's beard to match his name. He is smoking a small pipe, and has an ammo belt slung across his torso, bedecked with archaic WWII grenades. He is armed with a machete, but has a 9mm Bersa Thunder handgun in a holster.

💀 **2 DigBats** (stats in the **Extras** section): one with a beret, one with a Dignity Battalion baseball cap, both wear the red t-shirts of their unit.

In addition, any Panamanians who escaped the ambush in the prior encounter are in attendance.

Larry Brannigan is present, but is too off his head to take part in the combat on either side.

💀 If the heroes arrive before the PDF, Balbosa and 1 DigBat start adjacent to the Land Cruiser (B), the others by the Fiesta (A).

💀 If the PDF are already there, Balbosa and 1 DigBat start in the cabin, the others by the Fiesta (A).

The heroes start the combat unseen on the bottom edge of the map. Every time they move, they must make a successful **Dexterity (Stealth)** check to remain undetected. The DC is 12 (Zifar Balbosa's passive Perception) minus the number of squares to the nearest enemy that can draw line of sight to them (measure to the shortest distance during their movement). If there is undergrowth between them, the heroes may roll at advantage.

The Panamanians open fire as soon as they are aware of the heroes' presence. Balbosa likes to fight up close and personal, and he charges the heroes at the earliest opportunity. The other DigBats are more circumspect, and they try to keep the heroes suppressed with fire while they drag Barrigan to the Land Cruiser and pile him in.

If one DigBat is dragging Barrigan, they move at half speed and cannot take any other action. If two are dragging him (their preferred option), they move at three-quarter speed and can make ranged attacks at disadvantage. Once they have him at the SUV, they spend 1 action piling him in and then drive off.

WHERE NEXT?

Whether or not the heroes manage to extract Barrigan, before they can do anything else a bevy of U.S. soldiers turn up on the scene. At their head is Colonel Trautman. Go straight to Encounter 14.

ACT III: A MAN, A PLAN, A CANAL, PANAMA!

ENCOUNTER 14: TRAUTMAN EXPLAINS

You have barely had time to take breath when you hear the unmistakable roar of several Humvees race up to the cabin. Before they even pull to a full stop, a dozen Special Forces alight, covering the area with their M16s. After they give the all clear, a colonel steps out of the lead vehicle and strolls towards you. "Alright men, stand down." He is tall, but with a commanding presence beyond even his physical frame. His intense eyes are creased by a slight smile. "You must be Barrigan's task force. My name is Colonel Trautman."

SUMMARY

The heroes meet with Colonel Trautman, who tells them how they have been taking orders from a corrupt officer: Larry Barrigan was never working for the Feds, and his brother was just using the heroes to save him. The U.S. Army has orders to kill Larry Barrigan on sight. Trautman needs him to survive, so they can track an associate of his suspected of working with the Soviets.

From here, the encounter takes one of two forms depending on the outcome of Encounter 13:

- 💡 If the heroes successfully rescued Larry Barrigan, they must stage his escape and get him away from the U.S. forces hunting him.
- 💡 If Barrigan was taken by the PDF, one of the heroes must pose as him and stage his escape.

A NEW LAYER OF TRUTH

Trautman asks the heroes to come into the cabin with him, where he takes a seat and bids them do the same. The other soldiers stand guard outside. Trautman tells them he has news—some bad and some worse.

Starting with the bad news: Colonel Barrigan was arrested back in the States after the helicopter crash revealed his secret mission. It was never sanctioned. Barrigan somehow managed to arrange for them to conduct personal business on his behalf. As the heroes have by now probably guessed, Larry is the colonel's brother. He is not a CIA-embedded agent in the *Escorpiones Negros* in any way, shape, or form. Rather, Larry pulled strings and got his brother embedded with the U.S. Army. Had the heroes completed their mission, they would have simply removed Larry Barrigan to safety, so he could continue his nefarious business elsewhere.

After the scheme came to light, the entire U.S. Army was given orders to kill Larry Barrigan on sight. If the heroes have rescued or captured Larry Barrigan, this is the point at which Special Forces soldiers handcuff him and take him to one of the Humvees.

Unfortunately—and here is the worse news—things grew more complicated when U.S. intelligence ops discovered that an associate of Larry's, who is both a member of the *Escorpiones Negros* and the Panamanian government, has been cutting deals with the Soviets. This individual, Simón Villalobos, has gone to ground, and nobody knows where.

Intelligence has since picked up communications indicating that Barrigan is due to meet a Soviet spy aboard a ship called the *CS Lugus*, which is currently making its way through the Panama Canal. He is to learn the location of Villalobos at this meeting, so he can meet

up with him and the Soviet-funded mercenaries that have been hired to take the pair of them out of the country.

Trautman wants Barrigan to make the meeting, so that the heroes can tail him and pick up Villalobos. However, he can't just let Barrigan go. If any U.S. forces see him, they'll kill him. If the Soviets suspect Barrigan is being tailed, they will cut ties with him and Villalobos will be lost.

Therefore, Trautman wants the heroes to pose as traitors and spring Barrigan from captivity. They must then evade the rest of the U.S. military, and make their way to the *CS Lugus*, find out where Villalobos is, and get to him before the Soviets do.

Of course, if Barrigan is currently in the hands of the PDF, things are now even more complicated. If this is the case, Trautman modifies his plan. One of the heroes must play the part of Barrigan (luckily, only Villalobos knows Barrigan's appearance), and will then have to be "rescued."

CAMP SANTA MARIA

Once his briefing concludes, Colonel Trautman and his team take the heroes in the Humvees. If they still have the HMG, it goes with them. If Barrigan is here, the team chucks him, cuffed and blindfolded, into the back of one of the vehicles. If one of the heroes pretends to be Barrigan (and they should first choose among themselves who will take this role), they receive the same treatment. The Green Berets accompanying Trautman are in on the ruse, but it is vitally important that no one else suspects that the hero is not really Barrigan, and so everyone is "in character" from the jump.

The Humvees travel to a temporary camp next to the Panama Canal. "Camp" is probably overselling it, however. Really, it is a half-dozen tents pitched around a WWII-era concrete bunker. Camp Santa Maria is named for a large white statue of the Virgin Mary that looks down on everyone. Exactly why the statue was erected here, in the middle of nowhere, is anybody's guess. A few dozen soldiers garrison the camp.

Soldiers take Barrigan (real or otherwise) to the concrete structure, where three G.I.s stand guard. The plan is for the heroes to have a rest at the camp and to give the impression that, although Trautman trusts them, they are probably up to no good. ("Don't oversell this," Trautman says. "We don't want trouble kicking off before Barrigan is sprung.") After night falls, they are to facilitate Barrigan's escape in any way they see fit (keeping American casualties to a minimum), and make their way to the canal, where they will find a speedboat. If they have their HMG, it will already be assembled and mounted on the boat. From there, they need to get away from the Army

and keep heading north on the canal until they get to the CS *Lugus*.

Trautman gives the heroes a radio (Bulk 2) for emergencies, and tells them that they are call-sign Cartier. Barrigan (or the Barrigan impostor) is call-sign Fabergé. The Soviet spy aboard the ship is call-sign Tiffany. He instructs the heroes to maintain radio silence to prevent U.S. or enemy forces from triangulating their signal. And then he and his Special Forces soldiers roar off on another mission.

GRUNTS AND GRILLED CHEESE SANDWICHES

The general atmosphere in the camp is one of people trying desperately to relax. The soldiers are sitting around in groups, chatting and (after having found a high industrial quantity of processed cheese and sliced bread somewhere on the way) cooking grilled cheese sandwiches. They landed in Panama only a few hours ago, but have broken through the initial resistance and found themselves waiting for orders to catch up. Several of them, laying on bedrolls, are taking the chance to get some sleep. A large percentage of their number constantly patrol the perimeter.

Santa Maria surveys them all with maternal affection. At the base of the statue is an inscription, a quote from the Bible written in Spanish. It translates as:

Ephesians 6:12

"For our struggle is not against flesh and blood, but against the rulers, against the authorities, against the powers of this dark world, and against the spiritual forces of evil in the heavenly realms."

The heroes get more than their share of inquisitive looks, and a fair few suspicious glares. There is plenty of time before nightfall for a short rest.

If they take the opportunity to mingle, as Trautman suggested, they find the following people willing to chat:

Willy Womak: A new recruit from Knoxville, Tennessee. Willy is nervous, and this manifests in short bursts of laughter, often at inopportune times. He is repeatedly making a grilled cheese sandwich, then deciding that he is too nervous to eat it, and giving it to someone else, before realizing that, actually, he is hungry, and starting the process over again.

Mikolaj Peters: The polar opposite of Willy, but a good friend of his. Mikolaj is on his third enlistment. He does not talk very much, but instead lies back with his head against his rucksack, picking his teeth with a cocktail stick. Occasionally, he breaks into a snatch of a Lynyrd Skynyrd song, even though he is from upstate New York.

Brenda Hansen: She is currently occupied with collecting flowers, which she intends to make into a garland to hang around the statue's neck. She is not quite sure why she is doing this—she isn't particularly religious, but she has a faded memory of seeing it somewhere, and it just seems kind of right, you know?

WHERE NEXT?

Once night falls, the heroes enact their plan. Go to Encounter 15.

ENCOUNTER 15: ESCAPE!

As the sun slowly slips below the horizon, the time has come to leave the relative safety of the camp and to do your patriotic duty by taking on the might of the United States Army.

SUMMARY

The heroes must bust out Barrigan (real or otherwise) from the concrete building and get him down to the boat on the canal.

THE LIE OF THE LAND

The concrete building is ten feet wide and about thirty feet long. There is one doorway in one of the end walls, the door long gone. There are windows in all of the other walls, each with a set of rusty bars. There are three G.I.s guarding the building at any one time, except when they change guard every two hours. During the change, they shoot the breeze for a few minutes, making six soldiers until they hand off responsibility. One soldier remains by the door at all times, while the other two slowly circumnavigate the building in opposite directions. Sometimes (roughly every fifteen minutes, but by no means regularly), one of the moving sentries pops inside and makes sure that Barrigan is still there.

The soldiers not on guard duty remain close to the building, but mainly to one side. There is one long wall that no one from the camp can see. If needed, use **soldier** stats (*Everyday Heroes Core Rulebook*, p. 377).

There is a path from the camp down to the canal; at the water is a wooden dock. There are several 55-gallon drums on the dock, and a hand pump for delivering fuel to boats. There is a patrol boat tied up here (use the motorboat stats from the *Everyday Heroes Core Rulebook*). Any heroes who see the boat note that it has a mounting post on the bow for a machine gun, but no weapon is mounted there at this time (unless the heroes brought their own).

There are three broad avenues for approaching the escape.

LURE THE SENTRIES AWAY

This is probably the least likely to succeed, as the heroes would have to come up with some reason for the sentries to leave their post that couldn't be dealt with by any of the dozens of other G.I.s dotting the camp. If they lure away one sentry, they will buy themselves a bigger window for getting Barrigan out, but luring away all three gives them the greatest chance of success.

The DC to persuade a sentry to leave their post is 14, or 17 for all three at once, though this can be adjusted for particularly clever or idiotic plans. The check should be **Charisma (Deception, Persuasion, or Intimidation)**, depending on the tack taken.

SNEAK IN

Unless this approach is combined with luring the sentries away, the door is of little use, as it is never left unattended. However, windows on one side of the building are out of sight of anyone for roughly 30 seconds at a time. The windows are barred, but rusted to such an extent that a successful DC 8 **Strength (Athletics)** check breaks them. A successful DC 10 **Dexterity (Stealth)** check is also needed to do so without making an attention-grabbing noise.

BLOW IT UP

If all else fails, the heroes can use explosives to blow a hole in the wall. Anyone with a demolition kit or explosives can sneak up and plant them next to the wall. They need to succeed on a DC 8 **Dexterity (Stealth)** check to avoid detection. If they plant the explosives, the wall is successfully breached whether or not they were seen.

As soon as the explosives go off, all the soldiers in the camp respond. Roughly half check it out while the other half man the perimeter.

INSIDE THE BUILDING

When the heroes get inside the building, they find the captive handcuffed to an old iron pipe, with their feet bound. It takes a matter of seconds (1 combat round) to cut through the rope, and it requires no check. The handcuffs are another matter, though. The lock can be picked with a successful DC 12 **Intelligence (Security)** check. Alternatively, a hero with a suitable tool can cut through the handcuffs or iron pipe. The iron pipe can be yanked away from the wall, but this requires a DC 18 **Strength (Athletics)** check. Sawing and breaking make noise, requiring success on a DC 10 **Dexterity (Stealth)** check to cover up.

GETTING AWAY

Once the captive is free, the heroes must get down to the canal and into the boat. This takes three combat rounds. If the heroes are spotted when the combat round begins, they are targeted.

- 💀 The first combat round after they are detected, the 3 guards shoot at them.
- 💀 The second combat round after they are detected, an additional 6 soldiers shoot at them.
- 💀 The third combat round after they are detected, an additional 10 soldiers shoot at them.

For each round that they were not previously spotted, the heroes must make a group DC 12 **Dexterity (Stealth)** check. Barrigan is included in this if he is present. (His stats are in the **Supporting Cast** section.) If they fail at any point, the heroes must survive the remaining combat rounds without being shot.

For example: if the heroes fail a Stealth check during the breakout, they have to survive three combat rounds of shooting, and a total of 19 shots, to make it to the boat. If they managed the breakout without being spotted, they still have to make a Stealth check on the first combat round. If they fail this check, they need to survive 2 combat rounds of being shot at, and a total of 9 shots.

WHERE NEXT?

When the heroes reach the boat, an alarm sounds. There is a boatload of commandos on the canal who give chase in **Encounter 16**.

ENCOUNTER 16: BOAT CHASE

For a split second it seems like it might be all over, as the motor sputters, but then it roars to life, and everyone but the driver falls backwards. The bow raises out of the water and the boat leaps forward, skipping over the slate-like surface of the canal. Then a Zodiac inflatable boat appears behind you. The crew shouts, though you can't hear them, due to both the roar of your engine and the whoosh of the wind. The spray stings your faces like buckshot, but you dare not let off the throttle because you can see that the rubber boat is only a hundred feet or so behind you, bounding over the surface of the water like a living sea creature.

SUMMARY

The heroes are in a chase along the Panama Canal, and they must try to escape a boat full of Navy SEALs!

DO OR DIE

- 💀 This encounter is a chase, as per the rules in Chapter 11 of the *Everyday Heroes Core Rulebook*.
- 💀 The heroes are the prey, and the Navy SEALs in the rubber boat the predators.
- 💀 There are four SEALs on their boat; use the stats for **soldier: Special Forces variant** (p. 377 of the *Everyday Heroes Core Rulebook*).
- 💀 Both boats are Inflatable Boats (*Everyday Heroes Core Rulebook*, p. 171).
- 💀 The SEALs need 8 more chase points than the heroes to catch them. If the heroes mounted their machine gun on their boat, the SEALs only need 6 more chase points than the heroes.
- 💀 One hero pilots the boat and they should make all checks for doing so.
- 💀 The **Chase DC** is 13.

ROUND 1: OPEN WATER

The water is calm and smooth, perfect for a skilled pilot to pick up speed.

Challenge (Driver Only): **Dexterity (Vehicles)** check, with a bonus equal to the Vehicle's **Strength** modifier

GAIN GROUND SUGGESTION (DRIVER ONLY):

- 💀 Quick getaway, **Dexterity (Vehicles)** against **Dexterity (Vehicles)**.

OPTIONS FOR SHOOTING:

- 💀 The SEALs are currently 80 feet behind the heroes' boat. Anyone except the driver may use their action to shoot. If anyone mounted the machine gun, it cannot fire at any target directly behind the boat that it is on. When the heroes do use it, it requires only one person to fire it. All shots except the machine gun are at disadvantage. The three SEALs not piloting the boat fire upon the heroes on their turn. They too have disadvantage.



ROUND 2: SEE YOU LATER ALLIGATOR

A crocodile emerges from the dark water mere feet in front of you, probably more scared than you are—not that this is much consolation. Yell at him and hope for the best.

Hazard (Driver Only): **Charisma (Intimidation)**; other heroes can take the Help action by shooting at the croc, including with the machine gun.

GAIN GROUND SUGGESTION (EVERYONE):

- Try to wrangle the croc into the path of the oncoming SEALs. **Charisma (Intimidation)** against **Charisma (Intimidation)**.

OPTIONS FOR SHOOTING:

- As above, except that the range is now influenced by the speed and direction of the current, with the distance between the two boats based on the total chase points. The gap between them is altered by 10' for each point difference: widening if the heroes are ahead, but narrowing if the SEALs are in the lead.

ROUND 3: LOCK OUT!

One of the canal's gigantic industrial locks looms ahead. Luckily, the water is lapping at the very top. It's going to be a bumpy ride, but you have no choice but to jump it.

Hazard (Everyone): **Strength** saving throw.

GAIN GROUND SUGGESTION (DRIVER ONLY):

- Try to use your boat's wake, however little it might be, to throw the pursuers off balance. **Dexterity (Vehicles)** against **Dexterity (Vehicles)**.

OPTIONS FOR SHOOTING:

- You are holding on too tightly to shoot.

ROUND 4: THAT DOESN'T SMELL RIGHT...

A greasy black smoke starts coming from the outboard motor. It smells like someone is burning rancid fish.

Challenge (one hero): **Intelligence (Mechanics)**.

GAIN GROUND SUGGESTION (DRIVER ONLY):

- Good old-fashioned "floor it and hope for the best." **Dexterity (Vehicles)** against **Dexterity (Vehicles)**.

OPTIONS FOR SHOOTING:

- As per round 2.

If the SEALs have more chase points than the heroes at any time (either 6 or 8, as explained at the beginning), they catch the heroes. The chase then devolves into close combat, fought over the two boats and/or the land adjoining the canal, depending on the heroes' actions. The heroes may wish to evade the SEALs at this point by disappearing into the night. In this case, the heroes must make a group **DC 10 Dexterity (Stealth)** or **Wisdom (Survival)** check with advantage, due to the poor visibility. Anyone who is successful loses the pursuers, but those who fail still have to deal with them.

If the SEALs do not catch the heroes by the end of the fourth chase round, they ease off.

THE DROP-OFF

When the heroes successfully lose the SEALs, one of two things happens:

If they rescued Barrigan, he thanks them for their help, and says that he has to go on alone from here. His contacts would not take kindly to Yankee soldiers, even if they were helping him. He has a motorcycle stashed away at one of the canal office buildings that dot the route: a rather nice Triumph TR65 Thunderbird. He mounts up, and heads off with a throaty roar to meet the Soviet spy aboard the *CS Lugus*.

The heroes follow discreetly in their boat. Just as the bulk of the massive cargo ship looms ahead, the radio that Trautman gave them in case of emergencies crackles to life, and the colonel's voice issues forth:

"Come in Cartier, come in. We have new intel. Tiffany is hostile to Fabergé. Repeat: Tiffany is hostile to Fabergé. Do not let the rendezvous go ahead. If not possible, begin extraction immediately."

If the heroes did not rescue Barrigan, the message is received before the pretend Barrigan departs for the ship, and Trautman adds the following:

"Tiffany should be detained, so they can provide location."

WHERE NEXT?

The heroes have to infiltrate the *CS Lugus*, either to rescue Barrigan or to capture the Soviet spy. Either way, go to Encounter 17.

ENCOUNTER 17: THE CS LUGUS

As the first light of dawn brightens the eastern horizon, the cargo ship is still just an ominous shadow, blotting out the canal ahead. The muted early light helps hide you as you sneak aboard, but you are all too aware that, soon, the sun will rise above the horizon, and any chance of stealth will evaporate.

SUMMARY

The heroes must sneak aboard the *CS Lugas*, and either locate and extract Barrigan or locate and capture the Soviet spy.

The Map

Four **ship guards** stand watch at points B, C, D and E. The heroes may climb the ladder at point A on their first turn. As they do so, they make a group DC 10 **Dexterity (Stealth)** check with advantage. On a failure, the guards see them and attack on their turn. If the guards are unaware of the heroes' presence at the beginning of their turn, they walk 30 feet in a counter clockwise direction. The heroes can hide and, if they do so, any guard coming within 30 feet (and being physically able to see them) makes a **Wisdom (Perception)** check with disadvantage, contested against the heroes' **Dexterity (Stealth)** checks. The heroes can make silent melee attacks against the guards with a successful DC 12 **Dexterity (Stealth)** check. However, even with a successful check, unless the guard is killed with one attack, they raise the alarm.

Aboard the ship there are:

- 4 **ship guards** on patrol, wearing black turtlenecks, black caps, and navy slacks. They each carry a MAC-10 SMG.
- 2 more **ship guards** are in the common room (point F), armed in 9mm semi-automatic pistols.
- Sophia Laskin** is the Soviet spy. She is small and slight, not quite 5 feet tall with big dark eyes and lips painted purple. She carries a pistol and has three grenades on her belt.
- Larry Barrigan**, if present, is also in the common room.

The guards are committed to the cause and, if they discover the heroes, they do their best to take them out, or at least to stop them from reaching the common room. The two guards in the common room head to the deck as soon as the alarm is raised. Sofia is conscious of the fact that Barrigan must not fall into the hands of the heroes, but she cannot kill him yet (see below). The guards do their best to keep the heroes on the deck of the ship, and Comrade Laskin runs for the radio room, dragging Barrigan with her (kicking and screaming) if he is present.

SOPHIA LASKIN

Sophia is a very intelligent and highly-competent agent.

She knows that Barrigan should not fall into the hands of the Americans, and is aware that the heroes are acting from patriotic interests.

Sophia is part-Haitian and part-Russian.

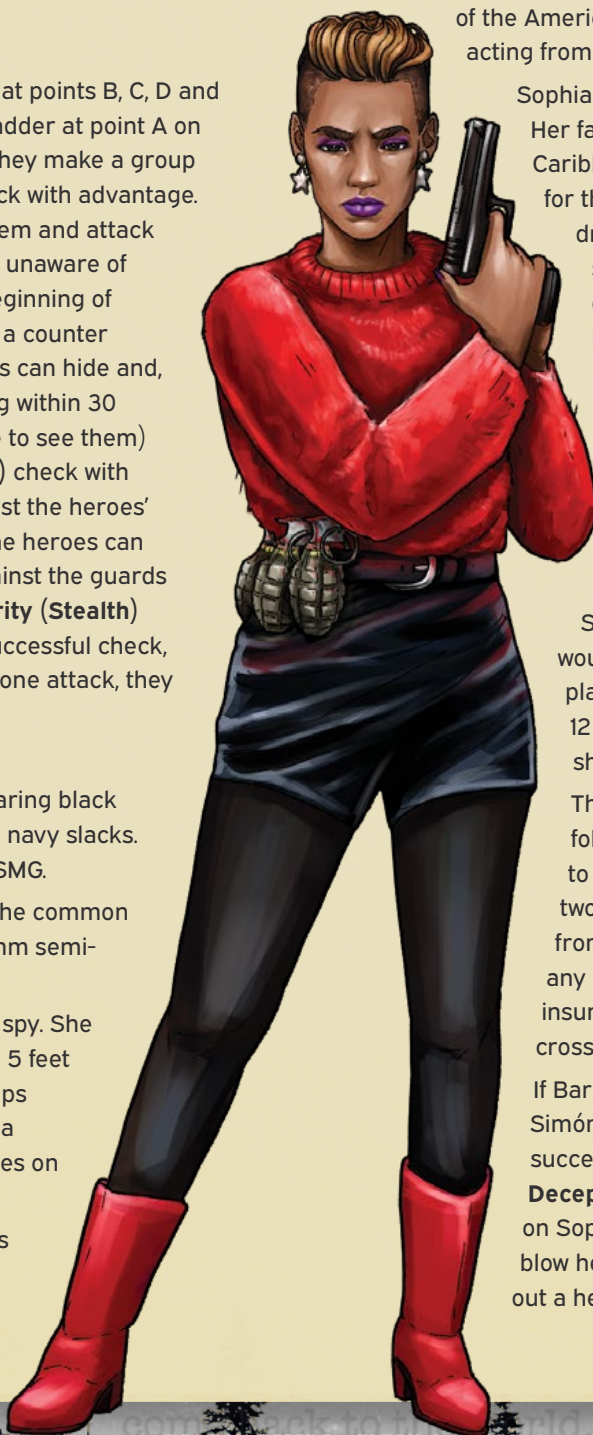
Her father was a diplomat stationed in the Caribbean, and she followed him in working for the Soviet cause. She is fashionably dressed, and more glamorously than seems necessary for laying low on a cargo ship. She is wearing an open knit sweater and leather hot pants with tights.

If Barrigan is present, when the heroes finally corner her, she holds a grenade to Barrigan's head threatening to blow it off if they come any nearer. Common sense should tell the heroes that, if

Sophia were willing to kill Barrigan, she would have done it by now. However, if the players don't realize this, a successful DC 12 **Wisdom (Insight)** check reveals that she is bluffing.

The reasons for the meeting were two-fold: one, to tell Barrigan where to go to meet up with Simón Villalobos, and, two, to learn an American military secret from Barrigan. He doesn't actually know any military secrets—the bluff was just insurance on his part against being double-crossed.

If Barrigan is not on board, the location of Simón Villalobos may be learned with a successful DC 14 **Charisma (Persuasion or Deception)** check. Intimidation has no effect on Sophia, because she is quite happy to blow herself up with a grenade if she can take out a hero or two at the same time.



CS LUGUS



Key Information. If she is alive and the heroes succeed on their Charisma checks, then Laskin can show them where Villalobos is on a map. If the heroes don't manage to gather the information before she dies, there are some papers in one of her pockets. On one is a six-figure grid reference. It won't take long for the heroes to find Simón Villalobos's location on a map; there are plenty aboard the ship.

Either way, he is in a large colonial-era house, once the center of a coffee estate. It is not far away and, as luck would have it, the ship is now roughly in the vicinity.

Sophia knows only that "Beauty and the Beast" guard the hacienda. The papers in her pocket also contain that warning.

Sophia knows that the Soviets plan to exfiltrate Simón Villalobos to Cuba, and keep him there until the expected post-invasion turmoil dies down. When there are fewer American feet on the ground, he will return. Rubles and the Soviet propaganda machine will help him to, once more, win a prominent position in the new government, and Russia will increase its influence in Central America.

If Sophia has died, the same information is on the papers in her pocket.

POLITICAL INTRIGUE

Simón Villalobos has been both a drug trafficker and a member of Noriega's government for some years now. Despite his wheeling and dealing, he is a charismatic individual, well-liked by the general populace. He has also been feeding information to the Soviets, which is an arrangement that the Soviets are very keen to continue.

WHERE NEXT?

The hacienda is a three- or four-hour hike. Even if the heroes could find a vehicle (and there are none to be seen), it would not be of any help, because the area is heavily overgrown, and there are no roads between the property and the canal.

The action continues in **Encounter 18**.

ACT IV: IT COMES TO A HEAD AT THE HACIENDA

ENCOUNTER 18: FRIENDLY FIRE

It seems ages since the sun went down on Camp Santa Maria. Now, the daylight is a blessed relief. At last, you can see where you are going. But the heat climbs with the sun, and sweat runs down your back in rivulets. You also realize that, just as you can now see better, so can all the forces who currently wish you dead.

SUMMARY

The heroes cross paths with an American force. Still considered traitors, they must either avoid detection or, failing this, get away as unscathed as possible.

STUMBLING INTO TROUBLE

The heroes trek through the jungle without incident for a couple hours. The landscape is beautiful, but it also saps their energy. For every mile that they travel, they seem to climb two hundred feet to a mountain ridge, only to drop back down to a valley floor on the other side. And everywhere is thick, tangled, undergrowth that needs hacking with machetes.

The heroes come to a ridge line that offers vistas of a wide, flat valley. On a successful DC 14 **Wisdom (Perception)** check, they notice a small huddle of figures at the valley's floor. If they have binoculars, they identify them as American soldiers—presumably an advance party on a reconnaissance mission. If the heroes all failed the check, the first they know of the soldiers are gunshots as they descend into the valley and the Americans open fire.

GETTING THROUGH

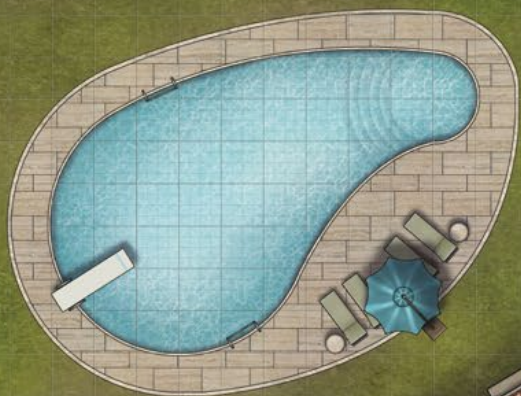
There are five **soldiers** (*Everyday Heroes Core Rulebook*, p. 377), and one **officer** (*Everyday Heroes Core Rulebook*, p. 379).

The heroes must get to the other side of the valley, and the lie of the land, with rocky outcrops on either side, dictates that they must pass within 200 yards of the soldiers.

The heroes are wanted as traitors, but they are not wearing the uniform of an enemy. Descriptions of the heroes have circulated, but not photographs. They may be able to deceive the unit into thinking they are someone



THE HACIENDA



else, but they need a successful group DC 12 **Charisma (Deception)** check to do so.

Another option is to tell the truth. The trouble with this approach is that, even if the soldiers personally believe them, orders dictate holding them captive until Trautman can confirm their mission. They need a successful DC 17 **Charisma (Persuasion)** check for the officer to allow them to go about their business.

Assuming that their presence has not yet been noticed, the heroes could try to sneak past the soldiers. This requires a successful group DC 13 **Dexterity (Stealth)** or **Wisdom (Survival)** check. The DC can be lowered to 10 if they somehow engineer a distraction. Failure results in the Americans opening fire.

WHERE NEXT?

Once past the American unit, the heroes can continue on their way. They make it to the edge of the hacienda without further interference. Carry on to **Encounter 19**.

ENCOUNTER 19: THE FINAL SHOWDOWN

You sight the hacienda while still a half-mile away. A sprawling mansion, it presents a jumbled heap of red roof tiles, decorative towers, and arched porticoes. Not long after, when you come to the edge of the estate, you find a shiny, new, 12-foot-high, chain-link fence running through the jungle. At intervals inside the fence, there are concrete sheds. By one such shed, something large and square squats under a tarpaulin. Atop the tarp, you spy the prone figure of a man—a cigarette gently balanced in his slack mouth, and rhythmic snores following the rise and fall of his chest.

SUMMARY

The heroes reach the hacienda, purloin a tank, storm the place, and hopefully rescue Simón Villalobos—or, if not, at least make sure that he doesn't fall into Soviet hands. Hopefully, they escape before the whole place comes down on their heads.



GREGOR

Heroes can climb the chain-link fence with a successful DC 10 **Strength (Athletics)** check. Alternatively, they can cut the fence with success on a DC 12 **Intelligence (Security)** check. If the players make a good argument for having the right tools to cut the fence, give them advantage on the check.

The Soviets built the concrete sheds when they took over the estate. They are defensive positions, complete with gun slits. Fortunately for the heroes, all sit empty. The only Soviet nearby is **Gregor**, currently asleep (stats in the “Supporting Cast” section). He wears a gray serge field cap and a white shirt with corduroy trousers. He clutches an AKS-74U even in his sleep. He was given the job of guarding what is under the tarpaulin: a T-62 tank!

On a successful DC 10 **Dexterity (Stealth)** check, a hero can sneak up to the tank without waking Gregor. If he wakes, Gregor challenges the heroes, but is still slightly befuddled by sleep. Depending on what approach the heroes take, they can persuade him to vacate his position with a successful DC 12 **Charisma (Deception, Intimidation, or Persuasion)** check, but they get only one crack at this.

If they fail the check, Gregor opens fire on them, trying to get them to back off, so that he can get to his radio, which he left inside the nearest concrete bunker. If any of the heroes speak Russian, they can understand Gregor’s radio conversation. He asks for reinforcements from the hacienda to fight intruders. A woman’s voice refuses. She says, also in Russian, that they are all needed there, and he will have to do the best he can. But whatever he does, he cannot let them take the tank.

If Gregor does not make it to the radio, but shots are fired, the heroes hear the woman’s voice asking, in Russian, what is going on.

Even if the heroes manage to trick or intimidate Gregor into not attacking them, he does not let them near the tank. “It’s not worth it,” he will say to any Russian speaker. “Shahlo will hang me up by the balls if I let you anywhere near it.” They have to either incapacitate him or get him to leave the vicinity.

THE CONCRETE SHED

If the heroes inspect the shed, they find that Gregor has been using it as both a home and a workshop. Its contents include:

- 💀 A photograph of a woman leading a cow, possibly taken in Russia, or at least somewhere very flat
- 💀 A wristwatch, not working
- 💀 A pack of Belomorkanal cigarettes

- 💀 A razor
- 💀 A personal cassette player containing a Kate Bush album
- 💀 A two-way radio
- 💀 Binoculars
- 💀 A half-dismantled central heating system.
- 💀 An arc welder

THE T-62

Once the heroes get rid of Gregor, they can have a look at the tank. It is a beauty in almost full-working order. Success on a DC 10 **Intelligence (Security or Streetwise)** check reveals that this might be valuable to U.S. intelligence, since relatively few T-62s were exported.

The main gun is loaded and ready for action, so these Soviets are obviously expecting trouble. Nor is Gregor the last line of defense in protecting the tank. On a successful DC 10 **Intelligence (Security or Mechanics)** check, the heroes notice that the hatch is rigged with a booby trap. Anyone opening it without disarming the device sets off a small amount of plastic explosives, taking 2d6 Explosive damage, or half this with a successful DC 12 **Dexterity** saving throw.

Once in the tank, the heroes find that it won’t start; the Soviets took the precaution of removing the battery. However, on a successful DC 13 **Wisdom (Perception)** or **Intelligence (Investigation)** check, the heroes find the battery concealed among the half-dismantled central heating system.

Running a Tank

The T-62 has four crew positions: Commander, Gunner, Loader, and Driver. The commander can substitute for the gunner and the loader; and the gunner can also load, but there are consequences for doing so.

While operating the tank, whichever hero takes the driver role makes all **Dexterity (Vehicles)** checks to maneuver the tank.

The gunner operates both the main gun and the coaxial machine gun. They can operate either in a single round. If the gunner has two attacks in a round, they can choose which to fire for each attack. Note that the main gun requires reloading after every shot, so it cannot be fired twice in the same round. Both guns require proficiency with Military Equipment. Normal rules for firing weapons from moving vehicles apply. If the commander substitutes for the gunner, they suffer a -2 penalty on all shots fired. If the gunner is also the loader, they suffer the same penalty.

The loader keeps the main gun and the coaxial machine gun loaded. This is a challenging task, due to the confines

of the tank turret and the movement of the tank. While the machine gun has belts of hundreds of rounds of ammunition, the main gun is a single-shot weapon requiring a reload every round. Reloading while the vehicle is stationary requires no check. But reloading while the vehicle is moving requires success on a DC 10 **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If either the gunner or the commander is making the check, they suffer a -2 penalty on it.

The commander's job is to observe what is happening around the tank, and to direct the rest of the crew. The commander dictates direction and speed to the driver, target type and location to the gunner, and ammunition type to the loader. In addition, the commander may operate the anti-aircraft machine gun on top of the turret. The most common skill check for the commander is **Wisdom (Perception)**. Other crew members can Help with these checks. If the commander is also the gunner and/or loader, their Perception checks suffer a -2 penalty per additional role.

THE HACIENDA

If Gregor alerted the others via the radio, or shots were fired, the heroes are not able to approach the hacienda covertly. As soon as they get near it, the guards on the wall (see below) open fire. However, if the occupants of the hacienda are unaware of their presence, then on a successful DC 10 **Dexterity (Stealth)** or **Wisdom (Survival)** check, the heroes are able to sneak forward to perform a reconnaissance of the area, though they cannot do so in the tank.

The hacienda is a large building with mold-streaked white stucco walls and red ceramic roof tiles. It is surrounded by a manicured lawn, in which is situated a swimming pool. A broad ditch and red brick retaining wall border the entire complex.

There is a courtyard with a fountain at the center of the building, from which the heroes can enter the house itself. There are large windowed rooms on both sides of the courtyard, though they are too far away to be able to tell what the rooms contain. To the left of the building is a gravel drive with a parked, smart-looking, Chevy Blazer SUV. The house is obviously lived in and kept in very good repair, though the only sign of life visible at the moment is the two guards.

The enemies for this combat are as follows:

- 💀 **Soviet mercenaries:** they are not in uniform; instead they are wearing generic camo, etc. One is armed with a flamethrower and the other three with SMGs.
- 💀 **Shahlo Eshonov:** Shahlo defies convention in many ways. Being an Uzbek officer in charge of ethnically-

Russian soldiers is hard, but Shahlo is an intimidating woman, with dark eyes and a narrow face. She is quite capable of instilling obedience in her men and fear in her enemies. She is small but nimble, one moment standing stock still and the next whipping out a gun or throwing knife, often hitting her target square between the eyes.

💀 Bogdan the Bulgar

💀 **Simón Villalobos:** The Panamanian politician that the heroes are after. Use **civilian** stats (*Everyday Heroes Core Rulebook*, p. 385).

The heroes enter from the bottom of the map, through the jungle. This is difficult terrain if they are on foot, but not for the tank.

At the beginning of the combat, two soldiers are on the wall at points A and B, both armed with SMGs. The other two soldiers are in the courtyard adjoining the lawn. Shahlo, Bogdan and Simón are in one of the bedrooms (point D).

The tank cannot cross the combination of ditch and retaining wall. Even breaching the retaining wall does not create a sloped-enough spot for the tank to climb. However, breaching the retaining wall in this way allows the heroes to climb without making a check. The walls take 35 points of damage before crumbling at that point, allowing the heroes to pass through.

Note: the 115mm U-5TS main gun of the T-62 tank does 33 points of damage on average, per round.

If the heroes take the tank around the house to the gravel drive, all they can manage to do is collapse the path under the forty-one-ton mass of a Soviet medium tank. This traps the tank in the ditch, rendering it just capable of firing at targets to one side or the other.

If the heroes use the tank to shoot at the walls of the house from a distance, roll to hit against an AC of 12. Treat the hacienda walls the same as the retaining wall.

Explosives can also be used to breach the walls.

When the heroes climb the retaining wall, the two soldiers there (if still alive) fall back to the courtyard. If a hero wishes to climb over a part of the wall that has not been breached, they must make a DC 12 **Strength (Athletics)** check. If they fail, their movement ends at the wall, but they have total cover and concealment from the hacienda.

The inside of the hacienda should remain hidden until the heroes explore it room by room. As the heroes get closer, the soldiers keep falling back toward room D. The doors indicated with a red star are booby trapped. A successful DC 12 **Wisdom (Perception)** or **Intelligence (Security)**

check spots them before they trigger. An action and a successful DC 12 **Intelligence (Security)** check disarms them. Having appropriate tools allows the hero to disarm with advantage. If the heroes trigger the devices, then they explode, dealing 1d6 explosive damage. The Soviet mercenaries know where these traps are located, and so they avoid those doors. A successful DC 10 **Wisdom (Perception)** or **Intelligence (Security)** check also reveals that the whole building is rigged with explosives, though the trigger for this system is not obvious until they eventually find Simón Villalobos.

When the heroes reach the inner courtyard, first Bogdan then Shahlo attack them. When the heroes start getting the upper hand in combat, Shahlo falls back to the bedroom where Villalobos is hiding.

THE LAST ROLL OF THE DICE

Simón Villalobos cowers in the bedroom. When the heroes enter, he pleads for mercy. If the heroes tell him he will be spared if he comes with them, he doesn't need to be asked twice. Shahlo flies into a rage at this, calling him spineless, and declaring no one is leaving the hacienda alive. She then hits a big red button, from which emanates lots of wires running to the explosives set up all over the building.

The heroes now have 30 seconds (5 combat rounds) to get out. Bogdan calls Shahlo crazy and does his best to get out, as do any surviving guards, though they attempt to slow down the heroes at the same time. When the explosives detonate, anyone within the hacienda building takes 10d6 explosive damage. Shahlo goes down with her ship, attempting to take as many of the heroes with her as she can.

EPILOGUE

You feel as much as hear the roar, the ear-splitting boom, and are thrown face-first into the dirt. For an instant, the hacienda stands proud as if nothing has happened. Then it begins collapsing in on itself: the towers toppling, the red roof disintegrating, dust billowing up into the air. The windows shatter, flame erupts from the doorways. But then it dies down and the jungle once more reigns. It's over. You've done it!

The heroes can now call Trautman on their radio. They no longer need to keep silent or pretend to be traitors. They wait, and after a while hear the familiar, friendly *whump-whump-whump* of twin-rotored Chinooks. Two of them descend from the heavens, landing on the lawn, and out of one steps Colonel Trautman. If the heroes managed to deliver both Barrigan and Villalobos, he gives them hearty slaps on the back. If their success was less complete, his praise is more muted, but he still recognises what they have gone through.

"You've done well," he says. "I asked a lot of you, America asked a lot of you. I thought maybe too much. But you've delivered. I wish I could say your war is over now. But in truth, the war is never over. It never ends. No matter how much we ask of you, how much you deliver, we will always need to ask more."



PART VI: THE CAST

"Are you telling me that 200 of our men against your boy is a no-win situation for us?"

—TEASLE

"You send that many, don't forget one thing."

—TRAUTMAN

"What?"

—TEASLE

"A good supply of body bags."

—TRAUTMAN (RAMBO: FIRST BLOOD)

SUPPORTING CAST

Rambo has his share of enemies, some of whom occasionally get the better of him—at least temporarily. In *First Blood*, Rambo went out of his way to avoid killing, but in his later adventures, he didn't hold back and racked up quite a body count. Being a named character or an American national is a benefit to any NPC hoping to survive a hostile encounter with John Rambo.

ART GAULT

CR 1

Medium person (human)

Defense 13

Hit Points 33 (6d8 + 6)

Armor Light ballistic vest (save +2, AV 2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	11 (0)	12 (+1)	8 (-1)	9 (-1)	9 (-1)

Saves Str +4, Con +3

Skills Athletics +4, Investigation +1, Intimidation +3, Perception +1, Survival +1

Senses passive Perception 11

Roles Tank

ACTIONS

Cuff 'Em. The cop tries to cuff a combatant that they have Grappled. The target must succeed at a DC 12 Strength saving throw or be cuffed. The cop decides whether the target is cuffed to an object, to the cop, or to themselves. A combatant cuffed to an object or the cop cannot move further than 5 feet from what it is cuffed to, and has disadvantage on any attack rolls made with the cuffed hand. A combatant cuffed to themselves has disadvantage on any attack roll or ability check using their hands.

Nightstick. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

Winchester Model 88 Hunting Rifle (4 rounds; bonus reload).

Ranged Attack (750/2200) Attack: +2 to hit, 1d10 ballistic (PV 3).

Properties: loud, slow-firing, two-handed

Arthur "Art" Galt is the Deputy Sergeant under Sheriff Teasle in Hope, Washington. He is a hot-tempered officer who seems to enjoy abusing suspects and prisoners who are not immediately submissive. Not one to think things through or follow procedure, his recklessness gets him killed while trying to kill John **Rambo**.

BOGDAN THE BULGAR

CR 2

Medium person (human)

Defense 12

Hit Points 59 (7d8 + 28)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2, Security +0, Survival +2

Senses passive Perception 12

Roles Melee, Tank

Equipment Camo gear, pocket stuff

Razgromit! If Bogdan hits with a melee attack, the target must make a DC 12 **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If they fail, they are pushed back one square.

Fists of Fury. Bogdan uses a d6 rather than a d4 for unarmed attack damage.

ACTIONS

Multiattack. Bogdan makes two attacks, the second using his bonus action.

Punch. Melee Attack: +6 to hit, PV 1, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Bogdan stands just over seven feet tall, and is built like a brick gulg.

Shahlo's pet, Bogdan is the very embodiment of one of Genghis Khan's Golden Horde. He looks like a throwback to a licentious 13th-century horseman, hence his (almost historically correct) nickname. Bogdan is not a Bulgar at all. He hails from Georgia, but is descended from Mongol invaders. Soldiers are not known for their historical knowledge, however, and "Bogdan the Bulgar" is alliterative, so it stuck.

He is dedicated to the Communist cause, unquestioningly believing the propaganda that he was brought up on. He is brawny and relies on his two fists where possible, viewing guns as unmanly.

CAPITANA EMILDA

CR 1/2

Medium person (human)

Defense 13

Hit Points 22 (4d8 + 4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	13 (+1)	13 (+1)

Skills Security +2

Senses passive Perception 13

Roles Leader, Ranged

Equipment M16, knife, uniform, pocket stuff

ACTIONS

Knife. *Melee Attack:* +1 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

M16 (30 rounds; action reload). *Ranged (900/1800) Attack:* +3 to hit, 7 (1d12 + 1) ballistic damage (PV 3).

Emilda was convicted of murder in 1982 and sentenced to life in prison. Being cooped up didn't suit her temperament, and she found herself in solitary confinement more often than not. When convicts were offered release in return for joining the Dignity Battalions, she jumped at the chance. She has been having a whale of a time ever since, leading her soldiers into a multitude of violent frays.

CHAIME BIGOTES

CR 1

Medium person (human)

Defense 12

Hit Points 45 (7d8 + 14)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Skills Athletics +4, Mechanics +2, Security +2, Streetwise +2

Senses passive Perception 12

Roles Tank, Melee, Ranged

Equipment Baseball bat, street clothes, pocket stuff

Defensive Swing. If an enemy moves within 5 ft. of Chaime, Chaime may use his reaction to make an attack of opportunity.

ACTIONS

Multiattack. Chaime makes two attacks, the second with his bonus action.

Bat. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target.

Hit: 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if wielded in two hands.

Shotgun (9 rounds; action reload). *Ranged (200/400) Attack:* +3 to hit, 8 (2d6 + 1) ballistic damage (PV 3). This attack is made at advantage against targets within 30 feet.

Chaime is an honest citizen, fed up with the crime and corruption that he believes is rotting his country from the top down. He is leaving Panama City until things get quieter. When the heroes try to take his car, he vents his pent-up anger in their direction.

EMILIO DUERENDEZ

CR 1/2

Medium person (human)

Defense 13

Hit Points 19 (3d8 + 6)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	16 (+3)	12 (+1)	13 (+1)

Skills Deception +3, Insight +3, Intimidation +3,

Security +5, Streetwise +3

Senses passive Perception 11

Roles Leader, Ranged

Equipment 9mm semi-automatic pistol, a nice suit, pocket stuff

iTumbar a ese tonto! As a bonus action, Emilio may nominate an enemy. All attacks made against that enemy have advantage until the beginning of Emilio's next turn.

ACTIONS

Unarmed Strike. *Melee Attack:* +1 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

9mm semi automatic Pistol (21 rounds; bonus reload). *Ranged (100/200) Attack:* +3 to hit, 5 (1d8 + 1) ballistic damage (PV 2).

Emilio is part of the famed Familia Duerendez, and one of the heads of the organization. He is a vindictive man with few scruples, part of the reason the Duerendezes are on the rise.

LIEUTENANT BLAKE SANDY

CR 2

Medium person (human)

Defense 15

Hit Points 26 (4d8 + 8)

Armor Modern combat armor (save +2, AV 3, Awkward)

Speed 20 ft. (30 ft. without armor)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Skills Deception +4, Mechanics +4, Medicine +4, Stealth +5, Survival +5

Senses passive Perception 13

Roles Leader, Ranged

Equipment 9mm semi-automatic pistol, soldier's kit

Languages: Lieutenant Sandy spent a lot of time in Central America and speaks several local dialects of Spanish, as well as English.

Orders. Allies that can see and hear Lt. Sandy add 1d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Swim Training. Lt. Sandy can hold their breath for twice as long as normal. Swimming is not difficult movement for them.

ACTIONS

Multiattack. Lt. Sandy makes two attacks.

9mm Semi-Auto Pistol (21 rounds; bonus reload). Ranged (100/200)

Attack: +5 to hit, 8 (1d10 + 3) ballistic damage (PV 2).

Lieutenant Blake Sandy is a reliable special operations officer with experience both in the field and in mission planning. He is loyal, follows orders carefully, and shows a genuine concern for all his fellow soldiers.

LIEUTENANT-COLONEL SERGEY TARASOVICH PODOVSKY

CR 5

Medium person (human)

Defense 15

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saves Dex +6, Con +4, Cha +6

Skills Athletics +4, Deception +6, Endurance +4, Insight +8, Intimidation +6, Investigation +4, Perception +7, Persuasion +6, Social Sciences +4, Vehicles +9

Senses passive Perception 17

Roles Leader, Pilot

Equipment Russian military fatigues, AKM assault rifle, 2 fragmentation grenades

Gunner. They do not have disadvantage firing weapons from a moving vehicle.

Headshot. They score a critical hit on a roll of 19 or 20 when making ranged attacks.

Skirmisher. They do not have disadvantage when making ranged attacks from close combat.

ACTIONS

Multiattack. They make three attacks when taking the attack action, or they can throw a grenade and then use the suppressive fire action.

AKM Assault Rifle (30 rounds; bonus reload). Ranged (900/1800)

Attack: +6 to hit, 9 (1d12+3) ballistic (PV 3). Properties: burst 3, full auto, loud, restricted

Thrown Fragmentation Grenade (2 per encounter). Ranged (40/80)

Attack: Automatically hits target square, 20' radius explosion, 18 (4d8) explosive (PV 3), DC 15 save for half damage. Properties: loud, restricted

*Podovsky is a ruthless and possibly psychotic Russian intelligence officer and special forces veteran who interrogates **Rambo**. He is eventually killed by **Rambo** during a helicopter battle. He is a master of violent interrogation, and he seems to relish taking a personal hand in it. Podovsky is also a celebrated soldier with advanced training in multiple skills, and he is fluent in a host of languages including Russian, Mandarin Chinese, Vietnamese, Korean, and English.*

*Note: This stat block also works well for Colonel Aleksey "Alexei" Nikolayevich Zaysen from **Rambo III**, who has a similar background and skill set.*

GREGOR**CR 1***Medium person (human)***Defense 14****Hit Points 33** (6d8 + 6)**Armor –****Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills Endurance +3, Intimidation +2, Security +2,
Survival +3

Senses passive Perception 13**Roles** Fodder, Ranged**Equipment** SMG or flamethrower, comm gear, pocket stuff

Lead and will we follow! If an enemy has taken damage this turn, Gregor gains advantage on all attacks.

ACTIONS

Multiattack. Gregor makes one attack with their action, and a second with their bonus action.

AKS-74U Assault rifle (31 rounds; bonus reload). Ranged (600/1200)
Attack: +3 to hit, 7 (1d12 + 1) ballistic damage (PV 3).

Knife. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

MARSHALL MURDOCK**CR 2***Medium person (human)***Defense 14****Hit Points 36** (8d8)**Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	11 (0)	16 (+3)	10 (0)	13 (+1)

Saves Dex +4, Int +5

Skills Deception +3, Intimidation +3, Investigation +5,
Persuasion +3, Stealth +4

Senses passive Perception 10**Roles** Fodder, Support**Equipment** Dress shirt, slacks, 9mm service pistol

Genius. The agent has 2 Genius points, and can enact Plans as a 1st-level Smart Hero (save DC 13). They know the following plans: Dirty Little Secret, I Had Them Bugged, I Lured You Into Danger.

ACTIONS

Multiattack. They make two attacks when taking the attack action.

9mm service pistol (16 rounds; action reload). Ranged (100/200)
Attack: +4 to hit, 7 (1d10+2) ballistic (PV 2). Properties: loud

Murdock is a corrupt CIA officer who proves more interested in making money as a political operative than in the lives of American soldiers. Murdock oversees Rambo's mission to look for prisoners of war in post-war Vietnam, but sabotages the mission when prisoners are discovered.

SHAHLO ESHONOV**CR 3***Medium person (human)***Defense 15****Hit Points 49** (9d8 + 9)**Armor –****Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	16 (+3)	15 (+2)	15 (+2)

Skills Endurance +3, Perception +4, Security +5,
Stealth +5, Survival +4

Senses passive Perception 16**Roles** Leader, Ranged**Equipment:** Pistol, knife, camo gear, pocket stuff

Dictate the Fight. If Shahlo hits with an attack in melee, the target must make a DC 12 Wisdom save. If they fail, Shahlo can move them into an adjacent square of their choosing. This does not trigger opportunity attacks.

Now you see her... If an enemy who is within line of sight of Shahlo declares an attack, Shahlo can attempt to interrupt. The enemy must make a DC 12 Dexterity save; if they fail, Shahlo can use her reaction to make a movement and attack before the enemy attacks. If the enemy cannot make their declared attack as a result, they may declare a different attack.

ACTIONS

Multiattack. Shahlo makes two attacks, then may make a third using her bonus action.

Knife. Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

9mm semi automatic Pistol (21 rounds; bonus reload). Ranged (100/200) Attack: +5 to hit, 7 (1d8 + 3) ballistic damage (PV 2).

Being an Uzbeki woman, Shahlo has to prove herself at every turn. Luckily, she is more than capable of doing so. Ruthless and dedicated to violence, she is the perfect commander for a Soviet mercenary squad.

SHERIFF WILL TEASLE

CR 4

Medium person (human)

Defense 15

Hit Points 58 (9d8 + 18)

Armor Light ballistic vest (save +2, AV 2, ballistic, concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	13 (+1)	8 (-1)	12 (+1)

Saves Str +5, Con +5, Cha +4

Skills Athletics +5, Insight +2, Investigation +4, Intimidation +4, Perception +2, Persuasion +4, Streetwise +2, Vehicles +5

Senses passive Perception 12

Roles Leader, Tank, Ranged

Orders. Allies that can see and hear them add 1d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

ACTIONS

Book 'Em. They make two attacks. Up to two of their police allies that can see or hear the chief can use their reaction to make an attack, make a grapple attempt, or use their Cuff 'Em action.

Smith and Wesson Model 66 Heavy Revolver (6 rounds; action reload). Ranged (100/200) Attack: +5 to hit, 7 (1d10+2) ballistic (PV 3). Properties: loud

AR-15 SP1 Tactical Rifle (bonus reload; 30 rounds). Ranged (900/1800) Attack: +5 to hit, 8 (1d12+2) ballistic (PV 3). Properties: loud, restricted, semi-auto

Will Teasle is the police chief of Hope, Washington, and the primary antagonist of First Blood. Will tries to chase Rambo out of his town, due to Rambo's vagrancy, and then pursues Rambo relentlessly after he escapes police custody. Sheriff Teasle is unforgiving and uncompromising, and he believes that he is fully justified in both treating Rambo as he does and making every-increasingly unhinged-effort to bring him down.

SOFIA LASKIN

CR 2

Medium person (human)

Defense 14

Hit Points 44 (8d8 + 8)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	18 (+4)	13 (+1)	15 (+2)

Skills Deception +4, Insight +3, Intimidation +4, Medical +6, Security +6, Stealth +4

Senses passive Perception 13

Roles Leader, Melee

Equipment Pistol, grenades, glamorous clothes

Counterpunch. If a melee attack against Sophia fails to hit, Sophia may use her reaction to make an attack against the enemy that attacked her.

ACTIONS

Multiattack. Sophia makes two attacks, then may make a third using her bonus action.

Disarm. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target.
Hit: 4 (1d4 + 2) bludgeoning damage. On a successful hit, the target must make a successful Strength save or drop a weapon of Sophia's choice.

Gutpunch. *Melee Attack:* +4 to hit, PV1, reach 5ft., one target.
Hit: 4 (1d4 + 2) bludgeoning damage. On a successful hit, the target must make a successful Constitution save or is Stunned until the beginning of Sophia's next turn.

Pistol (5 rounds; action reload). Ranged (50/100) Attack: +4 to hit, 5 (1d6 + 2) ballistic damage or 6 (1d8 + 2) if two-handed (PV 1).

Thrown Fragmentation Grenade (2 per encounter). Ranged (40/80)
Attack: Automatically hits target square, 20' radius explosion, 18 (4d8) explosive (PV 3), DC 15 save for half damage. Properties: loud, restricted

Sophia was at first a Federal agent in her native Haiti, but defected to the Soviets (the land of her father), as they offered her much more scope to exercise her talents. She is smart, vicious, and one hundred percent dedicated to the cause.

ZIFAR BALBOSA

CR I

Medium person (human)

Defense 14

Hit Points 39 (6d8 + 12)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+2)	10 (+0)	13 (+2)

Skills Athletics +5, Intimidation +4, Security +4,

Senses passive Perception 12

Roles Leader, Melee

Equipment Pipe, archaic grenades, machete, 9mm semi-automatic pistol, uniform, pocket stuff

Capitán Zifar may use his bonus action to Goad his allies. Goaded allies may ignore the Easily Shaken special ability until the beginning of Zifar's next turn.

Archaic Grenades. If Zifar hits with a grenade attack, roll 1d6 to find the effect.

1	The grenade is a dud and does no damage.
2-3	The grenade takes longer than expected to go off. Roll again on this table at the beginning of Zifar's next turn.
4-5	It goes off and does 1d12 explosive damage (PV 3) in a 10-ft. radius.
6	It goes off and does 2d12 explosive damage (PV 3) in a 20-ft. radius.

ACTIONS

Multiattack. Zifar makes two attacks, the second uses his bonus action.

Machete. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

9mm semi automatic pistol (21 rounds; bonus reload). *Ranged (100/200) Attack:* +5 to hit, 7 (1d8 + 3) ballistic damage (PV 2).

Archaic Grenade (2 per encounter). *Thrown Explosive (40/80) Attack:* +5 to hit. Variable damage (see Archaic Grenades special feature).

Zifar was first in line to join the Batallones de la Dignidad. He is not a fan of General Noriega, but he is a true Panamanian patriot who is tired of the foreign influence over his country. His father fought in WWII and won a medal for bravery; Zifar dreams of doing the same, and plans on using his papa's old grenades in the process.

EXTRAS

The *Everyday Heroes Core Rulebook* contains an abundance of stat blocks for use in *Rambo* adventures. All you need to do to customize the various military, law enforcement, and criminal NPCs found there is to change the equipment for a given country or time period.

DIGBAT

CR I/4

Medium person (human)

Defense 13

Hit Points 16 (3d8 + 3)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Intimidation +3, Security +2

Senses passive Perception 10

Roles Fodder, Ranger

Equipment Rocket launcher or M16, rag-tag uniform, pocket stuff

Unpredictable. When making an attack, the DigBat rolls 1d6 and adds this to the total. Once the DigBat or one of their allies has taken damage, the dice rolled is a d4.

Easily Shaken. If an ally of the DigBat was taken out of action during this combat, the DigBat must use its movement each turn to move away from the nearest enemy.

ACTIONS

AK-74 (30 rounds; action reload). *Ranged (900/1800) Attack:* +0 to hit, 6 (1d12) ballistic damage (PV 3).

Rocket Launcher (1 round; no reload). *Ranged (500/1500) Attack:* +0 to hit, 22 (5d8) explosive damage (PV 6).

Knife. *Melee Attack:* +1 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

The paramilitary Batallones de la Dignidad (Dignity Battalions) were formed by General Noriega in 1988, both because it was becoming increasingly obvious that the U.S. was going to invade at some point and also to help suppress political dissent.

They were essentially civilians given a red t-shirt and a gun. Their abilities were varied and their morals questionable.

DRUG CARTEL: HALCONES

CR 1/4

Medium person (human)

Defense 11

Hit Points 13 (3d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	9 (-1)	10 (+0)	11 (+0)

Skills Deception +2, Security +1, Streetwise +2

Senses passive Perception 10

Roles Fodder

Equipment Knife, jeans and t shirt, pocket stuff

ACTIONS

Knife. Melee Attack: +3 to hit, PV 1, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

The Halcones (Falcons) are the wannabes, the youths trying to earn a place for themselves. Until they are admitted properly into the cartel structure, they serve as lookouts and runners. They often experience conflicted emotions when a fight starts. They are green and not yet inured to the violence, and so may succumb to nerves, but they are also often desperate, and may prove more dangerous than their low CR suggests.

DRUG CARTEL: HEAVY

CR 1

Medium person (human)

Defense 14

Hit Points 37 (5d8 + 15)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	12 (+1)

Skills Athletics +5, Intimidation +3, Security +1, Streetwise +2

Senses passive Perception 10

Roles Hulk, Melee, or Ranged

Equipment Light machine gun, a cheap suit, pocket stuff

ACTIONS

Multiattack. The heavy may make two unarmed attacks: one light machine gun attack, or one matapuerco attack (see below). If they make two attacks, the second uses their bonus action.

Light machine gun (30 rounds; action reload). Ranged (900/1800) Attack: +2 to hit, 7 (2d6) ballistic damage (PV 3).

Unarmed Strike. Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Matapuerco. Melee Attack: +3 to hit, PV 1, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage. If the attack hits, the target must make a DC 11 Strength save or be Stunned until the beginning of their next turn.

Drug cartels control many areas of the world, especially in Latin America. In some countries, they are the unofficial police, imposing their own force of law. In other countries, they have more official positions within the establishment. Legal or extralegal, heavies are the enforcers of these organizations. Often their physical bulk is enough to ensure compliance—but they are more than happy to spray lead or throw their fists if required.

DRUG CARTEL: SICARIOS

CR 1

Medium person (human)

Defense 14

Hit Points 22 (5d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills Deception +3, Intimidation +3, Security +3, Streetwise +4

Senses passive Perception 12

Roles Hulk, Melee

Equipment 9mm semi-automatic pistol, a cheap suit, pocket stuff

Pai pai y no estoy. After the sicario makes a successful attack, they may use their bonus action to disengage.

ACTIONS

Multiattack. The sicario may make two attacks, choosing from unarmed strike and 9mm semi-automatic pistol.

9mm semi automatic Pistol (21 rounds; bonus reload). Ranged (100/200) Attack: +4 to hit, 6 (1d8 + 2) ballistic damage (PV 2).

Unarmed Strike. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Sicario translates as “hitman” or “assassin.” They are the backbone of the cartels. While they may lack the physical presence of heavies, they are extremely dangerous nonetheless.

RIVER PIRATE

CR 1/2

Medium person (human)

Defense 13

Hit Points 18 (4d8)

Armor None

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	12 (+1)	10 (0)	8 (-1)

Saves Dex +4

Skills Athletics +3, Deception +1, Intimidation +1, Perception +2, Stealth +4, Vehicles +4

Senses passive Perception 12

Roles Fodder, Killer

Strong Swimmer. They have advantage on checks made to swim or dive and saving throws made to avoid drowning.

ACTIONS

AK-17 Assault Rifle (30 rounds; bonus reload). Ranged (900/1800) Attack: +4 to hit, 8 (1d12+2) ballistic (PV 3). Properties: burst 3, full auto, loud, restricted

River pirates are criminals that operate river boats in remote locations. They make their living both from criminal activities (smuggling and robbery) and from mundane ones (river transport and fishing).

SHIP GUARDS

CR 1/2

Medium person (human)

Defense 13

Hit Points 22 (4d8+4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	14 (+2)	12 (+1)

Skills Security +3

Senses passive Perception 14

Roles Fodder, Support, Ranged

Equipment 9mm semi-automatic pistol or SMG, knife, a cheap suit, pocket stuff

Strength in numbers. If the ship guard cannot draw line of sight to an ally, they have disadvantage on all attacks, checks, and saves. However, the ship guard gets advantage on all attack rolls if there is an ally within 5 feet of the target.

ACTIONS

9mm semi-automatic pistol (21 rounds; bonus reload). Ranged (100/200) Attack: +4 to hit, 6 (1d8 + 2) ballistic damage (PV 2).

SMG (31 rounds; bonus reload). Ranged (100/200) Attack: +4 to hit, 6 (1d8 + 2) ballistic damage (PV 2).

Knife. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

The guards aboard the CS Lugas are trained to a higher standard than one would expect on a simple cargo ship. This is because they were placed there by the Kremlin to assist in furthering Soviet interests in the region.

SOVIET MERCENARY

CR 1

Medium person (human)

Defense 14

Hit Points 33 (6d8 + 6)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills Endurance +3, Intimidation +2, Security +2, Survival +3

Senses passive Perception 13

Roles Fodder, Ranged

Equipment SMG or flamethrower, comm gear, pocket stuff

Lead and will we follow! If an enemy has taken damage this turn, the Soviet mercenary gains advantage on all attacks.

ACTIONS

Multiaction. The Soviet mercenary makes one attack with their action, and a second with their bonus action.

M-9 Flamethrower (8 rounds; short rest reload). Ranged (80/160) Attack: +4 to hit, 8 (2d6 + 1) fire damage (PV 1) + Burning condition.

SMG (31 rounds; bonus reload). Ranged (100/200) Attack: +4 to hit, 6 (1d8 + 2) ballistic damage (PV 2).

Knife. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Wherever regular soldiers cannot go, the USSR employs mercenaries. Unofficial, and operating without the backup of the Soviet Army, these individuals are resourceful and deadly. They are often equipped with non-standard, sometimes out-of-date equipment.

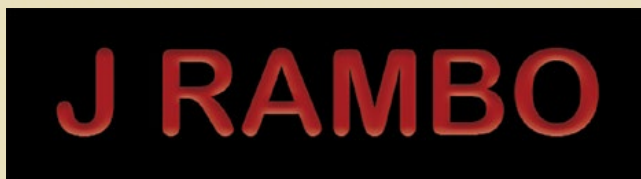
KEY CHARACTERS

Rambo is very much a solo protagonist through most of the first three films. He is the epitome of the lone wolf, though perhaps not out of choice—a sense of loneliness and longing is one of his key character traits. He does occasionally have allies fighting with him, especially in **Rambo III**, but, even then, his big confrontations often end up as **Rambo** against overwhelming odds. Since Colonel Trautman is the closest thing that **Rambo** has to an ally, we include his stats in this section as well.

JOHN J. RAMBO

"I could have killed 'em all; I could've killed you. In town, you're the law; out here, it's me. Don't push it! Don't push it or I'll give you a war you won't believe. Let it go. Let it go!"

—JOHN RAMBO (RAMBO: FIRST BLOOD)



John **Rambo** is a native-born American from Arizona. His ancestry includes Native Americans and Germans. He enrolled in the U.S. Army straight out of high school with the intent of going to Vietnam. John proved an exemplary recruit, and he earned himself a place in the Army Rangers. During his first two tours of duty, he served with great honor, and earned a reputation as one of the best soldiers that the Army had to offer. When he returned stateside, he moved into the Green Berets and enrolled in a cutting-edge special operations training program at Fort Bragg under the direction of Colonel Trautman.

Returning to Vietnam under MACV-SOG command, John deployed with the eight-man Baker Team led by Trautman. They ran clandestine missions in Vietnam and neighboring countries. In 1971, his team was captured by Viet Cong forces, held as prisoners, and brutally tortured. John managed to eventually escape, but he was the only captured member of his team to do so. Only one other member of Baker Team, Delmar Barry, made it back, and he died a few years later from lung cancer, due to Agent Orange exposure.

John continued service in Vietnam after his escape, but the loss of his teammates and his experiences as a POW left him with deep emotional scars. These proved a serious danger to himself and others in the field, and he was eventually discharged with honor under Section 5-17.

Unfortunately, this put John in a difficult position. Outside of the military, John had no close friends or family to turn to, and the anti-war political climate meant that he encountered open hostility in the civilian sphere. His emotional trauma made it very difficult for him to hold employment, and he became a drifter, running from both himself and the horrors that he had experienced, but having nowhere to go.

Despite being one of the nation's most highly-trained killers, John **Rambo** is, for the most part, a soft-spoken and gentle person. While he has a temper and inner fire that makes him dangerous when pushed, he doesn't seek conflict and prefers a quiet and simple life. John is gifted in nearly every respect, being physically powerful and incredibly tough, and also having a keen intelligence. His only real weakness is in dealing with everyday social interactions, something that he has had little experience with in his adult life.

Note: This version of Rambo was created according to the rules, but with higher-than-normal starting ability scores. This represents his abilities just after the events of **Rambo III**.

[TOUGH | COMMANDO]

LEVEL 10

Background Rural Family

Profession Special Forces Career Path

Wealth 2

Defense 21

Armor —

Hit Points 125 (10d12 Hit Dice)

Speed 30 feet

Damage Reduction 4 (all types)

Trap Damage Bonus 4d6

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	16 (+3)	10 (0)	8 (-1)

Proficiency Bonus +4

Equipment Proficiencies Basic, Advanced, and Military Equipment

Saving Throw Proficiencies Strength +7, Constitution +9

Skill Proficiencies Athletics +7, Endurance +9, Intimidation +3, Investigation +7, Mechanics +7, Medicine +4, Perception +4, Survival +8, Stealth +13, Vehicles +13

Skill Expertise Survival, Stealth, Vehicles

Languages English, Vietnamese, Spanish, Thai

Talents Payback, Tough as Nails, Fighting Spirit, Watch Your Six, Extra Effort, Grenadier, Advanced Combat Training, Maximum Effort, Situational Awareness, Master of Arms,

Weapon Systems, Know the Land, Terrain Mastery,
Quiet Kill

Feats Reconnaissance Training, Vehicle/Flight Training,
Survivalist Training, Advanced Survivalist Training,
Agile Hero, Combat Scout Training, Advanced Combat
Scout Training

Survivalist Terrains Desert, Forest, Wetlands

ATTACKS

M-16A1 Combat Rifle. *Ranged (900/1800) Attack +8 to hit. Damage 2d12+4 ballistic, PV 3. Reload bonus. Rounds 30. Properties: burst 3, full-auto, loud, restricted*

Compound Bow. *Ranged (200/600) Attack +8 to hit. Properties: two-handed*

🔪 **Standard Arrows.** *Damage 2d10+4 ballistic, PV 2.*

💣 **Explosive Arrows.** *Explosive (5-ft. radius) Damage 3d6 explosive, PV 3. Properties: loud, restricted*

Unarmed. *Melee Attack +8, Damage 2d4+4 bludgeoning, PV 1. Properties: finesse, light*

Survival Knife. *Melee or Ranged (20/40) Attack +7, Damage 2d6+3 piercing or slashing, PV 1. Properties: light, thrown (20/40)*

EQUIPMENT

Clothes: Camouflage pants, jungle boots, weapons harness

Gear: Survival kit, canteen

Weapons: Survival knife, M-16 combat rifle, compound bow, 6 explosive arrows

Vehicle: None



COLONEL SAMUEL TRAUTMAN

*"John, I want you to try and forget the war.
Remember the mission. The old Vietnam's dead."*
—TRAUTMAN (RAMBO: FIRST BLOOD PART II)

Samuel Trautman was born in Columbus, Ohio, in July of 1929 to a middle-class American family of German ancestry. Sam was a studious child who showed a special interest in history—especially military history—and, as a teenager, in political philosophy. He earned a BA in Sociology from the University of Texas. While there, he also participated in the ROTC program with an eye toward becoming a U.S. Army officer.

Sam was commissioned an officer in the Army just as the U.S. committed to the Korean War. Then-Second-Lieutenant Trautman served with distinction, earning promotion to Captain after the war, and Major within a few more years. He entered a cross-training program with the CIA, and served as a covert operative in Chile and Guatemala, representing U.S. interests in the region. He later served an early tour in Vietnam in the Green Berets command and earned his promotion to Colonel.

Returning to Fort Bragg, Colonel Trautman began training a special, off-the-books S.O.G unit designated Baker Team, which included the decorated soldier John Rambo and seven other hand-picked Special Forces operatives. The team returned to the Vietnamese theater of war, often operating outside boundaries to destabilize neighboring regions that supported the North Vietnamese. While the team saw many successes, a final mission ended disastrously, and only two of the team ever made it home from the war apart from Trautman.

After Vietnam concluded, Col. Trautman moved to the Pentagon as an analyst and advisor in insurgency and counter-insurgency operations. Drawn back into John Rambo's life after the events of *First Blood*, Trautman and Rambo would go on, both to work with one another and to form a genuine bond of friendship. Sam's last field engagement was in Afghanistan, where he was captured and tortured by Russian personnel. He retired from active service not long after. Samuel Trautman lived until 2003, when he died of natural causes.

[CHARMING | LEADER]

LEVEL 6

Background Bookworm

Profession Special Forces Career Path

Wealth 3

Defense 15

Armor —

Hit Points 45 (6d8 Hit Dice)

Speed 30 ft.

Damage Reduction 3 (all types)

Influence 5d8

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	10 (0)	14 (+2)	16 (+3)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, and Military Equipment

Saving Throw Proficiencies Constitution +5, Charisma +6

Skill Proficiencies Acrobatics +4, Athletics +2, Deception +6, Insight +8, Intimidation +6, Perception +5, Performance +6, Persuasion +9, Social Sciences +3, Streetwise +5

Skill Expertise Persuasion

Languages English, Korean, Vietnamese

Talents Have You Ever Read, The Price Is Right, Influence, Tricks, Command, Charm, Encouraging Banter, Improved Command, Improved Influence, Death From Above

Tricks Barked Order, Defensive Order, Inspiring Order, Motivate

Feats Network Development Training, Tough Hero Training, Combat Weapon Training, Jumpmaster Training, Advanced Skill Training: Insight, Lead by Example

ATTACKS

9mm Beretta. *Ranged (100/200) Attack +4 to hit. Damage 1d10+1 ballistic, PV 2. Rounds 15, Reload bonus. Properties:* loud, semi-auto

Unarmed. *Melee Attack +4, Damage 1d4+1 bludgeoning, PV 1. Properties:* finesse, light

EQUIPMENT

Clothes: Army dress uniform

Gear: Military duffel bag, military fatigues, military personnel profile documents

Weapons: 9mm Beretta service pistol

Vehicle: U.S. military Jeep

PREGENERATED HEROES

On the following pages, you'll find five 2nd level heroes, built using standard hero rules. These pregens can be used as-is when playing the *Rambo: Flesh & Blood* adventure in this book.

You can also use them in any other adventure for 2nd level heroes (at the GM's discretion), or use them as inspiration when building your own heroes.

US MARINES SERGEANT YOUNG

Sergeant Young grew up in a big city. At school, they were always popular and socially active, using their charm to get away with all sorts of high jinks. Along the way, they realized that being able to get things for people made them valuable to people outside their social circle. They started connecting disparate groups and individuals through barter. Eventually, this bumped up against organized crime activities. Sergeant Young needed to get out of town while things cooled down, and the Marines offered a way for them to travel “for free.” Once in the service, they were surprised by how valuable a first-class scrounger was to first sergeants. Having the gift of gab was also valuable to special operations, and Sergeant Young eventually found their way to U.S. Central Command (USCENTCOM).

CHARMING | MANIPULATOR

LEVEL 2

Background Social Butterfly

Profession Special Forces Career Path

Wealth 2

Defense 14

Hit Points 15 (2d8 Hit Dice)

Armor —

Speed 30 ft.

Influence 3d6

Trick DC 14

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	8 (-1)	14 (+2)	18 (+4)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, and Military

Equipment

Saving Throw Proficiencies Wisdom +4, Charisma +6

Skill Proficiencies Athletics +2, Deception +6, Endurance +3, Insight +4, Intimidation +6, Persuasion +8, Sleight of Hand +4, Streetwise +4

Skill Expertise Persuasion

Senses passive Perception 12

Languages English, Spanish

Talents Life of the Party, The Price Is Right, Influence, Tricks, Charm, Demoralize, Social Expertise

Feats Network Development Training, Ability Score Training: Charisma +2

Tricks. Scapegoat, Trust Me

WEAPONS

Survival knife. *Melee or Ranged (20/40) Attack +4 to hit, Damage 1d4+2 piercing or slashing, PV 1. Properties:* light, finesse, thrown (20/40)

Unarmed. *Melee Attack +4 to hit, Damage 1d4+2 bludgeoning, PV 1. Properties:* light, finesse

Colt M1911 pistol. *Ranged (125/250) Attack +4 to hit, Damage 1d10 + 2 ballistic, PV 2. Rounds 15, Reload bonus, Properties:* loud, semi-auto

H&K MP5A3 SMG. *Ranged (100/200) Attack +4 to hit, Damage 1d8 + 2 ballistic, PV 3. Rounds 40. Reload bonus. Properties:* burst 3, full-auto, restricted, two-handed

EQUIPMENT

Clothes: Civilian hiking outfit, pith helmet, silk scarf

Gear: Pocket stuff, Canadian passport, backpack containing heavy gloves, 6 energy bars, canteen, 12 water purification tablets, water filter, 50 feet of light rope, first-aid kit, night vision goggles, walkie talkie, compass, and local maps

Weapons: Colt M1911 pistol, H&K MP5A3 SMG, survival knife

Ammunition: 4 spare M1911 magazines, 4 spare MP5A3 magazines

US ARMY SERGEANT STONE

Sergeant Stone was born in rural Iowa. Although their academic performance was average, they excelled at athletics. Sergeant Stone developed a reputation as a hell raiser and as someone who never backed down from a fight. Their disciplinary record and average academic performance closed off most life paths after high school. They grew depressed, and took their feelings out with their fists. This led to legal trouble, but a judge took pity on Sergeant Stone and offered them military service in lieu of prison. Sergeant Stone took the chance, and the Army quickly selected them for special operations.

[TOUGH | SURVIVALIST]

LEVEL 2

Background Small Town

Profession Special Forces Career Path

Wealth 2

Defense 15

Hit Points 24 (2d12 Hit Dice)

Armor —

Speed 30 ft.

Damage Reduction 2 (all damage types)

Ambush 1d6

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	9 (+0)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, and Military Equipment

Saving Throw Proficiencies Constitution +5, Wisdom +3

Skill Proficiencies Athletics +4, Endurance +6, Mechanics +2, Perception +3, Stealth +4, Survival +5, Vehicles +4

Skill Expertise Survival

Senses passive Perception 13

Languages English, Spanish

Talents Country Cousin, Tough As Nails, Payback, Know the Land (Forests), Ambush (1d6)

Feats Physical Conditioning: Strength +1, Physical Conditioning: Constitution +1, Ability Score Training: Constitution +1, Grappler

WEAPONS

Survival Knife. *Melee or Ranged (20/40) Attack +4 to hit, Damage 1d6+2 piercing or slashing, PV 1. Properties: light, finesse, thrown (20/40)*

Unarmed. *Melee Attack +4 to hit, Damage 1d4+2 bludgeoning, PV 1. Properties: light, finesse*

Colt M1911 pistol. *Ranged (125/250) Attack +4 to hit. Damage 1d10+2 ballistic, PV 2. Rounds 15. Reload bonus. Properties: loud, semi-auto*

M870 shotgun. *Ranged (100/200) Attack +4 to hit. Damage 1d8+2 ballistic, PV 3. Rounds 40. Reload bonus. Properties: burst 3, full-auto, restricted, two-handed*

EQUIPMENT

Clothes: Civilian hiking outfit

Gear: Pocket stuff, Canadian passport, backpack containing heavy gloves, 6 energy bars, canteen, 12 water purification tablets, water filter, 50 feet of light rope, first aid kit, night vision goggles, walkie talkie, compass, and local maps

Weapons: Colt M1911 pistol, M1014 semi-automatic shotgun, survival knife

Ammunition: 4 spare M1911 magazines, 14 spare M870 rounds

US NAVY STAFF SERGEANT AUSTIN

Growing up in the suburbs, Staff Sergeant Austin was always a bit of an outcast. Constantly in search of social acceptance, Staff Sergeant Austin found a group of kids who loved fireworks. Something about pyrotechnics excited their above-average mind. They became the source of the group's ideas, always planning a bigger display or figuring out how to get the most bang from the smallest amount of black powder. A chance encounter with a Navy recruiter led Staff Sergeant Austin to enlist. After a few years of service handling ammunition, they took an opportunity for Basic Underwater Demolition School (BUDS), the first stepping stone to becoming a U.S. Navy SEAL.

[SMART | COMBAT ENGINEER]

LEVEL 2

Background Military Tradition

Profession Special Forces Operative

Wealth 2

Defense 12

Hit Points 12 (2d6 Hit Dice)

Armor —

Speed 30 ft.

Genius 3

Plan DC 13

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	8 (-1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, and Military Equipment

Saving Throw Proficiencies Dexterity +4, Intelligence +4

Skill Proficiencies Athletics +4, Endurance +3, Mechanics +7, Natural Sciences +5, Perception +3, Security +5, Stealth +4, Survival +3, Vehicles +4

Skill Expertise Mechanics

Senses passive Perception 13

Languages English, Russian

Talents Military Solidarity, I've Had Worse, Genius, Plans, Mental Refresh, Never Say Die, Trajectory

Feats Ability Score Training: Constitution +1, Ability Score Training: Intelligence +1

Plans At the Last Second, Coordinated Maneuvers, Bring it Down, Good as New

WEAPONS

Survival knife. *Melee or Ranged (20/40) Attack +4 to hit, Damage 1d6+2 piercing or slashing, PV 1. Properties: light, thrown (20/40)*

Unarmed. *Melee Attack +4 to hit, Damage 1d4+2 bludgeoning, PV 1. Properties: light, finesse*

Colt M1911 pistol. *Ranged (125/250) Attack +4 to hit. Damage 1d10+2 ballistic, PV 2. Rounds 15. Reload bonus. Properties: loud, semi-auto*

H&K MP5A3 SMG. *Ranged (100/200) Attack +4 to hit. Damage 1d8+2 ballistic, PV 3. Rounds 40. Reload bonus. Properties: burst 3, full-auto, restricted, two-handed*

EQUIPMENT

Clothes: Civilian hiking outfit

Gear: Pocket stuff, Canadian passport, 4 explosive charges with radio detonators, backpack containing heavy gloves, 6 energy bars, canteen, 12 water purification tablets, water filter, 50 feet of light rope, first aid kit, night vision goggles, walkie talkie, compass, and local maps

Weapons: Colt M1911 pistol, H&K MP5A3 SMG, survival knife

Ammunition: 4 spare M1911 magazines, 4 spare MP5A3 magazines

US NAVY WARRANT OFFICER 1 FRYE

Warrant Officer Frye grew up in a single-parent household with their mother. Childhood was uneventful, until their mother was diagnosed with ALS when Frye was in middle school. Warrant Officer Frye devoted themselves to caring for their mother until she passed. Now a senior in high school and completely adrift, he had a sympathetic biology teacher who told him that he already knew quite a bit about medicine and pharmacology, and the military would welcome that knowledge. Warrant Officer Frye talked with several recruiters, and appreciated the Navy recruiter's enthusiasm for Frye's potential. After enlisting, Warrant Officer Frye earned a spot with the Navy's elite pararescue teams.

[SMART | COMBAT MEDIC]

LEVEL 2

Background Caregiver

Profession Special Forces Career Path

Wealth 2

Defense 12

Hit Points 14 (2d6 Hit Dice)

Armor —

Speed 30 ft.

Plan DC 12

Genius 3

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	16 (+3)	16 (+3)	8 (-1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, and Military Equipment

Saving Throw Proficiencies Constitution +2, Intelligence +5

Skill Proficiencies Acrobatics +4, Athletics +3, Insight +5, Investigation +5, Mechanics +5, Medicine +7, Perception +5, Survival +5, Stealth +4

Skill Expertise Medicine

Senses passive Perception 15

Languages English, Spanish

Talents Soothing, Death From Above, Genius, Plans, Mental Refresh, Healthy

Feats Healthy, Mental Conditioning: Intelligence +1, Jumpmaster Training, Ability Score Training: Wisdom +1, Reconnaissance Training

Plans Expect the Unexpected, It's Not So Bad, Field Surgery, Rest and Relaxation

WEAPONS

Survival knife. *Melee or Ranged (20/40) Attack +4 to hit, Damage 1d6+2 piercing or slashing, PV 1. Properties: light, thrown (20/40)*

Unarmed. *Melee Attack +4 to hit, Damage 1d4+2 bludgeoning, PV 1. Properties: light, finesse*

Colt M1911 pistol. *Ranged (125/250) Attack +4 to hit. Damage 1d10+2 ballistic, PV 2. Rounds 15. Reload bonus. Properties: loud, semi-auto*

H&K MP5A3 SMG. *Ranged (100/200) Attack +4 to hit. Damage 1d8+2 ballistic, PV 3. Rounds 40. Reload bonus. Properties: burst 3, full-auto, restricted, two-handed*

EQUIPMENT

Clothes: Civilian hiking outfit

Gear: Pocket stuff, Canadian passport, backpack containing heavy gloves, 6 energy bars, canteen, 12 water purification tablets, water filter, 50 feet of light rope, first aid kit, night vision goggles, walkie talkie, compass, and local maps

Weapons: Colt M1911 pistol, H&K MP5A3 SMG, survival knife

Ammunition: 4 spare M1911 magazines, 4 spare MP5A3 magazines

US ARMY SERGEANT MORAN

Sergeant Moran grew up in the woods with their parents in a hippie commune. They learned to live off the land in harmony with nature. When Sergeant Moran was 14, the government showed up, claiming the commune neglected the health and education of its children, failed to pay any taxes, and was in violation of several other local and federal statutes. The commune collapsed. Sergeant Moran went to live with an aunt and uncle and discovered two things. Firstly, the modern world held a lot of advantages that their parents had concealed from them. Secondly, high school was pretty terrible. Sergeant Moran skipped a lot of school, leading to issues with truancy. Their family talked with them about it, and together they decided that Sergeant Moran was better off getting their GED and starting work with the Forestry Service or enlisting in the military. Sergeant Moran chose the latter. Their ability to disappear into the wilderness and live off the land made them a natural for special operations recruitment.

[AGILE | COMBAT SCOUT]

LEVEL 2

Background Subsistence

Profession Special Forces Career Path

Wealth 2

Defense 14

Hit Points 15 (2d8 Hit Dice)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	8 (-1)	14 (+2)	10 (+0)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, and Military Equipment

Saving Throw Proficiencies Dexterity +5, Wisdom +4

Skill Proficiencies Acrobatics +6, Athletics +4, Endurance +3, Perception +6, Stealth +8, Survival +6, Vehicles +5

Skill Expertise Perception, Survival, Stealth

Senses passive Perception 14 (19 for traps and hidden enemies)

Languages English, Mandarin

Talents Natural Medicine, Fast Reflexes, Quickness, Eagle Eye, Quiet, Vanish

Feats Advanced Skill Training: Survival, Physical Conditioning: Dexterity +1, Ability Score Training: Dexterity +1, Advanced Skill Training: Perception

WEAPONS

Survival knife. *Melee or Ranged (20/40) Attack +6 to hit, Damage 1d6+4 piercing or slashing, PV 1. Properties: light, finesse, thrown (20/40)*

Unarmed. *Melee Attack +6 to hit, Damage 1d4+4 bludgeoning, PV 1. Properties: light, finesse*

Colt M1911 pistol. *Ranged (125/250) Attack +6 to hit. Damage 1d10+4 ballistic, PV 2. Rounds 15. Reload bonus. Properties: loud, semi-auto*

M24 Sniper Weapon System. *Ranged (100/200) Attack +6 to hit. Damage 1d8+4 ballistic, PV 3. Rounds 40. Reload bonus. Properties: burst 3, full-auto, restricted, two-handed*

EQUIPMENT

Clothes: Civilian hiking outfit

Gear: Pocket stuff, Canadian passport, backpack containing heavy gloves, 6 energy bars, canteen, 12 water purification tablets, water filter, 50 feet of light rope, first aid kit, night vision goggles, walkie talkie, compass, and local maps

Weapons: Colt M1911 pistol, M24 Sniper Weapon System, survival knife

Ammunition: 4 spare M1911 magazines, 20 spare M24 rounds

TO SURVIVE A WAR... YOU GOTTA BECOME WAR

Soldiers like John Rambo are forged in the fires of war. They answer the call to serve their country with their lives, and they do it like few ever could. Provided with the best training and equipment available, they give it their all carrying out their orders and upholding the patriotic ideals their nation is supposed to represent. Their adventures and exploits are legendary. But war is hell, and no soldier walks away unscarred, whether the wounds are of the body, the mind, or the soul. Victory always carries a cost.

Strap on your gear and prepare to go behind enemy lines in Panama as a covert-ops force during Operation Just Cause. Your orders are clear, but not everything is how you were told it would be. If you want to get home with your life and conscience intact, you will have to make some tough decisions and fight for both your survival and what you believe is right.

Rambo™ is a *Cinematic Sourcebook™* for use with the *Everyday Heroes™* roleplaying game. You need the *Everyday Heroes Core Rulebook* to understand and play the contents of this book. Every Cinematic Sourcebook contains a wealth of lore about the world of the film, new hero building options, tools and guidance for game masters, and an incredible adventure.



STUDIOCANAL

A CANAL+ COMPANY



Made in the USA



evilgeniusgames.com

FIRST BLOOD™ & © 1982 Studiocanal S.A.S. All Rights Reserved. © 2019 Studiocanal S.A.S. © All Rights Reserved.
RAMBO: FIRST BLOOD PART II™ & © 1985 Studiocanal S.A.S. All Rights Reserved. © 2019 Studiocanal S.A.S. © All Rights Reserved.
RAMBO III™ & © 1988 Studiocanal S.A.S. All Rights Reserved. © 2019 Studiocanal S.A.S. © All Rights Reserved.
© 2023 Evil Genius Games, Inc. All Rights Reserved. Everyday Heroes™, Everyday Heroes Rules System™,
Everyday Heroes Core Rules™, EDH™ are registered trademarks of Evil Genius Games, LLC.