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ASSAULT!**

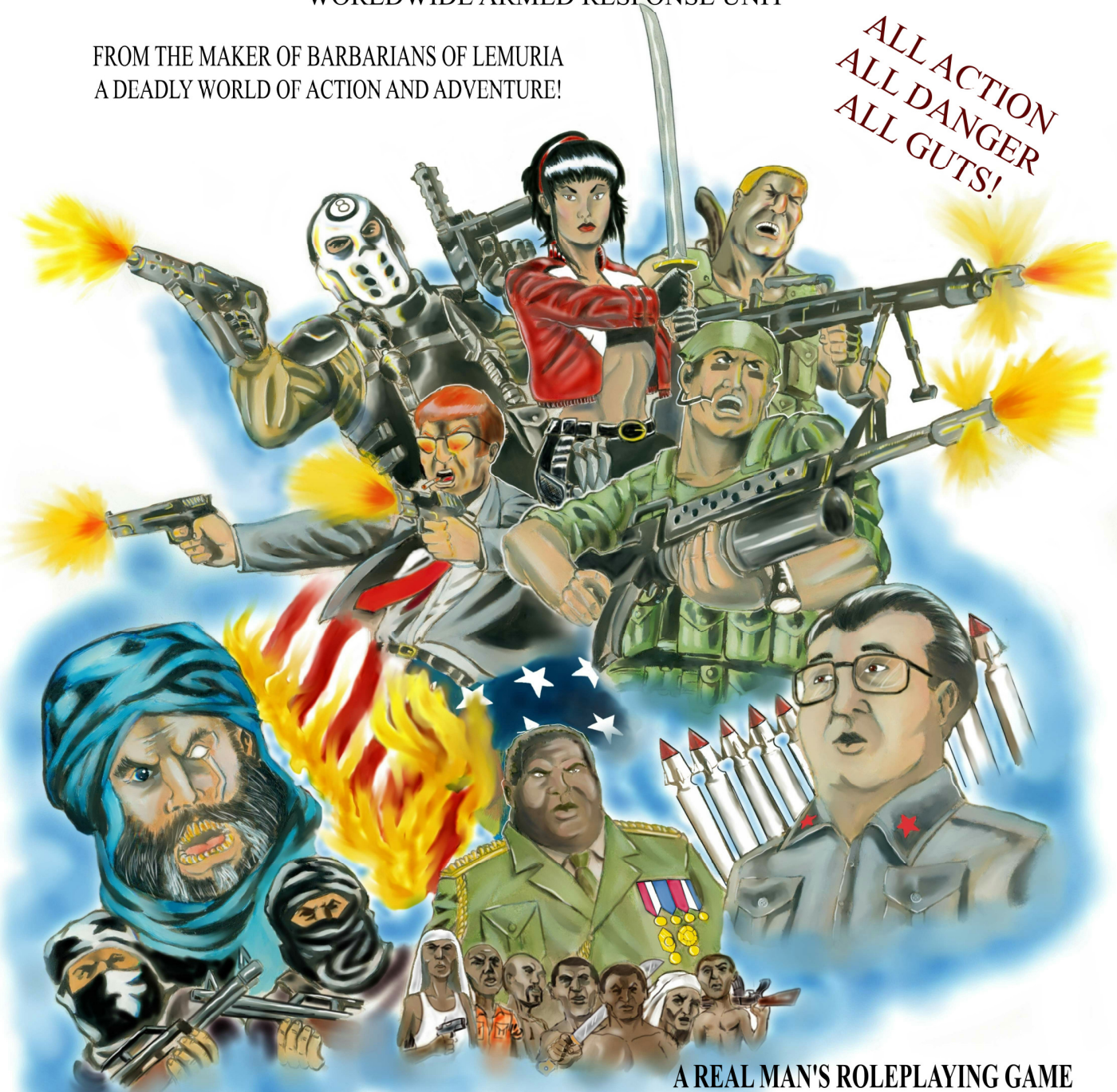
DOGS OF W★A★R

BEG
BEYOND BELIEF GAMES

WORLDWIDE ARMED RESPONSE UNIT

FROM THE MAKER OF BARBARIANS OF LEMURIA
A DEADLY WORLD OF ACTION AND ADVENTURE!

**ALL ACTION
ALL DANGER
ALL GUTS!**



**A REAL MAN'S ROLEPLAYING GAME
BY SIMON WASHBOURNE**

DOGS OF W★A★R

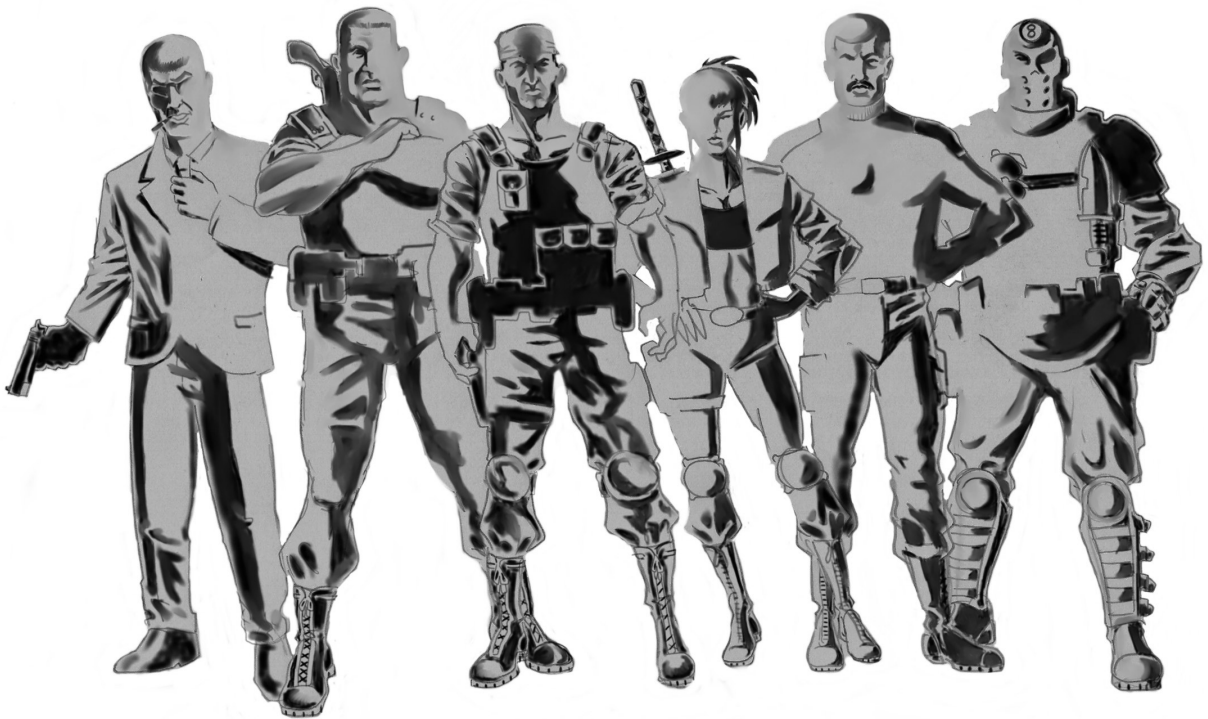
WORLDWIDE ARMED RESPONSE UNIT

A Deadly World of Action and Adventure
Role Playing Game



They're fighting a dirty war!

The world's newest and most secret strike force, the Dogs of W*A*R, operate beyond the reach of politics and red tape. Their objective: swift retribution against terrorist groups, drug barons, crime lords and other dregs of society. Formed by an elite consortium of international government officials and independent backers, the Dogs of W*A*R go where the law can't or the governments won't - to settle scores for acts of crime and terror directed against innocent people anywhere in the world.



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"Hardcase"

"Viper" Squad

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Author's Note

When I published *Barbarians of Lemuria*, I thought I was done with that game and that system, but I was wrong. Many people wrote to me and asked if I had thought about using the system for other settings or genres. When the same question appeared in several role playing forums, I started to think there might be something in this idea, so I gave the matter further thought and started noting down some genres that might be possible using the BoL system.

The key thing in BoL is the way the careers work - any genre really needed to be one where a whole bunch of careers makes sense. My very first thought was the Wild West and that was the variant I first started to work on. However, it wasn't to be the first that I finished, because whilst I was buying up some 'Edge' books to read for research, I found some Phoenix Force books too and bought these. I had read a number of these some years ago and remembered enjoying them at the time. Once I'd got into these, I realized that I needed to write the 'Phoenix Force' game first, and so *Dogs of W*A*R* was born.

*Dogs of W*A*R* is not real; it is a game and you need to remember this. The setting is a fictionalized version of the 1980's of men's action adventure novels - in other words, a place that doesn't exist and never really existed. Sure, you will find real places, groups, people, history and events mentioned - but they are more of a backdrop for your game rather than being the focus of it. This world is much less politically correct than the world of today or even the real world of 30 years ago. So, please take *Dogs of W*A*R* for what it is - a game of make-believe action and adventure and forget real world politics for a few hours? Let's face it; you don't want things to be too grounded in reality do you? You want thrills and adventure and *Dogs of W*A*R* gives you that in spades.

There is some setting information in this book, not so much that you can't put your own spin on it and make it your own, but just enough to give you a flavor of the action-packed fictional world of *Dogs of W*A*R*. If you want to spice up your game of *Dogs of W*A*R* with some fantasy, horror or science fiction, there are a few other example settings included to get you started.

If you like this game, why not pop over to the **Lords of Lemuria** forums and take part in discussions about this game or any of the other games that use the BoL system.

You could also check out other great games from Beyond Belief Games at LULU.COM: *Go Fer Yer Gun!*, *Medieval Mysteries*, *Tales from The Wood*, *Lashings of Ginger Beer* and *It's a Dog's Life*.

Also, look out for these great games:

Guns of Laredo - Violence in the Wild West, coming soon from Beyond Belief Games!

Legends of Steel (BoL Edition) and *The Lost World of Hador* (BoL Edition); in print & pdf from Evil DM productions

Barbarians of The Aftermath by Jabberwocky Productions in print from Cubicle7 (or in pdf from RPGNow)

If you're a fan of men's action fiction, you really should visit this website: www.mackbolan.com/

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INTRODUCTION

WHAT'S IN THIS BOOK

The BoL System overview

This chapter sets out the very basics of the game system. It sets out what makes up the characters in the game and how the system mechanics work.

Character creation

You need a character to play in the world of Dogs of W*A*R. In this chapter, you learn how to make your character.

Backgrounds

This chapter tells you more about your background choices for your character. Your background also tells you the traits and specializations available to you.

Specializations

Here you will learn more about the specializations, which are the core to playing Dogs of W*A*R.

Personal Gear

Dogs of W*A*R treats equipment and weapons a bit differently to most other role playing games. This chapter tells you more about how you do things in this game.

Playing The Game

This chapter expands on the basics of the game rules found in the BoL System overview. It contains the rules you will need to role play in the modern world as found in pulp action adventure fiction. It uses a modified version of the rules found in the swords & sorcery role playing game *Barbarians of Lemuria (BoL)*, published by Cubicle 7.

The Setting: A World of Terror

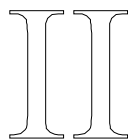
This gives you some information about the fictional special operations force, Dogs of W*A*R and the agency behind it.

Sample missions

Here are two scenarios for your players to have a go at; using either the sample NPCs or the characters they create for themselves

Alternative settings

Here are the outlines of a few other settings that you can use as a base for your own Dogs of W*A*R adventures.



THE BOL SYSTEM OVERVIEW

Violent, bloody & quick action

Dogs of W*A*R should be fast and wild - full of bloody action, massive explosions, lucky escapes, thrilling car chases and furious gunplay. What we need is a set of simple rules to emulate this and this is exactly where the BoL System (first seen in Barbarians of Lemuria, or BoL) rules come in. There are a few modifications, of course; BoL deals with action-packed swords and sorcery; Dogs of W*A*R is all about over-the-top gun battles.

Background

Your character's background is the starting point in defining your character. Was your character a smooth-talking politician, a tough marine or a scruffy police detective? This is the first choice you must make; your character's background provides certain characteristics, in the form of boons and flaws that you can choose from. These add to the character concept and provide bonuses or penalties to your

character's actions. Many operatives have codenames that reflect their pre-Dogs of W*A*R days, like "Moneymen" for a banker or "Hardball" for a sports guy.

Specializations

All operatives in Dogs of W*A*R are trained, if not skilled, in a number of different fields. Although specializations are a little more focused than careers in BoL, they serve a very similar function. Each character has four specializations although usually, one of these fields is the operative's primary specialization and will be higher ranked than the others.

An operative may have started out as a soldier and then branched into transport (wheelman); from there he might have gone on to officer training (leader) and then into communications and electronic warfare (snoop). These specializations are the key to what the mercenary knows and what he can do. They are ranked from 1 up to 5 although characters cannot start higher than 3 in any specialization. Only operatives who have seen plenty of action for the W*A*R Unit are likely to be rank 4 or 5 in any of their specializations.

There are no individual skills in Dogs of W*A*R; there are simply these specializations. A specialization gives an immediate overview of

BOL SYSTEM OVERVIEW

an operative's capabilities - if she is a sneak, you know the character should be able to move around stealthily, break into the enemy HQ and steal things without being spotted. If the character is a faceman, you know he should be able to sell sand to an Arab or talk the hind legs off a dog. Sometimes operatives are given codenames based around their area of specialization: "Shadowcat" for a sneak or "Hair-gel" for a faceman.

Attributes

There are four attributes: Strength, Agility, Mind and Appeal, which are the natural or born traits of a character. Attributes are used to decide what your character is naturally good at and these are used in combination with other factors to determine success or failure at a task. Sometimes operatives have codenames based on their natural attributes, like "Ironman" for a high strength, or "Mensa" for a good mind.

Combat abilities

As the game is mainly about mercenaries, there are also four combat abilities, which will be used to determine how well a character can use his fists, knives and guns, or get out the way of attacks aimed at him. Operatives are often notable for their combat skills and will have associated codenames: "Mr. Punch" for a good hand-to-hand guy or perhaps "Crosshair" for an operative who is a good shot.



THE CORE MECHANIC

Whenever your character attempts an action that has some chance of failure, you roll two six-sided die (2d6). To determine if your character succeeds at a task you do this:

- Roll 2d6
- Add the relevant attribute
- Add any relevant combat abilities (if fighting)
- Add any relevant specialization (if not fighting)
- Add any modifiers

If the result equals or exceeds 9, your character succeeds. If the result is lower than 9, your character fails.

A natural 12 (i.e. two sixes) on the dice is always a success.

A natural 2 (i.e. two ones) on the dice is always a failure.

DOGS OF W*A*R

When to use this

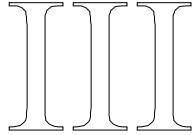
The mundane actions that your character performs will automatically succeed - buying food, walking down the street, speaking with city officials and so on. Even trickier actions can be carried out without a task roll if your operative has the appropriate specialization - if your character is a fixer, then knowing



where to buy common black market items isn't too difficult. If your character is a wheelman, then performing a handbrake turn shouldn't be beyond his capabilities. There are more examples of the sorts of activities your character can undertake in the specializations descriptions.

It is only when the action can have some sort of repercussions that you should normally resort to the task roll. If the faceman is trying to fast talk a cop into ripping up that speeding ticket, or the wheelman is trying to shake off a determined pursuer then it becomes important enough to resort to the dice. There is more on this in the chapter on playing the game.

Although the player can attempt to persuade the GM that a certain specialization will aid a task attempt, the GM is the final arbiter. For example an operative with rank 1 as an administrator is likely to know something about accounting, so the GM would allow the player to add his rank as an administrator to the die roll (based on his mind rating) to spot some anomaly in an accounts ledger. However being an administrator would not help the operative to track a terrorist through the Amazon rain forest; being a scout would be rather more helpful in that situation.



CHARACTER CREATION

BASIC STEPS

If you aren't using one of the sample characters provided in this book, you will need to create your character. This is a fairly straightforward affair and follows these steps:

- Distribute 4 points amongst your character's attributes
- Determine Lifeblood
- Distribute 4 points amongst your character's combat abilities
- Choose a background, boon and primary specialization
- Select three further specializations
- Distribute 2 points amongst your chosen specializations

ATTRIBUTES

Each character in Dogs of W*A*R is defined by four attrib-

utes. These are mainly physical things and on the whole can be used as a general gauge of the characters physical make up. For example, a character with a few points in strength will have a tough looking body and will tend towards the tall and muscular look.



DOGS OF W*A*R

To determine your characters attribute levels, divide four points between the four attributes as desired. You may put no more than three points into one attribute or spread them around as you wish. A zero in any attribute represents an average rating. Attributes can go to higher levels than 3, but these would be truly tough or cool individuals. Your character cannot start the game with an attribute higher than 3. Unlike BoL, you cannot buy down any attributes to gain a point elsewhere – your operative is smarter and tougher than the average person and has no real weaknesses.

The attributes are as follows:

Strength

This represents raw physical power, toughness, muscle and so on. It is useful for operatives who like to bash down doors rather than use the handle or beat people up for information, rather than interrogate them. Soldiers and ex-sportsmen often have a high strength.

Strength determines how much Lifeblood (LB) a character has and how much damage the character delivers when he hits his enemy with a hand-held weapon or his fists. Finally, strength is all-important in determining whether a character can resist the effects of venomous bites, alcohol or the poisons of assassins.

Use strength when: Your character is lifting, pulling, bending or breaking things. It is also the attribute to use for a number of other physical endeavors, like swimming, jumping, climbing and arm-wrestling. Sometimes the GM might prefer you to use agility for some of these things but if you have a strong character you should be allowed to use his strength where pure athleticism is concerned. Strength can also be used instead of appeal for intimidation attempts.

Agility

This attribute covers general speed, dexterity, coordination and so on. It is a useful attribute for the more subtle type of character. Many sneaks, scouts, wheelmen, flyboys and marksmen will have higher than average agility.

In combat it is used to determine your initiative and whether you hit your target when firing a gun or using a knife. Finally, it is used to get out of the way of hidden traps and snares and to dodge landslides and explosions and other effects where reflexes are vital.

Use agility when: Your character is attempting physical endeavours that require speed, deftness or coordination; sliding down rappel lines, driving a fast car round hairpin bends, picking a lock or sneaking past guards. Sometimes the GM might prefer you to use strength for some of these things, but if you have an agile character, you should

CHARACTER CREATION

be able to use your agility where nimbleness and quickness is key.

Mind

Intellect, willpower, knowledge, memory and psyche are aspects of the mind. This is not big amongst ordinary grunts, but it is useful for snoops, sleuths, medics and administrators.

Use mind when: Your character is trying to remember a fact or some piece of information or when trying to figure out an encoded message. It is also used where awareness and perception are important; to spot things that are distant or concealed or to notice a killer sneaking up on you.

Appeal

This attribute represents the looks, charm, style and overall likeability of the operative. Facemen find it highly important, as do fixers, leaders, politicians, glamour models and rock stars. It is the attribute to use for any attempts to seduce, intimidate or to get people to look upon your character favourably. Appeal can be used to sway the opinion of individuals or even whole groups of people.

Use appeal when: Your character is trying to talk somebody into doing something for him; or when your character is attempting to fool, trick, flatter, seduce or con someone.

Lifeblood

Lifeblood (LB) represents how much punishment your character can absorb and how much blood he can lose before he keels over, unconscious or dead. LB is based on a value of 10 plus the strength attribute of the character. When an operative is struck in combat, his body suffers wounds. The extent of the wounds suffered depends upon how powerful the blow was or the calibre of the weapon and is expressed as a number of points. This comes off the operative's LB total and is described in greater detail in the combat section.

COMBAT ABILITIES

Once attributes and LB have been determined then the operative's combat abilities need to be worked out. Again you have four points to allocate amongst four areas with a maximum of 3 in any one of those areas. Unlike BoL, you cannot buy down any combat abilities to gain a point elsewhere – your operative is faster and better trained than the average person and has no real weaknesses.

The combat abilities are as follows:

Brawl

Hitting people with fists, feet, head as well as throttling, holding and throwing people around. This includes the use of improvised weapons, chairs, bottles, tables and so on. Usually used in combination with agility, the GM might allow you to use your character's strength in-

DOGS OF W*A*R

stead. If, for example you are trying to wrestle your opponent, then strength could become more important.

Melee

This is the skill with hand-to-hand weapons; swords, knives and clubs mainly although if a character uses a fireman's axe or a baseball bat, these would be included here too. This ability is used in conjunction with your character's agility. There might be the odd occasion where the GM would allow you to use your strength instead of your agility – maybe you are fighting up to your waist in water, where you are so slowed that your agility is of limited use. The skill is normally used to attack opponents, but can also be used to parry blows aimed at your character. When your enemy is far away however, the following combat ability might be worth having.

Ranged

Hitting targets with handguns, shotguns, rifles, machine pistols, crossbows and rocket launchers as well as throwing weapons like grenades and knives. Ranged combat is used together with agility. Strength is used for the damage modifier for muscle-powered ranged weapons (such as bows, crossbows, thrown knives etc) although the bonus is halved (round down). When all else fails, there is of course the next combat ability to consider.

Defense

Call it dodging, ducking or sidestepping, defense is the skill at being able to avoid attacks and present the smallest possible target to your enemy. Most operatives believe it is better to kill your enemy before they have a chance to hit back, but other mercenaries are a little more cautious and may live a little longer.

Select a background

Once you have your idea of the type of operative you want to play, you need to determine your character's background. This is your character's selected profession; that is, what he did before he was contacted by Colonel Nolan to join Dogs of W*A*R. It is worth thinking about what it was about your character that brought her to the attention of The Consortium. Your character's background determines the boons and flaws available and the first specialization of the character. Your character might have done a few things before joining W*A*R Unit, but the background you select is the one she was in the longest or the one at which she was best suited.

Optional: If it makes sense for your character to have two backgrounds, you can but you need to choose an extra flaw to go with the boon you get from your new background. You must then select a specialization from each background rather than just one from one background. This counts against the total number specializations you can have at the end of character creation – i.e. you

CHARACTER CREATION

can still only start with 4 specializations.

Traits

Depending on your character's background, you will receive certain traits. Boons provide benefits and flaws are disadvantageous when your character is taking actions associated with those characteristics. You choose one boon for free from the list. You can select a second boon, but you offset this by taking a flaw as well. Your GM might allow you to take a further boon - offset by taking another flaw or at the cost of 2 Exploit Points (EP).

Primary specialization

Your character's background gives a list of available specializations.

Choose one of these (or one from each background, if you have two). This is your character's primary role within the squad and should differ from the primary role of other operatives in the squad.

Additional specializations

You get three more specializations (two, if you already have two); these are squad support roles. It is okay to pick additional specializations that are the same as those of other operatives in the squad; for example it is always handy to have a back-up medic or a sub-squad leader.



IV

BACKGROUNDS

A MAN'S WORLD

Your character's background represents your character's profession prior to being recruited by the W*A*R Unit. Your background gives you a selection of boons and flaws. You can choose one boon for free. If you want more, you must take a flaw for each boon you pick. Alternatively, you may buy additional boons at the cost of 2 EP.

The boons and flaws listed are examples of the kind of bonuses and penalties that work under the BoL System. If there is something not listed that you feel would be appropriate for your background, work with the GM to come up with an appropriate description.

Traits

Traits are positive and negative aspects to your character and are called boons and flaws respectively.

Boons: Most boons give you a bonus die when making checks as

described by the boon. When you receive a bonus die, you roll three dice and take the results from the best two (i.e. you drop the lowest die). Where this isn't the case, the description tells you how the trait works.

Flaws: Most flaws give you a penalty die when making checks as described by the flaw. When you receive a penalty die, you roll three dice and take the results from the worst two (i.e. you drop the highest die). Where this isn't the case, the description tells you how the trait works.



BACKGROUNDS

BUSINESS

Your character was recruited from the corporate sector. This doesn't happen very often, unless the recruit has seen some military service in the past. He was a leading manager, smart lawyer, successful entrepreneur, slick salesman, greedy banker or high-flying investment professional. Your character will start with administrator, faceman or leader as his primary specialization.

Boons

Alert: Your character has a keen sense of awareness and is extremely observant. You receive a bonus die for checks to spot clues, ambushes or hidden people and things.

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it's more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Current Affairs: Your character keeps an eye on the news and knows what's going on in the world. You get a bonus die to checks for finding information about events, people and places.

Eidetic Memory: Your character remembers everything. Roll a bonus die to recall a fact, remember a face or specific detail of an event.

Fast Talker: Your character is a smooth operator. You receive a bonus die to attempts to persuade, trick, bluff or con other folks.

Paper Pusher: Your character is skilled in administration and bureaucracy. You receive a bonus die when trying to cut through red tape and when dealing with officialdom.

Stylish: Your character is always immaculately presented and you get a bonus die to checks in social situations where appearance might affect the outcome.

Wealth: Your character built up a substantial fortune before being recruited. If there is an appropriate means to get access to funds, your character can obtain large sums of cash, as needed.

Flaws

Clumsy: If it is possible to drop it, your character will drop it. If it is possible to knock something over, she will do that too. Roll an extra die if your character has to catch something or hold onto something. Don't give her a hand grenade!

Combat Paralysis: Your character freezes when the bullets start flying. Roll a d3; this is the number of rounds that your character can only take defensive actions when a fight starts, before he can start to fight back.

Drink Problems: Your character needs a drink every day and always finds a way to obtain alcohol or sneak alcohol into his kit. Determine a situation that makes your character turn to booze more than usual (during a fire-fight, in social situations, around women, on aircraft etc). If this situation arises, make a

DOGS OF W*A*R

d6 roll – on a 1 your character is drunk and receives a penalty die on all actions until the effects wear off.

Greed: Your character cannot resist the chance to make easy money, whether that is through a “get rich quick scheme”, bribery, fraud or any other means. This flaw comes out mainly through role play, but in appropriate situations you use a penalty die.

Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Poor Eyesight: Your character has very poor vision. This can be role-played but also you take a penalty die in awareness checks where eyesight is important.

Poor Hearing: Your character has very poor hearing. This can be role-played but also you take a penalty die in awareness checks where relying on hearing faint or distant sounds.

Slender: Your character is willowy and fragile: -2 LB

Womaniser: Your character cannot resist the charms of the opposite sex. This flaw is largely role played but where applicable, you’ll need to take a penalty die.

CRIMINAL

Your character was involved in the criminal community – maybe just a skilled petty thief or burglar, whose activities brought him to the attention of the W*A*R Unit. Perhaps

your character was plucked from prison for his unique talents; or he was a professional forger or large-scale master criminal, who was given the chance to have his criminal record conveniently “lost” if he joined up with Dogs of W*A*R. Your character will start with cleaner, faceman, fixer, wheelman or sneak as his primary specialization.

Boons

Alert: Your character has a keen sense of awareness and is extremely observant. You receive a bonus die to checks to spot clues, ambushes or hidden people and things.

Born Behind The Wheel: Your character can make vehicles perform outrageous manoeuvres even whilst under attack. Pick a type of vehicle and add a bonus die to driving checks when driving that vehicle type.

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it’s more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Deadly Fists: Your character is a badass in a fistfight, or with improvised weapons (he could be a martial artist). You receive a bonus die to brawl checks.

BACKGROUNDS

Edged Weapon Specialist: Your character can use old-fashioned melee weapons with some skill. Maybe she is an Olympic fencer, just likes katanas for no apparent reason or is a member of a real-weapon re-enactment society. You receive a bonus die with melee weapons.

Eidetic Memory: Your character remembers everything. Roll a bonus die to recall a fact, remember a face or specific detail of an event.

Fast Talker: Your character is a smooth operator. You receive a bonus die to attempts to trick, bluff or con other folks.

Grease Monkey: Your character is gifted with machines. Add a bonus die on all mechanics checks.

Hacker: Your character is a computer wizard; skilled at breaching secure systems and securing systems against intrusion. You receive a bonus die to computer use checks for attacking and defending computer security.

Mimic: Your character is a natural at impersonation. You get a bonus die to all disguise checks or situations where your character is trying to give the impression he is something he is not.

Stealthy: Your character is skilled in hiding and moving without being noticed. You receive a bonus die to hiding and silent movement.

Stylish: Your character is always immaculately presented and you get a bonus die to checks in social situations where appearance might affect the outcome.

Wealth: Your character built up a substantial fortune before being recruited. If there is an appropriate

means to get access to funds, your character can obtain large sums of cash, as needed.

Flaws

Anger Issues: Your character has a chip on his shoulder and loses his temper over the most innocuous things. This is something that mainly comes out in role play although you can also get a penalty die in some social situations.

Deadly Enemy: Decide on an NPC enemy for your character and work out why you have made such an enemy. The GM will work him out as a NPC villain. The deadly enemy will appear from time to time to upset your characters plans and generally cause a hell of a lot of trouble. A deadly enemy is more likely to try to capture a character than kill him outright, so that he can gloat over his victory.

Drink Problems: Your character needs a drink every day and always finds a way to obtain alcohol or sneak alcohol into his kit. Determine a situation that makes your character turn to booze more than usual (during a fire-fight, in social situations, around women, on aircraft etc). If this situation arises, make a d6 roll – on a 1 your character is drunk and receives a penalty die on all actions until the effects wear off.

Greed: Your character cannot resist the chance to make easy money, whether that is through a “get rich quick scheme”, bribery, fraud or any other means. This flaw comes out mainly through role play, but in appropriate situations you use a penalty die.

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Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Slender: Your character is willowy and fragile. –2 LB

Socially Awkward: Your character has difficulties fitting in, either because he is shy, crude, not good at small talk, or is just a bit nerdy. This is usually role-played, but you also take a penalty die in social situations where this social ineptitude might affect the outcome.

Ugly MoFo: Your character was struck with the ugly stick at birth. You take a penalty die in any social situation where looks could affect the outcome.

Wanted: Your character is still on the wanted lists of various law enforcement agencies.

Womanizer: Your character cannot resist the charms of the opposite sex. This flaw is largely role played but where applicable, you'll need to take a penalty die.

MILITARY

Your character was in the armed forces. He may have been a soldier; perhaps an infantryman or a tank crewman. He might have served in the Navy or in the Marines or he might have been in the Air Force; a pilot or maybe an aircraft technician. Your character will start with flyboy, leader, marksman, medic, sapper, scout, soldier, squid, or wheelman as his primary specialization.

Boons

Air Ace: Your character is a gifted pilot and you receive a bonus die to flying checks.

Alert: Your character has a keen sense of awareness and is extremely observant. You receive a bonus die to checks to spot clues, ambushes or hidden people and things.

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it's more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Deadly Fists: Your character is a badass in a fistfight, or with improvised weapons (he could be a martial artist). You receive a bonus die to brawl checks.

Demolitions Expert: Your character has received extensive training in explosives and demolitions. Add a bonus die whenever setting or dismantling explosive charges and dealing with bombs and so forth.

Edged Weapon Specialist: Your character can use old-fashioned melee weapons with some skill. Maybe she is an Olympic fencer, just likes katanas for no apparent reason or is a member of a real-weapon re-enactment society. You receive a bonus die with melee weapons.

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Gun Specialist: Pick a type of firearm (handgun, shotgun, machine pistol, sniper rifle or assault rifle). When your character is using this type of weapon, you receive a bonus die.

Hard-To-Kill: Your character is solidly built and very resilient: +2 LB

Stealthy: Your character is skilled in commando-style techniques. You receive a bonus die to hiding and silent movement.

Lightning Reflexes: Your character is quick to react to combat situations. You get a bonus die when determining initiative.

Team Guy: Your character is a natural team guy and is good at coordinating team actions. Whenever the team are working towards the same specific goal during an action, and the team are all in communication (headsets or within earshot) with the team guy coordinating it, everyone can take a bonus die for the duration of the action. The team guy can use this Boon once per mission and an extra time with the expenditure of an EP.

Tough Guy: Your character is able to shrug off some of the effects of damage received. Treat your character as if he is wearing armour with 1 point of protection, even when unarmoured.

Flaws

Anger Issues: Your character has a chip on his shoulder and loses his temper over the most innocuous things. This is something that mainly comes out in role play although you can also get a penalty die in some social situations.

Drink Problems: Your character needs a drink every day and always finds a way to obtain alcohol or sneak alcohol into his kit. Determine a situation that makes your character turn to booze more than usual (during a fire-fight, in social situations, around women, on aircraft etc). If this situation arises, make a d6 roll – on a 1 your character is drunk and receives a penalty die on all actions until the effects wear off.

Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Slow Witted: Your character isn't the sharpest knife in the drawer – maybe he took one hit too many in unarmed combat training. You receive a penalty die to any check that requires your character's intellect.

Socially Awkward: Your character has difficulties fitting in, either because he is shy, not good at small talk, or has something of the nerd about him. This is usually role-played, but you also take a penalty die in social situations where this social ineptitude might affect the outcome.

Ugly MoFo: Your character was struck by the ugly stick at birth. You take a penalty die in social situations where looks may affect the outcome.

Womanizer: Your character cannot resist the charms of the opposite sex. This flaw is largely role played but where applicable, you'll need to take a penalty die.

LAW ENFORCEMENT

Your character served in some area of law enforcement; perhaps as a beat cop or a detective. Maybe she worked for the FBI or for the DEA. Your character's primary specialization will be from: cleaner, faceman, leader, marksman, sleuth, snoop or wheelman.

Boons

Alert: Your character has a keen sense of awareness and is extremely observant. You receive a bonus die to checks to spot clues, ambushes or hidden people and things.

Born Behind The Wheel: Your character can make vehicles perform outrageous manoeuvres, such as in car chases, even while being shot at. Pick a type of vehicle and add a bonus die to driving checks when driving that vehicle.

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it's more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Deadly Fists: Your character is a badass in a fistfight, or with improvised weapons (he could be a martial artist). You receive a bonus die to brawl checks.

Edged Weapon Specialist: Your character can use old-fashioned

melee weapons with some skill. Maybe she is an Olympic fencer, just likes katanas for no apparent reason or is a member of a real-weapon re-enactment society. You receive a bonus die with melee weapons.

Eidetic Memory: Your character remembers everything. Roll a bonus die to recall a fact, remember a face or specific detail of an event.

Forensics: Your character is trained in forensic science and you get a bonus die when your character is examining a crime scene, or evidence from a crime.

Gun Specialist: Pick a type of firearm (handgun, shotgun, machine pistol, sniper rifle or assault rifle). When your character is using this type of weapon, you receive a bonus die.

Hard-To-Kill: Your character is solidly built and very resilient. Add +2 LB.

Hunch: Your character has a knack for making complete guesses that turn out to be correct. When the group becomes a bit stuck for where to go or what to do next, the GM will give you a piece of previously unknown information or a lead to get your character on the way again. You may receive one hunch per adventure (although you may spend a Hero Point to receive another).

Lightning Reflexes: Your character is quick to react to combat situations. You get a bonus die when determining initiative.

Researcher: Your character is good at sifting through the library, the Internet or other records to find out

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specific pieces of information, where they might be available through such channels. Even if the information is buried away in hard-to-find places, as long as it is there, the researcher will track it down – the only main hindrance is the length of time this can sometimes take. You receive a bonus die to such checks.

Stealthy: Your character is skilled in commando-style techniques. You receive a bonus die to hiding and silent movement.

Team Guy: Your character is a natural team guy and is good at coordinating team actions. Whenever the team are working towards the same specific goal during an action, and the team are all in communication (headsets or within earshot) with the team guy is coordinating it, everyone can take a bonus die for the duration of the action. The team guy can use this Boon once per mission.

Tough Guy: Your character is able to shrug off some of the effects of damage received. Treat your character as if he is wearing armour with 1 point of protection, even when unarmoured.

Flaws

Anger Issues: Your character has a chip on his shoulder and loses his temper over the most innocuous things. This is something that mainly comes out in role play although you can also get a penalty die in some social situations.

Deadly Enemy: Decide on an NPC enemy for your character and work out why you have made such an enemy. The GM will work him out as a NPC villain. The deadly enemy

will appear from time to time to upset your characters plans and generally cause a hell of a lot of trouble. A deadly enemy is more likely to try to capture a character than kill him outright, so that he can gloat over his victory.

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Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Ugly MoFo: Your character was struck with the ugly stick at birth. You take a penalty die in any social situation where looks could affect the outcome.

Womanizer: Your character cannot resist the charms of the opposite sex. This flaw is largely role played but where applicable, you'll need to take a penalty die.

SCIENTIFIC

Your character was a scientist or scholar before being recruited by Dogs of W*A*R. Perhaps he had a university grant or worked directly for the government on some top-secret project. Or maybe he was

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working in an industrial capacity, for a well-known company. Your character will start with academic, administrator, medic, snoop or tech as his primary specialization.

Boons

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it's more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Chemist: Your character is a master at mixing and recognizing drugs and chemicals. You receive a bonus die to checks to analysing and making drugs and chemical compounds.

Eidetic Memory: Your character remembers just about everything. Roll a bonus die to recall a fact, remember a face or specific detail of an event.

Electronics Wizard: Your character is gifted with electronics and communications systems. Add a bonus die on all electronics checks.

Grease Monkey: Your character is gifted with machines. Add a bonus die on all mechanics checks.

Mathematical Genius: Whenever your character is dealing with numbers, statistics and mathematical formulae, you roll a bonus die.

Researcher: Your character is good at sifting through the library, the Internet or other records to find out

specific pieces of information, where they might be available through such channels. Even if the information is buried away in hard-to-find places, as long as it is there, the researcher will track it down – the only main hindrance is the length of time this can sometimes take. You receive a bonus die to such checks.

Flaws

Absent Minded: Your character forgets stuff all the time. Most of the time this is something you just role play, but when your character is trying to remember where he put stuff or an important piece of information, you take a penalty die.

Combat Paralysis: Your character freezes when the bullets start flying. Roll a d3; this is the number of rounds that your character can only take defensive actions when a fight starts, before he can start to fight back.

Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Poor Eyesight: Your character has very poor vision. This can be role-played but also you take a penalty die in awareness checks where eyesight is important.

Poor Hearing: Your character has very poor hearing. This can be role-played but also you take a penalty die in awareness checks where relying on hearing faint or distant sounds.

BACKGROUNDS

Slender: Your character is willowy and fragile. -2 LB

Socially Awkward: Your character has difficulties fitting in, either because he is shy, crude, not good at small talk, or is just a bit nerdy. This is usually role-played, but you also take a penalty die in social situations where this social ineptitude might affect the outcome.

Ugly MoFo: Your character was struck with the ugly stick at birth. You take a penalty die in any social situation where looks could affect the outcome.

POLITICAL

Your character was recruited from the world of politics (which doesn't happen that often, unless the recruit has had some combat experience in the past). Maybe she was a diplomat or attaché or perhaps she was simply an overlooked but gifted local government official. Your character will start with administrator, faceman or leader as her primary specialization.

Boons

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it's more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Current Affairs: Your character keeps an eye on the news and

knows what's going on in the world. You get a bonus die to checks to determine information about events, people and places.

Eidetic Memory: Your character remembers everything. Roll a bonus die to recall a fact, remember a face or specific detail of an event.

Fast Talker: Your character is a smooth operator. You receive a bonus die to attempts to persuade, trick, bluff or con other folks.

Paper Pusher: Your character is skilled in administration and bureaucracy. You receive a bonus die when trying to cut through red tape and when dealing with officialdom.

Researcher: Your character is good at sifting through the library, the Internet or other records to find out specific pieces of information, where they might be available through such channels. Even if the information is buried away in hard-to-find places, as long as it is there, the researcher will track it down – the only main hindrance is the length of time this can sometimes take. You receive a bonus die to such checks.

Stylish: Your character is always immaculately presented and you get a bonus die to checks in social situations where appearance might affect the outcome.

Wealth: Your character built up a substantial fortune before being recruited. If there is an appropriate means to get access to funds, your character can obtain large sums of cash, as needed.

Flaws

Clumsy: If it is possible to drop it, your character will drop it. If it is possible to knock something over, she

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will do that too. Roll an extra die if your character has to catch something or hold onto something. Don't give her a hand grenade!

Combat Paralysis: Your character freezes when the bullets start flying. Roll a d3; this is the number of rounds that your character can only take defensive actions when a fight starts, before he can start to fight back.

Deadly Enemy: Decide on an NPC enemy for your character and work out why you have made such an enemy. The GM will work him out as a NPC villain. The deadly enemy will appear from time to time to upset your characters plans and generally cause a hell of a lot of trouble. A deadly enemy is more likely to try to capture a character than kill him outright, so that he can gloat over his victory.

Drink Problems: Your character needs a drink every day and always finds a way to obtain alcohol or sneak alcohol into his kit. Determine a situation that makes your character turn to booze more than usual (during a fire-fight, in social situations, around women, on aircraft etc). If this situation arises, make a d6 roll – on a 1 your character is drunk and receives a penalty die on all actions until the effects wear off.

Greed: Your character cannot resist the chance to make easy money, whether that is through a “get rich quick scheme”, bribery, fraud or any other means. This flaw comes out mainly through role play, but in appropriate situations you use a penalty die.

Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Poor Eyesight: Your character has very poor vision. This can be role-played but also you take a penalty die in awareness checks where eyesight is important.

Poor Hearing: Your character has very poor hearing. This can be role-played but also you take a penalty die in awareness checks where relying on hearing faint or distant sounds.

Slender: Your character is willowy and fragile: –2 LB.

Womaniser: Your character cannot resist the charms of the opposite sex. This flaw is largely role played but where applicable, you'll need to take a penalty die.

OTHER

Whilst Dogs of W*A*R rarely recruit from professions other than those above, your character had some skill that made the W*A*R Unit sit up and take notice. Your character might have been a park ranger or coast guard, a professional sports-person, archaeologist, entertainer or glamour model. It is possible that your character had some prior military experience. Your character has a primary specialization of academic, faceman, flyboy marksman, wheelman, scout or squid.

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Boons

Athlete: Your character is a natural athlete and therefore you receive a bonus die to athletic endeavours.

Born Behind The Wheel: Your character can make vehicles perform outrageous manoeuvres, such as in car chases, even while being shot at. Pick a type of vehicle and add a bonus die to driving checks when driving that vehicle.

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it's more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Deadly Fists: Your character is a badass in a fistfight, or with improvised weapons (he could be a martial artist). You receive a bonus die to brawl checks.

Edged Weapon Specialist: Your character can use old-fashioned melee weapons with some skill. Maybe she is an Olympic fencer, just likes katanas for no apparent reason or is a member of a real-weapon re-enactment society. You receive a bonus die with melee weapons.

Mimic: Your character is a natural at impersonation. You get a bonus die to all disguise checks or situations where your character is trying to give the impression he is something he is not.

Feats of Strength: Use an extra die when your character is breaking, lifting, pulling or pushing things.

Stylish: Your character is always immaculately presented and you get a bonus die to checks in social situations where appearance might affect the outcome.

Survivalist: Your character is a natural outdoorsman and you receive a bonus die for checks made to do with surviving in the wilds.

Flaws

Clumsy: If it is possible to drop it, your character will drop it. If it is possible to knock something over, she will do that too. Roll an extra die if your character has to catch something or hold onto something. Don't give her a hand grenade!

Combat Paralysis: Your character freezes when the bullets start flying. Roll a d3; this is the number of rounds that your character can only take defensive actions when a fight starts, before he can start to fight back.

Drink Problems: Your character needs a drink every day and always finds a way to obtain alcohol or sneak alcohol into his kit. Determine a situation that makes your character turn to booze more than usual (during a fire-fight, in social situations, around women, on aircraft etc). If this situation arises, make a d6 roll – on a 1 your character is drunk and receives a penalty die on all actions until the effects wear off.

Greed: Your character cannot resist the chance to make easy money, whether that is through a "get rich quick scheme", bribery, fraud or any

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other means. This flaw comes out mainly through role play, but in appropriate situations you use a penalty die.

Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Poor Eyesight: Your character has very poor vision. This can be role-played but also you take a penalty die in awareness checks where eyesight is important.

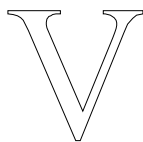
Poor Hearing: Your character has very poor hearing. This can be role-played but also you take a penalty die in awareness checks where relying on hearing faint or distant sounds.

Slender: Your character is willowy and fragile: -2 to LB

Slow Witted: Your character isn't the sharpest knife in the drawer – maybe he took one hit too many in unarmed combat training. You receive a penalty die to any check that requires your character's intellect.

Womanizer: Your character cannot resist the charms of the opposite sex. This flaw is largely role played but where applicable, you'll need to take a penalty die.





SPECIALIZATIONS

ONLY THE BEST

As mentioned earlier, specializations are the key to playing Dogs of W*A*R. Each specialization represents an operative's training and experience and can be looked at as a skill package, although it should not be limited to just a set of "known" skills. It can be used to help determine everything the operative knows - his talents, field of knowledge, expertise, areas of influence and how, or in what situations or environments he functions best.

Choosing your specializations

Dogs of W*A*R characters will start with a specialization they receive from their background at rank 1. They might have two specializations, if they chose two backgrounds. They then get soldier at rank 1, representing their basic combat awareness training at W*A*R Unit. If they already have the soldier specialization, then the character receives leader, sapper, marksman, medic, squid or scout at 1 instead. You can then pick two (or

one) extra specializations for your character, so that your character has a total of 4 specializations all at rank 1. You then have 2 further points to spread amongst them, as you like. You could put both into one specialization, taking it up to rank 3 or add a rank to each of two specializations. Your character's first specialization is usually considered his primary specialization – and the one that represents his main function within the squad.

How to use specializations

Choosing the four specializations gives a player an immediate handle on his character. A high rank in a specialization would probably mean that the operative has been very highly trained and has several years experience in the field; a rank of 1 could mean only a short spell of basic training or even just a natural affinity in that field.

It is important to note that the skills and abilities set out for each specialization isn't exhaustive. There are no individual skills as such in this game. It is intended only to be a guide as to the type of things that specialization should help your character with. Some specializations provide abilities that might also be found in some of the other ones. Generally speaking, you take the highest rank to determine the overall modifier but sometimes your GM may allow you to add both together.

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If you can convince the GM that your specialization could be helpful in other areas explain why or how and the GM may agree and let you use it for your final modifier.

Specializations allow two operatives to approach the same problem from different angles to achieve the same or similar results. A minor city official might be getting in the way of a mission. An administrator might be able to use his knowledge of procedures and officialdom to get what he wants whereas a faceman who knows nothing of the procedural part of the situation might use bluff or gentle persuasion to achieve his goal.

Example

Let's take a fairly general example of awareness or spotting something. A scout is a trained recon expert so you'd expect him to notice things like booby-traps, buried landmines, tracks in the mud, ambushes and the like. However, his specialization wouldn't help him notice whether a suspect is lying to him, whether a piece of evidence had been planted deliberately or if a signature on a document had been forged. A faceman, who is a trained negotiator, might spot a lie, but so might a sleuth who has trained in interrogation techniques. If the lie were to do with drugs or medicine, there would be grounds for a fixer or a medic to be able to use their own specializations. So sometimes it is the situation itself that leads to whether a specialization can be added to the

task check or not.

ACADEMIC

Academics are the archaeologists, historians, cultural specialists, scientists and ancient language experts of the team. They are extremely well read, have studied all the sciences and have a wealth of knowledge and information stored in their highly developed brains. Academics can read and speak fluently an additional language for every rank in their specialization. This can include "dead" languages (hieroglyphs and the like).

ADMINISTRATOR

Administrators are experts with paperwork, bureaucracy, accounting and red tape. Give an administrator some files and documents (including those stored on a computer) to sort through and she can usually get to the bottom of a problem far quicker than any other team member. Though not very often required on missions, nevertheless at least one member of the team with some admin skills is sometimes useful, especially when dealing with minor officials and local governmental managers. Administrators can work out roughly what a document is or what its intended function is even if written in languages that they don't themselves understand.

CLEANER

Cleaners are experts in police procedures. They are skilled at removing all traces that the team

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has been in a location or all signs of a crime. If needs be, they are skilled at removing evidence or planting false evidence to implicate other parties and throw the scent off themselves. Cleaners are particularly good at disposing of dead bodies. They need a good mind. A high agility is also quite handy.

FACEMAN

Facemen are masters of diplomacy and disguise. They are trained for infiltration and sting operations and they are skilled negotiators. They are talented confidence men, masters of the quick bluff as well as the elaborate ruse. Any attempts to fast talk, persuade, seduce and impersonate are part and parcel of the specialization. Facemen require a decent level of appeal and a high mind is a handy secondary attribute. Facemen can speak an additional language for every rank they have. They can even understand the gist of what is being said or bluff speaking languages they don't know with a successful check.

FIXER

The fixer is the team's streetwise dealer and procurement expert. In any town or city she knows where to find the black market traders and how to contact and do business with them, even if she doesn't understand the local language. If the team need something illegal and fast, the fixer is the one they turn to.

FLYBOY

Sometimes the team need to fly into or out of a situation and when this is the case, a flyboy is useful to have around. He is an expert pilot in all types of flying machine; helicopters, airplanes, jet fighters and even hot air balloons. If it is airborne, he can fly it. The flyboy can make simple field repairs to aircraft and is also a skilled parachutist and skydiver. Mind and agility are the most important attributes to these air aces.

LEADER

Leaders have been trained in the skills of getting the most out of the men they have responsibility for. They are experts at coordinating the team and making the most of the strategies available to them. They have a good knowledge of the team's capabilities, both individually and as a unit. Whenever the team is working towards the same specific goal during an action, and the team are all in communication (headsets or within earshot) with the leader coordinating it, make a moderate leader check and if successful, the entire team receive a +1 bonus to checks until the completion of the specific action in question. The team member with the highest leader rank will be the team leader on a mission and this determines the number of Mission Points available.

MARKSMAN

Marksmen are experts at killing individual targets, at a range, from a place of concealment. Provided the marksman has an appropriate weapon (single shot "sniper" rifle with appropriate sights or a high-tech crossbow) and is firing from a pre-prepared place of concealment, he can pick out an individual target (usually an officer or some other important individual or vehicle) and hit him or it with deadly accuracy. Military marksmen are usually scouts too and are called snipers (as are police marksmen) - criminal or civilian marksmen could be called assassins. Marksmen use their rank in the specialization to reduce range penalties and can add their rank to the damage from a successful hit (instead of the "to hit" modifier).

MEDIC

The medic is the master "patch 'em up" guy. He is an expert in battlefield medicine, first aid and emergency surgery and techniques; specializing in gunshot wounds and explosive burns. He can keep the team going with the most bloody-looking injuries. To a medic, the mind attribute is of primary importance.

SAPPER

The sapper is the team's demolitions and bomb disposal expert. His job is to impede the enemy movements by laying mines and explosives, blowing bridges and creating havoc. The sapper will also

facilitate his team's progress and free movement by way of defeating enemy defences, as well as enabling access to buildings and installations. The sapper favours mind, agility and strength, in that order.

SCOUT

Scouts are recon and outdoor specialists. They are trained survivalists; able to live off the land and fend for themselves in all kinds of inhospitable terrain. Scouts are expert trackers and are skilled in finding and setting traps and ambushes. When the team is in the wilderness, the scout is king. Scouts favour mind and agility in roughly equal measure and strength is also of some importance. Many scouts are also marksmen.

SLEUTH

The sleuth is an expert in forensic sciences and is a detective supreme. She is a master of gathering information by good old-fashioned methods of searching crime scenes for clues and analysing the facts and the physical evidence. The sleuth favours mind over the other attributes although some appeal can be handy for questioning witnesses and suspects.

SNEAK

The sneak is the stealth and silent movement expert. His skill is in moving quietly and remaining unseen by use of any available cover and keeping to the shadows. The

SPECIALIZATIONS

sneak is also sometimes called a ninja; he is expert at breaking and entering; locks and safes are his forte and darkness and shadows are his cover. The sneak can steal anything that isn't nailed down and when caught can escape from almost any bonds or cell. The sneak requires a good agility and a high mind is also quite handy.

SNOOP

The snoop is the team communications and surveillance expert, with a particular interest in electronic counter-measures. He is an expert at encryption and computer hacking and gathering, decoding and analysing data. The snoop's primary attribute is his mind and the other attributes are largely unimportant.

SOLDIER

The soldier is the backbone of the team during a firefight. Whilst every member of the team has had some firearms training the professional soldier came from a military background in the first place and is trained in basic field craft and military tactics. They know how to recognize most military ground vehicles, and have an understanding of close combat techniques, weaponry and maintenance, including heavy weapons and grenades. Soldiers are more combat aware and therefore, in a firefight are more likely to spot enemy movement, good potential cover or arcs of fire and so forth. Strength and agility are the foremost attributes to a soldier. The soldier can always add his rank to initiative checks.

SQUID

The squid is the "flyboy of the sea". His area of mastery is in water environments, whether that is on or under rivers, lakes or the sea. The squid is an expert diver, trained to use scuba and deep-sea diving equipment. He is also skilled in the use of mini-sub's as well as surface watercraft.

TECH

The tech is the all-around electrician, gunsmith and mechanical repair guy. His forte is pulling equipment, weapons and machinery apart and putting them back together again. He can find new uses for bits and pieces of old equipment and can keep things running when they would normally fall apart.

WHEELMAN

The wheelman is the team's driver and getaway man. He is the master of land transport; cars, trucks, tanks and motorcycles are all part of the wheelman's package of expertise. The wheelman is also a useful motor mechanic – if it has an engine and wheels, he can keep it running smoothly. Agility is the Wheelman's most important attribute, but Mind is a close second.

LANGUAGES

Every operative starts with three languages - his own native language plus English, plus another of choice. If the character's native language is English, he can choose a third language instead. Characters

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can then speak additional languages equal to their mind value. A faceman or academic can also speak one additional language for every rank in his specialization. For simplicity's sake, every operative

that understands a given language can read and write in that language too.



VII

PERSONAL GEAR

NO LISTS OF GEAR & EQUIPMENT?

Gear is important to a modern military adventure action game but your character is part of a well-equipped team. He knows what he normally needs in the situation he is going into and therefore knows roughly what to take with him. So, you don't need to spend an hour going through a list of equipment to take (most of which you won't actually use).

Your character is assumed to have the gear appropriate to her primary specialization and to the mission in hand. If your character is a snoop, she will have electronic surveillance equipment, bugs and so on. If your character is the medic, she will have medical supplies, drugs and bandages. If your character is the sneak, he will have lock pick tools, grappling hooks and fine line.

Standard weaponry

Standard mission equipment for all operatives will be a medium hand-

gun, light armour vest, communications headsets and night sights. If heavy resistance is anticipated, handguns and submachine guns, shotguns or assault rifles will be issued and medium armour will replace the light armour. If stealth is essential, operatives will receive sound suppressors for their weapons. Soldier primary specialists will usually have heavier weapons and armour than the rest of the team.

If there is a dispute about what your character has on her, make a roll against her speciality to see if she has it. If that fails, there are always your background contacts that might be able to help. Failing that, use your Mission Points to requisition whatever it is you are after. (Mission Points are described on page 55).

If the operatives are going into a mission under cover, then they can't take suspicious military hardware onto scheduled flights, so they have to pick it up when they get there. Usually this means meeting a local fixer who has arranged to get their stuff or maybe collecting it from a cargo plane; where it is labelled up as "machine parts" or similar.

Working without the standard gear

However, sometimes a GM will want to create a scenario where the operatives have to work without their normal gear – maybe because it

didn't get where it was supposed to, it was intercepted or mislaid en route or the operatives are unable to get to the pick up point for some reason. If this situation arises, the characters are left to their own devices as to how they obtain the gear they need for the mission – perhaps the fixer can get hold of what they need on the black market.

What about tracking ammo?

Again, the game is fast, furious fun. You do not need to keep a check on how much ammo your character has or uses up. He is assumed to keep firing and reloading as needed. If you get a Calamitous Failure (see the rules section) whilst firing though, the GM can either rule that as a weapon jam (which you need to clear with a straightforward agility + soldier check) or that you have run out of ammo altogether, for that particular weapon. There are ways round this of course – if you can get to one of your buddies with the same weapon, he can give you some more. If you use an EP, you might be able to say that one of the guys you killed earlier (assuming this happened) was using the same weapon and had spare ammo on his body. Or any number of other things.

WEAPON DETAILS

There are thousands of weapons that characters could choose from and it depends on the period of your game what weapons are available. Therefore, it is far simpler to select from a generic weapon list than to

try to develop statistics for every weapon and every time period. This information is readily available online, in books or in other role playing games and supplements, if you really want to arm your character with a specific named weapon.

Pistols

Pistols are small, lightweight (well, most of them) and provide good firepower; suitable, not only for defensive situations but also for offensive ones, and even for medium game hunting.

Light pistol: These are small concealable pistols of around .22, .25 and .32 calibre. Examples would be the 6.35mm Browning Baby, Beretta Jetfire .25ACP and the Walther PPK/S .32 ACP.

Medium pistol: These are “standard issue” police pistols and so on. Examples would be various makes of 9mm, .357 & .40 pistol, such as those produced by Smith & Wesson, Glock and Beretta.

Heavy pistol: These are powerful military handguns of .45 ACP calibre as well as various Magnum-type handguns. Examples are the Colt .45 ACP, Glock 21, SIG-Sauer P220, the Desert Eagle, S&W .500, and the Ruger Super Redhawk.

Machine pistol/submachine gun

The submachine gun is an automatic or selective-fired shoulder weapon that fires pistol-calibre ammunition. The appearance (and

PERSONAL GEAR

wide distribution) of small-calibre assault rifles has really marked the end of submachine gun as general-issue infantry weapons. On the other hand, many countries still issue 9mm submachine guns to many non-infantry units and there are many ex-surplus submachine guns in the hands of terrorist and criminal groups.

Machine pistol: Small, light pistol variants or ultra-compact sub machine guns, such as the Czech Skorpion SA VZ 61 (7.65mm calibre), the Mini-Uzi, the Finnish Jati-Matic, the MP5K (a compact variant of the MP5 sub machine gun) and the Austrian Glock 18.

Sub machine gun: These are standard submachine guns of 9mm & 10mm calibre, like the famous Israeli Uzi 9mm, Argentine PAM1 & PAM2, H&K MP5, Steyr TMP, the British Sterling and the Ingram M10 & M11.



Assault rifles

Assault rifles are primary offensive weapons of modern troops. Today's assault rifles usually have calibres ranging from 5.45mm to 7.62mm, magazine capacity of 20-30 or more rounds, selective full auto and single

shot modes of fire, plus, in some models, 2 or 3 round burst mode. Effective range of fire is some 600 meters or so; effective rate of fire - up to 400-500 rounds per minute in full auto mode. Almost all assault rifles may be equipped with bayonet, optical or night vision scope/sight and, some of them, with under barrel grenade launcher or rifle grenade launcher (rifle grenades usually are put on the barrel and fired with a blank cartridge). Examples of assault rifles are: M14, M16A1 and M16A2 (which can be equipped with under barrel 40mm M203 grenade launcher), AK47 & AK74, H&K 416.

Sniper rifles

The main purpose of the sniper rifle is to destroy valuable targets at extended ranges with aimed fire, using as little ammunition as possible (preferably just one shot). In most cases, the target means a human being (enemy soldier, armed criminal, terrorist, president etc.). The range for sniper fire may vary from 100 meters or even less in police/counter-terror scenarios, or up to 1 kilometre or more - in military or special operations scenarios. Examples are the US Remington 700, the British Enfield L42A1, the joint US/Belgian FNAR tactical/sniper rifle and the German DSR-1 7.62mm and Erma SR-100 sniper rifles.

Large calibre sniper rifles: These are a much more recent development and are more likely to feature

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in games set in the 1990's or more recently. These weapons can be used as anti-material weapons, to destroy, or, more often, render unusable or inoperable, targets such as radar cabins, jeeps, parked aircraft etc. Examples are the Czech Falcon, the British Rangemaster and L96A1/Arctic Warfare tactical rifles, the German Mauser SP66, the Russian VSSK Vychlop and the US Barrett M99.



Shotguns

The main advantages of shotguns are their versatility and short-range firepower. Shotguns can fire multiple projectiles of various sizes, creating a lethal pattern, which will increase chances of hitting target or single large projectile, powerful enough to incapacitate a human being protected in all but the heaviest body armour. Shotguns also can fire special purpose ammunition, such as door buster slugs and even high explosive and incendiary rounds. The disadvantages of the combat shotguns are the limited effective range of fire. Examples include the Atchisson assault shotgun, the HK CAWS and the Spas-12 & Spas-15.

Machine guns

These are used to provide sustained firepower for troops against

enemy troops and un-armoured targets. Heavy (.50 cal/12.7mm) machine guns can also deal with trucks and lightly armoured targets such as armoured personnel carriers, recon vehicles and helicopters.

Light machine gun: These generally have a caliber of around 5.56mm to 7.62mm NATO. Examples are the German HK MG 43, British SA-80 Light Support Weapon, the L4A1 Bren, the US M60, the FN Minimi and the M249 Squad Automatic Weapon.

Heavy machine gun: These generally have a caliber of 12mm or more and are either mounted on a tripod or on a vehicle. Examples are the Browning M2HB, the Chinese QJG 02 14.5mm and the Soviet KPV 14.7mm.

Missile launchers

This represents shoulder-launched missile weapons; weapons that fire a rocket-propelled projectile at a target, yet are small enough to be carried by a single person. It is fired while held on one's shoulder and includes the bazooka (often used as a generic term for any shoulder-launched rocket weapon). These weapons are designed to use against armoured vehicles, aircraft and hard targets, like buildings and bunkers.

PERSONAL GEAR

PERSONAL WEAPON TABLES

Pistols

Type	Fire Type	Notes	Damage
Light pistol	Single shot	+1 to conceal	D6-1
Medium pistol	Single shot	-	D6
Heavy pistol	Single shot		D6+1

Machine pistols/Submachine guns

Type	Fire Type	Notes	Damage
Machine pistol	Single, burst or full auto	+1 to conceal	D6-1
Smg	Single, burst or full auto	-	D6

Rifles

Type	Fire Type	Notes	Damage
Assault rifle	Single, burst or full auto	-	D6
Sniper rifle	Single (or single & burst)	-	D6+1
Large cal. sniper	Single	Hard targets	D6+2

Machine guns

Type	Fire Type	Notes	Damage
Light mg	Burst or full auto	-	(2D6) +1*
Heavy mg	Burst or full auto	Hard target	(2D6) +2*

*Roll 2D6, take the best result and then add 1 or 2.

Shotguns

Type	Fire Type	Notes	Damage
Shot	Burst or full auto	+2, limit range	3d3/d3
Solid slug	Burst or full auto	-	2d3+3

Burst & full auto modifiers

Type	To hit	Damage
Burst	-1	+2
Full auto	-2	+4

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Grenades & explosives

Type	Notes	Damage
Fragmentation		D6+2
Smoke	Provides cover	-
Missile launcher	Hard targets	2D6+4

Melee weapons

Type	Notes	Damage
Army knife		D6-1
Baton/club		D6-2
Brass knuckles	Worn on fist	D3
Knife	+1 to conceal	D3
Katana		D6
Pistol butt		D3
Rifle butt		D6-1
Shuriken	+2 to conceal	D2
Unarmed		D2

Body armour

Type	Notes	Protection
Light	Max defense 3	D3-1 (or 1)
Medium	Max defense 2	D6-2 (or 2)
Heavy	Max defense 2, Agility -1	D6-1 (or 3)
Helmet	-1 spotting things	+1



VIII

PLAYING THE GAME

ALL ACTION – ALL GUTS!

To perform an action, you simply roll two dice (2d6). To the result you add your character's most relevant attribute. If your character is fighting, you then also add the combat ability for the type of attack being made. If your character is not fighting, you then add any appropriate specialization instead.

Your character might have a trait from his background that enables you to roll three dice instead of two dice. But you still take the result of only two of those dice. If it is a bonus die, you drop the lowest die. If it is a penalty die, you drop the highest die.

The GM will then tell you if there is a modifier to your total. For easier tasks, you may get to add to your total. For tougher tasks, you may have to deduct from your total.

If the final number is 9 or higher, your character succeeds at what she is trying to do. If the final number is lower than 9 she does not succeed.

Success or failure can sometimes be too clear-cut – you might want to muddy the waters a bit, especially if you need the characters to succeed and the dice are not with them. If it is necessary that the characters succeed, then you can simply allow the players to roll the dice to determine how well they succeed – for example; whatever they are doing could take longer than usual if the check is below 9.

Opposed checks

For opposed checks, the GM will determine the modifiers from any attributes or specializations of the NPC. Note: The GM doesn't roll for NPCs, except in combat. In other words, the players make all active or passive checks. So, if a character is sneaking past a guard, the player rolls to see how stealthy his character is – modified by circumstances and the guard's attributes or specializations.

Rolling two one's or two sixes

A natural roll of 12 is always a success. In addition, it could be a *Mighty Success* or even a *Legendary Success*. A natural roll of 2 is always a failure and it could be a

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Calamitous Failure. Note that the Mighty and Legendary Success and Calamitous Failure are discussed in greater detail on page 49.

Task checks

The following table sets out the difficulty of a task, the equivalent range for missile fire and the modifier that should be applied to tasks of that difficulty. There may be further modifiers applied based on other circumstances.

Task difficulty	Missile fire range	Modifier to dice result
Easy	Touching	+1
Moderate	Close	0
Tricky	Medium	-1
Hard	Long	-2
Tough	Distant	-4
Demanding	Extreme	-6

Modifiers

Examples of things that might make task checks more difficult are as follows:

For checks to persuade, bluff, negotiate, bribe, intimidate, seduce etc:

- The character's physical state (is he bedraggled or bloody or is he inappropriately attired)
- The amount of money offered
- The integrity, fanaticism and or overall disposition of the individual

Example

Blake Pendleton is trying to bluff his way into a private party without an invitation – although he is dressed for the part (tux & bow tie). He has appeal 2 and faceman 2 – a total of +4 to whatever is rolled. The GM decides this should be a hard task (it is an invitation-only party, but it is not like trying to get into a top-security military facility and the doorman is simply a goon). The player rolls 2d6 and gets 7 on the dice, for a total of 11. As a hard task, this is modified by -2. The total is nine, so the doorman finally falls for his story and lets him in.

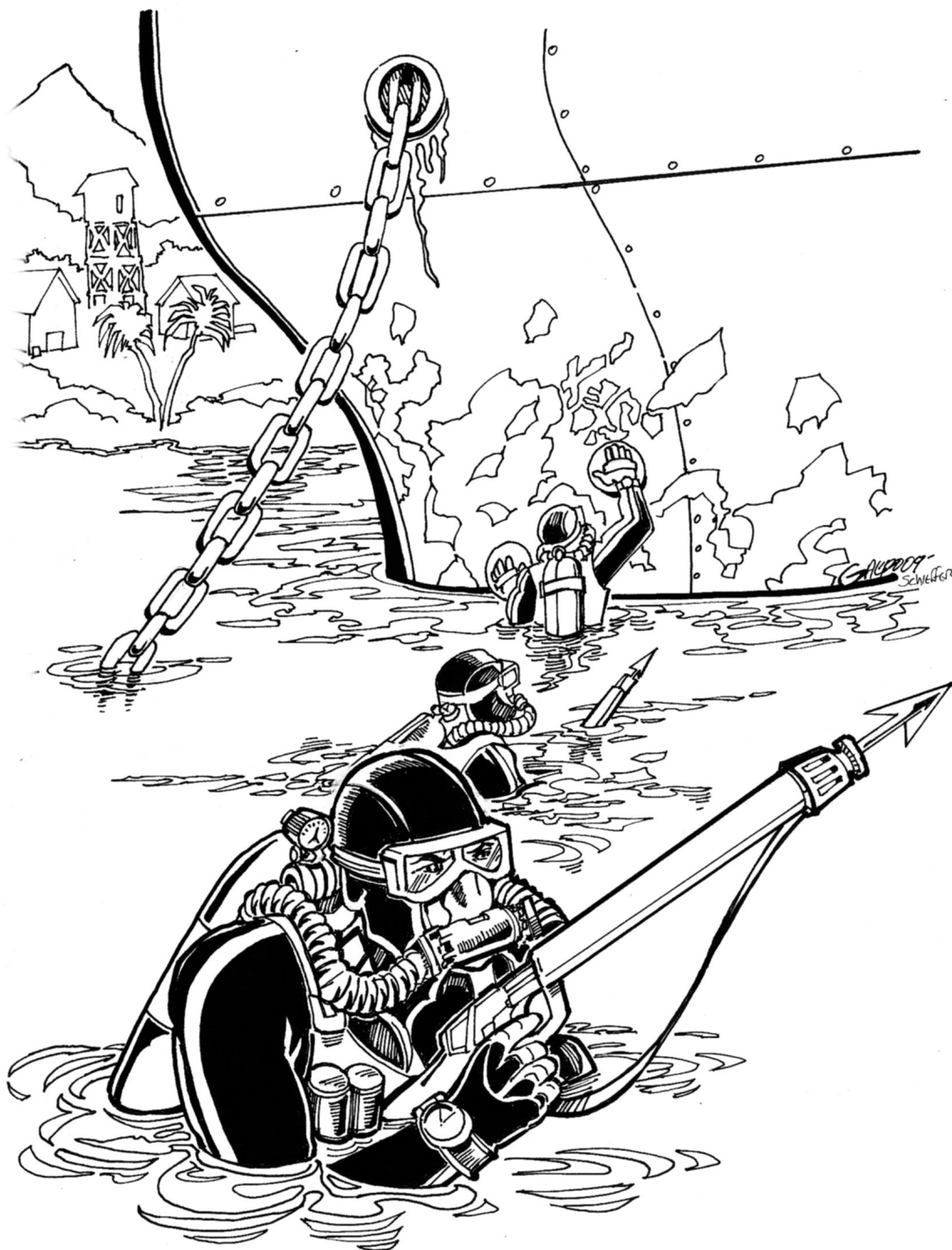
For physical checks, like climbing, stealth, tracking, swimming etc:

- Poor weather conditions
- Night time
- Inappropriate or poor quality equipment
- Under fire or extreme duress
- The attribute or appropriate specialization rating of any opposing NPCs

Example

Hinano Nakata is swimming out to a boat anchored in the bay to attach a limpet mine to the hull. She has agility 2 and squid 1, for a total of +3 to the check. The GM decides that it would normally be a moderate task but there is a guy looking out over the bay with mind of 1, making it a tricky task (-1). However, this is cancelled because it is dark. Hinano's player rolls 8, with +3 a total of 11 is more than enough to quietly attach the mine and swim away.

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For spotting, listening or observation checks:

- Well-hidden, camouflaged or disguised
- The size or distance away from the object
- Time available to conduct search
- Poor weather conditions
- The attribute or appropriate specialization rating of any opposing NPCs

Example

Hardcase is looking for clues in a hotel room. There is nothing obvious because the terrorist group's cleaner (rank 2) has already been here clearing up the mess their group had left behind. However, Hardcase gets to work. He has a mind 1 and snoop 1 for a total of +2 to his check. However, he doesn't have all of his usual kit with him, so the GM says that makes it a tough task (-2 for being cleaned already and -2 for not having his usual kit). The player suggests that Hardcase will take his time (the team are not in a hurry at this point), so the GM reduces the difficulty to hard. So the player gets -1 to his roll of 10, getting a result of 9 – which is just successful. He finds a vital clue to lead the team further into their assignment.

COMBAT

Combat is dealt with in rounds of a few seconds or so in length. In that time a character can fire a gun, throw a punch, toss a grenade or take some similar action. Before the

action starts though, the GM needs to let the players know what is going on – that is, he needs to *frame* the scene.

Framing the scene

This is where the GM describes to the characters what they see, where everyone is roughly in relation to one another and what is happening, as far as the characters can see it. It doesn't have to be exact – after all, a fire-fight is a fast, messy affair - all you need to is pick a range from the range table and that is the approximate distance the combat starts at. This might be at closer ranges in built up or wooded areas, or at night or in fog. It would be at longer ranges, in broad daylight and out in the open. Obviously some weapons have different maximum ranges, so you'd usually use pistol range as the standard, adjusting as necessary for weapons with longer ranges.

Once the scene has been set, you need to know who gets to shoot or do stuff and this needs to be broken down into easily managed turns. When characters take their turns or actions, you can give them more details about the situation as the action focuses more on the individual, rather than the scene as a whole. A soldier is more used to a combat situation, so is likely not only to get his turn first but also more likely to be able to work out the tactics of the situation – so the GM will give more detail and more options to higher ranked soldiers than other combatants.

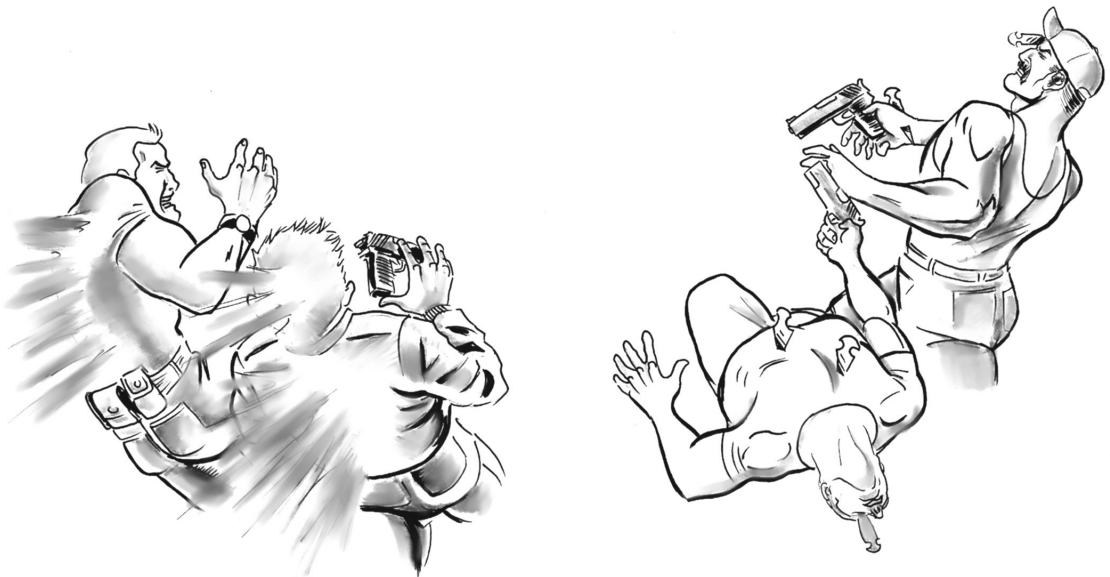
PLAYING THE GAME



Who acts first?

To determine who has the initiative, make a moderate check, using agility + soldier rank (another career may work better in a specific situation, like squid underwater). For rabble, the GM makes one check for the entire group, rather than rolling individually. The combatant with the highest total goes first for the whole

of the battle, with everyone else following in order until the slowest character has had his turn. In the case of a tie, the highest relevant combat ability gets to go first. So, if firing a gun, you'd use the character's ranged combat ability. If it is still a tie the player character has the edge over rabble, henchmen and villains.



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You can choose to delay your 'turn'. This means your character is keeping a watchful eye on the situation and waiting until an opportunity presents itself. If you do this you can interrupt anyone else's action to take your character's action.

If one group can surprise the other, the group with the advantage of surprise can act first and have one 'free' round. Their opponents can only act defensively in that round.

Example

Matt Garza and Hinano Nakata burst in through a door in a warehouse where a bunch of goons are loading some trucks with black market weapons and explosives. The GM decides that the goons were surprised, so Matt & Hinano get to act first, with the goons simply diving for their weapons and for cover. Having shot half of them, it is now time to determine who acts next. Matt's player makes his check rolling 7 on 2d6, plus his agility (2) and soldier (2) for a total of 11. Hinano's player rolls 10 plus agility (2) and soldier (1) for a total of 13. The GM rolls 7 for the remaining goons (they get no additions) but there is a henchman there too and the GM gets 9 for him (he rolled a 7 and adds 1 for his agility and 1 for his soldier rank). So, the second round of action is taken in this order: Hinano Nakata, Matt Garza, henchman and the goons last of all (if there are any left!).

Movement & distance

It is not intended that you use a tactical grid and figures when playing Dogs of W*A*R; however, combat isn't static either - you should assume that characters are constantly shifting position, crawling, diving, ducking and dashing around. Combat and movement is handled in an abstract way. Much relies on the GM in setting the scene and the players' interpreting that and, within reason, describing their character's moves and actions.

You can make an agility check if it becomes important to see who gets somewhere first or if someone can escape a character chasing him. A specialization might help; for example if a chase occurs in the jungle, a scout might have the edge and therefore gain a bonus. Alternatively, you could use the rules for car chases, which can be adapted to most chase situations.

If you really do want to use figures and a tactical board, you can assume that a character can move 25' per round modified by 5' per point of agility. A running character moves at twice this speed. A sprinting character moves at four times normal speed (twice running speed).

Resolving combat

Combat resolution is similar to normal task resolution. However, rather than adding a career to the attribute, the most relevant combat ability is added - ranged for firing guns or throwing grenades, brawl for martial

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arts and grappling, and melee for swords, knives, baseball bats and so on.

The required roll is still 9 or more, but this time in addition to any GM determined modifiers (which could be due to range for thrown or fired weapons, or for hitting an enemy from an advantageous position and so on) the opponents' defence rating also becomes a modifier to the roll needed to hit.

Example

The henchman is still standing after Matt Garza & Hinano Nakata took down another bunch of goons. He takes a shot at Hinano Nakata – the GM rolls 8 and adds 1 (the henchman has agility 0, ranged 1), for a total of 9. Normally that would be enough, but Hinano Nakata has a defence of 2, taking the overall result back down to 7 – meaning that Hinano Nakata just moved in time to avoid being hit.

In some rare circumstances, the GM could allow a specialization to provide an additional one-off bonus. For example, marksmen always gain a specialization bonus to their first shot when shooting unaware enemies from prepared firing positions. Sneaks might gain a bonus to their first blow with a knife or a cosh if they are creeping up on an enemy. But such moves would most definitely not work twice on the same opponent.

Weapon ranges are given in the weapon descriptions in Chapter 6. The ranges set out are base ranges at close. Each additional increment is one difficulty level harder on the Task Resolution table.

Dodging & parrying

You may decide that your character will dodge a ranged attack or parry in melee or hand-to-hand combat. If you choose to dodge, your character doesn't get to attack for the round, but gets +2 to his effective defense for all attacks directed at him whilst dodging

When parrying, you make a task check using your character's agility plus melee combat (or brawl in a fistfight) in the usual way. The modifier is based upon your opponent's melee or brawl combat ability. As usual a final total of 9 or more is needed to block the blow.

Shooting in the "off-hand"

Characters are assumed to be right handed, unless you say otherwise. Shooting a gun in the other hand imposes a -2 modifier. An ambidextrous character (see Boons) suffers no such penalties.

Shooting with a gun in each hand

Fighting with two pistols or two machine pistols is really cool and your players will undoubtedly suggest it at some point. A character fighting with two guns can attack twice each round. However, he receives a -3 modifier to each check. There is a

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boon that reduces these penalties to -1 for each.

Cover

Cover is anything that provides a physical barrier to being shot (like boulders, walls or behind vehicles). Some cover simply makes a target less visible and therefore less easy to target, even if it does not stop a bullet (like hedges or wooden fencing). Sensibly, operatives use whatever cover is available in a fire-fight. In a reasonable amount of cover add a level or two to the task difficulty, using the Task Check table. A character that is completely behind solid cover cannot be targeted at all. As usual, the GM has to use common sense and base decisions on what the players say their characters are doing.

Suppression & covering fire

Sometimes you just want to keep the enemies' heads down – especially when one of your team is trying to move to another position, close with the enemy or maybe to cover their escape. When you want to do this, you simply declare that your character is using covering or suppression fire – it is assumed that she is firing as many shots as she can towards the enemy so that they duck back behind any cover they have or dive to the floor – the key being to prevent them the opportunity to fire back. Make a task check as usual, with modifiers for range and the target's defense and any cover they are behind. If the check is successful, roll damage per

weapon type – the result is the number of rabble who are affected and unable to act for the rest of that round – in effect those that haven't fired yet miss their turns whilst they are cowering behind their cover and those that are yet to fire miss their next action.

Example

Matt Garza wants to get to some crates that are nearer to the enemy position, so he shouts to Blake Pendleton to cover him. Blake's player obliges and declares suppression fire on the three goons ahead and gets 11 with all of his modifiers. The goons are in cover, but 11 is enough. Blake's player rolls damage of 3 with his pistol, so all three goons are ducking down and will not be returning fire for that round. It is important to note that none of them are wounded or killed though.

Henchmen and villains (or operatives, if they are being shot at with suppression fire) make a task check to see whether they are affected – based on mind + soldier. The check is based on a moderate task, plus the result of the damage die roll.

Example

Amongst the goons is also the goon's leader, classed as a henchman. He'd like to take a pot shot at Matt, so makes a check with a -3 modifier for the 3 damage rolled. He has mind 1, soldier 1 and the GM rolls 11 for a modified total of 10. He can happily pop up and shoot at

PLAYING THE GAME

Matt Garza when his turn to act comes around.

Resolving wounds

When your character has hit her target, you need to determine how much damage has been caused. A bigger weapon or larger caliber gun is likely to make a nastier hole in the target. Luckily there is also armour available to absorb some or all of the effect of such blows.

Damage

The Weapon Tables in the Chapter 6 set out how much damage each weapon causes. This is in terms of a die roll and is scored directly against the LB of an opponent. In addition to the damage shown, if using melee weapons or brawling, you add your character's strength as strength helps the blow do more severe harm.

Sometimes, the GM might allow you to use a career rank to add to damage, rather than to improve a character's chance of success. This represents the commando slipping his blade into the kidneys or the marksman aiming at a vital spot.

Firing single shot weapons

When firing single shots, damage is applied to one individual. If the target is killed, excess damage is effectively wasted (the target is correspondingly more gruesomely ripped apart though).

Example

Remo Jankovics shoots a single shot at a group of goons chasing him. He does 5 points of damage. One of the goons' brains burst out the back of his head as his body falls to the ground like a broken marionette.

Firing bursts or on full auto

Firing a burst makes aiming less easy, but the effects more damaging. Modifiers to the task check and damage are set out in the weapon table in Chapter 6.

If firing on burst or full auto against rabble, the excess damage is applied to a second and then a third target, if sufficient. Rabble are always affected first – they get in the way of the henchmen and bad guys so you have to get them out of the way first, before you can deal with the bosses, when using this type of fire.

Example

Matt Garza (agility 2 and ranged 2) fires a burst of his machine pistol at a bunch of terrorist rabble; the player rolls 2d6 and gets 7. With Matt's +4 bonus, the total is 11; -1 for a burst he still gets 10. This is in excess of the 9 he needed, so he rolls d6-1 for damage and gets 5. With +2 for a burst, the total damage is 7. That's two rabble taken down and one rabble takes the left over point, reducing him to 2 LB.

Protection

The Armour table (Chapter 6) shows how much of the damage is absorbed (based on a die roll or a fixed number, if preferred). This is the protection of the armour and takes into account the material used.

Lifeblood

Lifeblood is an abstract way of measuring how injured or near to death or unconscious a character is. A character is generally able to continue to function fully whilst LB remains a positive number. However, if it falls to 0 or below, the following happens:

- If the value falls to 0, the character falls unconscious.
- If LB falls below -5, the character has died. Nothing short of good fortune (in the form of the expenditure of 1 EP) will save him.
- If LB falls below zero the character is unconscious and dying. He will lose 1 more point of LB each round until he dies (see above), receives medical attention or he gets lucky (represented by the expenditure of 1 EP).
- NPC rabble have only 3 LB. They are killed or rendered unconscious (the player's choice) when they reach 0 LB or less. At below -5 they are most definitely dead, in a most gruesome way – no choice.

Recovering lost Lifeblood

As long as the character is still at zero or positive LB and provided he gets a chance to rest for a short while immediately after a battle and take a swig of water, wraps himself in bandages and gives himself a shot of adrenaline, he will recover up to half his lost LB straight away. This represents recovery from fatigue, bashes and minor cuts and bruises.

After that, he recovers 1 LB point per day provided the day is taken up with only light activity. An operative with the medic specialization can immediately heal 1 LB per rank on any wounded character using the bandages, drugs and so forth in his medical kit.

After that the medic can make a moderate check each day to double a wounded character's healing rate.

Stabilizing the dying

A character that has received enough damage to reduce LB to a minus number is down and dying. He will suffer loss of 1 LB point every round until he reaches -6 and dies.

Before he reaches -6, he can be stabilized by another character reaching him and making a task check, using mind and any appropriate specialization. The difficulty is a base of moderate and is one level tougher for every negative LB point the patient has suffered.

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Once stabilized, the injured character is still out cold but recovers one point of LB per day until he reaches a positive total.

Damage with a negative modifier

Some weapons cause d6-1 or d6-2 damage. Where an attack results in 0 (or even minus damage) the result is always a minimum of 1 point, before taking into account any armour that is worn.

Automatic Success

Rolling a 12 on any task check is an automatic success. This means there is always a chance that you might be able to achieve the seemingly impossible.

If rolling a 12 would have been a success in any event, you have instead achieved a Mighty Success.

Automatic Failure

Rolling a 2 on any task roll is an automatic failure. This means there is always a chance that even the best characters will have a momentary lapse.

If rolling a 2 would have been a failure in any event, you have instead achieved a Calamitous Failure.

EXPLOIT POINTS

Dogs of W*A*R is a game of dangerous missions and player characters are the focus of these missions. When the characters look like they are down and out they always come back, whatever the odds. Audacious actions are an in-

tegral part of the game. This is where Exploit Points (EP) come in.

Characters have 5 EP to start the game with. If you chose an additional background boon, then you might only have 3 EP. If you chose two additional boons, you might only have 1 EP.

EP are used during the course of adventures to 'dig deep' and perform outstanding (or lucky) things. This is described in greater detail below.

Regaining used Exploit Points

EP are replenished before the start of the next mission. If your character had 5 EP to start the mission and used 3 of them during the assignment, she starts the next mission on 5 EP. If she had only 3 to begin with, she has 3 EP at the start of the next assignment. Your character cannot go above her starting allocation of EP.

Using Exploit Points

You can use EP to affect the outcome of a battle or situation and swing the odds to your favour. The following options are available to you:

- A Twist of Fate
- Lucky SOB
- Mighty Success
- Legendary Success
- Defy Death
- Second Wind
- Other

A Twist of Fate

Where the narrative of a scene has not clearly defined a certain piece of information the player might suggest something that sounds reasonable and make that suggestion become fact. Use of an EP in this manner should be at the discretion of the GM and shouldn't be used to effect major changes in a scene and can't be used to change something that has already been ascertained. Neither can one character determine the actions of another character through the use of EP.

Example

Blake Pendleton is trapped in an alley looking for a means of escape from the bad guys chasing him. The GM has already stated there is a fire-escape fixed to the wall here leading up to the rooftop. However, the player doesn't want to use this, as not only is it too obvious, he also suspects there is a helicopter looking for him overhead. So he describes the drain cover that Blake notices behind some boxes and climbs down into the drain, closing the cover just before the goons arrive. Hopefully, they will think he went up the metal stairs and waste valuable time going in the wrong direction...

Lucky SOB

You can spend an EP to roll the dice again whenever you make a task resolution roll (even if you roll a 2, which would otherwise be an automatic failure). If you do this you must use the result of your second

roll. If you have a boon that allows you to use three dice instead of two, you use all three dice the second time as well.

Turn a success into a Mighty Success

Whenever a player succeeds on a task check (combat or out of combat), he can turn the success into a Mighty Success at the expenditure of an EP. The results of a Mighty Success depend on what the character is doing. Mighty Successes are described in greater detail later.

Note: This is effectively the same as rolling 12 on your Task roll, where 12 would normally have been a success. You can do this even if you spent an EP rolling the dice again.

Turn a Mighty Success into a Legendary Success

If you roll a natural 12 when making your task roll that would have been a success in any event (a Mighty Success), at the expenditure of an EP, you can turn that into a Legendary Success. You can do this even if you spent an EP rolling the dice again (as long as you got 12 on the second roll). However, you cannot make a Legendary Success unless you roll 12 on the dice. (In other words, you cannot bump up a normal success into a Mighty Success and then spend another EP to make it a Legendary Success). Legendary Successes are described in greater detail later.

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Defy death

EP can always be used to keep an operative alive where he would otherwise be killed. If he has taken sufficient damage to put him below zero LB but above -6, you may spend a point to put your character's LB to zero: alive but unconscious.

If your character has received sufficient damage to put him below -5 LB, you may spend an EP to stabilize and keep him alive. He is still unconscious but will recover to zero LB with several days rest.

Second Wind

When an operative has just received damage that isn't enough to put him down, she can take a momentary breather (using her next action) to shake off some of the effects of the wound. This must be done directly after receiving the wound she is attempting to recover from. In other words, somehow the wound wasn't quite as bad as it first seemed. Roll a d6 – this is the number of LB she gets back. She cannot recover more LB than the damage just received.

Other

Anything else you can think of and your GM allows.

Big wins & horrible losses

Sometimes just succeeding in what you are doing isn't enough – you want to know just how well you did. This is where Mighty and Legendary Successes come in.

Mighty Success

If fighting rabble you roll damage as usual but the result of the roll is the number of rabble that you defeat in that action or combat round. The way they are defeated is entirely up to you – you don't have to kill them; they are unconscious, surrender, run away or whatever you want and describe. They are out of action and will not be coming back for more.

Example

Hinano Nakata is trapped in an alley by two groups of three goons. One group is coming from one direction and the other group preventing her from going the other way. Her player rolls initiative and gets 6 after adding her agility of 2 and her rank 1 of soldier. The GM rolls 9 for one bunch of goons and 7 for the other bunch (he decides as they are in two groups, he should roll for each group rather than for the whole lot). Hinano Nakata's player realizes she is in trouble if she doesn't go first, so blows 1 EP to roll initiative again – this time getting a total of 8. The first group confidently closes in towards Hinano Nakata, intent on just immobilizing her. The GM rolls for the goons and they all fail to grab her. Hinano Nakata then leaps at them, rolling 3 dice (she gets a bonus die for her Edged Weapons boon) for a total of 10. Her player expends another EP to turn this into a Mighty Success and rolls a d6 for damage, getting 4. There are only 3 goons in this bunch so this defeats them easily. Hinano Nakata's player decides that her katana sliced into

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one of the goon's neck and is enough to kill him outright. As she lands she takes out one goon's feet from under him sending him sprawling, as she deals a knockout blow with her fist to the third goon. If there had been a fourth goon, she would have beaten him up too. As it is, the other group of goons is rapidly advancing along the alley...

When a character achieves a Mighty Success against non-rabble, (that is NPC villains or henchmen), damage is the maximum for the weapon being used plus the roll of a d6. This is as a result of striking the vitals or other tender and less protected areas.

Legendary success

If fighting rabble, you roll damage as usual but add the roll of a d6 to the total. The total number is the number of rabble you defeat in that action or combat round. The way they are defeated is entirely up to you – you don't have to kill them; they are out of action and will not be coming back for more. See Mighty Success, above.

When a character achieves a Legendary Success against non-rabble, damage is the maximum for the weapon being used plus 2d6. This is as a result of striking the vitals or other less protected areas.

Calamitous failure

If you roll a 2, your character fails to do whatever it is you she was trying

to do, even if 2 would normally be enough to succeed.

If you roll a 2 and that would normally be a failure, it becomes a Calamitous Failure.

If you have no EP left or you choose not to roll again you have made a Calamitous Failure. Unfortunately, this is a chance for the GM to have some fun with your character. She could drop her gun; it could jam or run out of ammo. Alternatively, your character could stumble over a fallen body; she could slip on a pool of blood and land in a heap at her enemies' feet. What actually happens depends on the situation and your GM's deviousness.

CAR CHASES

Sometimes a car chase situation will occur. These rules will help you to determine what happens and as always you can drop any part of the rules to suit your own style or ignore them altogether. These rules could also be used for sea or air chases, but you might need to use them a little more loosely and be prepared to make some allowances. Like the combat rules, this is a fairly abstract affair and shouldn't need models to represent the vehicles, unless you want to use them.

Distances

At the beginning of the chase, the GM will determine the rough distance separating the participants using the distances/ranges in the Task Difficulty table. Each time a

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pursuer closes the distance, the chase continues at one step closer. Each time the pursuer loses a bit of ground, the distance moves one step further apart. If the range goes beyond extreme, the quarry gets away. If the range gets to "touching", the pursuer has caught up with his quarry and this is resolved by the rules for forcing or by other means (for example, a character might leap across the gap to the other vehicle and then grapple the other driver).

Initiative

The GM will frame the scene, in a similar way to framing the scene in

combat. At the beginning of the chase, each participant makes an initiative check using agility plus an appropriate career (e.g. wheelman for car chases). The winner of initiative gets to determine the course of events during the chase.

Chase rounds

Chases are split into rounds of action, in the same way as combat. Each round, the participant with the initiative can choose a difficulty level from the Task Difficulty table, between easy (+1) and demanding (-6). This represents the quarry trying various tricks and manoeuvres to try to throw the pursuer off his tail or



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the pursuer trying to force his quarry into making a mistake or taking a wrong turn. Each participant in the chase then makes a check (based on agility plus any appropriate career) at the difficulty level selected. If they both succeed or both fail, there has been no advantage gained by either side and the distance between them remains the same. However, if one succeeds where the other fails, the winner either closes or extends the distance between them.

Example

Remo Jankovics is in his car pursuing a suspect through the city streets. His initiative check is 12 (he gets a 10, with +2 from wheelman). The suspect is rabble and therefore has no chance - Remo gets to determine the task difficulty each round. The GM sets the scene and sets the distance as long. Remo's player says his character will force the suspect into some dangerous manoeuvres through the busy traffic and set the difficulty level at hard (-2). He rolls the dice and gets 9 and adding his 2 from agility & wheelman and subtracting the 2 difficulty, leaves him with 9 – he just made it. He has put his foot down, narrowly missing a large truck that pulls out ahead. The GM now rolls for the NPC and fails miserably – the truck obviously distracted the suspect who had to brake hard to avoid a collision, losing some ground in the process. The distance separating the vehicles has now closed to medium.

Passengers

If there are passengers, they also make their own initiative checks but always act, in initiative order, after the chase checks are resolved. Passengers can carry out their actions whilst the driver is concentrating on the chase. This might be to fire at the other vehicle out of an open window, or to jump out of the vehicle or run along the roof etc. The difficulty for the task is based on the difficulty level that was set for that chase round. If the driver is a wheelman (or other appropriate career), he can attempt a reasonable secondary action (like firing out of the car window) whilst also driving the vehicle, but both actions will be at (an additional) -3 difficulty. If there are weapons built-in, that only require a button press or similar to activate (Gatling guns on a helicopter, for example) this additional modifier is not appropriate.

Example

In the next chase round, Remo Jankovics's player decides he will lean out of the window and take a shot with his pistol at the suspect's vehicle. He switches the manoeuvre difficulty to moderate (+0). Remo resolves his chase check – getting a total of 9 again (10 on the dice (+2+0-3) for 9). He succeeded and the GM failed again for the NPC's check, resulting in a further closing of the distance to close range. Nick then shoots and because the range modifier is now close (+0) and the chase difficulty is moderate (+0), the

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only penalty is the -3 for taking a secondary action whilst driving.

Terrain

The terrain is used simply in the narrative of the situation but other than that has no effect on the difficulty checks and so on. So, it is between the players and the GM to come up with some exciting and descriptive details about what is going on during the chase - with the players describing their own manoeuvres having regard to the location they are driving through and the GM describing those of the bystanders and NPCs.

Collateral damage

As the vehicles speed through the city streets or through the mountain passes there will be moments when bystanders will get knocked out of the way, piles of boxes are scattered across the road and other vehicles will have to veer off the road to avoid collision. This is all collateral damage and should be described when characters fail their chase rolls. It is important to note that failure does not mean a crash – it simply means no ground is gained in that round but failure can be described by saying that your vehicle scraped the cliff side on the mountain road or screeched up the curb and into the hotdog stand, or whatever is appropriate.

Forcing

When the range moves into “touching”, drivers can try to force the other vehicle off the road or into a

wall or cliff or otherwise to veer off and crash. This is almost like a combat, with each participant taking turns to be the attacker and the defender. The one with initiative gets to “attack” first, but this time the defender sets the task difficulty level (representing him trying to avoid being hit). The attacker makes a check, needing 9 as normal, but with the added difficulty as set by the defender. If the attacker succeeds, his vehicle has struck the other vehicle and forces it to veer. The opposing driver now has to get his vehicle under control to avoid crashing (making a task check at the current modifier). If he succeeds, he has regained control of his vehicle, but is unable to attack his opponent back.

If the attack does not succeed, the defender can now turn into the attacker and has to make his check using the modifier he previously set, plus the new modifier set by the other driver, who is now the defender. The modifiers are cumulative; in other words, the difficulty just gets harder and harder until one driver succeeds in forcing the other off the road. At the end of the exchange, the remaining driver must still make a final check (with the accumulated modifier) to bring his own vehicle back under control.

Example

Remo Jankovics closes to touching range and, having initiative, decides to force the suspect off the road. The GM sets the difficulty at -2, as

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the suspect sees Remo and desperately tries to shake him off. Remo's player gets a total of 6 after all modifiers and fails to force the other car off the road. Now the NPC tries to force Remo into a mistake and rams his own car into the side of Remo's car – Remo's player sets the difficulty at –1 (making a total modifier now of –3). The GM rolls 11, which, with the -3 fails to knock Nick out of the way. Now the cars are screeching wildly along the road, locked in a desperate battle to shake each other off. Remo tries again, this time the GM increases the difficulty by a further –1, meaning that overall, Remo's total modifier is +1. Now Remo's player gets the 9 needed and has successfully battered the other vehicle. The GM rolls to regain control - and he fails. The vehicle goes skidding off the road, rolling several times and ends up in a ditch. Now Remo has to get his own car back under control...

Vehicles

The most important thing in a chase is the skill of the driver. However, it helps to have a faster or more manoeuvrable vehicle when trying to catch up with or put distance between yourself and your opponent. If trying to force your opponent, it helps to have a bigger and heavier vehicle. Accordingly, you will receive modifiers to your checks, depending on the vehicles in the chase.

The way you do this is to compare the vehicles in question. If they are the same or similar types, then there are no modifiers. Otherwise, apply some modifiers as set out in the table below:

Vehicle modifiers table

Modifier	Speed	Manoeuvrability	Size
-3	Very much slower	Very much less manoeuvrable	Very much smaller
-2	Much slower	Much less manoeuvrable	Much smaller
-1	Slower	Less manoeuvrable	Smaller
0	Same or similar	Same or similar	Same or similar
+1	Faster	More manoeuvrable	Bigger
+2	Much faster	Much more manoeuvrable	Much bigger
+3	Very much faster	Very much more manoeuvrable	Very much bigger

Note: The shaded area is the range of modifiers for vehicles of a similar type – so if the chase were on the road between a motorcycle and a car, the highest modifier would be say +2 or –2. However, if the chase involves two different vehicles, say a tank and a car or a helicopter and a car, the modifiers could be at the more extreme ends. Of course, a normal car is not going to force a helicopter or even a tank to crash, so you have to use a certain degree of common sense when using these rules.

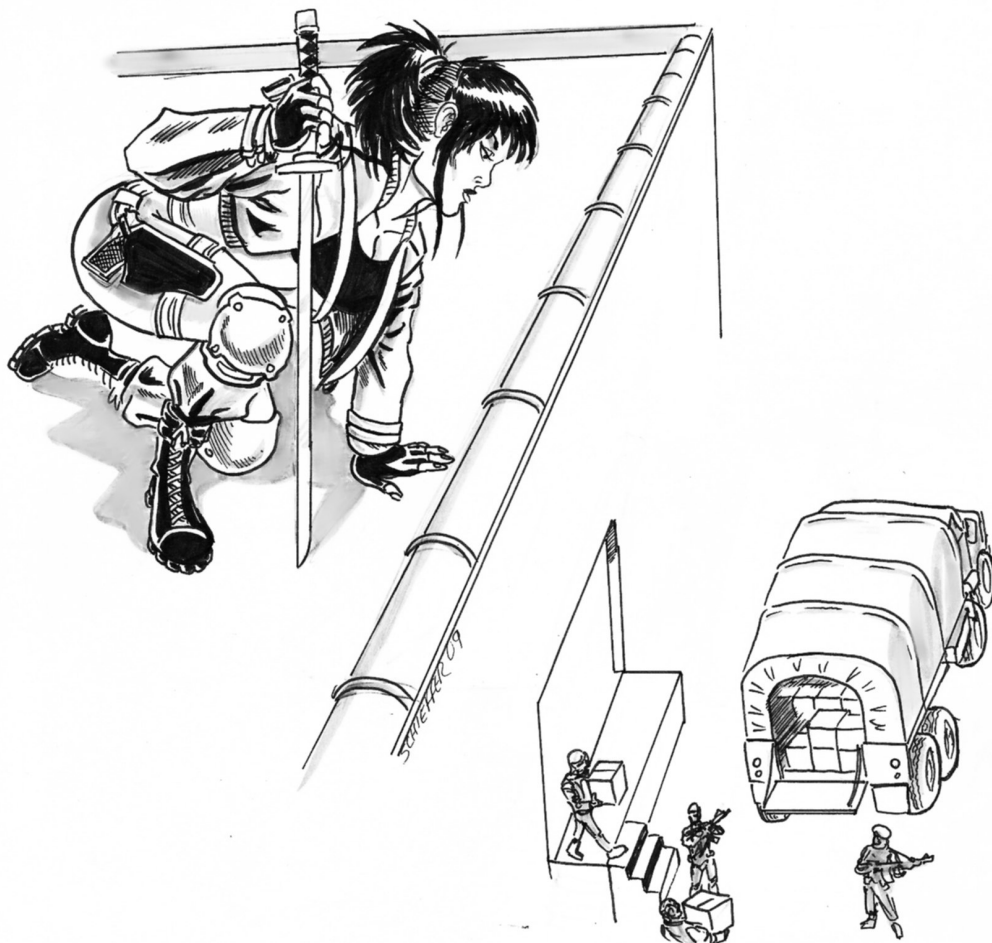
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Firing at vehicles

Vehicles are largely there to provide colour and interest in the game and so the rules for knocking them out are based largely on commonsense, judgment and what works in the particular circumstances to add to the excitement of the story.

You do generally need a weapon designed for the purpose to have any real effect against vehicles though. Small arms have little real effect against cars and trucks, so

aiming at the driver or passengers would tend to be the best bet. Alternatively, aiming at tyres or engine blocks (with appropriate difficulty factored in), especially with burst fire or on full auto could have the desired effect. Ideally, you would need a decent number of hits or one Mighty Success. However, armoured vehicles would be immune to this type of fire and aircraft would almost certainly need Legendary Successes to be affected at all by small arms fire.



Armoured vehicles

Armoured vehicles and aircraft can be knocked out using large calibre sniper rifles or heavy machine guns (light armour only) or rocket launchers. Again, you would need to hit the target with the weapon and then it would depend on the target and the needs of the story as to the effect that the shot has on it. Legendary Successes should always have spectacular effects against vehicles.



CHARACTER ADVANCEMENT

Although the characters in this game are already pretty cool, they can actually get better with experience. This is measured in *Advancement Points*.

Advancement points

Characters get better at doing things as they carry out and complete their assignments. Normally, you would give out 2 Advancement Points (AP). However, if they succeeded at their mission particularly well, you can give out an extra AP. On the other hand, if the mission went spectacularly badly, there is only one AP given out.

Spending Ad- vancement points

AP can be saved for later. When spent you can spend them on the following:

- Attributes
- Combat Abilities
- Careers
- Buy off flaws
- Buy a new boon
- Save them for later

Improving attrib- utes

Attributes may be increased above

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their starting values. The cost in AP is equal to the current value of attribute plus the new value of attribute. So, to increase strength from 1 to 2 costs three AP (1+2). From 2 to 3 costs 5 AP (2+3). Attributes can only advance to the next higher value in one go, i.e. you can't jump from strength 1 to strength 3. Operatives have maximum attribute scores of 5.

Improving combat abilities

Combat abilities may be increased above their starting values. The cost in AP is equal to the new value +1. So, to increase brawl from 1 to 2 costs 3 AP (2+1). From 2 to 3 costs 4 AP (3+1). Abilities can only advance to the next higher value in one go, i.e. you can't jump from brawl 1 to brawl 3. Operatives have maximum combat ability scores of 5.

Improving specializations

Specialization ranks can also be improved. The point cost is equal to the new rank, so to increase in sleuth from rank 1 to 2 costs 2 AP. To get from rank 2 to 3 would cost 3 AP. Operatives have a maximum specialization rank of 5. However, a character can take a new specialization too - it costs one point to get a new specialization at rank 1.

Buy off flaws

You can use 2 AP to remove a flaw.

Buy a new boon

You can use 2 AP to buy a new boon. After character generation,

any boon from the master traits list can be chosen.

MISSION POINTS

Leaders have a Mission Point (MP) for every rank in their leader specialization. The highest ranked leader is the squad leader for the mission. His total MP is the total squad MP for the mission. Any character with the leader specialization can call for HQ support at any time by expending 1 MP. This is used up whether the request is successful or not. The MP comes off his own personal MP total, as well as from the squad MP. Once the leader's MPs are used up, he can no longer receive HQ support. Once the squad's MPs are used up, the squad can no longer receive further HQ support.

Example

Viper squad have 2 leaders – one at rank 3 and the other ranked 1. The highest ranked leader is the squad leader for the mission and the other is the sub leader. The leader requests HQ support and uses up an MP, reducing his MP to 2. Later on, the sub leader requests HQ support and his personal MP total is reduced to 0. He can no longer request help, whatever happens. The squad leader can still put through one further request though.

Putting in the request

The squad must be able to contact HQ to receive support. This doesn't necessarily mean direct contact – if they are in a situation where they

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can contact a local agent who is able to contact HQ for the team, they can still receive support, but it is less effective.

- The leader needs to make a task check, using appeal + leader. If successful, the request comes through in 2d6 hours.
- If the leader does not speak to HQ directly, but through an agent, it will add d6 hours to the time for the support to come through and the leader does not get to add his appeal to the check.

How many times?

The squad can only put in a limited number of requests to HQ, before they have used up their influence. This depends on how many mission points they have.

HQ Support

HQ Support is something the squad can call upon once during a mission when they come up against a problem that they can't deal with themselves or will take too long to resolve, putting their mission in jeopardy. The sort of support that can be requested comes in four types:

Firepower: When things start kicking off and the team comes up against stronger opposition than expected, sometimes they might want to call for back up. W*A*R Unit HQ will send in a squad of 4 grunts (see

NPCs for Grunt stats) to support the characters. Alternatively, they can request an air strike on a specific target. If the team request an air strike, this would be to hit a specific target – a bunker, an aircraft hanger, a tank or something similar. For simplicities sake, assume the air strike is successful.

Gear: Sometimes the team need a specialized piece of equipment; an armoured vehicle, a mini-sub, an explosive device, a rocket launcher or something else that isn't in their standard mission gear. This is when they contact HQ and put in a request for this kind of gear. It isn't necessarily delivered to them directly – the team may have to go and pick up the equipment from a particular location – say a marina, if they are after a speedboat or a sub.

Influence: Occasionally, the team need some pressure put upon an individual or an organization. For example, the team might be imprisoned by an over-zealous foreign police force. They get to make one call (which they make to HQ) and within hours they are released without charge (and maybe given all their gear back too).

Resources: This is simply money; lots of it. It could be handy to bribe an official or to pay a criminal for information or black-market goods and services. It might be useful in some "sting" operations or just to go on a shopping spree!

NON-PLAYER CHARACTERS

NPCs are the citizens, thugs, workers, storekeepers, traders, sailors, mercs, beat cops, office workers and so forth that the characters interact with every day in the course of their assignments. Most are not even named, don't have specializations and their attributes are largely unimportant. If NPCs abilities become important, you define them by describing them either as 'rabble', 'standard' or 'villains'.

Rabble

Rabble are basic run-of-the-mill minions, mooks, grunts and goons. Their attributes, combat abilities and one specialization are all at 0. They could have something at -1 to get a 1 somewhere else. They have 3 LB and they do not have EP or VP. Rabble cannot ever achieve Mighty or Legendary Successes.

Standard NPCs

Standard NPCs are the henchmen of the villain – the right hand man of the drug baron or the lieutenant in a group of terrorist mercenaries. They are not quite villains in their own right, but they can give the operatives a run for their

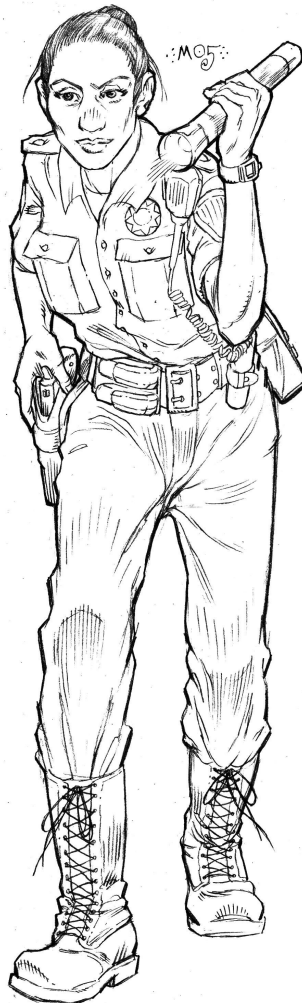
money. Create them with 1-2 points in attributes and combat skills. Give them 2 points of specializations. They have between 7 and 10 LB but they do not have EP or VP. There are some NPCs ready for you to use below. Standard NPCs cannot ever achieve Legendary Successes and can only get a Mighty Success by rolling double six.

Villains

Villains are the archenemies of the operatives. They will be created just like creating a player character. They are the ones behind the nefarious plots that the character's become involved in. Villains often have huge numbers of rabble at their disposal.

Villain points

Villains have Villain Points (VP), which are used by the GM in the same way the players use their EP. VP can also be used for the villain to effect his timely escape from the clutches of the operatives; just as they are about to advance on the evil crime lord he smiles and turns, opening a secret panel in the wall by which he makes his escape to a waiting helicopter, to begin some other dubious venture elsewhere.



SAMPLE NPCS

NPCs are tougher than rabble and are often the Villain's lieutenants and "right-hand" men. They have 5 LB, modified by strength. They usually have better equipment and weapons than rabble.

Tough Bodyguard

Strength:	2	Brawl:	1
Agility:	2	Melee:	0
Mind:	-1	Ranged:	0
Appeal:	-1	Defence:	1
Primary:	Bodyguard	2	
LB:	7		

Experienced Grunt

Strength:	2	Brawl:	0
Agility:	1	Melee:	1
Mind:	0	Ranged:	1
Appeal:	-1	Defence:	0
Primary:	Soldier	2	
LB:	7		

Gang Leader

Strength:	0	Brawl:	1
Agility:	0	Melee:	0
Mind:	1	Ranged:	0
Appeal:	1	Defence:	1
Primary:	Thug	1	
Secondary:	Leader	1	
LB	5		

Veteran Merc

Strength:	1	Brawl:	0
Agility:	2	Melee:	0
Mind:	0	Ranged:	1
Appeal:	-1	Defence:	1
Primary:	Soldier	1	
Secondary:	Scout	1	
LB:	6		

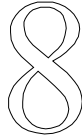


Assassin-for-hire

Strength:	0	Brawl:	0
Agility:	1	Melee:	0
Mind:	1	Ranged:	2
Appeal:	0	Defence:	0
Primary:	Marksman	1	
Secondary:	Sneak	1	
LB:	5		

Private Eye

Strength:	0	Brawl:	0
Agility:	0	Melee:	0
Mind:	2	Ranged:	1
Appeal:	0	Defence:	1
Primary:	Sleuth	1	
Secondary:	Snoop	1	
LB:	5		



THE SETTING: A WORLD OF TERROR

A GROWING THREAT

The last half of the 1970's had seen a growth in international terrorism. The West, particularly American and British citizens were the targets of choice. Whilst the U.S. Army's Delta Force and the Navy's SEALs, together with the British SAS were amongst the West's premier counter terrorist agencies, they were held under tight political control and it required a crisis of major proportions before these forces could be sent into action.

The Consortium

About 4 years ago*, a group of powerful, wealthy and like-minded industrialists, politicians and financiers came together to discuss what they could do about the growing threat from terrorist and criminal organizations; threats where the world's governments could not agree on a resolution or were far too slow to act. Calling themselves *The*

Consortium, they had a number of secret meetings in several different locations across the world, before finally agreeing that they would form and finance a covert unit of international specialist mercenaries. These operatives would go into war-zones and otherwise act with complete autonomy to bring down terrorist groups, rescue hostages, assassinate crime lords and otherwise perform acts of a sensitive nature that the world's governments are too nervous to act upon.

**Time Period*

*The DOGS OF W*A*R setting is nominally set in 1980, so The Consortium would have set itself up in 1976. However, there is no reason you cannot set your game in more recent times or even in the present if you prefer.*

Extralegal, not illegal

The Consortium felt that they needed specialists whose job was to "handle" things that fell between the cracks of legal technicality. They wanted to take care of those who too often got away with their misdeeds because of misguided liberal guilt over the normal inequities of nature. As such, The Consortium has no direct connection with any government; however, there are a few highly placed individuals within several world governments (notably, American, British, Australian, French and German) who know

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about The Consortium and the W*A*R Unit and privately appreciate what they are doing. Knowledge of The Consortium's existence is kept on a need-to-know basis and even those who know about it don't know who else knows about it.

The Liaison

The first thing The Consortium did was to appoint one of their number to be the *Liaison*. Daniel Casey, a 40-year old, slightly built man, indistinguishable from any faceless bureaucrat populating Washington D.C. was selected because of his unique position.

In the Pentagon telephone book, Casey, D. is listed as a midlevel functionary in the Defense Procurement Agency, based in a small second-floor office in the outer ring of the Pentagon. However, this gives him the perfect cover to enable him to supply the Dogs of W*A*R with weapons and equipment for their missions directly from U.S. military stocks, no questions asked. With associates in the FBI and CIA and contacts in similar agencies of other countries, he is able to provide the W*A*R Unit with the most up-to-date intelligence information that those agencies can provide.

Daniel Casey is the only member of The Consortium known to the Dogs of W*A*R and they only know him as *The Liaison*.



A WORLD OF TERROR

The Commander

Ex-marine and Delta Forces officer, Colonel Mike Nolan is the current Commander of the W*A*R Unit, which consists of several combat teams. Col. Nolan had seen action in various theatres and was recently forced to resign his commission due to outspoken views on the way politicians had handled various aspects of the military. He is a tough, no-nonsense military man of the old school – a natural to head up the unit.

W*A*R HQ

Next, The Consortium bought a disused air and naval training base near Norfolk, Virginia and set up the W*A*R Unit Headquarters. The base is in a good location, because it has both air and sea facilities. As the world's largest naval base just happens to be located nearby, both the military and civilians in the region will not be suspicious of the comings and goings of the W*A*R Unit and its hardware, as such movements would be expected in this location.

The base is not permanently staffed and has been left in its disused-looking state. Inside, it has been set up as a superb training facility, with gymnasiums, swimming and scuba pools, climbing walls, firing ranges, assault courses, building mock-ups for simulated street-to-street training scenarios, bunkers, minefields and other installations to enable the Dogs of W*A*R to practice and train

for any type of scenario that they may face in the field.

The W*A*R Unit has a couple of other smaller training bases in other parts of the country – specifically in the Colorado Rockies and one in Montana.

W*A*R Operatives

The final thing on the agenda was to staff the base and to recruit the men and women to that would form the frontline units that would carry out the various operations ordered by The Consortium. This is where the PCs come in; they are the Dogs of W*A*R.

As an international venture, operatives have been recruited from across the globe. Hand-picked for their unique abilities from hundreds of potential candidates, each team member undergoes specialist training to ensure he or she meets the grade.

Actually there are several squads, each consisting of between four and six members and each one going by an individual squad codename. The codename is selected by the squad itself and needs to be short and catchy; so far, there are three such squads: Viper, Zero and Gemini.

Because of the super-secret nature of the W*A*R Unit, its members have no family and very little social life. They are expected to burn most of their bridges to the past, except where it might prove beneficial to

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their current activities. There is more than one way into the team, but only one way out.

Good vs. Bad

In the world of men's action and adventure stories, there is no doubt whatsoever that the bad guys are evil and there should be no sympathy whatsoever for them or their misguided causes. Most of the time, they don't even deserve to get a chance to have their say in court.

The courts have become too soft and governments have become too complacent in their dealings with crime-lords, drug-pushers, pimps, rapists, muggers and fanatics. The Dogs of W*A*R are sure that their brand of justice is the only way for these scum – and that is total eradication. The world is a better place without them.

The Dogs of W*A*R are clearly not angels. Most of them have a real mean streak and they all love their guns far too much. Whilst they often have a very keen sense of justice and patriotism they are also loose cannons. Many have other motives – revenge, love of violence and killing or just

the very good pay that comes with the job. If they weren't with the W*A*R Unit, who knows what trouble they'd get into? Some might even end up in the very criminal organizations that they are fighting to destroy. However, being Dogs of W*A*R has focused their aggression to make a real badass fighting force for justice.



A WORLD OF TERROR

WHAT'S GOING ON IN THE WORLD?

This section deals with the five years or so leading up to 1980 and is only intended to give you a bit of a feel for the time-period of the default Dogs of W*A*R setting and as a reminder of the limitations of the technology available at the time (for example, no mobile phones!). Don't sweat the details in the middle of your game session though – so what if your players are humming the theme tune to the A-Team (1983) whilst their characters are gunning down the bad guys? This game isn't a history lesson – it's a game of action and adventure where the finer details are less important than having a good time.

Overview

Major trends of the 1970's included a growing disillusionment of government, advances in civil rights, increased influence of the women's movement, a heightened concern for the environment, and increased space exploration. Many of the "radical" ideas of the 60's gained wider acceptance in the new decade, and were mainstreamed into western life and culture. Amid war, social realignment and presidential impeachment proceedings, American culture flourished. Indeed, the events of the times were reflected in and became the inspiration for much of the music, literature, entertainment, and even fashion of the decade.

The most salient feature of the international situation in 1980 was that U.S.-Soviet relations became severely strained and East-West relations became more unstable following the Soviet military intervention in Afghanistan at the end of 1979.

Another important feature of the international situation in 1980 is an increased awareness of the security of the Middle East, especially the Gulf region. This recognition was heightened by such developments as the Soviet military intervention in Afghanistan, the outbreak of full-scale fighting between Iran and Iraq, and the continued chaos in the international situation of Iran.

Other News

Some of the things that had hit the news in the years leading up to the end of the decade were:

1976

- The Consortium is formed
- Israeli commandos stormed the hijacked Air France plane in Uganda's Entebbe Airport, releasing 103 hostages held by a pro-Palestinian terrorist group.
- West Point military academy started accepting women for the first time
- Viking 1 and 2 probes land on Mars and beam back photographs
- The communist leader of China, Mao Tse-tung died in

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1976 after over 25 years of rule

1977

- Jimmy Carter becomes the 39th U.S. President
- Janelle Commissiong of Trinidad & Tobago becomes the first black woman in the Miss Universe pageant's 26-year history to win the coveted crown
- A collision between two Boeing jumbo jets at Los Rodeos airport, Tenerife, in the worst air disaster in history
- Gary Gilmore becomes first person executed in United States since 1967
- The death of Elvis Presley
- A power-cut blacks out New York City. Widespread looting and vandalism occur

1978

- The oil tanker Amoco Cadiz runs aground on the coast of Brittany causing an ecological disaster with a slick 18 miles wide and 80 miles long
- The US stops production of the Neutron Bomb
- Bulgarian defector Georgi Markov assassinated by Bulgarian Secret Police using poisoned umbrella tip

1979

- Iranian students stormed the US Embassy and held 52 of the 66 people in the embassy hostage for 444 days

- The Soviets invade Afghanistan
- Ugandan dictator, Idi Amin, is deposed
- Ayatollah Khomeini takes power in Iran
- In the UK, Margaret Thatcher becomes the first woman Prime Minister
- A series of mechanical and human errors causes the near meltdown of the reactor at one of the nuclear plants at Three Mile Island, Pennsylvania
- A group of Klu Klux Klan members and American Nazi party members attacks a group of Communist Worker's Party members who are gathered for a demonstration speaking out against the Klan
- Radical militants of the Wahhabi sect of Islam storm the grand mosque of Mecca and hold it, until Saudi security forces with the help of French special forces, are able to retake it
- Nicaraguan Revolution: The Sandinistas and the Nicaraguan people won their freedom from the dictator Anastasio Somoza, who fled to Miami with the Nicaraguan treasury. A junta was set up to run Nicaragua

1980

- Iraqi-backed terrorists seize control of the Iranian embassy in London. After six

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days and after a hostage is murdered, the Special Air Service (SAS) storm the embassy in what is known as "Operation Nimrod"

- Saddam Hussein launches war against Iran over oil rights
- CNN is launched as the first all news network
- The US boycotts the Summer Olympics in Moscow over the Russian invasion of Afghanistan
- John Lennon is assassinated by Mark David Chapman
- About 125,000 Cubans leave Cuba for America, most are criminals hand picked by Castro's men; only a few are relatives of those in America

Popular Culture

Movies: Some of the big movies of the late 1970's were Star Wars (1977), Saturday Night Fever (1977), Grease (1978), Superman (1978), Alien (1979), Mad Max (1979), and Apocalypse Now (1979). 1980 saw the release of Raging Bull, Star Wars: The Empire Strikes Back and Friday the 13th.

Television: M*A*S*H was a hugely popular TV show that ran from 1972 to 1983. Other popular shows of the time were Charlie's Angels, The Rockford Files, Little House on the Prairie, Mork & Mindy, Wonder Woman, Taxi, Dallas (the "Who shot JR?" question was huge news in 1980) and The Six Million Dollar Man.

Music: On the music front, new wave and punk make their mark, with the Sex Pistols, The Clash, Blondie and The Ramones amongst others. Disco also flowers with bands like the Bee Gees, Abba and the Village People all having a number of popular hits in the period.

Novels: On the bookshelves, you would likely see copies of novels like The Bourne Identity (Robert Ludlum), Vixen 03 (Clive Cussler), The Stand (Stephen King), The Dark Tower (Stephen King), A Morbid Taste for Bones (Ellis Peters), The Girl in the Swing (Richard Adams), The Far Pavilions (M.M. Kaye), The World According to Garp (John Irving), A Scanner Darkly (Philip K Dick), The Blues Brothers (Miami Mitch), Conan & The Sword of Skelos (Andrew J Offut) and Sophies Choice (William Styron).

Technology

Communications: Personal communication on the move was via CB radio, which was extremely popular towards the end of the 1970's. This was also the period where the Sony Walkman was all the rage for listening to your music collection. VCRs were becoming fairly common in households during this period, having been launched in 1976. Illinois Bell Company introduces the first ever Cellular Mobile Phone System.

Computing: The golden age of video games began in 1978 with the release of Space Invaders, followed by Atari's Asteroids and then other

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titles like Pac Man. The first home self-assembly computers were introduced in 1975 although it wasn't until about 1980 that home computing started to really take off. In 1975, computerized supermarket checkouts begin to appear too, followed by the founding of Microsoft and, a year or so later, the launch of the Apple Computers. The first computer bulletin board system BBS is created

Transport

Automobiles: Motorcars introduced in the period 1978 to 1980 include the AMC Eagle, Audi Quattro, Ferrari Mondial, Dodge Ram 50, Ford Falcon, VW Jetta, AMC Concord, BMW M1, BMW 7 series, Chrysler LeBaron and the Aston Martin V8 Vantage.

Air Travel: Travel overseas was becoming more affordable and more exotic destinations were opening up to everyone, not just the rich. The Concord made its first transatlantic commercial flight in 1976. The rise in air travel led to another avenue for terrorism – that of plane hijacking.

TERRORIST GROUPS

Overview

There are many terrorist groups across the world. Some of these are small, perhaps with only a dozen members and some surface, commit acts of terror over a brief period and then all but disappear again. Here

are some of the main groups operating in the Dogs of W*A*R setting.

Cambodia

Khmer Rouge: Established in the early 1970's, Khmer Rouge seeks to overthrow the Cambodian government. Operating out of the outlying provinces in Cambodia, particularly in the northwest along the border with Thailand, the group is a Communist insurgency that conducted a campaign of genocide, killing more than 1 million in the late 1970s.

Colombia

Revolutionary Armed Forces of Colombia (FARC): A large organization that started in the 1960's with over 9,000 armed combatants and an unknown number of supporters, mostly in rural areas. The group is a Marxist regime that takes part in various activities - extortion, kidnapping and illicit drugs. Established as the military wing of the Colombian Communist Party.

Egypt

Egyptian Islamic Jihad: Established in the late 1970s, with the aim of the overthrow of the Egyptian government and replacing it with an Islamic state. The group attacks U.S. and Israeli interests in Egypt and abroad. It has conducted car-bombing attacks against official U.S. facilities. Operating mainly out of Cairo, the group has a network outside Egypt, including Yemen, Afghanistan, Pakistan, Sudan, Lebanon, and even the United Kingdom.

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Greece

Revolutionary People's Struggle (ELA): Formed in 1971, the ELA has conducted bombings against Greek government and economic targets, as well as U.S. military and business facilities. An extreme leftist group, the ELA is self-described as revolutionary, anti-capitalist, and anti-imperialist. Strongly anti-U.S., and seeks the removal of U.S. military forces from Greece.

Iraq

Black September: Black September split from the PLO in 1974, to seek the establishment of a Palestinian State. The group's targets include the United States, the United Kingdom, France, Israel, moderate Palestinians, the PLO and various Arab countries. It numbers a few hundred plus limited a overseas support structure and has demonstrated an ability to operate over wide area, including the Middle East, Asia, and Europe. Black September is notorious for the kidnap and murder of eleven Israeli athletes and officials and the murder of a German policeman, during the 1972 Olympic Games in Munich.

Mujahedin-e Khalq Organization (MEK): Active from the 1960s, the MEK continues to conduct a worldwide campaign against the Iranian government, which stresses propaganda and occasionally uses terrorist violence. During the 1970s, the MEK staged terrorist attacks inside Iran and killed several U.S. military personnel and civilians

working on defence projects in Tehran. The group also supported the takeover in 1979 of the U.S. Embassy in Tehran. There are several thousand fighters based in Iraq with an extensive overseas support structure. Most of the fighters are organized in the MEK's National Liberation Army (NLA).

Japan

Aum Supreme Truth (Aum): For the purposes of Dogs of W*A*R, Aum first became active in 1980, with the overall goal of taking over Japan and then the world. Aum's current membership is estimated at over 1,000 persons. Aum's principal membership is located only in Japan, but a residual branch comprising an unknown number of followers has surfaced in Russia. The group is a cult established by Shoko Asahara, and its first act was a nerve gas attack on a Tokyo subway that killed 12 persons and injured nearly a thousand more.

Lebanon

Hezbollah (Party of God): Hezbollah's goals are increasing its political power in Lebanon, and opposing Israel and the Middle East peace negotiations. The group is known or suspected to have been involved in numerous anti-U.S. terrorist attacks. It has established cells in Europe, Africa, South America, North America, and Asia. Hezbollah receives substantial amounts of financial, training, weapons, explosives, political, dip-

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lomatic, and organizational aid from Iran and Syria.

Northern Ireland

Irish Republican Army (IRA): Active from the late 1960's, the goal of the IRA is the removal of British forces from Northern Ireland and unifying Ireland. The group has several hundred members, plus several thousand sympathizers and operates in Northern Ireland, Irish Republic, Great Britain and across Europe. The IRA receives aid from a variety of groups and countries and considerable training and arms from Libya and the PLO. It is also suspected of receiving funds, arms, and other terrorist-related material from sympathizers in the United States. Similarities in operations suggest links to the ETA.

Peru

Sendero Luminoso (Shining Path): Starting in the late 1960s, the goal of the Shining Path is to destroy existing Peruvian institutions and replace them with a Communist peasant revolutionary regime and to oppose any influence by foreign governments or other Latin American guerrilla groups. It numbers about 100-200 armed militants, who operate in Peru, with most activity in rural areas. In 1980, Shining Path is just starting to become one of the most ruthless terrorist groups in the Western Hemisphere.

Sierra Leone

Revolutionary United Front (RUF): RUF wishes to topple the govern-

ment of Sierra Leone and retain control of the lucrative diamond-producing regions of the country. It has several thousand fighters and possibly a similar number of supporters and sympathizers, operating primarily out of Sierra Leone, Liberia and Guinea.

Spain

Basque Fatherland and Liberty a.k.a. Euzkadi Ta Askatasuna (ETA): ETA started its activities in the early 1960's, with the purpose of establishing an independent homeland based on Marxist principles in the northern Spanish provinces and the South Western area of France. It is believed to have hundreds of members, plus supporters.

ETA operates primarily in the Basque autonomous regions of northern Spain and South Western France, but also has bombed Spanish and French interests elsewhere. Group members have received training at various times in the past in Libya, Lebanon, and Nicaragua. Some ETA members allegedly have received sanctuary in Cuba while others reside in South America.

The group also has ties to the Irish Republican Army through the two groups' legal political wings. ETA enforces its ideals through bombings and assassinations of Spanish government officials, especially security and military forces, politicians, and judicial figures. It finances its activities through kidnappings, robberies, and extortion.

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Sri Lanka

Liberation Tigers of Tamil Eelam (LTTE): Active from the mid 1970's, the goal of the "Tamil Tigers" is the establishment of an independent Tamil state. It is a strong organization; with membership exceeding 3,000 armed trained fighters in Sri Lanka. The group has a significant overseas support structure for fundraising, weapons procurement and propaganda activities. The LTTE uses its international contacts to procure weapons, communications, and any other equipment and supplies it needs as well as exploiting large Tamil communities in North

America, Europe, and Asia to obtain funds and supplies for its fighters in Sri Lanka.

Syria

Popular Front for the Liberation of Palestine (PFLP): Active from the mid 1960's; the PFLP seeks to oppose negotiations with Israel and promote national unity and the reinvigoration of the PLO. It has a small active membership, operating out of Syria, Lebanon, Israel, and the occupied territories. The group receives safe haven and some logistic assistance from Syria.

Turkey

Revolutionary People's Liberation Party/Front (RPLP/F): Active from the late 1970's, the group's goals are to uphold Marxist ideology and to demonstrate its anti-U.S. and anti-NATO stance. It operates from and in Turkey, primarily in Istanbul, Ankara, Izmir, and Adana. The group raises funds in Western Europe, via seizure and theft, ransom, publication incomes, commercial activities, forgery, human trade and narcotic smuggling. The RPLP is the group's political arm and the RPLF is the group's "military" arm.



CRIMINAL ORGANIZATIONS

Mafia

Also known as Cosa Nostra and The National Crime Syndicate, the Mafia is a secret criminal society dominates organized crime in the U.S. The Mafia involves itself in all areas of illegal activity – murder, extortion, corruption, gambling, loan sharking and so on. As such, the Mafia is a perfect target for the Dogs of W*A*R to strike against.

Drug Cartels

Drug cartels operate in many countries throughout Latin America, including Columbia, Mexico, Brazil and Central America. They are criminal organizations that range from loosely managed agreements amongst various drug traffickers to formalized commercial enterprises. Some of these cartels have established themselves in several major U.S. cities, perhaps affiliating themselves to U.S. Mafia bosses.

The major Columbian cartels are the *Cali Cartel* founded by Gilberto and Miguel Orejuela and the *Medellin Cartel* founded by Pablo Escobar.

Other significant cartels are the *Gulf Cartel*, the *Juarez Cartel* and the *Sinaloa Cartel*, all based in Mexico.

In some cases, it is difficult to delineate where drug cartels end and guerrillas or terrorist groups begin, because drug lords have their own

private armies and many guerrilla groups are heavily involved in drug growing and trafficking.

CULTS, SECTS & OTHER WEIRDOS

Nazis

Nazism has come to stand for a belief in the superiority of an Aryan race, an abstraction of the Germanic peoples. As such it is thought of as a form of far right politics or fascism and rose to its height at the outbreak of WW2. Although it effectively ended in 1945 at the end of the war, many of its main proponents escaped Germany at the end of the war and went into hiding. They now work to establish a new Third Reich from their hideouts in South and Central America, South Africa and other places across the world.

Ku Klux Klan (KKK)

The KKK or the Klan is a subversive racist organization that seeks to protect the rights and further the interests of white Americans. They do this through a combination of terrorism, violence and intimidation. They developed iconic white costumes consisting of robes, masks, and conical hats so that their members could remain anonymous. They mainly operate in small towns and rural areas, especially in the South and lower Midwest. As a terrorist group, the KKK can find themselves the targets of the Dogs of W*A*R.

9

SAMPLE MISSIONS

SCENARIO #1: TERROR IN TUNISIA

Overview

This is a hostage scenario, set in Tunisia, North Africa. It involves a small (40 or so) terrorist group calling themselves Sadi (*The Sword of Islam*). The terrorists are simply after funds to support their cause and their opportunity came when one of the terrorists, Hamil el Bejin, met Carrie, the daughter of an eminent U.S. politician a few months ago.

Returning to his fellow Sadi members based in Tunisia, a plot is hatched to bring Carrie to the coun-

try and hold her to ransom, to bring much-needed cash to the group.

The Dogs of W*A*R must go into Tunis, with under the premise of handing over a briefcase of money to the terrorists – upon receipt of which the hostages will be released. Of course, neither of these two things is ever likely to happen. In addition, the Dogs of W*A*R should include a faceman in their team.

Scenes that should be included (although how the Dogs of W*A*R arrive at these scenes will vary) are:

- The Dar El Medina Hotel, where the characters receive a note of the address in the medina district of Tunis
- The apartment in the medina district, which the terrorists under Hamil el Bejin are using as a safe house for this operation. The safe house may or may not be empty when the characters arrive but there will be clues or someone to follow to lead



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them to the next scene

- The old Roman town at El Djem, where the terrorists will ambush the characters who should be following them at this stage
- The main terrorist training base in the Atlas Mountains, where the hostages are being held and where the leader of Sadi (and the villain of the piece), Muhmad Ham-madi will be found

Mission briefing

The characters receive telephone messages from Commander Nolan, informing them that they have been booked onto flights to Tunisia and that their mission gear will be there for collection when they arrive.

The team members are told that six American tourists have been abducted in Tunis, the capital of Tunisia. The tourists were travelling on a mini-bus from the airport (the Tunis-Carthage International Airport) to their hotel in downtown Tunis, about 5 miles away. Along the route, before they reached their hotel, their mini-bus was stopped and the tourists were taken hostage by a group calling themselves Sadi. The U.S. government is still dithering about what to do, so the Dogs of W*A*R have been called in to take control of the situation.

The terrorist's demands

Milton Sewell (a high ranking U.S. politician and, unbeknown to the team, a member of The Consortium)

has received a ransom demand from Sadi for \$1,000,000 for the return of his daughter, Carrie (who was on a year's break from college and intending to backpack in the area), or she is returned to him "one piece at a time". Sadi want the money brought to Tunis in U.S. dollar bills. They want Sewell to bring the money himself and will provide the location of the exchange when he signs in at the Dar El Medina hotel in Tunis.

What is known of Sadi?

Nothing is known of Sadi – they appear to be a new threat so the Dogs of W*A*R will have to track them down themselves, following any directions received from the terrorists when they book into the hotel under the name of Sewell.

Arrangements for the exchange

Sewell has no wish to travel to Tunisia so he will look at other alternatives – one of which is for one of the Dogs of W*A*R to impersonate him. This will be straightforward for the team's faceman, as his build and features are not too dissimilar to those of Sewell.

The faceman will have to meet Sewell first, to receive the briefcase of money and then take a flight to Tunis. Only the top layer of money in the case is in U.S. dollars. The rest is bulked up with paper cut into the size of dollar bills. In addition, there is an explosive device on the case that will detonate if the wrong

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code is punched into the release mechanism.

Sewell assumes the team will extract his daughter and the other hostages without giving way to these terrorist's demands. He implies that he will not take kindly to any mistakes and that he has "friends in high places" that will not be happy if anything goes wrong with the mission.

Complications

Caroline (Carrie) Sewell is the daughter of the high-ranking U.S. politician Milton Sewell. She met one of the members of Sadi, Hamil el Bejin, whilst he was in the U.S. helping to train some terrorists located near Washington and fell in love with him. She agreed to come to join him in Tunis. Hamil is only using Carrie for his own ends and she is only really seeing him to annoy her father whom she hates for putting his work first and never being there when she was growing up. She is a spoilt brat and knows her father would hate her to be seeing anyone other than a good American boy. Carrie didn't realize Hamil was a terrorist though – she thought he was a student like herself.

Getting to Tunis

The team will need to fly into Tunis on scheduled flights. They are unable to take weapons with them but can have their gear sent on in crates of "machine parts" that they can pick up when they arrive.

If the team has no faceman

Sewell, of course, has no wish to travel to Tunis. However, he is well known and would be easily recognizable. Sadi clearly know who he is. If one of the PCs is a faceman, he can readily disguise himself as the politician. If not, and unless they can come up with an alternative plan, then Sewell might have to go through with this part, at least (with the team travelling separately on business, or as tourists or one member of the team as Sewell's aide).

Tunis

The largest city in Tunisia (about 1,000,000 inhabitants), located on the Gulf of Tunis to the north of the country, the city extends across the coastal plain and the hills that surround it. At the centre of more modern development (colonial era and after) lies the old medina. Beyond this section lie the suburbs of Carthage, La Marsa, and Sidi Bou Said.

Arriving at the hotel

The Dar El Medina is a high-class tourist and business hotel, on the edge of the medina area of the city. When "Sewell" signs in, the receptionist will hand him an envelope that was awaiting his arrival. The envelope simply contains a slip of paper with an address on it and the statement "Come alone at 8pm with the money or you'll never see your daughter again". It is finished with a stylised drawing of a sword. The address is located in the medina

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area of the city, a mile or so from the hotel.

Note: There is a Sadi member watching the front of the hotel at all times. He has a photograph of Sewell from a newspaper, so he'll know when the team arrives and will report this to Hamil.

The Medina

The medina is found at the centre of the city: a dense agglomeration of alleys and covered passages, full of intense scents and colours, boisterous and active trade, a surfeit of goods on offer ranging from leather to plastic, tin to the finest filigree, tourist souvenirs to the works of tiny crafts shops. The streets and alleyways are narrow, maze-like and full of people. It is easy to get lost in the winding passages, lanes, souks and market places and the area is not really conducive to driving through. The characters will be jostled and harangued by vendors and stallholders as they make their way through the streets looking for the address. It would be difficult to tell whether any of these are muggers, terrorists or genuine traders.

Note: The Dar El Medina hotel and the route to the address are both being watched by Sadi gunmen (classed as rabble). There is one located outside the hotel main entrance and three others along the route to the apartment address. They will be indistinguishable from the other locals in the medina. Depending on how the team approach

the address of the meeting, events will unfold differently.

Overt approach

If the characters go as a group (perhaps as a tactic to draw out the kidnappers), then the Sadi gunmen will report back to their friends and when the characters get to the address, the room will be empty. However, in their haste to leave, the Sadi cell will have left a clue behind – a book of matches with a picture of the ruins of Roman Thysdrus on it, indicating they had been there very recently (this clue must be found, so any character with an appropriate specialization will find it easily).

It is also apparent, with a moderate task check, that there have been no hostages held in this place at all, so they must be elsewhere.

Covert approach

If the characters remain separate (i.e. the one disguised as Sewell goes alone, perhaps with someone following at a distance) or make other similar arrangements, then the Sadi gunmen will tail whoever is carrying the case – giving the rest of the team (if they are following) the chance to notice the tail.

When the operative with the case gets near to the address, he will hear someone step out behind him putting the barrel of a gun into the small of his back. The Sadi gunman (who is Hamil) will say "Keep moving. Don't turn around". Hamil will

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take the character the rest of the way to the address, which is down a quiet side-alley.

At the apartment in the medina

The character will be taken up into fairly ordinary apartment room, where he will be frisked and divested of weapons or anything else suspicious. There are two other Sadi gunmen in the room with pistols. Hamil has a machine pistol. On a table across the room is a radio, with the back off and some of the parts strewn over the table. It looks as if it is being repaired.

It is apparent from the arrangement of this apartment that there are no hostages being held here – so this is obviously not the actual exchange. Hamil is not stupid and knows that there will be some rescue attempt and that the briefcase must have some sort of explosive on it. So he knows he needs either to get the correct combination from the character or get him to open the case himself.

Hamil will go over to the guy that was attempting to fix the radio and mutter a few questions (basically asking him why he hasn't fixed it yet). Clearly they need to report in to someone else, but there are obviously difficulties getting through them.

Note: The broken radio is an important factor, because it means that whatever happens next, Hamil cannot report back to his leader,

*Muhmad Hammadi, to let him know what is going on. The idea was, that if Hamil's position was compromised and a rescue attempted, he would report back, whereupon Muhmad would take action (which means cutting off an ear from one of the hostages and sending this as a message to the Dogs of W*A*R to back off.*

Hamil clearly makes a sudden decision, shouts to the rest of the Sadi gunmen and they move out, taking the Dogs of W*A*R operative with them.

Note: This terrorist cell is made up of Hamil and six other gunmen. The ones strung along the route from the hotel to the apartment (four of them) will all slowly head out to their vehicles parked on the outskirts of the medina area, awaiting Hamil and the others.

El Djem (Roman Thysdrus)

Hamil and the rest of the terrorist cell meet up just out of the medina area and bundle into two ex-WW2 Russian GAZ trucks. The character will be under guard at the back of one of the trucks, with four Sadi gunmen armed with AK47 rifles.

The trucks head southwards across the desert for over three hours, stopping three times on the way (to check to if they are being followed). Eventually, the trucks stop at the city of El Djem, some 120 miles south of Tunis. It is the early hours of the morning by now.

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El Djem is a small town with a population of under 10,000. It is home to some of the most impressive Roman remains in Africa, especially the amphitheatre, capable of seating 35,000 spectators. Much of the stone from the amphitheatre was used in the building of the surrounding one-storey houses of the nearby town. It is outside of this impressive ruin that the trucks stop and the character is motioned to get out with several weapons trained on him.

Note: To throw off anyone following them, they have been ordered to drive south towards El Djem and, if they are being followed, to ambush them in the ruins, before heading to the terrorist base in the Atlas Mountain range.

Ambush in the ruins

This is where the ambush will take place. From the back of one of the

trucks, the terrorists will take out a missile launcher and the terrorists will take their places overlooking the road into the town. One of them will be left to keep an eye on "Sewell".

There will inevitably be some sort of gunfight at this point and so there are several ways it could go. More than likely the Dogs of W*A*R will win quite convincingly. Hopefully, they will leave one of the terrorists alive (this could be Hamil, who will surrender if things are going badly – he has seen too much of western life and would prefer to live rather than die for his ideals).

Assuming Hamil is kept alive, he will try to negotiate for his life. A character with the appropriate career can question him and find out the location of the main terrorist base where the hostages are being held.



If not, a search of the trucks will reveal the damaged Sadi radio (which is repairable) as well as a map of Tunisia, with several Arabic marks on it – one on the road from the airport to the city of Tunis with a sword drawn on it, one on the city itself with an "H". There is also a red mark along the route to El Djem with another sword drawn over the town and finally just a small circle in a valley in the Atlas Mountains.

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The Sadi training camp

The Sadi training camp is a small village located in a valley in the mountains. Overlooking the trail into the camp and the village itself is a watch post amongst the low walls of a ruin that was built on the hillside centuries ago. The watch post is always manned by one of the Sadi fanatics. He will have a walkie talkie to hand (it is kept up there at all times for whoever is on watch) so that the lookout can report to Muhmad if anyone approaches.

Down in the village, there is an old tower – the remains of a larger fortress built at the time of the crusades. The tower overlooks the trail into the village and Muhmad has set a machine gun post here. This is also where Muhmad has his own quarters.

There are several low buildings which have been somewhat repaired for the use of the rest of the men. However, the building just behind the tower has been put to use as a cell for holding the hostages. There will be one Sadi gunman standing on guard at the door at all times.

In the centre of the village is a large stone block with dark stains on it. This is the chopping block that Muhmad uses to exact his own particular brand of punishment on anyone (hostage or his men) who transgresses his (somewhat severe) rules.

Muhmad Hammadi

Muhmad is a Libyan extremist who has recently formed Sadi to strike against the decadent west, particularly the U.S. for crimes against Allah. In close fighting, he uses his ancestor's favoured curved sword that was used against the infidel crusaders all those years ago. He also uses this blade to perform executions or disfigurements if his hostages (or his own men) step out of line.

ATTRIBUTES	COMBAT
Strength: 2	Brawl: 1
Agility: 0	Melee: 2
Mind: 1	Ranged: 1
Appeal: 1	Defence: 0

SPECIALIZATIONS

Primary:	Soldier	2
Second:	Leader	2
Third:	Scout	1
Fourth:	Sneak	1

LB:	11
VP:	5

Boons:	Swordsman Alert
Flaw:	Sadistic

Gear:	Uzi smg	D6
	Pistol	D6
	Scimitar	D6+2

Hamil el Bejin

Hamil was educated in the U.S. and often returns to recruit and train disillusioned Muslims into the cause. His life in the U.S. has made him slightly less enthusiastic about the

DOGS OF W*A*R

cause than he once was and therefore he is likely to try to bargain with the Dogs of W*A*R if things are going badly.

ATTRIBUTES		COMBAT	
Strength:	0	Brawl:	0
Agility:	0	Melee:	1
Mind:	1	Ranged:	1
Appeal:	1	Defence:	0

SPECIALIZATIONS

Primary:	Soldier	1
Secondary:	Leader	1

LB: 5

Gear: Uzi smg

Sadi terrorists (rabble)

These guys are a mixture of extremists from a number of locations around the Middle East.

ATTRIBUTES		COMBAT	
Strength:	0	Brawl:	0
Agility:	0	Melee:	0
Mind:	0	Ranged:	0
Appeal:	0	Defence:	0

LB: 3

Gear: AK47 or Uzi



SCENARIO #2: COLUMBIAN CONNECTION

Overview

In this scenario, the Dogs of W*A*R will be seeking retribution for the deaths, on American soil, of 15 law enforcement personnel at the hands of Colombian drug cartel gunmen and a treacherous DEA agent.

The Dogs of W*A*R will raid the base of a Miami drug distributor and from there fly to Columbia to locate and destroy the fugitive drug lord, Fernando Cortez Ortega

Extreme extraction

Ortega is a hugely rich Colombian drug lord. In a massive raid, the DEA finally extradited him from out of his impressive ranch house near Medellin, Columbia and brought him into the U.S. to face trial. Only, in a turnaround, the drug lord agreed to testify against the Medellin Drug Cartel and so he became the subject of the U.S. Witness Protection Program (much to the disgust of the DEA men that brought him in).

Ortega was being held in a luxurious safe house somewhere south of Miami, guarded full time by six DEA men armed with M-16s and another ten Miami vice cops armed with smgs. Despite the secret location and the heavy guard, Ortega was broken out during a raid by heavily armed gunmen and flown away in a helicopter (one of two involved in

SAMPLE MISSIONS

the raid). Only one DEA man is unaccounted for (Agent Jeff Stiles) – the rest (including all the cops) are killed. It seems that Stiles was the rat in the woodpile – probably seduced by the promise of a large payday by Ortega.

Of course, this atrocity makes massive news and the media demand immediate action from the government. As usual, all the right noises come from the White House but nothing is actually done. Pretty soon, the Dogs of W*A*R are called into action again.

Mission briefing

Commander Nolan contacts each member of the squad in the usual way and reports the above information. He says the characters are required to ensure that Ortega poses no further danger to anyone and if his operation can be halted, so much the better. The Dogs of W*A*R are also informed that they should find and bring to justice the DEA man, Jeff Stiles.

The characters are directed to Miami first, to meet up with a DEA fixer, Vic Lyons, who has a dossier on Ortega and his cartel and has weapons for the Dogs of W*A*R.

Miami manoeuvre

The file contains several photos of Ortega and some of his contacts in the U.S. One of them, Ramon Falcioni, is Ortega's main distributor in Florida. Falcioni has a large operation based near Miami, with

airplanes and helicopters at his disposal. It seems he might be the Dogs of W*A*R's ticket to Columbia.

Miami shootout

Unknown to Vic Lyons, he picked up a tail a while back and so the group will discover they are being followed at some point by six of Falcioni's goons, who are planning to hit them at some point. Falcioni's gangsters will make their play on the Dogs of W*A*R when they can get at them individually or at least when they have split up a little. Maybe this will start as a car chase and then end up in a shootout - the details are up to you.

Miami warzone

After dealing with Falcioni's men, the characters will no doubt head out of the city for Falcioni's house. It is a large and expensive mansion, with a high wall, electronic gates and guard dogs. There will be a further six of Falcioni's bodyguards around the house and grounds as well as the personal bodyguards of Falcioni's guests.

Falcioni will be entertaining several of his best customers with a bevy of attractive young ladies and some of his latest import from Columbia.

Any sort of stakeout on the house will provide a character with appropriate specializations (snoop, sneak and so on) most, or all of the above information.

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Play the raid on Falcioni's house however is appropriate to the character's means of entry. If they go for a dramatic entry, like smashing a vehicle through the gates, then Falcioni's goons will come pouring out to meet them. If the Dogs of W*A*R go for the stealthy break-in, then their skills are going to be more useful – perhaps over the wall, deal with the guard dogs, silence any alarms and so on.

However the characters get in, they will eventually find Falcioni. Despite being a major crime kingpin, he is not a brave man and is also rather stoned. It won't take much for the Dogs of W*A*R to make him amenable to their plans.

Falcioni doesn't know where Ortega's base is, although he believes it to be in the jungle somewhere outside of Medellin (he knows where Ortega's house is, but as that has been busted by the DEA, Ortega won't be going back there). Falcioni can be persuaded to call his contact in Medellin, to fix up a meet with Ortega though - at a place called *The Kitten Parlour*.

Fight or flight

Falcioni has a private airfield a few miles away, where he has a Learjet, a Cessna and a couple of small helicopters. There are four more of his goons at the airfield, together with Falcioni's pilot, who takes the kingpin down to Columbia from time to time, to conduct his illegal business.

If the Dogs of W*A*R do not have a flyboy, they'll have to force the pilot to fly them to Columbia by threatening Falcioni into giving appropriate orders. If they have a flyboy, this doesn't matter so much! They may have to deal with the four goons too, but that shouldn't pose much of a problem.

Getting to Medellin can be as easy or tricky as you want to make it. Some ideas to spice it up might be:

- Falcioni (and/or the pilot) gets brave at some point (perhaps realising he will be in more trouble with Ortega if he brings these mercs to his doorstep)
- The Learjet runs into problems – did the characters think to refuel?
- Where are the characters going to land at Medellin? Falcioni and the pilot know which airfield to land at, but the Dogs of W*A*R may not.
- The Learjet is met by some of Ortega's goons who are expecting Falcioni to arrive, but not the characters.
- If there are enough parachutes, the Dogs of W*A*R could parachute into the jungle around Medellin and then make their way into the city. This avoids the problem of where to land.

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Medellin massacre!

Ortega hasn't lived this long without taking precautions and he will be suspicious that Falcioni wants to meet this early after recent events in Miami, so he will have plenty of goons in and around The Kitten Parlour to keep an eye on things. He has also taken to wearing body armour. He is keeping Jeff Stiles (who came to Columbia with Ortega after the breakout from Miami) on a bit of a leash, whilst he decides what to do with him.

The Kitten Parlour is a classy strip-joint in a rough part of town. Although owned by Ortega, it is in another name to hide this fact from anyone snooping around (like the DEA). In normal times, there are many drug deals taking place here most of the time, but following recent events these have dried up a bit. Ortega wants to get things moving again, which is why he has agreed to meet with Falcioni again.

This will be the big finale, so you should throw in as many goons as you think the characters can handle – especially if they still have plenty of Exploit Points left over.

As usual, there are several ways to play this scene out. The characters could go in softly, softly, they could just burst in gung-ho style or they could go through with the meeting and then start the inevitable violence when it all breaks down.

Fernando Cortez Ortega (El Diablo)

A dangerous drug lord, head of a medium-sized drug empire based near Medellin, Columbia. He owns a strip-joint called The Kitten Parlour, where he is currently staying - since his house was raided by the DEA.

ATTRIBUTES	COMBAT
Strength: 1	Brawl: 2
Agility: 0	Melee: 0
Mind: 2	Ranged: 1
Appeal: 1	Defence: 1

SPECIALIZATIONS

Primary:	Soldier	1
Second:	Leader	2
Third:	Fixer	2
Fourth:	Sneak	1

LB:	11
VP:	3

Boons:	Wealth Contacts Tough Guy
Flaw:	Greed

Gear:	Uzi smg	D6
	Pistol	D6
	Light Armour	D3-1

Goons (rabble)

These stats can be used for both Ortega's goons and those of Falcioni. Use the Sadi terrorist stats from the previous mission.

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Ramon Falcioni

Falcioni is the main distributor for Ortega; he is not a particularly brave man and a gun in the face will always sway him.

ATTRIBUTES		COMBAT	
Strength:	0	Brawl:	0
Agility:	0	Melee:	0
Mind:	1	Ranged:	0
Appeal:	1	Defence:	2

SPECIALIZATIONS

Primary:	Fixer	1
Secondary:	Faceman	1

LB: 5

Gear: Pistol D6

Jeff Stiles

Stiles was one of Ortega's guards when they brought him to face charges in the U.S. At one stage, the DEA man was left alone with the drug lord, who gave him a number to ring. The person he spoke with told Stiles to check his bank account – which had received a large boost and the promise of more for his help in breaking Ortega out.

ATTRIBUTES		COMBAT	
Strength:	0	Brawl:	1
Agility:	1	Melee:	0
Mind:	1	Ranged:	1
Appeal:	0	Defence:	0

SPECIALIZATIONS

Primary:	Snoop	1
Secondary:	Sleuth	1

LB: 5

Gear: Pistol D6
Light armour D3-1

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ALTERNATIVE SETTINGS

VERSATILE RULES

Dogs of war is a versatile set of rules that can be used to emulate the action adventure genre for a wide range of time periods and a variety of settings, sometimes with minimal additional work on the part of the GM. Here are just some of the possibilities.

SETTING #1: THE MISFIT PLATOON

Inspirations

SS Wotan Series: Leo Kessler
SS Panzer Regiment: Sven Hassel
The Dirty Dozen: Movie
Kelly's Heroes: Movie
The Rat Patrol: TV Series

The setting is World War 2. The characters are members of an outfit that is put together from expendable soldiers - sentenced criminals, court-martialed soldiers and political undesirables. They are formed to undertake suicide missions; usually

behind the lines and in enemy territory and always because no one else wants the job.

The characters can find themselves in any of the theatres of the war, from Russia, to Western Europe to North Africa – maybe even the jungles of Borneo. They will be blowing up enemy supply dumps, sabotaging gun emplacements, destroying communications posts and generally wreaking death and destruction on the enemy.

The story lines do not have to be terribly realistic and proximity to actual events of the war can be stretched; you want action and adventure, not a history lesson.

SETTING #2: DOGS OF LEMURIA

Inspirations

Doomfarers of Coramonde: Brian Daley
Stargate: Movie, RPG & TV Series
Barbarians of Lemuria RPG

The Dogs Of W*A*R find themselves stranded in Lemuria, with seemingly no way of getting back home and surrounded by ferocious beasts and savage barbarians. How they got here depends on your own campaign.

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They could have been brought here by sorcery; perhaps the Magicians of Zalut performed ancient magics found in long lost tomes; instead of summoning a demon, they got these modern mercenaries.

Maybe the team were crossing the Bermuda Triangle in a boat or plane, having carried out a mission in the region. Some sort of fantastic vortex passes over them and transports them to Lemuria.

Another option is that they found an alien inter-dimensional gate or portal buried in a long-lost temple in some unexplored jungle region of South America.

The Dogs of W*A*R have all of their equipment and weapons – even perhaps a vehicle of some sort, possibly a helicopter or a Humvee. However, they have only limited supplies before they find themselves fighting with swords and spears, like the barbarians of this fantastic and savage world. The campaign will focus on the team's fight for survival in a strange world whilst they are seeking a means to

get back home.

On the other hand, they may prefer not to return to the 20th century. Instead, they may see an opportunity in this barbaric world and carve out their own paths to the Throne of Lemuria!

SETTING 3: THE TOMORROW PROJECT

Inspirations

The Morrow Project RPG

Twilight 2000 RPG

Barbarians of the Aftermath RPG

In this setting, teams of scientists and soldiers are cryogenically frozen to be brought out of hibernation after a worldwide disaster, to rebuild civilization out of the ruins.

A group of American industrialists get together to debate what would happen if an asteroid crashed to the earth and began to create a plan for an emergency operations and reconstruction infrastructure that would survive that disaster.

This plan is labelled the *Tomorrow Project*. A number of specially trained volunteers are cryogenically frozen in hidden bunkers ("boltholes"). They are provided with caches of supplies and equipment, intended to help the



ALTERNATIVE SETTINGS

teams rebuild civilization once the worst of the resulting fallout had diminished enough.

The plan is for the Tomorrow Project to be coordinated by a central command post and administrative facility called *Prime Base*. This is a huge self-contained bunker hidden in the Colorado Rockies. The advanced environmental recycling systems there are intended to allow Project oversight personnel not to sleep through the asteroid strike - so as to chronicle its every moment, and be in the best position to figure out what should be done next.

The Tomorrow Project teams are awoken from their cold slumber several years after the strike and have to go out into a devastated wasteland to restore civilization from the ruins.

What is left lurking in the ruins remains to be seen...

SETTING #4: INVASION EARTH

Inspirations

Armageddon: Movie

V: TV series

Price of Freedom RPG

Freedom Fighters RPG

Vampire Earth: E.E. Knight (novels and a RPG)

Earth has been invaded and the military might of the world's governments has been virtually destroyed. The invaders have over-

run the major population centres and the human race has been enslaved or forced into hiding; frightened for their lives. Much technology has been destroyed or has been put to use by the invaders and turned against their opposition. The invaders are strong - either in sheer numbers, advanced technology or simply in physical (or perhaps mental) prowess.

In this setting, you need to decide about the nature of the invaders - are the invaders a scientifically superior alien race looking to rape the Earth of her natural resources, to advance their own expansion? Or do these alien invaders simply see the human race as a source of food or slave labour?

Other options for the invaders are that they are beings from an alternate dimension or universe - perhaps vampiric overlords, demons from hell or Cthuloid monstrosities. Depending on the time-period for your game, the invaders could even be the communist Soviet Army, in an invasion similar to that depicted in the movie *Red Dawn*.

Whatever the nature of the invaders, the player characters are members of a resistance movement that seek to overthrow their oppressors, by attacking their bases, their lines of communication and their leadership.

APPENDICES

MASTER TRAITS LIST

Boons

Action hero: Your character is an all-round guy or gal of action, who is able to create his or her own luck. Your character has a bonus Exploit Point.

Air Ace: Your character is a gifted pilot and you receive a bonus die to flying checks.

Alert: Your character has a keen sense of awareness and is extremely observant. You receive a bonus die to checks to spot clues, ambushes or hidden people and things.

Athlete: Your character is a natural athlete and therefore you receive a bonus die to athletic endeavours.

Born Behind The Wheel: Your character can make vehicles perform outrageous manoeuvres even while being shot at. Pick a type of vehicle and add a bonus die to driving checks when driving that vehicle.

Chemist: Your character is a master at mixing and recognizing drugs and chemicals. You receive a bonus die to checks to analysing and making drugs and chemical compounds.

Contacts: Your character has buddies from his pre-Dogs of W*A*R days that will help him out in a tight spot. Maybe with a place to hide out, cash or at least give advice and help over the phone if needed. The specific help depends on the type of contact – it's more likely to be cash if the contact is a business buddy, for example. You may use your contacts once per mission or a second time by using an EP.

Current Affairs: Your character keeps an eye on the news and knows what's going on in the world. You get a bonus die to checks to determine information about events, people and places.

Deadly Fists: Your character is a badass in a fistfight, or with improvised

weapons (he could be a martial artist). You receive a bonus die to brawl checks.

Demolitions: Your character has received training in explosives and demolitions. Add is bonus die whenever setting or dismantling explosive charges and dealing with bombs and so forth.

Edged Weapon Specialist: Your character can use old-fashioned melee weapons with some skill. Maybe she is an Olympic fencer, just likes katanas for no apparent reason or is a member of a real-weapon re-enactment society. You receive a bonus die with melee weapons.

Eidetic Memory: Your character remembers everything. Roll a bonus die to recall a fact, remember a face or specific detail of an event.

Electronics Wizard: Your character is gifted with electronics and communications systems. Add a bonus die on all electronics checks.

Fast Talker: Your character is a smooth operator. You receive a bonus die to attempts to persuade, trick, bluff or con other folks.

Feats of Strength: Use an extra die when your character is breaking, lifting, pulling or pushing things.

Forensics: Your character is trained in forensic science and you get a bonus die when your character is examining a crime scene, or evidence from a crime.

Grease Monkey: Your character is gifted with machines. Add a bonus die on all mechanics checks.

Gun Specialist: Pick a type of firearm (handgun, shotgun, machine pistol, sniper rifle or assault rifle). When your character is using this type of weapon, you receive a bonus die.

Hacker: Your character is a computer wizard; skilled at breaching secure systems and securing systems against intrusion. You receive a bonus die to computer use checks for attacking and defending computer security.

Hard-To-Kill: Your character is solidly built and very resilient. Add +2 LB

Hunch: Your character has a knack for making complete guesses that turn out to be correct. When the group becomes a bit stuck for where to go or what to do next, the GM will give you a piece of previously unknown information or a lead to get your character on the way again. You may receive a hunch per adventure (although you may spend a Hero Point to receive another).

Lightning Reflexes: Your character is quick to react to combat situations. You get a bonus die when determining initiative.

Mathematical Genius: Whenever your character is dealing with numbers, statistics and mathematical formulae, you roll a bonus die.

Mimic: Your character is a natural at impersonation. You get a bonus die to all disguise checks or situations where your character is trying to give the impression he is someone he is not.

Paper Pusher: Your character is skilled in administration and bureaucracy. You receive a bonus die when trying to cut through red tape and when dealing with officialdom.

Researcher: Your character is good at sifting through the library, the internet or other records to find out specific pieces of information, where they might be available through such channels. Even if the information is buried away in hard-to-find places, as long as it is there, the researcher will track it down – the only main hindrance is the length of time this can sometimes take. You receive a bonus die to such checks.

Stealthy: Your character is skilled in hiding and moving without being noticed. You receive a bonus die to hiding and silent movement.

Stylish: Your character is always immaculately presented and you get a bonus die to checks in social situations where appearance might affect the outcome.

Survivalist: Your character is a natural outdoorsman and you receive a bonus

die for checks made to do with surviving in the wilds.

Team Guy: Your character is a natural team guy and is good at coordinating team actions. Whenever the team are working towards the same specific goal during an action, and the team are all in communication (headsets or within ear-shot) with the team guy coordinating it, everyone can take a bonus die for the duration of the action. The team guy can use this Boon once per mission and an extra time with the expenditure of an EP.

Tough Guy: Your character is able to shrug off some of the effects of damage received. Treat your character as if he is wearing armour with 1 point of protection, even when un-armoured.

Two-Weapon Fighter: Choose melee or handguns. Your character can use a weapon in each hand at the same time, with only a –1 penalty to each, instead of the normal –3.

Wealth: Your character built up a substantial fortune before being recruited. If there is an appropriate means to get access to funds, your character can obtain large sums of cash, as needed.

Flaws

Absent Minded: Your character forgets stuff all the time. Most of the time this is something you just role play, but when your character is trying to remember where he put stuff or an important piece of information, you take a penalty die.

Anger Issues: Your character has a chip on his shoulder and loses his temper over the most innocuous things. This is something that mainly comes out in role play although you can also get a penalty die in some social situations.

Clumsy: If it is possible to drop it, you character will drop it. If it is possible to knock something over, she will do that too. Roll an extra die if your character has to catch something or hold onto something. Don't give her a hand grenade!

Combat Paralysis: Your character freezes when the bullets start flying. Roll a d3; this is the number of rounds that your character can only take defensive actions when a fight starts, before he can start to fight back.

Deadly Enemy: Decide on an NPC enemy for your character and work out why you have made such an enemy. The GM will work him out as a NPC villain. The deadly enemy will appear from time to time to upset your characters plans and generally cause a hell of a lot of trouble. A deadly enemy is more likely to try to capture a character than kill him outright, so that he can gloat over his victory.

Drink Problems: Your character needs a drink every day and always finds a way to obtain alcohol or sneak alcohol into his kit. Determine a situation that makes your character turn to booze more than usual (during a fire-fight, in social situations, around women, on aircraft etc). If this situation arises, make a d6 roll – on a 1 your character is drunk and receives a penalty die on all actions until the effects wear off.

Greed: Your character cannot resist the chance to make easy money, whether that is through a "get rich quick

scheme", bribery, fraud or any other means. This flaw comes out mainly through role play, but in appropriate situations you use a penalty die.

Poor Eyesight: Your character has very poor vision. This can be role-played but also you take a penalty die in awareness checks where eyesight is important.

Phobia: Choose something that your character is afraid of – heights, closed spaces, open spaces, snakes or whatever. This is partly role-played, but also you receive a penalty die when your character is faced with what he fears most.

Poor Hearing: Your character has very poor hearing. This can be role-played but also you take a penalty die in awareness checks where relying on hearing feint or distant sounds.

Slender: Your character is willowy and fragile. –2 LB

Slow Witted: Your character isn't the sharpest knife in the drawer – maybe he took one hit too many in unarmed combat training. You receive a penalty die to any check that requires your character's intellect.

Socially Awkward: Your character has difficulties fitting in, either because he is shy, crude, not good at small talk, or is just a bit nerdy. This is usually role-played, but you also take a penalty die in social situations where this social ineptitude might affect the outcome.

Ugly MoFo: Your character was struck with the ugly stick at birth. You take a penalty die in any social situation where looks could affect the outcome.

Wanted: Your character is still on the wanted lists of various law enforcement agencies.

Womaniser: Your character cannot resist the charms of the opposite sex. This flaw is largely role played but where applicable, you'll need to take a penalty die.

QUICK CHARACTER GENERATION SHEET

Step 1

Allocate 4 points to your attributes

- No one attribute higher than 3
- You can buy down one attribute to -1 for another point elsewhere, if your GM allows
- Lifeblood = 10 + Strength

Step 2

Allocate 4 points to your combat abilities

- No one combat ability higher than 3
- You can buy down one combat ability to -1 for another point elsewhere, if your GM allows

Step 3

Choose a background (maybe 2)

- Select a boon from those listed
- Select another boon (if you wish). Take a flaw too – or reduce your EP by 2
- Select a third boon (if you wish). Select a second flaw – or reduce your EP by 2
- Choose a primary specialization from those listed at rank 1
- Add soldier rank 1
- Add two further specializations of choice at rank 1
- Distribute 2 points amongst any of your chosen specializations

Background Boons, Flaws & Specializations

Business

Boons: Alert, Contacts, Current Affairs, Eidetic Memory, Fast Talker, Paper Pusher, Stylish, Wealth

Flaws: Clumsy, Combat Paralysis, Drink Problems, Greed, Phobia, Poor Eyesight, Poor Hearing, Slender, Womaniser

Specializations: Administrator, faceman or leader

Criminal

Boons: Alert, Born-Behind-The-Wheel, Contacts, Deadly Fists Edged Weapon Specialist, Eidetic Memory, Fast talker, Grease Monkey, Hacker, Mimic, Stealthy, Stylish, Wealth

Flaws: Anger Issues, Deadly Enemy, Drink Problems, Greed, Phobia, Slender, Socially Awkward, Ugly MoFo, Wanted, Womaniser

Specializations: Cleaner, faceman, fixer, sneak or wheelman

Military

Boons: Air Ace, Contacts, Deadly Fists, Demolitions, Gun Specialist, Hard-To-Kill, Lightning Reflexes, Edged Weapon Specialist, Tem Guy, Tough Guy

Flaws: Anger Issues, Drink Problems, Phobia, Slow witted, Socially Awkward, Ugly MoFo, Womaniser

Specializations: Flyboy, leader, marksman, medic, sapper, scout, soldier, squid, or wheelman

Law Enforcement

Boons: Alert, Born Behind The wheel, Contacts, Deadly Fists, Edged Weapon Specialist, Eidetic Memory, Gun Specialist, Hard To Kill, Hunch, Lightning Reflexes, Researcher, Stealthy, Team Guy, Tough Guy

Flaws: Anger Issues, Deadly Enemy, Drink Problems, Phobia, Ugly MoFo, Womaniser

Specializations: Cleaner, faceman, leader, marksman, sleuth, snoop or wheelman

Scientific

Boons: Contacts, Chemist, Eidetic Memory, Electronics Wizard, Grease Monkey, Mathematical Genius, Researcher

Flaws: Absent Minded, Combat Paralysis, Phobia, Poor Eyesight, Poor Hearing, Slender, Socially Awkward, Ugly MoFo

Specializations: Academic, administrator, medic, snoop or tech

Political

Boons: Contacts, Current Affairs, Eidetic Memory, Fast Talker, Paper Pusher, Researcher, Stylish, Wealth

Flaws: Clumsy, Combat Paralysis, Deadly Enemy, Drink Problems, Greed, Phobia, Poor Eyesight, Poor Hearing, Slender, Womaniser

Specializations: administrator, faceman or leader

Other

Boons: Athlete, Born Behind The Wheel, Contacts, Deadly Fists, Edged Weapon Specialist, Mimic, Feats of Strength, Stylish, Survivalist

Flaws: Clumsy, Combat Paralysis, Drink Problems, Greed, Phobia, Poor Eyesight, Poor Hearing, Slender, Slow witted, Womaniser

Specializations: Academic, faceman, flyboy, marksman, wheelman, scout or squid

Languages

- 3 initial languages
- +1 per point in mind
- +1 per rank faceman, academic
- Faceman can understand the "gist" of what someone is saying (though not the finer points)
- Academics can work out the "gist" of dead languages (though not the finer points)
- Admins can work out the "gist" of documents and paperwork in any language (though not the finer points)

NICK WOLFE

VIPER SQUAD LEADER



Background: Military
Codename: Gold Eagle

Born in Bermuda and educated in England where he studied Middle Eastern history, Nick Wolfe, until recently, has served his entire adult life in the Royal Army. After tours in the Special Air Service (SAS) and Army Intelligence, Nick found his true passion - flying. Wolfe transferred to the Army Air Corps where he excelled as a pilot of both fixed wing and rotary winged aircraft.

Wolfe has an Ultra Top Secret security clearance from the British government and has flown countless undocumented missions for both The British government and NATO.

On the ground he is an expert marksman and a specialist in escape and evasion. During his stint in Army intelligence Nick was a Liaison officer in Israel and trained with Israeli Defence Force (IDF) special

operations units. He has a detailed knowledge of the Middle East. Nick speaks Arabic, Farsi and Hebrew and is a collector of Biblical antiquities.

Nick Wolfe has recently been appointed Viper Squad Leader after the death in action of the original leader, Cade McArthur. Wolfe is still settling in and needs to prove himself to the rest of the hard-bitten men (and woman) of the Viper Squad!

ATTRIBUTES		COMBAT	
Strength:	1	Brawl:	1
Agility:	1	Melee:	1
Mind:	1	Ranged:	1
Appeal:	1	Defence:	1

SPECIALIZATIONS

Primary:	Leader	2
Second:	Soldier	1
Third:	Flyboy	2
Fourth:	Academic	1

LB:	11
EP:	3
MP:	2

Preferred weapons:	Desert Eagle	D6+1
	SA80* rifle	D6

Boons: Team Guy
Pistol Specialist

Flaw:

*Prototype assault rifle, first trialled in 1976

MATT GARZA

VIPER SQUAD SCOUT & SNIPER



Background: Military

Codename: Killzone

Matt "Mateo" Garza was born in Louisiana to Cuban-American parents. As an Army rifleman, his father Esteban Garza was awarded the Medal of Honor for valor during the Korean conflict.

As the son of a Medal of Honor recipient, Matt was given an automatic appointment to West Point where he graduated 4th in his class. Matt was commissioned in the US army where he served as a platoon leader in the 82nd airborne division. There he attended Ranger and Jungle school. As a captain he was transferred to the 5th Ranger battalion in Panama and then to the Special Forces command.

It was here that his official military record ends and he joins the CIA agency as a field operative in their Central/ South American special ops desk. During the infamous "Black Box" operation Garza was one of the principle defendants

questioned by Congress. He was acquitted, but subsequently quit the Company as a result.

Garza has attended several advanced training courses while in the Army, including Sniper school, Air Force survival school, and expert infantryman school. He is fluent in Spanish and Portuguese.

ATTRIBUTES	COMBAT
Strength: 1	Brawl: 1
Agility: 2	Melee: 1
Mind: 0	Ranged: 2
Appeal: 1	Defence: 0

SPECIALIZATIONS	
Primary: Soldier	2
Second: Scout	2
Third: Leader	1
Fourth: Marksman	1

LB:	11
EP:	5
MP:	1

Preferred weapons:	Uzi smg	D6
	M16 rifle	D6
	Barrett M107*	D6+2
	Army knife	D6

Boons: Alert

Flaw:

*This is a prototype sniper rifle

BLAKE PENDLETON

VIPER SQUAD PROCUREMENT &
NEGOTIATIONS



Background: Law Enforcement
Codename: Reckoner

After graduating from Notre Dame where he majored in economics, Pendleton accepted a commission in the U.S. Marine Corps.

After one tour of duty in Vietnam he returned to the States and became a Detective in the Narcotics Division of the Los Angeles Police Department. He was later recruited by the DEA and spent the next several years as an undercover operative in Thailand, Cambodia and Laos after which he resigned from government service for personal reasons.

Pendleton was next seen as a Security Consultant with the West German Mulden Corporation at which point he dropped off the radar.

In addition to his bureaucratic and law enforcement experience, Pendleton is an expert in small arms, disguise, negotiation and logistics.

Pendleton speaks French, Spanish, Vietnamese, Hmong, and Thai.

ATTRIBUTES	COMBAT
Strength: 0	Brawl: 1
Agility: 1	Melee: 0
Mind: 1	Ranged: 1
Appeal: 2	Defence: 2

SPECIALIZATIONS	
Primary: Faceman	2
Second: Soldier	1
Third: Fixer	2
Fourth: Admin	1

LB:	10
EP:	5
MP:	0

Preferred weapons: Berretta 92 (x2) D6

Boons: Hunch
Contacts
Two-Gun Fighter

Flaw: Womaniser
Greed

REMO JANKOVICS

VIPER SQUAD DRIVER & HEAVY
WEAPONS SPECIALIST



Background: Criminal
Codename: Carjack

Remo was born in Hungary. His family escaped to Austria when he was ten years old. As a teenager, Remo fell in with a rough crowd and was soon knocking about Europe committing petty crimes. It didn't take long for his talents to get noticed and he soon found himself in the position of an enforcer for a major criminal gang. Later in France he was caught and arrested and given the opportunity of jail or the Foreign Legion.

Following two tours in the Legion's parachute regiment, Remo returned to France where he was recruited by the Directorate-General for External Security (DGSE) and served as an operative throughout Africa. He was last seen serving as a Mercenary officer in Central Africa.

In addition to his qualifications as a Para, Remo is an expert in demolitions and heavy weapons. He is a

highly skilled driver and can operate and repair just about any land vehicle, wheeled or tracked. Remo has an affinity for tinkering and specializes in high yield booby traps. He speaks fluent Hungarian, German, French, and passable English.

ATTRIBUTES		COMBAT	
Strength:	3	Brawl:	2
Agility:	0	Melee:	1
Mind:	1	Ranged:	1
Appeal:	0	Defence:	0

SPECIALIZATIONS		
Primary:	Wheelman	2
Second:	Soldier	2
Third:	Sapper	1
Fourth:	Tech	1

LB:	15
EP:	3
MP:	0

Preferred weapons:	Sawn-off shotgun	
	Mac-11 smg	D6
	M60 mg	(2D6)+1
	Army knife	D6+2
	Brass knuckles	D3+3

Boons:	Deadly Fists
	Born-Behind-the-Wheel
	Heavy Weapons Spec
	Hard-To-Kill

Flaw:	Anger Issues
	Drink Problems

HINANO NAKATA

VIPER SQUAD STEALTH &
EDGED WEAPONS SPECIALIST



Background: Other (Ninja)
Codename: Sparrow

Hinano Nakata was a gymnastic prodigy. At the age of 13 she was a member of the Japanese Olympic gymnastics team where she earned a silver medal. Following her Olympic career she became an orthopaedic surgeon specializing in sports medicine, after medical school she joined the Japanese Gymnastics federation as a team doctor. All of these accomplishments were part of an elaborate cover. Hinano Nakata was actually an operative in the *Iga-kai* Ninja clan.

Hinano, known in her clan as Sparrow, was born and raised to be a Ninja assassin. Her detailed cover allowed her to travel throughout the world as a Professional Gymnast, then later as a gymnastics consultant and trainer. Her knowledge of poisons supplied through her ninja training and her access to the necessary chemicals through her

medical practice, combined with her ability to turn just about any mundane object into a deadly weapon made her the perfect assassin in places where conventional weaponry wasn't available.

Her days as a Ninja assassin ended when she returned from an assignment in the Soviet Union to find her Clan had been wiped out. She was the lone survivor. Now she plays a chess game as both a hunter and prey. She is trying to discover who was behind the killings and at the same time avoid being killed by an enemy strong enough to destroy an entire Ninja clan.

ATTRIBUTES		COMBAT	
Strength:	0	Brawl:	0
Agility:	2	Melee:	1
Mind:	1	Ranged:	1
Appeal:	1	Defence:	2

SPECIALIZATIONS		
Primary:	Sneak	2
Second:	Soldier	1
Third:	Medic	2
Fourth:	Squid	1

LB:	8
EP:	5
MP:	0

Preferred	Katana	D6
weapons	Shuriken	D2

Boons:	Stealthy
	Athletic
	Edged Weapon Spec
Flaws:	Deadly Enemy
	Slender

HARDCASE

VIPER SQUAD CLEANUP &
URBAN SPECIALIST



Background: Other (Vigilante)
Codename: Hardcase

Virtually nothing is known “officially” about the operative codenamed: Hardcase. What is known is that he possesses a the highest security clearance possible in the organization, Wolfe and Garza trust him implicitly, and he is the only person alive that has ever gotten the drop on Hinano. He is also an expert in urban counter-espionage, infiltration and electronic systems. He speaks English, French, Russian and Italian.

Hardcase a master of disguise and no known photographs showing his true features exist. No birth records, criminal records, fingerprints, or dental records that would reveal his true identity have ever been found.

Rumours abound regarding his background including; a former KGB assassin, IRA explosives expert, even a French/Canadian computer

hacker. In urban operations Hardcase is usually sent in deep undercover to supply inside information on the target and neutralize security measures prior to an assault. During an assault he can often be seen blazing away with a pair of mini Mac-10's, some say giggling all the while.

Hardcase appears and disappears randomly and silently during missions. After a mission he disappears entirely, which is fine for most of the other members of Viper squad, it does however frustrate Wolfe, Nolan and The Consortium. Fortunately, Garza is always able to get word to him.

ATTRIBUTES	COMBAT
Strength: 2	Brawl: 1
Agility: 2	Melee: 2
Mind: 1	Ranged: 0
Appeal: -1	Defence: 1

SPECIALIZATIONS	
Primary: Sneak	3
Second: Soldier	1
Third: Cleaner	1
Fourth: Snoop	1

LB:	12
EP:	5
MP:	0

Preferred weapons:	Hockey stick	D6+1
	Mini Mac-10 (2)	D6

Boons:	Urban hunter
	Mimic
	Two-Gun Fighter
	Intimidating

Flaw:	Socially Awkward
	Wanted
	Deadly Enemy

DOGS OF W★A★R

NAME _____ DESCRIPTION _____

CODENAME _____

TEAM NAME _____ BACKGROUND _____

ATTRIBUTES

Strength: _____

Agility: _____

Mind: _____

Appeal: _____

COMBAT ABILITIES

Brawl: _____

Melee: _____

Ranged: _____

Defence: _____

SPECIALIZATIONS

Primary: _____

Second: _____

Third: _____

Fourth: _____

(Fifth): _____

(Sixth): _____

LIFEBLOOD

EXPLOIT POINTS

MISSION POINTS

ADVANCEMENT POINTS

LANGUAGES

WEAPON

DAMAGE

SINGLE/BURST/AUTO

	/		/
	/		/
	/		/
	/		/
	/		/

BOONS

NOTES

FLAWS
