

Year of the ZOMBIE 2003

Hold at all Costs
ZERO



By Tim Willard

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YEAR OF THE ZOMBIE

HOLD AT ALL COSTS ZERO: SETTING THE TABLE

Table of Contents

Introduction	2	Underground	36
Background	3	10 – Underground Armory	36
Opening Shots	5	11 – Underground Barracks	36
Investigation Teams	7	12 – Underground Storage	38
ZSU Positions	9	13 – Mess Hall	38
Patrols	13	14 – Animal Pen	39
Roadblock (West)	15	15 – Guard Tower	39
RoadBlock (East)	20	The Rising Begins	41
Main Camp	24	Appendix 1 – In Her Majesties Service	42
1 – Broadcast Tower	25	Appendix 2 – Blood and Gold, Our Blood, Their Gold	43
2 – Barracks	26	Appendix 3 – Females and SOCOM	43
3 – HQ Building	27	Appendix 4 – Non Military in the Grinder	44
4 – Armory	29	Appendix 5 – National Data	45
5 – Barracks	30	Appendix 6 – Equipment	48
6 – Barracks	30	Appendix 7 – Pre-generated PCs	50
7 – Ammunition/Fuel Dump	31	Reprinted Information	56
8 – Dilapidated House	32	Open Gaming License	57
9 – Motor Pool	35		

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HOLD AT ALL COSTS

Introduction

"Proceed to the nearest designated shelter, where members of the National Guard will provide protection and doctors are standing by to provide medical assistance to citizens wounded during this biological attack. Do not attempt to bring personal effects. Clothing and food will be provided, and citizens will be able to return to their residences once the current crisis has passed."

Standard Emergency Broadcast System Notice, Day Two.

This module is designed for use with the Blood & Guts 2 series of d20 Modern expansions. The Hold At All Costs series will reflect what certain members of the military will go through just prior to and during the Rising. While use of the pre-generated characters is suggested, it is not mandatory, and as long as the group is designed with a military orientation, or at the very least, a mercenary group mindset, a GM should have no trouble using the Hold At All Costs series.

Blood & Guts 2: Military Training Manual, Blood & Guts 2: Special Operations, and Blood & Guts: War on Terror are required to use the NPCs in this book. For those of you wishing to play British SAS operatives rather than US Army Rangers, we recommend you use Blood & Guts: In Her Majesty's Service. The preceding books are products of RPG Objects and available at RPGNow for purchase.

In addition, Ultramodern Firearms by Green Ronin is suggested. Whilst the weapons' damages are listed, and the ranges and such can be easily inferred, that product was used to arm the terrorists in this book.



HOLD AT ALL COSTS

Background

Women aren't permitted in the Rangers or Special Forces. Hell, we aren't permitted in combat arms. My specialty, however, is one open to women. I'm a military interrogator., I can speak six languages, possess detailed knowledge of 17 cultures, can debate knowledge of 4 religions, am familiar with taboos and the like for 22 different cultures, and have a complete lack of concern for others beyond what they can do for me. I can ask you questions over coffee - that's the easy way. Or I can have you brought to a country with rather lax laws, and I can ask you questions under a straight razor - it's your choice.

I've been in the military since 1988, almost half of my life, and have plied my skills to save lives in multiple theaters. I became a regular in SOCOM around 1991, following my work during Desert Storm, which is probably still classified, this far into the Rising. Usually, I ask questions, acting much like a lawyer, with an austere room acting as my courtroom, but sometimes, the information is so important, so timely, that I have to resort to further methods. My methods are, of course, officially frowned upon, but before you judge me, I personally have stopped 19 terrorist attacks upon the US military, 8 terrorist strikes against the United States itself, and once, with the help of the razor blade I keep in a sheath at the back of my neck, under my hair, I was able to extract the location of a black market nuclear warhead before it could be detonated.

I had spent the last few years hopping around the globe, doing a bit of work at Gitmo and Abu-Grabass this time, a little in Afghanistan that time, some in Pakistan another time, a few times in Turkey, some times in the US proper. Finally, my luck ran out, and the Black Hawk I was riding on, with three prisoners, was shot down in Afghanistan and both of my legs were broken, my left one so badly that they had to remove a section of the bone later. I spent two months in Fort Sam Houston Army Medical Center, and then was returned to duty; the First Cav commander was unsure what to do with me, and nearly danced with glee when SOCOM requested me.

So I was assigned to a Ranger Team out of Benning, Bragg, Lewis, they weren't saying, I wasn't asking. Despite what they show in the movies, there wasn't any trash talking. They looked me over, nodded once, and included me in the briefing. It was a standard briefing, based on satellite data, ground reports, local personnel debriefings and educated guesswork. That meant, to me, and to the Rangers around me, that 60% of it was to be taken with a large grain of salt.

There would be 27 of us, loaded into stripped-down Black Hawks, riding on a pre-dawn insertion, packing full weapons load. I was going in with Casey-Two, and referred to as Whisper from here on out. Well, it beat: Bitch, Ice Maiden, Slut, or Whore; heard those too. But then, the call signs for the COMM NET were cool, none of the preening names like "Killer" and crap like that, but stuff like "Sleeper" and "Gentleman" and "Caller," Interesting!

There were the usual pre-mission jitters; nobody said a thing when I had a sergeant hold my gear so I could throw up on the flight line. Adrenaline is toxic, these guys were professionals and knew that pre-mission jitters manifested in a variety of ways. Me, I puke. We boarded, and flew off into the darkness. I was mentally reviewing the facts and who I was to try to get my hands on, and what questions they needed to answer for me, at any cost.

The first clue things were bad were the tracers. Fuckloads of them, a near solid bar of them reaching out and smashing into us. I recognized the pattern - ZSU series. To paraphrase a metal hero of mine from Adult Swim: "We're boned."

I'd just gotten out of the hospital from a chopper crash in Afghanistan, and now I get to be in another one. YAY! It went down screaming and I didn't join it, even though I wanted to. I could see that the copilot and the windshield had been chewed to shit. The pilot's helmet had been blown off, and I doubted he could even see, but he managed to pancake us into the jungle.

I blacked out, and when I woke, I was one of the first. Most of the team was wounded or dead. We hadn't even hit the LZ, and half of my Ranger escort was gone, with no contact with Casey-One. At least 2 ZSUs had opened up on us, both helicopters were down, and we had our orders: Proceed with the mission.

It was promising to be a stone cold bitch.

Sylvia's Autobiography, audio transcript, from the Diaries of Becka

With the War on Terror in full swing, many nations have requested assistance from the United States and Europe for fighting their own insurgents/terrorists. Quietly, and often placing troops in other hot zones, these countries have lent special operations troops to the governments of nations requesting assistance. Unlike previous decades, these troops did not act as advisors or oversee operations, but rather acted as the strike team, not relying on local intelligence only, and receiving full support from American and European intelligence groups.

Recently, the nation of Calstinopa requested assistance in dealing with a rather tenacious group of terrorists that are operating in both Calstinopa and abroad. The group mainly acts as a training ground, recovery area, arms transfer brokers, money laundering middlemen, a drug trafficking waypoint, the terrorist group, known as "Trajeto de Righteous" (Righteous Path) has enjoyed near impunity in their operations in Calstinopa.

However, with the assassination of the Calstinopan Secretary of State after the recent election, the extremist group has stepped over the line one time too many. Despite their claims of fighting a corrupt government and attempting to bring about a Marxist revolution, the Trajeto de Righteous has mainly concerned itself with killing civilians, the families of police, and the odd, high profile member of the government, as well as selling drugs, bootleg DVDs, and weaponry to whoever has the cash.

The government of Calstinopa requested aid from the countries that are part of War on Terror, and after close to three months, a team of US Army Rangers was assigned to hit and eliminate the Trajeto de Righteous' primary base of operations in Calstinopa. Satellite reconnaissance, debriefings by locals and interrogations of captured Trajeto operatives has given a rough layout of the base, as well as an approximation of troop strength and standard weaponry.

The team entered the region by submarine, then transferred via a local fishing trawler to Arvores Curtas military base, where they were debriefed and began planning the operation. After 3 days of work, the plan was set up to insert the Ranger forces via helicopter 2 miles from the main base, have them move into engagement with the enemy base with the three Blackhawk helicopters providing gunship support, and then withdraw via helicopter extraction.

However, en route to the target LZ, news came through that a team of terrorists from Trajeto de Righteous had struck at a Peace Corps work group, killing eight and taking six hostages. Intelligence believes that the hostages have been taken back to Trajeto de Righteous' main base of operations, and a ransom demand has been broadcast already.

Rules of Engagement

Rules of Engagement are vitally important. It may seem like trivial mundane details to many, but the ROE tells us exactly who and what we can engage when the shit hits the fan. The ROE allows you to engage without waiting for authorization from someone who might be dealing with twenty or thirty calls at once, and allows commanders to be confident that you, the combat/field soldier, will know what you can and can't do.

A violation of the ROE is one of the stupidest things a soldier can do.

ALL ENEMY MILITARY PERSONNEL AND VEHICLES TRANSPORTING THE ENEMY OR THEIR SUPPLIES MAY BE ENGAGED SUBJECT TO THE FOLLOWING RESTRICTIONS:

A. Do not engage anyone who has surrendered, is out of battle due to sickness or wounds, is shipwrecked, or is an aircrew member descending by parachute from a disabled aircraft.

B. Avoid harming civilians unless necessary to save US lives. Do not fire into civilian populated areas or buildings which are not defended or being used for military purposes.

C. Hospitals, churches, shrines, schools, museums, national monuments, and any other historical or cultural sites will not be engaged except in self-defense.

D. Hospitals will be given special protection. Do not engage hospitals unless the enemy uses the hospital to commit acts harmful to US forces, and then only after giving a warning and allowing a reasonable time to expire before engaging, if the tactical situation permits.

E. Booby traps may be used to protect friendly positions or to impede the progress of enemy forces. They may not be used on civilian personal property. They will be recovered or destroyed when the military necessity for their use no longer exists.

F. Looting and the taking of war trophies are prohibited.

G. Avoid harming civilian property unless necessary to save US lives. Do not attack traditional civilian objects, such as houses, unless they are being used by the enemy for military purposes and neutralization assists in mission accomplishment.

H. Treat all civilians and their property with respect and dignity. Before using privately owned property, check to see if publicly owned property can substitute. No requisitioning of civilian property, including vehicles, without permission of a company level commander and without giving a receipt. If an ordering officer can contract the property, then do not requisition it.

I. Treat all prisoners humanely and with respect and dignity.

J. ROE Annex to the OPLAN provides more detail. Conflicts between these orders and the OPLAN should be resolved in favor of the OPLAN.

REMEMBER

1. FIGHT ONLY COMBATANTS.
2. ATTACK ONLY MILITARY TARGETS.
3. SPARE CIVILIAN PERSONS AND OBJECTS.
4. RESTRICT DESTRUCTION TO WHAT YOUR MISSION REQUIRES.

YEAR ☢ OF THE ZOMBIE

Operations Plan (☢PLAN)

- A. Engage and eliminate patrol elements. Prisoners from patrols are recommended, but not critical to the success of the mission.
- B. Reconnoiter and conduct surveillance enemy base of operations
- C. Destroy enemy munitions stockpiles
- D. Destroy enemy vehicle stockpile
- E. Kill or incapacitate enemy fighters and commanders
- F. Rescue American citizens held captive
- G. Capture enemy commanders for interrogation, unless undue harm to mission, soldiers or hostages may be at risk to accomplish this.
- H. Signal for retrieval

All American diplomatic staff are to leave the country within 12 hours, or the hostages begin dying. Demands such as that are unacceptable to the American State Department, which is tasked with carrying out the policy of no negotiation with terrorists. Aboard the U.S.S. Ronald Reagan, SEAL Team-9 was put on notice of possible deployment and the carrier group began moving into position in preparation for support missions.

Mission orders have been modified to include the rescue of six hostages. Their

deaths are unacceptable, and standard rules of engagement are in force. The Ranger team has been tasked with killing as many of Trajeto de Righteous' personnel as possible and completing destruction of the base, as well as rescuing the hostages.

The PCs are part of a 13-man team moving in to engage and eliminate the terrorists, in accordance to OPLAN and ROE.. The team leader and NCOIC are on Casey-1, while the PCs and some of the other team are on Casey-2, designated Sierra Tango Two and tasked with hitting the west side of the terrorist complex. The flight is proceeding normally, with the usual pre-mission bickering, complaining, bragging, and nervousness going on, when both helicopters come under fire from anti-aircraft weaponry.

Casey-1 is shot down, and contact is lost, while Casey-2 takes heavy damage and is forced to land. Almost everyone on the helicopter (with the exception of the PCs) is seriously wounded by both the anti-aircraft fire and the hard landing. Consultation with SOCOM (Special Operations Command) results in the PCs being informed that there are no other assets close enough to assist them in hitting the terrorist encampment, and time is critical, as the terrorists are broadcasting the rape and murder of one of the hostages.

The PCs are instructed to proceed with the mission. Rescue of the hostages has taken priority over capturing any of the enemy commanders, and destruction of the base and elimination of enemy personnel have been relegated to tertiary mission objectives. As always, recovery of documentation is highly desired.

☢OPENING SHOTS

The metal of the damaged Black Hawk pings as it cools and adjusts to the holes shot in the fuselage. The smell of aviation fuel fills the small clearing that the helicopter pilot managed to land in before lapsing into unconsciousness. It's obvious to anyone looking at the helicopter that it's going to take some major repairs to get it flying again, as it has taken several dozen heavy hits to the fuselage, several hits to the engine cowling, and the right side of the cockpit was chewed pretty badly by whatever hit them.

Of the thirteen troops from Sierra Tango Two that were riding in the Black Hawk, most of them are badly injured and cannot continue with the mission. Men curse and groan as they try to set up protective positions around the downed helicopter, hoping to be able to hold out till SOAR (Special Operations Air Regiment) or a retrieval unit can come in and pick them up. SFC Haverson, the team medic, is cursing as he applies pressure to a wound he is hastily trying to bandage, blood soaking the ground from both 1LT Knutlin and his own wounds.

Around you, the jungle is full of life, with the call of birds and the chattering of monkeys. Roughly two miles separate the crash site from the terrorist encampment, two miles of thick jungles that are undoubtedly swarming with terrorists planning on investigating the crash.

hold AT ALL COSTS

YEAR OF THE ZOMBIE

HOLD AT ALL COSTS

The mission is now get in, retrieve the hostages, plant explosives, get out, make it back to the crash site and hold at all costs until retrieval forces arrive. According to SOCOM, the U.S.S. Ronald Reagan, on duty in the Gulf of Mexico, will be close enough to launch a SOAR team in six hours and is moving at full speed in order to ensure that the wounded will be evacuated as soon as possible. In addition, SEAL Team-9 will be available in seven hours to provide backup if necessary. This is totally unacceptable to the Rangers, only if the mission is in real threat of failure will they yell for the SEALs, as inter service rivalry is still alive and well)

PCs will not be able to take additional weaponry, ammunition or supplies off the wounded members of Serria Tango Two, as they will need it to hold the position in case of attack by terrorists. They will be given the four satchel charges in order to destroy vehicles and the ammunition supplies present in the insurgent camp. Holding the wreckage is vital, as

The helicopter was screwed - only the pilot and one of the door gunners survived out of the whole crew. There are only four guys! The radio still worked, and we gave a quick sit-rep. SSG Zachary had us help the wounded out of the helicopter and ensure it wouldn't explode. The wounded would dig in, and orders from SOCOM were to proceed on mission.

Seven of us were unwounded, which meant we could still perform the mission, we'd just have to be more careful. First order of business was to handle the patrol coming out to check on our crash site, so we found a nice position and got ready. I still remember that the fern I lay under was covered in some kind of weird pollen that made my eyes itch, but not bad enough to affect my aim. Silenced weapon, fired in bursts, handled those in the truck. Checking the glove box gave us a map of where the ZSUs were located, and SSG Zachary stated that we'd knock those out while we were still fresh. We left the vehicle with the wounded in case we were unable to knock out the ZSU guns

"I want to make a Knowledge (Tactics) roll..."

Characters with the Knowledge (Tactics) skill will suddenly become more important than a mere combat modifier, as the tactically sound planning that will allow the PCs to easily overcome this mission in the beginning is not obvious to all players.

For major encounters, locations, the information provided by Knowledge (Tactics) rolls are presented here. No DC is assigned, but rather the tactical suggestion that the skill brings forth to the character's mind is presented based upon the roll. The following is what tactics should be used immediately upon hitting the ground based on the result of the check.

Result	Tactical Recommendation
5	Have the ambulatory wounded carry those who are not, head back toward the capital city, remaining troops continue on mission.
10	Have ambulatory troops remain behind with helicopter wreckage and more heavily wounded, fortifying position, while remaining troops continue on mission.
15	As above, but search out anti-aircraft guns before proceeding to encampment in order to clear the way for the rescue mission.
20+	As above, but remaining, unwounded troops wait in ambush for the inevitable investigators from the terrorist encampment. Wounded conceal themselves as best as possible in case of further investigation.

it contains the only working radio that the forces riding on Casey-2 have available.

SOCOM will inform the PCs that sat-recon shows that two vehicles have left the compound, one presumably heading toward their position, and the other toward Casey-1's crash site.

Casey-1 crashed some

four miles to the east, and there is no radio contact with them. SOCOM advises that the PCs continue on with the mission, intercepting the vehicle heading toward Casey-2.

Data also shows that there are at least 2 ZSU-24 anti-aircraft vehicles in the area (#s 2 & 4 were the only ones that fired) that no one knew of prior to their opening fire. If possible, the characters are to eliminate those positions in order to ensure that the LZ is clear for SOAR to come in. If those sites are not cleared, then the three Black Hawk gun ships will be unable to provide air support, and SOAR may not be able to pull the wounded from the crash sites.



INVESTIGATION TEAMS

We waited till they pulled the truck up to the wreckage, the rest of the Ranger team hiding in their hasty positions. There was a lot of blood on the ground, but the crashed Hawk was too big of a lure for these men to resist investigating.

When they exited, we opened fire, each man dropping a single burst into one of the recon patrol, most of the terrorists taking two or three bursts apiece. I had wanted one alive, but the living guy pulled the pin on a grenade and tried to make a run at SGT Hewett. I shot him in the knees, knocking him onto his face, and the grenade went off pinned between him and the earth.

Each team consists of three men, one driving the small truck, one riding in the cab, and the last manning the PKM mounted in the bed of the truck. These men have been tasked to go to the crash sites and see if there are any survivors, kill those who survived, and bring back the heads of all who are dead.

"I want to make a Knowledge (Tactics) roll..."

Result	Tactical Recommendation
5	Use an M-203 and the SAWs on the vehicle.
10	Wait until the investigators exit the vehicle, then disable the vehicle and eliminate the investigators with small arms fire.
15	As above, except for leave vehicle intact for use by either wounded troops, or as a field expedient vehicle.
20+	As above, except take one prisoner to interrogate for the locations of the ZSU sites.

Driver

Tough Hero 4: CR 4; Medium-size humanoid; HD 4d10+8 plus 3; HP 33; Mas 15; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +3; Grap +4; Atk +4 melee (1d6+1/19-20, Machete), or +5 ranged (2d8, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Trajeto de Righteous; SV Fort +4, Ref +3, Will +2; AP 2; Rep +1; Str 13, Dex 14, Con 15, Int 8, Wis 12, Cha 10.

Occupation: Rural (Repair, Survival)

Skills: Climb +3, Drive +10, Intimidate +2, Listen +3, Pilot +4, Repair +1, Spot +5

Feats: Advanced Firearms Proficiency, Alertness, Brawl, Personal Firearms Proficiency, Toughness, Vehicle Expert

Talents (Tough Hero): Remain Conscious, Second Wind

Possessions: Machete, AK-47, Green fatigues, LCE, combat boots, canteen, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades.

Passenger

Strong Hero 4: CR 4; Medium-size humanoid; HD 4d8+4; HP 22; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +4; Grap +6; Atk +6 melee (1d6+4, Machete), or +7 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Trajeto de Righteous; SV Fort +3, Ref +3, Will +2; AP 2; Rep +0; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Rural (Repair, Survival)

Skills: Craft (structural) +1, Handle Animal +2, Knowledge (Tactics) +1, Listen +3, Repair +3, Spot +3, Survival +5

Feats: Advanced Firearms Proficiency, Alertness, Brawl, Personal Firearms Proficiency, Streetfighting, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Machete, AK-47, Green fatigues, LCE, combat boots, canteen, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades.

DOLO AT ALL COSTS

YEAR OF THE ZOMBIE

Gunner

Fast Hero 3/Tough Hero 1: CR 4; Medium-size humanoid; HD 3d8+6 plus 1d10+2 plus 1; HP 29; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +2; Grap +3; Atk +3 melee (1d4+1/19-20, Knife), or +4 ranged (2d10+0, PKM); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Trajeto de Righteous; SV Fort +4, Ref +4, Will +2; AP 2; Rep +1; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Occupation: Rural (Handle Animal, Ride)

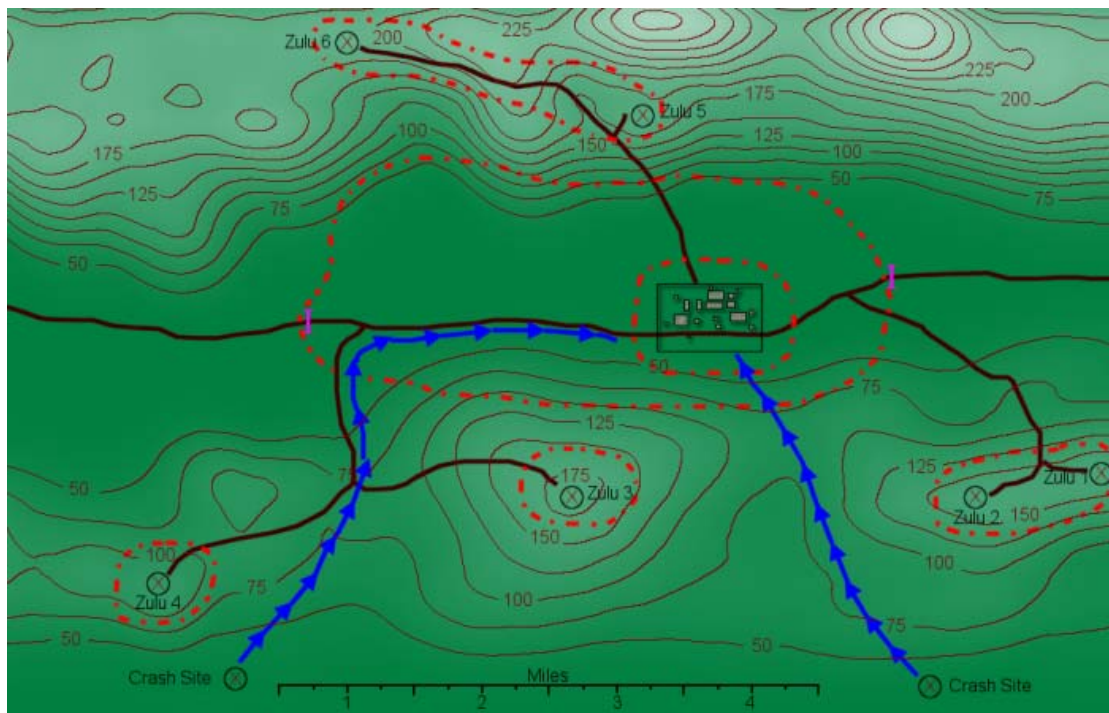
Skills: Drive +6, Hide +8, Knowledge (Streetwise) +4, Move Silently +8, Spot +4, Survival +4, Tumble +6

Feats: Advanced Firearms Proficiency, Burst Fire, Exotic Firearms Proficiency (heavy machine guns), Personal Firearms Proficiency, Point Blank Shot

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Tough Hero): Robust

Possessions: Knife, PKM, Green fatigues, LCE, combat boots, canteen, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades.



—————→ Investigation Team Routes

----- Patrol Routes

WORLD AT ALL COSTS

ZSU ☢ POSITIONS ☢

We almost missed it the first time, but they'd put the camo net wrong side out and were arguing in Portuguese about a card game. Natchez and Baker slithered forward and checked it out, reporting that the ZSU's guns were aimed at the entrance, but nobody was watching. Zachary gave the go signal, and all of us slithered inside on our stomachs, moving to a crouch and heading deeper in.

A single SLAM mine on the side armor above the fuel tank made sure that even if we were taken out, this thing would not be used, and we moved in further. Everything was a bright green to us, but the only lights were from a battery-operated lantern back by where the men were arguing over the card game still. A single silenced pistol shot knocked out the light, and I could see the knives go to work quickly and cleanly as I climbed onto the ZSU and dropped into the hatch.

The radar tech was watching his screen, and the last thing he saw was his own arterial blood splashing the screen and shorting it out. I climbed back out, where they had a single prisoner for me to question. My gentle request for information was met by spitting and curses, calling into question my parents and chastity.

We went the hard route, and even the Rangers turned a bit pale, but I didn't have time to fuck around. He told me more than I wanted to hear, and I used tricks to ensure he was telling the truth. Then I cut his throat and dropped him. SSG Zachary didn't agree with such a blatant violation of ROE, but helped me put him inside the ZSU. When it blew, the soft tissue evidence was eliminated, and I'd been sure not to chip any bones.

Don't look at me like that, Becka. There were six people riding on how quickly I could get that information, and the man had been bragging about torturing, mutilating and sexually assaulting a village woman.

Each ZSU position is fundamentally identical. The ZSU is kept in a man-made underground storage area and driven out only to engage targets. The storage area consists of a low entrance ramp, normally covered by camouflage netting, which drops 15 feet over 50 feet of distance, then extends some 100 feet back. The cave itself holds the pickup truck that the terrorists manning the site drive between the camp and the ZSU site. At the back of the area are two 50-gallon drums of oil, one 50-gallon drum of hydraulic fluid, and one 250-gallon tank of diesel fuel. The ammunition storage area holds 25 crates of 1000 23mm Fragmentation High Explosive rounds for the vehicle. The barracks section contains six cots, a wood stove used to heat meals, empty beer and tequila bottles, and rubbish.



Each ZSU position is manned by 6 men, four of whom are ZSU crewmen, and the other two infantry security. Usually only the radar operator is on duty, watching the radar for any incoming aircraft, while the other five play cards, eat, sleep or whatever.

WOLF AT ALL COSTS

"I want to make a Knowledge (Tactics) roll..."

This one is slightly sticky, and these vehicles *need* to be taken out for there to be a successful extraction later on. The fact that there is only one entrance, which the vehicle's weapons are pointed toward, makes the position difficult to take with ease. Undoubtedly, the PCs will come up with their own plans, but here are a few recommendations.

Result	Tactical Recommendation
5	Throw a grenade into the pit and then attack with grenades and rifle fire.
10	Use stealth to get close, toss grenades into the storage area, then use the heavy weapons on the vehicle while the rest of the squad eliminates the remainder of the guards
15	Use stealth to get inside, eliminate personnel with knives, disable vehicle with SLAM mine.
20+	As above, but get any radio frequencies available and search for maps, in addition to taking a prisoner to interrogate on the location of the other ZSUs

Weapons fire that lasts for longer than 3 rounds will draw the attention of a nearby patrol, which will arrive 15 minutes later to investigate. If the characters are using silenced weapons, the only worry is the sounds of AK-47s and M-16A1s carried by the terrorists.

GUARDS (2)

Little more than bullyboys and thugs, these men joined the Trajeto de Righteous in order to prove their manliness and bully others. They carry old M16A1 rifles (Use M16A2 and replace burst fire option with fully automatic fire, all else is unchanged) that are over 30 years old.

Strong Hero 4 CR 4; Medium-size humanoid; **HD** 4d8+8; **HP** 26; **Mas** 14; **Init** +0; **Spd** 30 ft; **Defense** 13, touch 13, flatfooted 13 (+0 size, +0 Dex, +3 class); **BAB** +4; **Grap** +6; **Atk** +7 melee (1d4+3/19-20, Knife), or +4 ranged (2d8+0, M-16A1); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +1, Will +2; **AP** 2; **Rep** +0; **Str** 15, **Dex** 10, **Con** 14, **Int** 8, **Wis** 13, **Cha** 12.

Occupation: Criminal (Hide, Move Silently)

Skills: Hide +6, Knowledge (Tactics) +1, Listen +3, Move Silently +6, Spot +4, Survival +2

Feats: Advanced Firearms Proficiency, Alertness, Combat Reflexes, Personal Firearms Proficiency, Stealthy, Weapon Focus

Talents (Strong Hero): Melee Smash, Extreme Effort

Possessions: OD Green fatigues, LCE, combat boots, knife, M-16A1, 4 full 30 round magazines of 5.56mm, 4 fragmentation grenades, canteen.



ZSU Site – Outside View

YEAR OF THE ZOMBIE

DOLO AT ALL COSTS

ZSU Crewmen

These crewmen are professional rebels, deserters from the military who have joined the terrorist/insurgent group in order to overthrow a government they see as corrupt.

Driver

Strong Hero 3 CR 3; Medium-size humanoid; **HD** 3d8+3; **HP** 17; **Mas** 12; **Init** +2; **Spd** 30 ft; **Defense** 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); **BAB** +3; **Grap** +5; **Atk** +5 melee (1d4+4/19-20, Knife), or +5 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ**; **AL** Trajeto de Righteous; **SV** Fort +3, Ref +3, Will +2; **AP** 1; **Rep** +0; **Str** 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Craft (structural) +2, Drive +10, Knowledge (Tactics) +4, Pilot +4, Repair +4, Survival +3

Feats: Brawl, MOS Armor (Drive, Repair), Personal Firearms Proficiency, Vehicle Expert, Vehicle Specialization (military vehicles)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen.

Radar Operator

Smart Hero 3 CR 3; Medium-size humanoid; **HD** 3d6+3; **HP** 8; **Mas** 8; **Init** +2; **Spd** 30 ft; **Defense** 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); **BAB** +1; **Grap** +2; **Atk** +2 melee (1d4+1/19-20, Knife), or +3 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ**; **AL** Trajeto de Righteous; **SV** Fort +0, Ref +3, Will +3; **AP** 1; **Rep** +1; **Str** 13, **Dex** 15, **Con** 8, **Int** 14, **Wis** 12, **Cha** 14.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Computer Use +8, Craft (electronic) +8, Craft (mechanical) +6, Craft (structural) +6, Decipher Script +6, Demolitions +6, Knowledge (Tactics) +8, Knowledge (Technology) +8, Navigate +8, Profession +2, Read/Write Language +1 (Portuguese, Russian), Repair +8, Search +6, Spot +3, Survival +5

Feats: Advanced Firearms Proficiency, Electronic Warfare, MOS Air Defense (Computer Use, Knowledge [Technology], Repair), Personal Firearms Proficiency, Radar Operation

Talents (Smart Hero): Linguist, Plan

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen.

Gunner

Strong Hero 3 CR 3; Medium-size humanoid; **HD** 3d8+3; **HP** 11; **Mas** 8; **Init** +2; **Spd** 30 ft; **Defense** 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); **BAB** +3; **Grap** +4; **Atk** +4 melee (1d4+1/19-20, Knife), or +5 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ**; **AL** Trajeto de Righteous; **SV** Fort +1, Ref +3, Will +3; **AP** 1; **Rep** +0; **Str** 12, **Dex** 15, **Con** 8, **Int** 10, **Wis** 14, **Cha** 13.

Occupation: Military (Drive, Knowledge [Tactics])

Skills: Climb +5, Craft (Structural) +4, Drive +6, Knowledge (Tactics) +3, Repair +2, Swim +3

Feats: Advanced Firearms Proficiency, Exotic Firearms Proficiency (cannons), MOS Air Defense (Computer Use, Knowledge [Tactics], Repair), Personal Firearms Proficiency, Weapon Focus (ZSU AA guns)

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen.

Commander

Strong Hero 3/Infantry Training 1 CR 4; Medium-size humanoid; **HD** 3d8+3 plus 1d10+1; **HP** 24; **Mas** 13; **Init** +2; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); **BAB** +3; **Grap** +5; **Atk** +5 melee (1d4+4/19-20, Knife), or +5 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +4, Will +2; **AP** 2; **Rep** +0; **Str** 15, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8.

Occupation: Military (Drive, Navigate)

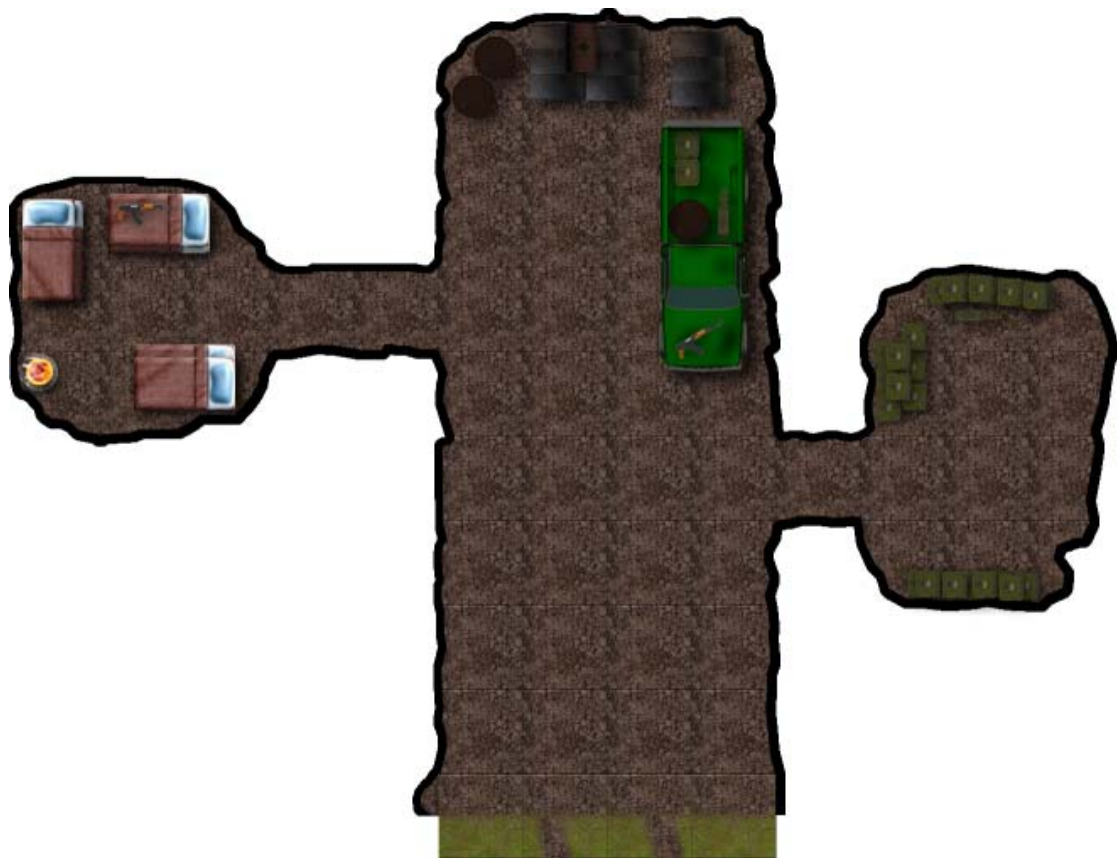
Skills: Craft (structural) +4, Drive +6, Intimidate +1, Knowledge (Streetwise) +2, Knowledge (Tactics) +3, Navigate +3, Repair +3, Survival +3

Feats: Advanced Firearms Proficiency, Burst Fire, Brawl, Personal Firearms Proficiency,

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Infantry Training): Defensive Position +1

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen.



ZSU Site – Interior

PATROLS

We heard them before we saw them, and could smell the herb they were toking up on before they rounded the corner and passed us by. We waited for about ten minutes, then began following them, being careful not to run up their rear if they stopped, which they did several times. For the most part they were complaining about running the patrol, convinced that all Americans aboard the helicopter had been killed, and were bragging about a raid they pulled on a village a few weeks before. Their laughter and crude comments involving what had gone on made me sick to my stomach. It reminded me of the barbarism and butchery I'd seen during missions in Africa, moving through areas where the tribal warfare had gotten particularly vicious.

We followed them to a roadblock and then pulled back into the jungle. After about a half hour another patrol came out of the terrorists base of operations, passed through the road block, and stopped right next to as they lit up joints and cracked open a bottle of moonshine.

Knives did their work quickly, and I shook my head when SSG Zachary signaled that he could take one man prisoner if I wanted. I didn't need him; I'd listened carefully to what they had said about the road block and had confirmed that the hostages were here.

I had no use for people who laughed about the rape and beheading of a 19 year old woman who only wanted to make the world a better place.

Each patrol consists of five men, all of whom are tasked to watch for any government soldiers, wandering villagers or policemen that might stray into the area. As the local villages have been warned to stay away for the last few years, the patrol is encouraged to torture and kill anyone they catch during their rounds.

As there has been no challenges to Trajeto de Righteous' possession of the area in over three years, the patrols have gotten rather sloppy. Convinced of their own dominance, they suffer a -4 competence penalty to Spot and Listen checks, often smoking hashish, drinking tequila, or bragging loudly as they go about their patrols. Even with the ZSUs having shot down two government helicopters, the patrols figure that anyone on board was killed, and if not, they won't have the guts to hit the compound, so they will be talking and bragging louder than usual, each man trying to outdo the other in what he would do if it were the Calstinopan Army, the Americanos, or anyone else who would be "foolish enough to attack."

When they initially come under fire, the patrols will be shocked and lose one round due to surprise.

"I want to make a Knowledge (Tactics) roll..."

It's fairly standard, but there can be repercussions.

Result	Tactical Recommendation
5	Hide in the bushes, open fire as they come by.
10	Hide in bushes, watch for leader and radioman. Kill radioman first, take at least one prisoner for interrogation.
15	Hide, wait for patrol to pass, eliminate the last guy with knives, move up the line and eliminate.
20+	Shadow patrol, staying 10-50 meters behind them, shadow back to encampment.

Patrol Troops (3)

While many of the Trajeto de Righteous are little more than thugs, bullies and criminals, the most professional of the organization is sent out on the patrols in order to ensure the security of the camp. These guys will usually fight to the death, only breaking and running when the majority of them are down.

WORLD AT ALL COSTS

Tough Hero 3/Infantry Training 3 CR 6; Medium-size humanoid; **HD** 3d10+6 plus 3d10+6 plus 3; **HP** 49; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); **BAB** +4; **Grap** +5; **Atk** +5 melee (1d4+1/19-20, Knife), or +7 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +6, Ref +5, Will +3; **AP** 3; **Rep** +1; **Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Craft (structural) +3, Hide +8, Knowledge (Tactics) +3, Listen +3, Move Silently +4, Navigate +3, Spot +9, Survival +7

Feats: Advanced Firearms Proficiency, Alertness, Burst Fire, MOS Rifleman (Knowledge [Tactics], Spot, Survival), Personal Firearms Proficiency, Toughness, Weapon Focus (AK-47)

Talents (Tough Hero): Robust, Damage Reduction 1/—

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen, compass.

Radioman

Tough Hero 3/Infantry Training 3 CR 6; Medium-size humanoid; **HD** 3d10+6 plus 3d10+6 plus 3; **HP** 49; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); **BAB** +4; **Grap** +5; **Atk** +5 melee (1d4+1/19-20, Knife), or +7 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +6, Ref +5, Will +3; **AP** 3; **Rep** +1; **Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Craft (structural) +3, Hide +8, Knowledge (Tactics) +3, Listen +3, Move Silently +4, Navigate +3, Spot +9, Survival +7

Feats: Advanced Firearms Proficiency, Alertness, Burst Fire, Jungle/Swamp Warfare College (Hide, Knowledge [Tactics], Survival), MOS Rifleman (Knowledge [Tactics], Spot, Survival), Personal Firearms Proficiency, Weapon Focus

Talents (Tough Hero): Robust, Damage Reduction 1/—

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen, compass, radio, notebook with radio frequencies written down.

Patrol Leader

Tough Hero 3/Infantry Training 3/Recon Training 1 CR 7; Medium-size humanoid; **HD** 3d10+6 plus 3d10+6 plus 1d8+2 plus 3; **HP** 56; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); **BAB** +4; **Grap** +5; **Atk** +5 melee (1d4+1/19-20, Knife), or +7 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +7, Ref +6, Will +3; **AP** 3; **Rep** +1; **Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Craft (structural) +3, Hide +8, Knowledge (Tactics) +3, Listen +7, Move Silently +6, Navigate +3, Spot +10, Survival +7

Feats: Advanced Firearms Proficiency, Alertness, Burst Fire, Jungle/Swamp Warfare College (Hide, Knowledge [Tactics], Survival), MOS Rifleman (Knowledge [Tactics], Spot, Survival), Personal Firearms Proficiency, Weapon Focus

Talents (Tough Hero): Robust, Damage Reduction 1/—

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Talents (Recon Training): Camouflage

Possessions: OD Green fatigues, LCE, combat boots, knife, AK-47, 4 full 30 round magazines of 7.62mm, 4 fragmentation grenades, canteen, compass, map with ZSU, road block and main encampment locations marked down, along with patrol routes.

ROADBLOCK (WEST)

We watched them closely. They were obvious professionals, higher quality than anything I had seen during the entire operation. Uniforms were clean and their weapons well-maintained. The guards were too relaxed, and we noticed they were drinking the tequila too fast with too little effect. Armed with M-16s, unlike the rest of the terrorists, with a SAM and an AT rocket handy, these guys seemed to be a little too casual.

Hewett, Natchez and Baker set up their weapons. Two SAWs and a sniper, ready to go, while the rest of us moved down to the edge of the clearing. I situated myself in such a way that I could see the legs of the men in the tent underneath the truck and gave two clicks on my radio. Long seconds passed, and mosquitoes found my ear very delicious.

Three clicks, and I raked the bottom of the truck, sending bullets into people's shins and feet. The commander dropped, Hewett's silenced M-24 doing its job and evacuating his skull. There was a brief scramble and then nothing but silence. I swapped out my used magazine for a full one and joined SSG Zachary to look for anything of use.

We got lucky - the pock-faced fucker with the weird rifle was a graduate of the School of the Americas, which meant he would have been a serious problem if he'd thought we were within a mile. Either that or we'd ambushed his ambush.

Or maybe sometimes it comes down to luck.

Two small pickups are parked nose to nose across the dirt road, effectively blocking it off. Mounted in the back of each truck is an M-249 SAW light machinegun, and usually beneath a lean-to beside the road is where the fourteen men manning the road block spend their time playing cards, sleeping or drinking tequila and complaining about the humidity and mosquitoes. Each roadblock has a radio for communicating with the main camp and is expected to check in every two hours. Inside each tent a single RPG-7 with 4 additional rockets and one SA-18 GROUSE AAM can be found.

Despite the ZSUs shooting down two helicopters, the men manning the roadblocks will appear to be inattentive although a successful Spot check (DC 20) or Sense Motive check (DC 20) will reveal that the men are carefully watching their surroundings.

When the combat begins, the two drivers lob smoke grenades into the road to provide cover and then scoop up the RPG-7s, waiting for the commander to call out an area to fire at. The SAW gunners pull the weapons free of the truck and retreat to the low berm on either side of the tent; first the north one moves while the south one provides cover (rapidly moving into the smoke) and then the south one moves after the other gets set up and begins providing cover.

If heavy fire is heard from the main encampment, the commander will order his troops to load up into the vehicles and head into the capital city to join their comrades, who are planning to hit the American embassy that evening.

If the Rising has begun, the characters will see this group besieged by several zombies of a group of villagers that Jose Vasquez ordered executed and buried in a shallow grave roughly 100 yards to the south of the road. None of the people on this roadblock know of this action, which was performed by the commander of the eastern roadblock. He hid them here as petty revenge against a man too proud and concerned for peasants to kill those who are unwilling to support the revolution.

"I want to make a Knowledge (Tactics) roll..."

Result	Tactical Recommendation
5	Open fire with fully automatic weapons fire and eliminate the roadblock
10	Either move by quietly, or take them out with either an M-203 grenade delivered to the tent and accurate fire directed on the survivors.
15	Three men move up, taking aim on those inside the tent, an M-203 is used to hit the tent, then snipers and those on the edge of the road eliminate the rest with silenced weapons and knives.
20+	As above, except no use of explosives.

DOLO AT ALL COSTS

Roadblock Commander

The commander of this roadblock is a hardened fighter, a long-time campaigner against the government and a man dedicated to the overthrow of the current US-backed government. While he has been lulled into inattention by the lack of danger in the last several months, he will quickly react to any threat. At the first sight of danger, he order the radioman to call back to the base camp and try to motivate his troops into going prone behind cover and watching for the enemy.

He's too canny of an old warrior to figure that going for the truck will work, and knows that any enemy will attempt to target the LMG gunners first. He will watch for fire to take out the gunners, directing his men's fire as accurately as possible. If an enemy approaches a vehicle, he will use his WP grenade to blow the truck up, and if outnumbered or in serious danger of being killed, he will "milk" his CS grenade and drop it to the ground once it begins pouring forth tear gas, heading back toward the main camp with the remainder of his command to gather more men.

If it looks really bad, or if he identifies the PCs as Army Rangers, or if they identify themselves, he will surrender himself and his men, if the Rangers swear on "Rangers' Honor" that his men will be treated as Enemy Prisoners of War, his wounded treated, and they will be tried on American soil.

He is identifiable by US Army colonel rank on his cap, the School of Americas tab sewn on the left shoulder of his fatigues, and the radio on his hip.

The commander is a canny, crafty fighter who will not throw away his men, and knows not only when to retreat, but when to advance and when to surrender.

Strong Hero 3/Assault Training 4/Recon Training 4/Special Operations Training 1 CR 12; Medium-size humanoid; **HD** 3d8+6 plus 4d10+8 plus 4d8+8 plus 1d8+2 plus 4; **HP** 87; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 21, touch 18, flatfooted 19 (+0 size, +2 Dex, +6 class, +3 equipment); **BAB** +11; **Grap** +12; **Atk** +12 melee (1d4+1/19-20, Combat Knife), or +14 ranged (2d8+0, G41K); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +11, Ref +7, Will +6; **AP** 6; **Rep** +2; **Str** 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 14, **Cha** 12.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Climb +3, Craft (structural) +11, Hide +12, Knowledge (Streetwise) +3, Knowledge (Tactics) +13, Listen +8, Move Silently +4, Navigate +9, Profession +4, Read/Write Language +1 (English, Portuguese), Speak Language +1 (English, Portuguese), Spot +8, Survival +18, Tumble +2

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Burst Fire, Jungle/Swamp Warfare College (Hide, Knowledge [Tactics], Survival), Leadership, MOS Rifleman (Knowledge [Tactics], Spot, Survival), Personal Firearms Proficiency, SERE, Urban Warfare College (Demolitions, Hide, Knowledge [Tactics]), Weapon Focus (G41K)

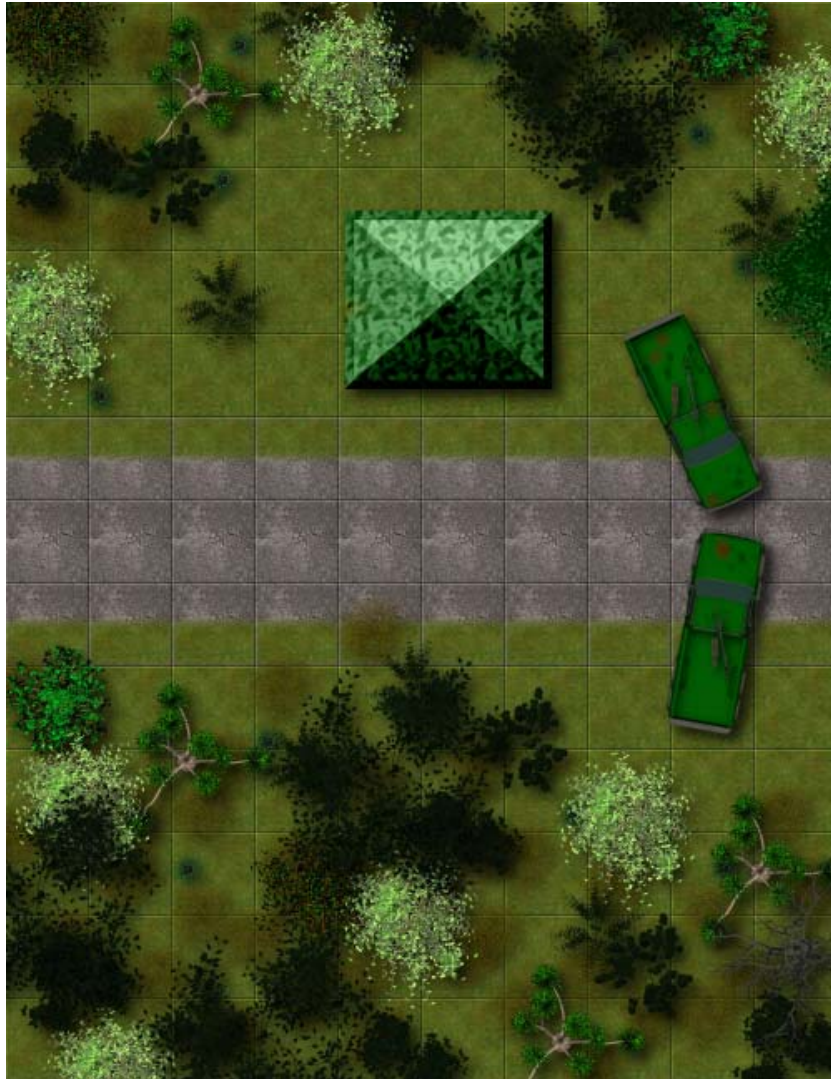
Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Assault Training): Tough as Nails, Marksmanship 1, Sharpshooter 1

Talents (Recon Training): Camouflage, Shock Assault 1, Sharpshooter 2

Talents (Special Operations Training): Mental Toughness, Marksmanship 2

Possessions: OD Green fatigues, LCE, combat boots, knife, Undercover Vest, Combat Knife, G41K assault rifle, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 White Phosphorous grenade, 1 CS grenade, canteen, walkie-talkie radio, compass, unmarked map of both area and capital city.



Road Block West

Guards (6)

While these men are primarily simple villagers who chose to “volunteer,” the roadblock commander has been training them and whipping them into shape as best as possible. They will spend an initial round panicking before going prone and attempting to spot any of the people attacking them as per the commander’s orders. If the commander is killed, they will attempt to flee or surrender whichever one looks better.

Strong Hero 3/Infantry Training 3 CR 6; Medium-size humanoid; **HD** 3d8+3 plus 3d10+3 plus 3; **HP** 40; **Mas** 12; **Init** +2; **Spd** 30 ft; **Defense** 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); **BAB** +5; **Grap** +7; **Atk** +7 melee (1d4+2/19-20, Knife), or +8 ranged (2d8+0, M16A2); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +5, Ref +5, Will +3; **AP** 3; **Rep** +0; **Str** 15, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10.

Occupation: Rural (Drive, Repair)

Skills: Craft (structural) +2, Drive +4, Hide +5, Knowledge (Streetwise) +0, Knowledge (Tactics) +6, Repair +0, Speak Language +1 (Portuguese, English), Spot +4, Survival +4

Feats: Advanced Firearms Proficiency, Burst Fire, MOS Rifleman (Hide, Spot, Survival), Personal Firearms Proficiency, Quick Reload, Toughness, Weapon Focus

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Possessions: Combat Knife, M-16A2, OD Green fatigues, LCE, combat boots, knife, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 flash-bang grenade, 1 CS grenade, canteen, compass.

Truck Drivers (2)

Poorly trained but well motivated, these men's only duty is to drive the trucks back and forth, and they consider themselves superior to everyone else in the main encampment. They are recently assigned to the roadblock, and appreciate the respect and honor that the commander has brought back to the revolution. Their job is to toss down smoke grenades to provide cover for everyone and grab the RPG-7s for use against armored American soldiers or government vehicles.

Strong Hero 2/Tough Hero 2 CR 4; Medium-size humanoid; **HD** 2d8+4 plus 2d10+4 plus 3; **HP** 31; **Mas** 14; **Init** +1; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 14 (+0 size, +1 Dex, +4 class); **BAB** +3; **Grap** +5; **Atk** +5 melee (1d4+2/19-20, Combat Knife), or +5 ranged (2d8+0, M-16A2); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +6, Ref +1, Will +1; **AP** 2; **Rep** +0; **Str** 15, **Dex** 12, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10.

Occupation: Rural (Handle Animal, Repair)

Skills: Craft (structural) +1, Drive +3, Handle Animal +2, Knowledge (Tactics) +3, Repair +1, Spot +2, Survival +2

Feats: Advanced Firearms Proficiency, Burst Fire, Personal Firearms Proficiency, Quick Reload, Toughness, Weapon Focus (M16A2)

Talents (Strong Hero): Extreme Effort

Talents (Tough Hero): Remain Conscious

Possessions: Knife, M16A2, OD Green fatigues, LCE, combat boots, knife, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 Flash-bang grenade, 1 CS grenade, canteen, compass.

Truck Machine Gun Operators (2)

The men on the western road block appear to be napping while leaning against their weapons, but they are actually carefully watching their surroundings. These men have been with the commander for a long while, having served with him in the Army and attended the School of Americas with him. When the firefight begins, they will immediately retreat to the berm, as detailed above.

Strong Hero 2/Infantry Training 4 CR 6; Medium-size humanoid; **HD** 2d8+2 plus 4d10+4; **HP** 37; **Mas** 12; **Init** +2; **Spd** 30 ft; **Defense** 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); **BAB** +5; **Grap** +6; **Atk** +6 melee (1d4+1/19-20, Knife), or +8 ranged (2d10+0, PKM); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +5, Ref +4, Will +3; **AP** 3; **Rep** +0; **Str** 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Craft (structural) +3, Hide +9, Knowledge (Tactics) +7, Navigate +4, Spot +9, Survival +9

Feats: Advanced Firearms Proficiency, Burst Fire, Exotic Firearms Proficiency (heavy machine guns), MOS Rifleman (Hide, Search, Spot), Personal Firearms Proficiency, Strafe, Weapon Focus (PKM LMG)

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1, Marksmanship 1, Marksmanship 2

Possessions: Knife, PKM; 3 drums of ammunition for the PKM, 3 fragmentation grenades, 1 smoke grenade, OD Green fatigues, LCE, combat boots, canteen, compass.

Communications Tech (1)

This man will have the radio transmitter in his hand, ready to transmit back to base. His job, during an attack, is to relay situation reports to the main base. If things look too grim, he will spin the dials on the radio and put two shots into it before joining the commander in leading the men back to the main camp. He is fanatical toward Trajeto de Righteous and his commander.

Strong Hero 3/Infantry Training 3 CR 6; Medium-size humanoid; **HD** 3d8+3 plus 3d10+3 plus 3; **HP** 40; **Mas** 12; **Init** +2; **Spd** 30 ft; **Defense** 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); **BAB** +5; **Grp** +7; **Atk** +7 melee (1d4+2/19-20, Knife), or +8 ranged (2d8+0, M16A2); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +5, Ref +5, Will +3; **AP** 3; **Rep** +0; **Str** 15, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10.

Occupation: Rural (Drive, Repair)

Skills: Craft (structural) +2, Drive +4, Hide +5, Knowledge (Streetwise) +0, Knowledge (Tactics) +6, Repair +0, Speak Language +1 (Portuguese, English), Spot +4, Survival +4

Feats: Advanced Firearms Proficiency, Burst Fire, MOS Rifleman (Hide, Spot, Survival), Personal Firearms Proficiency, Quick Reload, Toughness, Weapon Focus

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Possessions: Combat Knife, M-16A2, OD Green fatigues, LCE, combat boots, knife, 4 full 30 round magazines of 5.56mm, 2 fragmentation grenades, 1 Flash-bang grenade, 1 CS grenade, canteen, compass.



ROADBLOCK (EAST)

We hit these guys on the way out, not interested in fucking with them, but figuring they'd have a SAM too. Two 203 rounds followed by sustained fire from the SAW and all there was was corpses. We moved through quickly, shooting the ones that sat back up in the face to remind them they were dead, disabled the Grouse, then moved on. There were four whores there, but when you willingly fuck the enemy, you've enlisted in his army, so screw 'em. There was a fifth out back, her throat cut and her breasts hacked off. She was tied up but still lunged at us until Hewett shot her in the head to jog her memory that she was dead. I had checked my gear four times and found no presence of chemical contamination. Maybe it was some kind of freaky bio-weapon. If so, we'd missed the lab.

Two small pickups are parked end to end across the dirt road, effectively blocking it off. Mounted in the back of each truck is a PKM light machinegun with a canvas cover. The men manning the station are expected to check in every two hours with the radio mounted on the table inside the open side tent. Inside the tent is a single RPG-7 with 4 additional rockets and one SA-18 GROUSE AAM.

The side of the tent facing the road is rolled up, and all 12 men are inside, sitting in chairs, drinking, smoking marijuana and enjoying the services of five camp prostitutes. Everyone is paying attention to either the prostitutes or the tequila bottle, and because of this will lose the first 2 rounds of action.

These men (and the women) are considered intoxicated/stoned, and because of this, they suffer a -4 penalty to all rolls.

"I want to make a Knowledge (Tactics) roll..."	
Result	Tactical Recommendation
5	Open fire with fully automatic weapons fire and eliminate the roadblock
10	Either move by quietly, or take them out with either an M-203 grenade delivered to the tent and accurate fire directed on the survivors.
15	Three men move up, taking aim on those inside the tent, an M-203 is used to hit the tent, then snipers and those on the edge of the road eliminate the rest with silenced weapons and knives.
20+	As above, except no use of explosives.

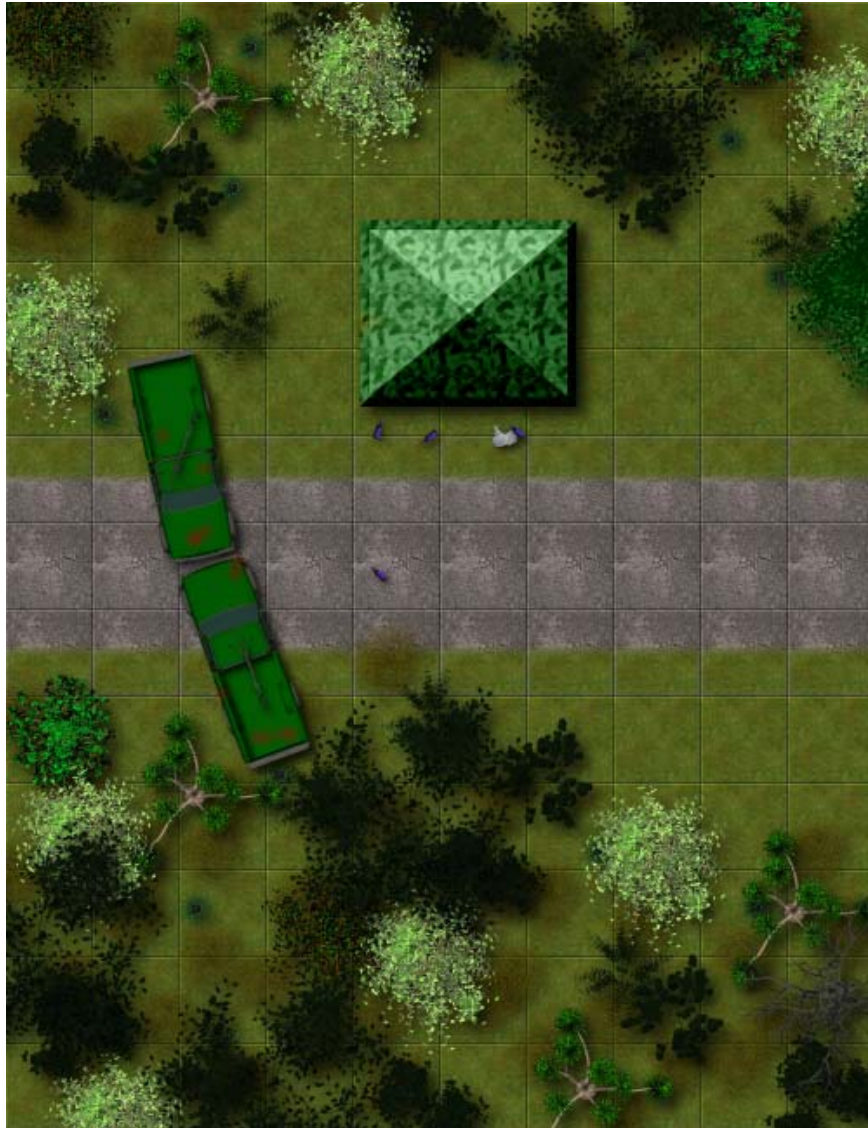
Roadblock Commander (1)

The roadblock commander is little more than a brutal scumbag with a taste for bullying and bragging. Despite all of his claims of fierceness in combat, he spends most of his energy attempting to avoid combat. He has a reputation for toughness, but that comes from his beating and torture of captives or unarmed villagers. His favorite prey is prostitutes, and one of the women at the road block will not make it back.

Should hostilities incur, he will grab one of the prostitutes, press his pistol to her head, and drag her into the jungle with him, intending on using her for a hostage.

Tough Hero 5 CR 5; Medium-size humanoid; HD 5d10+10 plus 3; HP 41; Mas 15; Init +1; Spd 30 ft; Defense 17, touch 14, flatfooted 16 (+0 size, +1 Dex, +3 class, +3 equipment); BAB +3; Grap +4; Atk +4 melee (1d4+1, Brass Knuckles), or +4 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Trajeto de Righteous; SV Fort +5, Ref +2, Will +1; AP 2; Rep +1; Str 12, Dex 13, Con 15, Int 8, Wis 10, Cha 12.
Occupation: Criminal (Gamble, Knowledge [Streetwise])
Skills: Gamble +6, Intimidate +5, Knowledge (Streetwise) +3, Survival +2
Feats: Armor Proficiency (light), Brawl, Improved Brawl, Improved Grapple, Street-fighting, Toughness
Talents (Tough Hero): Remain Conscious, Damage Reduction 1/—, Damage Reduction 2/
Possessions: Undercover Vest, Brass Knuckles, AK-47, 7 full 30 round magazines of 7.62mm ammunition, Beretta 92F, 4 clips of 9mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, brass knuckles, canteen.

LOLO AT ALL COSTS



Road Block East

Guards (6)

These men are primarily thugs who idolize their commander, who gets them out of work details and makes sure the best looking prostitutes come out to the roadblock at least once a week. They all know about their commander's habit of murdering one of the prostitutes, and occasionally help by hacking on one unlucky woman with a machete.

Tough Ordinary 4 CR 4; Medium-size humanoid; **HD** 4d10+8; **HP** 30; **Mas** 14; **Init** +1; **Spd** 30 ft; **Defense** 14, touch 14, flatfooted 13 (+0 size, +1 Dex, +3 class); **BAB** +3; **Grap** +5; **Atk** +6 melee (1d6+2, Machete), or +4 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ**; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +2, Will +2; **AP** 2; **Rep** +1; **Str** 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10.

Occupation: Criminal (Gamble, Knowledge [Streetwise])

Skills: Gamble +5, Intimidate +4, Knowledge (Streetwise) +3, Spot +3

Feats: Brawl, Improved Grapple, Personal Firearms Proficiency, Weapon Focus

Possessions: Machete, AK-47, 7 full 30 round magazines of 7.62mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen.

Truck Drivers (2)

These men even look sleazy. With dirty, greasy uniforms, slimy looking hair, beady eyes and handlebar mustaches, they look like the epitome of nasty predators. Both of them are completely drunk and half passed out, lying back in their chairs and dozing off occasionally.

Fast Ordinary 5 CR 5; Medium-size humanoid; **HD** 5d8+10 plus 3; **HP** 36; **Mas** 14; **Init** +3; **Spd** 30 ft; **Defense** 18, touch 18, flatfooted 15 (+0 size, +3 Dex, +5 class); **BAB** +3; **Grap** +4; **Atk** +4 melee (1d6+1, machete), or +6 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +3, Ref +6, Will +0; **AP** 2; **Rep** +1; **Str** 13, **Dex** 16, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12.

Occupation: Criminal (Gamble, Knowledge [Streetwise])

Skills: Bluff +3, Disguise +3, Drive +13, Escape Artist +5, Gamble +7, Hide +7, Knowledge (Streetwise) +8, Move Silently +7, Pilot +5, Profession +1, Sleight of Hand +7

Feats: Deceptive, Personal Firearms Proficiency, Toughness, Vehicle Expert

Possessions: machete, AK-47, 7 full 30 round magazines of 7.62mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen

Truck Machine Gun Operators (2)

The men that are supposed to be manning the machine guns are currently enjoying the services of the prostitutes. They are poor shots at best, preferring the "spray and pray" method of marksmanship.

Tough Ordinary 3 CR 3; Medium-size humanoid; **HD** 3d10+6 plus 3; **HP** 26; **Mas** 15; **Init** +0; **Spd** 30 ft; **Defense** 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 class); **BAB** +2; **Grap** +3; **Atk** +3 melee (1d6+1, machete), or +2 ranged (2d8, AK-47) or -2 ranged (2d10, PRK); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +1, Will +3; **AP** 1; **Rep** +1; **Str** 13, **Dex** 10, **Con** 15, **Int** 8, **Wis** 14, **Cha** 12.

Occupation: Blue Collar (Craft [structural], Drive, Intimidate)

Skills: Bluff +3, Disguise +3, Intimidate +7, Knowledge (Streetwise) +5

Feats: Deceptive, Personal Firearms Proficiency, Toughness

Possessions: machete, AK-47, 7 full 30 round magazines of 7.62mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen.

In the bed of the truck are 3 drum magazines for the PRK LMG, each containing 150 rounds. The PRK has a drum loaded, but is set on safety. On a natural one or two rolled on the die the weapon will jam due to crappy maintenance.

Communications Tech (1)

Smart Ordinary 2 CR 2; Medium-size humanoid; **HD** 2d6+2; **HP** 9; **Mas** 13; **Init** +0; **Spd** 30 ft; **Defense** 11, touch 11, flatfooted 11 (+0 size, +0 Dex, +1 class); **BAB** +1; **Grap** +3; **Atk** +3 melee (1d6+2, Machete), or +1 ranged (2d6+0, Baretta 93F); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +1, Ref +0, Will +3; **AP** 1; **Rep** +1; **Str** 15, **Dex** 10, **Con** 13, **Int** 14, **Wis** 12, **Cha** 8.

Occupation: Blue Collar (Craft [electronic], Craft [mechanical], Repair)

Skills: Computer Use +6, Craft (electronic) +9, Craft (mechanical) +9, Craft (structural) +7, Investigate +4, Knowledge (Earth and Life Sciences) +7, Knowledge (Physical Sciences) +7, Knowledge (Tactics) +5, Repair +9, Research +7, Search +7, Spot +3, Swim +4

Feats: Builder (Craft [electronic], Craft [mechanical]), Gear-head

Possessions: Machete, Beretta 93F, 2 full magazines of 9mm ammunition, OD green fatigues, combat boots, LCE, 4 fragmentation grenades, canteen, notebook with frequencies written in it for base camp and patrols.

Prostitutes

Charismatic Ordinary 3 CR 3; Medium-size humanoid; **HD** 3d6+6; **HP** 17; **Mas** 14; **Init** +1; **Spd** 30 ft; **Defense** 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); **BAB** +1; **Grap** +1; **Atk** +1 melee (1d3+0/18-20, Razor); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** none; **SV** Fort +4, Ref +3, Will +2; **AP** 1; **Rep** +2; **Str** 10, **Dex** 13, **Con** 14, **Int** 8, **Wis** 13, **Cha** 15.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +10, Diplomacy +8, Disguise +7, Gather Information +8, Intimidate +5, Investigate +1, Knowledge (Streetwise) +5, Listen +3, Profession +7, Sense Motive +3, Sleight of Hand +7, Spot +3

Feats: Alertness, Attentive, Brawl, Deceptive

Possessions: Straight razor, sleazy outfit, high heeled shoes, torn pantyhose, bottle of beer.



Main Camp

THE CAMP

We hit the camp carefully, leaving behind a sniper and a spotter, while the rest of us crawled through the ferns to the dilapidated house where we'd overheard the hostages were being kept. Our sniper kept over-watch as we moved in, and slithered under the house. Looking up through the floorboards, I could count two guards inside as well as five living hostages. The thick patch of mud, caused by massive amounts of blood, told a grim, silent tale that one of the hostages was gone.

I slithered back out and sub-vocalized the information I had gathered on my recon, and got ready, my pistol silenced and ready. I kept my inhalations and exhalations deep and slow, charging my blood with oxygen for what was going to happen.

Three clicks, and we were moving. In through the back door, Natchez right before me. Doubletap right, doubletap left, and keep moving forward. The pistol did little more than cough, and both bodies slumped, two rounds center mass. Both went down, one with the spastic kicking of someone who's dead but doesn't know it. I kept moving forward, crouching down by one of the hostages, my eyes sweeping the area. "US Army Rangers," I whispered, "Keep your goddamn mouths shut." The last was unnecessary, all five of them had their mouths taped shut, but at least they quit struggling and making noises. Hewett and Baker dragged the two they had taken down into the room and kicked the door shut.

We'd set some charges, take the hostages, and get the hell out of there.

Mostly overgrown with ferns, this camp is surrounded by observation/guard towers and consists of 9 buildings, a goat pen, and a muddy patch of ground that obviously serves as a motor pool for the terrorists. Each of the towers holds a single sentry armed with a PKM who is probably supposed to be scanning the surrounding jungle, but is usually just staring off to space, smoking a cigarette and leaning back in a chair, or in one notable instance, reading a magazine.

A single muddy road spotted with puddles skirts the south edge of the camp. The goat pen is on the northwestern side, the motor pool on the southeastern side. A large broadcast antenna tops a small cinderblock building in the middle of the camp, and three long wooden buildings with plenty of windows, appear to be barracks. A small cinderblock building in between the southwestern barracks and a dilapidated wooden building are guarded by two men carrying AK-47 assault rifles. The dilapidated wooden building in between the cinderblock building and the motor pool has two men standing outside the door with AK-47s and the windows have all been covered with canvas.

On the eastern side of the camp, on the road, four men work to dislodge a truck stuck in the mud. Two men are feeding the goats, a man is under the hood of one of the jeeps in the motor pool, and four others wander about on guard patrol within the camp carrying AK-47s.

"I want to make a Knowledge (Tactics) roll..."

Result	Tactical Recommendation
5	Use sniper fire and close fire to eliminate the terrorists within the camp.
10	Use stealth to engage terrorists up close; eliminate terrorists, search for hostages, which should be kept in the boarded building, but may be in the broadcast tower building.
15	Use stealth to investigate the boarded up building, keeping at least one back for sniper operations, eliminate guards on building.
20+	Use stealth to infiltrate the camp, setting up explosives at the barracks, using "silent kill" methods at the broadcast tower, and silenced sniper fire to eliminate outside guards. Keep one back for sniper cover fire, another man on watch on the boarded up building.

BOLE AT ALL COSTS

1) BROADCAST TOWER

This two-room cinderblock building is primarily filled with the hardware needed to broadcast television signals. It is currently manned by two men, one of whom is the technician, and the other who is gleefully watching the repeat of the woman being raped and beheaded. The room is filled with the noise from the 5KW generator in the smaller of the two rooms, despite the attempt at soundproofing the room. Upon entry, the technician will attempt to surrender in order to wait until the first available opportunity to draw the pistol from the waistband of his shorts and open fire. The other man will grab his Skorpion machine pistol and attempt to kill any who enter. Both men will fight to the death.

In the room are videotapes of the Trajeto de Righteous rounding up villagers and torturing them before killing them. These tapes are valuable evidence as to the crimes that the terrorist group has committed, as well as showing the leader of the group giving the orders.

Technician

Smart Hero 3 CR 3; Medium-size humanoid; **HD** 3d6+3; **HP** 14; **Mas** 12; **Init** +2; **Spd** 30 ft; **Defense** 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); **BAB** +1; **Grap** +1; **Atk** +1 melee (1d3+0, wrench), or +3 ranged (2d6+0, Beretta 93R); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +2, Ref +3, Will +3; **AP** 1; **Rep** +1; **Str** 10, **Dex** 15, **Con** 12, **Int** 14, **Wis** 13, **Cha** 8.

Occupation: Technician (Craft [electronic], Craft [mechanical], Repair)

Skills: Computer Use +8, Craft (electronic) +13, Craft (mechanical) +10, Craft (structural) +8, Craft (visual art) +8, Craft (writing) +8, Forgery +10, Investigate +4, Knowledge (Behavioral Sciences) +8, Knowledge (Technology) +8, Read/Write Language +3 (English, Spanish, Portuguese, French), Repair +8, Search +4, Sense Motive +3, Speak Language +3 (English, Spanish, Portuguese, French)

Feats: Attentive, Builder (Craft [electronic], Craft [mechanical]), Meticulous, Personal Firearms Proficiency

Talents (Smart Hero): Savant (Craft [electronic]), Plan

Possessions: wrench, Beretta 93R

Trajeto de Righteous Terrorist

Fast Hero 4/Infantry Training 2 CR 6; Medium-size humanoid; **HD** 4d8+8 plus 2d10+4; **HP** 41; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 18, touch 18, flatfooted 16 (+0 size, +2 Dex, +6 class); **BAB** +4; **Grap** +5; **Atk** +5 melee (1d4+1/19-20, Knife), or +6 ranged (2d4+0, CZ Model 61 Skorpion); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +5, Ref +6, Will +2; **AP** 3; **Rep** +1; **Str** 12, **Dex** 15, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10.

Occupation: Criminal (Hide, Move Silently)

Skills: Craft (structural) +2, Hide +8, Intimidate +2, Knowledge (Streetwise) +3, Knowledge (Tactics) +1, Listen +3, Move Silently +6, Navigate +1, Sleight of Hand +6, Spot +7, Survival +3

Feats: Advanced Firearms Proficiency, Alertness, Burst Fire, Double Tap, MOS Rifleman (Search, Spot, Survival), Personal Firearms Proficiency, Point Blank Shot

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Possessions: Knife, CZ Model 61 Skorpion, 2 full 10 round clips of .32 Auto, 2 fragmentation grenades, bottle of tequila.



2) BARRACKS

This wooden building is in good repair, with the glass intact on the side windows. The doors are well hung and painted a light blue color. No electric cables or lights are in evidence, although one window has a wire leading to a radio aerial on the roof coming out of it.

Inside are twenty bunks, each with foot lockers at the foot of the bunk. The bunks are wooden frame, with straw filled mattresses covered by rough wool blankets. Only six of the bunks are occupied by men sleeping, their weapons lying on top of the foot locker at the foot of their individual bunks, but a table at the east end of the building has four men playing cards and arguing. Their weapons are stacked against the east wall, slightly out of reach. A single radio on a window sill plays a local radio station.

Upon entry, all of the men will sit, shocked for a moment, and then lunge as one for their weapons, one man kicking the table over and the other flinging a bottle of tequila at the intruders. Their shouts will wake the men in the beds, who will scramble for their weapons, taking 2 rounds to get their hands on them. The men on the beds will use their beds for cover, while the card players will attempt to use the table for cover.

Trajeto de Righteous Soldiers (x10)

Strong Hero 2/Infantry Training 1 CR 3; Medium-size humanoid; **HD** 2d8+2 plus 1d10+1; **HP** 18; **Mas** 13; **Init** +2; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); **BAB** +2; **Grap** +4; **Atk** +4 melee (1d4+2/19-20, Knife), or +5 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +3, Will +0; **AP** 1; **Rep** +0; **Str** 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +0, Craft (structural) +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +6, Listen +2, Navigate +3, Repair +4, Sleight of Hand +6, Spot +2, Survival +2

Feats: Advanced Firearms Proficiency, Alertness, MOS Rifleman (Intimidate, Knowledge [Tactics]), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1

Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades.

The four poker players also have a bottle of whiskey, a deck of cards, 1400 pesos, and suffer a -1 penalty to all checks due to intoxication.



DOLO AT ALL COSTS

3) HQ BUILDING

This windowless cinderblock building is painted a dull green, and from within the steady pounding of generators can be heard. The roof has two large radio antennas on the roof, as well as a small satellite dish receiver.

The main room contains two tables in the middle of the room, a set of bookshelves against the north wall, a detailed map of the country on the south wall, and a roster list on the west wall above a desk containing a desktop computer. The desktop has satellite internet access and detailed files on the US and British embassies in the capitol, as well as names and addresses for people who work there, guard routes and times, locations of sniper/anti-sniper positions, and the key codes for several of the electronic keycard access panels. The data on the computer is encrypted and locked, but the embassy details are open.

In this room are four men. Three of them are local nationals and known members of Trajeto de Righteous, but the last is a shock and a major coup: Mr. Halik Mossa, an American born businessman who recently gave up his citizenship and has begun openly supporting anti-American/European government terrorist groups. Mr. Mossa is an Oklahoma-born Caucasian and hard-line Christian Fundamentalist, and is armed and overseeing the entry of the names of several CIA agents in Calstinopa into the computer by Jose Vasquez, the leader of Trajeto de Righteous. The other two men are standing nearby, awaiting any word back from the two groups who have gone out to investigate the Black Hawk crash sites.

All four men will attempt to fight to the death, and Mr. Mossa will attempt to force the party to kill him.

Trajeto de Righteous Leader Jose Vasquez

Charismatic Hero 8/Leadership Training 4/Dedicated Hero 3
CR 15; Medium-size humanoid; **HD** 8d6+0 plus 4d8+0 plus 3d6+0; **HP** 57; **Mas** 10; **Init** +2; **Spd** 30 ft; **Defense** 19, touch 19, flatfooted 17 (+0 size, +2 Dex, +7 class); **BAB** +9; **Grap** +9; **Atk** +9 melee (1d4+0/19-20, Knife), or +11 ranged (2d6+0, Beretta Model 12S); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** None; **SV** Fort +7, Ref +8, Will +9; **AP** 7; **Rep** +10; **Str** 10, **Dex** 14, **Con** 10, **Int** 13, **Wis** 13, **Cha** 15.

Occupation: White Collar (Diplomacy, Knowledge [Business])

Skills: Bluff +20, Craft (writing) +14, Diplomacy +23, Disguise +10, Gather Information +20, Intimidate +12, Knowledge (Behavioral Sciences) +13, Knowledge (Business) +14, Knowledge (Current Events) +7, Knowledge (Popular Culture) +4, Knowledge (Tactics) +7, Knowledge (Theology and Philosophy) +7, Profession +14, Read/Write Language +6 (English, Spanish, German, Russian, Farsi, Portuguese), Sense Motive +5, Speak Language +6 (English, Spanish, German, Russian, Farsi, Portuguese)

Feats: Advanced Firearms Proficiency, Deceptive, Henchmen, Leadership, MOS Psychological Operations (Bluff, Diplomacy, Gather Information), Officer Candidate School, Personal Firearms Proficiency, Psychological Warfare, Renown, Tactician - Squad, Teamwork (Specific Group), Trustworthy, Windfall

Talents (Charismatic Hero): Charm, Coordinate, Inspiration, Favor

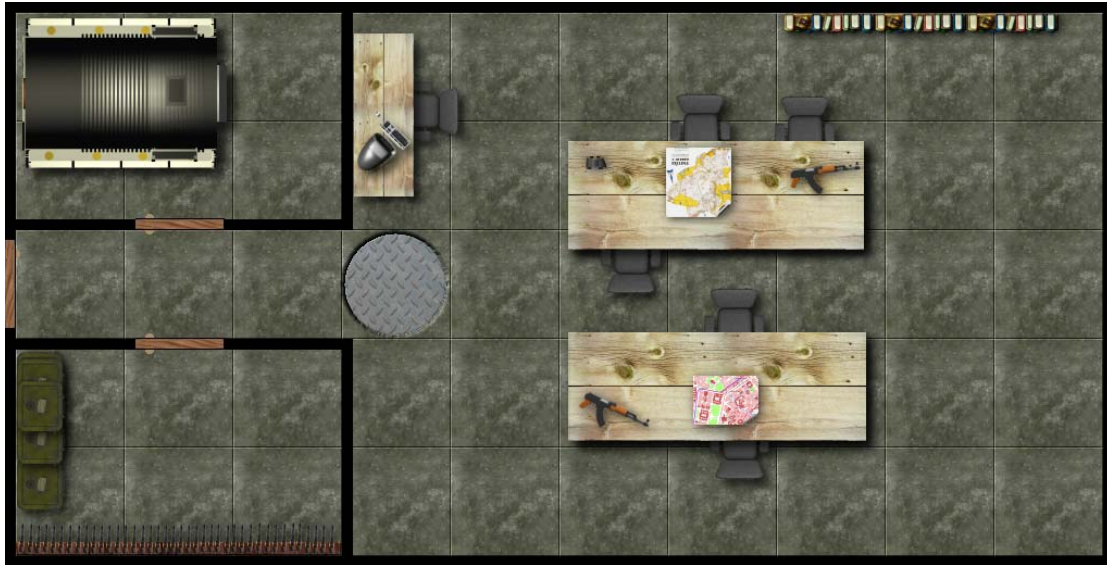
Talents (Leadership Training): Voice of Command 1/day, Voice of Command (Snap Decision), Terrain Specialization, Assault Training

Talents (Dedicated Hero): Skill Emphasis (Diplomacy), Faith

Possessions: Knife, Beretta Model 12S, business suit.



DOLO AT ALL COSTS



Trajeto de Righteous Organizer

Smart Ordinary 8 CR 8; Medium-size humanoid; **HD** 8d6+8; **HP** 20; **Mas** 8; **Init** +2; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); **BAB** +4; **Grap** +5; **Atk** +5 melee (1d4+1, Club), or +6 ranged (2d6+0, Beretta 92R); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Halik Mossa; **SV** Fort +1, Ref +4, Will +5; **AP** 4; **Rep** +3; **Str** 12, **Dex** 14, **Con** 8, **Int** 15, **Wis** 13, **Cha** 10.

Occupation: Student (Computer Use, Knowledge [Technology], Research)

Skills: Computer Use +13, Craft (electronic) +14, Craft (mechanical) +14, Craft (visual art) +6, Craft (writing) +12, Disable Device +12, Forgery +14, Investigate +14, Knowledge (Technology) +12, Profession +11, Read/Write Language +2 (C++, Visual Basic, Portuguese), Repair +12, Research +12, Search +8, Sense Motive +3

Feats: Attentive, Builder (Craft [electronic], Craft [mechanical]), Intuitive Mechanic, Meticulous

Talents (Smart Ordinary):

Possessions: Club, Beretta 92R with 2 clips, laptop, satellite modem, programming database, satellite access codes, bank account numbers.

Trajeto de Righteous Terrorist

Tough Hero 4/Infantry Training 3 CR 7; Medium-size humanoid; **HD** 4d10+8 plus 3d10+6 plus 3; **HP** 56; **Mas** 15; **Init** +2; **Spd** 30 ft; **Defense** 20, touch 17, flatfooted 18 (+0 size, +2 Dex, +5 class, +3 equipment); **BAB** +5; **Grap** +6; **Atk** +6 melee (1d4+1/19-20, Knife), or +7 ranged (2d8+0, FN P90); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Halik Mossa; **SV** Fort +6, Ref +5, Will +3; **AP** 3; **Rep** +1; **Str** 12, **Dex** 14, **Con** 15, **Int** 12, **Wis** 13, **Cha** 10.

Occupation: Criminal (Knowledge [Streetwise], Move Silently)

Skills: Craft (structural) +5, Drive +6, Hide +3, Intimidate +4, Knowledge (Streetwise) +8, Knowledge (Tactics) +4, Listen +3, Move Silently +3, Navigate +4, Read/Write Language +2 (English, Farsi, Portuguese), Speak Language +2 (English, Farsi, Portuguese), Spot +7, Survival +8

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Burst Fire, MOS Rifleman (Hide, Knowledge [Tactics], Survival), Personal Firearms Proficiency, Point Blank Shot, Toughness

Talents (Tough Hero): Second Wind, Damage Reduction 1/—

Talents (Infantry Training): Defensive Position +1, Shock Assault 1

Possessions: Undercover Vest, Knife, FN P90 with 4 full magazines, 2 flash grenades, 2 fragmentation grenades, business suit, loafers, briefcase.

Halik Mossa

Charismatic Hero 7/Leadership Training 3 CR 10; Medium-size humanoid; **HD** 7d6+7 plus 3d8+3; **HP** 49; **Mas** 12; **Init** -1; **Spd** 30 ft; **Defense** 14, touch 13, flatfooted 15 (+0 size, -1 Dex, +4 class, +1 equipment); **BAB** +5; **Grap** +5; **Atk** +5 melee (1d4+0/19-20, Knife), or +4 ranged (2d8+0, MTAR Micro); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +6, Ref +4, Will +7; **AP** 5; **Rep** +9; **Str** 10, **Dex** 8, **Con** 12, **Int** 13, **Wis** 14, **Cha** 15.

Occupation: Dilettante (Intimidate)

Skills: Bluff +11, Diplomacy +11, Disguise +6, Gather Information +11, Intimidate +11, Knowledge (Behavioral Sciences) +5, Knowledge (Business) +7, Knowledge (Civics) +4, Knowledge (Current Events) +7, Knowledge (Popular Culture) +7, Knowledge (Streetwise) +7, Knowledge (Tactics) +8, Knowledge (Theology and Philosophy) +7, Navigate +4, Profession +8, Read/Write Language +3 (English, Spanish, Farsi, Portuguese), Sense Motive +8, Speak Language +3 (English, Spanish, Farsi, Portuguese), Swim +1

Feats: Advanced Firearms Proficiency, Jungle/Swamp Warfare College (Hide, Knowledge [Tactics], Survival), Personal Firearms Proficiency, Renown, Tactician - Squad, Teamwork (Trajeto de Righteous), Windfall, Windfall

Talents (Charismatic Hero): Charm, Favor, Captivate, Coordinate

Talents (Leadership Training): Voice of Command 1/day, Voice of Command (Snap Decision), Terrain Specialization

Possessions: Light Undercover Vest, Knife, MTAR Micro; Wealth +17



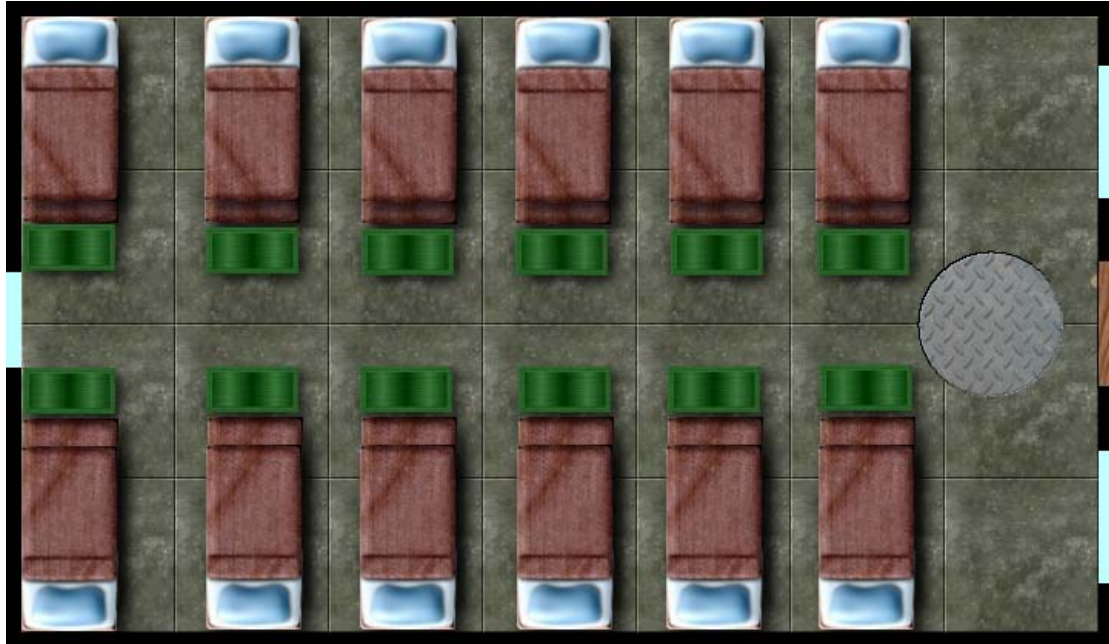
4) ☉ ARMORY ☉

This squat cinderblock building has no windows and only a single metal door that is guarded by two men carrying AK-47 rifles. The door is padlocked from the outside. Inside are 12 metal racks bolted to the north, south and western walls, with the eastern wall stacked with boxes of ammunition. The racks hold 85 AK-47 assault rifles, and 6 PKM light machine guns. There are 18 boxes of 7.62mm ammunition, each box containing 700 rounds of ammunition.



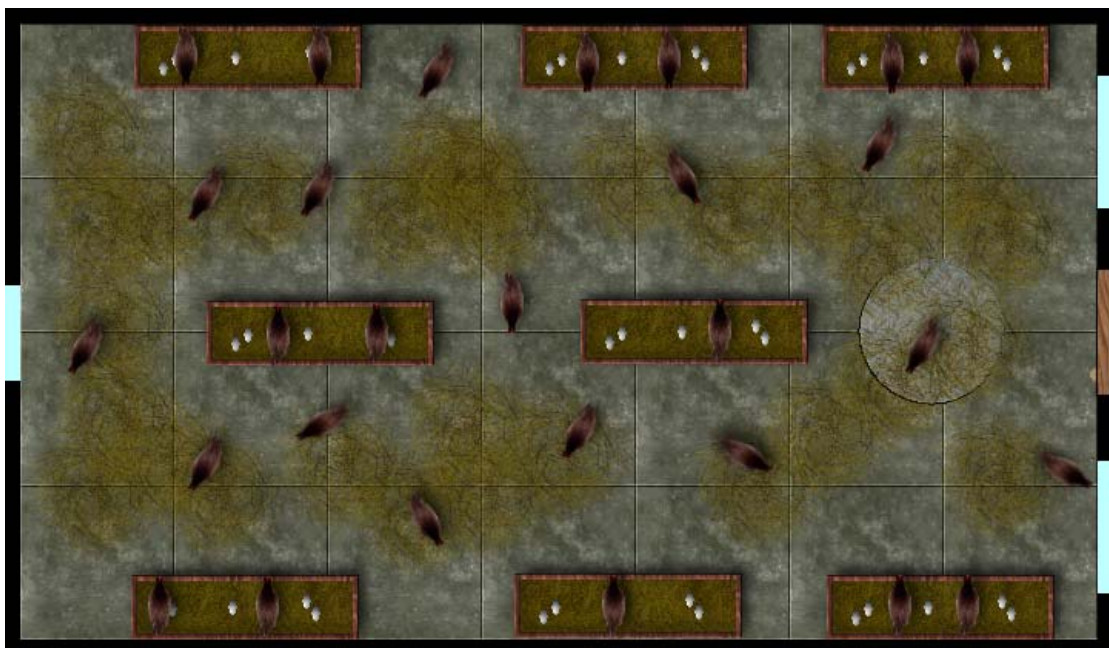
5) BARRACKS

This barracks is currently empty, the beds made neatly and the footlockers empty. A successful Search check (DC 20) will discover that the men who were sleeping here have left within the last 24 hours. A result of 30 on the Search check turns up a corner of a map that seems to be the northeast section of the US embassy.



6) BARRACKS

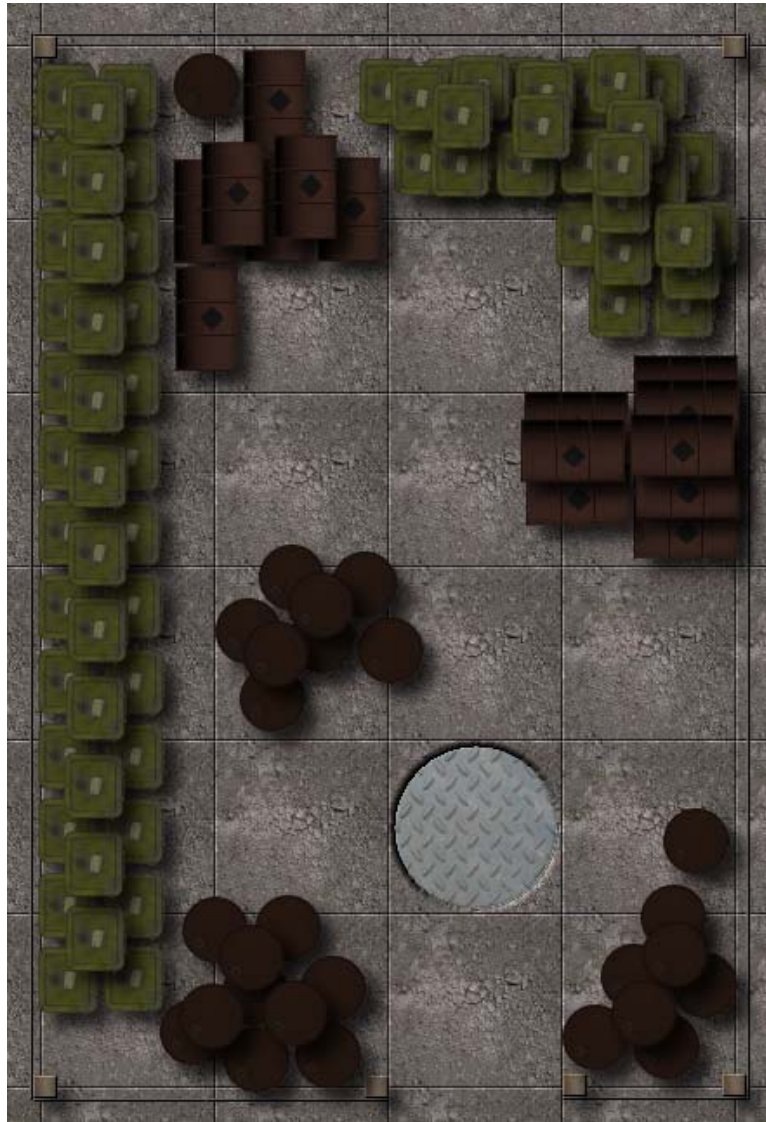
This barracks building once housed 25 soldiers, but is now empty and home to approximately 80 chickens that are on the loose.



HOLD AT ALL COSTS

7) AMMUNITION/FUEL DEPOT ☉☉☉

This fenced-off area contains stacks of crates and several clusters of 55-gallon drums. There are 130 boxes of 23mm Fragmentation/High Explosive ammunition for the ZSU-23-4s, containing 500 rounds each. There are 6 clusters of drums, each cluster consisting of 10 barrels – 5 of diesel, 2 of motor oil, and 3 empty.



HOLD AT ALL COSTS

8) DILAPIDATED HOUSE

This house has holes in the roof, broken windows covered by canvas from the inside, and two guards outside the building. From inside can be heard a generator. Inside this one-room house is a generator, television recording equipment, banners with the logo "AMERICA IS THE ENEMY!", "DEATH TO THE IMPERIALISTS" and "UNITY AND COMRADERIE FOR ALL!" in Portuguese. The floor is covered with straw and two men stand guard inside the building carrying AK-47s. Lying next to a large pile of bloody straw, where the naked, headless body of a woman huddles pitifully, is a heavy machete that is covered with blood.

The five remaining prisoners are bound and gagged within the room. All of them are bruised and have been badly abused by their captors. Most of them are frightened and horrified, forced to watch as the terrorists videotaped the rape and beheading of the dead woman.

When the alarm is sounded, or characters break in, the two guards inside the building (if alerted) will spray automatic fire into the hostages.



Trajeto de Righteous Soldiers (x2)

Strong Hero 2/Infantry Training 1 CR 3; Medium-size humanoid; **HD** 2d8+2 plus 1d10+1; **HP** 18; **Mas** 13; **Init** +2; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); **BAB** +2; **Grap** +4; **Atk** +4 melee (1d4+2/19-20, Knife), or +5 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +3, Will +0; **AP** 1; **Rep** +0; **Str** 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +0, Craft (structural) +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +6, Listen +2, Navigate +3, Repair +4, Sleight of Hand +6, Spot +2, Survival +2

Feats: Advanced Firearms Proficiency, Alertness, MOS Rifleman (Intimidate, Knowledge [Tactics]), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1

Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades.

DOLO AT ALL COSTS

Candy Lewman

Dedicated Ordinary 3 CR 3; Medium-size female humanoid; **HD** 3d6+3; **HP** 14; **Mas** 13; **Init** +2; **Spd** 30 ft; **Defense** 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); **BAB** +2; **Grap** +2; **Atk** +2 melee (1d6+0, weapon), or +4 ranged (1d6+0, weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Law, Good; **SV** Fort +3, Ref +3, Will +1; **AP** 1; **Rep** +1; **Str** 10, **Dex** 15, **Con** 13, **Int** 14, **Wis** 8, **Cha** 12.

Occupation: Academic (Computer Use, Knowledge [Art], Speak Language)

Skills: Computer Use +8, Craft (visual art) +6, Craft (writing) +6, Decipher Script +4, Investigate +4, Knowledge (Art) +10, Knowledge (Behavioral Sciences) +6, Knowledge (Civics) +8, Knowledge (Current Events) +4, Knowledge (Popular Culture) +6, Listen +1, Read/Write Language +1 (Portuguese), Research +4, Sense Motive +3, Speak Language +1 (Portuguese), Survival +1

Feats: Attentive, Educated (Knowledge [Art], Knowledge [Civics]), Studios



Harvey Shang

Dedicated Ordinary 3 CR 3; Medium-size male humanoid; **HD** 3d6+3; **HP** 14; **Mas** 13; **Init** -1; **Spd** 30 ft; **Defense** 11, touch 11, flatfooted 12 (+0 size, -1 Dex, +2 class); **BAB** +2; **Grap** +3; **Atk** +3 melee (1d6+1, weapon), or +1 ranged (1d6+0, weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Law, Good; **SV** Fort +3, Ref +0, Will +2; **AP** 1; **Rep** +1; **Str** 12, **Dex** 8, **Con** 13, **Int** 15, **Wis** 10, **Cha** 14.

Occupation: Student (Computer Use, Knowledge [Behavioral Sciences], Knowledge [Theology and Philosophy])

Skills: Balance +1, Computer Use +6, Concentration +3, Craft (mechanical) +4, Craft (pharmaceutical) +4, Craft (structural) +4, Gamble +2, Intimidate +4, Investigate +4, Knowledge (Art) +4, Knowledge (Behavioral Sciences) +8, Knowledge (Current Events) +4, Knowledge (Popular Culture) +4, Knowledge (Theology and Philosophy) +8, Listen +2, Read/Write Language +1 (Portuguese), Sense Motive +4, Speak Language +1 (Portuguese), Spot +2, Survival +2

Feats: Attentive, Confident, Focused



Tiffany Velencia

Charismatic Ordinary 3 CR 3; Medium-size female humanoid; **HD** 3d6+0; **HP** 11; **Mas** 10; **Init** -1; **Spd** 30 ft; **Defense** 10, touch 10, flatfooted 11 (+0 size, -1 Dex, +1 class); **BAB** +1; **Grap** +2; **Atk** +2 melee (1d6+1, weapon), or +0 ranged (1d6+0, weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Law, Good; **SV** Fort +2, Ref +1, Will +2; **AP** 1; **Rep** +2; **Str** 12, **Dex** 8, **Con** 10, **Int** 15, **Wis** 13, **Cha** 14.

Occupation: Creative (Computer Use, Craft [writing], Knowledge [Art])

Skills: Bluff +6, Computer Use +8, Craft (pharmaceutical) +3, Craft (structural) +4, Craft (visual art) +6, Craft (writing) +6, Decipher Script +4, Diplomacy +8, Gather Information +10, Handle Animal +6, Intimidate +4, Knowledge (Art) +8, Knowledge (Behavioral Sciences) +8, Knowledge (Current Events) +4, Knowledge (Popular Culture) +4, Knowledge (Theology and Philosophy) +4, Profession +2, Read/Write Language +1 (English, Portuguese), Research +4, Speak Language +1 (English, Portuguese)

Feats: Studios, Trustworthy, Windfall



Mortimer Goldwater

Dedicated Hero 4 CR 4; Medium-size male humanoid; **HD** 4d6+8; **HP** 22; **Mas** 15; **Init** +2; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); **BAB** +3; **Grp** +2; **Atk** +2 melee (1d6+1, weapon), or +5 ranged (1d6+0, weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Law, Good, Judiasm; **SV** Fort +4, Ref +3, Will +3; **AP** 2; **Rep** +2; **Str** 8, **Dex** 14, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12.

Occupation: Doctor (Craft [pharmaceutical], Treat Injury)

Skills: Balance +4, Concentration +4, Craft (pharmaceutical) +8, Forgery +2, Investigate +2, Knowledge (Behavioral Sciences) +6, Knowledge (Current Events) +1, Knowledge (Earth and Life Sciences) +4, Knowledge (Physical Sciences) +3, Knowledge (Theology and Philosophy) +6, Read/Write Language +1 (English, Portuguese), Search +2, Speak Language +1 (English, Portuguese), Survival +4, Treat Injury +11

Feats: Educated (Knowledge [Behavioral Sciences], Knowledge [Earth and Life Sciences]), Focused, Medical Expert, Meticulous, Surgery

Talents (Dedicated Hero): Empathy, Healing Knack



Catheline Lograine

Strong Ordinary 5 CR 5; Medium-size female humanoid; **HD** 5d8+10; **HP** 33; **Mas** 14; **Init** +0; **Spd** 30 ft; **Defense** 13, touch 13, flatfooted 13 (+0 size, +0 Dex, +3 class); **BAB** +5; **Grp** +6; **Atk** +6 melee (1d6+1, weapon), or +5 ranged (1d6+0, weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Law, Good, Catholicism; **SV** Fort +5, Ref +1, Will +2; **AP** 2; **Rep** +1; **Str** 12, **Dex** 10, **Con** 14, **Int** 15, **Wis** 13, **Cha** 8.

Occupation: Rural (Handle Animal, Repair)

Skills: Climb +3, Computer Use +4, Concentration +3, Craft (chemical) +3, Craft (electronic) +3, Craft (mechanical) +6, Craft (structural) +10, Handle Animal +2, Knowledge (Current Events) +6, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +5, Read/Write Language +2 (English, Portuguese, Spanish), Repair +10, Speak Language +2 (English, Portuguese, Spanish)

Feats: Brawl, Builder (Craft [mechanical], Craft [structural]), Gearhead, Intuitive Mechanic



"I want to make a Knowledge (Tactics) roll..."

This will be one of the more difficult locations for the PCs to aggress. Should the siren in the camp go off, or the guards spot any of the characters moving in on the house (Hide check, DC 15) the guards will immediately move to kill the hostages.

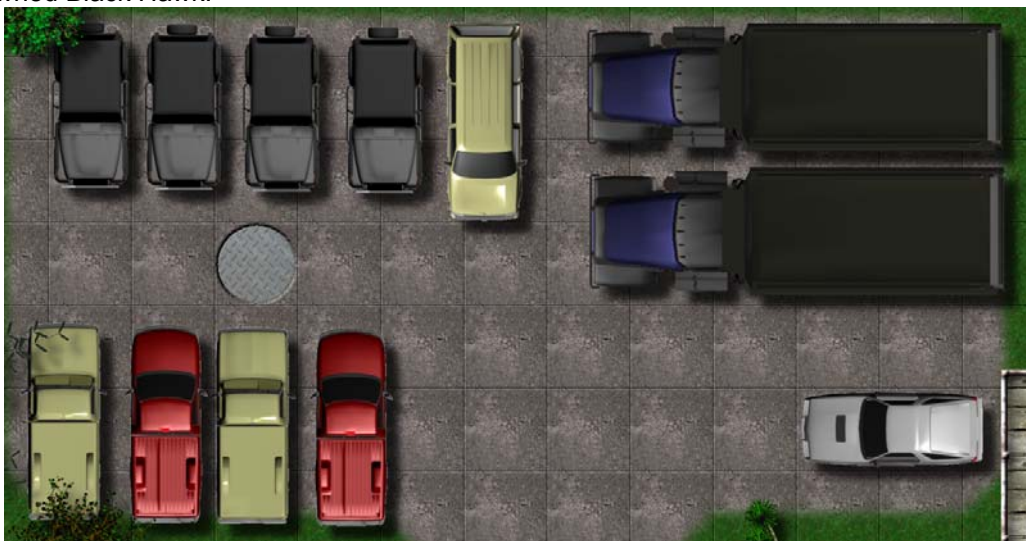
Result	Tactical Recommendation
5	Kill the two guards out front and rush the house.
10	Use stealth to move up and eliminate the guards with knives, bust in the door and shoot any guards inside.
15	As above, but use a flash-bang on the interior of the building.
20+	Use stealth to eliminate the guards out front via silenced pistols or knives, open the door carefully and engage all guards with silenced weapons. Move in rapidly, secure the hostages, and move back

9) MOTOR POOL ☢☢☢☢

This muddy patch contains 4 jeeps, 4 pickup trucks with PKM mounts in the bed, 1 Dodge SUV, 1 BMW luxury car, and 2 cargo trucks. One of the jeeps has its hood up, and a particularly nasty, greasy looking man is working on the engine, having already removed the fan and the pulleys from the engine. All of the vehicles run (with the exception of the one being worked on, and that one will be finished by nightfall) and have the keys in them.

The BMW's trunk has 15 60mm mortars in it, all wired to a detonator controlled from the driver's seat by pulling up the emergency break. Its recent conversion is in preparation for assaulting the US Embassy in three days.

Note: Some characters will wish to use the vehicles to either get back to the helicopters or to travel back to the capital city in. Stress the horrible road conditions and the fact that there may be ambushes along the way for those trying to go back to the capital. For those who wish to try to drive, stress the fact that they would be moving through the jungle with the vehicles, and even though the investigation patrol made it there, they have no idea what kinds of threats are between themselves and the capital once they rescue the other soldiers at the downed Black Hawk.



Mechanic

Smart Hero 3/Tough Hero 3/Techie 3/Infantry Training 1 CR 10; Medium-size humanoid; **HD** 3d6+6 plus 3d10+6 plus 3d6+6 plus 1d10+2; **HP** 65; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 18, touch 18, flatfooted 16 (+0 size, +2 Dex, +6 class); **BAB** +4; **Grap** +5; **Atk** +5 melee (1d4+1, Wrench), or +6 ranged (2d8+0, RSA AKSU-74); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +7, Ref +6, Will +7; **AP** 5; **Rep** +3; **Str** 12, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 10.

Occupation: Criminal (Disable Device, Knowledge [Streetwise])

Skills: Computer Use +13, Craft (chemical) +5, Craft (electronic) +13, Craft (mechanical) +16, Craft (structural) +8, Decipher Script +5, Demolitions +5, Disable Device +14, Drive +10, Investigate +5, Knowledge (Streetwise) +11, Knowledge (Tactics) +8, Knowledge (Technology) +5, Navigate +6, Pilot +4, Repair +16, Research +5, Search +5, Spot +7, Survival +7

Feats: Advanced Firearms Proficiency, Builder (Craft [electronic], Craft [mechanical]), Burst Fire, Gear-head, MOS Maintenance (Craft [mechanical], Drive, Repair), MOS Rifleman (Knowledge [Tactics], Spot, Survival), Personal Firearms Proficiency, Vehicle Expert

Talents (Smart Hero): Savant (Repair), Plan

Talents (Tough Hero): Second Wind, Damage Reduction 1/—

Talents (Techie): Jury-rig +2, Extreme Machine

Talents (Infantry Training): Defensive Position +1

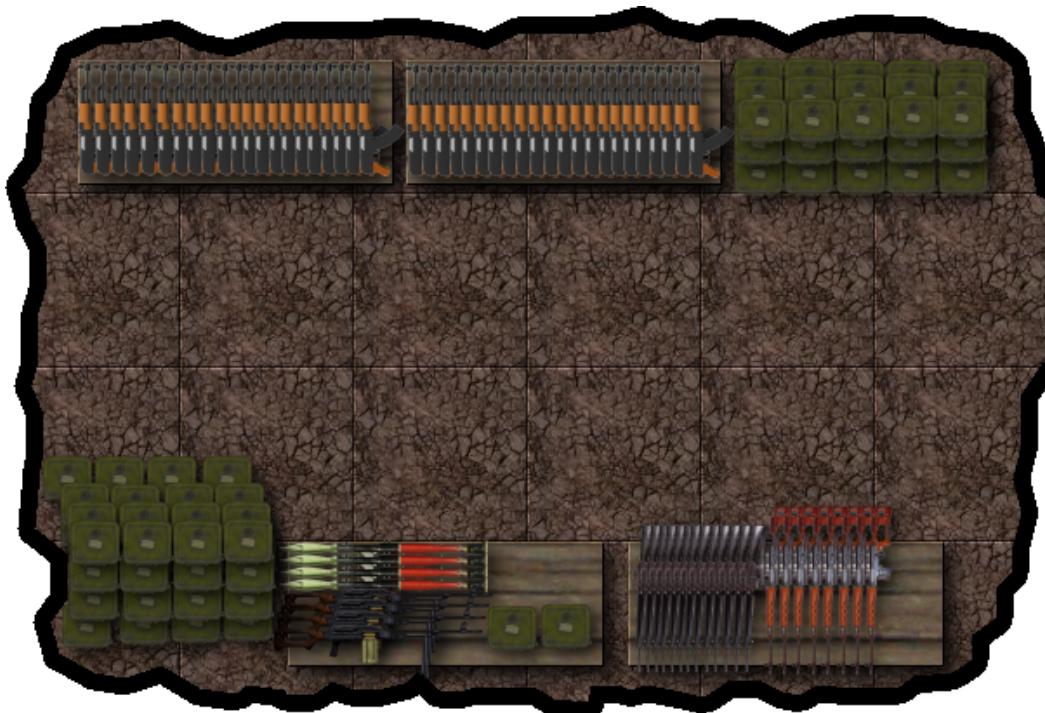
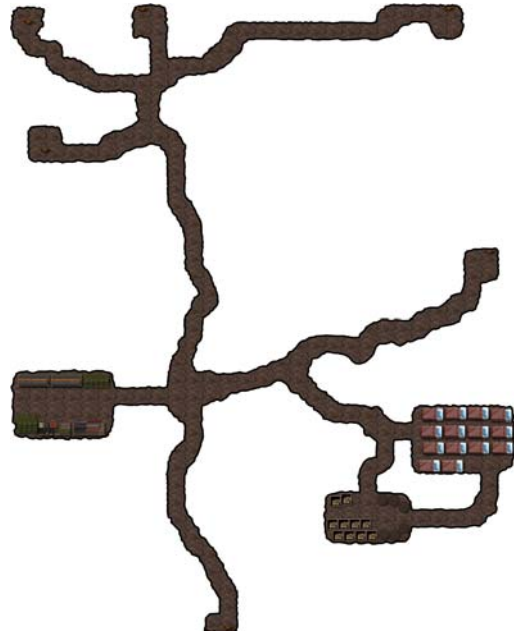
Possessions: Wrench, RSA AKSU-74 with 5 full 30 round magazines, 4 fragmentation grenades, OD green fatigues, combat boots, mastercraft toolkit (electrical) and mastercraft toolkit (mechanical)

UNDERGROUND

These tunnels are dug into the dirt, and supported every 15 feet by wooden bracings. There is a single line of lights in the middle of the tunnels, with a light bulb every 20 feet, providing dim illumination to the tunnels. Each room is heavily braced and has a single string of light leading into it.

10) UNDERGROUND ARMORY.

This underground room contains the ammunition that Jose Vasquez wishes kept from prying eyes. Stacked against the walls are 240 AK-47s, 38 M-16A1s, 8 Dragunov SVDs, 9 RPG-7 launchers, 246 RPG-7 rockets, 22 SA-18 GROUSE SAMs, 22 PKMs, 238 boxes of 7.62mm ammunition (700 rounds per box), 120 boxes of 5.56mm ammunition (925 rounds per box), 4 60mm mortars, 183 60mm HE mortars, and 14 boxes each containing 30 pounds of C-4 as well as 120 blasting caps per box. This room is guarded at all times by 2 guards carrying AK-47s.

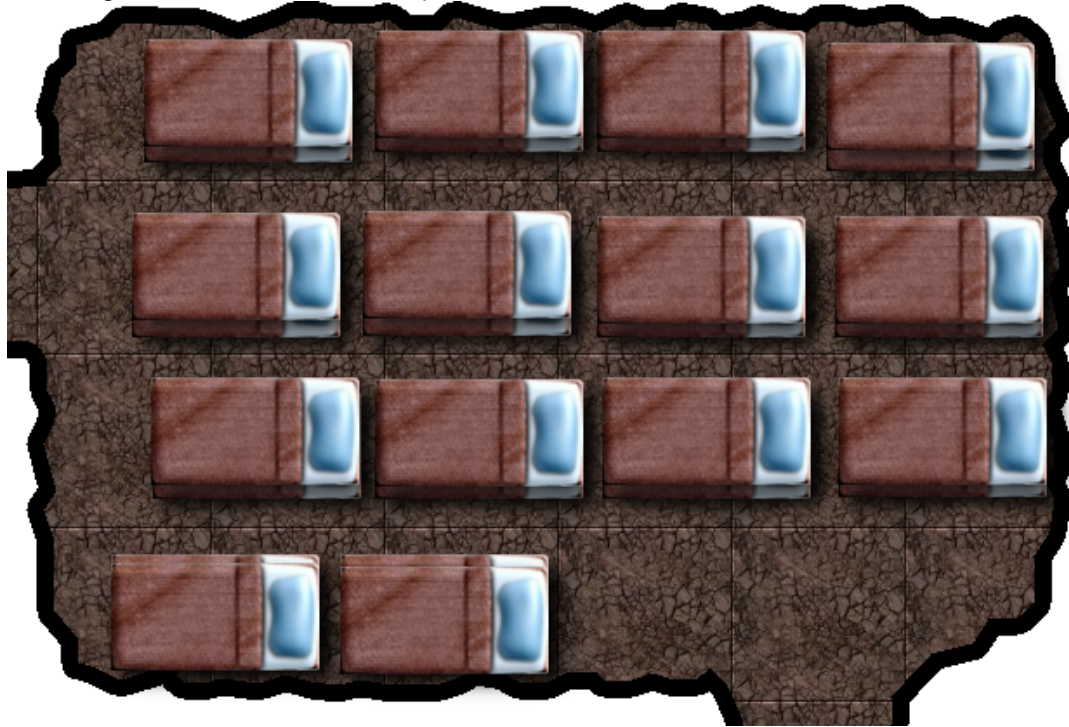


11) UNDERGROUND BARRACKS

In order to conceal his full troop strength in hopes of being able to easily overwhelm any strikes by European or American soldiers, Vasquez has moved the majority of his troops to this underground barracks instead of the aboveground buildings. In this room are 75 wooden bunks, with hand-spun wool blankets and straw mattresses. At the foot of each bunk is a footlocker for each terrorist's personal possessions.

YEAR OF THE ZOMBIE

With Trajeto de Righteous' upcoming strike against the US embassy, the majority of his troops have already infiltrated Cidade das Peras in anticipation of the attack. As a result, only six people remain asleep in the barracks. However, once the alarm is set off, they will quickly dress and get weapons from the underground armory, intent on keeping any invaders out of the underground sections of the camp.



Trajeto de Righteous Terrorists (x6)

Strong Hero 2/Infantry Training 1 CR 3; Medium-size humanoid; **HD** 2d8+2 plus 1d10+1; **HP** 18; **Mas** 13; **Init** +2; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); **BAB** +2; **Grap** +4; **Atk** +4 melee (1d4+2/19-20, Knife), or +5 ranged (2d8+0, AK-47); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +3, Will +0; **AP** 1; **Rep** +0; **Str** 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +0, Craft (structural) +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +6, Listen +2, Navigate +3, Repair +4, Sleight of Hand +6, Spot +2, Survival +2

Feats: Advanced Firearms Proficiency, Alertness, MOS Rifleman (Intimidate, Knowledge [Tactics]), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1

Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades.

HOLD AT ALL COSTS

12) UNDERGROUND STORAGE

This room contains boxes of OD green uniforms, combat boots, and other uniform components bought off the internet from collapsed Soviet satellite states and stored here to equip soldiers of Trajeto de Righteous with "military gear" in order to give them a more unified, professional look. Also stored down here are 12 60 gallon drums of water and foodstuffs to feed the camp.



13) MESS HALL

This building contains 12 picnic tables, two large stoves, a sink, two cupboards, and a large table where the food is laid out. A small room in the back is where the cook sleeps. The cook can be found either preparing food or playing cards in the barracks.



Cook

Tough Ordinary 1 CR 1; Medium-size humanoid; **HD** 1d10+2; **HP** 8; **Mas** 15; **Init** +2; **Spd** 30 ft; **Defense** 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); **BAB** +0; **Grap** +0; **Atk** +0 melee (1d4+0/19-20, Meat Cleaver), or +2 ranged (2d6+0, 9mm Baretta); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +3, Ref +2, Will +1; **AP** 0; **Rep** +0; **Str** 10, **Dex** 14, **Con** 15, **Int** 8, **Wis** 13, **Cha** 12.

Occupation: Rural (Handle Animal, Survival)

Skills: Handle Animal +2, Hide +4, Intimidate +2, Knowledge (Streetwise) +1, Move Silently +4, Survival +5

Feats: Brawl, Personal Firearms Proficiency, Stealthy

Possessions: Meat Cleaver, 9mm Baretta with 2 full clips, OD green uniform, combat boots.

14) ANIMAL PEN

The animal pen is a rude wooden fence encompassing about 90 goats and 22 pigs. There are eight troughs, two per side, they are used to feed and water the goats and pigs. Trampled into the muck are the bones and remains of over 60 people who were killed and then fed to the animals to dispose of them.



15) GUARD TOWER

These towers stand about 30 feet high, and each is manned by a single guard armed with a personal AK-47 and the PKM LMG mounted to a swivel. The guards are supposed to watch the surrounding jungle with binoculars, but mostly spend their time snoozing or reading porno magazines. Because of their inattentiveness, they suffer a -4 competence penalty to Spot checks.



Guard

Strong Hero 2/Infantry Training 1 CR 3; Medium-size humanoid; **HD** 2d8+2 plus 1d10+1; **HP** 18; **Mas** 13; **Init** +2; **Spd** 30 ft; **Defense** 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); **BAB** +2; **Grap** +4; **Atk** +4 melee (1d4+2/19-20, Knife), or +5 ranged (2d8+0, AK-47) or +4 ranged (2d10, PKM LMG); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** Trajeto de Righteous; **SV** Fort +4, Ref +3, Will +0; **AP** 1; **Rep** +0; **Str** 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +0, Craft (structural) +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +6, Listen +2, Navigate +3, Repair +4, Sleight of Hand +6, Spot +2, Survival +2

Feats: Advanced Firearms Proficiency, Alertness, MOS Rifleman (Intimidate, Knowledge [Tactics]), Personal Firearms Proficiency, Weapon Focus (AK-47)

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1

Possessions: Knife, AK-47, OD green fatigues, combat boots, LCE, 4 full 30-round clips of 7.62mm, canteen, 4 frag grenades.



THE RISING BEGINS

For unknown, unexplained reasons, the bodies of the recently dead begin returning to life as the characters are carrying out their mission. While freeing the hostages, one of them will point to Abigail Hastings' severed head and scream. The head's eyes are open and looking around, focusing on any movement and tracking it, while the jaw silently works. The dead guards will sit up slowly and look around, their dead eyes quickly locking onto the PCs and the hostages, their mouths opening to let forth a dry, hungry hiss.

Those killed during this mission, for the most part, will become normal zombies. ZSU or roadblock crews will remain where they were, unless attracted by automatic weapons fire, while those who went to check out the Black Hawk crash sites will Rise and continue on to those sites.

The crew and passengers of Casey-1, all killed in the crash, will Rise and begin to head toward the campground as best as their mangled bodies will allow. They will come into contact with the Eastern roadblock after about two hours.

Without radio contact with US SOCOM or the embassy, the PCs will have to fight their way back to the wreck of Casey-2, through both zombies and the remaining terrorists. The zombies will follow the characters, and the hostages, all the way to the wreck of Casey-2, attracting the attention of other zombies and drawing a large crowd.

At the wreck of Casey-2, hasty positions have been created, and the wounded have been treated as best as possible. Once contact is established with USSOCOM and the embassy, an extraction team consisting of 2 squads of Marines, 4 Black Hawk helicopters and 2 Apache gun ships will be scrambled to extract the PCs as soon as possible. SOCOM and the embassy both will advise the characters that there is civil unrest affecting many areas of the world, and to be on the lookout for any bio-weaponry. They will be asked repeatedly if the campground contained bio-weapons or bio-weaponry manufacturing equipment.

They will then be ordered to hold their position at all costs, and the use of lethal force against civilians who disregard verbal orders to leave the area is authorized. It will take 45 minutes for the extraction team to reach the PCs, and during this time, they will be assaulted repeatedly by small groups of zombies. Even if the PCs only kill the 4 hostage guards, those guards will attack other members of the camp, and eventually, the zombies will come after the PCs, following those who followed those who followed the PCs.

Every 10 minutes there will be another group of $2d6+10$ zombies that will attack the characters, mainly going for the wounded, though, they will grapple anyone who gets close to them. At the 45-minute mark, the extraction team will arrive and will begin loading the wounded, the hostages, and the PCs onto helicopters, and will fly them out.



APPENDIX ONE

In Her Majesty's Service



Britain has been a stalwart ally during the War on Terror, providing logistics, intelligence, support, and manpower to her ally The United States of America. The British government has vested interests in many other nations, both economically and politically, and the British SAS is well known for professionalism and effectiveness.

For those of you who wish to play Britain's role in The Rising, changing over to the British SAS from the US Army 75th Rangers will require, mechanically, only the changing of allegiances and the names. Game mechanics wise, the two will be interchangeable well enough not to interfere with game play.

However, different weapons should be issued, as below:

- FN BDA 9 (pistol) with 4 magazines issue to each soldier
- FSAF L85A1 (assault rifle) replaces M-4 Carbine
- AI PM Counter Terrorist replaces M-24 rifle in equipment
- Beneili 121 MI shotgun replace M-870
- HK MP5KA4 replaces SAW

HOLD AT ALL COSTS

APPENDIX TWO

Blood and Gold. Our blood, their gold.

Many players may not wish to be part of a military command, or give up equivalent level characters to play pre-generated characters that they may feel are not “optimally configured” in order to give the maximum benefits. Those who do not wish to use military characters may be satisfied using what is known as “deniable assets” (read: mercenaries).

This can be explained very easily: With the serious manpower shortages currently plaguing the US military, the CIA and SOCOM have begun working together to use mercenaries in some nations where mercenary operations are acceptable. Using a list of “recommended assets” provided by the CIA and checked by the FBI and the DIA, SOCOM has begun tasking out certain tasks to mercenary units.

With the fact that Calstinopa is not seen as a high priority area to many in the US government, much less a civilian population that has probably never even heard of the small nation, the deployment of a massive amount of troops, or pulling special operations troops off current missions, possibly disrupting an ongoing operation and requiring a reassigned unit time to get up to speed, was deemed unacceptable.

The CIA could approach the PCs and offer them a job in Calstinopa, laying it out the same as it is for military troops. While the mercenary team is en-route, they would be informed of the hostage situation and be ordered to retrieve the hostages. Of course, their pay will be increased due to the difficulty increase.

In order to keep the whole thing slightly more manageable, the CIA has insisted that the PCs follow standard military weapons and equipment load out, to make it easier for SOCOM to provide advice, intel, and guidance.

Mercenary characters will still be flown in via Black Hawk helicopters owned by the Calstinopan government, will still have SOCOM over watch, which will provide them with up to the minute tactical data until the helicopters are shot down.

APPENDIX THREE

FEMALES AND SOCOM

Like the flavor text says, women are not allowed in combat arms, nor in any combat unit. A recent debate during the restructuring of the United States military accused the Army of attempting to bypass the prohibition against females in combat by placing women in direct combat support units. While real life prohibits women from serving field duty in special operations units, there is no reason that a GM cannot include female PCs within a SOCOM team.

SOCOM teams often work with specialists, such as Intelligence, Interrogation, Electronic Warfare, NBC (nuclear/biological/chemical) Warfare, and other specially-skilled soldiers. While common knowledge insists that females would not be a part of a SOCOM mission, no matter what the skills, there is no reason that the GM cannot include a female character that specializes in such a critical skill set. Units such as the Navy SEALs, 75th Rangers, Army Special Forces, Air Force Commando, and Marine Recon care more about skill and ability than sex as far as the mission is concerned.

Including a female character that specializes in something like Intelligence, Interrogation or such would not break the bonds of believability, although the role of a mission critical specialist will be one of a “protected package” which has nothing to do with sex, but rather the fact that the mission hinges on the skills of the specialist.

Of course if your campaign already has female soldiers serving in special operations units, then it's not really a problem, now is it?

DOLO AT ALL COSTS

APPENDIX FOUR

NON-MILITARY IN THE GRINDER

While this series of adventures is primarily written for military characters, with mercenary characters listed as a probable use, many players will not look forward to playing the part of a military character due to being forced to follow mission operation plans and having others over them who can give them orders .

Even mercenary characters have oversight by their CIA case manager and have some accountability forced upon them, which may spoil some players' enjoyment.

There is no easy cure for that within this module set, as it primarily focuses around Duty and Courage, as well as letting military PCs do their best to survive as the world crumbles around them. Serious thought was placed into whether or not standard PCs could be used within this series.

While certain later installments might allow standard PCs to take part in the adventure, for the most part players who wish to go through the entire series will have to resign themselves to the fact that they will have to play mercenaries or soldiers.

However, SOCOM troops are given a broad degree of latitude in their decisions and actions, allowing for plenty of player decisions. While there is oversight into the characters' actions, they will find more latitude than they may expect. As the Rising progresses, commanders will attempt to maintain discipline and the chain of command, but the skills and training of the characters will be in high demand, with commanders willing to overlook minor insubordination as well as questionable methods in the later days.

In closing, just do your best, and if this series is not to you or your players' tastes, hopefully the data contained in this document will still be of use to your game.



WORLD AT ALL COSTS

APPENDIX FIVE**NATIONAL DATA**
CALSTINOPA

Calstinopa is located north of Panama, on the eastern side of Central America. A small nation roughly the size of Connecticut, the country is mostly rugged hills and thick jungle. Within the nation of Costa Rica this country has still had several problems, most lately involved with the remains of shattered drug cartels fleeing Costa Rica and joining with several pro-Marxist terrorist/rebel groups.

Calstinopa is a partner in the North American War on Drugs program as well as a working partner in the global War on Terror effort. While having been accused of turning a blind eye toward drug trafficking and arms sales in the 1990s, the most recent president has made great strides by enlisting the aid of the United States and Great Britain to combat the well-armed rebel forces within its borders.

Calstinopa is a land of great beauty, but only possesses two major cities, both of which are located on the coast and primarily cater to the tourist industry. Beyond those cities, the country is primarily made up of impoverished villages and towns, most of which are without electricity.

With a staggeringly high poverty rate, a heavy, ongoing insurgency, and cries of corruption in both the military and the rocky civilian government, Calstinopa has become a hotbed for terrorist and drug activities.

**Geography**

Calstinopa is primarily jungle, with resorts dotting the coastline and two major cities, both on the coast. Once outside of city limits or off of the highway that connects the two cities, the terrain quickly becomes heavy rugged hills, with steep valleys and numerous cliffs.

Location:

Central America, within Costa Rica boundaries

Climate: Tropical; hot and wet summers; warm, cloudy, humid winters

Terrain: Rugged hills in the central and western part and lowlands in the east

Elevation Extremes: Lowest point: 0 m; highest point: 655 m

BOLD AT ALL COSTS

People

Primarily natives with a heavy mixing of Spanish and Dutch, the native people are brown skinned, with straight black hair and black eyes being common. Many are thick-bodied with large, heavy bone structure and severe cheek bones.

Population: 12,438,653 (July 2004 est.)

Languages: Portuguese (official), Spanish, English

Government

The Calstinopan government came into power in 1985, following a successful CIA-backed coup against a brutal dictatorship that was engaged in a war of genocide against several of the hill tribes. Despite the new governments claims of taking a hard stance on drugs; cocaine and several designer drugs became the major cash export. Much of this was used to line the pockets of government officials, as well as to rebuild the military with equipment from Ex-Soviet satellite nations after 1990.

The government is a democracy, with open voting available to everyone over the age of 18. However, seeing as the scattered villages rarely vote, or if they do, their votes are rarely counted, many consider this little more than a farce to keep the current "El Presidente" in place.

The government is heavily backed by the military, which often doubles as a police force, and is renowned for its acceptance of bribes. Recently, however, a lot of this has changed when El Presidente requested out of habit "American military forces to fight the insurgents" and received it in the form of a battalion of mechanized infantry.

Economy

Calstinopa relied heavily for years upon drugs to make its economy more than that of a 3rd World Nation. Recently, with the War on Terror escalating, many of the drug cartels/terrorist outfits have been slaughtered, bringing the drug trade almost to a screeching halt.

However, with the drop off in kidnappings, bombings and random killings, the economy is on an upswing, and Calstinopa's willingness to host genetic and stem cell research/medical facilities has pumped a lot of money into the economy.

The tourist industry is mainly supported by large hotels and monthly "festivals" that cater to both family entertainment, and in some places, much darker pleasures. Recently, ruins were found in the jungle, and the government intends to provide tours of the ruins, despite the displeasure of several of the villages out there.

Communications

For the most part, analog phone lines are easily accessible in the cities. Once a person has left the city, however, only satellite communication or high powered radio can be used for communication. Cell phone service is operable only within the two main cities.

Transportation

Within the two cities and along the beach highway, transportation is smooth and easy, consisting of well maintained roads and cheap mass transit. Once beyond the cities (which suffer from serious congestion problems) the roads quickly become rutted, muddy tracks that are sure to suck down a vehicle and get it stuck within a morass.

Military

Known for being both corrupt and incompetent, the Calstinopa military at one time possessed modern equipment, but years of shoddy maintenance, as well as selling spare parts to anyone capable of paying bribes has relegated the Calstinopa military into little better than a poorly trained infantry that mostly depends upon fear and intimidation to control the population.

Transnational Issues

Illicit drugs: Calstinopa has long been a haven for both drug cartels and terrorist organizations, exporting thousands of tons of cocaine and designer drugs each year. With its spottily patrolled borders and coastline, as well as the ease of hiding a small airstrip, drug shipments reached an all-time high in 1999 with an estimated 50 drug shipments a day of at least 500 lbs leaving the country.

Since a US military-led operation in 2002 that devastated the cocaine fields with Agent Orange and the cartels' inability to wage war with Ranger operations and Apache air strikes, the drug trade has rapidly fallen off within Calstinopa, but still remains a problem.

Military Hardware: Many organizations either stored or traded weaponry within Calstinopa, often with the government's blessing, using the scenic and pleasurable country as a sort of "arms dealers' resort". Since the War on Terror began, however, the government has begun at least acting as if they are attempting to curtail those activities.

Terrorism Training: According to CIA investigations that took place in 2001-02, an estimated 19 terrorist groups maintained either cells or training camps within Calstinopa, providing the nation with bribes, while another 4 groups actively fought the government, the military, and each other. In 2005 the President of Calstinopa requested aid from the United States and Great Britain to help curb the tide of terrorism within the nation and found itself somewhat chagrined to receive it.



APPENDIX SIX

EQUIPMENT

M-870 Combat Shotgun

This 12-gauge shotgun is a manually operated (pump) repeating shotgun, with a seven-round tubular magazine, a modified choke barrel, and ghost ring sights, and is equipped with a bayonet attachment, sling swivels and a standard length military stock. (Some models have folding stocks.) This special purpose



individual weapon is used for guard duty, prisoner supervision, local security, riot control, and any situation which requires the use of armed personnel with inherent limited range and ammunition penetration including jungle and urban warfare.

* Various models of shotgun have been in service use since 1901. The current inventory consists of four different 12 gauge shotgun models: Remington 870, Winchester 1200, Mossberg 500, and Mossberg 590. (Weight and length of the weapon depend on the manufacturer.)

Weapon	Dmg	Crit	Dmg Type	Rng	Rate	Mag	Size	Wgt	Pur. DC	Rest
M-870	2d8	20	Ballistic	30 ft	S	6 int.	L	8 lb	15	Lic (+1)

Designation: 12 Gauge

Manufacturer: Various

Country: United States

Type: Combat Shotgun

Operation: Pump Action

Caliber: 12 Gauge

Length: 41.75 in

Weight (Empty): 8 lbs

SA-18 GROUSE (Iglu 9K38)

The SA-18 GROUSE is an improved variant in the SA-7 & SA-14 series of man-portable SAMs. As with the earlier SA-14, the SA-18 uses a similar thermal battery/gas bottle, and the SA-18 has the same 2 kg high-explosive warhead fitted with a contact and grazing fuse. The



missile is of entirely new design with substantially improved range and speed. The new seeker and aerodynamic improvements extend its effective range, and its higher speed enables it to be used against faster targets in order to allow it to remain effective against modern combat jet aircraft. The SA-18 has a maximum range of 5200 meters and a maximum altitude of 3500 meters.

Weapon	Dmg	Crit	Dmg Type	Rng	Rate	Mag	Size	Wgt	Pur. DC	Rest
9k38 Iglu	6d6*	20	Ballistic	520 ft	S	-	L	17.9 kg	25	Mil (+3)

*This weapon ignores 5 hp of hardness and causes the aircraft struck to make an immediate Fortitude Check or be destroyed.

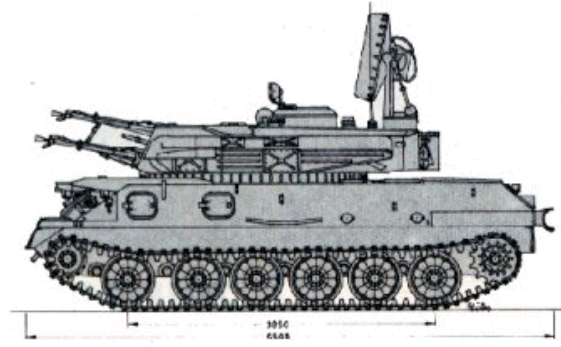
WORLD AT ALL COSTS

DOLO AT ALL COSTS

VEHICLES

ZSU-23-4 "Shilka"

The *Shilka* ZSU-23-4 [ZSU = *Zenitnaya Samokhodnaya Ustanovka* - Anti-aircraft Self-Propelled Gun] is a Self-Propelled Anti-Aircraft Gun is a modified PT-76 chassis featuring a prominent radar dish that can be folded down. The ZSU 23-4 is capable of acquiring, tracking and engaging low-flying aircraft as well as mobile ground targets while either in place or on the move. It is commonly used to suppress ATGM launch sites, such as TOW vehicles. The armament consists of four 23mm cannon. ZSU-23-4 updates/modernization being offered by the Ukrainians includes: a new radar system replacing the GUN DISH radar, plus a sensor pod believed to include day/night camera, and a laser rangefinder; and mounted above radar/sensor pod is a layer of six fire-and-forget Russian SA-18/GROUSE SAMs.



The ZSU-23-4 is a fully integrated, self-propelled anti-aircraft system with four liquid-cooled 23mm automatic cannons mounted on the front of a large, flat, armored turret. The driver sits in the left front of the hull, and the rest of the crew (commander, gunner, and radar operator) are located in the turret. The GUN DISH fire control radar mounted on the rear of the turret can be folded down during travel.

CAPABILITIES:

The ZSU-23-4 is not amphibious, but has a fording capability of just over one meter. The ZSU-23-4 has the capability to both acquire and track low-flying aircraft targets, with an effective AA range of 2,500 meters. It also is capable of firing on the move because of its integrated radar/gun stabilization system. The high frequency operation of the GUN DISH radar emits a very narrow beam that provides for excellent aircraft tracking while being difficult to detect or evade. However, such a frequency also dictates a limited range, which can be compensated for by linking the system to other long-range acquisition radar in the area. The ZSU-23-4 also can be used against lightly armored ground vehicles.

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Pur. DC	Rest
ZSU-23-4	4	0	80 lbs	-2	-2	30 mph	8	5	40	H	32	Mil (+3)

Weapon	Dmg	Crit	Dmg Type	Rng	Rate	Mag	Size	Wgt	Pur. DC	Rest
AZP 23mm	4d10	20	Ball	250 ft	A	500	H	1.5 t	25	Mil (+3)

Characteristics:

Crew: 4 (driver, gunner, commander, radar operator)

Length 20 feet (4 squares)

Height 8 feet

Width 9 feet (2 squares)

Combat Weight 20.5 tons

Armament: **Antiaircraft gun** 4x23mm water-cooled AZP-23 cannons, traverses 360 degrees (consider firelinked), 6 SA-18/GROUSE missiles

Type of ammunition API-T, HEI-T, Frag-HE-T

Basic Load 2,000 rd of 23mm, 6 SA-18

Fire Control GUN DISH radar and optical-mechanical sight

Maximum road speed 50km/hr (30 mph)

Cruising range (on roads) 450 km (280 miles)

Night vision aids Infrared system for commander and driver

NBC Protection

- Air filtration and overpressure system
- Radiation detection and warning system

With Radar lock, the gunner gains a +2 equipment bonus to strike.

Weapon does 8d10 damage with a successful hit due to firelinking.

APPENDIX SEVEN

PREGENERATED PCS

Staff Sergeant James Zachary

Strong Hero 3/Assault Training 3/Special Operations Training 1 (75th Rangers) CR 7; Medium-size; **HD** 3d8+9 plus 3d10+9 plus 1d8+3 plus 3; **HP** 60; **Mas** 16; **Init** +2; **Spd** 30 ft; **Defense** 24, touch 16, flatfooted 22 (+2 Dex, +4 class, +8 equipment); **BAB** +7; **Grap** +10; **Atk** +10 melee (1d4+3/19-20, Knife), or +10 ranged (2d8, M-4 Carbine); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** US Army, 75th Rangers; **SV** Fort +9, Ref +5, Will +4; **AP** 3; **Rep** +2; **Str** 16, **Dex** 14, **Con** 16, **Int** 14, **Wis** 12, **Cha** 10.

Occupation: Military (Knowledge [Tactics], Move Silently)

Skills: Climb +6, Demolitions +3, Hide +9, Knowledge (Tactics) +10, Move Silently +9, Navigate +6, Profession +3, Read/Write Language +1 (English, Spanish), Speak Language +1 (English, Spanish), Spot +9, Survival +7, Tumble +8

Feats: Air Assault Training, Death From Above, Jump School, MOS Rifleman (Hide, Spot, Tumble), Personal Firearms Proficiency, Teamwork (Specific Group), Urban Warfare College (Demolitions, Intimidate, Knowledge [Tactics]), Weapon Focus

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Assault Training): Tough as Nails, NCO School

Talents (Special Operations Training): Mental Toughness,

Possessions: Interceptor Armor w/ Ballistic Helmet, Knife, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAMs, 2 M-86 PDMs, canteen, LCE, tac-com, compass, field dressing, gas mask, 2 MREs , 1 entrenching tool, 1 sleeping bag, 2 water proof bags.

Appearance: Standing at 6' even and weighing in at 210 pounds, James appears husky; nearly fat, but the thickness of his waist and biceps quickly correct intelligent observers. James has a nasty scar to the right of his right eye and a peppering of black indentations on his right cheek from shrapnel. He has close-cropped red hair, kept in a high and tight haircut, and brown eyes. His hands are large and heavy, with protruding scarred knuckles.



Rank and Decorations of Note : Staff Sergeant (E-6), Expert Rifle Badge, Purple Heart (x2), Bronze Star with V device, Air Assault Badge, Airborne Badge, Combat Infantry Badge, NCO Development Award (x3), Army Achievement Medal (x3), Army Commendation Medal (x2), Meritorious Service Medal.

James Zachary is a native of West Virginia who joined the military in 1995, taking part in operations in Bosnia and several other nations. Extremely concerned with remaining physically fit as well as mentally focused, SSG Zachary seems to have made correspondence courses a hobby, as well as spending frequent hours at the gym.

Deployed to Operation Iraqi Freedom as part of the 3rd Infantry Division, SSG Zachary was wounded twice in combat and decorated for bravery under fire under classified conditions. Six months ago Zachary applied - and was accepted into - Ranger School; this is his first deployment with the 75th Rangers.

DOLO AT ALL COSTS

Sergeant Brett Hewett

Strong Hero 2/Infantry Training 4/Special Operations Training 1 CR 7; Medium-size humanoid; **HD** 2d8+4 plus 4d10+8 plus 1d8+2; **HP** 50; **Mas** 15; **Init** +3; **Spd** 30 ft; **Defense** 26, touch 18, flatfooted 23 (+0 size, +3 Dex, +5 class); **BAB** +6; **Grap** +8; **Atk** +8 melee (1d4+2/19-20, Knife), or +14 ranged (2d10+0, M-24 Sniper Rifle); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** US Army, 75th Rangers; **SV** Fort +7, Ref +6, Will +3; **AP** 3; **Rep** +1; **Str** 14, **Dex** 17, **Con** 15, **Int** 13, **Wis** 12, **Cha** 10.

Occupation: Military (Hide, Move Silently)

Skills: Climb +4, Craft (structural) +4, Hide +10, Knowledge (Tactics) +3, Move Silently +10, Navigate +3, Read/Write Language +2 (English, Farsi, Portuguese), Speak Language +2 (English, Farsi, Portuguese), Spot +8, Survival +5, Tumble +9

Feats: Advanced Firearms Proficiency, Air Assault Training, Jump School, Jungle/Swamp Warfare College (Climb, Knowledge [Tactics], Survival), MOS Rifleman (Navigate, Spot, Survival), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1, Marksmanship 1, Sharpshooter 1

Talents (Special Operations Training): Mental Toughness, Sharpshooter 2

Possessions: Knife, M-24 Sniper Rifle with 10x Thermal sight, 4 10 round clips of 7.62mm ammunition, M-4 Carbine, 7 30-round magazines of 5.56mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAMs, 2 M-86 PDMs, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MREs, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 waterproof bags.

Appearance: Standing at 5' 10" and weighing in at 145 pounds, Brett appears scrawny, but is made of leather and wire. He has a slow Tennessee drawl and also seems to move slowly, rarely using two words when one will do. He has a naturally bald head and hazel eyes, and a tattoo of Daffy Duck on his left shoulder blade.



Rank and Decorations of Note : Sergeant (E-5), Expert Rifle Badge, Purple Heart, Bronze Star, Air Assault Badge with combat award, Airborne Badge, Combat Infantry Badge, NCO Development Award (x2), Army Achievement Medal (x5), Army Commendation Medal (x1).

Brett Hewett is a Tennessee native who joined the military in 1999 to earn some college money and get away from the small town he was living in. Finding that he a knack for distance shooting, he has been constantly improving his weapon skills in hopes of attending Sniper School. Despite never having been to the school, he often plays the role as team sniper, his skill with the weapon evident to anyone who sees him shoot. Brett is a fan of old 1950s Warner Brothers cartoons and collects comic books to read rather than as an investment.

SGT Julio Natchez

Strong Hero 2/Recon Training 3/Assault Training 2 CR 7; Medium-size humanoid; **HD** 2d8+2 plus 3d8+3 plus 2d10+2 plus 2; **HP** 43; **Mas** 13; **Init** +3; **Spd** 30 ft; **Defense** 26, touch 18, flatfooted 23 (+0 size, +3 Dex, +5 class, +8 armor); **BAB** +6; **Grap** +8; **Atk** +8 melee (1d4+2/19-20, Knife), or +10 ranged (2d8+0, M-4); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** US Army, 75th Rangers; **SV** Fort +8, Ref +5, Will +2; **AP** 3; **Rep** +0; **Str** 15, **Dex** 16, **Con** 13, **Int** 14, **Wis** 13, **Cha** 10.

Occupation: Military (Hide, Move Silently)

Skills: Climb +3, Craft (structural) +5, Hide +9, Knowledge (Tactics) +9, Listen +4, Move Silently +9, Navigate +7, Speak Language +1 (English, Russian), Spot +10, Survival +10, Tumble +3

Feats: Advanced Firearms Proficiency, Air Assault Training, Burst Fire, MOS Rifleman (Knowledge [Tactics], Spot, Survival), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort

Talents (Recon Training): Camouflage, Marksmanship 1

Talents (Assault Training): Tough as Nails, Shock Assault 1

Possessions: M-249 SAW, 3 boxes of 200 rounds of 5.56mm ammunition, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAMs, 2 M-86 PDMs, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MREs, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 waterproof bags.

Appearance: Standing at 6'1" and weighing in at 220 pounds, Julio is heavily muscled. He wears his black hair in a crew-cut, and has black eyes. Julio's mouth is slightly twisted and his nose has obviously been broken and improperly set at some time in the past.



Rank and Decorations of note : Sergeant (E-5), Expert Rifle Badge, Purple Heart, Silver Star, Bronze Star for Valor, Bronze Star (x2), Air Assault Badge, Airborne Badge, Combat Infantry Badge, NCO Development Award (x2), Army Achievement Medal (x4), Army Commendation Medal, Meritorious Service Medal (x2).

Julio Natchez is an Arizona native who joined the military in spring of 2001, and one of the first men into Afghanistan. Unlucky on rotations, it seems to Julio that he exits a combat zone and is immediately transferred to a unit that is preparing for deployment. He graduated from Ranger School six months ago. Soon afterwards the helicopter he was in suffered mechanical failure and was forced to land, and Julio was wounded during an insurgent attack on the damaged machine.

SGT John Weston

Tough Hero 4/Assault Training 3 CR 7; Medium-size humanoid; **HD** 4d10+12 plus 3d10+9 plus 6; **HP** 66; **Mas** 16; **Init** +3; **Spd** 30 ft; **Defense** 25, touch 17, flatfooted 22 (+0 size, +3 Dex, +4 class, +8 armor); **BAB** +6; **Grap** +8; **Atk** +8 melee (1d4+2/19-20, Knife), or +9 ranged (2d8+0, M-4); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** US Army, 75th Rangers; **SV** Fort +8, Ref +5, Will +3; **AP** 3; **Rep** +2; **Str** 14, **Dex** 16, **Con** 16, **Int** 12, **Wis** 13, **Cha** 10.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Climb +3, Craft (structural) +4, Hide +6, Knowledge (Tactics) +7, Listen +3, Navigate +7, Speak Language +1 (English, German), Spot +9, Survival +7, Tumble +8

Feats: Advanced Firearms Proficiency, Air Assault Training, Alertness, Exotic Firearms Proficiency (grenade launchers), Jump School, MOS Rifleman (Hide, Navigate, Spot), Personal Firearms Proficiency, Toughness

Talents (Tough Hero): Remain Conscious, Second Wind

Talents (Assault Training): Tough as Nails, Marksmanship 1

Possessions: M-4 Carbine with ACOG reflex sight and M-203 40mm grenade launcher, 4 40mm HE grenades, 2 M397A1 40mm grenades, 1 M662 40mm grenade, 2 M-651 40mm grenades, 2 M-680 40mm grenades, 40mm grenade bandoleer, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAMs, 2 M-86 PDMs, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MREs, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 waterproof bags.

Appearance: A 5'9" African-American man, John keeps his head shaved to hide an onset of early male pattern baldness and a fear of insects nesting in his hair. He has no tattoos on his body and only an appendectomy scar.



Rank and Decorations of Note: Sergeant (E-5), Expert Rifle Badge, Bronze Star, Air Assault Badge, Airborne Badge, Combat Infantry Badge, NCO Development Award (x2), Army Achievement Medal (x2), Army Commendation Medal.

John Weston hails from New Jersey and joined the military in 2001 after his cousin died in Afghanistan. A quiet and serious man, John is an ace shot with the M-203 and took second in the Armed Services competition in 2004 for the M-203.

John collects pieces of barbed wire and fencing from all over the globe as well as western fiction novels, the pride and joy of his collection a complete set of Louis L'Amour western novels signed by the author.

SGT Stephen Baker

Strong Hero 2/Infantry Training 2/Assault Training 2/Special Operations Training 1 CR 7; Medium-size humanoid; **HD** 2d8+4 plus 2d10+4 plus 2d10+4 plus 1d8+2 plus 2; **HP** 52; **Mas** 14; **Init** +3; **Spd** 30 ft; **Defense** 26, touch 18, flatfooted 23 (+0 size, +3 Dex, +5 class, +8 armor); **BAB** +6; **Grap** +8; **Atk** +8 melee (1d4+2, Baton), or +9 ranged (2d8+0, M-4 Carbine); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** US Army, 75th Rangers, United States of America; **SV** Fort +10, Ref +6, Will +2; **AP** 3; **Rep** +1; **Str** 15, **Dex** 16, **Con** 14, **Int** 13, **Wis** 13, **Cha** 10.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Climb +3, Craft (structural) +4, Demolitions +5, Hide +9, Knowledge (Tactics) +10, Navigate +10, Read/Write Language +1 (English, Portuguese), Speak Language +1 (English, Portuguese), Spot +10, Survival +10

Feats: Advanced Firearms Proficiency, Burst Fire, Combat Reflexes, MOS Rifleman (Hide, Navigate, Spot), Personal Firearms Proficiency, SERE

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Talents (Assault Training): Tough as Nails, Sharpshooter 1

Talents (Special Operations Training): Mental Toughness, Marksmanship 2

Possessions: Knife, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 9mm M-9 pistol, 4 10 round clips of 9mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags

Appearance: SGT Baker is a short wiry man, standing at 5'9" and weighing in at 150 pounds, with his blond hair cut in a flat top. His blue eyes are slightly watery behind his glasses, and many people mistake him for an easy target. He walks with a slight limp from being shot in the leg, but it does not hamper his speed or endurance. He looks to be in his mid-20s and has a set of twisted scars across both forearms.



Rank and Decorations of Note : Sergeant (E-5), Sharpshooter Rifle Badge, Purple Heart (x6), Silver Star, Bronze Star with V device (x2), Bronze Star (x3), POW Badge, Air Assault Badge, Airborne Badge, Combat Infantry Badge, NCO Development Award (x2), Army Achievement Medal (x8), Army Commendation Medal (x4), Meritorious Service Medal (x3).

Stephen Baker is in his mid-30s, having joined the military in 1990. He served with 1st Infantry Division during Desert Storm and later took part in the invasion of Haiti and peacekeeping missions around the globe. He recently became a Ranger after his second tour of Iraq during OIF I. Baker is a smiling man, quick with a joke or friendly sarcastic comment with a seemingly endless supply of useless trivia.

SSG Norman Garter

Dedicated Hero 4/Field Medic 2/Recon Training 1 CR 7; Medium-size humanoid; **HD** 4d6+8 plus 2d8+4 plus 1d8+2; **HP** 42; **Mas** 15; **Init** +3; **Spd** 30 ft; **Defense** 26, touch 18, flatfooted 23 (+0 size, +3 Dex, +5 class, +8 armor); **BAB** +4; **Grap** +5; **Atk** +5 melee (1d4+1/19-20, Knife), or +7 ranged (2d8+0, M-4 Carbine); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** ; **AL** US Army, 75th Rangers; **SV** Fort +8, Ref +5, Will +6; **AP** 3; **Rep** +3; **Str** 12, **Dex** 16, **Con** 15, **Int** 14, **Wis** 14, **Cha** 10.

Occupation: Doctor (Search, Treat Injury)

Skills: Climb +2, Craft (pharmaceutical) +6, Diplomacy +2, Hide +4, Knowledge (Behavioral Sciences) +4, Knowledge (Tactics) +7, Listen +6, Read/Write Language +3 (English, Spanish, Farsi, Portuguese), Search +8, Sense Motive +4, Speak Language +3 (English, Spanish, Farsi, Portuguese), Spot +12, Survival +8, Treat Injury +17, Tumble +4

Feats: Air Assault Training, Jump School, MOS Medical (Craft [pharmaceutical], Treat Injury, Tumble), Medical Expert, Personal Firearms Proficiency, Surgery

Talents (Dedicated Hero): Skill Emphasis (Treat Injury), Aware

Talents (Field Medic): Medical Specialist +1, Expert Healer

Talents (Recon Training): Camouflage

Possessions: M-870 Combat Shotgun, 1 bandoleer of 20 12-gauge shells, M-4 Carbine with ACOG reflex sight, 7 30-round magazines of 5.56mm ammunition, 2 fragmentation grenades, 1 red smoke grenade, 1 CS grenade, 2 M2A2 SLAM's, 2 M-86 PDM's, canteen, LCE, Interceptor Body Armor, ballistic helmet, tac-com, compass, field surgery kit (consider a mastercraft surgical kit), field dressing, gas mask, 2 MRE's, 1 2-quart canteen, 1 entrenching tool, 1 sleeping bag, 2 water proof bags.

Appearance: Standing at 5'11" inches and weighing in at 160 lbs, SSG Garter has black hair, blue eyes, and a pair of dimples that make him look younger than he is. His fingers are long and slender, though the pinkie on his right hand is slightly twisted.



Rank and Decorations of Note : Staff Sergeant (E-6), Marksman Rifle Badge, Bronze Star, Air Assault Badge, Airborne Badge, Combat Medic Badge, NCO Development Award (x3), Army Achievement Medal (x2), Army Commendation Medal (x1).

Garter enlisted in the military from Wisconsin in 1998 and served primarily in First Cavalry Division since his entry. Garter enlisted to earn the money to finish medical school after he ran out in his 5th year. Garter enjoys both classical music and gangster rap, often toying with combining the two on his computer, much to the amusement of the rest of the Ranger team. He graduated with top honors from Fort Sam Houston Medical Center and recently passed the field surgery course. He is often encouraged to undergo Officers' Candidate School so that he can become a full fledged military doctor, but has discovered he likes being a combat medic and a Ranger more than college.

REPRINTED INFORMATION

Blood & Guts 1

Feats

Conviction

You have a cause that you feel strongly about, and would sacrifice greatly to see that cause protected. Honor, Loyalty to Country, and Loyalty to Unit are all popular convictions.

Prerequisite: One allegiance

Effect: When you are working to support your allegiance you gain +1 to hit and all saving throws.

Special: You may take this feat more than once. It applies to a different Allegiance each time it is selected. Also, if you take this for a second or third Allegiance, you must also have it for Allegiances above (the order of Allegiances is important, your first Allegiance is always your most passionate, so if you take this for a second Allegiance and do not have it for your first, the GM should move that Allegiance to become your first Allegiance).

Blood & Guts: War on Terror

Home Turf

You know every nook and cranny of your home territory, gaining advantages when fighting to defend it.

Effect: You gain a +1 to hit, and a +2 to the following skill checks in your home territory: Gather Information, Hide, Knowledge (streetwise, tactics), Navigate, Spot, and Survival. This territory may be as large as a small country (Israel, Palestine, Great Britain). For extremely large countries, a portion of that country is your home turf (the State of Texas, southern Quebec).



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