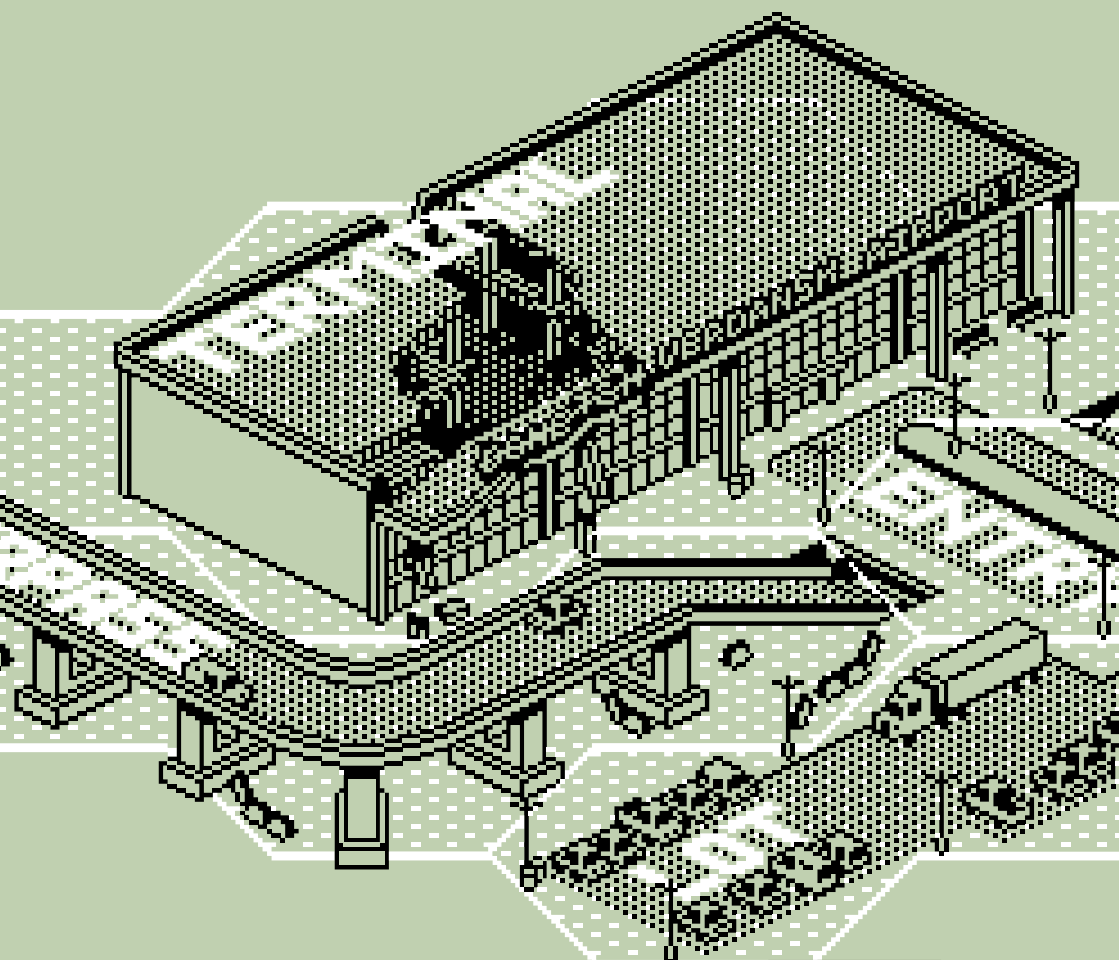


A MODERN WARGAME

[A TABLETOP FIRST-PERSON SHOOTER]



[KUROSAKI / MINKOFF / MALABRE]

A MODERN WARGAME

[A TABLETOP FIRST-PERSON SHOOTER]

[KUROSAKI / MINKOFF / MALABRE]

<GAME FILES>

[MALABRE: In 2020, I got access to a development document for *Call of Duty: Modern Warfare* and its spin off battle-royale mode *Call of Duty: Warzone*. *Modern Warfare* is a first-person shooter video game, "inspired heavily by some of the events in Iraq, and in Syria, and with the Arab spring and even with the Soviet invasion of Afghanistan [in the 1980s]." [1] It purports to give a generation of, "18-year-olds who have never existed in a world that didn't have the global war on terror," [2] a look into the realities of modern war. In *Modern Warfare* you, "Partner with special forces and freedom fighters to retrieve stolen chemical weapons. Covert Operations will take you across Europe and the Middle East in order to stop full scale global war." [3] *Warzone* continues that story, using it as the basis for its free-to-play battle royale. 50 teams of 3 Tier-One Operators parachute into Donetsk [Ukraine] Russia Verdansk, Kastovia. Confined by a shrinking ring of chlorine sarin gas, the teams of operators must kill each other until only one team remains.

The documents I acquired were a roleplaying game [RPG], written primarily by *Modern Warfare's* Narrative Director, Taylor Kurosaki, and Campaign Gameplay Director, Jacob Minkoff. They used this roleplaying game to help them plot ideas for how they'd link the story of *Modern Warfare* to this new *Warzone* mode and to quickly test drastic changes to *Warzone*. Should civilians be present in Donetsk Verdansk? Should players have access to killstreaks, like Predator UAVs or white phosphorus? The developers played this rpg to find out what happened.

[1] Phil Hornshaw, "Call Of Duty: Modern Warfare Dev: 'We're Not Talking Out Of Both Sides Of Our Mouths,'" *Gamespot*, June 11, 2019,

<https://www.gamespot.com/articles/call-of-duty-modern-warfare-dev-were-not-talking-o/1100-6467239/>

[3] Modern Warfare Campaign . <https://www.callofduty.com/modernwarfare/campaign>

<https://www.washingtonpost.com/archive/local/2017/06/07/video-games/call-of-duty-modern-warfare-dev-were-not-talking-out-of-both-sides-of-their-mouths/2017/06/07/>

**
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Like many roleplaying games, *A Modern Wargame* existed only as an incomplete Google Doc.

Nevertheless, I feel it is worth releasing in-full as insight into how the developers of *Warzone*, a game that boasts 110 million monthly active users [about 1/3rd of the US population], war gamed their war game. And so you can play this war game yourself.

**
**

As a content warning, like *Modern Warfare*, *A Modern Wargame* depicts violence, war, killing of civilians, and use of chemical weapons. Please use safety tools if you play this game, and only play it with friends that you respect and trust [or don't play it at all].

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That said, as *Modern Warfare's* menu says, "Welcome to Modern Warfare. Have fun, [and] Stay Frosty."]

</GAME FILES>

SECT
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FILE GUIDE

READING THESE FILES

[MALABRE: This document came to me as an unformatted and unedited Google Doc. It was never meant for public release as a playable RPG. In releasing it, I have strived both to retain the original work of Kurosaki and Minkoff, and to make the RPG clear and playable. The original document was changed drastically over the iterative development process for *Warzone*. I have retained previous iterations of any rules, mechanics, or text that saw significant revision—allowing you to choose which of their iterations to use. I have also retained their comments on the original Google Doc, when they provide additional context.

Any edits I made are clearly indicated, everything else is theirs.

KEY

Unformatted — Original document text. Written by Kurosaki and Minkoff.

~~Strikethrough~~ — Text from previous document version. Written by Kurosaki and Minkoff.

Highlighted — In-line clarification. My addition. If you would like to read the document unedited, redact this text with a sharpie.

[Bracketed] — A comment. My comments are Highlighted begin with my name [MALABRE:]. Theirs are unformatted and begin with their name [[KUROSAKI:] or [MINKOFF:]].

FILE STRUCTURE

Section 0, Installation, will guide you through setting up *A Modern Wargame*. It contains the materials needed, the dice mechanics, and setting up the game. It also includes four game modes, for playing *A Modern Wargame*: [A]Solo, [B]Co-operative, [C]Solo or Co-operative with an Umpire to facilitate the game, and [D] a Wargame mode, where, with the facilitation of an Umpire, two or more Fire Teams of two or more players can play against each other.

Section 1, Operators, details your Operator's mission in Donetsk Verdansk and how to make an Operator.

Section 2, Procedures, guides you through playing the game as you begin the first turn of your mission.

Section 3, Assets, contains the remaining rules and procedures of the game, as your mission proceeds, you will be directed to pages in the Assets section containing additional procedures.

MATERIALS INCLUDED

A Modern Wargame contains everything you need to play the document Kurosaki and Minkoff used to wargame *Warzone*:

This book, *A Modern Wargame*, which contains the rules and procedures of play.

A pull-out Tactical Map, illustrating the area of Donetsk Verdansk where your Operators will conduct their Operations.

A pull-out Operator sheet, for recording the information on your operator.

A pull-out OpFor sheet, for recording and running the Opposing Forces.

ADDITIONAL MATERIALS

Additionally you will need a pen or pencil, to mark off the rules you have chosen to use with in this book, and to record the status of your Operator on the Operator Sheet, and the state of the game on the Tactical Map.

You will also need a set of at least 5 six-sided dice, called d6's. It is preferable if the dice are in two different colors, such as 3 black dice and 2 white dice [1].

[1] MALABRE: Minkoff and Kurosaki originally wrote the game for use with a set of dice from the World War II boardgame, *Axis & Allies*, that Minkoff kept in the trunk of his car. *Axis & Allies* comes with 12 six-sided dice, 6 red with white pips, 6 white with black pips. If you don't own *Axis & Allies*, I recommend instead cannibalizing a *Risk* set for dice, as this game can be played with only 3 Six-Sided dice of one color and 2 Six-Sided Dice of another color].



DICE MECHANICS

Though *A Modern Wargame* only uses Six-Sided dice, these dice will be used in multiple ways:

A d6 — A basic six-sided dice, it can lend 6 different results, 1, 2, 3, 4, 5 or 6. A single six-sided dice is noted as d6.

Multiple Dice — The rules will ask you to roll multiple dice and add the result together. For example if you rolled two d6s, one with a result of 4 and one with a result of 5 your total result would be 4+5, or 9. Multiple dice will be noted as the number of dice followed by the kind of dice, so two d6's is noted as 2d6.

+ or - — The rules will ask you to add or subtract from a roll of one or more dice. Roll all noted dice. Then add or subtract the given number from total result. This will be noted as the dice followed by the kind of dice + or - the number, for example 2d6 + 2.







A d2 — A d2 is when you use a six-sided dice to generate two results, 1 or 2. In order to roll a d2, roll a six-sided dice. If the result is odd [1, 3, or 5] the result is read as 1. If the result is even [2, 4, or 6], the result is read as 2. For multiple d2's, roll the noted number of d2's, for example 3d2, and add the result of each die together. If you rolled 3d2 and got a 2[2], a 4,[2] and a 5[1], the total result would be 2+2+1 or 5.

A d3 — A d3 is when you use a six-sided dice to generate 3 results. To roll a d3, roll a six-sided dice. If the result is 1 or 2, the result is read as 1. If the result is 3 or 4, the result is read as 2. If the result is 5 or 6, the result is read as 3. For multiple d3's, for example 2d3, add the result of each dice together. If you rolled a 2[1] and a 5[3], the total result would be 1+3 or 4.



Tables — Tables are a list of numbered entries used to randomly generate a single entry from the list, for example determining what weapon someone is carrying. For tables with 2, 3, or 6 entries, Roll the noted dice d2, d3, or d6 and read the entry with the corresponding result. For Tables with more than 6 entries, the table will be listed with two dice separated by a slash [/]: d2 / d6 [12 entries], d3 / d6 [18 entries], and d6 / d6 [36 entries] . Roll both dice, then read the result of each die from left to right and read the entry with the corresponding result. For example if you roll on a d2 / d6 table, the left dice would be read as a d2 and the right dice as a d6. If the result of the left dice was 6[2] and the right dice was 6[6], you would read entry 2 / 6.

Chances — The rules will reference a chance of something occurring, for example you have a 2 in 6 chance of reloading this turn. This means that the chance of reloading this turn is 2 out of 6. Chances are always X in 6. To determine what occurs, roll a d6, if the result is equal to or less than the first number, the thing occurs, greater it does not.

0.1

d6: [1]  [2]  [3]  [4]  [5]  [6] 

2d6: [4]  + [5]  = 9

2d6 + 2: [6]  + [2]  + 2 = 10

3d2: [2]  + [2]  + [1]  = 5

2d3: [1]  + [3]  = 4

d2 / d6: [6]  / [6] 

d2 / d6 | A SAMPLE TABLE

1 / 1 an entry	2 / 1 an entry
1 / 2 an entry	2 / 2 an entry
1 / 3 an entry	2 / 3 an entry
1 / 4 an entry	2 / 4 an entry
1 / 5 an entry	2 / 5 an entry
1 / 6 an entry	2 / 6 an entry

2 in 6: if [result] is less than or equal to 2, thing happens
if [result] is greater than 2, thing doesn't happen

GAME MODES

No rules were included in the original document for how the original game was actually played, as Kurosaki and Minkoff seem to have been present at every session. However, comments on the Google Doc indicate they played in 4 different ways.

For *A Modern Wargame*, I have opted to present it Solo first, so that as you read the rest of these game files, you can immediately begin playing. Throughout these game files, notes are included for any rules that function differently in the different game modes.

[] SOLO:

Number of Players: 1.

If you are reading these game files for the first time by yourself, choose this game mode to play. You will continue reading these game files, get your mission, choose an Operator, and begin to play using the Procedures. You will only need to turn to the Assets section when prompted by the Procedures.

You will control your Operator, choose mechanics, and manage Donetsk Verdansk and the opposing forces by yourself^[1].

[] CO-OPERATIVE:

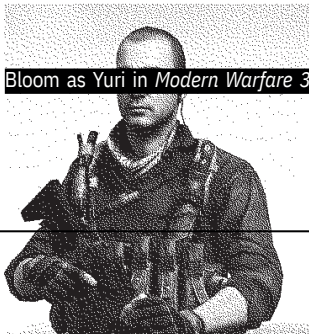
Number of Players: 2-3

If you are reading these game files for the first time with 2-3 other people, choose this game mode to play. You all will continue reading the game files together, get your mission, and choose a group of Operators, called a Fire Team. Then you will all begin play using the Procedures.

You will all control your Fire Team, choose mechanics, and manage Donetsk Verdansk and the opposing forces as a collaborative group^[2].

[1] MINKOFF: did solo test last night. Edited a few results on civilian table. Thoughts?]

[2] KUROSAKI: should we increase encounter chance w/ circle collapse? Seemed weird last session our team didn't encounter anyone for so long when gas was so close]



Bloom as Yuri in *Modern Warfare 3*



Bloom in a *Modern Warfare* promo

[5 MALABRE: Bloom is another *Modern Warfare* writer and actor in previous *CoD* games. He is also a former Reserve Sheriff Deputy, and has “taught use of force techniques to law enforcement, military and private security[6].”]

[6] The Doorpost Project, “1:1 Brian Bloom - Writer/Actor/Voice Actor,” Show Notes, September 28, 2014, <https://podbay.fm/p/the-doorpost-podcast-project-inspiring-interviews-with-some-of-todays-most-successful-entrepreneurs/e/1411948646>

[] UMPIRED, SOLO OR CO-OPERATIVE:

Number of Players: 1-3 + 1 Umpire

If one of you has read these game files before, or one player would like to facilitate the game for the other[s], you may choose this game mode. You all will continue reading the game files together. The players will get their mission and choose their Operators. The Umpire may read the Assets section beforehand, though they do not need to. Then the Umpire will guide the players through the procedures.

The player[s] will control their Operator [or Fire Team]. The Umpire will manage Donetsk Verdansk and the opposing forces. Both the player[s] and the Umpire will choose mechanics collaboratively[3].

[] UMPIRED, WARGAME

Number of Players: At least 2 + 1 Umpire

If one person has read these game files before, and the other players would like to compete against each other, choose this game mode. The players will split into teams and generate their Operators or Fire Teams. The Umpire will guide all the players through choosing mechanics, so the Umpire must have read the Assets section beforehand. Then the Umpire will present the player's with their mission. Then the Umpire will separately guide each team of players through the procedures.

The player[s] will control their operators [or Fire Teams]. The Umpire will manage Donetsk Verdansk and the opposing forces, except the other team of players. All the players and the Umpire will choose mechanics together[4].

[3] KUROSAKI: aq encounters work so much better with DM[Umpire]. way more intense when u ran for me and Brian Bloom[5].

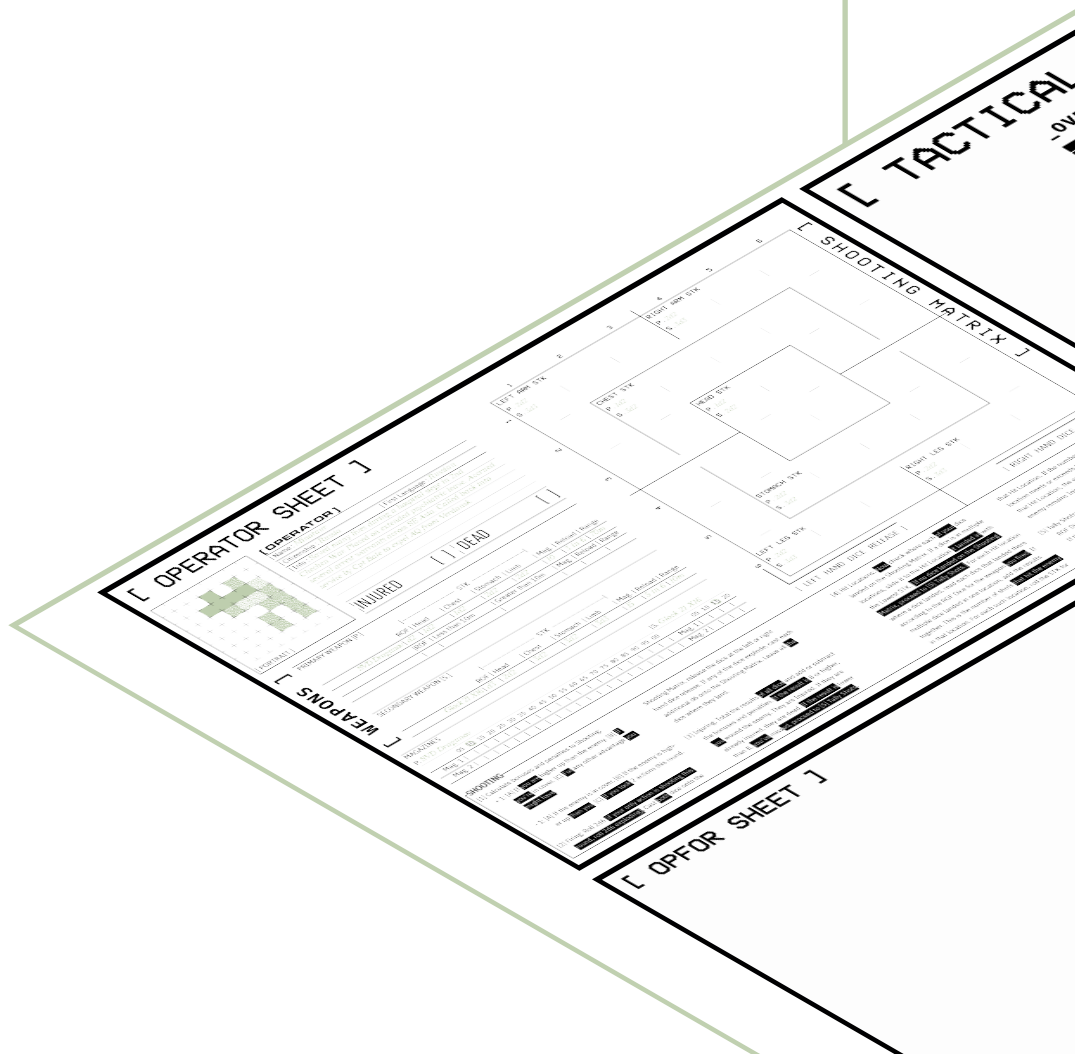
[4] MINKOFF: removed gas effects finally so we can print out for versus game friday]

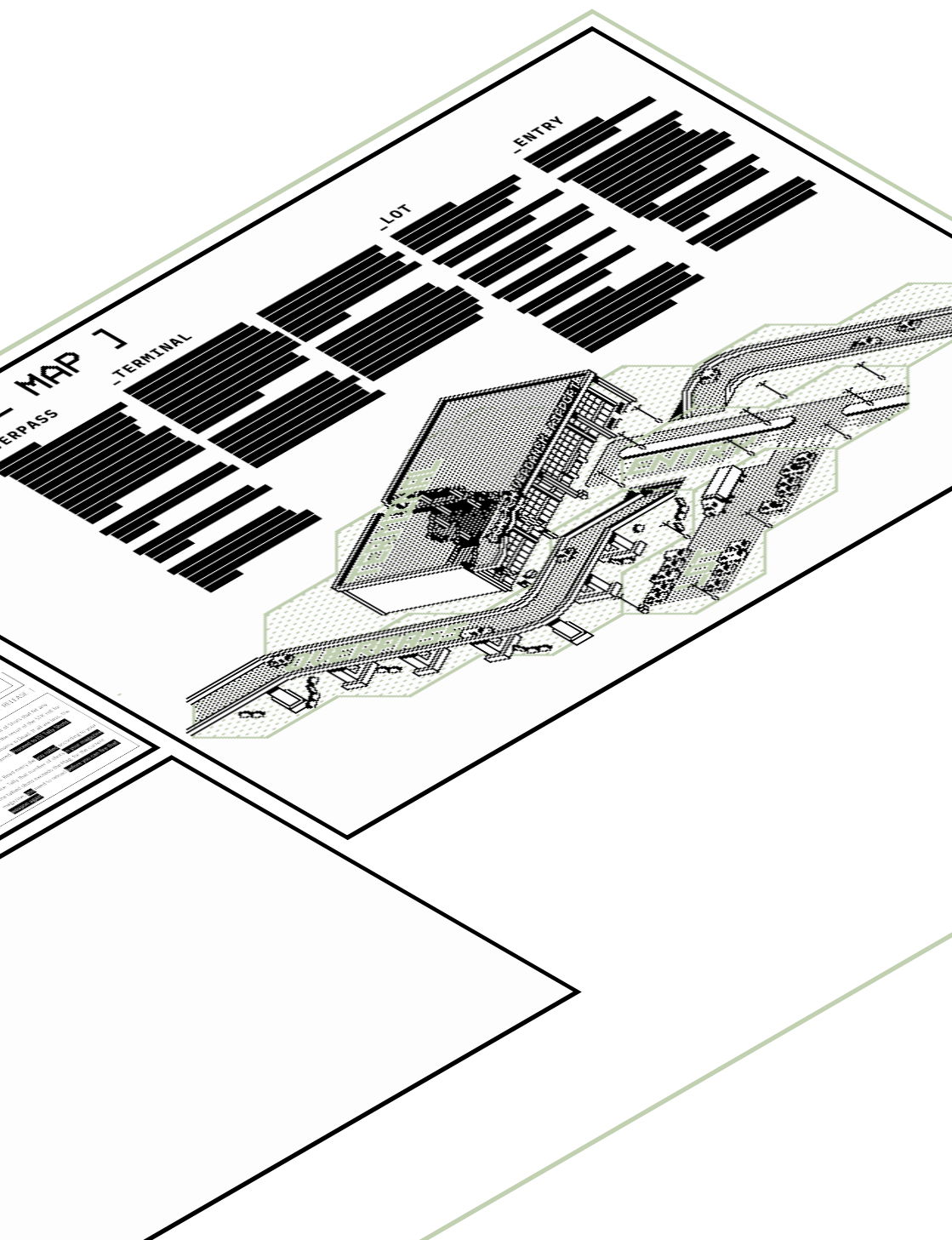
SETUP

Gather your dice, pen, and all the loose sheets. Find a flat surface that you can write on. Lay out the tactical map, the OpFor Sheet, and your Operator Sheet on the flat surface.

If playing with multiple players, all players should have a flat surface on which to lay their Operator sheet.

If playing Wargame, the Umpire should keep the rules and the tactical map in one room, the opposing players will enter and exit the room to take their turns, keeping the opposing players out of earshot.]





SECT

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OPERATORS_

[MALABRE: In this section, you will first be introduced to the warzone and your mission [THE OPERATION 1.0]. Then you will pick you Operator or Fire Team [OPERATORS / FIRE TEAMS 1.1]. Then you will be familiarized with how weapons work and pick your Operator's weapons [WEAPONS 1.2].]

THE OPERATION

THE WARZONE

After the events of *Modern Warfare's* campaign where US and British forces kill the leader of the Terrorist Group Al-Qatala and help free the Middle Eastern nation of Urzikstan from Russian Occupation, in 2020, the terrorist organization Al-Qatala, now under the leadership of Khaled al-Assad Asad, [A Coup leader from an unnamed Middle Eastern nation in a previous game, who wiped out the US invasion force sent to oust him by detonating a Russian nuclear weapon in the nation's capital] supplied by Victor Zakhaev, [Son of Imran Zakhaev, who supplied al-Assad Asad with weapons of mass destruction in a previous game] invade the former Soviet Republic of Ukraine Kastovia and assault the city of Donetsk Verdansk. Al-Qatala overwhelms the military forces in Donetsk Verdansk and occupies the city. Civilians living in the city abandon their homes and flee or are massacred by Al-Qatala. SAS Captain Jonathan Price and CIA Station Chief Kate Laswell form a military alliance with Russia to stop Al-Qatala and Zakhaev's Ultranationalist Forces, [who are fighting for the reclamation of mother Russia following the spreading of privatizations and ownership of former state enterprise]. This alliance between NATO Coalition and Russian / Private Military Allegiance forces is called Armistice.

As Armistice launches its operations to take out al-Assad Asad, a skirmish between NATO Coalition and Russian / Private Military Allegiance forces takes place in Urzikstan over a cargo chopper carrying chemical weapons, derived from Russian General Roman Barkov's chlorine sarin gas. Al-Assad Asad watches this skirmish, surrounded by hostages in a TV station [1] in Donetsk Verdansk. Al-Assad Asad assures his men they already have enough chlorine sarin gas for what they are planning.

[1] MINKOFF: can reference mission to take out assad in tv station , maybe reuse level[3]

[3] MALABRE: This T.V. Station, repurposed from *Call of Duty 4: Modern Warfare* would appear the final version of *Warzone's* Donetsk Verdansk.]

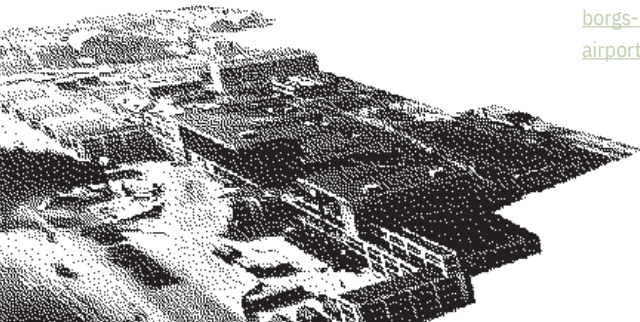
YOUR MISSION

You will play as the Armistice Operators who parachute down to Donetsk **Sergei Prokofiev International** Verdansk Airport[2] in a mission to take out Al-Assad Asad. You, the Operators, will need to differentiate between civilians and Al-Qatala militants and fight each other for limited exfiltration from the crowded and occupied airport after Al-Assad Asad attacks you with chlorine sarin gas.

[2 MINKOFF: Perfect map: <https://www.voanews.com/europe/truce-bypasses-donetsk-airport-sym-bol-conflict-e-ukraine> [5]

There's a ton of images / video of before after. Will make it easier to recreate.

KUROSAKI: sick. i like the return to the airport. we didn't get to do a no russian[6] call back in the main game. Check this out analysis of the battle from US army major: <https://www.ausa.org/publications/cyborgs-little-stalingrad-brief-history-battles-donetsk-airport-26-may-2014-21-january> [7]



Verdansk Airport from the *Warzone* Launch Trailer

[5 MALABRE: Minkoff links to a Voice of America article on Donetsk Airport. It appears the header image from this article served as a key visual inspiration for the airport in *Warzone*.]



Donetsk Airport from a location comparison posted by a *Warzone* streamer

[6 MALABRE: *No Russian* is a controversial level from *Call of Duty: Modern Warfare 2* where the player [as an undercover CIA agent, embed with the ex-Spetsnaz ultranationalist Vladimir Makarov] massacres civilians in a Russian airport.]

[7 MALABRE: Kurosaki links to a US Army report on the battles of Donetsk Airport from 2014 - 2015.]

OPERATORS / FIRE TEAMS

Armistice Operators are from two different factions: NATO Coalition and Russia-/Private Military Allegiance. Each faction has three subfactions. NATO Coalition contains Operators from: National Guard of Ukraine[1], SAS, NATO-SOF WARCOM JSOF, and USMC Marine Raiders Devil Dogs Demon Dogs. Russia-/Private Military Allegiance contains Operators from: Spetsnaz, Executive Outcomes Jackals, and National Guard of Ukraine Russian PMC Chimera.

PICKING YOUR OPERATORS

Operators are randomly chosen by rolling on the tables on the next page.

[] SOLO or WARGAME [WITH TWO PLAYERS]:

On the next Page, Roll d2 to determine whether your Operator is drawn from 1. NATO Coalition or 2. Russia-/Private Military Allegiance. Then roll d2 / d6 on the corresponding Operator table. If playing War Game with two players, one player rolls for their operator as above, then:

Pick 1:

[] Opposed operators can be of the same faction. The second player rolls for an operator as above. Re-roll repeat Operators.

[] Opposed operators must be drawn from the other faction. The second player rolls d2 / d6 on the other Operator Table[2].

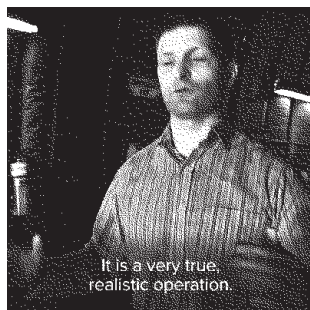
[1 MINKOFF: guessing Matt hilton[3] won't approve insinuation that us military involved in ukraine, might just change.

KUROSAKI: need another russian faction anyway, can just switch them. Maybe make a russian PMC.

MINKOFF: Moved. Kept logo its still sick.]



[3 MALABRE: Major Matt Hilton is US Marine Corps Public Affairs Officer. He coordinates Marine Corp Support for Media productions.]



[2 KUROSAKI: i like that operators need to be from same faction / subfaction, but we should probably change so it's in-line w/ the real game.

MINKOFF: ur probs right. players need to get attached to specific operators. so it makes sense for them to buy skins and stuff etc. I'll change it.]

[] CO-OPERATIVE or WARGAME [WITH MORE THAN TWO PLAYERS]:

Instead of each player rolling for a single operator, each team of players rolls to determine a Fire Team composed of three operators. If a team is composed of less than three players, the players share control of the extra Operator. In order to determine your Fire team:

Pick 1:

[] In Co-Operative, Fire Teams can be composed of Operators from any faction and subfaction. In Wargame, opposed Fire Teams can be composed of Operators from any faction and subfaction. Every player rolls d2 for NATO Coalition or Russia / Private Military Allegiance. Then d2 / d6 for Operator. Re-roll repeat Operators.













[] A Fire Team must be composed of operators from the same faction. In Wargame, the opposing Fire Team must be composed of Operators from a different faction. One player rolls d2 for NATO Coalition or Russia / Private Military Allegiance, then other players on their Fire Team roll d2 / d6 for their Operators on the same Operator Table. Opposing players roll d2 / d6 for the opposed faction. Re-roll repeat Operators[2].

[] A Fire Team must be composed of operators from the same faction and subfaction. In Wargame, the opposing Fire Team must be composed of Operators from a single subfaction of the opposed faction. One player rolls d2 for NATO Coalition or Russia / Private Military Allegiance and d2 / d6 for Operators. Other players in on their team can pick any other operator in that subfaction. In Wargame, one player in the opposing Fire Team rolls d2 / d6 for an Operator in the opposed faction. Other players in their Fire Team can pick any other Operator in that subfaction[2].

[MALABRE: Now continue to the next page to determine your Operator[s].]

_OPERATOR TABLES

ROLL D2 FOR FACTION. THEN D2 / D6 FOR OPERATOR.

1	d2 / d6 NATO COALITION OPERATORS		
	Name	Citizenship	First Language
SAS	1 / 1 Ghost	_United Kingdom	_English
		An expert in clandestine tradecraft, sabotage and infiltration. He lives with a redacted past and an undercover present, marked by a concealed appearance to hide his identity and maintain anonymity in the field.	
	1 / 2 Thorne	_United Kingdom	_English
		Known as "Union Jack" to his peers. Served with distinction under Captain Price for three years until transfer for "ethical disagreements." Chose officer track, achieved rank of Lieutenant. Hand-picked for NATO Coalition.	
NATO SOF	1 / 3 Charly	_United Kingdom	_English
		Raised on trips to Africa with her father, hunting poachers in Kenya. Expert tracker. Joined British Army, passed selection for the SRR[1]. Helped liberate a besieged CIA safehouse, earned a friend in Kate Laswell.	
	1 / 4 Otter	_United Kingdom	_English
		Orphaned, raised in and out of foster care. Earned a criminal record in London punk scene. At 18, intervened in public stabbing (Al-Qatala[AQ]) gaining local fame. Joined British Commandos, later passed SAS selection.	
NATO SOF WARCOM JSOF	1 / 5 Talon	_Canadian	_English
		Canadian Special Forces. Raised by a blended First Nation family in Ontario. Recommended to WARCOM JSOF after serving with Griggs in Urzikstan. Earned commendations in daring midnight raid of an AQ encampment.	
	1 / 6 Domino	_France	_French
		Fourth gen Korean-French. Trained to represent France as an Olympic sprinter until Al-Qatala attacked Paris. Joined French Army, chosen for Special Forces. Extremely competitive. Maintains few personal relationships.	
NATO SOF WARCOM JSOF	2 / 1 Golem	_Germany	_German
		Joined KSK[2], following family tradition of elite soldiers. Master bow hunter and wilderness tracker. Hunts the enemies of the EU in the harshest conditions on Earth. Enjoys reputation as an excellent cook and storyteller.	
	2 / 2 Mara	_Venezuela	_Spanish
		Venezuelan national turned CIA asset at 15; provided intel for US to launch in-country covert ops against AQ cells. Volunteered for US SOF training. Conducted clandestine ops for CIA until invited to WARCOM JSOF.	
USMC RAIDERS DEVON DOGS	2 / 3 Wyatt	_Australia (Tasmania)	_English
		Born in rural Tasmania, grew up on long-distance 4x4 expeditions into the bush. Described as "fearless" by friends and family, enlisted with Australian Army "for the challenge." Proficient in navigating chaotic hot zones.	
	2 / 4 D-Day	_United States	_English
		West Texas native. Served with Army Rangers in Afghanistan, pre/post Iraq War. Discharged (Section 8[3]) after failed rescue of a teammate. Returned to Afghanistan as a PMC. Recruited by Alice for the Demon Dogs.	
USMC RAIDERS DEVON DOGS	2 / 5 Alice	_United States	_English
		Born a US citizen after mother immigrated from Sinaloa under asylum. Joined Army. Despite "disciplinary issues," selected for Task Force Orange[4]. Served in Afghanistan, adept in combat and indigenous relations.	
USMC RAIDERS DEVON DOGS	2 / 6 Raines	_United States	_English
		Chicago born and raised. Expelled from high school after defending another student. Self-taught student of history. Joined Marine Corps for GI Bill, went career instead. Served in Iraq and Afghanistan as a Marine Raider.	

[1 MALABRE: Special Reconnaissance Regiment of the British Army. Formed in 2005 specifically for the War on Terror and later deployed in Northern Ireland.]

[2 MALABRE: Kommando Spezialkräfte special operations of the German Bundeswehr. Used in Yugoslavia and Afghanistan. 2nd Company was recently dissolved for far-right extremism.]





[THEN CONTINUE TO THE NEXT PAGE.]

2

SPETSNAZ

EXECUTIVE OUTCOMES JACKALS

NG-OF UKRAINE RUSSIAN PMC CHIMERA

d2 / d6	RUSSIAN / PRIVATE MILITARY ALLEGIANCE		
	Name	Citizenship	First Language
1 / 1	Minotaur	_Russia	_Russian
	Saved many lives during a hospital siege in 2nd Chechen War. Placed on extended psychiatric leave. Accrued several arrest warrants across SE Asia. Called back into service by Cpt Bale to expel AQ from Verdansk.		
1 / 2	Bale	_Russia	_Russian
	A legend among Spetsnaz. Wounded in 2nd Chechen War, removed from active duty. Re-learned how to walk, passed tests to re-enlist. Served under Gen. Barkov until filing complaint with Moscow, citing civilian deaths.		
1 / 3	Rodion	_Russia	_Russian
	Spetsnaz, Special Weapons Company, selected for tech skills and familiarity with Western culture (Hollywood action movies.) Though topping charts in performance, Bonetsk Verdansk is his 1st active combat deployment.		
1 / 4	Nikto	_Russia	_Unknown
	Former FSB[5] deep cover agent; tortured at the hands of Zakahev. Face disfigured, diagnosed with acute dissociative disorder. Remains a methodical, calculating soldier. Reassigned to Spetsnaz to utilize skill set.		
1 / 5	Mace	_United States	_English
	Ex U.S. Ranger turned gun for hire. Joined Jackals cutting his teeth in the slums of Soweto, South Africa. Marked with traditional Zulu tattoos to honor his heritage. Has earned a reputation for being a vicious operator.		
1 / 6	Azur	_Unknown	_Arabic/English
	Known arms-dealer. Deals with AQ rivals discovered by "The Butcher." Storehouses were raided. Family was killed. Used connections to expand North Africa network. Joins with Jackals to destroy AQ and feed ambition.		
2 / 1	Grinch	_Unknown	_English
	Found by the Jackals, alone in an abandoned village in the Congo (DRC.) Killed 3 Jackals before Zane made contact and brokered a deal: Services in exchange for wire transfer to anonymous off-shore account.		
2 / 2	Zane	_Federal Republic of Nigeria	_Hausa/English
	Former Nigerian Army. Witnessed atrocities committed by AQ. Defected after accusing govt of keeping funds meant to fight AQ. Formed the Jackals to defend Africa, funded by black market oil. Classified as terrorist.		
2 / 3	Yegor	_Ukraine	_Ukrainian
	Mercenary and fixer. A man of the cities, night-life, and excess. Known as more gangster than PMC, but reliable when called upon. Serves Nikolai under exclusive contract with Chimera. Ulterior agenda suspected.		
2 / 4	Krueger	_Austria	_German (Austro-Bavarian)
	Austrian-born, fled to Germany to evade murder charges. Served with KSK[2] under false ID until mission gone-wrong. Civilians died. Identity discovered, escaped custody before court-martial. Maintains innocence.		
2 / 5	Syd	_United States	_English
	Born in Washington DC to family of rich politicians. Joined US Army at 18. Family had her stationed in Bulgaria. Served full enlistment. Traveled 5 years off-grid, fighting in conflict zones from Eastern Europe to Africa.		
2 / 6	Iskra	_Urzikstan	_Russian/Arabic
	Born of an Urzikstani mother and Russian father during Barkov's occupation. Raised in Farah's Army as a Russian-fluent saboteur. Cut-off outside Urzikstan after The Highway for Death. Joined Chimera to fight AQ.		

[3 MALABRE: A Section 8 Discharge is used for members of the armed forces judged mentally unfit. Frequently used to discharge gay, lesbian, bisexual, and transgender people.]

[4 MALABRE: United States Army Intelligence Support Activity. A classified Special Operations Unit.]

_RECORD OPERATOR INFO

[MALABRE: record your Operator[s] Name, Citizenship, First Language, and Background on your Operator Sheet.]

None of this info appears to have any mechanical effect.

Other than two potential States [Injured and Dead—both of which begin untriggered], Operators appear to have no mechanics attached to them. If you have played a roleplaying game before, this means that your Operator[s] have no attributes, no skills, and no hit points.

It appears that Operators are defined only by their Weapons.]

[OPERATOR SHEET]

[OPERATOR]

Name: [Minor] [First Language: Russian]
Citizenship: Russian [Lies during a hospital stay in 2nd
Info: Served multiple times during extended psychiatric leave. Accurately
checked and placed on warrants across SE Asia. Called back into
service by Cpt Bole to escort AQ from Verdansk.]

[INJURED] [] DEAD

[WEAPONS]

PRIMARY WEAPON (P): []

SECONDARY WEAPON (S): []

MAGAZINES

P.	05	10	15	20	25	30	35	40	45	50	55	60
Mag. 1												
Mag. 2												

[SHOOTING]

[1] Calculate bonuses and penalties to S
+1: [A] if you're higher up than
+2: [A] if you're in cover (C) 75% en
-1: [A] if the ene
er up the
[2] Firing

WEAPONS

WEAPON STATISTICS

Rate of Fire — Guns have a different rate of fire, meaning how quickly the gun fires Shots. A [ROF] weapon with a high rate of fire can fire more Shots in the same length of time than a weapon with a low rate of fire. This rate of fire is approximated with dice. When an Operator Shoots a weapon, you roll two dice. Those dice are then read based on the dice listed under the weapon's ROF [d6, d3, d2, or d2-1] to determine how many Shots the weapon fires in a round of shooting. A weapon with a high rate of fire has a d6 ROF, meaning it can fire d6 and d6 [2-12] Shots in a round of shooting. A weapon with an exceptionally slow rate of fire has a d2-1 ROF, meaning it can fire a d2-1 and a d2-1 [0-2] Shots in a round of shooting.

Shots to Kill — When an Operator shoots and Injures a target, the location the Shots hit is used [STK] to determine if the target is Injured or Dead. The ROF is used to determine how many Shots hit a particular Hit Location. Hit Locations are: Head, Chest, Stomach, and Limbs [Left or Right Arm, and Left or Right leg]. The number of shots that hit a particular location are compared to the weapon's STK for that location. Roll the dice that corresponds to the STK for that location, and compare the resulting STK Roll to the number of Shots that hit that location. If the number of Shots meets or exceeds STK roll for that location, the Target is killed.

A more powerful weapon will have a lower STK for each hit location than a less powerful weapon.

With shotguns, the STK is not associated with a particular hit location. Instead the STK is based on the range between the Operator and their target.

Magazine — Weapons have a magazine that contains a number of bullets. Magazine [Mag.] is the number of Shots in one magazine of that weapon. When an Operator fires a weapon you will tally the Shots fired on your sheet. When the Shots tallied reaches Magazine, your magazine is spent, your Operator will need to reload before firing that weapon again.

Reload — When a magazine is spent, you will need to reload before firing that weapon again. Reload lists the Chance that the weapon can immediately be fired again. If Chance is not met, you must spend one Round reloading.

Range — The effective range of the weapon, listed in Meters [m]. If an Operator attempts to shoot a target beyond the Range of their weapon, you will take a penalty to Shooting.

Sample Gun



----- STK -----									
	ROF	Head	Chest	Stomach	Limb	Mag.	Reload	Range	
Steyr AUG A3 9mm XS	d6	3d2 - 1	3d3	3d3	3d3	25	4 in 6	10m	

Sample Shotgun



----- STK -----									
	ROF	Less than 10m	Greater than 10m	Mag	Reload	Range			
Std. Manufacturing DP-12 R9-0	d2	1d3	2d6	15	1 in 6	Special			

[MALABRE: Now continue to the next page to determine your starting Weapons.]

_ARMORY

[MALABRE: First, to determine Primary Weapon **ROLL D6 FOR THE WEAPON TYPE**, then roll on the subtable for that Weapon Type.

1 ASSAULT RIFLE									
d2/d6		----- STK -----							
		ROF	Head	Chest	Stomach	Limb	Mag.	Reload	Range
1 / 1	Heckler & Koch HK433 Kilo 141	d6	3d2	3d3	3d3 + 2	4d6 + 2	30	4 in 6	30m
1 / 2	FN FAL	d3	1d3	2d3	3d2	3d2	20	3 in 6	20m
1 / 3	Colt Model 933 M4A1	d6	3d2	3d3	3d3	3d3	30	5 in 6	30m
1 / 4	FAMAS F1 FR Famas 5.56	d6	2d2	3d2	3d2	3d3	30	4 in 6	30m
1 / 5	ASh-12.7 Oden	d2	2d2	2d2	3d2	3d3	20	4 in 6	40m
1 / 6	SIG-Sauer Virtus SBR M13	d6	3d2	3d2 + 1	3d3 + 2	3d3 + 2	30	4 in 6	40m
2 / 1	FN SCAR H	d3	3d2 - 1	3d3	3d3	3d3	20	4 in 6	30m
2 / 2	AK-47	d3	3d2 - 1	3d2	3d3	3d3	30	4 in 6	30m
2 / 3	IWI Tavor CTAR-21 RAM-7	d6	3d2	3d3	3d3	3d3	30	4 in 6	30m
2 / 4	SIG SG 552 Grau 5.56	d6	3d2	3d3	3d3	3d3	30	4 in 6	30m
2 / 5	IWI Galil ACE CR-56 AMAX	d3	3d2 - 1	3d2	3d3	3d3	30	4 in 6	20m
2 / 6	AS VAL	d6	3d2	3d2	3d3	3d3	20	4 in 6	30m

2 SMG [SUB MACHINE GUN]									
d3/d3		----- STK -----							
		ROF	Head	Chest	Stomach	Limb	Mag.	Reload	Range
1 / 1	Steyr AUG A3 9mm XS	d6	3d2 - 1	3d3	3d3	3d3	25	4 in 6	10m
1 / 2	FN P90	d6	3d2	3d3 + 1	3d3 + 1	3d3+3	50	4 in 6	10m
1 / 3	Heckler & Koch MP5 A3	d6	3d2	3d3	3d3	3d3	30	4 in 6	10m
2 / 1	IMI Uzi	d3	3d2 - 1	3d3	3d3	3d3	30	4 in 6	20m
2 / 2	PP-19 Bizon -2	d3	3d2 - 1	3d3	3d3	3d3	60	5 in 6	20m
2 / 3	Heckler & Koch MP7 A2	d3	3d2	3d3 + 1	3d3 + 1	3d3 + 3	40	5 in 6	10m
3 / 1	LWRC SMG-45 Striker 45	d3	3d2 - 1	3d3	3d3	3d3	25	5 in 6	20m
3 / 2	KRISS Vector Fennec	d3	3d2	3d3 + 1	3d3 + 1	3d3 + 3	25	4 in 6	10m
3 / 3	Brügger & Thomet APC9 ISO	d3	3d2	3d3 + 1	3d3 + 1	3d3 + 3	20	5 in 6	20m

3 LMG [LIGHT MACHINE GUN]									
d6		----- STK -----							
		ROF	Head	Chest	Stomach	Limb	Mag.	Reload	Range
1	L86A1 SA87	d3	3d2 - 1	3d2	3d2	3d3	30	3 in 6	50m
2	Heckler & Koch MG5 M91	d6	3d2	3d3	3d3	3d3	100	1 in 6	30m
3	MG34	d6	3d2	3d3	3d3	3d3 + 1	50	1 in 6	30m
4	Heckler & Koch G36 Holger-26	d6	3d2	3d3	3d3	3d3 + 1	100	3 in 6	50m
5	FN Minimi BRUEN MK9	d6	3d2	3d3	3d3	3d3 + 1	100	3 in 6	30m
6	Knight's Armament LAMG FINN	d3	3d2	3d2	3d3 + 1	3d3 + 1	75	1 in 6	30m

4 MARKSMAN RIFLE									
d2/d2		ROF	Head	Chest	Stomach	Limb	Mag.	Reload	Range
1 / 1	M14 EBR-14	d2	1d2	2d2	2d2	2d2 + 1	10	4 in 6	60m
1 / 2	Martin Model 1895 MK2 Carbine	d2	1d2	1d3	1d3	1d2 + 1	5	5 in 6	25m
2 / 1	Karabiner 98k	d2-1	1	1d2	1d3	1d3	5	3 in 6	60m
2 / 2	Zastava M59/66 SKS	d2	1d2	2d2	2d2	3d2	20	4 in 6	60m

5 SNIPER RIFLE									
d2/d2		ROF	Head	Chest	Stomach	Limb	Mag.	Reload	Range
1 / 1	SVD Dragunov	d2	1d2	1d2	2d2	2d2	10	3 in 6	70m
1 / 2	HDR	d2-1	1	1d3	1d3	1d2 + 1	5	3 in 6	100m
2 / 1	Accuracy International AX-50	d2-1	1	1d3	1d3	1d2 + 1	5	3 in 6	100m
2 / 2	Barrett XM109 Rytec AMR	d2	1	1d3	1d3	1d2 + 1	5	2 in 6	60m

6 SHOTGUN									
d6		ROF	Less than 10m	Greater than 10m	Mag	Reload	Range		
1	Remington 870 MCS Model 680	d2-1	1d3	2d6	10	1 in 6	Special		
2	Std. Manufacturing DP-12 R9-0	d2	1d3	2d6	15	1 in 6	Special		
3	Browning Citori 725	d2	1d3	2d6	2	4 in 6	Special		
4	Fostech Origin-12	d2	1d3	2d6	10	4 in 6	Special		
5	M26 MASS VLK Rogue	d2	1d3	2d6	10	4 in 6	Special		
6	AA-12 JAK-12	d2	1d3	2d6	10	4 in 6	Special		

Then, to determine Secondary Weapon Roll d6 on the Handgun Table.

X HANDGUN									
d6		ROF	Head	Chest	Stomach	Limb	Mag.	Reload	Range
1	Glock 21 X16	d3	2d2	3d2	3d2	3d3	15	5 in 6	10m
2	Kimber Custom TLE/RL II 1911	d3	2d2	3d2	3d2	3d3	10	5 in 6	20m
3	Colt Anaconda 0.357	d2	1d3	2d2	2d2	2d2	5	4 in 6	30m
4	SIG-Sauer P320 RX M19	d3	2d2	3d2	3d2	3d3	20	5 in 6	10m
5	Desert Eagle Mark XIX .50 GS	d2	1d3	2d2	2d2	2d2	10	5 in 6	20m
6	Beretta M9A3 Renetti	d3	2d2	3d2	3d2	3d3	15	5 in 6	10m

Then, Proceed to the next page.

_RECORD WEAPON STATISTICS

[MALABRE: On the Operator Sheet, record the Weapon Statistics for your Primary and Secondary weapon in the WEAPONS section of the operator sheet. If your Primary Weapon is a Shotgun, use the bottom Primary Weapon slot where the STK is divided by range. If your Primary Weapon is not a Shotgun, use the top Primary Weapon slot, where the STK is divided by Hit Location.]

For both your Primary and Your Secondary Weapon, write the weapon in name in the Primary [P.] and Secondary [S.] sections of the MAGAZINE section. For each weapon circle your Magazine Capacity [Mag.] in the magazine table. When you fire shoots, you will tally the shots used in Mag. 1 for each weapon. Once the number of tallies reaches Mag. you will move on to Mag. 2 for each weapon. Then once the number of tallies in Mag 2. reaches Mag. you will run out of ammunition for that weapon.

Last, record the STK for each weapon in each Hit Location slot on the SHOOTING MATRIX. Record Head in HEAD STK, Chest in CHEST STK, Stomach in STOMACH STK, and Limb in LEFT and RIGHT ARM and LEFT and RIGHT LEG. Put the STKs for your Primary Weapon under P. and the STKs for your Secondary Weapon under S.]

WEAPONS

SHOOTING MATRIX

	HEAD	CHEST	STOMACH	LIMB
PRIMARY WEAPON (P.)				
SECONDARY WEAPON (S.)				

MAGAZINES

	Mag. 1	Mag. 2
PRIMARY WEAPON (P.)		
SECONDARY WEAPON (S.)		

SHOOTING

[1] Calculate bonuses and penalties to STK.

+1: [A] If the one is higher up than the other.

+1: [A] If the one is higher up than the other.

+1: [A] If the one is higher up than the other.

[WEAPONS]

[OPERATOR]

MAGAZINES

SHOOTING

- [1] Calculate bonuses and penalties to Shooting:

+ 1: [A] If **you are** higher up than the enemy. [B] **If** **you're** in cover. [C] **For** any other advantage **you** **might have**.

- 1: [A] If the enemy is in cover. [B] If the enemy is higher up than you. [C] If you took 2 actions this round.

[2] Firing: Roll 2d6 [if your only action is shooting this round, roll 2d6 exploding]. Cast both dice onto the

Shooting Matrix, release the dice at the left or right hand dice release. If any of the dice explode, cast each additional d6 onto the Shooting Matrix. Leave all the dice where they land.

[3] Injuring: Total the results of all dice and add or subtract the bonuses and penalties. If the result is 8 or higher, you wound the enemy. They are Injured. If they are already injured, they are dead. If the result is lower than 8, you've missed, proceed to [5] Tally Shots.

	1	2	3	4	5	6
1	LEFT ARM STK P. S.			RIGHT ARM STK P. S.		
2	<div> <div>CHEST STK P. S.</div> <div>HEAD STK P. S.</div> </div>					
3						
4						
5	<div>STOMACH STK P. S.</div>					
6	LEFT LEG STK P. S.			RIGHT LEG STK P. S.		
	[LEFT HAND DICE RELEASE]			[RIGHT HAND DICE RELEASE]		

[SHOOTING MATRIX]

[4] Hit Locations: **Now** check where each **of your** dice landed on the Shooting Matrix. If a dice is in multiple locations, slide it to the Hit Location **it landed in** with the Lowest STK. **[If no dice landed on the Shooting Matrix, proceed to [5] Tally Shots.]** For each Hit location where a dice landed, read each dice that landed there according to the ROF Dice for the weapon **you fired**. If multiple dice landed in one location, add the results together. This is the number of shots **that hit the enemy** in that location. For each such location, roll the STK for

that Hit Location. If the number of Shots that hit any location meets or exceeds the result of the STK roll for that Hit Location, the enemy is Dead. If all are less, the enemy remains Injured. **Proceed to [5] Tally Shots.**

[5] Tally Shots: Read every die **you rolled** according to your ROF Dice. Tally that number of shots **in your magazine**. If the tallied shots exceeds the Mag. for the current magazine, **you need to reload before you can fire that weapon again.**

[MALABRE:

THIS HAS BEEN A PREVIEW.

PART 2.0 [PROCEDURES] AND

PART 3.0 [ASSETS] ARE

INCOMING.]

