

The Missile Mission NPCs

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Reminder: Wild Card Characters are Marked **WC** in this conversation.

The Guard Dogs

Both guard dogs are trained to growl and bark rather than attack strangers. They will attack only if ordered to attack (by Chuck Evans), feel threatened, or if attacked themselves.

Rex and King will **only** respond to commands given by Chuck Evans, the plant security guard.

Both dogs start out as "inactive".

Don't forget the "active" or "inactive" rules (SWEX Page 10. Stealth).

Rex and King

Guard Dog

Attributes:

Agility d8
Smarts d6 (A)
Spirit d6
Strength d6
Vigor d6

Skills:

Fighting d6
Guts d6
Notice d10

Pace: 8

Parry: 5

Charisma: 0

Toughness: 4

Special Abilities

- Bite: Str+d4.
- Fleet Footed: Dogs roll a d10 when running instead of a d6.
- Go for the Throat: Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- Size -1: Dogs are relatively small.

Dynamics Engineering Employees

All employees start out as "inactive".

Don't forget the "active" or "inactive" rules (SWEX Page 10. Stealth).

Ed Landers, Warehouseman

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6

Pace: 6

Parry: 2

Charisma: 0

Toughness: 5

Gear:

Pocket knife

Str+4, Wt 1, -2 to Notice if hidden.

Mort McNally, Warehouseman

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6

Pace: 6

Parry: 2

Charisma: 0

Toughness: 5

Gear:

None

Chuck Evans, Security Guard

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d4
Notice d6

Pace: 6

Parry: 4

Charisma: 0

Toughness: 5

Gear:

None

City Police

The officers will arrive on the scene in a standard police squad car, equipped with one pump action 12 gauge shotgun.

12 gauge pump shotgun
12/24/48, Dmg 1-3d6, RoF 1, Wt 8, Shots 6
(see notes SWEX Page 45)

Both police officers start out as “active” if responding to an incident at the Dynamics Engineering warehouse.

Don’t forget the “active” or “inactive” rules (SWEX Page 10. Stealth).

Officer Milt Savage

Attributes:
Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:
Driving d6
Fighting d6
Guts d6
Notice d6
Shooting d6

Pace: 6
Parry: 5
Charisma: 0
Toughness: 5

Gear:
.357 Police Magnum revolver
12/24/48, Dmg 2d6+1, AP 1,
RoF 1, Wt 4, Shots 6

Billy club
Str+4, Wt 1

Officer Pete Lewis

Viet Nam Veteran.
Does not like Asians.

Attributes:
Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:
Driving d6
Fighting d6
Guts d6
Notice d6
Shooting d6
Knowledge (Law) d6
Knowledge
(World History/Current Affairs) d8

Pace: 6
Parry: 5
Charisma: 0
Toughness: 5

Gear:
.357 Police Magnum revolver
12/24/48, Dmg 2d6+1, AP 1,
RoF 1, Wt 4, Shots 6

Billy club
Str+4, Wt 1

Russian Agents (The Soviets)

WC Victor Drenovich

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Knowledge (Animal Behavior) d8
Knowledge (Economics/Finance) d6
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Russian (Native)
English
German

Special:

Victor is very good with animals. He may make a Knowledge (Animal Behavior) minus 2 roll to try to calm down any animal. On a Raise the animal will follow simple commands (Come, Stay, Sit, etc.). If he fails the roll, the animal will either attack him or run away. **The animal and Victor must have a Language in common to use this skill.** For the Dynamics Engineering Guard Dogs this is English.

Gear:

7.62mm AKM assault rifle with 30 round magazine.
24/48/96, Dmg 2d8+1, AP 2, Auto, RoF 3, Wt 10, Shots 30. Min Str d6.

one spare 30 round magazine.

WC Vladimir Kozenov

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Knowledge (Computer Science) d8
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Russian (Native)
English
French

Gear:

9mm FN Browning High Power pistol with
silencer.
12/24/48, Dmg 2d6, AP 1, Semi-Auto, RoF
1, Wt 3, Shots 13.

WC Boris Cherovsky

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Knowledge
(Industrial Engineering) d8
Knowledge
(Astronomy/Space Science) d6
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Russian (Native)
English
German

Gear:

Kevlar vest +2/+4, Covers torso only,
Negates 4 AP, Wt 8.

Switchblade

Str+4, Wt 1, -2 to Notice if hidden.

Sleep gas capsules (2)

Throw one in a room, it bursts. Use two for a big room. Everybody in the room must make a Vigor Roll at minus 2 or become unconscious for 1d6 hours. With a success, you are OK this round, but must test again next round. With a Raise you are immune to the effects of the gas. Gas cloud lasts 3 combat rounds.

Smoke grenade (Thrown Weapon)

5/10/20, White Smoke obscures vision,
Medium Burst Template, Wt 1. Lasts 3 combat rounds.

WC Anton Kalenko

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Russian (Native)
English
Spanish

Gear:

.357 snub nosed revolver
6/12/24, Dmg 2d6+1, AP 1, Revolver, RoF
1, Wt 4, Shots 6.

Chinese Agents (The ChiComs)

WC Chung Yee

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Cantonese Chinese (Native)
English
French

Gear:

.22 Beretta pocket pistol.
10/20/40, Dmg 2d6+1, AP 2, Semi-Auto,
RoF 1, Wt 2, Shots 6.

WC Yung Kow

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Cantonese Chinese (Native)
British English
French

Gear:

Stiletto
Str+4, Wt 1

Sleep gas capsule

Throw one in a room, it bursts. Use two for a big room. Everybody in the room must make a Vigor Roll at minus 2 or become unconscious for 1d6 hours. With a success, you are OK this round, but must test again next round. With a Raise you are immune to the effects of the gas. Gas cloud lasts 3 combat rounds.

Fragmentation grenade (Thrown Weapon)

5/10/20, 3d6, Medium Burst Template, Wt 1.

WC Liu Lung Fu

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Knowledge
(Architecture) d6
Knowledge
(Mechanical Engineering) d8
Knowledge
(Astronomy/Space Science) d6
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Cantonese Chinese (Native)
English
Spanish

Gear:

9mmK Walther PPK pistol with silencer.
12/24/48, Dmg 2d6, AP 1, Semi-Auto, RoF 1, Wt 2, Shots 7.

WC Sun Ming

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Skills:

Driving d6
Fighting d6
Guts d6
Knowledge (Animal Behavior) d8
Lockpicking d6
Notice d6
Shooting d6
Stealth d8+

Pace: 6

Parry: 5

Charisma: 0

Toughness: 5

Languages:

Cantonese Chinese (Native)
English
French

Special:

Sun Ming is very good with animals. He may make a Knowledge (Animal Behavior) minus 2 roll to try to calm down any animal. On a Raise the animal will follow simple commands (Come, Stay, Sit, etc.). If he fails the roll, the animal will either attack him or run away. **The animal and Sun Ming must have a Language in common to use this skill.** For the Dynamics Engineering Guard Dogs this is English.

Gear:

9mm Uzi submachine gun with 25 round magazine and spare magazine.
12/24/48, Dmg 2d6, AP 1, Auto, RoF 3, Wt 9, Shots 25.

one spare 25 round magazine.