

The Rude One Always Writes

Rude Dog's Adventures Through Danubia

Robert Dunlap passed away before his 53rd birthday. He was an inspiration and a driving force inside the MOD Squad, the team of modders that create JA2 Urban Chaos, one of the most downloaded and acclaimed "Jagged Alliance 2" sequels. Rob, personified in JA2UC as Rude Dog (his forum alter ego), was the kind of man who wore his big heart on the outside. His beta testing runs of Urban Chaos were epic moments of laughter, written in a form and style between sheer talent and insanity. From the archives we managed to save a few of those and we share them with you now. Rough, raw and uncut, right as he posted them back in August 2003.

In memory of Rob "Rude Dog" Dunlap. We will never forget.

The JA Bear's Pit Community

*What, you thought I was through?
Oh no, not by a long shot Sonny Jim!*

A9 Airport

Is this what you guys were trying to achieve with the whole unarmed start? OH MY GOD, I waited for two years to sit for twenty five minutes while the Moron Militia and the f*cking Asshole Army shot it out. I tried to Auto resolve and couldn't. I let them run through their respective turns and went to watch Martha Stewart Living. I came back during commercials to push the "D" button so they could keep running back and forth in circles and firing one shot per round. It wasn't a total loss though because I learned how to crochet a home made apple pie out of sawdust and lighter fluid!

The Mother F*cking Cargo Manager won't get his worthless carcass away from the G*d Damned counter that he is guarding like the Holy Grail so I can get a weapon besides a BOXCUTTER to join the fight. Just a tip from your old Uncle Rude, "NEVER TAKE A KNIFE TO A GUN FIGHT!"

I got some great drops on EXPERT though. I got to pick up a thousand Flak Jackets, three 7.62 TT mags and ONE Tokarev. I was so pissed that everybody had to die.

I started out by having Hitman stand in the next room with the Makarov from the crate. Thanks for sending it over fellas. You couldn't have shipped, oh say, a HOWITZER just the same.

BobKat tossed the old Stunner into the PVC pipe hanging out of Grabeski's butt and finished

him right away when he dropped the PPSH-41. (Ramfall Man, I am learning to like that little piece of Russian nostalgia!)

Meanwhile, back at the Bat cave; oops wrong story, no offense Dark One.

Meltdown is hiding with the Tokarev outside the compound by the southern building that all the Army guys FINALLY got juiced at. She is at the southernmost corner and Buzz is behind the Militia f*ck that is blocking the door with the box cutter in her hand, while Fox and her Med kit is not more than five steps away. I know this is going to hurt but f*ck it, I can always reload after the bloodlust has simmered out of my veins.

Once Grabeski is on the floor my turn starts. I was A-f*cking-mazed like I had just seen a three tit stripper right up close and personal!

I took care of Laptop boy, Hitman got two Militia,

Buzz punched the guy she that she bushwhacked and he dropped an AKS-74U that still had ten rounds in it! Now the fight just turned way into my favor and the Militia not only doesn't stand much of a chance, but they don't even want to come close to my happy ass. Bob the Kat and Hitgirl come running over from the office(?) building in time to split some wigs on the last three guys, but not after Fox had to pour a shit load of type O into Buzz and Hitman took some lead to the cranial area. No real damage though, because it isn't his brain matter that made me hire him anyway.

Subway

The subway was much more interesting this time around.

Shark and his kids come flying at me like I called their mother a bad name. I had to shoot and pound my way out of it the whole time. I loved it! This is why I was so patient to get this game loaded onto a PC near me!

Shark took about a hundred bullets to kill. One of the Goon Platoon picked up the boxcutter of of a corpse and d*mn near gutted Fox right at the end so everybody took turns pummeling him into the concrete. I wish there were kicking animations so I could have stomped on his face while he made that ugh noise.

Good Old Charlie makes me laugh every time I talk to him.

(Oh yeah, DA Sharp, if you are reading this, I wouldn't take ANY lockers out of the subways. The places really do have more lockers than a freaking High School!)

I found the CAR-15 completely by accident and almost welled up into tears, I was so happy to have something like it.

Buzz is happy with her AKS_74U, especially because it just reloaded without any ammo in her inventory. I can't be sure because I think I burst a blood vessel while I was banging my head on the monitor in the last sector, but hey, it isn't like I was paying attention either.

I can't wait to go on the prowl for some Copmeat!

You have all been great, C-ya tomorrow!

A10 The Cop Shop Up Top

You know the funny thing about the whole sector is this, you either go in there right away and take the f*cking fight to them or get your ass kicked by everything moving up here. I took a little damage when the Punk assed Army bitch shot Hitman with a pistol while his PPSH was out of range.

(I don't know why the Army has mother f*ckers with UBER marksmanship and weapons while our "superior" ones couldn't hit the broad side of a barn from the inside, with the doors shut.)

Anyway, I just plain shot it out with the three guys inside the building with the Subway exit. I then proceeded to have Hitman crawl on his belly out into the Western wing of the building and hide below the window while Meltdown and Fox, who now has a Stetchkin to go along with her Sawed off and Tokarev that has ONE remaining bullet in it, manned(?) the door and window closest to the Subway.

Buzzbabe and Bobbo the Katman snuck out the back door and around the building to hide in the bushes and await the impending ambush.

I had Fox open the door and take a couple of shots to bring the enemy running. Meltdown popped up from the window and they both took some shots at and ended up killing one Butt Pirate right away.

The rest of them weren't so ready to rush the front of the place so it was Search and Destroy from there.

I have to say that they AI seems a little different between the two BETA's. These guys appear to be a tiny bit smarter in addition to being able to hit my people from further away than they should be.

th police are not hostile yet because it hasn't been a full day since Shark started his dirt nap. I went inside the Cop Office and closed all the doors with Meltdown and Hitman inside the doors to the parking lot. Fox was on the ground below one window and BOB KAT went to the filing cabinets across from the room where we all know the Saiga 12 is with Buzz and her AKS-74U. Bad assed Buzz whacked two guys right from the get by aiming and left clicking on both really quickly, and then it was on.

Five-O didn't know what hit them! Meltdown whipped the door open and made sushi out of the first Copper in her sights. Hell Fox got the jump on a clown that thought hiding just out of sight of the door was a good idea.

The only Policeman that was a bitch was the one in the bathroom where I EVENTUALLY got the AKN-94.

(I think that is it's name. BTW Ramfall, you are my f*cking HEEERO!)

The police didn't put up as much of a fight as the G*d Damned locks in the sector. I got worn out and damn near completely destroyed a perfectly good crowbar while boosting my strength by one point prying EACH and EVERY one of the Sons of Bitches open! I got shocked and cursed at things a couple of times. (I know you don't believe I would curse out loud)

I am pleased with the overall goodies that were here but the drops off of the deadski's seems minimal at best. I don't want a shitload more weapons but shit to go with them would be cool.

I am pleased that there was a silencer so my Agram is like ringing the f*cking dinnerbell in the Lion's cage at the zoo in the middle of the night.

I am a Night OPs player by nature and I love to kill silently but as I stated before; NEVER bring a knife to a GUNFIGHT!

B10 Bikers Hangout (aka San Mona)

I came in from the North and just a tad west of the road.

I have a great little team starting to get some great equipment.

Fox: Saiga 12K with a couple of pistols (Stechkin and Tokarev)for backup.

Meltdown: CAR-15 with twin Scorpions for close quarters.

Hitman: PPSH-41 and a Shizen load of bandaids for the amount of times he gets nicked by sidearm fire. Also carrying a Makarov and Sawed off to make sure he gets the last laugh up close.

Buzz: AKS-74U for that nice little 5.45 surprise that she always delivers with that sinister giggle. The kind of sound you expect to hear right before your woman caves in your dome with a hunk of a steel girder.

BOBKAT: AKN-94 for that extra fun added by extending your Marksmanship from 50 to become a cold, steel eyed, killer. A Silenced Agram so he can move around at night like the Bad Kat that he is.

The enemies were on me almost from the time I crouched and went Stealthy. I had to waste two Break lights to get the advantage because nobody could see them but they were throwing lead like there was no tomorrow, and coincidentally there won't be one for them!

After I mowed most of the Army Yellow Dogs down a couple of the Bikers decided to become heros for their cause by running at us.

I picked up all the decent ammo from the grease spots that they left on the ground and went for the Watering Hole. I hear some mean mouthed, rotten bastard hangs out here.

After eradicating the last of the Biker Boys I met both the UGLIEST and funniest mother f*cker to walk the Earth. I tried to get Bobby Kitty to hire him but he said he wouldn't work with us if the world were full of PISS and we owned the last treehouse.

(BatDude, I owe myself a new keyboard because I just spit dinner through my nose all over it!)

Ahh yes, true to form though, the Big Dog has a weakness for the ladies and Fox scooped Homely up easier than using a Sccoper on a three day old Doggie Landmine.

I mean the guy is UHG Lee! His looks could make a freight train scale a f*cking fence and dart down a dirt alley. The poor bastard has a face NOT EVEN a mother could love!

His last job must have involved catching falling bridge abutments with that mug of his!

I can't wait to let him get into the thick of and either spray lead with his pop gun or flame the unlucky f*cks out with the RPO's.

(Ramfall, will you be my Dad?)

B9 or Benign?

This was a pretty evenly matched battle until Rude Dog the wunderkind, and BOBO the Katman took over and started outflanking the enemy, I came in from the North and pretty much just used the six members of my squad in pairs to clear the spaces between the houses. The Army had little to offer in the way of resistance save for the excellent and/or lucky occasional shot to do some minor damage. Fox N Hitman will hold the enemy at bay with twin PPSH-41's while Meltdown and Buzz will move across to the opposite side of the danger zone just in sight of the soon to be victim. Meanwhile the Kat and Dog show come around from the blind side and do severe damage in the first pop out. After that the doo doo has pretty much met the fan as they say.

I am on my way to the Casino because you have to go to a casino anywhere there is one. I

wonder if the Amazing Elvis Monkeys are playing this weekend? I just loved them in Vegas! The Mother F*ckers in C9 are just plain nasty enough to piss Meltdown off. I wouldn't have even hiccupped in this forsaken sector if it weren't for there being enough lead thrown around by TWENTY EIGHT (yes 28, count'em) crank stokers all huddled around in the parking lot just F*CKING WAITING for somebody to stick their head up like a Prairie Dog and get the shit jacked out of them. Luckily I still have one stun grenade and a Molotov Mickey to use!

Night Ops tactics is the only way to survive the bum rush. I came in from the North and very patiently got in position. This meant bridling the bloodlust that arose when an enemy would show his mug and then just stand there for a couple of rounds. I had Fox cut the wire fence to the East of the guard house and everybody went rooftop on their tummies except for BobKat who snuck his happy ass right around the inside of the Eastern wall to gain access to the roof of what I now know is the ammo savior building. I had Rude peak over the edge of the roof and he got pasted in the first interrupt of many to come. Break lights work very well in pushing the enemy back off of your position sometimes. They try to get back out of it like they are going to catch leprosy from it or something. That gave BOBKAT a good many shots with his silenced Agram. Once they discovered him though it was all assholes and elbows. My team threw everything they had at the bastards and if it weren't for having some mid ranged weapons and a variety of surprises, I would have had to reload and choke back some Tums and Milk of Magnesia to settle the blood back into the pit of my stomach from that peptic ulcer bursting forth like Vesuvius.

As it were BK and Buzz had three bullets left between them at the end of the firefight and they were all in one gun. Locks and drops were more worth it here. I gained enough 7.62 TT and 5.45 to last a while. Meltdyke has about four clips left but the RudeHund is starting to run low. I don't like only having 2 full mags left plus 15 in the M4 wich I have dubbed Pops the Gunn. I really amhaving a great freaking time playing something NEW again!

D9 Casino VIVA LAS VEGAS

The entry from the North was pretty damn tough. BobKat, Buzz, and Meltdown tried sneaking into the NW driveway while Rudedog, Fox and Hitman attempted to run the length of the fence and give support from the back side. Motherf*ckers were all over the place.

Rudeboy lucked out when the puke that dropped him with a leg shot got up and rushed his position (prone). Hitgirl got off two in his chest so he couldn't do any more damage.

The cork soakers keep filing out of the Casino(?) and the area in front of the garage like we were handing out money instead of hot lead.

The money was very welcome indeed.

I liked the Vepr and the G3 a whole lot more! Picked up another CAR-15 from one of the guys that are waiting for the meat wagon to take them to a nice quiet place for a noce long dirt nap.

Hell, at this rate, I could be pushing through Calisto's gun runners NEXT!

D10 – D12

All pretty much uneventful except for the little skirmish with the guys in D12 right before I decided to escort Goose to the Airport.

D13 Calisto Crepaton Plant. The firefight was hot and heavy here. Fox and Hitbaby stayed at the lower portion of the screen to guard Goose's butt while BobKat, Rudedude, Buzz, and Meltdown tried to run and gun their way to an advantageous spot on the roof. The Army was pretty tough here because there were so many different angles and corners for them to get the drop on anyone moving too quickly. Rude and BKat got to the roof inside the fence while Buzz took some damage and MeltD stayed with her to administer first aid. They holed up inside the cargo room after RD and BK cleared the hallway. Fox and Hitman moved to a position around the corner from the CIA sign and took turns sporadically popping out to deliver a shot or two after BK and the Rude One moved across the roof to try to cut down on the amount of lead being thrown their way.

I was surprised that there were more enemies left after the fight for the south end of the map was so vicious.

I had to sneak Meltdown and Buzz to a high position on the roof facing the Northwest houses while RD and BK snuck through the building to cover the hall leading into the structure. After a hell of a lot of firing and ducking they wiped out all but one chump who was hiding at the North side of the fence. I hate walking around, looking for the last straggler to kill!

Fred the miner, oops Plant Manager decided to come up off the cash he was making for the CIA Corp. so I can keep the Spooks that I have hired for a while.

I hope that the battles getting to the airport pay off sufficiently for being ultra conservative by covering our escort. Otherwise His "Goose" is COOKED!

Let's see, where was I?

Oh yes, I am taking Goose back to the Airport.

Sector C13

I entered from the south with my PPSH-41 wielders, Fox and Hitman guarding the Gooseman and sitting tight at the southern edge of the map.

I figured that the abundance of force would come from the center street so I set up shop right by the bus stop. I got surprised as hell when the freaking enemy attacked from almost right on top of the PPS kids too. Fortunately I had Goose hide his p*ssy *ss behind a tree and he didn't get shot.

BobKat, Buzz, Meltdown, and Rude made mincemeat out of the opposition in pretty short (?) time.

Of course, Night OPs and Fox tossing a couple of break lights in the right direction didn't hurt at all. Lynn came running at the PPSH's like Fox had been sleeping with her husband but the b*tch got cut down immediately by Fox, the new centerfold model for my favorite magazine "Guns and Pussy"

Wow, talk about your grassy knoll!

There was a sh*tload of empty wallets and cigars here. Who's the guy with the carcinogenic attitude that wants my team to smoke up like a Navajo War Chief?

B13 Calisto Airport

This sector always gave me problems because I get too impatient and aggressive. I took my time this time and got to the first rooftop as I entered from the south. Basically it was like bobbing for water up there with my assault squad pounding lead into the enemy like suppositories into a hemorrhoid factory. They barely missed a shot and I had to reload everybody's weapon at least once before I was satisfied that the ground below the roof bridge was sufficiently soaked in type O.

I was cursing the fact that I knew there couldn't be many targets left when I remembered the Bozo inside the guardhouse at the entrance to the complex. One headshot from BobKat and Meltdown was lamenting the lack of people to sink a bullet into.

Now Goose wants to fly me everywhere I want to go but since I don't know of an establishment with the same qualities as the good, old Shady Lady, I think I'll keep moving with the ground assault temporarily. (I hope the Rude One helps turn the tide with the G*d D*mned Faction in B14 that has kicked my ass EVERY time I go there!)

B14 Urban

This has got to be one of the hardest battles I think I have ever encountered in the entire JA realm. Thank God there were only ten Army guys there!

I entered with my full team on stealth at night. Buzz and B Kitty have silenced Uzis.

Everyone snuck to the fence at the north side of the roadways and tried to flank around to the long low building to gain the upper hand from the rooftop. Alas, just northeast of the helipad all Hell broke loose. I patiently allowed the couple of faction members to proceed with their patrol instead of shooting them right away. I had pretty well set everyone up just out of sight of the Eastern guard houses and waited until I saw some army *sshholes to fire at. The freaking Hicks swarmed like angry hornets. If it weren't for the RPO's that Rude laid down there wouldn't be anyone on the team left alive. I had him aim one into a small group of the jokers right away. That took care of them and made the reinforcements take a different path to try to make my team into Swiss cheese. Buzz accidentally set off some of the barrels when she shot at one of the military chump stains. At first I was worried because now they could just run across the debris to flank our position but they never did. There were a few faction members that came straight at us from the roadside at the northwest of our spot but, between Hitman, BK, and Rude, they got jacked enough so as not to do any damage.

I was shocked that after wiping the "Seek Enemy" hunter squad out there only remained a few stragglers and the two in the guardhouses. They were hard to hit because they crouched and a headshot with anything other than BK's VEPR was virtually impossible. After about four or five turns apiece when they didn't even fire back, they were cole slaw.

I was so very disappointed to see that the drops for this sector sucked so bad. All in all there was only ammo for the 9mm weapons and one CAR-15. The f*cking Hicks were firing big bores and left zip, zero, nada in return. My estimation would be a risk/reward factor commensurate of the adrenaline charged fight that was just engaged in. I loaded the map in the UB Editor and the Sons of B*tches were using G41's! Come on man, not one magazine got dropped. Hey thanks for the Crepagen and the Med supplies but at least some ammo

would have made this a payoff for risking my neck. At least the Hicks in JA2 gave you some great sh*t after you took your life into your own hands by jumping them early.

Battle - A+

Rewards – FU-

D15 SAM Site

I was very disturbed that there was an easy way to take this sucker in broad daylight. I had Rude, Bob, Buzz and Meltdown sit just out of range of the pistoliers and snipe the living out of them. It went like this;

Come in from the West kill two guys. move nine inches and then kill three more (I think).

Go up to the garage and snake the LAW's from the punks because they're fenced in without a set of wirecutters.

Sit back and jack the rooftop sissy. (I'd love to see the animation from UB where the guy on the roof windmills his arms and takes a header the whole way to the ground make our MOD! Nod, nod, wink, wink)

It was like shooting fish in a bucket. Hell it was easier than fish in a barrel!

I capped the jerks inside the building in the dome with the Kat and his Vepr while Buzz worked her AK-whatever like a f*cking Stratavarius!

Rudeman has a laser scope and bipod on his G3 so he can pretty much damage a freight train when he connects. He has had plenty of time to "Up his Stats" and he is well into the eighties in Marksmanship on only like day five!

Drops were good for this kind of fight but I'd love to find a G*d D*mned adaptor so I can slap some of these PSO-1 scopes on some of myu higher end weaponry. I have CAR-15's coming out of Meltdown's ass but no way to really increase the accuracy much past the good old run up and hope the f*cker misses routine. I think I'd have a better chance of becoming a nun than survivng the Cops or Army sharpshooters in that scenario.

Buzz and MeltD got left behind to train Militia here so I can eventually use Goose's Whirly thing to scoot about spread panic, chaos, and disorder.

I am humping shit back and forth to the Mine, err umm, Crepaton sector D13 so I guess its my base camp. From the roof it's pretty defendable, and I can toss Molotov cocktails on the bastard's heads when they get close enough!

E15 Farmland

Welly, welly, well.

I figured that the small tactical killer team of the Dog and Kat should hit the enemy before the enemy could gain enough strength to really impose their will on either of my Militia trainers at the SAM or CIA sectors. I went after this sector because there were only twelve guys there. By the time I arrived eight more grunts had shown up so it made things more interesting in the daylight.

If they had swarmed in like some of their counterparts I would have been over run

immediately, but they didn't and they all died a merciless bleeding from the major arteries death. I was pissed that one guy actually wondered off to die, because he was crouched behind a fence and it deflected the shot so that I couldn't get the "Death Blow" in before he ran off. I heard him groan and hit the ground just before the screen went back to real time with the announcement from the Kat that there were all gone.

I find that the varying degrees of difficulty make for a very interesting game so far. You might run into eight guys that literally rock your socks off or you come in contact with twenty that are pussies and also just a plain pain in the ass to try to chase down to kill off.

I LOVE THIS GAME!

D6 Urban

Night time with BK, RD, and Postie. I saw Mr. Hearst, but I can't go talk to him because he is in a locked building that just plain won't f*cking open! I tried shooting, kicking, prying and cussing at the mother humper and it wo't budge!

I don't know why Plodski and Brodski are in the sector as NPC's because they had no importance to me while the sector was ostile and I had accidentally wounded Bronski during the firefight. He squeaked like a little girl and I ended up just pasting everyone in the sector! Nice difficulty and plenty of Baddies to go around.

I give it an 85 because it has a good beat and you can dance to it.

D4 Port Kip

Another one of those sit and wait for the Militia and Army to duke it out sectors. Just f*cking wonderful. At least Monday night football is on.

The Police added an extra dimension to the entire battle so that the Militia got overwhelmed relatively quickly.

I had weapons this time too, so I did get into the festivities within minutes. I had Rude, Raven, Postie and Bobby (my IMP) get on the roof of the Northern building and snipe the living out of everything below. The enemies started stacking up on me very quickly. There were more f*cking cops than a Dunkin' Donuts factory could hold!

I went through a sh*tload of ammo and finally killed the last of the sons of b*tches after walking around a while, jumping from rooftop to rooftop.

The God d*mned locks are becoming a real pain in the mother f*cking *ss! I'm sick of my IMP having to bash, pick, shoot and everything but stick his pecker into the f*ckers to try to get them open. He has pretty decent mech and dex skills now and he still has trouble with a lot of them. Hell, I had a shaped charge go off on one f*cker and it still wouldn't open. F*ck this, I'm going to go Postie on the next c*ck sucker!

Oh, by the way, THAT WAS SUGAR COATED!

D5 Port Kip

I went on a the Mad Hatter's wild *ssed f*cking Teacup ride in this sector. It had all the greatest elements of battle in it. The outlook was pretty bleak a couple of times and I miraculously survived only because of a lucky shot or two and a couple of misses, near misses that nearly changed where I part my hair. Kingpin was a f*cking son of a thousand b*tches when I finally stumbled upon his narrow *ss.

There was an enemy standing to the North west of the sector right by that building in the same quadrant that set me into turn based. The oddity was that when I placed my cursor over him it turned into a steering wheel instead of crosshairs. He never fired at me and I had to aim away from him and drag the crosshairs onto his body to fire at him. Maybe he thought I was going to chauffeur his happy *ss to Hell. When I had sufficiently connected with enough lead to kill him, he exploded like a jeep would. I don't recall tanks going out with so little a bang, but I could be wrong.

Is this the new terrorist recruit that is strapped with a satchel charge and just isn't quite insane enough to rush the enemy to take them out with him?

SAM site D2

OK, OK, I get it. You motherf*ckers don't want to give this shit up easily. I tried to waltz into this sector like I used to in JA2.

Holy flying lead mosquitoes Batthing! I got four people shot up more than a group of junkies on a hot Friday night down on 5 Mile and Grand River!

Reload! Regroup! Go in like you mean business kid.

Who the f*ck thought the enemy should have LAWS here? I nearly got the entire suad whacked again when the Sum Bitch hit the wall two feet from where we were hiding. Luckily it hit just around the corner from us and Jaked the poor, sorry bastard that was trying to play peek-a-boo on us.

I didn't even know he was ther until he went aaaaahhh and fell on his freaking face!

I like the quality of the drops here and the stashed grenade launcher means that I'll have two when Buzz and the Diagonal Meltdown show up to train Militia.

I know, I've been pretty lax about playing lately, but I got a ton of sh*t to do.

I have to prove to my employer that I'm worth the raise I just got.

Since I'm in sales, I suppose I should learn how to communicate with people and make them visualize what I'm talking about. Whaddya think?

I somehow don't seem to be descriptive enough to get my point across or something like that. Go figure.

... TO BE CONTINUED.