

Extreme Edge Magazine Issue Two, Volume One

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Dedication:

As always, we need to thank our families and friends who put up with the endless hours we put into doing this thing for a living. In particular, Scott's son Andrew who's boundless imprination and energy gives us the requisite amount of humility to get things which is done.

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We hope you enjoy our product! We believe that we produce some pretty entertaining stuff, and we hope you think so too. If you enjoy this product, and would like to continue to see Dakkar Unlimited products on the market, we'd like to encourage you to visit www.HotChicksThe come.com, see what else we have to offer, and purchase a product or two. We've tried to keep our prices competitive and we think you'll agree that the entertainment value is more than worth it. That way, we'll be able to continue of pay our bills and produce more product, which we, in turn, hope that you enjoy as well. Thank you for yor patronage!

Thanks To

Adobe, Smith Micro, Microsoft, Fujitsu and Hewlett-Packard, without whom this would have taken a hell of a lot longer. And an additional big thanks to the strong and independent women of the world, without whom we'd have no idea what we were doing and less reason to do it.

Disclaimer

Extreme Edge, Issue Two, Volume One is a supplement to Hot Chicks: The Roleplaying Game and is part of a game, written for entertainment purposes. It makes no claim to be a textbook of the modern world or near future - the concepts, events and people represented in this book are works of fiction.

This game contains supernatural elements in its background, storylines, and themes. These elements are fiction, and intended soley for entertainment purposes.

This book contains mature content - strong language and adult themes Reader discretion is advised.

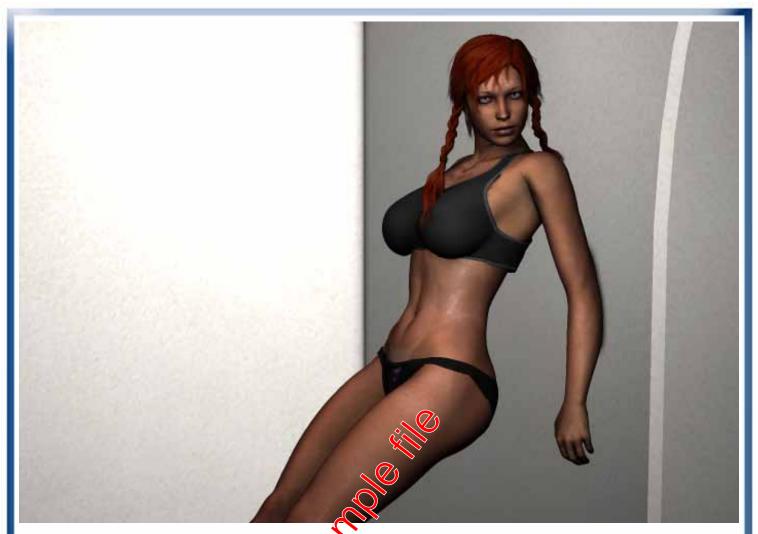
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Welcome to The Edge!

Early in 2015, Kale Fleigh, a former Army Ranger and student of Dietrich Mars, realized that there was a generation of people growing up with the responsibility of saving the future and destiny of mankind. After spending months travelling the world and trying to bring skills and knowledge to the youth, one adventure at a time, he realized that he simply wasn't going to be reaching nearly enough of them.

With his half brother, Peter Blazes, he parlayed a large supply of stuff taken from badly beaten bad guys into a publishing venture called Extreme Edge magazine. Extreme Edge features material that will make it appear to be nothing more than popular fluff, but if one reads beneath the surface, there is real information there. Information on weapons, organizations, equipment, and the actual state of the Earth in 2015.; information that will keep the next generation well-equipped and alive as the war for the future and destiny of mankind progresses and heats up.

In this "boiled-down" edition, we present some of the information that is meant for the adventuring public. You never know when a review or an article in Extreme Edge will save your life... but then again, that's exactly what they're written for.

How to Use This Book

This is a supplement for HOT CHICKS: The RPG. You will need the core rulebook in order to play.

The information in this edition of Extreme Edge magazine can be used in any Hot Chicks game - the equipment presented here is commercially available, and the obligatory "Page 5 Girl" is a potential contact and/or ally for Player Characters.

Other assorted bits and pieces of information may or may not be hints and clues to vast plots and adventures, depending on what the GM would like to do with them.

Extreme Edge magazine is a means of mass communication for several influential figures in the world of Hot Chicks, and their editorials are more-or-less either grave warnings about imminent danger or advice from people who have been there and done that. Information presented in this magazine is considered canon in the world of Earth in 2015.

