BLOOD & GUTS
MODERN MILITARY

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IN HER MAJESTY'S
SERVICE

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TABLE OF CONTENTS

INTRODUCTION

Just what is a special operations force? If I wanted to be snide, I'd answer: it's a force used for special operations. Now, while that's true, that's not much of an answer. Special operations forces are military or paramilitary units that train for and are tasked to operations outside the purview or capability of other military forces. This leaves a lot of space, and the term really doesn't have a hard and fast definition.

There are some light infantry units around the world that have the training and capabilities to undertake the kinds of missions allocated to the Ranger Regiments of the United States Special Operations Command, however these light infantry units are not considered special operations forces. In truth, while the Rangers are certainly an elite unit, I would hesitate to term them a special operations force. While one of the finest light infantry units in the world, they adhere to standard military structure and operational procedures. They are elite, but I don't think I'd call them special.

So where does one draw the line? There are a few lines. When thinking of a special operations force (SOF), consider recruitment, training, and niche.

Recruitment into an SOF is incredibly difficult. Attrition rates are regularly between 70 and 90 percent. In some cases, the recruitment testing is so rigorous, there are no successes. In order to enter an SOF, one needs to be more than just a great soldier. Operators require extreme physical endurance, though not necessarily strength. They need agility of body and mind. They must think outside the box, work well with a team and independently, and while they must be capable of killing at the drop of a hat, they must not enjoy it. That's a tall order, and its as much mental as it is physical. Given all that, one can imagine why SOFs are so difficult to enter.

Training is a cornerstone of an effective SOF. In many cases, training is an integral part of recruitment. A US Navy SEAL must survive the Basic Underwater Demolitions/SEAL course in order to complete the recruitment process. This is true of most SOFs, including the SAS and SBS. But training does not end once an operator joins a unit. Training is ongoing and it is extensive. No unit trains as hard as SOFs, and that's because the missions they undertake require more than just ability, they require expertise. They almost require perfection, but we can't ask that, even of our most elite units.

Unlike many other units, SOFs are often slotted into a single niche, an area of specialty. One would not send in the Special Air Service or the Special Boat Service to capture a target and hold it. While both units could provide support and perhaps make an initial assault, they are not trained for defensive or holding actions. One could use the Royal Marines Commando until a regular military group arrived, one with armor and artillery. One would not send in the RMC to rescue hostages or make a snatch-and-grab. Though daunting and daring warriors, the RMC are not counter-terrorism and hostage rescue experts. That niche belongs to the SAS and the SBS, and specifically the Special Project Team and M Squadron.

These three criteria help to discern SOFs from other units. But not all elite units are SOFs. The RMC, while certainly elite, is not exactly an SOF. Its recruitment is tough, its training extensive, but it takes on missions similar to those of regular military forces. Within the RMC, though, there are other units one might consider an SOF, like the Brigade Patrol Troop and the Fleet Protection Group Royal Marines.

In the United Kingdom, most of the SOFs are grouped together under the aptly named Special Forces Group.

However, outside the SFG, there are both elite units and other special operations units. Unlike the United States Special Operations Command, the Special Forces Group is relatively compact and does not have the integral assets to prosecute a full-scale military action. Rather, the SFG includes assets for low-intensity and clandestine operations. Elite military units like the Royal Marines Commando and the 16 Air Assault Brigade fall under regular military command, the Royal Navy and the British Army respectively.

Though the United Kingdom does not have a unified special operations command such as the United States, this does not mean that its SOFs cannot integrate fully into a military operation. One need only look at the units involved in Operation TELIC, the invasion of Iraq, to see a cohesive and cooperative operation involving regular military, elite and special operations. Military cultures and requirements differ from country to country, and as yet, the United Kingdom does not see a need for a command similar to USSOCOM.

The Roles of the Special Operations Forces

Perhaps the most famous of the special operations forces in the world, the Special Air Service is known predominantly for its counter-terrorism missions. Counter-terrorism is often linked in the public mind to hostage rescue. While this is a very important facet of counter-terrorism (CT), it is not the only facet. CT has become synonymous with the building or room "takedown"—quick entry into and securing of a room or collection of rooms—and therefore it has become intertwined with close quarters battle and military operations in built up areas (urban assault). Most SOFs have extensive training in CT, which means these forces are capable of hostage rescue, but are also experts in close quarters battle and urban warfare.

The silent partner to counter-terrorism is anti-terrorism.

While CT is essentially reactive—one acts after the terrorists have created a situation—anti-terrorism is proactive. Anti-terrorism involves identifying terrorist threats, such as training areas, staging grounds, or equipment storage, and then removing that threat as quickly and certainly as possible. Anti-terrorism operations have become more common as hostage-taking and hijackings have decreased. Now that SOFs are operating in the "home ground" of terrorists, anti-terrorism operations have finally reached the public consciousness, though usually wrapped in the easily digested banner of counter-terrorism.

SOFs often find themselves training the military or special units of an allied government. This is called foreign internal defense (FID). FID operations involve training, but might also involve advising. Most operations involve countries involved in low-intensity conflicts or dealing with insurgency. The training of national military and paramilitary units can foster both stability and ethical actions. During training, unacceptable means of interrogation, treatment of prisoners or even attitudes toward civilian governments can be moderated based on the model of the SOF operators. This is one of the core principles of the US Army Special Forces FID program.

While FID helps to stabilize allied governments against insurgency, unconventional warfare creates or supports insurgency within an enemy or competing country. The unconventional warfare mission of SOFs is usually the counterpoise to an FID program. Rather than training a military to deal with insurgency, an unconventional warfare operation would train indigenous forces in guerrilla warfare, evasion and escape, and subversion (acts undermining national security). While SOFs usually train other units in unconventional warfare, should an actual war occur in which enemy forces occupy the country of an SOF, operators would likely be involved directly in guerrilla warfare. Also, there have

been instances of SOF acting in an unconventional role in the past, such as the Australian Special Air Service Regiments operations in Viet-nam and both the SAS and SBS in the Malayan Emergency and the Indonesian confrontation.

During a conflict situation, when an SOF is involved in warfare, the niche of the SOF often changes. During wartime, SOFs are involved in direct action, reconnaissance, and special warfare. Direct action covers a wide variety of missions, including sabotage, assassination, or interdiction. These missions are quick, decisive, and require exceptional target intelligence. The missions of the SAS and SBS behind enemy lines in the Gulf War, hunting Scuds would be a good example of direct action. The swift, sharp attacks on terrorist bases and training camps in Afghanistan is another good example.

Reconnaissance is an essential part of any war operation. Intelligence is the lifeblood of a good plan, and information can both save lives and win battles. SOFs are trained to infiltrate denied areas covertly, reconnoiter a target or area, and exfiltrate without alerting enemy forces. During Operation CORPORATE, the re-taking of the Falkland Islands, the SBS and SAS completed numerous reconnaissance missions with resounding success. In the current conflicts in the Middle East, the ability of SOFs to identify and track insurgents has made them indispensable.

Special warfare is a catch-all phrase which includes direct action, unconventional warfare and other actions beyond the purview of regular forces. Psychological and humanitarian missions would be included. With each new conflict, a new role is found. These new missions and new concepts are usually undertaken by SOFs because the intensity and breadth of their training gives them the greatest chance for success.

With such a variety of missions, no single unit can master them all. The SAS and SBS have similar mission profiles and even have all but identical selection processes. Both groups are tasked to long-range reconnaissance and direct action. Usually, these groups do not attack large targets, though their covert nature makes them the natural choice to infiltrate unnoticed and paint a target with a laser for guided munitions or even deliver accurate coordinates for artillery or naval gunfire.

Since such operations are rare, the SAS and SBS have branched out to include foreign internal defense, close personal protection, anti-terrorist operations and covert military operations during peacetime. Their emphasis on subtle and covert action makes these units perfectly suited for such missions.

Certain operations involving intelligence gathering, direct action on foreign soil in peacetime and certain anti-terrorist mission are beyond the legal purview of the Special Forces Group. However, operators of the SAS and SBS are often seconded to the Secret Intelligence Service (often known as MI-6 or Her Majesty's Secret Service). These operators form what is known as the Increment, a group with special skills and experience that can act under the umbrella of the Intelligence Services Act, which allows legal immunity for actions outside the borders of the UK. While the various media outlets often attribute any extra-national covert operation with military trimmings to the SAS, it is likely such actions would take place through the Increment.
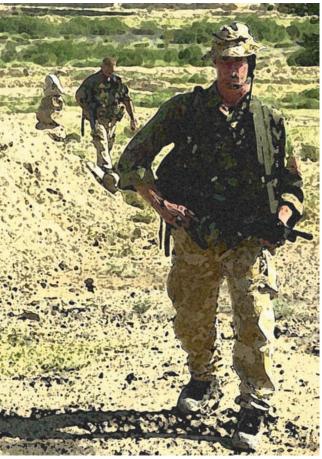
While units like the SAS and SBS perform specialized functions, the missions of the Royal Marines Commando, the Brigade of the Gurkhas and the 16th Air Assault Brigade are usually standard military operations. Of course, the standard military operations of today—including peacekeeping, national stabilization and non-combatant evacuations—are dissimilar to standard operations of even a few decades ago. The utility of these units is based on their rapid reaction times, extensive training and even their sense of history and camaraderie. The Gurkhas, especially, have a long and glorious history, which they continue to honor with their professionalism and capabilities.

There are aspects of these elite military units that perform missions similar in nature to the Special Forces Group. Tactical Air Control Parties from the Royal Marines Commando can join with SAS or SBS teams during covert insertions to lend expertise in directing air support. Likewise, elements of 148 Commando Forward Observation Battery RA can be attached to reconnaissance or strike teams in order to direct naval gunfire. This proved quite effective in the Falklands War. 59 Commando Squadron, Royal Engineers, which is attached to the Royal Marines Commando, maintains a Reconnaissance Troop, which is trained for a combat role and operates alongside the Brigade Patrol Troop.

The Brigade Patrol Troop of 3 Commando Brigade Royal Marines and the Pathfinder Platoon of 16 Air Assault Brigade act in similar capacities. Both are trained to operate independently of their parent unit for reconnaissance or direct action missions. Also, both are inter-operable with units such as the SAS or SBS. The Brigade Patrol Troop leads the Brigade Reconnaissance Force which can include Tactical Air Control Parties, Radio Reconnaissance teams from Y Troop and elements of the support units for 3 Commando, such as the Reconnaissance Troop of 59 Commando RE or the Naval Gunfire Forward Observation teams from 148 Commando Forward Observation Battery of 29 Commando RA.

A History of the UK Special Forces from World War II

World War II
World War II had a profound impact on the military of the United Kingdom. The conflict gave birth not only to the Commandos, but also the Special Air Service and the Special Boat Service. Those units already in existence, such as the Gurkhas, found themselves tested to the utmost in the worst of conditions.

Originally created as a mobile raiding force in North Africa, the Special Air Service proved to hit much higher than its weight. It had no equal as a deep strike unit and long-range reconnaissance force. In the

deserts of North Africa, the hills of Italy or the forests of occupied France, operators of the SAS completed harrowing missions no other unit would consider.

The modern day Special Boat Service had many antecedents in the war. Along with the Special Boat Section (SBS), maritime units included the Combined Operations Pilotage Parties—tasked to landing site reconnaissance—the Royal Marines Boom Patrol Detachment—used to raid shipping and harbors—and the Landing Craft Obstruction Clearance Units—which acted in the same capacity as the USA's Underwater Demolition Teams. The wartime SBS had both reconnaissance and direct action responsibilities. Like the Combined Operations Pilotage Parties, the SBS reconnoitered possible landing sites, but it also performed raids on shipping and coastal targets.

Over 112,000 Gurkhas served in the British Army during World War II. They fought in almost every theater of operation, from North Africa to Italy to Indochina and Burma. The Gurkhas helped to form the Chindits, an irregular special operations group fighting in the jungles and often operating behind enemy lines. A total of ten Victoria Crosses were awarded to soldiers of the Gurkhas during World War II.

The Royal Marines Commando, like the SAS and SBS, were born out to the necessities of the War. Churchill wanted a force that could raid the coastline, and the Commandos were created for this task. They saw action all across Europe and the Far East, including landings at Salerno, Anzio, and Termoli. The Commandos, as can be expected, played an important role in the D-Day landings. By the end of the War, the Commandos numbered 8,000 ranks, a size never since equaled.

In 1940, Churchill requested the War Office create an airborne infantry force and by the end of 1942, the 1st Airborne Division, trained to insert using parachutes and gliders, was ready for deployment. Success—as infantry—in North Africa led to the creation of the 6th Airborne Division from a nucleus of veterans of the 1st. The 6th proved successful in Normandy but the 1st's attack on Arnhem as part of Operation MARKET GARDEN failed. Still, the fearsome reputation of the two units survived the war intact.

The Post-War Years
With the war over, the men of the SAS hunted down escaping Nazis, delivering them to the Nuremberg War Crimes Tribunal. Very soon, though, the special forces community faced extinction. The reputations and successes of the special operations forces could not save them from the ax. Their deeds, for the most part, were left unsung as stories of great battles and great generals dominated the popular histories and mass media. The SAS survived as a reserve unit, the 21st Regiment (Artists Rifles) Special Air Service.

After name changes and shuffled responsibility, the varied maritime units from World War II became the Small Raids Wing and were tasked with mine and ordnance removal during during the formation of the nation of Israel. By 1950, the name was changed to Special Boat Wing and its units referred to as Special Boat Sections, giving rebirth to the acronym SBS. The missions of the SBS entailed all those responsibilities shared by the varied maritime units in the war.

The 1st and 6th Airborne Divisions were reduced to 16th Independent Parachute Brigade. Deployed for security operations in the Middle East, the Brigade saw action in the Suez Crisis of 1956. During the Crisis, 45 Commando performed the first ever operational helicopter assault.

The Malayan Emergency
The Malayan Communist Party (MCP)—dominated by ethnic Chinese—created a paramilitary arm called the Malay Races Liberation Army (MRLA) in response to the UK's post-War "Malayan Federation" plans. The MRLA was filled with veterans of the Malayan Peoples' Anti-Japanese Army, which the UK had trained and equipped. Beginning in 1948, the MRLA attacked British interests in Malaya (modern Malaysia). This drew the UK into its first sustained military operation of the post-war era.

During the Malayan Emergency, an ex-SAS officer, Mike Calvert, helped to recreate the SAS in its modern incarnation. The operators of this new SAS learned the secrets of jungle warfare from Chindit veterans and the Gurkhas. This new SAS became masters of the jungle. In doing so, they removed themselves completely from the strictures and norms of the regular army. Rank meant little in the jungle, and command went to that individual most capable of leading. The four-man patrol became the standard operating unit, with four-patrol troops and four-troop squadrons.

While the SAS patrolled in small groups, the Gurkhas provided the manpower to protect civilians and British interests from attack. With veterans of World War II still peppering its ranks, the Brigade of the Gurkhas proved adept at jungle warfare and counter-insurgency. The Gurkhas served through the entirety of the Emergency, acting as the backbone of the British military in that campaign. The jungles and swamps were soon denied to the insurgents, their sphere of control shrinking rapidly, until their final outpost was taken and the emergency ended in 1960. By that time, Malaya had gained independence and the avowed anti-colonial actions of the MRLA no longer made sense.

The Korean War
Communist North Korea, with the backing of Russia and later China, attacked South Korea—a struggling democracy backed by the United States—in 1950. Almost the entire peninsula was overrun before the United Nations could assemble a relief army, led by the

United States. US General Douglas MacArthur made an unexpected amphibious attack at Inchon, cutting the North Korean army's supply lines. The UN forces then pushed the North Koreans back almost to the Chinese border. This instigated the Chinese to throw their impressive resources of manpower behind the North, driving the UN south. From the point, the war remained a stalemate until the armistice of 1953.

41 (Independent) Commando Royal Marines was created for the specific purpose of fighting in Korea. While the main responsibility of 41 Commando was coastal raiding, at times it took on the role of an infantry unit and fought with distinction alongside the US 1st Marine Division at the Chosin Reservoir, one of the worst battles of the war.

The SBS also operated in Korea, often from submarines. SBS operators, inserting in small, powered craft or canoes and kayaks, raided all along the North Korean coast. On at least one mission, the SBS moved inland and destroyed an important rail line.

Conflict in the Middle East
Along with the Suez Crisis, UK special forces were involved in places like the Sultanate of Oman and Aden, both dealing with communist insurgents. After success in the Malayan Emergency, the resurrected SAS was almost disbanded, but its special skills and counter-insurgency experience proved important in Oman. The actions of the SAS in the jungles of Malaya and the deserts and rocky wastes of Oman, though not common knowledge to the public, made them highly sought after by foreign countries looking for training military and close personal protection forces.

In 1958, the Special Boat Wing became the Special Boat Company, and the motto "Not by strength, by guile" was adopted. The operational units remained Special Boat Sections, so a form of continuity existed.

Fresh from successes in Korea, the SBS joined the SAS in the Middle East and went on to create a long-term presence in Bahrain, which remained for several decades. Conflict with communist insurgents again erupted in Oman in 1970, and lasting until 1976. The SBS began its involvement by inserting SAS patrols by boat. Later the two special units joined forces for extended inland patrols. Along with reconnaissance and direct action, the SAS trained the Sultan's army in counter-insurgency tactics.

The Indonesian Confrontation
The conflict between British-backed Federation of Malaysia and Indonesia began in the small country of Brunei. On December 8, 1962, the North Kalimantan National Army, supported by Indonesia, attacked the Sultan of Brunei and seized the nation's oil fields as well as European hostages. The Sultan requested British help. The Gurkhas in Hong Kong received the call at 11 PM and arrived in Brunei at 9 AM the following morning. In a few months, the situation had been resolved and the rebel commander had been captured. This, however, was only an opening gambit.

The Gurkhas had all but completed mopping up the Indonesian-backed insurgents in Brunei when Indonesian troops entered the Sarawak and Sabah areas of Malaya. Indonesia hoped to halt the formation of the Federation of Malaysia after a United Nations sponsored referendum delivered an outcome unfavorable to Indonesia. By August, the Gurkhas had clashed with Indonesian irregulars inside Malaya. After the creation of the Federation of Malaysia on September 16, 1963 (Brunei did not accept admission and Singapore left later), Indonesian regular troops entered Malaysian territory with the aid of locals, many of them communist in sympathies.
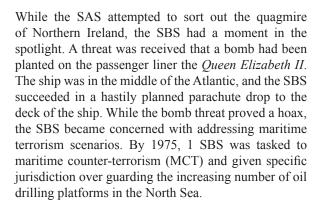
The SAS, well versed in jungle warfare and counter-insurgency, mounted intelligence-gathering operations and increasingly attacked targets inside Indonesian territory, perpetrating cross-border incursions and forcing the Indonesian units into a more defensive posture. The SAS did not purposefully engage in drawn-out battle, rather it focused its efforts on reconnaissance and sabotage. Alongside the SAS, the SBS patrolled not only the waterways, but also the swamps and jungles the insurgents used to hide. The two covert units worked together to win over the indigenous populous by providing medical aid and supplies, as well as protecting isolated villages from communist reprisals.

The Gurkhas resumed their role of jungle patrols and increasingly engaged in full-scale military actions against communist and Indonesian targets. 40 Commando—based in Singapore—was sent to Borneo to operate alongside the Gurkhas. Supplies often reached the larger patrols of Commandos and Gurkhas through the SBS, either along rivers or on the coast.

The 1st Battalion of the Gurkhas was the first military unit to operationally engage since the end of the Malayan Emergency, and the Gurkhas remained active in Borneo, the principal site of conflict, until the peaceful resolution of the conflict in 1964.

Northern Ireland and Counter-Terrorism
The 1970s saw a new theater of operation for the SAS. Sectarian violence had erupted in Northern Ireland and the government of the United Kingdom—perhaps considering their success facing insurgents elsewhere—secretly inserted the SAS. As the warfare practiced was even less conventional than what the SAS had faced elsewhere, and the constraints of legality even heavier, the SAS encountered unexpected difficulties. Even their successes created problems, as the media, government and Non-Government Organizations (NGOs) scrutinized their tactics and actions.

While the SAS attempted to sort out the quagmire of Northern Ireland, the SBS had a moment in the spotlight. A threat was received that a bomb had been planted on the passenger liner the *Queen Elizabeth II*. The ship was in the middle of the Atlantic, and the SBS succeeded in a hastily planned parachute drop to the deck of the ship. While the bomb threat proved a hoax, the SBS became concerned with addressing maritime terrorism scenarios. By 1975, 1 SBS was tasked to maritime counter-terrorism (MCT) and given specific jurisdiction over guarding the increasing number of oil drilling platforms in the North Sea.

The responsibility for MCT did not remain long with 1 SBS. In 1979, the Admiralty and Chiefs of Staff gave the mission to a newly created unit of the Royal Marines Commando, the parent unit of the SBS. This new unit—Comacchio Company—had 300 ranks, some of whom were drawn from the SBS. Based at RM Condor Arbroath, the Company not only had the responsibility of addressing maritime terrorism, but also had the task of safeguarding the UK's nuclear arsenal.

The SAS and the Iranian Embassy Incident
It was in Northern Ireland that the SAS, knowing they would face a hostage rescue situation at some point, created the Special Project Team, officially tagged the Counter-Revolutionary Warfare (CRW) Squadron. The Special Project Team created theoretical tactics then tested them in ad hoc Close Quarters Battle (CQB) drills. The failure of the German federal police during their attempt to rescue the Israeli hostages during the Munich Olympics of 1972 led to an even greater impetus to create effective hostage rescue tactics.

As they say, the proof is in the pudding, and the SAS' fierce reputation was put to the test on May 5, 1980. Terrorists had captured the Iranian Embassy in London. The SAS prepared in secret while negotiations continued. When the terrorists killed one of the hostages, the authorities gave the SAS the green light. A television crew happened to have unwittingly found the perfect position and the world saw, live, as operators from the Special Project Team stormed the embassy. While mistakes occurred—one operator actually got caught up in his own rope rappelling down the wall and a fire erupted during the rescue—only one hostage was killed and two injured. Only one terrorist survived after mixing with the hostages.
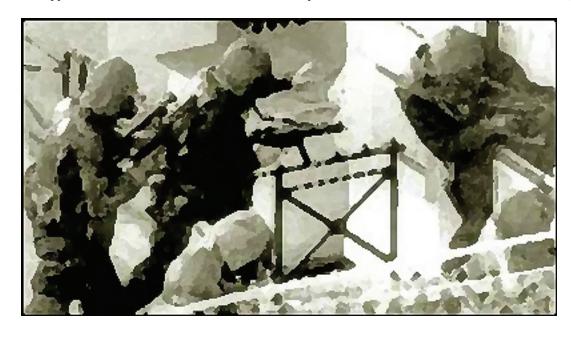
Their very success proved the bane of the SAS. A unit that used secrecy and mystery as a weapon, suddenly had every newspaper, radio and television program clamoring for information on the dreaded black-garbed counter-terrorism force. The type of recruits the SAS attracted changed. While most of the successful operators remained tough, independent but team-oriented professional soldiers, young men with dreams of dressing in black and gunning down evil terrorists before an appreciative audience became common. The image of the Special Project Team, MP5s at the ready, remains the single most recognizable face of the SAS to the general public worldwide.

The Falkland Islands
The Falkland Islands—also known as the Malvinas—have been a point of contention between Argentina and the United Kingdom since the early nineteenth century. Negotiations between the two countries regarding the fate of the islands began in 1965, but the countries had made no progress by 1981. In that year, General Galtieri rose to power in Argentina, ruled by military dictators since 1976. Faced with crippling economic difficulties and civil disunity, Galtieri played the nationalism card by invading the Falklands in April of 1982. The operation to recover the islands was named CORPORATE.

Operation CORPORATE drew on all the UK's special operations forces in a conflict that was not as easy or

one-sided as many painted it. The SAS and SBS offered up the first victory of the conflict when the planned Royal Marines Commando landing to recapture the South Georgia Islands—Operation PARAQUAT—was scrubbed due to the actions of an Argentinian submarine, the ARA Santa Fe. The SAS and SBS reconnaissance teams already on the island linked up and captured the Argentinian forces on the islands.

On the Falklands, the SAS and SBS patrols maintained watch on possible targets. The conditions in the observation posts were far less than ideal, usually cold, wet and cramped. The SAS and SBS teamed up to lead raids against targets such as airfields, which proved important as the UK fleet was susceptible to aerial attack. The two forces also joined in the operations of the Royal Marines Commando, proving the three working in conjunction exceeded the sum of their parts.

The Royal Marines Commando led the landing at San Carlos and they performed with courage and skill in the hard fighting that followed. Alongside the Commandos fought elements of the 1st Battalion Gurkha Rifles. Naval Gunfire Forward Observation teams from the the 148th (Meiktila) Commando Forward Observation Battery of the 29th Commando Regiment, Royal Artillery joined the reconnaissance and deep penetration operations of the SAS and SBS, allowing precise air and naval gunfire support, which often proved crucial.

The successes of Operation CORPORATE and the Iranian Embassy rescue led to increased public interest in and support for the British military, and especially its special operations forces. In 1987, the Special Forces Group—consisting of the SAS, the SBS and the 14th Intelligence Company—was created. The name Special Boat Service was resurrected and this renamed SBS regained responsibility for maritime counter-terrorism (MCT). Many elements and assets of the

Comacchio Group—the Comacchio Company having been renamed in 1983 with an increase in manpower and the creation of O and P companies—returned to SBS. The SBS then created M Squadron as a dedicated MCT team. The Comacchio Group (now known as the Fleet Protection Group) retained responsibility for safeguarding the UK's nuclear deterrent as well as fleet protection duties.

While the 16th Independent Parachute Brigade had been disbanded in 1977, the 5th Infantry Brigade had seen action in Operation CORPORATE, and in 1983 it was enlarged and re-christened the 5th Airborne Brigade. Another of the founding units of the16th Air Assault Brigade was created in 1986 when the 24th Infantry Brigade was re-designated the 24th Airmobile Brigade.

Throughout the Eighties, as they had in the Seventies, the units of the Royal Marines Commando cycled through deployments in Northern Ireland. While the SAS gathered intelligence and made occasional arrests or raids on suspected terrorist safe-houses, the RMC had the unenviable job of attempting to maintain the peace. The RMC regularly patrolled the most dangerous sections of Northern Ireland and manned those checkpoints set-up in the hopes of increasing security in a very insecure area.

Desert Storm

And then Saddam Hussein invaded Kuwait. Even before their comrades in the US Special Operations Command, the SAS had entered Iraq. Once again, the SAS operated in the desert using heavily armed land rovers just as they had in World War II. While most missions involved long periods of tedium leavened with short periods of extreme danger, the crucible of the desert war returned the keen edge to the UK's most famous unit. Most operations at the outset of the war seemed unfocused, but the threat of Scuds drawing

Israel into the war soon crystallized their mission. By the end of the war, Norman Schwarzkopf heaped praise on the special operations forces of the United Kingdom.

Before the onset of ground operations, the SBS participated in a feint on the Kuwaiti coast. The false landing drew Iraqi ground forces away from the actual route of attack. The SBS also led a publicly documented mission into Iraq to destroy fiber-optic cables believed to be used for communications with Scud launchers. Inserted by helicopter just 40 miles outside of Baghdad, 20 SBS operators, three US Army Special Forces soldiers and one US Air Force Combat Controller took only ninety minutes to verify the expected cable did not exist. Rather than leave without making a mark, the team destroyed other communications cables before exfiltrating by helicopter. Later, in a high-visibility operation, the SBS liberated the British embassy.

The Balkans and the 1990s

By the mid Nineties, SAS operations in Northern Ireland reduced as operations in the Balkans and Africa increased. Foreign internal defense and stabilization operations became high priorities and almost fifty years later, the SAS found itself once again hunting suspected war criminals in Europe, this time in the Former Yugoslavia. Reports indicate that operators of the Increment also hunted war criminals, though their orders did not include a war crimes tribunal as the final destination of the hunted.

The SBS joined the stabilization forces in the Former Yugoslavia in the early Nineties, along with elements of the Gurkhas and the Royal Marines Commando. During the 1995 NATO intervention, an entire squadron from the SBS was deployed to the area. Both the SAS and the SBS returned to the Balkans later during the conflict in Kosovo. While the public saw air strikes and missile attacks, multiple SOFs operated

inside Kosovo, relaying intelligence and targeting information. When a ground assault was considered, these units reconnoitered access corridors. At the end of the conflict, when NATO's Kosovo Force (KFOR) entered, it used routes prepared by the SOFs already operating in Kosovo.

In 1996, the United Kingdom's Joint Rapid Reaction Force (JRRF) was created as a result of the Strategic Defense Review. The JRRF included elements from all three branches of the military and the Royal Marines Commando were a natural inclusion, considering their mobility and rapid deployment capabilities. In September of 1999, the assets of the JRRF increased with the creation of the 16th Air Assault Brigade from 24th Airmobile and 5th Airborne Brigades and 9th Regiment Army Air Corps. In one of its first operations, 16 AAB joined the NATO taskforce in the Former Yugoslavia.

When the United Nations took on responsibility for East Timor, the UK responded by sending the SBS, elements of the Royal Marines Commando and the Gurkhas. Along with the Australian and New Zealand SAS, 30 operators from the SBS were among the first troops to land at Dili airport and signal United Nations armed involvement.

Afghanistan
Then came September 11, 2001, and everything changed. US Intelligence traced the horrifying attacks on the World Trade Center and the Pentagon to Osama bin Laden's Al-Quaeda terrorist network. The ultra-conservative Taliban, which ruled much of Afghanistan, sheltered Al-Quaeda. In response to the attack, US forces entered Afghanistan to end the threat of Al-Quaeda and the Taliban.

The entire special operations community of the United Kingdom converged on Afghanistan with a single purpose: to aid the United States in eliminating Al-Quaeda and the Taliban. This mission proved not only the interoperability of the special forces community of the United Kingdom, but that of the special operations forces of NATO. The SAS and SBS worked alongside units such as Germany's KSK, Canada's JTF-2 and the USA's Delta Force. In a war unlike anything fought previous, the tactics and techniques of special operations groups proved effective. The subtle, covert and deadly units once again showed their worth.

The SBS was the first Royal Marines Commando unit on the ground when it secured Bagram airport outside of Kabul. Later in 2001, 45 Commando led Operation JANACA, the 1700-strong deployment of British troops sent to bolster the International Security Assistance Force (ISAF) in Afghanistan. Along with 45 Commando, combat elements of 29 Commando RA and 59 Independent Commando Squadron RE joined in the operation. In 2002, 16th AAB entered Afghanistan and took responsibility for areas of Kabul as part of the ISAF.

Iraq
The UK joined the US in its mission to remove Saddam Hussein's regime in Iraq. With the commencement of ground operations in Iraq in 2003, the focus of the UK's special operations assets shifted to that region, but the mission remained essentially the same. The SAS and SBS continue counter-insurgency operations in both Iraq and Afghanistan. This pace of operations has created a shortage of manpower that the UK's military is scrambling to address. Unfortunately, increasing the manpower of a special force takes even more time and is far more difficult than increasing a regular military force by the same percentage. How this difficulty will be addressed has not been revealed, but already signs of increased recruitment have been noted.

The Royal Marines Commando has been involved since the onset of ground operations. The Battle for Basra involving 40 Commando—supported by 29 Commando Regiment RA—saw the first all-out British assault by a full commando since Operation CORPORATE in 1982.
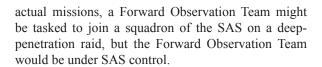
Continued Growth
As low-intensity conflicts and counter-revolutionary warfare has become more common, the Special Forces Group has decided it needs a new player in the field. The operational tempo of the SFG has increased dramatically. The demand for the SAS and SBS is overwhelming, and a new unit became necessary to fill the reconnaissance and intelligence role which both forces had previously inhabited. On April 5, 2005, the Secretary of State for Defense announced the creation of the Special Reconnaissance Regiment (SRR) under the command of the Director Special Forces and included in the Special Forces Group. The unit consists of 300 ranks and includes personnel previously attached to 14th Intelligence Company—the Detachment.

Along with the SRR, plans are underway to increase the size of the SAS and SBS. The greatest concern is that this rush to grow the special operations capability of the UK will dilute the caliber of operators. This fear is not new. For their part, the SAS and SBS insist selection will not be modified to allow for a greater number of successful candidate. Standards will not lower.

Role-Playing and Special Operations Forces
The organization of the various special operations forces of the UK lends itself to a collection of players playing characters with disparate classes. In each of the unit descriptions presented in this book, there is some discussion of the viability of PCs attached to that unit and how to involve them in a campaign. In actual operations, it would not be surprising for elements of various units to work in unison, though this is often under the functional control of one specific unit. In

actual missions, a Forward Observation Team might be tasked to join a squadron of the SAS on a deep-penetration raid, but the Forward Observation Team would be under SAS control.

For a role-playing game, though, such strictures of realism need not apply. A situation such as a raid on drug lord's compound in the jungles of a Third World dictatorship could easily be led by an SAS operator (perhaps seconded to the Increment) but include members of the Tactical Air Control Parties (to coordinate air support if necessary), Y Troop's Radio Reconnaissance Team (listening in to the drug gang's cell phones and their communications with the corrupt local authorities), Brigade Patrol Troop (perhaps with experience in jungle warfare) and M Squadron (as the team is infiltrating by boat and there is a high possibility of close quarters battle). While such a team is more in the realm of fiction than realism, this is a role-playing game rather than a military training exercise.

Even adherence to realism need not preclude a small but varied group. The Brigade Reconnaissance Force of the Royal Marines Commando is regularly made of disparate elements and is rarely tasked to standard combat missions. Having an SAS or SBS operator assigned to lead such a group does not strain the realistic role of these units.

The SAS and SBS themselves, in their real-world roles, offer plenty of opportunity for player characters of disparate units to work together. An operator in the SAS assigned to the Counter-Revolutionary Warfare squadron (Special Project Team) would regularly work alongside operators from the Sabre Squadrons (SAS) some of who could have been involved in missions for the Secret Intelligence Service (the Increment). SAS and SBS interoperability is well founded and common, thus allowing character from the SBS and M Squadron involved in an SAS operation. In a very

realistic collection, that offers five different units in which characters could be operators.

Finally, consider the Increment itself. While rules for playing an Increment operator are presented in this sourcebook, the Increment itself is simply a code for special forces tasked to the SIS. In a mission of extreme importance, it is likely the SIS would draft whomever necessary from whatever arm of the military. One needs no further explanation than this for a group that might even include units from *RPO3201 Blood & Guts, Modern Military: Special Operations Command*, such as Navy SEALs and Delta Force.

CHAPTER 1: MILITARY CLASSES

CLOSE QUARTERS ASSAULT TRAINING

Though many units train to operate in a built-up or urban environment, that does not necessarily mean these units are prepared to enter close quarters environments and neutralize the threats found therein. This specialized task requires close quarters assault training. The general public knows of close quarters assault through media stories regarding hostage rescue, but this training is also useful when clearing buildings or vehicles of threats, or when affecting the capture of a high value target. Those individuals who undergo close quarters assault training often have military or law enforcement experience, usually with the army or marines. Characters involved in counter-terrorism, urban operations, force protection or personal protection should have levels in close quarters assault training.

REQUIREMENTS

To qualify for close quarters assault training a character must meet the following criteria (the quickest path into this class is through the Fast Hero basic class).

Base Attack Bonus: +5
Skills: Move Silently 6 ranks, Tumble 6 ranks
Feats: Double Tap and Point Blank Shot
Special: A character must have access to this training, such as through the military, civilian law enforcement, or private security firm. This training is not generally available to members of the public.

CLASS INFORMATION

The following information pertains to the close quarters assault training prestige class.

Hit Die: 1d8
Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Close quarters assault training grants the following class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (structural) (Int), Disable Device (Int), Demolitions (Int), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Read/Write Language (all), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (all), Spot (Wis), Swim (Str), Tumble (Dex).
Skill points at each level: 6+Int. modifier

CLASS FEATURES

All of the following are features of the close quarters assault training prestige class.

Advanced Training: Each time the character gain this class ability, the character may pick a talent from the advanced training list (see Blood and Guts II: Military Training Manual pages 24-27).

CQB: CQB refers to Close Quarters Battle, the combat techniques used in close quarters assault training. When in an enclosed space, such as a room, the fuselage of an aircraft or the interior of a train, the character does not provoke attacks of opportunity with ranged or unarmed attacks. The character still provokes attacks of opportunity leaving a threatened square, treating another character's injuries, etc.

Bonus Feat: At 2nd and 4th level, close quarters assault training provides a bonus feat. This feat must be selected from the following list or from the character's MOS, and the character must meet any prerequisites.

Advanced Combat Martial Arts, Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Attentive, Blind-Fight, Burst Fire, Combat Martial Arts, Dead Aim, Defensive Martial Arts, Double Tap, Endurance, Entry, Exotic Firearms Proficiency, Far Shot, Great Fortitude, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Low Profile, Precise Shot, Quick Reload, Stealthy, Weapon Focus.

Breach: Breach is used when entering into an area in which the character expects opposition. When the character enters such an area through a door or other closed portal, or through an improvised entrance—like a window or hole blown in the wall—the character always acts in the surprise round and is not considered flat-footed no matter when in the surprise round the

Table: Close Quarters Assault Training

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+0	+1	+0	Advanced Training, CQB	+1	+0
2	+2	+0	+2	+0	Bonus Feat, Breach	+1	+1
3	+3	+1	+2	+1	Advanced Training, Read the Room	+2	+1
4	+4	+1	+2	+1	Bonus Feat, Hostage Rescue	+2	+1
5	+5	+1	+3	+1	Advanced Training, Danger Sense	+3	+2

character acts.

Read the Room: Close quarters assault training instills an in-built trigger for danger. With a successful Sense Motive skill check, the character can correctly guess when and how an opponent will attack and whom that opponent will target.

Hostage Rescue: It is important to keep the hostages healthy during a hostage rescue. As such, if the character is adjacent to a hostage who is targeted by a direct melee or ranged attack (but not an area of effect attack), the character may subject himself to the attack instead. The character must declare his intention to intervene on behalf of a hostage before the attack roll is made.

Danger Sense: The character is so attuned to combat in a close-quarters or hostage situation that, in such situations, he receives a +2 dodge bonus to his Defense and a +2 circumstance bonus to any Reflex save.

COMBAT DIVER TRAINING

Operations in a maritime environment require more than some lads slipping on swimming trunks and going in for a dip. The equipment used by divers is complex and the environment in which they operate is unforgiving. In order to ensure both survival and success, special training is required. Whether a mine clearance diver or an SBS operator, operations in a maritime environment require combat diver training. Those individuals who undergo combat diver training usually have experience in a military environment, specifically naval. Characters involved in landing reconnaissance, clearance diving, underwater demolitions or maritime special operations should have levels in combat diver training.

REQUIREMENTS

To qualify for combat diver training a character must meet the following criteria (the quickest path into this class is through the Tough Hero basic class).

Skills: Concentration 6, Swim 6, one of Knowledge (technology) 6, Navigate 6, or Repair 6.

Feats: Amphibious Assault Training and MOS Diver

Special: A character must have access to this training, such as through the military, civilian law enforcement, or private security firm. This training is not generally available to members of the public.

CLASS INFORMATION

The following information pertains to the combat diver training prestige class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Combat diver training grants the following class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (chemical, electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (tactics, technology) (Int), Listen (Wis), Navigate (Int), Read/Write Language (all), Repair (Int), Search (Int), Speak Language (all), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill points at each level: 6+Int. modifier

CLASS FEATURES

All of the following are features of the combat diver training prestige class.

Advanced Training: Each time the character gains this class ability, the character may pick a talent from the advanced training list (see Blood and Guts II: Military Training Manual pages 24-27).

Sea Legs: A character with Sea Legs can use any skill in or under water without penalty, if it is feasible to use that skill in such a manner.

Advanced Sea Legs: A character with Advanced Sea Legs gains +1 Initiative when in or under water and has a +2 attack modifier underwater. Further, any unmodified roll of 20 is an automatic success for any Swim skill check.

Bonus Feat: At 2nd and 4th level, combat diver training provides a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites.

Advanced Combat Martial Arts, Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Blind-Fight, Burst Fire, Combat Martial Arts, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Exotic Firearms Proficiency, Far Shot, Improved

Table: Combat Diver Training

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+0	Advanced Training, Sea Legs	+1	+0
2	+1	+3	+0	+0	Advanced Sea Legs, Bonus Feat	+1	+1
3	+2	+3	+1	+1	Advanced Training, Expert Diver	+2	+1
4	+2	+4	+1	+1	Bonus Feat, Fish	+2	+1
5	+3	+4	+2	+2	Advanced Training, Shark	+3	+2

acts first in the surprise round. The character is never surprised. Also, the initiative bonus from the Advanced Sea Legs talent is increased to +3.

CONTAINMENT TRAINING

During hostage rescue missions, it is common for operators to divide into assault and containment groups. The containment team maintains overwatch and includes snipers who offer support by neutralizing visible targets. Containment training is a mixture of surveillance and firearms exercises, developing both the ability to focus on a target and quickly take that target out when necessary. Those individuals who undergo containment training often have military or law enforcement experience, usually with the army or marines. Characters involved in counter-terrorism, urban operations, or force protection should have levels in containment training.

REQUIREMENTS

To qualify for containment training a character must meet the following criteria (the quickest path into this class is through the Dedicated Hero basic class).

Base Attack Bonus: +5
Skills: Listen 6 ranks, Spot 3 ranks
Feats: Attentive and Far Shot
Special: A character must have access to this training, such as through the military, civilian law enforcement, or private security firm. This training is not generally available to members of the public.

CLASS INFORMATION

The following information pertains to the containment

Combat Martial Arts, Improved Damage Threshold, Improved Disarm, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Strafe, Weapon Focus.

Expert Diver: Due to the intensive training the character has received, the character receives a +1 bonus to skills provided by the MOS Diver feat. This stacks with the competence bonus that may be provided by the MOS Diver feat.

Fish: When in water up to at least his/her waist, the character moves at regular speed. Any equipment to help the character move through water, such as fins, increases the character's speed beyond regular.

Also, when moving through water at least up to the character's waist, the character gains a +5 on all Hide and Move Silently checks. This bonus stacks with other bonuses.

Shark: When involved in combat in the water or entering combat from the water, the character always

training prestige class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Containment training grants the following class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (structural) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Navigate (Int), Read/Write Language (all), Repair (Int), Search (Int), Speak Language (all), Spot (Wis), Tumble (Dex).

Skill points at each level: 6+Int. modifier

CLASS FEATURES

All of the following are features of the containment training prestige class.

Advanced Training: Each time the character gain this class ability, the character may pick a talent from the advanced training list (see Blood and Guts II: Military Training Manual pages 24-27).

Eyes On Target: When maintaining surveillance on an individual or area, the character doubles all ability modifiers and synergy bonuses to any Listen, Spot and Search skill checks.

Bonus Feat: At 2nd and 4th level, containment training provides a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites.

Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Athletic, Attentive, Blind-Fight, Combat Martial Arts, Combat Reflexes, Dead Aim, Defensive Martial Arts, Dodge, Double Tap, Endurance, Far Shot, Focused, Guide,

Table: Containment Training

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+0	+1	+0	Advanced Training, Eyes on Target	+1	+0
2	+2	+0	+2	+0	Bonus Feat, In the Cross-hairs	+1	+1
3	+3	+1	+2	+1	Advanced Training, In Position	+2	+1
4	+4	+1	+2	+1	Bonus Feat, Dead to Rights	+2	+1
5	+5	+1	+3	+1	Advanced Training, Quick Aim	+3	+2

Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Nimble, Point Blank Shot, Precise Shot, Quick Reload, Run, Stealthy, Track, Weapon Focus.

In the Cross-hairs: When the character has spent a round aiming a ranged weapon, the range modifiers are halved. Therefore, a character firing at a target three range increments away (which would incur a -6 penalty) only takes a -3 range penalty on his attack roll.

In Position: When fighting from cover or concealment, the character's training grants an additional +2 to Defense and Reflex saving throws in addition to the bonuses provided by the cover or concealment.

Dead to Rights: After the character has spent a round aiming a ranged weapon, and when attacking with a weapon with which the character has weapon focus (in any format, such as a class feature or feat), any critical hit that does not kill the target forces the target to make a Fortitude save against a DC equal to 10 + damage inflicted. Failure of the save leaves the target *stunned* for 1d6 rounds.

Quick Aim: The character can gain the benefits of the Dead Aim, Dead to Rights and/or In the Cross-hairs by making a move-equivalent action to steady or aim his/her weapon. This talent can only be used with a weapon with which the character has weapon focus (in any format, such as a class feature or feat).

CHAPTER 2: THE SPECIAL FORCES GROUP

The Special Forces Group is the command for a collection of the UK's top special operations and clandestine warfare forces. Unlike the United States' Special Operations Command, the SFG have no regular military assets like the US Army Rangers, as both the Royal Marines Commando and 16 Air Assault Brigade operate through the regular military command structure. As such, the SFG operates in cooperation with other arms of the UK's military in jointly planned operations. When tasked to irregular or special warfare missions, the SFG operates independently.

It is important to recognize that the units within the SFG do not operate like regular military units. This encompasses not only missions tasked, but also planning, execution, and command. An SAS planning session does not necessarily mean the head-shed (the commanding officers and senior NCOs) getting together for a chat. Planning sessions can become quite open. While the head-shed may have the final say, and certainly needs to sign off on any plan, the planning session itself might include any number of operators, especially those with experience or expertise in the area of operations or task-specific skills.

During an actual operation, operators with the SFG are expected to improvise as required. One does not radio back to HQ to let them know the communications tower is not where it is supposed to be, one *finds* the tower, or finds a suitable alternative. Command is a matter of the individual best suited to lead at that moment, and can be fluid throughout a mission. Insertion might be on foot through jungle, so the operator with experience in jungle survival, or who just finished joint operations with the Royal Thai Navy SEALs along the Myanmar border takes control of the mission. When the group reaches the communications tower, the demolitions expert comes forward and takes command.

The units within the SFG are listed below alphabetically by their standard usage. The official designation, if one exists, is included as are any nicknames applied to the unit. Remember, not only must a character meet the requirements to join one of these units, the GM must permit it. If the GM decides that player characters are not allowed to enter the following units, that is final. Also note, the units in the Special Forces Group allow access to the Special Operations Prestige Class as presented in RPO3201 *Blood & Guts, Modern Military: Special Operations Command*.

SAS
22nd REGIMENT SPECIAL AIR SERVICE
AKA the Regiment, the Sass
History: Created in the violent tempest of World War Two, the Special Air Service (SAS) is thought by many to be the finest special operations force in the world, bar none. Since the spectacular assault on the Iranian Embassy in 1980, the SAS have received much more attention than they would like. While known to the general populace mostly for its counter terrorism (CT) missions, the SAS is a covert, direct action and unconventional warfare group. Its actions in the jungles of Malaysia and the rocky wastes of Oman are legendary, and much of what has become standard attitudes within the special operations community were born in those inhospitable climes. The SAS is closed to strangers and suspicious of the regular Army. Operators respect competence, not rank. Able to operate independently for extended periods in hostile or enemy-held areas, the SAS have recently won accolades for their skill and professionalism in Afghanistan and Iraq. Their heavily armed Land Rovers are justifiably famous and have become almost as much a symbol of the SAS as the winged dagger. The motto of the SAS is "Who dares, wins."

The operational tempo of the SAS, and the entire SFG, has increased dramatically since 2001. As such, both the SAS and SBS are increasing their size. Unfortunately, there is a limited number of individuals of the caliber necessary to survive selection. The criteria for selection remains prohibitively tough, but there will always be those willing to try, given the extreme reputations of the SAS and SBS. The two units now jointly run selection courses. As with most special operations forces, the selection course has a 90% failure rate.

Organization : The SAS operates in 4-man patrols, with four patrols to a troop and four troops to a squadron. At this time, there are four squadrons. One squadron is always tasked to CT and HR. this squadron is officially called the Counter-Revolutionary Warfare (CRW) Squadron, but it is nicknamed the Special Project Team. Each troop in a squadron has a specialty based around insertion strategies, being mobility, freefall, maritime, and mountain. The mobility troop specializes in insertion by land with vehicles. The freefall troop specializes in airborne insertion, usually involving sky-diving. As might be guessed, the maritime insertions are the domain of the maritime troop. Operations in extreme environments are the specialty of the mountain troop, generally mountain and arctic terrain, but also desert environs.

Equipment: SAS operators in the field regularly carry Colt Canada C7 assault rifles and C8 Carbines with a SIG Sauer P226 as a sidearm. Assault rifles and carbines are usually kitted out with devices such as reflex sights or tactical sights, laser sights and illuminators. Operators have night vision devices and night-vision capable sights available. At least one operator in a patrol will have an M203 grenade launcher. Also, it is common

for multiple operators in a troop to carry L108A1 light machine guns.

When deployed with other military units but not in action, the SAS will carry the L85A2 in order to blend with the regular units. The L85A2 is not a weapon the SAS use in the field. When hiding in plain sight, with regular or elite military units, operators will wear the uniform of their parent unit—the unit from which they entered the Regiment.

Operators will also have body armor, the type of which is dependent on what kind of Armor Proficiency the operator has selected. At the very least, the operator should have a Concealable Vest, though if the operator has Armor Proficiency (light), an Undercover Vest would be acceptable. During an operation, SAS operators will communicate with tactical radios. These would be the same as the professional walkie talkie presented in the *d20 Modern* Roleplaying Game, except that the tactical radios use voice-activated head-sets.

The Land Rovers of the SAS will usually have either a Browning M2HB .50 machine gun or a Mk. 19 automatic grenade launcher as the main armament and a L7A2 GPMG (sometimes referred to as the Jimpy) as a secondary support weapon. Land Rovers equipped with the MILAN wire-guided anti-armor system have been noted in Afghanistan and Iraq.

Niche: The specialty of the SAS is long range reconnaissance and direct action. The SAS can insert into a target area invisibly, operate as ghosts, and then leave without anyone knowing they had arrived. If necessary, the SAS can also undertake a direct action mission, which may involve marking a target for aerial or naval bombardment, or the unit may make the attack itself. The SAS is not, however, a light infantry unit, and would not be used in a standard military assault. Targets for SAS attack might be an individual or specific piece of equipment, and the operation may require the target's capture or elimination.

PCs Role: The SAS is a good fit for high-level military characters, especially those originating from 16 AAB or the Pathfinders. Given the frequency with which operators are involved in joint operations with other units, and even with units from other countries—such as its involvement in various task forces led by the United States Special Operations Command in Afghanistan and Iraq—very little narrative explanation is required to have character's in the SAS operating alongside characters from other units.

REQUIREMENTS
To qualify for the SAS, a character must meet the following criteria.

BAB: +8

Skills: Knowledge (tactics) 6 ranks, Hide 8 ranks, Move Silently 8 ranks, Spot 6 ranks, Survival 6 ranks

Feats: MOS Rifleman, SERE, and one feat from the following: Air Assault Training, Amphibious Assault Training, Desert Warfare College, Jump School, Jungle/Swamp Warfare College, Mountain Warfare College,

Urban Warfare College.

Talents: Sharpshooter 1-3 or Far Shot, Weapon Focus (feat or class feature), and Weapon Specialization (feat or class feature).

UNIT FEATURES

All of the following are features of the SAS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together, the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to all Hide and Survival skill checks.

Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the SAS or the Special Project Team. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.

The character also gain a +2 moral bonus to attack and damage rolls against terrorists or insurgents.

SAS Operator

Smart Hero 2/Fast Hero 2/Recon Training 4/Close Quarters Assault Training 3; CR 11; HD 2d6+2 plus 2d8+2 plus 4d8+4 plus 3d8+3; hp 73; Mas 13; Init +2; Spd 30 ft.; Def 24, touch 21, flat-footed 22; BAB +8; Grp +8; Atk +8 melee (1d4, combat knife) or +8 ranged (2d8, C8) or +8 ranged (2d6, P226); FS 5 ft. by 5 ft.; AL SAS; AP 5; Rep +2; SV Fort +4, Ref +8, Will +5;

Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 10.

Skills: (values in parentheses include armor penalty) Balance +8 (+6), Climb +6 (+4), Craft (chemical) +4, Craft (electronic) +5, Craft (mechanical) +5, Craft (structural) +5, Demolitions +8, Disable Device +5, Drive +8, Escape Artist +2 (+0), Hide +16 (+14), Intimidate +5, Jump +6 (+4), Knowledge (behavioral sciences) +4, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (history) +5, Knowledge (tactics) +8, Listen +6, Move Silently +12 (+10), Navigate +9, Read/Write Language (Burmese, English, Urdu), Repair +4, Search +4, Sense Motive +5, Speak Language (Burmese, English, Pashto, Urdu), Spot +9, Survival +13, Tumble +8 (+6).

Feats: Advanced Firearms Proficiency, Burst Fire, Combat Expertise, Double Tap, Jump School, Armor Proficiency (light), MOS Rifleman (Demolitions, Survival), Personal Firearms Proficiency, Point Blank Shot, SERE, Simple Weapons Proficiency.

Talents (Smart Hero): Linguist.

Talents (Fast Hero): Evasion.

Class Features (Recon Training): Advanced Training (Sharpshooter 1-2), Camouflage.

Class Features (CQA Training): Advanced Training (Marksmanship, Sharpshooter 3), CQB, Breach.

Talents (SAS): +4 competence bonus to all Hide and Survival skill checks.

Occ: Military (Hide, Move Silently).

Possessions: Colt Canada C8 Carbine (illuminator; laser sight; scope, electro-optical; suppressor, removable), 8 C8 magazines, SIG Sauer P226 autoloader pistol, 4 P226 magazines, combat knife, backpack, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, GPS receiver, map of the area, multi-purpose tool, night vision goggles, squad with satcom radio, tactical radio, undercover vest armor, upper leg holster.

THE SPECIAL PROJECT TEAM
22nd REGIMENT SPECIAL AIR SERVICE –

Counter Revolutionary Warfare Squadron

History: The Special Project Team is the nickname for the Counter-Revolutionary Warfare (CRW) Squadron in the 22nd Regiment Special Air Service (SAS). The CRW Squadron is a rotating assignment among the four squadrons within the SAS. It developed after the SAS was assigned to Northern Ireland during the 1970s. With the Irish Republican Army violently opposing United Kingdom's rule of Northern Ireland, the SAS foresaw the need to deal with a situation involving hostages. Never ones to get caught unprepared, the SAS developed the CRW Squadron—giving it the moniker "the Special Project Team"—in order to create proper techniques for hostage rescue (HR). After the disastrous attempt to free the Israeli hostages during the Munich Olympics, many countries developed counter terrorism (CT) and HR capabilities. The Special Project Team was always in the forefront of this movement. The proof of this came on May 5, 1980, when the Special Project Team ended a terrorist hostage-taking in the Iranian Embassy in London. A well-positioned TV crew caught the daring and successful assault on camera, and suddenly whenever anyone mentioned 'counter terrorism' the first image that came to people's minds was the black clad SAS.

A necessary part of the Special Project Team training is close quarters drill (CQD), as most hostage takings happen in enclosed spaces, such as buses, aircraft cabins and buildings. CQD is represented in this product as the Close Quarters Assault training class. Along with CQD, operators in the Special Project Team must have the ability to enter into these enclosed spaces while maintaining the element of surprise. In response to this dilemma, the SAS developed the 'flash-bang' grenade, which stuns opponents by overwhelming auditory and visual senses. The Special Project Team trains with a variety of other CT and HR teams, including M Squadron, the maritime counter terrorism asset of the Special Boat Service.

Organization: As with all SAS squadrons, the Special Project Team is divided into four troops, each with four, 4-man patrols. In an assault, the Special Project Team will divide into the surveillance group and the assault group. The surveillance group surrounds the area in which the hostage situation has occurred and relays back all information about the area and the individuals involved to the assault group. The surveillance group also includes the Special Project Team's snipers, who will act in support of the assault group. The assault group must make the breach—entering into the enclosed area in which the hostages are held—and rescue the hostages. Operators in the Special Project Team drill for hours in simulated hostage incidents in order to hone their 'instinctive shooting' ability—the ability to instantaneously judge hostage from hostage-taker, and shoot only the hostage-takers.

Equipment: The Special Project Team is an SAS squadron and so may be involved in regular special operations missions with the SAS (see entry for SAS). When acting in a CT role, the assault group will be equipped with variants of the Heckler & Koch MP5 submachine gun—usually the MP5A3 and the MP5SD6—or the Heckler & Koch MP7 Personal Defense Weapon. The MP7 is used in situations in which the opposition is wearing body armor, which the MP7 is designed to defeat.

All operators in the assault group will wear body armor, the type of which is dependent on what kind of Armor Proficiency the operator has selected. At the very least, the operator should have a Concealable Vest, though if the operator has Armor Proficiency (light), an Undercover Vest would be acceptable. During an operation, Special Project Team operators will communicate with tactical radios. These would be the same as the professional walkie talkie presented in the *d20 Modern* Roleplaying Game, except that the tactical radios use voice-activated head-sets.

As mentioned above, flash-bang, or stun grenades are standard equipment during assaults. Operators will also likely have smoke and possibly teargas grenades. Each operator will have a sidearm in addition to the main weapon. Most operators in the Special Project Team favor the SIG Sauer P228, but a variety of sidearms are available, from the venerable Browning Hi-Power to the modern FN Five-Seven.

Niche: The Special Project Team is a dedicated counter-terrorism and hostage rescue unit. While it may be tasked to standard SAS missions, it exists to resolve CT and HR situations. In training for these eventualities, the Special Project Team has extensive close quarters battle experience, and so have the necessary skills for urban assault or military operations in built up areas. These skills are also useful for snatch and grab, in which the unit is sent to capture a specific target for return. The capture of a guarded target is often similar to the rescue of hostages, save that the target may not be pleased to see the Special Project Team.

PCs Role: Characters in the Special Project Team should regularly be assigned to counter-terrorism and hostage rescue missions. This may seem like a rather constraining format, and that's true. Luckily, operators in the Special Project Team are still SAS operators, tasked to the kinds of missions to which the SAS are tasked. Further, Special Project Team training is extremely useful for urban operations, or even snatch-and-grab operations—the extraordinary rendition of war criminals and terrorists.

REQUIREMENTS

To qualify for the Special Project Team, a character must meet the following criteria.

BAB: +8

Skills: Knowledge (tactics) 6 ranks, Listen 6 ranks, Move Silently 8 ranks, Spot 6 ranks, Tumble 6 ranks.

Feats: MOS Rifleman, Precise Shot, SERE, Urban Warfare College.

Talents: Sharpshooter 1-3 or Advanced Personal Firearm Proficiency, Weapon Focus (feat or class feature), and Weapon Specialization (feat or class feature).

UNIT FEATURES

All of the following are features of the Special Project Team.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together, the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.
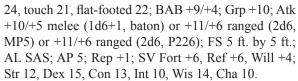
Unit Specialties: +4 competence bonus to all Move Silently and Tumble skill checks.

Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the SAS, M Squadron, or the Special Project Team. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.

The character also gain a +2 moral bonus to attack and damage rolls against terrorists.

Special Project Team Operator

Fast Hero 4/Assault Training 2/Close Quarters Assault Training 4; CR 10; HD 4d8+4 plus 2d10+2+2 plus 4d8+4; hp 57; Mas 13; Init +2; Spd 30 ft.; Def

24, touch 21, flat-footed 22; BAB +9/+4; Grp +10; Atk +10/+5 melee (1d6+1, baton) or +11/+6 ranged (2d6, MP5) or +11/+6 ranged (2d6, P226); FS 5 ft. by 5 ft.; AL SAS; AP 5; Rep +1; SV Fort +6, Ref +6, Will +4; Str 12, Dex 15, Con 13, Int 10, Wis 14, Cha 10.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +1 (-1), Demolitions +4, Escape Artist +2 (+0), Hide +8 (+6), Jump +1 (-1), Knowledge (current events) +3, Knowledge (tactics) +6, Listen +8, Move Silently +14 (+12), Navigate +4, Read/Write Language (English, Arabic), Repair +4, Sense Motive +6, Sleight of Hand +6, Speak Language (Arabic, English, Farsi, Russian), Spot +8, Survival +6,Tumble +12 (+10).

Feats: Advanced Firearms Proficiency, Burst Fire, Double Tap, MOS Rifleman, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, SERE, Simple Weapons Proficiency, Urban Warfare College.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Class Features (Assault Training): Advanced Training (Sharpshooter 1), Tough As Nails.

Class Features (Close Quarters Assault Training): Advanced Training (Sharpshooter 2-3), Breach, CQB, Hostage Rescue, Read the Room.

Talents (Special Project Team): +4 competence bonus to all Move Silently and Tumble skill checks

Occ: Military (Knowledge [tactics], Move Silently).

Possessions: HK MP5 submachine gun (illuminator, laser sight, tactical sling), 6 MP5 magazines, SIG Sauer P226 autoloader pistol (laser sight), 2 P226 magazines, retractable baton (metal baton), 2 tear gas grenades, 2 smoke grenades, 2 flash-bangs, chemical light sticks (5), flash goggles, fatigues, gas mask, lock release gun, mesh vest, multipurpose tool, undercover vest armor, upper leg holster, zip-tie handcuffs (25).
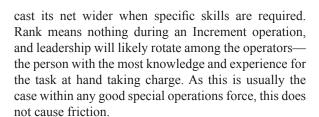
THE INCREMENT

History: While intelligence officers of the Secret Intelligence Service (the United Kingdom's famous MI6, Her Majesty's Secret Service) are immune to prosecution for acts committed outside of the United Kingdom due to 1994's Intelligence Services Act, SIS officers are not trained for direct action missions. When action in a foreign—usually hostile—environment is deemed necessary, the SIS calls on the Increment, a small cell staffed by SAS and SBS operators. Increment teams have been accused of assassination, sabotage and assisting guerrillas against regimes hostile to the United Kingdom. The most famous of these accusations involves the possible attempt by an Increment team to assassinate Slobodan Milosovic in 1992. Teams are reported to have been active in Afghanistan—both during the Soviet regime and in actions against the Taliban—and Iraq—before, between and during the Gulf Wars. While the SIS is smaller than the CIA, its use of the Increment has proved to be a force multiplier and the SIS can engage in operations barred the CIA due to legalities. While the SIS may not involve itself in many Bond-esque escapades, the operators of the Increment are, for all intents and purposes, licensed to kill.

Organization: The Increment has no organization, per se. It is an ad hoc collection of operators gathered for a specific mission and then disbanded. The Increment has no permanent, standing personnel, though information indicates that there are groups of veteran operators that the Increment relies on as a core unit. When not engaged in work for the SIS, these Increment operators return to their units, usually the SAS or SBS, though there has been some indication that the Increment will

cast its net wider when specific skills are required. Rank means nothing during an Increment operation, and leadership will likely rotate among the operators—the person with the most knowledge and experience for the task at hand taking charge. As this is usually the case within any good special operations force, this does not cause friction.

Though the Increment has been accused of accepting wetwork missions, there is no indication that any Increment team has done so on British or allied soil. Operators in the SAS and SBS, from which the Increment draws its operators, undergo careful psychological screening. Those who enjoy killing and those with sociopathic tendencies—meaning a lack of compassion or guilt—are not accepted into the Special Forces Group. While the modern media might lead one to believe SOFs are staffed by kill-crazy man-beasts, sociopaths do not have the required ability to work well in a team. While a sociopath might make a good assassin, such an individual is the exact opposite of a good SOF operator.

Equipment: Operators in the Increment will use whatever weapons or equipment are necessary to complete their mission. As most Increment operators originate with the SAS or the SBS, it is common for them to be similarly equipped. Increment operators are more likely to be found in undercover operations with only sidearms than SAS and SBS operators. When involved in clandestine or covert military actions, Increment operators will use the weapons and equipment of the country in which they are operating. The Increment team working alongside the Northern Alliance in 2001 and 2002 wore western-style body armor, but carried AKMs and Dragunovs. Under their local clothing, with thick beards, they all but disappeared into the local populace, save for the occasional pasty or sun-burnt visage. Increment operators will use what is available locally, but also have the pick of the equipment from the Special Forces Group armories. If the Increment needs it and the military has it, the Increment will get it, one way or the other.

Niche: The Increment is the only unit in the United Kingdom that can undertake military style actions outside of the military command. Military style actions would include sabotage, reconnaissance, and unconventional warfare. Wetwork or assassination is not considered a military style action. Such missions, though, are exactly what brought the Increment to the attention of the UK government. Certainly, should the SIS decide a particular individual in Afghanistan, Iraq or even Nigeria require elimination, it would be an Increment team that would have the highest likelihood of success.

PCs Role: The Increment is perhaps the perfect unit for a high-level campaign. Characters can be drawn from any military unit, and may even include agents and officers from the Secret Intelligence Service or the Security Service (also known as MI5). It would not be outside the realm of possibility to include a civilian contractor on an Increment team, if that contractor had skills required for the mission, skills that could not be found within the various military and civilian arms of the government of the United Kingdom. Also, the type of mission undertaken by the Increment is not constrained. Just about any kind of mission, from destroying a drug czar's fortified camp to tracking down a kidnapped diplomat, could include an Increment team.

REQUIREMENTS
To qualify for the Increment, a character must meet the following criteria.
  BAB: +8
  Skills: Bluff 6 ranks, Disable Device 8 ranks, Knowledge (streetwise) 4 ranks, Move Silently 8 ranks, Sense Motive 6 ranks.
  Feats: Alertness, Deceptive, Point Blank Shot, Stealthy.
  NOTE: A character involved in the Increment remains a member of another unit in the Special Forces Group or other UK Elite Unit. The character must meet the requirements for at least one other such unit before the character would be called up to the Increment.

UNIT FEATURES
All of the following are features of the Increment.
  These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.
  For units working together, the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.
  Unit Specialties: +4 competence bonus to all Move Silently, Sense Motive, and Spot skill checks.
  Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the Special Forces Group. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.
  Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his class or MOS: Acrobatic, Advanced Combat Martial Arts, Advanced Firearms Proficiency, Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Blind-Fight, Burst Fire, Cautious, Combat Driving, Combat Martial Arts, Confident, Cover Fire, Desert Warfare College, Dodge, Double

Tap, Electronic Warfare, Endurance, Enemy - one allegiance, Forced March, Grenadier, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Improved Initiative, Jump School, Jungle/Swamp Warfare College, Mountain Warfare College, Nimble, Psychological Warfare, Quick Draw, Quick Reload, SERE, Signaling, Sniper School, Surface Vehicle Operation, Tactician, Toughness, Track, Trustworthy, Urban Warfare College, Weapon Focus.

Increment Operator

Smart Hero 2/Fast Hero 2/Recon Training 4/Close Quarters Assault Training 4/Charismatic Hero 2; CR 13; HD 2d6+2 plus 2d8+2 plus 4d8+4 plus 4d8+4 plus 2d6+2; hp 87; Mas 13; Init +2; Spd 30 ft.; Def 26, touch 23, flat-footed 24; BAB +10/+5; Grp +10; Atk +10/+5 melee (1d4, combat knife) or +12/+7 ranged (2d8, AKM) or +12/+7 ranged (2d6, 92F); FS 5 ft. by 5 ft.; AL Increment; AP 5; Rep +4; SV Fort +6, Ref +10, Will +5; Str 11, Dex 15, Con 13, Int 14, Wis 12, Cha 10.

Skills: (values in parentheses include armor penalty) Balance +8 (+6), Bluff +8, Climb +6 (+4), Craft (chemical) +4, Craft (electronic) +5, Craft (mechanical) +5, Craft (structural) +5, Demolitions +8, Disable Device +10, Disguise +6, Drive +8, Escape Artist +2 (+0), Gather Information +4, Hide +18 (+16), Intimidate +6, Jump +6 (+4), Knowledge (behavioral sciences) +4, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (history) +5, Knowledge (streetwise) +6, Knowledge (tactics) +8, Listen +6, Move Silently +18 (+16), Navigate +9, Read/Write Language (Arabic, English, Russian), Repair +4, Search +4, Sense Motive +11, Speak Language (Arabic, English, German, Russian), Spot +13, Survival +13, Tumble +8 (+6).

Feats: Advanced Firearms Proficiency, Alertness, Burst Fire, Combat Expertise, Deceptive, Double Tap, Jump School, Armor Proficiency (light), MOS Rifleman (Demolitions, Survival), Personal Firearms Proficiency, Point Blank Shot, SERE, Simple Weapons Proficiency, Stealthy.

Talents (Smart Hero): Linguist.

Talents (Fast Hero): Evasion.

Class Features (Recon Training): Advanced Training (Sharpshooter 1-2), Camouflage.

Class Features (CQA Training): Advanced Training (Marksmanship, Sharpshooter 3), CQB, Breach, Hostage Rescue.

Talents (Charismatic Hero): Fast Talk.

Talents (Increment): +4 competence bonus to all Move Silently, Sense Motive, and Spot skill checks.

Occ: Military (Hide, Move Silently).

Possessions: AKM assault rifle (tactical sling), 8 AKM magazines, Beretta 92F autoloader pistol, 4 92F magazines, combat knife, backpack, chem-lights (5), compass, fatigues, electro-optical binoculars, flashlight, GPS receiver, map of the area, multi-purpose tool, night vision goggles, squad with satcom, radio, tactical radio, undercover vest armor, upper leg holster.

SBS
SPECIAL BOAT SERVICE

History: Like the more famous SAS, the Special Boat Service (SBS) was born in the crucible of World War Two. It has seen more name changes and re-tasking than the SAS, but it has retained a special character and a reputation as one of the premiere special operations forces in the world. Though the SBS does not have the recognition of the SAS, it revels in its relative anonymity. It's said by some that when the government of the United Kingdom really wants an operation to remain secret, it turns to the SBS. Like the U.S. Navy SEALs, the SBS began as an underwater demolition team. It has grown far beyond that, becoming not only the top amphibious unit in the United Kingdom, but also a covert operations team capable of aerial insertion or land mobility. Through the warfare in Afghanistan and both wars in Iraq, the SBS acted alongside their SAS and other special operations brethren, involved only minimally in amphibious attacks. The SBS likes to say that it can do anything the SAS can do, but can also do it in water.

Originally, the SBS recruited strictly from the Royal Marines Commando, but selection has now opened up to include personnel from the British Army. This may be due to the increased demand for operators. Both the SAS and SBS are increasing their size, and there is a limited number of individuals of the caliber necessary. As the criteria for selection remain prohibitively tough, opening up selection increases the chances the SBS can meet its staffing targets. SBS selection is run jointly with the SAS. As with most special operations forces, the selection course has a 90% failure rate.

Organization: While the SBS is divided into sixteen-operator troops, usually subdivided into four-operator patrols, the smallest functional unit of the SBS is the two-operator canoe team. Further, two patrols can insert into a situation together as an eight-operator boat team. This functionality is at the heart of the SAS/SBS organization, but it is regularly trained as such by the SBS. The sixteen operators in a troop can be sub-divided in any method, but one thing remains constant—no operator acts alone. The absolute smallest unit in action, barring catastrophic accident or mishap, is the two-operator canoe team.

Troops are grouped together into squadrons, just as in the SAS. Four troops make a squadron. There are three squadrons in the SBS, though this is likely to change soon as the SBS is expanding. At this time, the SBS is divided into C Squadron, with expertise in insertion using unpowered means including kayaks, S Squadron, with expertise in insertion using powered craft including the submersible swimmer delivery vehicles, and M Squadron, with expertise in counter-terrorism and hostage rescue.

Equipment: SBS operators use equipment similar to that used by the SAS. The standard weapon in the field is the Colt Canada C7 assault rifle or the C8 carbine, usually kitted out with devices such as reflex sights or tactical sights, laser sights and illuminators. The standard sidearm is the SIG Sauer P226. Operators have night vision devices and night-vision capable sights available. At least one operator in a patrol will have an M203 grenade launcher. Also, it is common for multiple operators in a troop to carry the L108A1 light machine gun. SBS operators have been involved in close personal protection missions for high-ranking Royal Marines Commando officers, and in such missions have used the Heckler & Koch HK53 short assault rifle.

It is common during joint operations with other military units that operators will wear the battle dress uniform of the Royal Marines Commando, and at such a time, operators will carry the L85A2. The L85A2 is not a weapon the SBS use in the field.

Operators will also have body armor, the type of which is dependent on what kind of Armor Proficiency the operator has selected. At the very least, the operator should have a Concealable Vest, though if the operator has Armor Proficiency (light), an Undercover Vest would be acceptable. When making a maritime insertion and wearing body armor, operators use a swim vest to help maintain buoyancy. During an operation, SBS operators will communicate with tactical radios. These would be the same as the professional walkie talkie presented in *the d20 Modern Roleplaying Game*, except that the tactical radios use voice-activated head-sets.

The famed Land Rovers used by the SAS are now also used by the SBS. Such vehicles will usually have either a Browning M2HB .50 machinegun or a Mk. 19 automatic grenade launcher as the main armament and an L7A2 GPMG (sometimes referred to as the Jimpy)

as a secondary support weapon. MILAN equipped Land Rovers have been noted in Afghanistan and Iraq.

Niche: The SBS specialty is maritime reconnaissance and obstacle clearance. While these are the two foundation operations of the unit, the SBS has proved exceptional ability with long-range reconnaissance and direct action. It is common for such tasks to be directed to the SBS due to a maritime connection. Insertion or extraction may be by water, or the operation may take place in a coastal area. However, the SBS has proved capable at any mission to which the SAS might be tasked. The two units have overlapping niches, though the SBS remains primarily a maritime SOF.

PCs Role: Much like the SAS, the SBS is a good fit for high-level military characters, especially those originating from the RMC, Brigade Patrol Troop, or the Fleet Protection Group. Given the frequency with which operators are involved in joint operations with other units, and even with units from other countries—such as its involvement in various task forces led by the United States Special Operations Command in Afghanistan and Iraq—very little narrative explanation is required to have character's in the SBS operating alongside characters from other units.

REQUIREMENTS
To qualify for the SBS, a character must meet the following criteria.
  BAB: +8
  Skills: Hide 8 ranks, Knowledge (tactics) 6 ranks, Move Silently 8 ranks, Spot 6 ranks, Swim 6 ranks.
  Feats: Amphibious Assault Training, MOS Diver, SERE.
  Talents: Sharpshooter 1-2, Terrain Specialization (amphibious).

UNIT FEATURES
All of the following are features of the SBS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together, the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

  Unit Specialties: +4 competence bonus to all Hide, Move Silently, and Swim skill checks.

  Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the SBS or M Squadron. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.

  The character also gain a +2 moral bonus to attack and damage rolls against terrorists.

  SBS Operator
  Tough Hero 3/Recon Training 3/Combat Diver Training 3/Close Quarters Assault Training 2; CR 11; HD 3d10+9 plus 3d8+9 plus 3d8+9 plus 2d8+6; hp 71; Mas 16; Init +2; Spd 30 ft.; Def 23, touch 20, flat-footed 21; BAB +8/+3; Grp +9; Atk +9/+4 melee (1d4+1, combat knife) or +10/+6 ranged (2d8, C7) or +10/+6 (2d6, P226); FS 5 ft. by 5 ft.; AL SBS; AP 5; Rep +3; SV Fort +10, Ref +8, Will +5; Str 12, Dex 14, Con 16, Int 13, Wis 14, Cha 8.
  Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +1 (-1), Concentration +9, Demolitions +8, Disable Device +5, Escape Artist +2 (+0), Hide +10 (+8), Intimidate +5, Jump +1 (-1), Knowledge (current events) +4, Knowledge (tactics) +7, Listen +8, Move Silently +10 (+8), Navigate +7,

Read/Write Language (Chinese, English), Repair +4, Speak Language (Cantonese, English, Mandarin), Spot +10, Survival +9, Swim +9, Tumble +7 (+5).

Feats: Advanced Firearms Proficiency, Alertness, Amphibious Assault Training (Demolitions, Survival, Swim), Double Tap, MOS Diver (Listen, Navigate, Swim), Personal Firearms Proficiency, Point Blank Shot, SERE, Simple Weapons Proficiency.

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

Class Features (Recon Training): Advanced Training (Sharpshooter 1), Camouflage.

Class Features (Combat Diver Training): Advanced Sea Legs, Advanced Training (Sharpshooter 2, Terrain Specialization [amphibious]), Sea Legs.

Class Features (CQA Training): Advanced Training (Marksmanship).

Occ: Military (Hide, Move Silently).

Possessions: Colt Canada C7 assault rifle (electro-optical scope, illuminator, laser sight, removable suppressor), 8 C8 magazines, SIG Sauer P226 autoloader pistol, 4 P226 magazines, combat knife, backpack, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, GPS receiver, map of the area, multi-purpose tool, night vision goggles, squad radio with satcom , tactical radio, undercover vest armor, upper leg holster.
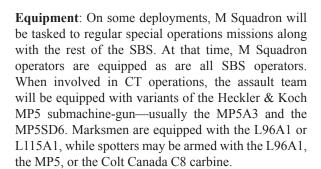
M SQUADRON

M Squadron, SPECIAL BOAT SERVICE

History: M Squadron is the counter terrorist (CT) squadron for the Special Boat Service (SBS). Maritime counter terrorism (MCT) was once the domain of the Comacchio Group (now known as the Fleet Protection Group), but during reorganization in 1987, M Squadron was created and was tasked to MCT. Elements of Comacchio Group, also linked to the Royal Marines Commando, transferred into SBS M Squadron, creating a mixture of the CT expertise of Comacchio Group and the special operations professionalism of the SBS. In order to meet the mandate of MCT for the United Kingdom, with responsibility for the North Sea oil drilling platforms, the operators of M Squadron have perfected insertion onto maritime platforms and vessels. Like other CT teams, M Squadron operators are experts at entering and engaging enemies in enclosed surroundings, such as aircraft fuselages, the rooms on an oilrig, or the cabins of a ship. The SBS and the SAS regularly cross-train, and therefore many of the techniques and skills learned by one group are passed on to the other. This is especially true in the area of CT, as M Squadron and the Special Project Team often mount co-operative exercises.

Organization: M Squadron is divided three, sixteen-man troops, color-coded as Black, Gold and Purple. Each of these troops includes four, 4-man patrols, and can be broken down further into 2-man canoe teams. During any hostage rescue (HR) mission, M Squadron troops will divide into assault and containment teams. It is the mission of the containment team to insure no terrorist escapes. The containment team includes marksmen and spotters, and will lend assistance to the assault team by sniping when possible. The assault team makes the breach—entering into the enclosed area in which the hostages are held. Operators in the assault team must be experts at entry, but must also have excellent 'instinctive shooting' skills, quickly determining who the bad-guys are and putting them down.

Equipment: On some deployments, M Squadron will be tasked to regular special operations missions along with the rest of the SBS. At that time, M Squadron operators are equipped as are all SBS operators. When involved in CT operations, the assault team will be equipped with variants of the Heckler & Koch MP5 submachine-gun—usually the MP5A3 and the MP5SD6. Marksmen are equipped with the L96A1 or L115A1, while spotters may be armed with the L96A1, the MP5, or the Colt Canada C8 carbine.

Operators will also have body armor, the type of which is dependent on what kind of Armor Proficiency the operator has selected. At the very least, the operator should have a Concealable Vest, though if the operator has Armor Proficiency (light), an Undercover Vest would be acceptable. When making a maritime insertion and wearing body armor, operators use a swim vest to help maintain buoyancy. During an operation, SBS operators will communicate with tactical radios. These would be the same as the professional walkie talkie presented in *the d20 Modern Roleplaying Game*, except that the tactical radios use voice-activated head-sets.

During a breach or entry, flash-bangs (stun grenades) are standard equipment. Operators will also likely have smoke and possibly tear gas grenades. Each operator will have a sidearm in addition to the main weapon. Most operators in M Squadron favor the SIG Sauer P228, but a variety of sidearms are available, from the venerable Browning Hi-Power to the modern FN Five-Seven.

Niche: Like the Special Project Team, M Squadron is a dedicated counter-terrorism and hostage rescue unit. However, M Squadron is responsible for maritime CT and HR, which creates a whole other set of variables. This tasking requires M Squadron to not only takedown a building or ship, it also requires covert insertion onto the ship or platform. Cutting power is rarely an option, and there are usually limited access points, easily guarded.

As with the Special Project Team, M Squadron may also find itself tasked to an special warfare operation alongside the rest of the SBS. Due to its CT/HR training, it has extensive close quarters battle experience, and the necessary skills for urban assault or military operations in built up areas. These skills are also useful for snatch and grab, in which the unit is sent to capture a specific target for return. The capture of a guarded target is often similar to the rescue of hostages, save that the target may not be pleased to see M Squadron busting in, MP5s at the ready.

PCs Role: Characters in M Squadron should regularly be assigned to counter-terrorism and hostage rescue missions. This may seem like a rather constraining format, and that's true. Luckily, operators in M Squadron are still SBS operators, and may find themselves tasked to missions outside their purview due to a requirement for special skills or simply because the character is the best operator available. Further, M Squadron training is extremely useful for urban operations, or even snatch-and-grab operations—the extraordinary rendition of war criminals and terrorists.

REQUIREMENTS
To qualify for M Squadron, a character must meet the following criteria.
  BAB: +8
  Skills: Knowledge (tactics) 6 ranks, Listen 6 ranks, Move Silently 8 ranks, Spot 6 ranks, Swim 8 ranks, Tumble 6 ranks.
  Feats: Amphibious Assault Training, MOS Diver, Precise Shot.
  Talents: Sharpshooter 1-2, Terrain Specialization (amphibious).

UNIT FEATURES

All of the following are features of M Squadron.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together, the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

  Unit Specialties: +4 competence bonus to all Swim, and Tumble skill checks.

  Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the SBS, the Special Project Team, or M Squadron. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.

  The character also gain a +2 moral bonus to attack and damage rolls against terrorists.

M Squadron Operator
  Tough Hero 3/Recon Training 3/Combat Diver Training 3/Close Quarters Assault Training 2; CR 11; HD 3d10+6 plus 3d8+6 plus 3d8+6 plus 2d8+4; hp 79; Mas 14; Init +2; Spd 30 ft.; Def 23, touch 20, flat-footed 21; BAB +8/+3; Grp +8; Atk +8/+3 melee (1d6, baton) or +10/+5 ranged (2d6, MP5) or +10/+5 (2d6, P226); FS 5 ft. by 5 ft.; AL SBS; AP 5; Rep +3; SV Fort +9, Ref +8, Will +4; Str 10, Dex 15, Con 14, Int 12, Wis 13, Cha 10.
  Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +0 (-2), Concentration+8, Demolitions +8, Disable Device +6, Escape Artist +2 (+0), Hide +10 (+8), Intimidate +4, Jump +0 (-2),

Knowledge (tactics) +7, Listen +10, Move Silently +10 (+8), Navigate +3, Read/Write Language (English, German), Repair +5, Speak Language (Arabic, English, German, Russian), Spot +10, Survival +6, Swim +14, Tumble +12 (+10).

Feats: Advanced Firearms Proficiency, Alertness, Amphibious Assault Training (Demolitions, Hide, Swim), Armor Proficiency (light), Burst Fire, Double Tap, MOS Diver (Knowledge [technology], Navigate, Spot), Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency.

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

Class Features (Recon Training): Advanced Training (amphibious).

Class Features (Combat Diver Training): Advanced Sea Legs, Advanced Training (Sharpshooter 1-2), Expert Diver, Sea Legs.

Class Features (Close Quarters Assault Training): Advanced Training (Marksmanship), Breach, CQB.

Talents (M Squadron): +4 competence bonus to all Swim, and Tumble skill checks.

Occ: Military (Hide, Knowledge [tactics]).

Possessions: HK MP5 submachine gun (illuminator, laser sight, tactical sling), 6 MP5 magazines, SIG Sauer P226 autoloader pistol (laser sight), 2 P226 magazines, retractable baton (metal baton), 2 tear gas grenades, 2 smoke grenades, chemical light sticks (5), flash goggles, fatigues, gas mask, lock release gun, mesh vest, multipurpose tool, undercover vest armor, upper leg holster, zip-tie handcuffs (25).

SRR
SPECIAL RECONNAISSANCE REGIMENT

History: The history of the SRR is not vast. It became operational on 6 April 2005. However, the SRR had its antecedents in 14th Independent Intelligence Company and the Force Research Unit. The Force Research Unit had a brief moment of existence as a test case for a multi-party intelligence gathering unit in Northern Ireland. The FRU led to the creation of the 14th Independent Intelligence Company, also known as 14 Int, the Detachment or simply the Det. The Det was a military intelligence unit operating within Northern Ireland, and as one might expect, it was controversial. Further, because the Det recruited operators from the SAS and SBS, these units often shouldered the blame or praise for the Det's actions. The greatest concern had always been the use of military techniques in what was considered by many to be a police operation. Still, as with Royal Marines Commando patrolling the streets, the Det attempted to apply its military experience and training to this "civilian" problem.

As Northern Ireland began to cool down and the Middle East heated up, operators from the Det began to apply their skills in experience within a vastly different culture. Most of the Det staff in the Middle East operated as part of the Increment, though there had been reports of SAS operators who had moved on to the Det returning to operate with the SAS and SBS.

The Det was not the sort of unit the UK military spoke of. However, the new SRR is a different animal. It is to be used in military operations. Its focus is on the reconnaissance and intelligence-gathering operations that the SAS and SBS had undertaken. With the increased need for the SAS and SBS in direct action roles, the SFG required further intelligence assets. The SRR was stood up to undertake that role. It is important to note that the SRR will be the only SFG unit open to women. The SAS and SBS do not allow female soldiers to attempt selection. The SRR will allow this. Selection for the SRR will follow SAS and SBS model, but initial training will be quite different, focusing on language and culture as part of an expected undercover tasking.

Organization: At this time, the SRR is expected to consist of 300 to 400 operators. It will be divided into the now ubiquitous 4-man patrol, 4-patrol troop and 4-troop squadron. However, unlike the SAS and SBS, taskings will often divide patrols, troops and squadrons. The SRR will undertake undercover missions to infiltrate enemy organization and ranks in order to acquire intelligence and identify targets. Other sections will be tasked to make incursions to either retrieve the information, capture the target or eliminate the threat. As such, the SRR will undertake missions officially that the Increment undertakes secretly.

Equipment: When operating in the field, as a reconnaissance force, SRR elements use the Colt Canada C7 assault rifle and C8 carbine with the SIG Sauer P226 as a sidearm. Assault rifles and carbines are usually kitted out with devices such as reflex sights or tactical sights, laser sights and illuminators. Operators have night vision devices and night-vision capable sights available. At least one operator in a patrol will have an M203 grenade launcher. Also, it is common for multiple operators in a troop to carry an L108A1 light machine gun.

When deployed in joint operations within the regular military, SRR operators will carry the L85A2 in order to blend with the regular units. At such a time, the SRR operator will wear the uniform of the unit with which he is operating, or the uniform of his parent unit—the unit from which the operator joined the SRR. The L85A2 is not a weapon the SRR use in the field.

Operators will usually wear body armor, the type of which is dependent on what kind of Armor Proficiency the operator has selected. At the very least, the operator should have a Concealable Vest, though if the operator has Armor Proficiency (light), an Undercover Vest would be acceptable. In some operations, SRR operators could communicate with tactical radios. These would be the same as the professional walkie talkie presented in the *d20 Modern* Roleplaying Game, except that the tactical radios use voice-activated head-sets.

When involved in clandestine or covert military actions, SRR operators will use the weapons and equipment of the country in which they are operating, such as AKMs and Druganovs. If undercover, an SRR operator may not carry any weapon at all, though most will at least have a sidearm, such as a Browning Hi-Power, common throughout the world.

Niche: The SRR is a military reconnaissance and intelligence unit. It is involved in long-range reconnaissance, but also undertakes intelligence missions which may involved undercover (keeni-meeni among the SAS) work. SRR operators are tasked to infiltrate local populations and enemy organizations in order to gather intelligence and identify threats. SRR teams can work in concert to identify and then capture or eliminate a threat, or the intelligence may move on to other units within the SFG for action.

PCs Role: The SRR is a good fit for mid- to high-level characters operating mostly on military or paramilitary missions. The SRR does not undertake missions for the SIS like the Increment, rather its operations are military. However, the SRR could include operators from a wide variety of backgrounds, and these operators would regularly operate alongside other Special Forces Group units. Due to the wide variety of necessary skills and possible missions, the SRR is an excellent choice as a parent unit for a group of characters.

REQUIREMENTS
To qualify for the SRR, a character must meet the following criteria.
  BAB: +6
  Skills: Knowledge (tactics) 4 ranks, Bluff 6 ranks, Move Silently 8 ranks, Sense Motive 6 ranks, Speak Languages (at least 2 languages, other than native language)
  Feats: MOS Intelligence, Stealthy, and one of the following: Attentive, Alertness, Deceptive.

UNIT FEATURES
All of the following are features of the SRR.

  These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

  For units working together, the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

  Unit Specialties: +4 competence bonus to all Sense Motive and Spot skill checks.

  Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the SRR. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.

  Unit Bonus Feats : Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Acrobatic, Advanced Combat Martial Arts, Advanced Firearms Proficiency, Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Blind-Fight, Burst Fire, Cautious, Combat Driving, Combat Martial Arts, Confident, Cover Fire, Desert Warfare College, Dodge, Double Tap, Electronic Warfare, Endurance, Enemy - one allegiance, Forced March, Grenadier, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Improved Initiative, Jump School, Jungle/Swamp Warfare College, Mountain Warfare College, Nimble, Psychological Warfare, Quick Draw, Quick Reload, SERE, Signaling, Sniper School, Surface Vehicle Operation, Tactician, Toughness, Track, Trustworthy, Urban Warfare College, Weapon Focus.

SRR Operator
Charismatic Hero 2/Fast Hero 2/Recon Training 4/Assault Training 2; CR 10; HD 2d6 plus 2d8 plus 4d8 plus 2d10+2; hp 50; Mas 10; Init +2; Spd X ft.; Def 23, touch 20, flat-footed 21; BAB +7/+2; Grp +7; Atk +7/+2 melee (1d4, knife) or +9/+4 ranged (2d8, AKM) or +9/+4 ranged (2d6, 92F); FS 5 ft. by 5 ft.; AL SRR; AP 5; Rep +1; SV Fort +7, Ref +6, Will +4; Str 10, Dex 15, Con 10, Int 12, Wis 13, Cha 14.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Bluff +10, Climb +3 (+1), Disguise +9, Diplomacy +4, Escape Artist +2 (+0), Gather Information +10, Hide +12 (+10), Intimidate +12, Jump +3 (+1), Knowledge (behavioral sciences) +3, Knowledge (civics) +4, Knowledge (current events) +4, Knowledge (tactics) +6, Listen +7, Move Silently +10 (+8), Navigate +8, Read/Write Language (Arabic, English, Farsi), Sense Motive +11, Speak Language (Arabic, English, Farsi, Pashto, Urdu), Spot +11, Survival +8.

Feats: Advanced Firearms Proficiency, Burst Fire, Deceptive, Double Tap, MOS Intelligence (Bluff, Gather Information, Sense Motive) Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy, Urban Warfare College (Gather Information, Hide, Intimidate).

Talents (Charismatic Hero): Fast Talk.
Talents (Fast Hero): Evasion.
Class Features (Recon Training): Advanced Training (Sniper, Terrain Specialization [urban]), Camouflage.
Class Features (Assault Training): Advanced Training (Sniper 2), Tough As Nails.
Talents (SRR): +4 competence bonus to all Sense Motive and Spot skill checks.

Occ: Military (Knowledge [tactics], Move Silently).

Possessions: AKM assault rifle (tactical sling), 8 AKM magazines, Beretta 92F autoloader pistol, 4 92F magazines, combat knife, backpack, chem-lights (5), compass, fatigues, electro-optical binoculars, flashlight, GPS receiver, map of the area, multi-purpose tool, night vision goggles, squad with satcom, radio, tactical radio, undercover vest armor, upper leg holster.

CHAPTER 3: ELITE UNITS IN THE UK

While the Special Forces Group encompasses the special operations forces of the United Kingdom's military, there are many units that undertake missions often ascribed to SOFs and though they may not be considered as "special," they are certainly elite. Many of the units described below operate jointly with the SFG and are regularly tasked to special warfare missions.

The units are divided into British Army, Royal Air Force, and Royal Navy. Within these categories, the units are presented in alphabetical order using their commonly attributed names. If an official name exists, it is likewise included. Unless otherwise noted in the unit's descriptions, the units presented below do not offer access to the Special Operations Prestige Class as presented in RPO3201 *Blood & Guts, Modern Military: Special Operations Command*. The units below do, however, offer access to close quarters assault training, combat diver training, and containment training, presented in Chapter 1, in the section titled "Military Classes."

BRITISH ARMY
16 AAB
16 AIR ASSAULT BRIGADE

History: Created as an amalgamation of other air mobile, quick reaction forces on September 1, 1999, 16 Air Assault Brigade—along with 3 Commando Brigade Royal Marines—is a backbone of the United Kingdom's Joint Rapid Reaction Force. Soon after its creation, the Air Assault Brigade (AAB) led Operation BESSEMER, the UK contribution to NATO's Operation ESSENTIAL HARVEST, an attempt to collect arms and ammunition from separatist factions in the Former Yugoslav Republic of Macedonia. The AAB led the UK contribution to the International Security Assistance Force (ISAF) in Afghanistan, termed Operation FINGAL. When the focus shifted from Afghanistan to Iraq, the 16 Air Assault Brigade also shifted. Their performance in Iraq has proved exemplary. Since 2003, there has been talk of deconstructing 16 AAB to its component parts, but so far this has not happened. It is likely that its service record and capabilities have made it essential to the continued operations in both Iraq and Afghanistan. It is possible 16 AAB may find itself re-organized or otherwise changed, but there has been no timetable or official decision in this regard.

Organization: 16 Air Assault Brigade includes parachute infantry, airmobile infantry and ground support aircraft. However, while the AAB maintains its own ground support helicopters, it has no airmobile assets and must rely on the Royal Air Force (RAF) or the Army Air Corps to supply the Puma and Chinook helicopters used in airmobile actions. Born out of the joining of 24 Airmobile and 5 Airborne Brigades, the AAB includes the 1, 2 and 3 Battalions of the Parachute Regiment the 3, 4, and 9 Regiments, Army Air Corps as well as 1st Battalion, the Royal Irish Regiment, 7th Parachute Regiment, medical, signals, logistics and even police elements.

Equipment: Soldiers in 16 AAB carry the L85A2, the standard assault rifle of the British Army. Soldiers will also have body armor, the type of which is dependent on what kind of Armor Proficiency the soldier has selected. At the very least, the soldier should have a Concealable Vest, though if the soldier has Armor Proficiency (light), an Undercover Vest would be acceptable. Most soldiers do not carry sidearms, though they will have a combat knife/bayonet. Each soldier will have a tactical radio with a hands-free headset.

Elements of 16 AAB are armed with a squad automatic weapon. This will likely be an L108A1 light machine gun, though it may be the L86A2 light support weapon, which is being phased out of service. For support, platoons in the 16 AAB will include sections with automatic weapon teams armed with the L7A2 general purpose machine gun. Sniper teams, attached to troop headquarters, have both the L96A1 and the L115A1 sniper rifles available for their use. The L96A1 is most common, though specialty teams, supporting a major action or long-range reconnaissance would use the L115A1, which has better range.

Niche: 16 AAB is an elite, airborne light infantry unit, providing a quick reaction, air assault capacity. It is designed to quickly insert and capture a target. It does not have the integral capacity to retain a target, and relies on other, regular military units to move forward to reinforce and fortify captured targets. Due to its light infantry format, 16 AAB is often tasked to military operations in built up areas, also known as urban warfare.

PCs Role: 16 AAB is a good place for PCs to start a military campaign. The requirements are not onerous, and it is feasible that 16 AAB, or elements from it, could be deployed to various hotspots in the world, whether real—like Afghanistan or Kosovo—or imagined— like Albenistan. The PCs could easily be involved in adventures that could lead to assignments in more elite units.

REQUIREMENTS
To qualify for 16 AAB, a character must meet the following criteria.
- **BAB**: +3
- **Skills**: Knowledge (tactics) 4 ranks, Navigate 4 ranks.
- **Feats**: Advanced Firearms Proficiency, Jump School, one MOS feat.
- **Talents**: Death from Above 1

UNIT FEATURES

All of the following are features of 16 AAB.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit.

Unit Specialties: +2 competence bonus to Navigate and Tumble skill checks

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Engineer, MOS Intelligence, MOS Medical, MOS Religious Services, MOS Signals, MOS Supply and Logistics, MOS Transportation, Mountain Warfare, SERE, Sniper School, Urban Warfare College.

16 AAB Soldier

Strong Hero 2/Infantry Training 2; CR 4; HD 2d8+4 plus 2d10+4; hp 32; Mas 15; Init +2; Spd 30 ft.; Def 18, touch 15, flat-footed 16; BAB +3; Grp +4; Atk +4 melee (1d4+1, knife) or +6 ranged (2d8, L85); FS 5 ft. by 5 ft.; AL 16 AAB; AP 2; Rep +0; SV Fort +6, Ref +4, Will +1; Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +1 (-1), Craft (structural) +3, Escape Artist +2 (+0), Hide +2 (+0), Jump +1 (-1), Knowledge (tactics) +4, Move Silently +2 (+0), Navigate +6, Survival +2, Tumble +8 (+6).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Jump School, MOS Rifleman (Hide, Survival, Tumble), Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (L85).

Talents (Strong Hero): Extreme Effort

Class Features (Infantry Training): Advanced Training (Death from Above 1), Defensive Position +1.

Talents (16 AAB): +2 competence bonus to Navigate and Tumble skill checks.

Occ: Military (Knowledge [tactics], Navigate).

Possessions: L85A2 assault rifle, 8 L85 magazines, combat knife, backpack, compass, fatigues, flashlight, map of the area, multi-purpose tool, tactical radio, undercover vest armor.

FORWARD OBSERVATION TEAM

148 (Meiktila) Commando Forward Observation Battery, Royal Artillery

History: 148 Commando Forward Observation Battery RA often acts separate from its parent regiment, the 29 Commando Regiment RA. 148 Commando has its roots in India, raised there in 1842 as S Company 2nd Battalion Bengal Artillery. S Company saw plenty of action in India and then on the fields of France and Belgium in World War One. In 1939, it returned to France as part of the British Expeditionary Force, but did not participate in the European theater after Dunkirk. The Battery earned its moniker through February and March of 1945 at the Battle of Meiktila in Burma. After the war, the Battery saw plenty of action in the Far and Middle East, becoming a Commando Battery in 1963. Since that time, 148 Commando has seen extensive service alongside the Royal Marines and the United Kingdom's special operations forces. 148 Commando has proved its worth in such disparate areas of the globe as the Falkland Islands, Bosnia and Iraq.

Organization: 148 Commando is divided into seven, five-man Naval Gunfire Forward Observation teams, each led by a captain. While NGFO teams may act in concert with regular military forces, they are often attached to special operations forces and pre-assault forces. An NGFO team can be covertly inserted into an area before an assault to direct naval, air or artillery fire in support of an attack or other operation. Also, individual soldiers from the 148 Commando can be attached to small raiding or reconnaissance forces, and this proved very effective in Operation CORPORATE, in the Falkland Islands.

Equipment: Soldiers in the Forward Observation Teams carry the L85A2, the standard assault rifle of the British Army. Soldiers will also have body armor, the type of which is dependent on what kind of Armor Proficiency the soldier has selected. At the very least, the soldier should have a Concealable Vest, though if the soldier has Armor Proficiency (light), an Undercover Vest would be acceptable. Most soldiers do not carry sidearms, though they will have a combat knife/bayonet. Each soldier will have a tactical radio with a hands-free headset.

Along with weapons and armor, the soldiers in the Forward Observation Teams will also have radio communications equipment. This is necessary as their role is to call in target locations and fire adjustments. The Forward Observation Team will also have viewing equipment as required for their mission. It is likely the team will have a laser target designator.

Niche: Forward Observation Teams proved extremely valuable in Operation CORPORATE. Soldiers with the NGFO teams would infiltrate with the SAS or SBS and provide support by directing aerial and naval fire. More recently, in Afghanistan and Iraq, the Forward Observation Teams have shifted their role slightly in order to accommodate aerial bombardment. In this, they have become similar to Tactical Air Control Parties

PCs Role: The Forward Observation Team is a good fit for PCs that are not heavily combat oriented. However, it is important to remember that a Forward Observation Team is often sent in with special operations forces, and so the soldiers in it require a high-degree of discipline and training. The Forward Observation Team could also be used to insert a medium level character into an

ongoing campaign. If the other PCs are members of the Special Forces Group, a new PC could join the group through the Forward Observation Team.

REQUIREMENTS
To qualify for the Forward Observation Team, a character must meet the following criteria.
  BAB: 3+
  Skills: Craft (mechanical or structural) 6 ranks, Knowledge (tactics) 4 ranks, Navigate 6 ranks.
  Feats: Jump School, MOS Field Artillery, Personal Firearms Proficiency.
  Talents: Artillerist 1.

UNIT FEATURES
All of the following are features of the Forward Observation Team.
  These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit.
  Unit Specialties: +2 competence bonus to Craft (one of electronic, mechanical, or structural) and Navigate skill checks
  Unit Abilities: Artillerist modifier increased by +2 (to a maximum bonus of +12, which allows the character to increase attack modifier beyond countering indirect fire penalty) when directing fire from another source, land, air, or sea.
  Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Engineering, MOS Signals, Mountain Warfare, SERE, Urban Warfare College.

Forward Observation Team Soldier
  Strong Hero 2/Infantry Training 3; CR 5; HD 2d8+2 plus 3d8+4; hp 32; Mas 12; Init +2; Spd 30 ft.; Def 19, touch 16, flat-footed 17; BAB +4; Grp +3; Atk +3 melee (1d4-1, combat knife) or +7 ranged (2d8, L85); FS 5 ft. by 5 ft.; AL Royal Artillery; AP 2; Rep +0; SV Fort +5, Ref +4, Will +2; Str 9, Dex 15, Con 12, Int 14, Wis 13, Cha 10.
  Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +2 (+0), Craft (structural) +9, Escape Artist +2 (+0), Hide +2 (+0), Jump +2 (+0), Knowledge (tactics) +6, Move Silently +2 (+0), Navigate +8, Survival +5, Tumble +7 (+5).
  Feats: Armor Proficiency (light), Jump School, MOS Field Artillery (Demolitions, Repair, Spot), MOS Rifleman (Hide, Spot, Tumble), Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (L85).
  Talents (Strong Hero): Extreme Effort.
  Class Features (Infantry Training): Advanced Training (Artillerist 1), Defensive Position +1.
  Talents (Forward Observation Team): +2 competence bonus to Craft (structural) and Navigate skill checks. Artillerist modifier increased by +2 (to a maximum bonus of +12).
  Occ: Military (Knowledge [tactics], Navigate).
  Possessions: L85A2 assault rifle, 8 L85 magazines, combat knife, backpack, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, GPS receiver, laser target designator, map of the area, multi-purpose tool, night vision goggles, squad with satcom radio, tactical radio, undercover vest armor.
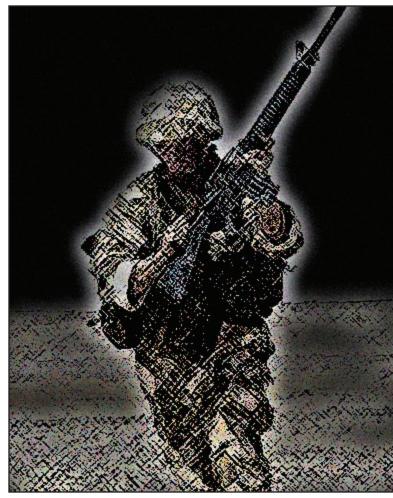
GURKHAS
BRIGADE OF THE GURKHAS
History: The Gurkhas of the United Kingdom's army take their name from the nineteenth century city-state of Gorkha in Nepal. In one of the odder results of a war, the Army of the United Kingdom's East India Company, after a war with Nepal in 1814, began recruiting Gurkha soldiers from that country. The Gurkhas proved an extremely valuable asset to the colonial army, being instrumental in the Indian Mutiny of 1857. More than 100,000 Gurkhas fought for the United Kingdom during World War One and more than 112,000 in the various theaters of World War II. After Indian independence in 1947, the Gurkha Regiments were divided; six remaining in India while the others formed the United Kingdom's Brigade of the Gurkhas. Though the Gurkhas have played an important role in every conflict involving the United Kingdom, still bearing their traditional kukri—an 18-inch long curved knife—their numbers have continued to dwindle. The motto of the Gurkhas is: "Better to die than be a coward." Since they began serving with the military of the United Kingdom, they have won 26 Victoria Crosses, which surpasses any other single group within the army.

Organization: Soldiers for the Brigade of the Gurkhas are still recruited at the British Gurkha Camp in the Nepalese village of Pokhara. The Brigade now includes some 3,400 ranks. Gurkhas serve not only in the 1st and 2nd Battalion, Royal Gurkha Rifles, they also man A Company, The Highlanders; D Company, 1 Royal Irish and C Company, 2 Para. Within the Brigade, there are engineering, signals, logistics and even a band. The Brigade also encompasses a HQ unit, the British Gurkhas Nepal—stationed in Kathmandu and Pokhara—and two Demonstration Companies: RMA Sandhurst in Camberley, Surrey and ITC Wales in Brecon, Wales.

Equipment: Gurkhas carry the L85A2, the standard assault rifle of the British Army. Gurkhas will also have body armor, the type of which is dependent on what kind of Armor Proficiency the Gurkha has selected. At the very least, the Gurkha should have a Concealable Vest, though if the character has Armor Proficiency (light), an Undercover Vest would be acceptable. Most Gurkhas do not carry sidearms, though they will have a combat knife/bayonet and their kukri. Each Gurkha

will have a tactical radio with a hands-free headset.

Elements of the Gurkhas use the L108A1 light machine gun or the L86A2 light support weapon, which is being phased out of service. A section might have the L7A2 general purpose machine gun for support. The L7A2 is manned by a two-soldier automatic weapon team, which includes the operator, armed with the L7A2, and the assistant operator, who carries extra ammunition and helps with ammunition feed if the weapon is used

in an fortified position. Although the L7A2 is usually used with a bipod or tripod, it can be carried and has been used as a personal weapon.

Niche: The Gurkhas are a special case for campaigns, in that they are rarely found outside their units. Unlike a soldier from the Recce Troop or Forward Observation Team, the Gurkhas operate alongside other units, but not within other units. Rather than having a Gurkha element in an operation, outside elements might be inserted into the Gurkhas. As such, unless all the characters are Gurkhas, it is unlikely the campaign should include Gurkhas. One exception to this would be in the Special Forces Group. It is conceivable that a Gurkha might be allowed to attempt selection for the SAS, SBS or SRR. However, in such a case, while the character might be culturally a Gurkha, the character would no longer belong to the Brigade of the Gurkhas.

PCs Role: With a Gurkha as a character in a campaign, the campaign itself would need to revolve around the Brigade of the Gurkhas, or perhaps one of the Gurkhas units, such as C Company, 2 Para, which is now in 16 AAB. The exception is as noted above, if the character is culturally a Gurkha, but now in another unit.

REQUIREMENTS
To qualify for the Gurkhas, a character must meet the following criteria.
 BAB: +4

 Skills: Knowledge (tactics) 4 ranks, Navigate 6 ranks, Survival 6 ranks.
 Feats: MOS Rifleman, Personal Firearms Proficiency.
 Talents: Marksmanship 1.
 Special: A Gurkha character must have origins in Nepal and speak Nepali.

UNIT FEATURES
All of the following are features of the Gurkhas.
 These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.
 Unit Specialties: +4 competence bonus to Navigate and Survival skill checks.
 Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the Gurkhas only, including 1st and 2nd Battalion Royal Gurkha Rifles, A Company The Highlanders, D Company 1 Royal Irish and C Company 2 Para. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.
 Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jump School, Jungle/Swamp Warfare, MOS Engineer, MOS Intelligence, MOS Medical, MOS Religious Services, MOS Signals, MOS Supply and Logistics, MOS Transportation, Mountain Warfare, SERE, Sniper School, Urban Warfare College.

Gurkha Soldier

Tough Hero 3/Assault Training 2; CR 5; HD 3d10+9 plus 2d10+6; hp 47; Mas 15; Init +2; Spd 30 ft.; Def 18, touch 15, flat-footed 16; BAB +4; Grp +4; Atk +4 melee (1d4, combat knife) or +7 ranged (2d8, L85); FS 5 ft. by 5 ft.; AL Gurkhas; AP 2; Rep +1; SV Fort +7, Ref +3, Will +2; Str 10, Dex 14, Con 15, Int 13, Wis 12, Cha 9.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +4 (+2), Escape Artist +2 (+0), Hide +2 (+0), Intimidate +3, Jump +3 (+1), Knowledge (tactics) +5, Listen +3, Move Silently +2 (+0), Navigate +7, Spot +6, Survival +7, Tumble +7 (+5).

Feats: Advanced Firearms Proficiency, Alertness, MOS Rifleman (Demolitions, Hide, Tumble), Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (L85).

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

Class Features (Assault Training): Advanced Training (Marksmanship 1), Tough As Nails.

Talents (Gurkhas): +4 competence bonus to Navigate and Survival skill checks.

Occ: Military (Knowledge [tactics], Navigate).

Possessions: L85A2 assault rifle, 8 L85 magazines, combat knife, backpack, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, map of the area, multi-purpose tool, squad with satcom radio, tactical radio, undercover vest armor.

PATHFINDERS
16 AIR ASSAULT BRIGADE, Pathfinder Platoon

History: The 16 Air Assault Brigade is a combined force including land and air assets for a quick reaction, air insertion and support capability. This is where you will find the Pathfinder Platoon. The Pathfinders are specially trained for insertion into hostile areas and the securing of a drop zone or landing site for the main body of the Air Assault Brigade. Pathfinders are also trained for long-range reconnaissance and direct action. Pathfinders are capable of acting as a light strike force for sabotage and harassment behind enemy lines. Each platoon includes specialists in combat medicine, communications, demolitions, intelligence, survival and weapons. Pathfinders are fully jump qualified and can insert by parachute, helicopter or ground vehicle.

Organization: The Pathfinder Platoon is attached to the 16 Air Assault Brigade Headquarters and is led by a captain and the senior non-commissioned officer is a colour sergeant. The platoon is broken into four, eight-soldier sections. Each section is commanded by a sergeant or a corporal. The sections can be further sub-divided into four-soldier fire teams.

Equipment: Soldiers with the Pathfinders regularly carry the Colt Canada C7 assault rifle. The Pathfinders usually have special kit for their weapons, including reflex sights or tactical sights, laser sights and illuminators. Soldiers will usually have night vision devices available.

Soldiers in the Pathfinder Platoon will also have body armor, the type of which is dependent on what kind of Armor Proficiency the soldier has selected. At the very least, the soldier should have a Concealable Vest, though if the soldier has Armor Proficiency (light), an Undercover Vest would be acceptable. Most soldiers do not carry sidearms, though they will have a combat knife/bayonet. Each soldier will have a tactical radio with a hands-free headset.

Each section should have two soldiers armed with the L108A1 light machine gun. It is possible a section might have an automatic weapon team armed with the L7A2 general purpose machine gun. Soldiers attached to sniper teams have both the L96A1 and the L115A1 sniper rifles available for their use. The L96A1 is most common, though specialty teams, supporting a major action or long-range reconnaissance would use the L115A1, which has better range.

Niche: Pathfinders undertake reconnaissance before a landing. The platoon will covertly insert into a target location and gather intelligence about enemy forces in the area to better prepare the elements of the main air assault. The Pathfinders will secure the drop zone (DZ) for the main landing force. The platoon might also engage in direct action, attacking or raiding the enemy in an attempt to distract or demoralize.

PCs Role: This unit is a good fit for mid-level PCs. In a game with four PCs, the characters could make up a fire team in a single section, ensuring the PCs are deployed together. Given the expertise in covert insertion and reconnaissance encompassed in the Pathfinder Platoon, elements of the platoon might be tasked to a covert or clandestine mission with other units and this would allowing a mixing of units and characters.

REQUIREMENTS

To qualify for the Pathfinder Platoon, a character must meet the following criteria.

BAB: +5

Skills: Knowledge (tactics) 4 ranks, Hide 6 ranks, Move Silently 6 ranks, Navigate 6 ranks, Tumble 6 ranks.

Feats: Jump School, MOS Rifleman, SERE, Personal Firearms Proficiency.

Talents: Death from Above 1, Marksmanship 1.

UNIT FEATURES

All of the following are features of the Pathfinder Platoon.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately

upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +2 competence bonus to Hide and Navigate skill checks

Unit Abilities: Death from Above modifier increased by +1 (to a maximum bonus of +6) and Marksmanship modifier increased by +2 (to a maximum bonus of +12).

This unit allows access to the Special Operations Prestige Class as presented in RPO3201 *Blood & Guts, Modern Military: Special Operations Command*.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Engineer, MOS Intelligence, MOS Medical, MOS Religious Services, MOS Signals, MOS Supply and Logistics, MOS Transportation, Mountain Warfare, Sniper School, Urban Warfare College

Pathfinder Platoon Soldier

Strong Hero 2/Infantry Training 3/Recon Training 3; CR 8; HD 2d8+4 plus 3d10+6 plus 3d8+6; hp 60; Mas 15; Init +3; Spd 30 ft.; Def 22, touch 19, flat-footed 19; BAB +6/+1; Grp +7; Atk +7/+2 melee (1d4+1, knife) or +10/+5 ranged (2d8, C7); FS 5 ft. by 5 ft.; AL 16 AAB; AP 4; Rep +0; SV Fort +8, Ref +7, Will +4; Str 13, Dex 16, Con 15, Int 10, Wis 12, Cha 8.

Skills: (values in parentheses include armor penalty) Balance +3 (+1), Climb +1 (-1), Craft (structural) +3, Escape Artist +3 (+1), Hide +9 (+7), Jump +1 (-1), Knowledge (tactics) +4, Listen +3, Move Silently +9 (+7), Navigate +6, Survival +4, Tumble +9 (+7).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Double Tap, Far Shot, Jump School, MOS Rifleman (Hide, Survival, Tumble), Personal Firearms Proficiency, SERE, Simple Weapons Proficiency, Weapon Focus (C7).

Talents (Strong Hero): Extreme Effort

Class Features (Infantry Training): Advanced Training (Death from Above 1), Defensive Position +1.

Class Features (Recon Training): Advanced Training (Marksmanship 1), Camouflage.

Talents (Pathfinder Platoon): +2 competence bonus to Hide and Navigate skill checks. Death from Above modifier increased by +1 (to a maximum bonus of +6) and Marksmanship modifier increased by +2 (to a maximum bonus of +12).

Occ: Military (Hide, Knowledge [tactics]).

Possessions: Colt Canada C7A2 assault rifle (illuminator; laser sight; scope, electro-optical; suppressor, removable), 8 C7 magazines, SIG Sauer P226 autoloader pistol, 4 P226 magazines, combat knife, backpack, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, GPS receiver, map of the area, multi-purpose tool, night vision goggles, squad with satcom radio, tactical radio, undercover vest armor, upper leg holster.

RECCE TROOP
59 COMMANDO SQUADRON, ROYAL ENGINEERS, Reconnaissance Troop

History: While 59 Commando is made up of engineers, it is a commando-trained, combat-capable force that has proved its courage and tenacity in almost every theater of action the United Kingdom has been involved in since the unit's creation. Formed in 1900 as 59 Field Company, its soldiers saw action in both World War One and Two. Disbanded, it was reformed in 1950, passing through various incarnations until 1967, when 59 Field Squadron became affiliated with 3 Commando. In 1971, the Squadron became 59 Independent Commando Squadron.

59 Commando supports the operations of 3 Commando in a forward capacity. This support capacity includes both construction and demolition duties. This specially trained Reconnaissance Troop operates alongside elements of the Brigade Patrol Troop, Tactical Air Control and Y Troop Radio Reconnaissance in 3 Commando's Brigade Reconnaissance Force. Soldiers from 59 Commando's Reconnaissance Troop were very active in Iraq in 2003, including storming the house of a senior military official.

Organization: The Reconnaissance Troop is a platoon-sized group made up of three, eight-soldier sections. The Recce Troop itself is led by a captain and assisted by a warrant officer as senior non-commissioned officer. Each of the sections is led by a corporal or sergeant, and is divided into two 4-soldier fire teams.

Equipment: Soldiers in the Recce Troop carry the L85A2, the standard assault rifle of the British Army. Soldiers will also have body armor, the type of which is dependent on what kind of Armor Proficiency the soldier has selected. At the very least, the soldier should have a Concealable Vest, though if the soldier has Armor Proficiency (light), an Undercover Vest would be acceptable. Most soldiers do not carry sidearms, though they will have a combat knife/bayonet. Each soldier will have a tactical radio with a hands-free headset.

It is common for at least two soldiers in each section to have a squad automatic weapon. This will likely be an L108A1 light machine gun, though it may be the L86A2 light support weapon, which is being phased out of service. There could also be one, two-soldier automatic weapon team manning a L7A2 general purpose machine gun. The automatic weapon team will include the operator, armed with the L7A2, and the assistant operator, who carries extra ammunition and helps with ammunition feed if the weapon is used in an fortified position. Although the L7A2 is a heavy weapon, reports from Afghanistan indicate that Recce Troop soldiers have used them as personal weapons.

Niche: The Recce Troop is an extremely specialized unit within the Royal Engineers. Soldiers in the Recce Troop are trained to infiltrate ahead of the main body and reconnoiter enemy positions and movement. The Recce Troop is more combat-oriented than most units in the Royal Engineers and often operates within the Brigade Patrol Troop, offering engineering expertise in areas such as mine clearance or demolitions in covert infiltration situations.

PCs Role: The Recce Troop would certainly be a good fit for a character with a focus on skills like Craft or Demolition. Characters with extensive skills rather than combat orientation would fit into the Recce Troop, however it remains an elite troop within a highly-trained unit, so characters within it should have reasonable combat abilities.

REQUIREMENTS

To qualify for Recce Troop, a character must meet the following criteria.

  BAB: +4

  Skills: Craft (one of electronic, mechanical, or structural) 6 ranks, Knowledge (tactics) 4 ranks, Navigate 6 ranks.

  Feats: Jump School, MOS Engineering, Personal Firearms Proficiency.

  Talents: Combat Engineering 1.

UNIT FEATURES

All of the following are features of Recce Troop.

  These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit.

  Unit Specialties: +2 competence bonus to Craft (one of electronic, mechanical, or structural) and Navigate skill checks.

  Unit Abilities: Combat Engineering modifier increased by +1 (to a maximum bonus of +6).
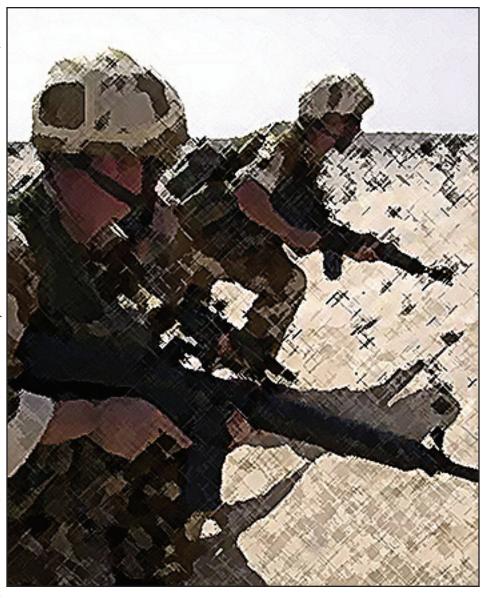
  Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Intelligence, MOS Medical, MOS Religious Services, MOS Signals, MOS Supply and Logistics, MOS Transportation, Mountain Warfare, SERE, Sniper School, Urban Warfare College.

Recce Troop Soldier

Fast Hero 3/Recon Training 3; CR 6; HD 3d8+3 plus ; hp 37; Mas 12; Init +2; Spd 35 ft.; Def 21, touch 18, flat-footed 19; BAB +4; Grp +3; Atk +3 melee (1d4-1, combat knife) or +6 ranged (2d8, L85); FS 5 ft. by 5 ft.; AL Royal Engineers; AP 3; Rep +1; SV Fort +4, Ref +6, Will +3; Str 9, Dex 15, Con 12, Int 14, Wis 13, Cha 10.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +3 (+1), Craft (mechanical) +11, Demolitions +6, Disable Device +6, Escape Artist +2 (+0), Hide +8 (+6), Jump +2 (+0), Knowledge (tactics) +6, Listen +7, Move Silently +8 (+6), Navigate +10, Repair +6, Speak Language (English, German, Serbo-Croatian), Spot +7,

Survival +7, Tumble +8.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Double Tap, Jump School, MOS Engineering (Demolitions, Disable Device, Repair), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, Increased Speed.

Class Features (Recon Training): Advanced Training (Combat Engineering 1), Camouflage.

Talent (Recce Troop): +2 competence bonus to Craft (mechanical) and Navigate skill checks. Combat Engineering modifier increased by +1 (to a maximum bonus of +6).

Occ: Military (Knowledge [tactics], Navigate).

Possessions: L85A2 assault rifle, 8 L85 magazines, combat knife, backpack, basic mechanical tool kit, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, GPS receiver, map of the area, multi-purpose tool, night vision goggles, squad with satcom radio, tactical radio, undercover vest armor.

ROYAL AIR FORCE
7 SQUADRON, ROYAL AIR FORCE

History: 7 Squadron started its life as a fighter squadron in World War One. Among the battle honors displayed on its standard are Ypres (1915 and 1917) and the Somme (1916). By World War II, 7 Squadron had become a bomber squadron, flying Lancasters as part of the Pathfinder Force (not to be confused with the Pathfinders of 16 Air Assault Brigade). After World War II, 7 Squadron was assigned to the Far East until being disbanded in 1962. 7 Squadron reformed in 1970, was then disbanded and reformed in the same year—1982—though too late to participate in Operation CORPORATE in the Falklands Islands. It was in 1982 that 7 Squadron was first equipped with rotary wing aircraft, the Chinook. During the Gulf War, the Chinooks of 7 Squadron infiltrated, supplied and exfiltrated the SAS and SBS teams that operated inside Iraq. At the end of hostilities, the Chinooks of 7

Squadron were called upon to aid in Operation HAVEN, protecting and supplying the Kurds of Northern Iraq. 7 Squadron then saw action in the former Yugoslavia then returned to the Middle East for Operations VERITAS, ORACLE and FINGAL in Afghanistan and Operation TELIC in Iraq.

7 Squadron pilots are trained for severe and inclement weather flying as well as being the best night fliers in the RAF. Along with regular missions of support and casualty evacuation, 7 Squadron is tasked to special operations missions. The Chinooks of 7 Squadron are equipped with night vision equipment as well as heavier armaments, including M134 miniguns.

Organization: Based out of RAF Odiham, 7 Squadron operates 5 specially fitted CH-47 Chinook HC.2s which are used in support of special warfare missions. 7 Squadron is also expected to receive 8 CH-47 Chinook HC.3s, which are variants of the US Army's MH-47G, used for special operations deployments.

When greater lift capacity is required, 7 Squadron operates alongside its sister squadron, 18 Squadron, which also operates standard CH-47 Chinook HC.2s, and is based out of RAF Odiham.

Equipment: The pilots of 7 Squadron fly their main piece of equipment—the Chinook HC.2. The Chinooks of 7 Squadron have a more robust avionics package than the standard RAF Chinook, and also have been up-armored and provided with heavier armaments, such as the M134 minigun. The pilots have access to specialized equipment, such as night vision or terrain-following radar, in order to complete their missions.

On their person, the pilots will have a tactical radio beacon, often called a tacbe, that allows for short range ground-to-air communications in the event of a crash landing or other mishap. Pilots are also armed with

submachine guns, such as the MP5.

Niche: 7 Squadron is the premier special operations support group in the Royal Air Force. As such, it regularly undertakes the infiltration, exfiltration and resupply of special operations forces. These missions are usually scheduled for early morning hours, at which time there is the least possibility of visual detection. Due to the dangers of radar and other detection systems, the pilots must fly extremely close to the ground in what is known as nape-of-the-earth flying or low-level penetration.

PCs Role: Having a character in 7 Squadron would be a very different challenge for players. As with the Gurkhas, unless all the characters are members of 7 Squadron, it would be difficult to include a single 7 Squadron character in a campaign. It is possible to have an Escape and Evasion game, in which one player plays a 7 Squadron pilot down in enemy territory with the other PCs involved in a rescue. Another option is to have all the characters as members of 7 Squadron. The Chinook requires a pilot, co-pilot and crew chief. If the group has four PCs, a gunner could be added to the crew complement. If there are more than four characters, the PCs could be spread over 2 helicopters. It would be difficult to maintain such a campaign for an extended period, as the obstacles faced and overcome by 7 Squadron pilots are, for the most part, resolved with a Piloting skill check, which could become repetitive.

REQUIREMENTS
To qualify for 7 Squadron, a character must meet the following criteria.
Skills: Pilot 8 ranks, Spot 5 ranks
Feats: Aircraft Operation (helicopter), Exotic Firearms Proficiency- Helicopter Vehicle Weapons, MOS Pilot

UNIT FEATURES
All of the following are features of 7 Squadron.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit.

Unit Specialties: +2 competence bonus to Navigate and Pilot skill checks.

Unit Abilities: 7 Squadron pilots are extremely adept at night flying operations during which the pilots wear night vision goggles. Members of 7 Squadron do not suffer the usual –4 penalty to Spot checks when wearing night vision goggles because of their extensive experience using these devices.

7 Squadron Pilot

Smart Hero 3/Specialist 3; CR 6; HD 3d6 plus 3d6; hp 24; Mas 10; Init +3; Spd 30 ft.; Def 17, touch 17, flat-footed 14; BAB +2; Grp +1; Atk +1 melee (1d4-1, combat knife) or +5 ranged (2d6, MP5); FS 5 ft. by 5 ft.; AL 7 Sqdn; AP 3; Rep +1; SV Fort +3, Ref +6, Will +6; Str 8, Dex 16, Con 10, Int 14, Wis 12, Cha 13.

Skills: Concentration +7, Craft (electronic) +8, Craft (mechanical) +11, Computer Use +8, Drive +2, Knowledge (current events) +6, Knowledge (tactics) +11, Knowledge (technology) +11, Navigate +16, Pilot +15, Repair +11, Search +8, Spot +10, Tumble +12.

Feats: Aircraft Operation (helicopter), Desk Jockey, Educated (tactics, technology), Exotic Firearms Proficiency- Helicopter Vehicle Weapons, MOS Pilot (Pilot, Spot, Tumble), Personal Firearms Proficiency, Simple Weapons Proficiency, Vehicle Expert.

Talents (Smart Hero): Exploit Weakness, Savant (Navigate)

Class Features (Specialist): Advanced Training (Air Support 1), Smart Defense.

Talents (7 Squadron): +2 competence bonus to Navigate and Pilot skill checks. Does not suffer the usual –4 penalty to Spot checks when wearing night vision goggles.

Occ: Military (Navigate, Pilot).

Possessions: HK MP5, 2 MP5 magazines, combat knife, fatigues, GPS receiver, map of the area, search and rescue kit, tactical radio.

ROYAL NAVY

ROYAL MARINES COMMANDO (RMC)
3 COMMANDO BRIGADE, ROYAL MARINES

History: It can be said that the Order-In-Council of October 28th, 1664 to create the Duke of York and Albany's Maritime Regiment of Foot gave birth to the Royal Marines. They have fought with distinction in many wars and battles since that time. In 1942, 5 Royal Marines Commando was formed, and the commandos earned a reputation as tough, cunning and resourceful soldiers. The pace of action lessened only slightly after World War II, as the Royal Marines saw action Korea, Malaysia, Borneo, Suez, Aden and Cyprus. As can be expected, the Royal Marines played an important role in Operation COPORATE, usually known as the Falklands War. After Desert Storm, Commando units embarked on Operation HAVEN, to support the Kurds in the north of Iraq. Throughout the 90s, elements of the Commando Brigade saw service in Bosnia, the Congo, the West Indies, Kosovo, and Sierra Leone. The Commando Brigade has seen extensive action recently in Afghanistan and Iraq.

The marines of 3 Commando Brigade Royal Marines undergo one of the most strenuous and exhaustive infantry training regimes in the world. As well as being the elite fighting force for the Royal Navy, the Commando Brigade—along with 16 Air Assault Brigade—is a backbone of the United Kingdom's Joint Rapid Reaction Force.

Organization: 3 Commando is broken into the battalion sized, core maneuver units of 40, 42 and 45 Commando, each with approximately 700 ranks. The total personnel for 3 Commando totals approximately 3,500 ranks in all. Each Commando is commanded by a colonel and is divided into six companies, including the command company, the logistics company, two close combat companies and two stand off companies. A special reconnaissance force, the Brigade Patrol Troop, is attached to the brigade headquarters. Each close combat company includes a company HQ and three close combat troops. Each stand off company includes a company HQ, a heavy machine gun troop, an anti-tank troop and a close combat troop.

3 Commando Brigade also includes the Brigade Reconnaissance Force. The Brigade Reconnaissance Force is not a standing unit, but is created by joining elements from different parts of the RMC. It completes the same core missions as the Brigade Patrol Troop, but includes elements from outside the BPT, such as the Recce Troop or the Tactical Air Control Parties.

Equipment: RMC marines carry the L85A2, the standard assault rifle of the Royal Marines Commando. Marines will also have body armor, the type of which is dependent on what kind of Armor Proficiency the marine has selected. At the very least, the character should have a Concealable Vest, though if the marine has Armor Proficiency (light), an Undercover Vest would be acceptable. Most marines do not carry sidearms, though they will have a combat knife/ bayonet. Each marine will have a tactical radio with a hands-free headset.

It is common for at least two marines in each section to have a squad automatic weapon. This will likely be an L108A1 light machine gun, though it may be the L86A2 light support weapon, which is being phased out of service. It is also possible that a section will have an automatic weapon team using the L7A2 general purpose machine gun. An automatic weapon team includes the operator, armed with the L7A2, and the assistant operator, who carries extra ammunition and helps with ammunition feed if the weapon is used in an

fortified position. Although the L7A2 is usually used with a bipod or tripod, it can be carried and has been used as a personal weapon.

The RMC is famous for marksmanship and its sniper teams have both the L96A1 and the L115A1 sniper rifles available for their use. The L96A1 is most common, though specialty teams, supporting a major action or long-range reconnaissance would use the L115A1, which has better range.

Niche: The 3 Commando Brigade is a highly trained, landing and assault force. While it trains primarily for an amphibious role, its core competencies extend to a variety of terrains. Due to its high levels of training, RMC is often considered a special operations force, though it does not fall under the command of the Special Forces Group. Further, the RMC—along with 16 Air Assault Brigade—is a backbone of the United Kingdom's Joint Rapid Reaction Force.

PCs Role: The RMC is a good place, along with 16 AAB, for PCs to start a military career. Though "regular" military, the RMC is highly trained and a good fit for better than average marines, which is what one would hope the PCs represent. The RMC also includes avenues into special branches, such as Brigade Patrol Troop, Tactical Control Parties, Y Troop and the Fleet Protection Group that could also lead into the Special Forces Group. Since the RMC includes a wind range of specialists, from military police to signals, a wide variety of character types and classes could easily fit into the RMC.

The format of the Brigade Reconnaissance Force, which is an ad hoc collection of elements, would be perfect for a group characters. The Brigade Reconnaissance Force also allows for the inclusion of NPCs who do not outrank the PCs, but can provided required assistance (for example, a communications expert when none of the players wants to play such a character).

REQUIREMENTS

To qualify for RMC, a character must meet the following criteria.

BAB: +3
Skills: Knowledge (tactics) 4 ranks, Navigate 4 ranks, Survival 4 ranks, Swim 4 ranks.
Feats: Amphibious Assault Training, MOS Rifleman, Personal Firearms Proficiency.
Talents: Shock Assault 1

UNIT FEATURES

All of the following are features of RMC.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit.

Unit Specialties: +2 competence bonus to Navigate and Survival skill checks.
Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the RMC only. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.

RMC Marine

Tough Hero 3/Infantry Training 2; CR 5; HD 3d10+12 plus 2d10+6; hp 50; Mas 16; Init +3; Spd 30 ft.; Def 18, touch 15, flat-footed 16; BAB +3; Grp +4; Atk +4 melee (1d4+1, combat knife) or +5 ranged (2d8, L85); FS 5 ft. by 5 ft.; AL RMC; AP 2; Rep +1; SV Fort +7, Ref +5, Will +2; Str 12, Dex 14, Con 16, Int 10, Wis 13, Cha 8.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +1 (-1), Craft (structural) +3, Escape Artist +2 (+0), Hide +2 (+0), Jump +1 (-1), Knowledge (tactics) +4, Listen +3, Move Silently +2 (+0), Navigate +8, Spot +8, Survival +9, Swim +5, Tumble +2 (+0).

Feats: Advanced Firearms Proficiency, Alertness, Amphibious Assault Training (Balance, Hide, Survival), MOS Rifleman (Navigate, Spot, Survival), Personal Firearms Proficiency, Simple Weapons Proficiency.

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

Class Features (Infantry Training): Advanced Training (Shock Assault 1), Defensive Position +1.

Talents (RMC): +2 competence bonus to Navigate and Survival skill checks.

Occ: Military (Knowledge [tactics], Swim).

Possessions: L85A2 assault rifle, 8 L85 magazines, combat knife, backpack, compass, fatigues, flashlight, map of the area, multi-purpose tool, tactical radio, undercover vest armor.

BRIGADE PATROL TROOP
3 COMMANDO BRIGADE, ROYAL MARINES, Brigade Patrol Troop

History: Within the highly trained 3rd Commando Brigade Royal Marines is the Brigade Patrol Troop. This group of specialized teams once operated under the designation of the Artic and Mountain Warfare Cadre. Actions in the Falkland Islands and in the mountainous north of Iraq proved their daring and their skills. As might be expected from its antecedents, every marine in the BPT (Brigade Patrol Troop) is a specialist in arctic and mountain warfare. Moreover, every marine is jump certified. The marksmen of the BPT are considered some of the finest snipers in the UK military.

Organization: The Brigade Patrol Troop is attached to 3 Commando Brigade's headquarters. The BPT consists of six, four-man teams, and each team includes a commander, a communications specialist, a medic and a marksman. Each team is led by a senior non-

missions as the BPT, but includes elements from outside the BPT, such as the Recce Troop or the Tactical Air Control Parties.

Equipment: Unlike other marines in the Royal Marine Commando, those with the BPT carry the Colt Canada C7 assault rifle rather than the L85A2. The BPT weapons also include extra kit, such as laser sights, reflex sights or tactical gunsights, and illuminators. Marksmen use the L96A1 or the L115A1 sniper rifle. All marines will have a combat knife/bayonet, but marines in the BPT are more likely than most to have a sidearm, commonly a SIG Sauer P228 or the ever reliable FN Browning HP.

Marines with the BPT will also have body armor, the type of which is dependent on what kind of Armor Proficiency the marine has selected. At the very least, the character should have a Concealable Vest, though if the marine has Armor Proficiency (light), an Undercover Vest would be acceptable. Each marine in the BPT will have a tactical radio with a hands-free headset.

commissioned officer, such as a sergeant. The BPT is led by captain.

The Brigade Patrol Troop is the core component of the Brigade Reconnaissance Force. The Brigade Reconnaissance Force is not a standing unit, but is created by joining elements from different parts of 3 Commando Brigade. It completes the same core

Niche: The mission of the Brigade Patrol Troop is long-range reconnaissance, intelligence gathering and direct action. The BPT will insert ahead of the main assault body and gather intelligence on enemy positions and movements. It will also complete landing reconnaissance, making the main assault body aware of obstacles and opposition it might encounter.

PCs Role: The Brigade Patrol Troop is an elite troop within an elite brigade, and so is an excellent unit in which to place a group of PCs. Given the BPTs four core specialties, a four character party would make a perfect fit. If there are a larger number of PCs, the format of the Brigade Reconnaissance Force, which is an ad hoc collection of elements, would be perfect, with the BPT providing the core. The Brigade Reconnaissance Force also allows for the inclusion of NPCs who do not outrank the PCs, but can provided required assistance (for example, a communications expert when none of the players wants to play such a character).

REQUIREMENTS

To qualify for the Brigade Patrol Troop, a character must meet the following criteria.

BAB: +5

Skills: Knowledge (tactics) 4 ranks, Hide 4 ranks, Move Silently 4 ranks, Navigate 6 ranks, Survival 6 ranks, Swim 4 ranks.

Feats: Amphibious Assault Training, Jump School, MOS Rifleman, Personal Firearms Proficiency, one of the following: MOS Engineer, MOS Intelligence, MOS Medical, MOS Signals.

Talents: Marksmanship 1, Shock Assault 1

UNIT FEATURES

All of the following are features of the Brigade Patrol Troop.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +3 competence bonus to Navigate and Survival skill checks.

Unit Abilities: The character gains the benefit of the Teamwork feat when working with other members of the RMC only. Groups covered by this class ability are eligible for the Semper Fi class ability. If the character already has the Teamwork feat, and it applies, the bonus is increased to +3. If the character is applying the Semper Fi class ability to such a group(s) covered by this unit ability and with which the character has the Teamwork feat, the bonus is increased to +5 total.

This unit allows access to the Special Operations Prestige Class as presented in RPO3201 *Blood & Guts, Modern Military: Special Operations Command*.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Engineer, MOS Intelligence, MOS Medical, MOS Religious Services, MOS Signals, MOS Supply and Logistics, MOS Transportation, Mountain Warfare, SERE, Sniper School, Urban Warfare College

Brigade Patrol Troop Marine

Tough Hero 3/Infantry Training 3/Recon Training 2; CR 8; HD 3d10+12 plus 3d10+9 plus 2d8+6; hp 73; Mas 16; Init +2; Spd 30 ft.; Def 20, touch 17, flat-footed 18; BAB +5; Grp +6; Atk +6 melee (1d4+1, combat knife) or +7 ranged (2d8, C7) or +7 ranged (2d6, P226); FS 5 ft. by 5 ft.; AL RMC; AP 2; Rep +1; SV Fort +6, Ref +5, Will +1; Str 13, Dex 14, Con 16, Int 10, Wis 13, Cha 8.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +1 (-1), Craft (structural) +3, Escape Artist +2 (+0), Hide +7 (+5), Jump +1 (-1), Knowledge (tactics) +4, Listen +7, Move Silently +7 (+5), Navigate +9, Spot +8, Survival +10, Swim +5, Tumble +6 (+4).

Feats: Advanced Firearms Proficiency, Alertness, Amphibious Assault Training (Balance, Hide, Survival), Jump School, MOS Intelligence (Intimidate, Sense Motive, Tumble), MOS Rifleman (Hide, Navigate, Spot), Personal Firearms Proficiency, Simple Weapons Proficiency.

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

Class Features (Infantry Training): Advanced Training (Shock Assault 1), Defensive Position +1.

Class Features (Recon Training): Advanced Training (Sniper 1), Camouflage.

Talents (Brigade Patrol Troop): +3 competence bonus to Navigate and Survival skill checks.

Occ: Military (Knowledge [tactics], Swim).

Possessions: Colt Canada C7 assault rifle, 8 C7 magazines, SIG Sauer P226 autoloader pistol, 2 P226 magazines, combat knife, backpack, compass, fatigues, flashlight, map of the area, multi-purpose tool, squad radio with satcom, tactical radio, undercover vest armor.

FLEET PROTECTION GROUP
FLEET PROTECTION GROUP, ROYAL MARINES

History: Once known as the Comacchio Group (named after a lake in northern Italy near which the Royal Marine Commando saw extensive action in World War Two), the Fleet Protection Group Royal Marines is assigned to protect the most deadly military asset in the United Kingdom—its nuclear arsenal. The group is tasked, in cooperation with the Ministry of Defence Police, to the protection of nuclear weapons situated at Her Majesty's Naval Base Faslane, at the Royal Naval Armament Depot Coulport and during transportation. Should any hostile force, foreign or domestic, attempt to gain access to the United Kingdom's nuclear weapons,

the Fleet Protection Group is prepared to deny any hostile force that access. As such, they are in a constant state of preparedness.

Along with this awesome responsibility, the Fleet Protection Group provides teams involved in high value asset protection for the Royal Navy as well as non-compliant and hostile target boarding parties. Members of the Fleet Protection Group have been quite busy in the Gulf region. Teams from the Fleet Protection Group have also been involved in protecting Human assets in hostile or dangerous areas. This wide range of tasks insures that members are regularly upgrading their training and skills.

Organization: The Fleet Protection Group is the only Royal Marines unit outside the structure of 3 Commando Brigade. The FPG (Fleet Protection Group) is under the Royal Navy's Commander Operations Fleet. There are three rifle squadrons—O, P, and R—in the Fleet Protection Group, as well as a headquarters squadron stationed at Her Majesty's Naval Base Clyde. Each squadron includes 4 rifle troops. Each rifle squadron rotates through the role of Fleet Standby Rifle Troop, supporting and protecting the Royal Navy throughout the world.

Equipment: The equipment used by the marines of the FPG varies with the mission. It is standard for the FPG marines to carry the L85A2 as a personal weapon and the SIG Sauger P228 as a sidearm. In some situations, such as close quarters battles, FPG marines will be equipped with variants of the Heckler & Koch MP5 submachine gun, usually the MP5A3, MP5N or MP5SD6. The weapons used in the FPG will have whatever extra kit is required for the mission, such as laser sights, reflex sights or tactical gunsights, or illuminators.

Marines with the FPG will also have body armor, the type of which is dependent on what kind of Armor Proficiency the marine has selected. At the very least, the character should have a Concealable Vest, though if the marine has Armor Proficiency (light), an Undercover Vest would be acceptable. Each marine in the FPG will have a tactical radio with a hands-free headset.

Niche: The FPG has a very specific role. It's first task is the final denial of the United Kingdom's nuclear assets. This goal requires extensive training, especially close quarters drill, and immediate readiness. Its secondary role is as a special operations squadron for the Royal Navy. With its training, the FPG offers a wide variety of skills, the most commonly called upon is non-compliant boarding—getting onto and taking control of ships that do not wish to cooperate or are outright hostile.

PCs Role: Because of the open mandate of the Fleet Standby Rifle Troop, the FPG can offer a good chance for mid-level PCs to get some special operations action around the globe. The nuclear asset final denial mandate is extremely important, but up to this point in time, is based mostly on training and creating possible threat scenarios. This could be exciting for PCs, but could become repetitive. However, the FPG would be a good stepping stone into the SBS or some other Special Forces Group unit.

REQUIREMENTS

To qualify for the Fleet Protection Group, a character must meet the following criteria.

BAB: +6

Skills: Knowledge (tactics) 4 ranks, Move Silently 4 ranks, Navigate 4 ranks, Survival 4 ranks, Swim 4 ranks, Tumble 6 ranks.

Feats: Amphibious Assault Training, MOS Rifleman, Personal Firearms Proficiency, Point Blank Shot, Precise Shot.

Talents: Shock Assault 1, Sniper 1

UNIT FEATURES

All of the following are features of FPG.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Move Silently and Tumble skill checks

Unit Abilities: Shock Assault morale modifier increased by +1 (to a maximum bonus of +6)

This unit allows access to the Special Operations Prestige Class as presented in RPO3201 *Blood & Guts, Modern Military: Special Operations Command*.

FPG Operator

Tough Hero 3/Fast Hero 2/Infantry Training 4; CR 9; HD 3d10+12 plus 2d8+6 plus 4d10+12; hp 82; Mas 16; Init +3; Spd 30 ft.; Def 23, touch 20, flat-footed 21; BAB +6/+1; Grp +7; Atk +7/+2 melee (1d4+1, combat knife) or +8/+3 ranged (2d8, L85) or +8/+3 (2d6, P228); FS 5 ft. by 5 ft.; AL RMC; AP 2; Rep +1; SV Fort +7, Ref +7, Will +3; Str 13, Dex 14, Con 16, Int 10, Wis 13, Cha 8.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +3 (+1), Craft (structural) +3, Escape Artist +2 (+0), Hide +6 (+4), Intimidate +3, Jump +1 (-1), Knowledge (tactics) +4, Listen +3, Move Silently +10 (+8), Navigate +6, Spot +8, Survival +7, Swim +5, Tumble +12 (+10).

Feats: Advanced Firearms Proficiency, Alertness, Amphibious Assault Training (Balance, Hide, Survival), Double Tap, Far Shot, MOS Rifleman (Navigate, Spot, Hide), Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency.

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

Talents (Fast Hero): Evasion.

Class Features (Infantry Training): Advanced Training (Shock Assault 1, Sniper 1), Defensive Position +1.

Talents (Fleet Protection Group): +4 competence bonus to Move Silently and Tumble skill checks.

Occ: Military (Knowledge [tactics], Swim).

Possessions: HK MP5 submachine gun (illuminator, laser sight, tactical sling), 6 MP5 magazines, SIG Sauer P228 autoloader pistol (laser sight), 2 P228 magazines, retractable baton (metal baton), 2 tear gas grenades, 2 smoke grenades, chemical light sticks (5), flash goggles, fatigues, gas mask, lock release gun, mesh vest, multipurpose tool, undercover vest armor, upper leg holster, zip-tie handcuffs (25).

TACTICAL AIR CONTROL
3 COMMANDO BRIGADE, ROYAL MARINES, Tactical Air Control Parties

History: Attached to the UK Landing Force Command Support Group of 3 Commando, the Tactical Air Control Parties direct ground support aircraft from the Royal Navy, Royal Air Force or Army Air Corps. Working in groups of three, Tactical Air Control Parties can insert with the pre-assault forces—usually led by elements of the Brigade Patrol Troop—in preparation of a support role for any landing. The Tactical Air Control Parties can be detached from the main assault body for deep penetration operations, usually supported either by the Brigade Patrol Troop or elements of the Special Forces Group. Along with elements of the Brigade Patrol Troop, 59 Commando and Radio Reconnaissance Teams, Tactical Air Control Parties are a component of 3 Commando's Brigade Reconnaissance Force.

Organization: A Tactical Air Control Party consists of three marines. The party can work independently, but is usually attached to another unit, such as the Brigade Patrol Troop, or is used as an element in the Brigade Reconnaissance Force. The Brigade Reconnaissance Force is not a standing unit, but is created by joining elements from different parts of 3 Commando Brigade. It completes the same core missions as the Brigade Patrol Troop, but includes elements from outside the BPT, such as the Recce Troop or the Tactical Air Control Parties.

Equipment: Marines in a Tactical Air Control Party will carry the L85A2, the standard assault rifle of the Royal Marines Commando. Marines will also have body armor, the type of which is dependent on what kind of Armor Proficiency the marine has selected. At the very least, the character should have a Concealable Vest, though if the marine has Armor Proficiency (light), an Undercover Vest would be acceptable. Most marines do not carry sidearms, though they will have a combat knife/bayonet. Each marine will have a tactical radio with a hands-free headset.

Along with weapons and armor, the marines Tactical Air Control will also have radio communications equipment. This is necessary as their role is to call in target locations and fire adjustments. Tactical Air Control Parties will also have viewing equipment as required for their mission. It is likely the team will have a laser target designator.

Niche: Tactical Air Control Parties have a narrow focus. They exist to direct air support and other indirect fire. They do this from a forward capacity, usually meaning either at the battlefront or in hostile or denied territory. Their support role is incredibly important in today's joint operation battlefield, where it is just as often the RAF Tornado delivering precise munitions as the 105mm howitzer raining shells down on the enemy that supports military actions.

PCs Role: Tactical Air Control is a good unit for characters built with access to skills, but such characters still require combat training. Smart characters that have moved through Specialist or Recon training would be a perfect match for Tactical Air Control. Characters in Tactical Air Control can be matched with characters having other skill sets through the use of the Brigade Reconnaissance Force.

The format of the Brigade Reconnaissance Force, which is an ad hoc collection of elements, would be perfect for a group characters. The Brigade Reconnaissance Force also allows for the inclusion of NPCs who do not outrank the PCs, but can provide required assistance (for example, a communications expert when none of the players wants to play such a character).

REQUIREMENTS
To qualify for Tactical Air Control, a character must meet the following criteria.

BAB: +4

Skills: Computer Use 6 ranks, Navigate 6 ranks, Spot 4 ranks, Survival 4 ranks

Feats: Amphibious Assault Training, Electronic Warfare, MOS Signals

UNIT FEATURES
All of the following are features of Tactical Air Control.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit.

Unit Specialties: +2 competence bonus on Computer Use and Spot.

The character provides a +2 modifier to the bombing attack roll of any pilot or other individual delivering the ordnance which the character is directing.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the characters bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Jump School, Jungle/Swamp Warfare, MOS Field Artillery, MOS Rifleman, Mountain Warfare,

Radar Operation, SERE, Urban Warfare College.

Tactical Air Control Marine

Smart Hero 2/Fast Hero 2/Recon Training 3; CR 7; HD 2d6-2 plus 2d8-2 plus 3d8-3; hp 29; Mas 9; Init +2; Spd 35 ft.; Def 22, touch 19, flat-footed 20; BAB +4; Grp +4; Atk +4 melee (1d4, combat knife) or +6 ranged (2d8, L85); FS 5 ft. by 5 ft.; AL RMC; AP 3; Rep +1; SV Fort +1, Ref +6, Will +5; Str 10, Dex 15, Con 9, Int 13, Wis 14, Cha 12.

Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +2 (+0), Craft (electronic) +6, Craft (mechanical) +4, Craft (structural) +4, Computer Use +11, Disable Device +6, Escape Artist +2 (+0), Hide +6 (+4), Jump +2 (+0), Knowledge (tactics) +6, Knowledge (technology) +6, Listen +6, Move Silently +6 (+4), Navigate +7, Repair +5, Speak Language (English, Russian, Serbo-Croatian), Spot +10, Survival +8, Swim +3, Tumble +2 (+0).

Feats: Advanced Firearms Proficiency, Amphibious Assault Training (Hide, Survival, Swim), Burst Fire, Double Tap, Electronic Warfare, MOS Signals (Computer Use, Spot, Tumble), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Talents (Smart Hero): Savant (Computer Use).

Talents (Fast Hero): Increased Speed.

Class Features (Recon Training): Advanced Training (Sniper 1), Camouflage.

Talents (Tactical Air Control): +2 competence bonus on Computer Use and Spot. +2 modifier to the bombing attack roll of ordnance which the character is directing

Occ: Military (Navigate, Survival).

Possessions: L85A2 assault rifle, 8 L85 magazines, combat knife, backpack, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, GPS receiver, laser target designator, map of the area, multi-purpose tool, night vision goggles, squad with satcom radio, tactical radio, undercover vest armor.

Y TROOP

3 COMMANDO BRIGADE, ROYAL MARINES, Y Troop

History: Attached to the UK Landing Force Command Support Group of 3 Commando, Y Troop is the electronics warfare and communications specialist group within the Royal Marines. As well as disrupting enemy transmissions, Y Troop gathers intelligence from enemy communications. The Y Troop Radio Reconnaissance Teams are a part of 3 Commando's pre-assault, scouting forces—usually led by elements of the Brigade Patrol Troop—and act in an electronic reconnaissance and signals capacity in that role.

Organization: The marines in Y Troop work in two- to four-marine Radio Reconnaissance Teams. These teams can work independently, but if they are used in a forward capacity, either at the battlefront or in hostile territory, a team is usually supported by another unit, such as the Brigade Patrol Troop. Radio Reconnaissance Teams are also an element in the Brigade Reconnaissance Force. The Brigade Reconnaissance

Force is not a standing unit, but is created by joining elements from different parts of 3 Commando Brigade. It completes the same core missions as the Brigade Patrol Troop, but includes elements from outside the BPT, such as the Recce Troop or the Tactical Air Control Parties.

Equipment: Marines in Y Troop will carry the L85A2, the standard assault rifle of the Royal Marines Commando. Marines will also have body armor, the type of which is dependent on what kind of Armor Proficiency the marine has selected. At the very least, the character should have a Concealable Vest, though if the marine has Armor Proficiency (light), an Undercover Vest would be acceptable. Most marines do not carry sidearms, though they will have a combat knife/bayonet. Each marine will have a tactical radio with a hands-free headset.

Along with weapons and armor, the marines of Y Troop will also have advanced radio communications equipment. This is necessary as their role is to monitor, intercept, and jam enemy communications while protecting friendly communications from the same. Y Troop marines in Radio Reconnaissance Teams will have portable radio equipment, while those in a stationary role will have a larger suite of linked systems.

Niche: Y Troop provides the ears of the Commando Brigade. To do this, it eavesdrops on enemy communications. It also acquires and reviews signals intelligence, passing this intelligence on to 3 Commando Brigade headquarters.

PCs Role: Y Troop is a good fit for smart characters, especially those with computer or electronics knowledge. The Radio Reconnaissance Team is a good way to insert these characters into the action, as these teams are usually in the thick of the action.

Characters in Y Troop can also join with the Brigade Reconnaissance Force.

The format of the Brigade Reconnaissance Force, which is an ad hoc collection of elements, would be perfect for a group characters. The Brigade Reconnaissance Force also allows for the inclusion of NPCs who do not outrank the PCs, but can provided required assistance (for example, a medic when none of the players wants to play such a character).

REQUIREMENTS

To qualify for Y Troop, a character must meet the following criteria.
 BAB: +3
 Skills: Computer Use 6 ranks, Navigate 4 ranks, Survival 4 ranks
 Feats: Amphibious Assault Training, Electronic Warfare, MOS Signals

UNIT FEATURES

All of the following are features of Y Troop.
 These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list are lost immediately upon leaving the unit.
 Unit Specialties: +2 competence bonus on Computer Use and Survival.
 The character gains an additional +1 to the modifier provided by the Electronic Warfare feat, making the total modifier +4.
 Unit Bonus Feats: Being a member of this unit also adds the following feats to the characters bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Jump School, Jungle/Swamp Warfare, MOS Rifleman, Mountain Warfare, Radar Operation, SERE, Urban Warfare College

Y Troop Marine

Smart Hero 2/Fast Hero 2/Recon Training 2; CR 6; HD 2d6 plus 2d8 Plus 2d8; hp 28; Mas 10; Init +2; Spd 35 ft.; Def 21, touch 18, flat-footed 19; BAB +3; Grp +4; Atk +4 melee (1d4+1, combat knife) or +5 ranged (2d8, L85); FS 5 ft. by 5 ft.; AL RMC; AP 3; Rep +1; SV Fort +2, Ref +6, Will +4; Str 12, Dex 15, Con 10, Int 14, Wis 14, Cha 8.
Skills: (values in parentheses include armor penalty) Balance +2 (+0), Climb +4 (+2), Craft (electronic) +7, Computer Use +12, Disable Device +7, Escape Artist +2 (+0), Hide +7 (+5), Jump +4 (+2), Knowledge (behavioral sciences) +5, Knowledge (physical sciences) +5, Knowledge (tactics) +7, Knowledge (technology) +7, Listen +6, Move Silently +7 (+5), Navigate +8, Repair +6, Speak Language (English, Farsi, Pashto), Spot +8, Survival +10, Swim +5, Tumble +6 (+4).
Feats: Advanced Firearms Proficiency, Amphibious Assault Training (Balance, Hide, Survival), Double Tap, Electronic Warfare, MOS Signals (Computer Use, Spot, Tumble), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.
Talents (Smart Hero): Savant (Computer Use).
Talents (Fast Hero): Increased Speed.
Class Features (Recon Training): Advanced Training (Sniper 1), Camouflage.
Talents (Y Troop): +2 competence bonus on Computer Use and Survival. Additional +1 to the Electronic Warfare modifier, making it +4
Occ: Military (Navigate, Survival).
Possessions: L85A2 assault rifle, 8 L85 magazines, combat knife, backpack, chem-lights (5), compass, electro-optical binoculars, fatigues, flashlight, GPS receiver, map of the area, multi-purpose tool, night vision goggles, notebook computer, squad with satcom radio, tactical radio, undercover vest armor

CHAPTER 4: KIT

WEAPONS

The standard weaponry of the ground forces of the United Kingdom includes the L85A2 assault rifle and the L86A2 light support weapon. These are known to the general public as the SA80. The FN Minimi light machine gun, known as the L108A1, is moving to replace the L86A2 which has not proved satisfactory. While the L108A1 has not replaced the L86A2 in all units, the units described in this book have almost completed the replacement.

In a fire support capacity, soldiers also have access to the "Jimpy"—the L7A2 GPMG (General Purpose Machine Gun) which is a version of the FN MAG—and the "50"—the .50 Browning M2HB. For heavier tasks, the military of the UK can call upon the LAW 80, the MILAN and the venerable M72 LAW. Marksmen have access to the L96A1, the .50 Barrett and the L115A1 LRLCR—Long Range Large Caliber Rifle. Special operations forces have a wider latitude than regular units in the choice of small arms, and any additions to the standard kit is noted in the unit description.

Ranged Weapons

The ranged weapons presented in this sourcebook fall into three general groups: handguns, longarms, and heavy weapons. Handguns and longarms are personal firearms, meaning a firearm designed to be carried and used by a single person. Heavy weapons fall under various exotic weapon proficiencies. Most of these are intended as crew-served weapons, meaning a weapon designed to be carried and used by more than one person.

RANGED WEAPONS TABLE

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must

be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand. A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects

TABLE: RANGED WEAPONS

Weapon	Damage	Critical	Type	Range	RoF	Magazine	Size	Weight	Purchase DC	Restrict.
Handguns (requires Personal Firearms Proficiency)										
Sig Sauer P226 autoloader pistol	2d6	20	Ballistic	30	S	15 box	Small	2 lbs	17	Lic.
Longarms (requires Personal Firearms Proficiency)										
Barrett .50 Anti-Material Rifle	2d12	20	Ballistic	175	2	11 box	Huge	35 lbs	22	Mil.
Colt Canada C7 assault Rifle	2d8	20	Ballistic	85	S,A	30 box	Large	8 lbs	17	Mil.
Colt Canada C8 carbine	2d8	20	Ballistic	75	S,A	30 box	Large	7 lbs	18	Mil.
H&K HK53 short assault rifle	2d8	20	Ballistic	60	S,A	30 box	Medium	7 lbs	20	Mil.
H&K MP5SD6 submachine gun	2d6	20	Ballistic	40	S,A	15 box	Medium	7 lbs	24	Mil.
H&K MP7 PDW	2d6	20	Ballistic	30	S,A	20 box	Medium	5 lbs	24	Mil.
L115A1 sniper rifle	2d10	20	Ballistic	175	S	5 box	Large	16 lbs	24	Mil.
L85A2 assault rifle	2d8	20	Ballistic	80	S,A	30 box	Large	11 lbs	16	Mil.
L86A2 squad automatic weapon	2d8	20	Ballistic	90	S,A	30 box	Large	15 lbs	18	Mil.
L96A1 sniper rifle	2d10	20	Ballistic	125	S	10 box	Large	15 lbs	22	Mil.
Heavy Weapons (requires Exotic Firearms Proficiency)										
Browning .50 M2HB HMG	2d12	20	Ballistic	110	A	linked	Huge	75 lbs	22	Mil.
General Dynamics Mk19	see text	--	--	150	S,A	linked	Huge	75 lbs	34	Mil.
Insys LAW 80 Anti-Tank Rocket*	11d6	20	--	200	1	1 int.	Huge	22 lbs	34	Mil.
L7A2 GPMG	2d10	20	Ballistic	110	A	linked	Huge	28 lbs	30	Mil.
M72 LAW Anti-Tank Rocket*	10d6	20	--	150	1	1 int.	Large	8 lbs	15	Mil.
Milan Anti-Tank Rocket*	12d6	20	--	700	1	1 int.	Huge	55 lbs	36	Mil.
* This weapon does special damage. See the weapon description.										

the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

PERSONAL FIREARMS
Handguns and longarms are personal firearms, meaning a firearm designed to be carried and used by a single person.

Barrett .50 Anti-Material Rifle
The Barrett .50 is very similar as the Barrett Light Fifty. Some modifications have been made to meet British military specifications. While the weapon has an outstanding maximum effective range and it could be used as an anti-personnel sniper rifle, its purpose is anti-material. Sniper teams using this weapon would target vehicles and high-value assets rather than enemy combatants.

The specifications for the Barrett .50 Anti-Material Rifle differ from those of the Light Fifty as found in *the d20 Modern Roleplaying Game*. This helps to maintain the range equivalence for other weapons presented.

Colt Canada C7 Assault Rifle
The C7 is a Canadian-made variant of the M16. Extensive testing done by special operations forces in the United Kingdom led the military to judge the C7 more reliable than the M16A2, which the special operations forces had previously used. Since 1994, the United Kingdom has purchased C7s rather than M16A2s. Like the M16, the C7 is chambered for the 5.56mm NATO cartridge.

Colt Canada C8 Carbine
The C8 is the carbine version of the C7, just as the M4 is

the carbine version of the M16. Unlike the M4, though, the C8 has an effective range only slightly less than the C7. Its reliability, compactness and range have earned it a place with the SAS and SBS special operations forces. The C8 fires the 5.56mm NATO cartridge.

Heckler & Koch HK53 Short Assault Rifle
While the HK53 is approximately the same size as Heckler & Koch's renowned line of MP5 submachine guns, due to its use of 5.56mm NATO cartridges-- which is a rifle round--the weapon is considered a 'short' assault rifle, much like the Colt Commando. Developed in the 1970s from the HK33 assault rifle, itself a descendant of the storied Heckler & Koch G3 assault rifle, the HK53 remains in the shadow of the MP5. The SBS and elements of the Royal Marines Commando have taken to using the HK53 over the MP5, as evidenced in East Timor and during Close Personal Protection details in Afghanistan and Iraq. The HK53 can be purchased with a 3-round burst setting in addition to standard semi- and full automatic settings. The HK53A2 has a fixed polymer stock while the HK53A3 has a collapsible stock.

This weapon has a 3-round burst setting.

Heckler & Koch MP5SD6 Submachine Gun
Most counter-terrorism and hostage rescue teams throughout the world use some variant of the Heckler & Koch MP5 submachine gun. One variant of this extremely popular and excellent submachine gun is the silenced version. The MP5SD6 has a collapsible stock as well as semi-automatic, 3-round burst and full automatic modes. The silencer is integral to the barrel, so it is not removable. Both the Special Project Team of the SAS and M Squadron of the SBS use the MP5SD6. While the weapon is usually used with a 15-round magazine, 30-round magazines are available.

This weapon has a 3-round burst setting and is suppressed.

Heckler & Koch MP7 Personal Defense Weapon
Very recently issued to the SAS units operating in Afghanistan and Iraq, the MP7 is a next generation weapon for close-quarters combat and personal defense. The personal defense weapon is designed to be a step between the submachine gun and the carbine, often around the size of a machine pistol. The MP7 is an incredibly compact weapon chambered with the new 4.6 x30mm round developed by Royal Ordnance to offer more power than the standard 9 mm Parabellum round used in the MP5 and most other submachine guns. While the MP7 is usually used with a 20-round magazine, a 40-round magazine is available.

This mastercraft weapon grants a +1 bonus on attack rolls.

L108A1 Light-Machine Gun
The L108A1 is the UK designation for the FN Minimi. This weapon has gained popularity from its initial use by special operations forces. The Minimi is slowly being adopted into the regular military. Along with the special operations forces of the SAS and SBS, 3 Commando and 16 Air Assault Brigade are also supplied with this weapon now. This weapon will likely take the place of the existing Light Support Weapon, the L86A2.

L115A1 Long Range Large Caliber Rifle
The L115A1 is a development of the L96A1. While the L96A1 was developed for first-shot hits at 600 meters, the British military wanted a sniper rifle to achieve the same at 1,100 meters. The main difference between the L96A1 and the L115A1 is the ammunition. The L115A1 is chambered for the .338 Lapua Magnum, which is 8.60 x70mm as opposed to the 7.62 x51mm of the L96A1. This weapon is issued to the Joint Rapid Reaction Force, which includes 3 Commando Brigade and 16 Air Assault Brigade. The L115A1 is the military version of the Accuracy International Arctic Warfare Magnum.

L85A2 Assault Rifle

The L85A2 is the service designation for the most recent upgrade of the L85, the military name for Enfield's SA80 (said to mean Small Arm 1980) Infantry Weapon. The L85 family of weapons is much maligned for problems with jamming and misfires, though it is reported to be a highly accurate weapon. L85A2s include an integral X4 SUSAT (Sight Unit Small Arms Trilux) sight, though it can be fitted with other sights and includes back-up iron sights. The L85A2 is a bullpup assault rifle meaning its magazine and assembly are behind the trigger. This also means it cannot be used left-handed (due to the necessary placement of the ejection port) unless it is adjusted for left-handed use, which requires a Repair skill check against DC 15. The L85A2 fires the 5.56mm NATO cartridge.

L86A2 Light Support Weapon

The L86A2 is the Light Support Weapon variant of the SA80. Visually, it is very similar to the L85A2, though it has a longer, heavier barrel and it provides greater muzzle velocity and accuracy than the L85A2. It also includes a bipod and a folding shoulder support in the butt. Unfortunately, like the L85A2, the L86A2 is plagued with problems. It has been criticized for its small magazine capacity and a lack of reliability when firing in fully automatic mode. The L86A2 is also equipped with an integral X4 SUSAT (Sight Unit Small Arms Trilux) sight and is chambered for the 5.56mm NATO cartridge.

L96A1 Sniper Rifle

The L96A1 is a bolt-action sniper rifle based on the Accuracy International AW. Originally, the Accuracy International PM was chosen in a competition to replace the L42 Enfield. This weapon was the L96. The Swedish military, looking for a sniper weapon that remained functional in extreme environmental conditions, including temperatures regularly reaching -30 degrees C, chose the Accuracy International AW (Arctic Warfare), which the British military then adopted as the L96A1. Firing 7.62 NATO ammunition, the L96A1 is a popular marksman's weapon among the militaries of Europe.

SIG Sauer P226

The P226 is an auto-loading pistol based on the popular P220. It narrowly missed replacing the Colt M1911A1 .45 ACP pistol as the standard sidearm of the U.S. Military. The Beretta 92--known as the M9 by the U.S. Military--won that competition. However, many militaries and police forces around the world have chosen the P226. The SAS and SBS have adopted the P226 as their standard sidearm, replacing the venerable Browning Hi-Power.

Heavy Weapons

Heavy weapons fall under various exotic weapon proficiencies, as listed in each weapon's description. Most of the weapons listed, though not all, are intended as crew-served weapons, meaning a weapon designed to be carried and used by more than one person.

Browning .50 M2HB

This is one of the most recognizable weapons in the world. The M2HB is often used on vehicles or in emplacements. The 50 cannot be used without a mount, bipod, tripod or other brace. While it isn't easy to transport, it offers a potent punch for infantry or other units without the benefit of armored support.

The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

Euromissile Milan Anti-Tank Rocket

A joint project of Germany's Daimler-Benz Aerospace (DASA) and France's Aerospatiale SA, the MILAN is a wire-guided, man-portable anti-tank rocket. The system includes the rocket and the launcher, so, unlike the LAW system, the MILAN system is not disposable. The guidance system is known as SACLOS (Semi Automatic Command to Line of Sight), and the user only needs to maintain the target in the sight and the rocket will zero in on it. The system is so accurate that SAS operators allegedly struck illumination flares during practice and even severed the strings attaching the flare to its parachute.

The MILAN is man portable by dividing the weight between two gunners. The missile itself weighs 17 pounds while the launch assembly weighs 38. Standard deployment has the gunner carry the firing post and the assistance gunner carry 2 missiles.

The MILAN explodes like a grenade on impact, dealing 12d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed to penetrate armor of military vehicles, so it ignores up to 15 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The MILAN's minimum range is 1000 feet, so if fired against a target closer than 1000 feet away, it will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

The MILAN's SACLOS sight provides the user with a +2 circumstance bonus to attack rolls. Using the sight is a standard action.

General Dynamics Mk19 automatic grenade launcher

The Mk19 is a belt-fed grenade launcher that includes both semi-automatic and automatic modes of fire. It uses 40mm grenades similar to those used by the M203, except that the Mk19 uses high velocity ammunition. If using 40mm grenades designed for the M203 or M79 grenade launchers, lower the range to 100 ft.

While the Mk19 is man portable, due to its size and weight, it requires a mount to be fired. Within the military to the UK, the Mk19 is generally in use only as a vehicle weapon by the Special Forces Group.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Insys LAW 80 Anti-Tank Rocket

The British military LAW (light anti-tank weapon) is a 94mm HEAT (high explosive anti-tank) rocket that is man-portable and includes a spotting rifle with an integral low-light sight. The LAW 80 is planned to be replaced by a next-generation anti-tank rocket. As it now stands, the LAW 80 is the standard anti-armor weapon for 3 Commando and 16 Air Assault.

The LAW 80 explodes like a grenade on impact, dealing 11d6 damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). The warhead is designed to penetrate armor of military vehicles, so it ignores up to 12 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The LAW 80 needs 30 feet to arm itself, so, if fired against a target closer than 30 feet, it will not explode. The impact will still cause 2d10 damage.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

L7A2 General-Purpose Machine Gun

The L7A2 is a license-built variant of the Belgian FN MAG machine gun. It is used both as a light and sustained-fire machine gun. Usually fired from a bipod or tripod, Royal Marines were documented using the L7A2--also known as the GPMG or 'jimpy'--on a sling as a man-portable weapon in Afghanistan. When used with a bipod, tripod or mount, the GPMG can be used in conjunction with a sight, and special operations forces have equipped some with MAXI Kite night optics sights. Variants of the GPMG are used on tanks, light armored vehicles and helicopters. The GPMG fires the 7.62mm NATO cartridge.

If fired without a bipod, tripod or support of some sort, the L7A2 inflicts a -4 penalty to attack rolls.

The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72 LAW Anti-Tank Rocket

While the LAW 80 is the standard issue anti-tank rocket for 3 Commando and 16 Air Assault, the operators of the SAS and the SBS still often carry the M72 LAW which is much lighter but still packs quite a punch. Though designed for anti-armor, the M72 is usually used against fortifications and emplacements.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

GRENADES AND EXPLOSIVES
Flash-Bang (Stun Grenade)

Military and police forces use these weapons to stun crowds or hostage takers. On the round that it is thrown, a stun grenade explodes with a bright flash and loud sound, overwhelming anyone with unprotected senses.

A character caught in the burst of a stun grenade must make a Fortitude save (DC 20) or be stunned for 2 rounds.

The purchase DC given is for a box of 6 grenades.

Shaped Charge

Technically, this is a linear shaped shaped, which is an explosive charge encased in a material that serves to direct and confine its detonation. The shaped charge is designed to destroy material in a specific pattern

TABLE: GRENADES AND EXPLOSIVES

Weapon	Damage	Critical	Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restrict.
Flash-Bang grenade	see text	--	--	25 ft.	--	10 ft.	S	2 lbs.	12	Mil.
Shaped Charge explosive*	8d6	--	Fire	--	--	--	S	2 lbs.	17	Mil.
* This weapon does special damage. See the weapon description.										

without damaging surrounding area. The damage from a shaped charge is applied directly to the break DC of the object or material which it has been set for. A shaped charge might be used to remove a window by destroying its frame, or to create a rectangular opening in a wall and thereby gain access to an area

A shaped charge requires a Demolitions skill check against DC 15 to set correctly. Failing this check reduces the damage by 4 dice, to 4d6. Failing this check by greater than 10 reduces the damage by 6 dice, to 2d6. Succeeding in the skill check by more than 10 increases the damage by 4 dice, to 12d6.

EQUIPMENT

Radio, satcom
This is a man-portable satellite communications terminal. In order to contact a satellite, that satellite must be in line-of-sight, meaning the satcom cannot communicate with a satellite that is beyond the horizon. Most satcom terminals can be used as computer modems and have encryption capabilities. An example of a satcom would be the AN/PRC 137F Satellite Communications Terminal.

Radio, squad
This is a man-portable radio used for long-range communications, such as with the unit's base. The squad radio is also used to communicate with other units and vehicles when on a joint operation. Most squad radios can be used as computer modems and have encryption capabilities. The effective range is up to 35 miles, but the normal range in less than ideal conditions is 20 miles. Examples of squad radios would include the UK/PRC-320 and the AN/PRC 119 Single-Channel Ground and Airborne Radio System.

Radio, squad with satcom
This is a squad radio that has satcom capabilities. This unit performs as do satcoms and squad radios. An example of a squad radio with satcom would be the AN/PRC-117F.

Radio, tactical
This is a man-portable radio used for short-range communication between members of the same unit. In most situations, every member of a unit will have a tactical radio, which keeps all members connected. The effective range is up to 2 miles. Examples of tactical radios include the UK/PRC-349 and the SABER series of radios.

Sling, tactical
A sling is a harness for a longarm designed to support the weapon when that weapon is not in use. A tactical sling holds a longarm close to the body of the bearer in a position that allows the bearer to quickly bring the weapon to ready.

When using a tactical sling, the character can drop a longarm as a free action and the sling will hold that weapon for later use. To bring the weapon to ready requires a move or attack action.

Target designator, laser
This is a device used to 'paint' a target for air strike or some type of laser-guided munitions. An example of this is the AN/PAQ-10 in use by the United States Special Forces. The range for this device is up to 5 miles. The use of the device provides an equipment bonus equal to the user's ranged attack bonus when another individual or device is attacking the painted target with laser-guided munitions. Targeting with this device does not incur range penalties for the user.

VEHICLES
Vehicles are described by a number of statistics, as shown on the various tables, such as Table: Helicopters and Table: Wheeled Vehicles.

TABLE: EQUIPMENT

Object	Size	Weight	Purchase DC	Restrict.
radio, satcom	M	8 lbs	25	--
radio, squad	M	18.5 lbs	23	--
radio, squad with satcom	M	15 lbs	26	--
radio, tactical	T	1 lb	15	--
sling, tactical	T	1 lb	5	--
target designator, laser	L	10 lbs	28	License

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers (Pass): The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Please note, when listing the passenger capacity of the vehicles described, real world statistics are used and are not based on 1 individual per square.

Cargo Capacity (Cargo): The amount of cargo the vehicle is designed to carry measured in pounds. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative (Init.): The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver (Man.): The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defense (Def): The vehicle's Defense.

Hardness (Hard): The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points (HP): The vehicle's full normal hit points.

Size: This is the vehicle's size based on the vehicle size category. Please note, vehicle size categories are defined differently from the size categories for weapons and other objects.

Purchase DC: This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

Restriction (Restrict.): The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

HELICOPTERS

The mobility and support role of the helicopter has grown along with the sophistication of these vehicles. The main uses for helicopters among the special operations forces of the United Kingdom remains mobility and logistical support of extended operations.

Chinook Helicopter

The Chinook is the heavy-lift helicopter for the Army, Navy and Air Force. 7 Squadron, which is usually responsible for inserting special operations forces,

Eurocopter Puma

TABLE: HELICOPTERS

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Purchase DC	Restrict.
Boeing Chinook	3	45	10,000	-4	-4	340 (34)	6	8	60	G	36	Milit.
EH101 Merlin	1 (3)	30 (45)	6,000	-4	-4	310 (31)	7	5	50	G	36	Milit.
Eurocopter Puma	2	25	6,000	-4	-4	342 (34)	7	5	50	G	36	Milit.
Westland Gazelle	1	3	1,650	-3	-3	342 (34)	6	5	35	G	33	Milit.
Westland Lynx	2	9	2,000	-3	-3	288 (28)	6	5	45	G	35	Milit.

fly the Chinook. Royal Air Force Chinooks are used to transport the airmobile troops of 16 Air Assault Brigade. Due to its size, not all landing fields or decks are capable of accommodating it. The Chinook HC. Mk 2 used by the British military is similar in most respects to the MH-47 Chinook save for the avionics and threat response packages.

The Chinook is 20 squares long (including front and rear rotors), and 12 squares wide (rotor diameter). The fuselage is 11 squares long and 3 squares wide.

EH101 Merlin Helicopter

The Merlin is designed and manufactured through a cooperative venture between the United Kingdom and Italy. The variants of the Merlin include an anti-submarine (ASW) model, a utility model and a support model, as well as a civilian variant. The Merlin has mounts for torpedoes or missiles--the ASW model having space for four torpedoes while the support model having space for two air-to-surface missiles and all models have wing-stubs that can be used as secondary weapon mounts. A .50 M2HB or L7A2 7.62mm machine gun could be pintel-mounted at the rear ramp and/or in a chin turret. With a cruising speed of 170 mp/h, the Merlin has a range of about 700 miles, though this can be increased up to 850 miles with drop tanks (1,300 miles for the utility model), and Royal Air Force Merlins include a detachable mid-air refueling probe.

While a single pilot can fly the Royal Navy Merlin, the standard is a crew of three (pilot, co-pilot and crewman). The utility model has seating for up to 30 fully-equipped troops, but 45 can stand in the cabin. The ASW and support model have much less room due to extra equipment and in such models only 10 passengers total should be allowed. While the utility model can carry 6,000 pounds internally or 12,000 pounds externally (underslung) other models have a limit of 3,000 pounds.

The Merlin is 8 squares long and 7 squares wide (rotor diameter). The fuselage is 6 squares long and 1 square wide.

Eurocopter Puma Helicopter

This medium-lift aircraft is widely used in its utility variant. Royal Air Force Pumas are used to transport the airmobile troops of 16 Air Assault Brigade. These Pumas--the AS 532 Cougar variant--can transport 25 fully-equipped troops. This version often has pintel mounted L7A2 7.62mm machine guns at its side doors. It has a range of 500 miles and a cruising speed of 155 mp/h. It has an underslung payload maximum of 9,000 pounds.

The Puma is 7 squares long and 3 squares wide (rotor diameter). The fuselage is 5 squares long and 1square wide.

Westland Gazelle

This is the AS 342 version of the French Aerospatiale Gazelle built by Westland in the United Kingdom. The Gazelle is a light utility helicopter, often used in a support and anti-tank capacity by 16 Air Assault Brigade. All weapons are carried as external stores on racks and a GIAT 20-mm cannon is installed on the right side of some of these aircraft. Up to six missiles, rockets or gun pods can be attached to these racks with a maximum weapons' payload of 1,550 pounds. The range of the Gazelle with a standard load is approximately 430 miles.

The Gazelle is 4 squares long and 3 squares wide (rotor diameter). The fuselage is 3 squares long and 1 square wide.

Westland Lynx Helicopter

The Lynx comes in two main models, a wheeled, Naval version and an Army version with skids. It can carry up to 9 fully-equipped troops. When not carrying troops, the cabin can hold up to 2,000 pounds of cargo. Its maximum range with auxiliary fuel is 610 miles. It can carry up to 3,000 pounds underslung. The Battlefield Lynx in a support role can be armed with missiles--such as the Hellfire or TOW--on external mounts for missiles. These mounts can also be used for 20mm cannon or L7A2 7.62mm machine gun pods. Pintel mounts are available at the cabin side doors for .50

TABLE: MARITIME VEHICLES

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Purchase DC	Restrict.
Folding Kayak	2	--	750	-3	-3	23 (2)	3	2	5	L	24	--
Inflatable Raiding Craft Mk. 2	1	7	500	-3	-2	44 (4)	3	1	8	G	23	Lic.

M2HB or L7A2 7.62mm machine guns. The Naval version of the Lynx, the Super Lynx, can carry two medium-range or four short-range anti-ship missiles.

The Battlefield Lynx is used both in its troop transport and it support variant by 16 Air Assault Brigade. The Royal Navy uses a variant of the Super Lynx for naval operations.

The Lynx is 5 squares long and 3 squares wide (rotor diameter). The fuselage is 4 squares long and 1 square wide.

MARITIME VEHICLES

With both the SBS and SAS Boat Troops operating in a maritime environment, maritime mobility is important. The small craft used for raiding and reconnaissance operations are also available to the Royal Marines Commando, and their various operating units.

Folding Kayak

These small craft are sturdy, two-man kayaks that can be folded into three carrying bags for overland transportation. These folding watercraft are commonly associated with the SBS. When folded, the kayaks fit into 3 bags, each with an encumbrance value of 25 pounds.

The folding kayak is 1.5 squares long by 0.5 squares wide.

Inflatable Raiding Craft Mk. 2

Also called the Medium Inflatable Boat (MIB), the IRC Mk. 2 is used by the SBS and the 539 Assault Squadron--the squadron tasked with landing the Royal Marines--for covert insertions and insertions from submarines. Two 30 horsepower outboard motors power the craft which is controlled by a single coxswain. When used by the SBS for covert insertion from a submarine, the craft is inflated on the submarine's deck. These craft are also carried on Royal Navy frigates and destroyers.

The IRC Mk. 2 is 4 squares long and 3 squares wide.

WHEELED VEHICLES

Wheeled vehicles have become more common within the British military, including armored vehicles like the Saxon. For special operations forces, mobility is essential. Land mobility is commonly supplied by the Land Rover. The Land Rover is ubiquitous for its role as a raiding and strike vehicle, used with great success by the SAS and SBS in the Gulf War and more recently in Afghanistan and Iraq.

Land Rover Defender 110

The 110 is the standard Land Rover used in the military of the United Kingdom. 16 Air Assault Brigade uses the 110 as a mobility vehicle but it is also uses the modified 110 as its ground mobile weapons platform. In this role, the 110 crew includes a driver, commander and gunner. As with the other variants of the Land Rover, the 110 often has a ring-mount installed which can accommodate an M2HB, Mk. 19 grenade launcher, GPMG or an anti-tank weapon. A passenger-side hard point is available as a mount for a GPMG or Minimi. As a mobility vehicle, the 110 can accommodate up to 7 passengers.

The 110 is 3 squares long and 2 squares wide.

TABLE: WHEELED VEHICLES

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Purchase DC	Restrict.
Land Rover Defender 110	3	7	2,500	-1	-1	126 (12)	8	6	35	H	32	Res.
Land Rover RDV	3	--	2,500	-1	0	130 (13)	8	5	35	H	32	Milit.
Land Rover SOV	3	--	2,900	-1	-1	126 (12)	8	8	40	H	35	Milit.

Land Rover Rapid Deployment Vehicle

Originally introduced in 1993, the RDV (Rapid Deployment Vehicle) is completely airmobile, capable of being loaded onto a Chinook helicopter or Hercules aircraft. Not as heavily armed or armored as other Defender models, the RDV still has a mount for a Browning M2HB, Mk. 19 grenade launcher, TOW anti-tank weapon or GPMG and has optional hardpoints on both passenger- and driver-side door hinges for GPMGs or Minimis. A distinctive aspect of the RDV is the roll-over bar, tested up to speeds of 30 mph fully loaded. At the front of the vehicle, a special camouflage-net storage compartment can be attached. This vehicle is not common, but being the most portable of the Land Rover versions, it is likely to be the first inserted in any situation.

The RDV is 3 squares long and 2 squares wide.

Land Rover Special Operations Vehicle

The Land Rover SOV (Special Operations Vehicle) is a variant of the Land Rover 110. It can carry up to 7 passengers or 2,900 lbs. of cargo. The SOV is usually heavily armed, with either the Browning M2HB or Mk 19 grenade launcher mounted on the roll-bar, and a GPMG or Minimi mounted on a hard-point on the passenger-side. Due to its combat role, the SOV includes protection from mines and other explosives in the form of special composite armor. The vehicle is fully air portable. It can be para-dropped, carried in a Hercules aircraft or a Chinook helicopter. The SOV can also be carried underslung by most medium-lift helicopters. Front impact protection is standard on the SOV as well as a front-mounted winch that is rated at 7,000 lbs.

The SOV is 3 squares long and 2 squares wide.

CHAPTER 4: RANKS AND MEDALS

RANK

Below is a table with the ranks and their equivalencies among the three services and the Royal Marines Commando. The ranks are presented in the same format as in *Blood & Guts 2 Modern Military Training Manual* and should be used in the same manner as presented there.

Promotion DC: This is the DC required to achieve Promotion to the listed rank. Please see *Blood & Guts 2 Modern Military Training Manual* for an explanation of Promotion.

Requisition DC: This is the bonus to any checks the character makes to requisition equipment, manpower or information. Please see *Blood & Guts 2 Modern Military Training Manual* for an explanation of Requisition.

Pay Grade: This is the Wealth Award a character receives, in pension, job placement assistance and college aid when he or she leaves the service (gives up the Active Duty Allegiance). Characters who only had the Reserve Duty Allegiance receive half this amount. A character may only receive this award once.

TABLE 2-9: RANKS

Rank Title	Promotion DC	Requisition DC	Pay Grade
Non-Commissioned Ranks, British Army			
Private	---	+0	+1
Lance Corporal	16	+1	+2
Corporal	18	+3	+3
Sergeant	20	+6	+5
Staff Sergeant	22	+8	+6
Warrant Officer, 2nd Class	25	+12	+8
Warrant Officer, 1st Class	26	+14	+9
Commissioned Ranks, British Army			
Second Lieutenant	---	+4	+4
Lieutenant	20	+6	+6
Captain	22	+9	+8
Major	24	+12	+10
Lieutenant Colonel	26	+15	+12
Colonel	28	+18	+14
Brigadier	30	+21	+16
Major General	32	+24	+18
Lieutenant General	34	+27	+20
General	36	+30	+22
Field Marshal*	38	+33	+24
Non-Commissioned Ranks, Royal Air Force			
Aircraftman	---	+0	+1
Leading Aircraftman	15	+1	+2
Senior Aircraftman	16	+2	+3
Corporal	20	+6	+5
Sergeant	21	+8	+6
Flight Sergeant	25	+12	+8
Warrant Officer	26	+14	+9

Rank Title	Promotion DC	Requisition DC	Pay Grade
Commissioned Ranks, Royal Air Force			
Pilot Officer	---	+4	+4
Flying Officer	20	+6	+6
Flight Lieutenant	22	+9	+8
Squadron Leader	24	+12	+10
Wing Commander	26	+15	+12
Group Captain	28	+18	+14
Air Commodore	30	+21	+16
Air Vice-Marshal	32	+24	+18
Air Marshal	34	+27	+20
Air Chief Marshal	36	+30	+22
Marshal of the Air Force*	38	+33	+24
Non-Commissioned Ranks, Royal Marines Comando			
Marine	---	+0	+1
Lance Corporal	16	+1	+2
Corporal	18	+3	+3
Sergeant	20	+6	+5
Colour Sergeant	22	+8	+6
Warrant Officer, 2nd Class	25	+12	+8
Warrant Officer, 1st Class	26	+14	+9
Commissioned Ranks, Royal Marines Comando			
Second Lieutenant	---	+4	+4
Lieutenant	20	+6	+6
Captain	22	+9	+8
Major	24	+12	+10
Lieutenant Colonel	26	+15	+12
Colonel	28	+18	+14

Rank Title	Promotion DC	Requisition DC	Pay Grade
Brigadier	30	+21	+16
Major General	32	+24	+18
Lieutenant General*	34	+27	+20
General*	36	+30	+22
Non-Commissioned Ranks, Royal Navy			
Ordinary Seaman	---	+0	+1
Able Seaman	16	+1	+3
Leading Seaman	18	+3	+4
Petty Officer	21	+7	+6
Chief Petty Officer	24	+10	+8
Warrant Officer	26	+14	+9
Commissioned Ranks, Royal Navy			
Midshipman	---	+4	+4
Sub-Lieutenant	20	+6	+6
Lieutenant	22	+9	+8
Lieutenant-Commander	24	+12	+10
Commander	26	+15	+12
Captain	28	+18	+14
Commodore	30	+21	+16
Rear Admiral	32	+24	+18
Vice-Admiral	34	+27	+20
Admiral	36	+30	+22
Admiral of the Fleet*	38	+33	+24

* These ranks exist but are not filled at this time.

MEDALS

The medal listed below are available to serving members of the military of the United Kingdom. Please note, operators on a clandestine or covert mission will not be eligible to receive a medal for their actions. Medals are relegated to publicly acknowledged, regular military operations.

The medal check is explained in *Blood & Guts 2 Modern Military Training Manual*.

Distinguished Service Order (DSO)
All, DC: 40

Rather than a medal, this is an order to which an individual may be awarded membership. The DSO was originally rewarded for instances of conspicuous gallantry, but is now awarded in recognition of successful leadership or command.

Prerequisite: To check for this medal, the character must have been in command of an active, regular military operation in which combat occurred. For each 1,000 service members in the command, the character receives a +1 modifier to the medal check. If the operation includes two branches of the military, the character receives a +5 modifier to the check. If all three branches are involved (Air Force, Army, and Navy), the character receives a +15 modifier. If the Royal Marines Commando are involved, the character receives a further +5 modifier. If the operation succeeded at a cost of less than 1% dead or missing in action, the character receives a +10 modifier to the medal check.

Effect: The character makes a single Promotion check at +12. If the character gained a level, the character may make a second Promotion check as normal. The character gains a +4 Reaction from all characters with Allegiances to military, country, patriotism, loyalty, etc. The character gains +8 on all future Promotion checks.

Victoria Cross (VC)
DC: 35

This medal is named for and was instituted by Queen Victoria. It recognizes individual gallantry and it is the highest award for bravery in operational service.

Prerequisite: To check for this medal, the character must have participated in an encounter with an Encounter Level higher than the character's level while the character is involved in a military combat operation. For each level the EL is higher than the character's level, a +1 modifier to the medal check is awarded. Make only one check for this and the Distinguished Flying Cross/Distinguished Service Cross/Military Cross, comparing the result of the Medal Check to both DCs. If the modified roll is 35 or higher, the character is awarded the Victoria Cross only.

Effect: The character makes a Promotion check immediately upon receiving this medal at +10. If the character also gained a level as a result of the adventure in which this medal was gained, the character make a normal Promotion check, and can gain 2 Ranks this level. The character gains +4 on all future Promotion checks.

Distinguished Flying Cross (DFC)
DC: 30

This medal was created in recognition of the creation of the Royal Air Force. It is awarded to recognize gallantry and bravery during operations in the air.

Prerequisite: To check for this medal, the character must have participated in an encounter with an Encounter Level higher than the character's level while the character is involved in an air force combat operation. For each level the EL is higher than the character's level, a +1 modifier to the medal check is awarded. Make only one check for this and the Victoria Cross, comparing the result of the Medal Check to both DCs. If the modified roll is higher than or equal to 30 but less than 35, the character is awarded the DFC only.

Effect: You gain a +6 bonus on your next Promotion check, and a +4 bonus on all future Promotion checks.

Distinguished Service Cross (DSC)
DC: 30

Originally the Conspicuous Service Cross, this award later became the Distinguished Service Cross. It is awarded for gallantry and bravery during operations at sea.

Prerequisite: To check for this medal, the character must have participated in an encounter with an Encounter Level higher than the character's level while the character is involved in a combat operation at sea. For each level the EL is higher than the character's level, a +1 modifier to the medal check is awarded. Make only one check for this and the Victoria Cross, comparing the result of the Medal Check to both DCs. If the modified roll is higher than or equal to 30 but less than 35, the character is awarded the DSC only.

Effect: You gain a +6 bonus on your next Promotion check, and a +4 bonus on all future Promotion checks.

Military Cross (MC)

Created during the First World War, this award recognizes gallantry and bravery during operations on land.

Prerequisite: To check for this medal, the character must have participated in an encounter with an Encounter Level higher than the character's level while the character is involved in a combat operation on land. For each level the EL is higher than the character's level, a +1 modifier to the medal check is awarded. Make only one check for this and the Victoria Cross, comparing the result of the Medal Check to both DCs. If the modified roll is higher than or equal to 30 but less than 35, the character is awarded the MC only.

Effect: You gain a +6 bonus on your next Promotion check, and a +4 bonus on all future Promotion checks.

Not In Operations
The United Kingdom also awards medals for actions outside of combat operations. Some of these medals are available to civilians as well.

George Cross (GC)
Military, Civilian DC 40

This award was instituted during the Second World War and recognizes bravery and gallantry outside of military operations. It is considered of an equal level with the Victoria Cross.

Prerequisite: To check for this medal, the character must have participated in an event or encounter of a non-combat nature that threatens at an Encounter Level higher than the character's level. For each level the EL is higher than the character's level, a +1 modifier to the medal check is awarded. Make only one check for this, the George Medal and the Queen's Gallantry Medal, comparing the result of the Medal Check to all DCs. If the modified roll is 40 or higher, the character is awarded the GC only.

This medal may also be used as a story-based award for characters acting outside combat operations, such as on humanitarian or peace-keeping missions. In such a case, no medal check is required, and the GM may award it as a narrative award. If this is done, it is suggested that the Effect of the medal also be translated into a narrative Effect, rather than the mechanical Effect on Promotion.

Effect: The character makes a Promotion check immediately upon receiving this medal at +10. If the character also gained a level as a result of the adventure in which this medal was gained, the character make a normal Promotion check, and can gain 2 Ranks this level. The character gains +4 on all future Promotion checks.

George Medal (GM)
Military, DC 35

Created at the same time as the George Cross, this medal also recognizes bravery and gallantry outside of military operations. Its most common recipients in the military are bomb and explosive ordnance disposal crews.

Prerequisite: To check for this medal, the character must have participated in an event or encounter of a non-combat nature that threatens at an Encounter Level higher than the character's level. For each level the EL is higher than the character's level, a +1 modifier to the medal check is awarded. Make only one check for this, the George Cross and the Queen's Gallantry Medal, comparing the result of the Medal Check to all DCs. If the modified roll is higher than or equal to 35 but lower than 40, the character is awarded the GM only.

This medal may also be used as a story-based award for characters acting outside combat operations, such as on humanitarian or peace-keeping missions. In such a case, no medal check is required, and the GM may award it as a narrative award. If this is done, it is suggested that the Effect of the medal also be translated into a narrative Effect, rather than the mechanical Effect on Promotion.

Effect: You gain a +6 bonus on your next Promotion check, and a +4 bonus on all future Promotion checks.

Queen's Gallantry Medal (QGM)
Military, DC 30

This award was created by Queen Elizabeth II to recognize acts of bravery outside combat operations that, while notable and commendable, do not rise to the level of the George Medal.

Prerequisite: To check for this medal, the character must have participated in an event or encounter of a non-combat nature that threatens at an Encounter Level higher than the character's level. For each level the EL is higher than the character's level, a +1 modifier to the medal check is awarded. Make only one check for this, the George Cross and the George Medal, comparing the result of the Medal Check to all DCs. If the modified roll is higher than or equal to 30 but lower than 35, the character is awarded the GM only.

This medal may also be used as a story-based award for characters acting outside combat operations, such as on humanitarian or peace-keeping missions. In such a case, no medal check is required, and the GM may award it as a narrative award. If this is done, it is suggested that the Effect of the medal also be translated into a narrative Effect, rather than the mechanical Effect on Promotion.

Effect: The character gains a +4 bonus on the next promotion check, and a +2 bonus on all future promotion checks.

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