

G U R P S[®]

SPECIAL OPS

THIRD EDITION

BY GREG ROSE

STEVE JACKSON GAMES

GURPS®

**Counterterrorism,
Hostage
Rescue,
and Action
Behind the
Lines**

SPECIAL OPS

Third Edition

Second Edition
Revised by
JOHN GOFF

By
GREG ROSE

Third Edition Revised by
**WILLIAM TOPOREK and
HANS-CHRISTIAN VORTISCH**

Third Edition edited by
WILLIAM STODDARD

Second Edition edited by
SEAN PUNCH

First Edition edited by
MICHAEL HURST and
CREEDE LAMBARD

Illustration and Design by
GENE SEABOLT

Cover by
DANILO DUČAK

Useful Assistance on Third Edition by: CPT Bryan Adams, CPT Daniel Bailey, Rupert Boleyn, LTC Clarence Chae, Douglas Cole, Carol Darby, Shawn Fisher, ILT Brian Foster, MSG Joseph Johnson, and jones, Matt Jones, Nigel McCarty-Eigenmann, Pauli Hakala, SSGT Mark Hildreth, Sami Hyypiä, PO1 Matthew Lewis, Onno Meyer, SPC David Osborne, SGT Kenneth Peters, MAJ Edward P. Shannahan, SGT Keni Thomas, Paul Vissing, and the wonderful people at USASOC, JSOC, and Department of Defense PAO.

GURPS System Design ☉ STEVE JACKSON

Creative Director ☉ PHILIP REED

Managing Editor ☉ ANDREW HACKARD

GURPS Line Editor ☉ SEAN PUNCH

Project Administrator ☉ MONIQUE CHAPMAN

Print Buyer ☉ MONICA STEPHENS

Production Assistance ☉ WAYNE BARRETT and
ALEX FERNANDEZ

Indexing ☉ JEFF WILSON

GURPS Errata Coordinator ☉ ANDY VETROMILE

Sales Manager ☉ ROSS JEPSON

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Special Ops*, *Pyramid*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

GURPS Special Ops is copyright © 1990, 1999, 2002 by Steve Jackson Games Incorporated. Some art based on photographs from the U.S. Department of Defense and armed forces, and United Kingdom, Russian, and Canadian Ministries of Defense. Special thanks to Carol Darby, Army SO Comm and Public Affairs Office.

ISBN 1-55634-625-5

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

CONTENTS

TOP SECRET 4

- REF: About the Author 4
- REF: About the Revisor
of the Second Edition 4
- REF: About the Revisors
of the Third Edition 4

1. WHAT ARE SPECIAL OPERATIONS? . . 5

- SPECIAL OPERATIONS MISSIONS 6
 - Counterproliferation 6
 - Collateral Activities* 7
 - Combating Terrorism 8
 - Foreign Internal Defense 8
 - What Special Operations Soldiers Are Not* 8
- Special Reconnaissance 9
 - Direct Action 9
 - Psychological Warfare 9
 - Civil Affairs 9
 - Unconventional Warfare 9
- Information Operations 9

- PEACE AND WARTIME: CHANGING ROLES FOR SPECIAL OPS 10

- HISTORICAL EXAMPLES OF SPECIAL OPERATIONS 10
 - SWAT 10

- SPECIAL OPS IN EARLY AMERICA 11
 - Combating Terrorism 12
 - Special Reconnaissance 14
 - Direct Action 15
 - Unconventional Warfare 15

- SPECIAL OPS IN WWII 16
 - Information Operations 17
 - Combat Search and Rescue 18
 - Special Activities 18
 - Overt, Covert, and Clandestine: What's the Difference?* 20

2. UNITS AND PERSONNEL . . 21

- THE UNITED STATES OF AMERICA 22
 - U.S. Military Training 22
 - The Ranger Creed* 25
 - Special Operations Forces and Special Forces* 26
 - Exercise ROBIN SAGE* 27
 - SF A-Detachment Organization* 28
 - U.S. Marine Corps 29
 - The "Funny Platoon"* 29
 - U.S. Navy 30
 - Funny Foreign Hats* 30
 - U.S. Air Force 31
 - Who Do I Send?* 32

- Central Intelligence Agency (CIA) 33
- AUSTRALIA 34
 - Australian Defence Forces (ADF) 34
 - Private Security Companies* 34
- FRANCE 35
 - L'Arme'e de Terre 35
 - Gendarmerie Nationale 35
- NEW ZEALAND 35
- GERMANY 36
 - Bundesgrenzschutz 36
 - Heer der Bundeswehr 37
 - A "Damned Close Thing" at Mogadishu* 37
- ISRAEL 38
 - Zva Hagana Le'Israel (ZAHAL) 38
 - Hunting War Criminals in Yugoslavia* 38
- POLAND 39
 - Wojsko Polskie 39
- RUSSIA 40
 - Glavnoye Razvedivatelnoe Upravlenie (GRU) 40
 - Spetsnaz Company Organization* 40
 - Federal'naya Sluzhba Bezopasnosti (FSB) 41
- UNITED KINGDOM 42
 - British Army 42
 - A Selection-Course Tragedy: Major Mike Kealy* 43
 - Royal Marines 44
 - "Keeni Meeni" Operations in Aden* 44
- THE NETHERLANDS 45
 - Other Special Ops Units 46
 - Multinational Special Ops Teams* 47

3. CHARACTERS . . 48

- Good Soldiers and Good Special Ops Soldiers* 49
- POINT TOTALS 50
 - Realistic Soldiers 50
 - Action Heroes 50
- THE "GENTLER" SEX 50
 - Unit OJT: Training as a Way of Life* 50
- ATTRIBUTES 51
- ADVANTAGES 51
 - Required Advantage 51
 - Desirable Advantages 51
 - Decorations 51
 - Military Rank and Grade 52
 - Patrons 54
 - Security Clearance* 55
- DISADVANTAGES 56
 - Required Disadvantage 56
 - Desirable Disadvantages 56
 - Acceptable Disadvantages 56
 - Prohibited Disadvantages 57
- SKILLS 58
 - Skill Acquisition 58

- Skill Improvement 58
- Recognizability of Skills 58
- Skill Descriptions 58
- New Skill 62
- CHARACTER TEMPLATES 63
 - Skills 63
 - Customizing Templates 63
 - The United States 64
 - Australia 68
- NEW ZEALAND 69
 - France 70
 - Germany 71
 - Israel 73
 - Poland 75
 - Russia 76
 - United Kingdom 78
- THE NETHERLANDS 80
- MILITARY PERSONNEL FILE 81
 - Personnel File Summary 81
- SPECIAL OPS CHARACTERS IN PLAY 82
 - Military Pay 82
 - Military Justice 82
 - "Pulling the Pin":
 - Life After Special Ops 83
- MILITARY RANK STRUCTURE IN THE U.S. MILITARY 84
- MILITARY RANK STRUCTURE IN FOREIGN FORCES 85

4. OPERATIONS . . 86

- CLASSIFIED MATERIAL 87
- STRATEGIC COMMAND AND CONTROL 88
 - Peacetime Strategic Command and Control in the United States 88
 - Staff Organization* 88
 - Wartime Strategic Command and Control in the United States 89
 - Strategic Command and Control in the United Kingdom 89
- TACTICAL COMMAND AND CONTROL:
 - MISSION PLANNING 90
 - Standard Operating Procedures 90
 - Warning Orders 90
 - The Standing Orders of Rogers' Rangers, 1759* 90
 - When the Balloon Goes Up 91
 - Operation KINGPIN: What They Carried at Son Tay* 93
 - The Operations Order (OPORD) 94
- TACTICAL COMMAND AND CONTROL:
 - MISSION EXECUTION 95
 - Getting There: Tactical Transportation and Infiltration 95
 - Deciphering the OPORD For the Nonmilitary* 95
 - Selecting a Drop Zone* 96
 - Doing the Job: Tactical Execution 97
 - Getting Out: Exfiltration 97
- AFTER-ACTION REVIEW (AAR) 99
- THE GOOD, THE BAD AND THE UGLY:
 - OPERATIONS - WARTS AND ALL 99
 - Official and Unofficial Channels 99
 - It's Great to be Skilled, But Better to be Lucky 100
 - When Operations Go Awry 100
- TASK FORCE RANGER:
 - DEATH IN MOGADISHU* 101

5. EQUIPMENT . . . 102

SPECIAL OPS EQUIPMENT	103
Armor and Clothing	103
THE LOGISTICS AND SUPPLY SYSTEM . . .	104
Load-Bearing Equipment	105
Communications Equipment	106
<i>Dressed To Kill</i>	106
MEAL, READY TO EAT (MRE)	107
Assorted Tools	108
Medical Equipment	108
Navigational Equipment	108
TACTICAL COMMUNICATIONS	
PROCEDURES AND SECURITY	109
Optical Equipment	110
Climbing/Northern Warfare	110
Diving Equipment	110
Explosives	111
WEAPONS	112
Weapon Accessories	112
Weapons of Choice	112
Automatic Pistols	113
Revolvers	114
Rifles	114
Submachine Guns	116
Machine Guns	117
Light Antitank Weapons	117
<i>The H&K MP5 Submachine Gun</i> . . .	117
Surface-to-Air Missiles	118
Hand Grenades	118
Antipersonnel Mines	119
CONSOLIDATED WEAPON TABLES	120
VEHICLES	122
Land Vehicles	122
<i>Technical Data</i>	122
Rotary-Wing Aircraft	123
Fixed-Wing Aircraft	125
Watercraft	126
<i>The AC-130 Gunships</i>	126
Remote-Piloted Vehicles	127

6. OPPOSING FORCES 128

OPPOSING FORCES	129
<i>Stockholm Syndrome</i>	130
UNCONVENTIONAL WARFARE	131
<i>Al-Qaeda</i>	131
A TYPOLOGY OF UNCONVENTIONAL WARFARE	132
Low Popular Support, Low External Support	132
<i>Cell Structure</i>	132
Low Popular Support, Medium External Support	133
Low Popular Support, High External Support	133
Medium Popular Support, Low External Support	134
Medium Popular Support, Medium External Support	135
Medium Popular Support, High External Support	135
High Popular Support, Low External Support	136
High Popular Support, Medium External Support	136

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include: *Pyramid* (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our website (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your web browser to gurpsnet.sjgames.com.

The *GURPS Special Ops, Third Edition* web page can be found at www.sjgames.com/gurps/books/specialops/.

Page References

Rules and statistics in this book refer to *GURPS Basic Set, Third Edition Revised*. Any page reference that begins with a B refers to *GURPS Basic Set* – e.g., p. B211 means page 211 of the *Basic Set*. AT refers to *Atlantis*, BE to *Bestiary, Third Edition*, C to *Cops*, CI to *Compendium I*, CII to *Compendium II*, HT to *High-Tech, Third Edition*, MF to *Modern Firepower*, VE to *Vehicles, Second Edition*, W to *WWII*, and W:HS to *WWII: Hand of Steel*. The abbreviation for *this* book is SO. For a full list, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

High Popular Support, High External Support	136
<i>Terrorism Backfires</i>	137
CONVENTIONAL FORCES	138
A Generic Infantry Platoon	138
WORLD TERRORIST ORGANIZATIONS . . .	139
7. CAMPAIGNS . . . 140	
TYPES OF CAMPAIGNS	141
Wartime Campaign	141
Peacetime/Covert	141
Self-Directed	142
SMALL-UNIT OPERATIONS	143
LARGE-UNIT OPERATIONS	143
CREATING A <i>GURPS</i>	
<i>SPECIAL OPS</i> SCENARIO	144
Scenario Balance	144
Equipment Selection Made Easy . .	144

FROM SCENARIO TO CAMPAIGN	144
BY THE NUMBERS:	
HIERARCHY VS. ANARCHY	145
SAMPLE SCENARIOS	145
Hearts and Minds	145
Kidnap and Recovery	146
Strike	146
VARIATIONS ON A THEME	146
Mercs	146
Regular Infantry	146
The Cinematic Campaign	146

BIBLIOGRAPHY . . . 147

GLOSSARY 152

INDEX 159

TOP SECRET

A camouflaged sniper lies in wait by a jungle trail . . . a team of black-clad soldiers rappel through a skylight onto unsuspecting terrorists . . . a small squad of specialists monitor troop movements far behind enemy lines . . . heavily armed commandos prepare for a raid on a biological weapons facility. This is the world of *GURPS Special Ops*.

TOP SECRET NOFORN
021225Z JUN 02
FM: SSO USSOCOM//SJG-COHS//
SUBJECT: SPECIAL OPERATIONS CAPABILITIES
AND SIMULATION DATA

The fall of the Soviet Union has reduced the risk of World War III, but ethnic conflicts, global terrorism, and the proliferation of weapons of mass destruction continue to threaten world peace and stability. When neither diplomacy nor conventional military force can neutralize these threats, more and more nations are turning to the highly trained soldiers of special operations units for solutions. *GURPS Special Ops* describes these men: their training, tactics, and equipment – everything you need to run a campaign that focuses on hostage rescues, dirty little wars, and behind-the-scenes military conflict.



REF: About the Author

Dr. Gregory Rose is a political scientist whose research focuses on foreign and national security policy and international politics. He is co-author of *The Balance of Power: Stability in International Systems* (Cambridge University Press,

1989), as well as author of several articles on foreign policy decision-making, low-intensity conflict, and Middle Eastern politics in academic journals and edited volumes. When attending to more entertaining matters, he is an avid gamer and active member of the Society for Creative Anachronism, as well as the devoted servant of five cats and a dog.

REF: About the Revisor of the *Second Edition*

After serving two tours of duty with U.S. Army Intelligence, John Goff decided to seek his fortune in the fast-paced and lucrative world of game design. To date, he has written numerous books for the *Deadlands* (PEG) roleplaying game – some of which were actually published – and *GURPS Warriors*. He lives in Virginia with his lovely (and patient) wife, Joyce, and their evil pet rat, Stripe. When not writing or gaming, John siphons oxygen from other, more deserving members of the human race.

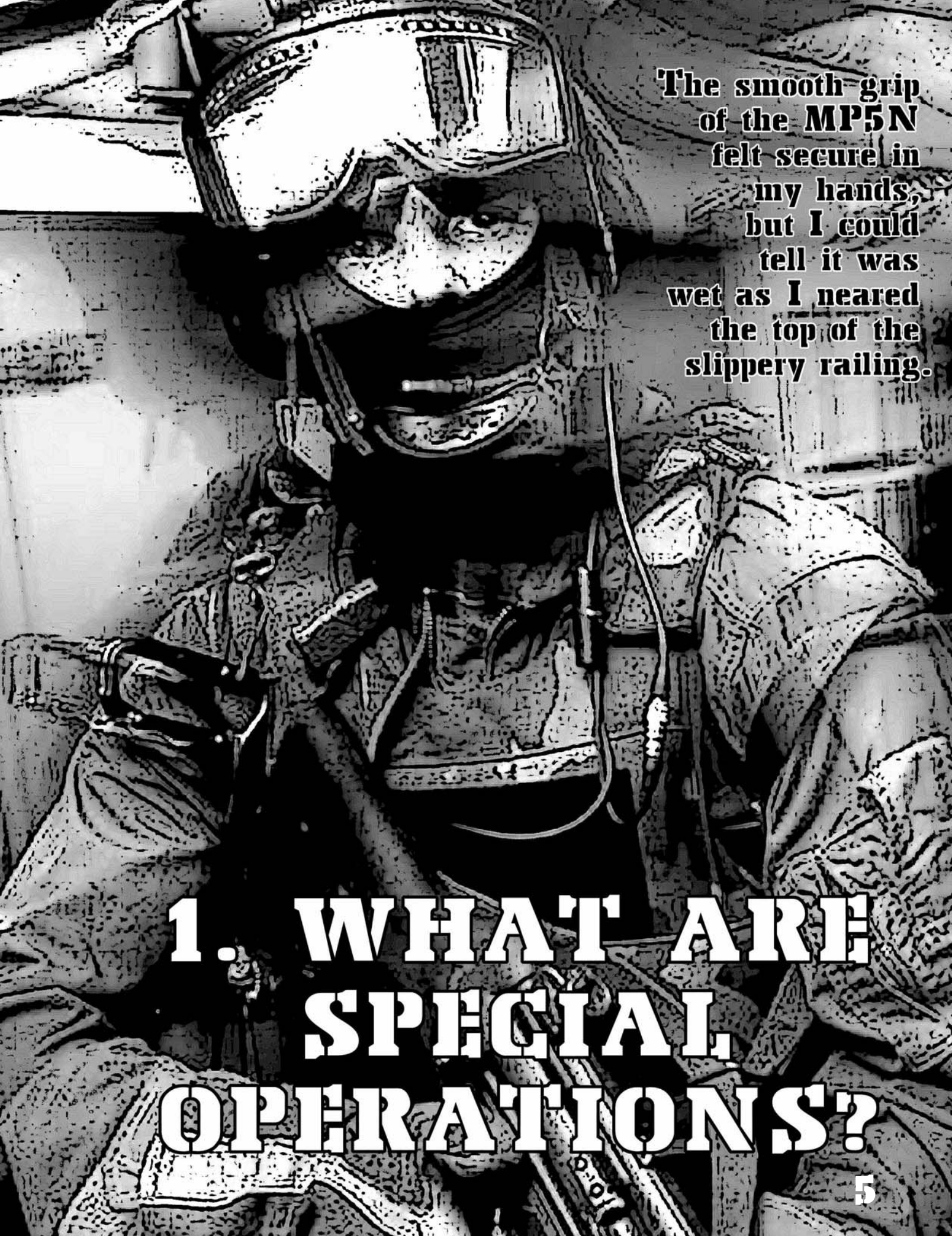
REF: About the Revisors of the *Third Edition*

After graduating from Loyola University with a degree in business management and a commission as an U.S. Army Military Intelligence Officer, William Toporek survived several years in the U.S. Army Intelligence/Special Operations community. Leaving the Army for a career as a repo man and then as a commercial debt collector, William made his way to Steve Jackson Games as their traffic manager. After 20 years of gaming, this is his first published work.

Hans-Christian “Grey Tiger” Vortisch is a linguist and military technology enthusiast. He is the author of *GURPS Modern Firepower* and numerous articles on related topics in *Challenge* and *Pyramid* magazines, as well as his fanzine, *The Armourer*. He also contributed to *GURPS Cliffhangers*, *GURPS Cops*, *GURPS WWII*, and *GURPS WWII: Hand of Steel*. Currently, he lives in Berlin, Germany, hoarding punk rock records and *Jane*’s publications.

Classified by: Jackson, Steve (BMIC)
Reason: Foreign Government Information; Military Plans
Declassify on: June 2, 2012

TOP SECRET NOFORN



The smooth grip
of the MP5N
felt secure in
my hands,
but I could
tell it was
wet as I neared
the top of the
slippery railing.

1. WHAT ARE SPECIAL OPERATIONS?

Intelligence had said that there were no terrorists – “Tangos,” as we called them – near the rear area. They couldn’t have been more wrong. The terrorists were keeping the hostages on the upper observation deck. I could see the bright glow of one Tango’s cigarette through my night-vision goggles, a white streak in the middle of my vision. He was between us and the rest of the ship. I signalled to LT Capri that I had a camper. We needed to move quickly; Wilson and Bravo were about to come up on the opposite side, right in the Tango’s field of view. Wilson would never see him. Capri gave me the “take him down quietly” sign. I slowly took out the plug in my suppressor and slid the selector to single shot. I didn’t want any bullets to ricochet off the ship. I took a breath and let it halfway out, like they taught me six years before, and took up the slack on the trigger.

He didn’t even know what hit him.

The term “special operations” conjures up images of daring hostage rescues, brave teams of unconventional warriors leading armies of guerrillas against an occupying foe, and furtive forays into the nether world of espionage, deceit, and danger. There are elements of all of this in the world of special ops, but the reality is both more prosaic and infinitely richer than this popular image suggests.

The best definition of “special ops” comes from those who order such units into action. The U.S. Army Special Operations Command defines special operations as those which are “characterized by the use of small units in direct and indirect military actions focused on strategic and operation objectives. These actions require units with combinations of specialized personnel, equipment, training, and tactics that go beyond the routine capabilities of conventional military roles.” What distinguishes special operations

from conventional military operations is that they involve unconventional training and equipment, political sensitivity, unorthodox approaches, limited opportunity, and specialized intelligence.

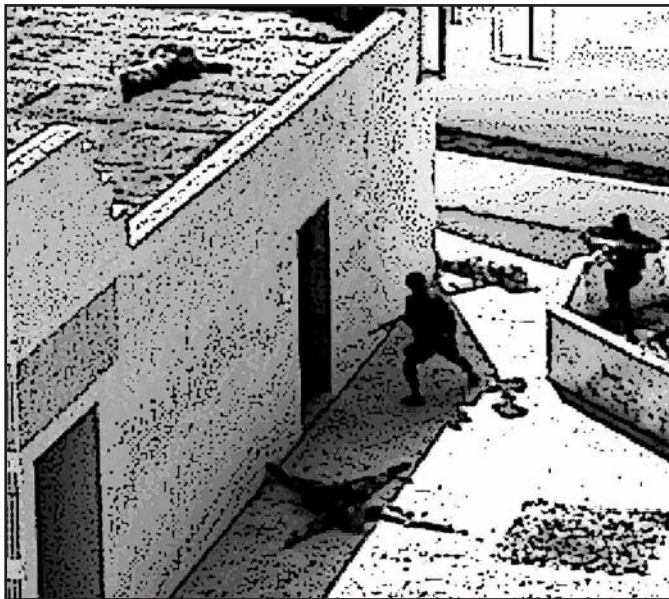
The key is that special operations forces either support conventional operations by doing what conventional forces cannot easily do for themselves, or replace conventional forces where such forces are inappropriate.

In wartime, special operations forces provide a necessary foundation for conventional success by gathering information for strategic planning and propaganda, conducting commando and (counter)guerrilla operations, and organizing behind-the-lines resistance. In peacetime, the nature of special operations is determined by the need for capabilities beyond the reach of, or politically inappropriate for, conventional forces.

Special operations are *military* operations, involving troops specifically trained for unorthodox missions in which the degree of force, the difficulty of the mission, or an intimate connection to national policy makes it necessary to rely on specialized units. It is not so much that special ops soldiers are “super-soldiers” as that they have received specialized training inappropriate or too costly for conventional units. They may be “elite” troops in some sense – in particular, as a result of selection procedures – but what they do is not so much *better than* as *different from* what conventional units do well.

Perhaps the best way to explain “special operations” is to describe the distinct types of missions that special ops units perform. The missions of special operations forces include counterproliferation, combating terrorism, foreign internal defense, special reconnaissance, direct action, psychological warfare, civil affairs, unconventional warfare, information operations, and various collateral activities (see box).

Special Operations Missions



Counterproliferation

One of the primary concerns of major world governments today is curbing the spread of weapons of mass destruction (WMD). WMD include not only nuclear arms, but also chemical and biological agents. This issue has become pressing since the dissolution of the Soviet Union. Since most of the Soviet Union’s nuclear weapons were situated outside Russia, on the boundaries of the USSR, they are now spread throughout the various splinter republics. The U.S. government has paid particular attention to gathering and eliminating these weapons.

The use of nuclear weapons by former Soviet republics is a concern, in today’s climate of ethnic and political unrest, but the real worry is that they will be viewed as a lucrative commodity by these struggling nations. There is no shortage of customers willing to pay large sums for such devices. A study conducted in 1996 by a high-ranking member of the Russian Ministry of Defense revealed the additional risk of the *theft* of nuclear weapons during transport – particularly by former

members of the military who have experience with such materials.

The threat doesn't end with nuclear weapons. Russia inherited from the former Soviet Union the largest chemical weapons arsenal in the world, an estimated 40,000 tons of chemical agents in the form of bombs, missile warheads, and other delivery systems – some 32,000 tons of which are believed to be nerve agents. In 1995, the Russian Federal Security Service (FSB) – responsible for investigating domestic espionage and political corruption – arrested the general in charge of the Russian chemical forces for selling nearly 6 tons of chemicals to Middle Eastern buyers. That same general received the Lenin Prize in 1991 for his work in the development of Soviet nerve agents.

Not all WMD proliferation concerns are linked to the fall of the Soviet Union. Iraqi scientists purchased anthrax for their country's biological warfare program through mail-order houses in the United States! Such biological weapons are relatively cheap, potentially just as effective as nuclear or chemical weapons, and *much* harder to regulate. The cost to effectively bombard one square kilometer with standard high-explosive munitions is about \$2,000. Nuclear weapons can accomplish the same for \$800, while chemical weapons are even more cost-effective at \$600. Biological weaponry, however, can do the same job for \$1.

Given the danger to both civilian and military targets posed by WMD, the U.S. Department of Defense considers thwarting their spread to be one of the primary missions of its special operations forces today. Actions in support of this goal can include aspects of other primary missions, such as special reconnaissance, direct action, counterterrorism, and even foreign internal defense.

Collateral Activities

Combat Search and Rescue (CSAR)

These missions usually require the ability to penetrate enemy lines under a variety of adverse conditions to rescue soldiers or civilians. At one time, U.S. special operations forces were often called upon to perform these activities, but current doctrine is to use them in this capacity only in support of special ops missions. The majority of CSAR is now handled by the USAF Pararescue Jumpers (PJs) or the U.S. Navy Rescue Divers.

Counterdrug Activities

Counterdrug activities parallel many aspects of foreign internal defense and unconventional warfare missions. Many of the skills needed to detect and interdict drug production and trafficking are similar to those practiced by small military units, and special operations forces are sometimes used to train the law enforcement agents of high-risk countries to perform these tasks.

De-Mining Activities

Land mines are often used in warfare to deny an opposing force access to certain routes of travel. Unfortunately, they tend to remain long after the conflict has been resolved. Special operations soldiers can help reduce the danger to civilians by training local personnel in mine identification and removal techniques.

Peacekeeping Operations

Because of their unique skills, many special operations units are well suited to establishing and maintaining peace. This is one of the fundamental missions of a civil affairs unit, but other units, such as the U.S. Army Special Forces, can employ their training just as effectively in a noncombat situation as they can under fire. Their teaching ability and a working knowledge of the host nation's language and culture are a valuable combination when making vital initial contacts with a populace.

Coalition Support

Multinational peacekeeping forces are one of the United Nations' tools of choice for ending or averting violent conflict. Although these coalition forces show a political unity of effort, integrating the military units of several different nationalities into a single effective fighting unit can be a command and control nightmare. Many special operations forces are trained not only in foreign languages and culture, but also in the tactics and equipment of other countries. This knowledge, combined with communication and teaching skills, can help consolidate a coalition force.

Humanitarian Assistance

Special ops troops are commonly called upon to provide medical services for host nations. Special forces medics are experts in treating disease, providing immunizations, and improving sanitary conditions for native, local, or host nation personnel.

Security Assistance/Mobile Training Teams (MTT)

Occasionally, during missions, special ops troops will form MTTs to teach local military, paramilitary, and police forces particular skills and procedures or to familiarize them with new equipment. Sometimes they will even provide special security for political leaders, dignitaries, and other VIPs.

Special Activities in Support of Foreign Policy

These missions are clandestine and covert actions conducted abroad in support of foreign policy. They are subject to executive and Congressional oversight in the United States, but this rather broad category serves as a "catch-all" for a variety of activities.

What Special Operations Soldiers Are Not

Special Operations Soldiers Are Not Spies

Espionage is a political function, not a military one. Special operations units may gather intelligence, but this is usually in support of military objectives rather than for external political or economic ends. The distinction between special ops intelligence-gathering and espionage is not always clear; e.g., certain Russian special ops units are directly subordinated to military intelligence, and Israeli sayarot are frequently seconded to service with Mossad (Israeli intelligence). In general, though, while special ops units are occasionally assigned to service with intelligence agencies, their orientation is primarily military.

Special Operations Soldiers Are Not Police

Police SWAT teams frequently conduct operations which resemble counterterrorist missions by special operations units, but some important legal and practical distinctions exist.

First, in the United States, special ops units may not be used for civilian law enforcement; the Posse Comitatus Act prohibits *any* U.S. military unit from assuming this role except under conditions of martial law or foreign invasion. 1st SFOD-Delta might be called upon to rescue hostages from a foreign embassy in Washington, or to recover a missile silo seized by terrorists, but in both cases they are operating on federal reservations (the District of Columbia and a military installation). They would not be called upon to rescue hostages in a bank in Detroit, even if the hostage takers were foreign nationals; by law, such missions are the job of the FBI or state and local police agencies. The same is true for the special ops units of most Western nations.

Second, while the objective of a police SWAT team is to secure the safe release of hostages and arrest the perpetrators, this is not the case for special ops units. The safe release of hostages is certainly an objective, but special ops units are not there to *arrest* terrorists – they are there to bring a swift and definite end to the situation by whatever means necessary. The *military* character of special ops missions and units makes them quite different even from similarly equipped police.

Making special operations troops into policemen not only is cost-ineffective, but also exposes the soldiers to political constraints and criticisms that make the successful performance of the task for which they were trained highly unlikely. Witness the situation with British SAS troops in Northern Ireland, for instance.

Combating Terrorism

“Counterterrorism” denotes offensive measures taken to prevent, deter, or respond to terrorism. Special operations forces are certainly capable of such actions; indeed, many governments have spent a lot of money to ensure that their special ops forces can perform effectively in this role. However, they can also undertake *antiterrorist* missions. “Antiterrorism” refers to defensive measures taken to reduce vulnerability to terrorist acts *before they occur*. Counterterrorism is a reactive strategy, while antiterrorism is an active one.

Antiterrorism and counterterrorism have grown in importance in the post-Cold War era. The threat of global conventional war no longer seems as great, but numerous terrorist groups have emerged in recent years. Since they aren’t subject to the political restraints imposed on national governments by the world community, terrorist organizations are able to strike in pursuit of their goals with relative impunity.

Terrorists possess several other advantages over conventional forces. First, they are able to blend into the civilian population, making it difficult for government agencies to detect and neutralize them, while they can strike their targets with ease. Next, weblike organization makes them nearly immune to attacks on their command structures. Finally, their actions attack the *psyches* of their target population; a single successful terrorist attack exposes civilians to the perceived threat of violence “anytime, anywhere.”

Even the *threat* of terrorism can have a staggering impact on a nation. The cost of protecting the 1996 Olympic Games in Atlanta against terrorist attack was estimated at nearly \$230 million. Some contemporary military theorists consider the terrorist to be an “advanced,” if criminal, form of soldier. As a result, national governments have begun to respond by directing their own advanced soldiers – special operations forces – against them.



Foreign Internal Defense

Foreign internal defense missions are traditionally aimed at training, equipping, and advising the troops of foreign nations to deal with internal subversion and guerrilla warfare. As the political commitment to foreign defense grows, though, special operations troops are undertaking special reconnaissance and direct-action missions against guerrilla forces and installations, both independently and in conjunction with native troops. Similar missions are also conducted by special ops troops within their own borders or in colonial possessions. Counterterrorist missions sometimes evolve into foreign internal defense missions when the local law enforcement and military establishments cannot deal with a terrorist threat (as in Northern Ireland).

Special Reconnaissance

Special reconnaissance missions involve penetration deep into enemy-held territory for long periods of time to gather intelligence on the enemy's order of battle, installations, transportation, logistics, communications, and operations, or to take prisoners for interrogation. Such reconnaissance is usually conducted by small units – 5 to 20 men – operating with great stealth at considerable distance from friendly forces, often without the possibility of friendly support if they are forced to engage the enemy. These missions require great resourcefulness, intimate familiarity with the terrain and local languages and customs, and steel nerves in the face of great peril, as well as a healthy dose of luck. Of the 81 U.S. Special Forces soldiers reported missing in action in Vietnam, Laos, and Cambodia, 56 were lost on strategic reconnaissance missions.

Direct Action

Direct action missions are short, raidlike operations to assault or seize key enemy installations or terrain or to interdict enemy lines of communication. They may also involve the elimination or kidnapping of enemy leaders.

These missions differ from conventional operations in several ways. First, the intention generally is not to hold an objective indefinitely; e.g., a strike force may use its small size and mobility to seize an airfield and hold it until conventional forces can secure the area. Second, the aim is usually to inflict maximum damage in the shortest possible time, followed by a successful withdrawal. Third, mission objectives are often well to the enemy's rear, far removed from conventional supporting forces. Finally, the level of training and expertise required for such missions is rarely equaled by regular soldiers.

Psychological Warfare

Psychological warfare missions are designed to induce or reinforce attitudes favorable to the originating force in enemy forces or civilians. This is accomplished by conveying selected information to the target audience. Many nations use specialized psychological operations (PSYOP) units along with special operations soldiers.

PSYOP units use a variety of methods to accomplish their goals; pamphlets, goodwill missions, and radio broadcasts are among the most common. Although PSYOP units are specially trained, with an emphasis on the language and culture of their target region, they are not usually considered elite troops.



Source photo courtesy of U.S. Army

Civil Affairs

Civil affairs (CA) missions are conducted to assist other commanders in establishing and maintaining relations between military forces and civilian authorities. Those undertaking such missions usually possess skills valuable to the civilian populace, from carpentry to government administration. While U.S. Army Special Forces detachments perform CA missions in pursuit of their duties, the United States also possesses several reserve CA units. These have seen extensive duty in recent years in Haiti, Panama, and Bosnia. CA specialists, like PSYOP specialists, often train to target a specific culture and region, but are not considered elite troops.

Unconventional Warfare

Unconventional warfare missions involve organizing, training, equipping, and leading indigenous resistance to enemy occupation forces. This difficult and dangerous job is performed by units that allow enemy forces to bypass them so they can spearhead resistance, or by small units inserted behind the lines. They assist conventional military forces by tying down enemy forces, disrupting supply lines and communications, and providing vital intelligence on enemy order of battle, logistics, and operations. The classic examples of unconventional warfare missions are the exploits of the U.S. Office of Strategic Services (OSS), the British Special Operations Executive (SOE), and Soviet partisans in occupied Europe and Asia during World War II.

Unconventional warfare remains the mission of many special operations units, but it has rarely been carried out since the Korean War. Large-scale conventional warfare with easily identified areas of enemy occupation has been rare since the early 1950s. In Vietnam – with the exception of limited Special Forces operations with Hmong tribesmen in Laos and the Montagnards in the central highlands of Vietnam – the problem was one of identifying areas of enemy occupation and organizing resistance more than of identifying the enemy among the indigenous population.

In 2001 the United States conducted Operation ENDURING FREEDOM in Afghanistan against the Taliban, a government that granted asylum to the terrorist Osama bin Laden. There was an initial effort by the U.S. Special Operations Command (USSOCOM) to conduct unconventional warfare operations in Afghanistan. This was largely successful and led to native resistance fighters capturing the Taliban-held capital city of Kabul.

Information Operations

These missions aim to gain the upper hand in intelligence, either by degrading the enemy's information-gathering abilities or by defending their own. Information operations and other kinds of missions frequently overlap. For instance, direct action missions against enemy electronic warfare installations, as well as special reconnaissance missions, often have information operations as a primary or secondary goal. These missions may also include diversionary actions to mislead enemy intelligence organizations.

Peace and Wartime: Changing Roles for Special Ops

Many of the missions discussed above are primarily wartime activities. Psychological warfare, direct action, unconventional warfare, special reconnaissance, and even civil affairs are usually limited to the scope of armed conflict. As such, they are generally closely coordinated with conventional operations and serve to advance and support the objectives of those operations. Successful military commanders recognize that close integration of conventional and special operations is essential to victory, and act accordingly.

In peacetime, the missions of special operations units are often more political than military. Political leaders who do not clearly understand the relationship between conventional and special operations tend to use special ops troops for what they believe will be quick, surgically precise solutions to complex, protracted political and economic problems.

Special operations forces are not designed to solve the world's problems, but the near-dismantling of the U.S. Special Forces after the Vietnam War (until the Iranian hostage crisis brought the dearth of American capability to the attention of policy-makers) suggests a pattern in which special ops troops are blamed for ill-considered political policy.

SWAT

“SWAT” is an acronym for Special Weapons and Tactics. With the massive civil unrest of the 1960s and 1970s, most American police departments realized they were not equipped, trained, or psychologically prepared for high-intensity combat operations. These included large-scale confrontations, from protest marches to riots; violent contained situations, such as sniper incidents, hostage incidents, and armed stand-offs; and the possibility of actual armed insurrection.

Every large police department (and most smaller ones) organized a special force to cope with such situations. SWAT is the most common name for such teams, but they are also called Emergency Response Teams, Special Duty Teams, and other names. Some departments feel that the name SWAT has too many connotations of force; simply announcing that the SWAT team has been called can increase the likelihood that the situation will become violent.

SWAT teams are usually composed of officers who volunteer for extra duty and training. Few departments have enough manpower to assign anyone to SWAT duty full time; if they do, it will probably be only a training officer or perhaps a commander. A call for the SWAT team usually means a delay while officers are called from their other duties to draw equipment and deploy to the scene.

On the scene, the purpose of the SWAT team is to prevent trouble, not to cause more. They want to contain violent situations in a limited area, lower the amount of violence, prevent death or injury to anyone (including the perpetrators), and resolve the situation as quietly as possible. Given a choice, they will always talk rather than shoot.

One of their problems is that they must exist amid a firestorm of publicity. SWAT operations are news, and the TV cameras are often the first heavy equipment on the scene. Almost anything that is done will be recorded and then endlessly second-guessed by everyone who has a better solution after the event.

Another problem is that they are usually surrounded by civilians and civilian property which the police must not damage. This strongly inhibits their tactics. The usual rule is that the police cannot use deadly force except to protect life and property. In a stand-off or sniper situation, they will only shoot if fire from the target endangers life. In a hostage situation, they will only attack if hostages are being killed. Apprehending the perpetrators is secondary to preserving life and property.

For more information on police operations and SWAT units, see *GURPS Cops*.

Historical Examples of Special Operations



The following historical examples give some idea of the price of real special ops missions in blood and lives. Some of these were successes and some were failures, but none were easy.

Examples have not been provided for all types of missions. Counterproliferation missions are so new that no historical examples exist – at least none that are unclassified. CA and PSYOP missions are increasingly the domain of specially trained units and are now seldom undertaken by special ops troops. Some special ops missions – while of vital importance to national policy – just don't make interesting reading!

Special Ops in Early America

King Philip's War

The first recorded special-ops unit in North America was formed by the Massachusetts militia under Captain Benjamin Church in King Philip's War (1675-1676). Metacombet, chief of the Wampanoag Indians (also known as "King Philip"), led an abortive revolt against Massachusetts' selective enforcement of a treaty restricting Indian hunting and fishing rights. (It was the policy of the Massachusetts Bay Colony to force the Indians westward by whatever means necessary, including playing very fast and loose with treaty obligations.)

With 12 colonial villages destroyed and more than 1,000 colonists killed, the colonists responded by forming long-range recon units to locate and ambush Indian war parties. Church's Rangers, as they were called, fulfilled this mission, eventually trapping and killing Metacombet with his last remaining warriors near what is today Bristol, Rhode Island.

The French and Indian War

The premier colonial special-operations unit was formed during the French and Indian War (1754-1763). The British commander required a special reconnaissance force in his campaign against the French in northern New England. Robert Rogers, a young Massachusetts woodman recently charged with counterfeiting, agreed to recruit rangers if the charges were dropped. He quickly became a company commander. A year later, he was entrusted with nine Ranger companies and promoted to major. Rogers' Rangers joined in British campaigns at Ticonderoga, Lake George, and Crown Point.

The signal triumph of Rogers' Rangers, however, was their direct action raid against the Abenaki Indian stronghold at St. Francis, near Montréal. They traversed 400 miles of heavy woodland in just over six weeks, surprised the Indians, killed more than 200 warriors and their French advisors, and returned 400 miles overland to Crown Point. Only 93 men of Rogers' original force of 180 survived the operation; most of those lost died from disease, hunger, and exposure.

Rogers was a desperate failure in civilian life. Unable to serve in the revolutionary forces because of his reputation as a drunkard and George Washington's deep distrust, Rogers briefly commanded two companies of Tory Loyalists, but was removed after unsuccessful but costly skirmishes near White Plains, New York. Rogers returned to England, where he died in 1795, an alcoholic who had been imprisoned for debt.

Special Ops in the American Revolution

Washington had little use for Rogers, but he rewarded Colonel Daniel Morgan and his Morgan's Rifles by naming them the Continental Army's "Corps of Rangers." The regiment played a crucial recon and ambush role in the surrender of Major General John Burgoyne at Saratoga in 1777.

Another special operations unit, Knowlton's Rangers, was organized in 1776 to conduct deep penetrations behind British lines and capture prisoners for interrogation. Special

ops missions were also carried out from 1775 to 1781 by Francis Marion – the "Swamp Fox" – whose Partisans tied down large numbers of British and Tory Loyalist troops in tidewater South Carolina with classic guerrilla tactics.

Manifest Destiny: the Indian Wars

In the years before and after the Civil War, the chief mission of the Army amounted to foreign internal defense operations against the continent's aboriginal population. Much of the fighting was done by regular line units, but special operations forces and tactics played a key role.

As early as 1812, Ranger companies were formed for Indian campaigns. In 1818, two were formed from Tennessee and Georgia militia volunteers and saw action under Andrew Jackson in the Seminole War in Florida. The Rangers of the Mexican colony, and later the Republic of Texas, played similar roles against raiding Comanches, forming the nucleus of what became the Texas Rangers after Texas statehood.

In 1868, Major George Forsyth was authorized to form units of Indian scouts – civilian frontiersmen and friendly Indians who were trained and equipped by the army to harass and interdict hostile Indian raiding parties. Forsyth's Scouts were badly bloodied at Arickaree Ford by over 1,000 Sioux, Cheyenne, and Arapaho warriors, but the idea of recruiting and training friendly Indians to engage in guerrilla warfare against other Indian tribes remained a key strategy for such operations. By the 1880s, nearly half of all forces pitted against Indian forces were Indian scouts in the service of the U.S. Army.

The Gray Ghost: the Civil War

Both North and South mounted special reconnaissance and direct action during the Civil War, but the most famous and successful unit was the Partisan Rangers, formed in February 1863, under the command of Confederate Lieutenant John S. Mosby. Living off the land – and more often than not off supplies captured from Union forces – Mosby's Rangers quickly earned their commander the title "The Gray Ghost" for their daring forays behind Union lines, striking without warning, often at night, then exfiltrating without a trace. The best known of Mosby's raids was conducted on March 9, 1863, at Fairfax Court House, Virginia, where he and his 29 men captured Brigadier General Edwin Stoughton and 100 of the 5th New York Cavalry Regiment as they slept.

When the Union army sought to discourage Mosby's raids by declaring his men outlaws and executing them for banditry, Mosby responded by executing an equal number of Union prisoners. Captured Partisan Rangers were quickly accorded prisoner-of-war status by a chastened General Grant.

By the time of Lee's surrender, Mosby had been promoted to colonel and commanded eight Partisan Ranger companies, which he disbanded rather than surrender to Union forces. A distinguished attorney, Mosby became a close friend of President Grant after the war.

Combating Terrorism

These missions are most often a specialized form of direct action. Hostages are often involved, so they require a high degree of planning and coordination, great precision, and a controlled level of violence to limit friendly casualties.

GIGN at Djibouti

On the morning of February 3, 1976, a school bus carrying 30 children – dependents of French Air Force personnel – was hijacked in Djibouti by four terrorists from the Front for the Liberation of the Coast of Somalia (FLCS). The terrorists drove the bus to the Somali border, where they were joined by two accomplices.

Elements of the 2e Régiment Etranger de Parachutistes (2° REP), on duty in Djibouti, were alerted, as was the Groupe d'Intervention de la Gendarmerie Nationale (GIGN), based at Maisons-Alfort near Paris. Lt. Prouteau, the GIGN commander, and nine of his men were immediately flown to Djibouti.

After reconnoitering the area where the bus was parked – a flat, clear plain with no cover – Prouteau decided to position his men in the rocks along an embankment more than 200 yards from the bus. His plan was to use his men as snipers to simultaneously eliminate the terrorists with head shots. Each sniper was assigned a section of the bus and the terrorists were assigned numbers. Each sniper reported to Prouteau when he had acquired a terrorist target. Elements of the 2° REP were on hand to provide site security and to deal with any overt Somali aid to the terrorists.

By midafternoon, the terrorists agreed to permit a meal to be served to the children. The food was laced with tranquilizers in the hope that the children would be sedated and slump down in their seats, permitting a better view of the interior. At 1547 hours – 10 hours after they first moved into position – the GIGN snipers acquired their targets. Four terrorists inside the bus and one outside it were quickly eliminated. One sniper missed a shot on the sixth terrorist, also outside the bus.

As the firing began, Somali troops at the nearby border post opened fire on the GIGN snipers. The 2° REP counterattacked, killing at least 30 Somalis and their East German advisor. Meanwhile, the remaining terrorist boarded the bus. Seeing this, Prouteau and two of his men dashed to take the last terrorist out. Unfortunately, he had killed one hostage, a young girl. The remaining 29 hostages were unharmed.

The SAS and the Iranian Embassy

On May 1, 1980, six Iraqi-trained Arab terrorists seized the Iranian embassy in Princes Gate, London. They took 24 hostages – including Police Constable Trevor Lock, BBC correspondent Chris Cramer, and sound engineer Slim Harris – and demanded the release of 91 alleged political prisoners in Iran.



Negotiations between the Metropolitan Police and the hostage takers continued for six days, but the terrorist nature of the incident caused an immediate alert for the Counter-Revolutionary Warfare (CRW) Team of the 22nd Special Air Service Regiment. Britain's COBRA (Cabinet Office Briefing Room) Committee – consisting of the Home Secretary, the junior ministers for Foreign Affairs and Defense, and representatives of police, intelligence and counterintelligence services, and the SAS – recommended to the Prime Minister that no action other than negotiation be taken unless hostages were in imminent danger of being killed. Prime Minister Thatcher concurred, and the CRW Team began planning an assault in view of that contingency.

In the interim, three hostages were released, including the BBC correspondent; all were debriefed by the SAS. Late on the afternoon of May 6, an assistant press attaché, Abbas Lavasani, on the pretext of a visit to the rest room, seized one of the police radios with which the terrorists were communicating with authorities. The terrorist leader killed him immediately. As the situation worsened, the SAS moved into position. An hour later, shots were fired inside the embassy and Lavasani's body was dumped out the front door, giving the impression that a second hostage had been executed. The government immediately passed control of the task to the SAS, and Operation NIMROD began at 1920 hours.

As the assault began, 15 male hostages were located in Room 10, the embassy's telex room, on the third floor facing the street. They were guarded by three terrorists. Five female hostages were being held in Room 9, on the opposite side of the building, guarded by a single terrorist. Constable Lock and BBC sound engineer Harris were on the second-floor landing near the terrorist leader, who was speaking with authorities on the phone.

Eight SAS soldiers crossed to the embassy roof from an adjoining building and prepared to rappel down two ropes at the back of the embassy. Another SAS team waited on an adjoining balcony with shaped charges, ready to blow the armor-plated windows on the second-floor balcony at the front of the embassy. As the first pair began their rappel, one of the soldiers smashed a window with his boot as he swung down. No longer able to wait for the assault signal – the blast of the charges taking out the front balcony windows – the first pair dropped immediately to the ground and began setting charges at the rear entrance, while the second pair smashed the window of the third-floor rear balcony with axes and hurled a stun grenade inside. A member of the third pair, however, found himself caught precariously above the rear entrance as his rappelling rope knotted.

Aware that the blast of their charges would likely kill their dangling comrade, the team at the rear entrance abandoned the explosives and began smashing the door and hurling stun grenades. Hearing the commotion, the terrorist leader, followed closely by Constable Lock, rushed to investigate. As the terrorist took aim at an SAS soldier breaching the window, Lock tackled him and a struggle ensued. Lock drew his revolver (which he had concealed for six days of captivity). As the terrorist rolled to the side and pointed his pistol at Lock, the SAS man took him down with a burst of submachine-gun fire.

Meanwhile, the stun grenades had set the embassy's second-floor curtains ablaze and fire threatened to engulf the SAS man still dangling from the rappelling rope. His comrades on the roof noticed this and cut the line, depositing him not very gently on the ground. He stood up, secured his equipment, and dashed into the embassy, encountering a terrorist in the hallway. He instantly riddled the terrorist with bullets.

Within two minutes of the assault's beginning at the rear of the embassy, the team on the front balcony detonated their charges and the remainder of the SAS force poured into the embassy, hurling stun munitions and CS (tear/vomit) gas. When the attack began, the terrorists in Room 10 started shooting hostages. Another assistant press attaché was killed and the chargé d'affaires was wounded. A third hostage escaped injury when a round fired at him hit a coin in his pocket.

As the SAS approached Room 10, the terrorists threw down their weapons, shouted "We surrender!" in Farsi and attempted to mingle with the hostages. When the SAS men entered the room, they immediately demanded, "Who are the terrorists?" One of the hostages identified them. At this point, a painful and controversial decision was made. Suspecting that the embassy had been wired with explosives, and experienced in booby-trap operations in Northern Ireland, the command chain had instructed the CRW team to kill any terrorists who had not clearly surrendered before they could blow the building. Seeing no such indications of surrender, the team shot the three terrorists as they sat against the wall.

Moments after the SAS crashed into Room 10, a second SAS team reached the female hostages in Room 9. The terrorist guard had discarded his weapon and huddled among the women. As the SAS dragged him from the room, the women begged the soldiers not to hurt him on account of his kindness to them (a classic "Stockholm Syndrome" reaction; see p. 130). At the third-floor landing, they searched him for weapons and he resisted for a moment. An SAS NCO pitched him headfirst down the stairs, after which the terrorist became docile and was dragged from the building. The last terrorist, who had taken refuge in a room on the top floor, was shot dead as he attempted to fire on the SAS.

With the embassy afire from stun grenade explosions, the SAS searched the building and evacuated the hostages. The entire operation lasted 11 minutes. Five terrorists were killed and one was captured, one hostage was killed (another had been killed before the assault) and another was wounded, and there were no SAS casualties.

Foulup in Malta

Egyptian special operations units have an unenviable reputation for disaster in hostage rescue operations. After a ludicrous confrontation at Larnaca airport in Cyprus in 1978 (the Egyptian commander ordered an assault on a hijacked aircraft after negotiations had obtained an agreement to free the hostages, and the Egyptian assault force was gunned down by Cypriot National Guardsmen), the Al-Sa'iqa unit involved was disbanded and replaced by the Wehdat 777 Qataal (777 Combat Unit). Wehdat 777 Qataal appeared to have many of the problems which haunted its predecessor.

In September 1985, EgyptAir Flight 648 was hijacked to Malta. Wehdat 777 Qataal was quickly dispatched on a rescue mission. The Egyptian force waited 11 hours on the ground for the go order without attempting to gather any intelligence about the armament or whereabouts of the hijackers on the plane. Indeed, they completely failed to debrief any of the released hostages. When the assault was ordered, they conducted it in the early evening, when the hijackers were alert. As troops stood ready to blow the emergency hatches, a diversion was launched through the cargo doors. This was, however, botched and merely alerted the hijackers to the imminent assault.

Extra-heavy charges were used to blow the hatches, creating dense smoke in the plane. No stun munitions were used to disorient the hijackers, and the Egyptian commandos stormed aboard the plane with guns blazing. The assault took an excruciating 90 seconds and was topped by the performance of Wehdat 777 Qataal snipers, who shot hostages as they sought to escape the smoke-filled aircraft, mistaking them for hijackers. In all, 57 hostages were killed by the explosions, stray rounds, smoke inhalation, and sniper fire.

Special Reconnaissance

Special reconnaissance is simultaneously one of the most difficult and most profitable uses of special operations troops. Small groups of highly trained soldiers can discover and transmit intelligence of great value – often drastically out of proportion to the effort expended.

Cisterna: The Downfall of Darby's Rangers

In May 1942, the U.S. Army Chief of Staff directed his representative to the British Combined Operations Staff to form a U.S. Army commando unit, complementing the British Commando Special Service Brigade. This unit became the 1st Ranger Battalion. Major William Darby, an artillery officer and West Point graduate who was serving as aide-de-camp to the commander of U.S. forces in Northern Ireland, was selected to organize the battalion.

Seven hundred Rangers were personally selected by Darby from over 2,000 volunteers. These Rangers completed British commando training. They received their baptism of fire in the disastrous British and Canadian raid on Dieppe in August, 1942, and distinguished themselves in the North African campaign, receiving a Presidential Unit Citation for their actions at al-Guettar. They spearheaded the invasion of Sicily and captured over 4,000 prisoners in a single day in the drive on Palermo.

These successes were eventually marred by the decision of higher headquarters to use the lightly equipped Rangers – by then a regiment of four battalions – as conventional infantry. On January 29, 1944, the 1st and 3rd battalions were ordered to lead the assault on Cisterna, near the beachhead at Salerno. They were caught in a catastrophic ambush along a flooded irrigation ditch near the village. Darby, taking personal command of the 4th Battalion, sought to relieve his two forward battalions, but he was forced to withdraw after taking more than 50% casualties, including the deaths of all his

company commanders. Of the 767 Rangers in the 1st and 3rd Battalions, only six returned to Allied lines.

Desert Storm: Special Ops in Scud Alley

On January 17, 1991, the aerial bombardment of Iraq began, in preparation for the ground campaign. That night, Iraq launched eight Scud missiles against Israel. One of the primary concerns of the coalition during Desert Storm was to avoid Israeli involvement in the war. The fear was that if the Israelis were involved, many Arab nations would feel obliged to support Iraq, or at least declare neutrality in the conflict. The Scud attacks were intended to goad Israel into attacking Iraq and thus dissolve much of the coalition.

Moments after the missiles struck their targets, Israeli jets were in the air. Only a promise from President Bush, to deploy MIM-104 Patriot missile defense systems and troops to destroy the Iraqi missile launchers, kept Israel out of the war. Satellite imaging was able to locate a launcher *after* a missile had been fired, but the missile crews were able to secure and move the launcher by the time air strikes could be vectored to that location. If special ops soldiers could locate the launchers before they fired, air strikes could catch the crews in the open and destroy the missiles. General Schwarzkopf, who had kept U.S. Special Ops troops out of Iraq due to concerns about touching off an early ground war, now had to order them deep into the Iraqi hinterlands to avoid losing valuable allies.

The British SAS (and soon also the SBS) began deep reconnaissance and direct action in Iraq on January 20. Teams were infiltrated by helicopter to monitor launcher movements along main supply routes and to cut lines of communication where possible. Less than a week later, one of these teams was discovered by the Iraqis and disappeared. Foot patrols simply weren't mobile enough to accomplish the task of locating and destroying the launchers.

The United States sent a small Joint Special Operations Command (JSOC) detachment, including a squadron of 1st SFOD-Delta (Delta Force) commandos and a company of U.S. Army Rangers, to assist with the operation now called ELUSIVE CONCEPT. The SAS briefed the Delta troopers on the situation and strongly advised that the teams use vehicles in the Iraqi desert. The British and Americans then outlined areas of operation, marking likely routes of travel for the launchers: "Scud alleys."

The SAS covered the southern portion of Iraq, while Delta took the northwestern border. The teams were to locate launchers and call in air strikes – or engage the targets themselves, if necessary. After JSOC's first raid behind Iraqi lines on February 6, it presented General Schwarzkopf with a videotape of four Scud launchers being destroyed by one of the teams.

The teams continued operating until the conclusion of the ground war on February 27. Throughout that period, they played a constant game of cat and mouse with the heavily armed Iraqi patrols that were searching for them. On February 26 – one day before the Iraqi surrender – two USAF A-10A Thunderbolt II ground-attack aircraft working in support of the special ops teams discovered that one of the targets

identified by the reconnaissance units was actually a large number of Scud launchers deployed in a field. The pilots attacked the site and were credited with destroying 20 launchers.

Intelligence reports had indicated that Iraq, hoping to disrupt the alliance, was planning a last-ditch Scud attack on Israel that night with as many as 26 missiles. It is unknown whether the A-10 pilots discovered the staging ground, but Iraq surrendered the next day and no attack ever materialized.

In the years following Desert Storm, the effectiveness of the Scud hunters was questioned by several agencies. An Air Force study found no definite proof that any mobile Scuds had been destroyed, while U.N. weapons inspectors reported that many of the fixed launch sites had actually survived the air strikes. However, the teams did greatly curtail the missile launches. Prior to their deployment, an average of more than five Scuds were launched each day; once the teams were active, that number dropped to one a day.



Source photo courtesy of U.S. Army

Direct Action

This is one of the most spectacular and potentially most valuable special operations. Direct action places great demands on intelligence, combat ability, and coordination. The strike force cannot have as much support as a conventional force. The target has to be one they can handle, and quickly enough so that they are not overwhelmed by enemy reaction.

The SAS at Pebble Island

When the British command decided that the first major landing in its Falklands campaign would take place in San Carlos Sound on the west coast of East Falkland Island, the possibility of devastating air attacks on the disembarking troops became a critical concern. The destroyer *HMS Sheffield* had been sunk by an Argentine aircraft attack only five days earlier. Argentine IA 58B Pucará ground-attack aircraft, with a combat radius of over 900 miles, were reported on Pebble Island – barely 16 miles to the northwest. The elimination of these aircraft, a necessary condition for the landing's success, was left to the 22nd Special Air Service Regiment.

On the evening of May 11, 1982, an eight-man team from D Squadron, 22nd SAS was landed by Sea King HC.4 helicopter, in storm conditions, on the coast of West Falkland Island across from Pebble Island. The team intended to remain in concealment on West Falkland during the day on May 12 and then proceed by canoe to Pebble Island to conduct a reconnaissance. The storm that had imperiled their original landing became worse, however, and they were forced to remain until the evening of May 13. Paddling across the straits, they took up positions near the settlement and airstrip on Pebble Island, observing a garrison of over 100 Argentine troops and several Pucará aircraft. After transmitting their intelligence by radio, the team established a landing zone and awaited the strike force on the night of May 14.

Two Sea King HC.4 helicopters from the aircraft carrier *HMS Hermes* delivered 45 men of D Squadron, 22nd SAS, under the command of Major Cedric Delves, as well as a naval fire-support team from the 148th Battery, 29th Commando Regiment, Royal Artillery. The original plan called for one troop of D Squadron to approach the settlement and contact the civilians there to organize guerrilla resistance. High winds and driving rain had delayed the rendezvous, however, so Major Delves decided to use this troop to block Argentine avenues of approach to gain time for his unit's extraction.

Within minutes of landing, the forward observers of 148th Battery were calling in rounds on the Argentine positions from Royal Navy frigates offshore. Facing no initial resistance, Delves dispatched a troop to mine the Pucarás and an enemy ammunition dump with timed demolition charges. Under the cover of their exploding charges, the SAS men withdrew toward their landing zone, only to be faced by rallying Argentine forces. In a brief but sharp clash, the SAS troops managed to break the attack by killing the Argentine commanding officer. With Argentine mortar fire falling around them, the strike force was extracted by Sea King helicopters in a Force 9 gale. They had destroyed 11 aircraft, including six Pucarás, as well as the entire store of aerial munitions on Pebble Island, and had inflicted more than 40 casualties on the Argentine defenders – all with only two SAS casualties, troopers who received light wounds.

Unconventional Warfare

Good examples of unconventional warfare missions are rare – a specific set of special circumstances is necessary for such operations. Only a few examples exist in this century, and without a doubt the best-documented are those conducted by the American Office of Strategic Services (OSS) in Europe during WWII.

Project JEDBURGH

This OSS operation was instrumental in preparing the way for the Allied liberation of Western Europe and became the model for unconventional warfare which inspired the formation of the U.S. Special Forces. The *Official War Report of the Office of Strategic Services* describes the JEDBURGH mission and its successes:

Special Ops in WWII

Between June and September 1944, 276 JEDBURGHs were parachuted into France, Belgium and Holland. Of these, 83 were Americans, 90 British, and 103 French. They made up three-man teams consisting of two officers and one radio operator, who wore Army uniforms and prepared no cover story. If captured, they were to give only name, rank and serial number, claiming prisoner of war treatment according to military law. JEDBURGH teams were supplementary to the SO circuits (covert intelligence and sabotage networks), and helped organize and arm part of the large number of recruits who joined the resistance movement in response to the Allied call to arms and to the impetus provided by D-Day. They did not assume command functions, since the French had their own leaders, but they suggested, helped to plan, and took part in sabotage of communications, destruction of fuel and ammunition dumps, attacks on enemy pockets cut off by the advance of the Allied armies and the procurement of intelligence. They subsequently provided liaison between American and British task forces and the Maquis, as various areas were overrun.

During June and July, eight American SO officers and six radio operators parachuted behind enemy lines as part of nine JEDBURGH teams. Most of these entered Brittany . . . Initially, each team established contact with the local resistance leader, began radio communications with SFHQ in London, and arranged to arm and equip the Maquis in its area of operations. The JEDBURGH teams in Brittany armed and organized more than 20,000 men. Under their direction, these men kept railroad tracks cut, derailed trains and destroyed engines, paralyzing all railway traffic throughout the peninsula. On the roads, they attacked German troop and supply movements from ambush. As a consequence of this Maquis activity, a major part of the German forces in Brittany was diverted to fighting resistance groups. Due to the mobility of the Maquis, their superior knowledge of the terrain and their extremely high morale, they were able to inflict losses many times heavier than they suffered themselves . . .

During August and September 1944, 69 additional American JEDBURGHs parachuted into France. They, too, concentrated on organizing attacks on railways, roads and bridges, and on cutting electric power, telephone and telegraph lines, thus hindering German commanders in moving troops, bringing up supplies and communicating with one another. JEDBURGH teams organized ambushes, attacks against German garrisons and convoys, and small-scale actions to mop up by-passed or isolated enemy units. They also deployed resistance forces to immobilize German troops trapped for lack of supplies or inability to open escape routes . . .

Counter-scorching was an important phase of JEDBURGH work . . . Upon the approach of Allied armies, they protected vital bridges and power plants.

JEDBURGH personnel were carefully screened and trained for their mission. The skills needed – weapons, demolition, field engineering, communications, intelligence analysis, and medicine – are still those that make up special ops training.

– Official War Report of the Office of Strategic Services (WWII)



Information Operations

These missions are often the most unusual of all special operations, requiring not only unconventional training and skills, but also unconventional *thinking*.

Mina Saud

By November, 1990, it had become obvious that a ground war against Iraq was likely. The U.S. Marine Corps immediately began planning the kind of operation it was created for – an amphibious invasion – and U.S. Navy SEAL teams were assigned to scout the Kuwaiti coastline for suitable locations for such an assault. Avoiding Iraqi mines and dodging gunfire not only from the shore but also from trigger-happy Coalition patrol vessels, the SEALs conducted 10 scouting missions. The intelligence they returned was discouraging: the coast was too heavily defended to make a large amphibious assault worthwhile.

The Marine Corps would still see action in the war . . . but not in an amphibious attack. U.S. Central Command (CENTCOM) planned to use them to bolster Saudi divisions in an attack on southeastern Kuwait when the ground war commenced. There was no reason for the Iraqis to know this, however, and the Marine Corps' very presence in the Persian Gulf gave CENTCOM the tool they needed to deceive Iraqi intelligence. A group of SEALs, led by Lieutenant Tom Dietz and code-named Task Unit Mike, was given a daunting mission: Convince the Iraqi coastal defenders that the Marine Corps would stage a landing in order to divert the defenders' attention from the Coalition ground attack.

The press played an unwitting but vital role in this deception. As soon as the decision was made to divert Iraqi defenses, the military began to "leak" details of preparations for an amphibious assault. The media reported not only that such an assault was likely, but that the troops had been chosen and a landing site selected for a Marine Corps invasion of Kuwait. The stage had been set for the deception; all that remained was for the SEAL team to convince the defenders that a mere 15 men were, in fact, a Marine Corps division.

The diversion was scheduled to begin at 0100 hours on February 24, 1991, three hours before the actual ground war was to begin. Late on the night of February 23, special warfare speedboats carried Task Unit Mike within seven miles of the Kuwaiti coast. Under cover of darkness, the team took three Zodiac rubber rafts within 500 yards of the shore. Each raft carried five SEALs, each with a specific task. Three SEALs would stay on each raft – a radio operator, a gunner for the raft's MK43 MOD 0 machine gun, and an engine repairman. The other two would swim the remaining 500 yards to the shore.

The swimmers carried over 40 lbs. of equipment each, including a 20-lb. MK138 MOD 0 satchel charge of C4 explosive, a SIG-Sauer P226 pistol, a small "bail out bottle" with three minutes of air, a flashlight, an emergency strobe light, and either an MP5N submachine gun or a CAR-15A2



R727 assault carbine with M203 grenade launcher. Using their rucksacks as flotation devices, the swimmers paddled their way to the edge of the beach, where they placed the explosives at the edge of the surf and set the timers to detonate at 0100 – a little over two hours away. Unseen by the sentries on the beach, the SEALs made their way back to the Zodiacs, now resting 300 yards offshore. Two large, bright orange buoys were then placed in the water. In daylight, it would appear as though the buoys marked a clear approach channel to the beach – a sure sign that the area had been prepped for an amphibious landing.

Meanwhile, Dietz had two of the speedboats move in from seven miles out to just a few hundred yards offshore. Once the SEALs were aboard, the second part of the plan was initiated. At 0030 hours, the crews of the two boats began firing .50-caliber M2HB machine guns and MK19 MOD 3 grenade launchers at the beach. For five minutes, the vessels moved up and down the beach, raking the defenders with gunfire and dumping additional timed charges overboard. Once the SEALs were sure the soldiers on shore were awake and beginning to react, the two speedboats raced back to the rendezvous point. Less than half an hour later, 120 lbs. of C4 exploded, filling the air with sand and seawater. To the Iraqis on shore, it looked as though the beach had just been prepared for an amphibious assault.

The SEALs' diversion was more successful than its planners had hoped. Not only did the men of Task Unit Mike convince the shore defenders to remain in place when the actual ground attack began, but the Iraqis even pulled parts of two other divisions back to reinforce the beach against the non-existent amphibious assault!

Combat Search and Rescue

Combat rescue is a demanding military task. The objective cannot simply be plastered with overwhelming fire, because the mission is to bring someone or something out intact.

Operation ACID GAMBIT

In April, 1989, members of the Panamanian Defense Force (PDF) arrested an American, Kurt Muse. Muse had supposedly been running a secret CIA-sponsored radio station and had been broadcasting anti-Noriega propaganda. He was taken to the Cárcel Modelo prison in Panama City, where his PDF guards were ordered to shoot him if a rescue was attempted. Prior to the invasion of Panama, members of 1st SFOD-Delta (Delta Force) were assigned to rescue Muse during the first moments of the invasion – before his captors had time to execute their orders.

A sniper team was hidden in a patch of heavy vegetation near the prison before the invasion began. On December 19, 1989, at about 0045 hours, the sniper took out the guards at the front of the prison, clearing the way for a team of Delta commandos approaching in an armored personnel carrier. Simultaneously, an MH-6H Little Bird helicopter landed on the prison roof and four more Delta operatives leapt off. The rooftop team was equipped for night fighting, with laser-sighted MP5A3 sub-machine guns and night-vision goggles. They blew open a metal door with C4 explosive and rushed down to the second floor, where Muse was being held.

Muse heard the explosion on the roof; moments later, he heard the sound of gunfire. Aware that something was going on, he got dressed and took cover on the floor. Gunfire echoed through the prison for a couple of minutes; then a voice warned Muse that his cell door was about to be blown open. Moments later, a Delta soldier rushed through the ruins of the door, put a Kevlar vest and helmet on Muse, and led him to the roof.

On the way out, Muse saw at least five dead PDF soldiers – including the one who had been ordered to kill him – outside his cell door. Delta's attack had been so swift that the guard did not have time to carry out the execution. Muse was surprised to note, considering the speed of the commandos' attack, that the Delta team had only killed the soldiers who had resisted them; in the stairway to the roof, he saw a cowering PDF trooper handcuffed to the railing.

The commandos ushered Muse into the MH-6H and the helicopter was quickly airborne. Unfortunately, not all of the defenders had been subdued; a rifle shot from the prison struck a vital part of the helicopter. The MH-6H was forced to the ground, but the pilot literally drove it down the street and into a nearby parking lot to attempt another take-off. Once again, gunfire forced the chopper down. This time, the men on the external "plank" were injured in the crash. Trapped on the ground, the Delta operators formed a perimeter around Muse

and the helicopter. It was only a matter of minutes before an American M113A3 armored personnel carrier arrived and carried the team and Muse to safety.

Special Activities

These operations are nearly always covert, even clandestine. Their nature is usually such that exposure would at least partially negate any benefits from a successfully completed mission.

Death on the Rock

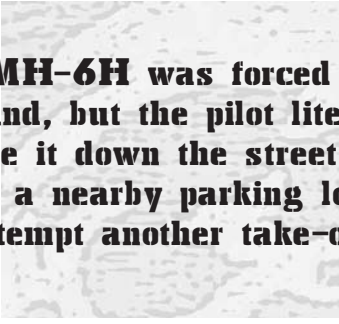
During the early part of 1988, British intelligence, monitoring the activity of two known members of the IRA in Spain, believed that an attack was being planned on the Governor's Palace on Gibraltar. The IRA had recently perfected a long-range remote-control device for detonating explosives, and the British feared a car bomb attack on the military installation on the Mediterranean island. When a third terrorist joined the pair in early March, it appeared the attack was imminent.

A team of 16 SAS soldiers was flown to Gibraltar to work with police on the island. The operation was code-named FLAVIUS and was under the command of the Gibraltar police commissioner. His orders were to arrest the terrorists and secure their weapons and any explosives. The SAS soldiers were deployed in four-man

teams on eight-hour shifts, working in plain clothes and armed with 9mm FN-Browning L9A1 High-Power pistols.

On March 5, Gibraltar police reported to the operation command post that one of the terrorists was seen tampering with something inside a parked car. When the other two terrorists were also spotted moving away from the site, the operation was declared active. A demolition expert stated that the car likely contained a bomb, so the police commissioner turned the operation over to the SAS. The on-duty team immediately closed in on the terrorists and, minutes later, fired on them. When the smoke cleared, all three terrorists were dead and the SAS had suffered no injuries – in fact, the terrorists hadn't even fired back!

The operation was initially touted as a tremendous success in the media, but two startling facts were revealed the next day. First, none of the terrorists had been armed or even had a trigger device – the troopers had been compromised as they closed in on the three and mistook one of the terrorists' actions as a reach for a gun. Second, the car the police had identified did not contain any explosives. Worse still, a witness soon came forward and claimed to have seen at least two of the three terrorists put their hands in the air. The police did discover a car filled with Semtex plastic explosive on the day after the shootings, but the event raised public ire.



The MH-6H was forced to the ground, but the pilot literally drove it down the street and into a nearby parking lot to attempt another take-off.

Public outcry over the affair lasted for several months and challenged the appropriateness of using military special ops forces for civilian law enforcement.

Taj-Bek Palace

When Mohammed Daoud, known as the “Red Prince,” seized power in Afghanistan in 1973, he seemed content to maintain close ties with the Soviet Union. He eventually began to build relations with Iran and Pakistan, however. He also began to distrust his own People’s Democratic Party of Afghanistan (PDPA). In the spring of 1978, he had the leading members of the PDPA arrested. The arrests prompted other PDPA members to stage a coup, and by the end of the month, the military had installed Nour Mohammed Taraki – a PDPA faction leader – as the new leader of Afghanistan.

Taraki held fairly radical views, and in his attempts to restructure Afghan life, he made the critical error of trying to suppress the role of Islam. Within months, several regions of Afghanistan rose up in open revolt against Taraki’s regime, forcing him to seek military assistance from the Soviet Union. Soviet arms and advisors were soon pouring into Afghanistan. Unfortunately, the Soviet presence worsened the situation, and many Afghans began to call for a jihad (holy war) against the Soviets. In early 1979, rebels seized the city of Herat and butchered dozens of Soviet citizens. Brezhnev and other Soviet leaders, concerned that the violence in Afghanistan could spread and threaten the USSR’s own Central Asian republics, increased their military support for Taraki’s government.

One of the units provided to Taraki was composed of the best Central Asian troops the Soviets had to offer. Made up solely of Farsi- or Dari-speaking troops from Spetsnaz or airborne units, this force was dubbed the “Muslim Battalion.” The hope was that it would be able to blend in with the Afghan military and provide Taraki with a reliable bodyguard. Before the unit could be deployed, however, Hafizullah Amin – one

of Taraki’s rivals – staged a coup of his own and took control of the government. In what was intended to be a show of political strength to the Soviets, Amin had Taraki killed on October 8, 1979.

The Soviet leadership was shocked by Amin’s actions; they were even more upset when he placed the blame for Afghanistan’s civil war on the Soviet military advisors. They concluded that Amin and his government had to be replaced by a more moderate faction of the PDPA. The problem was that both Taraki and Amin had been relentless in their persecution of rival PDPA factions, and none had the strength to carry out a coup on its own. Luckily, the Soviets already had a unit prepared to operate inside Afghanistan: the Muslim Battalion.

On November 18, 1979, the Muslim Battalion received orders to depart for a base near the Afghan capital of Kabul. Despite his blustering, Amin never suspected any threat from the Soviets; in fact, believing the Soviet unit to be more trustworthy than his own units, he allowed the Muslim Battalion to set up camp near his residence, Taj-Bek Palace. While the Muslim Battalion was being positioned in Kabul, the KGB was forming an assault team from its Alfa, Beta, and Vypel special ops units, code-named Kaskad. In early December, elements of Kaskad infiltrated Kabul disguised as a sports team. Their primary mission was to eliminate or capture Amin and the members of his council.

Until the night before the assault, the Muslim Battalion was unaware of its actual mission in Kabul. Its commander, Colonel Vassily Kolesnik, was summoned to the Soviet embassy on December 26 and told to draw up a plan to attack Taj-Bek Palace immediately. The Muslim Battalion was to secure the palace and hold it against counterattacks while the Kaskad team hunted down Amin. At Colonel Kolesnik’s request, his unit was reinforced with a company of airborne soldiers and an antitank missile platoon that would be used to breach the heavy palace doors. The attack was set for 2100 hours the following night.



As the old military adage goes, “No plan survives the first minute of battle.” The Soviet plan didn’t even get that far. Amin, convinced by the KGB that he was about to receive more support from Moscow, held a formal dinner on the night of the attack. He invited all of his ministers, the members of the Afghan Politburo, and their families. Everything was going better than the Soviets had hoped . . . until Amin and a number of the guests became ill shortly after the dinner began – apparently from poisoned food. It’s still unknown who was behind the poisoning attempt, but security was immediately tightened around the palace. Ironically, the commander of Amin’s Presidential Guard requested medical assistance from the Soviet Embassy.

The Soviets were forced to move up their timetable in response to the increased activity around the palace. Spetsnaz troops intercepted a platoon of Afghan reinforcements who had been summoned to the palace and took them out using silenced weapons and knives. Another Spetsnaz company was tasked to neutralize a nearby Afghan tank battalion. As the Afghan tankers began to respond to the alarm at the palace, the Soviet team drove up to the battalion headquarters and took the battalion commander and his company commanders prisoner. The tankers gave chase on foot, but three Spetsnaz soldiers opened fire with machine guns and routed the would-be rescuers. Meanwhile, the rest of the Spetsnaz company sabotaged the Afghans’ T-55 tanks.

The element of the Muslim Battalion tasked with seizing the palace approached it in BMP-2 armored fighting vehicles painted with Afghan markings. The palace sentries were not fooled by the paint job, and opened fire with machine guns. The Soviets responded by calling in four ZSU-23-4 “Shilka” anti-aircraft vehicles, which opened up on the defenders with four 23mm autocannon apiece. The Afghans were forced to take cover from the withering fire. In spite of the Spetsnaz team’s best efforts, though, the palace guards continued to hold out.

With the exterior of the palace unsecured, the Kaskad team took cover inside the Soviet armored personnel carriers. When it became evident the Afghans would not be quickly defeated, a Spetsnaz officer decided to charge the palace with the BMP-2s. The vehicles drove through the palace doors and the Kaskad team took over. Inside the palace, the fighting was just as heavy as it had been outside, but the KGB team was eventually able to clear the palace and locate Amin. The Afghan leader was alive but wounded, and Kaskad turned him over to a group of Taraki’s followers. Amin did not survive the night.

Twelve Spetsnaz died and 28 were wounded in the fighting around the palace. An estimated 500 Afghans died fighting the Muslim Battalion and another 150 were taken prisoner. The total number of Kaskad casualties is unclear – reports range from only four dead to as many as 46.

While the attack on Taj-Bek Palace was in progress, other KGB teams and Spetsnaz units took out key government installations and the 103rd Guards Airborne Division seized



key intersections around Kabul. Two Soviet motorized rifle divisions advanced south from the border into Afghanistan the same day. None of the other invading units faced much resistance.

On December 28, 1979, Babrak Karmal, the PDPA leader chosen by the Soviets to assume power, was escorted into Kabul by Soviet airborne troops. Although Karmal attempted to regain the support of the Islamic leaders of the rebellion, the majority of Afghans were tired of Soviet intervention in their country. The coup at Taj-Bek Palace, while successful, marked the beginning of 10 years of hard fighting for the Soviet military, which eventually culminated in a humiliating defeat.

Overt, Covert, and Clandestine: What’s the Difference?

“Overt,” “covert,” and “clandestine” are technical terms when applied to special operations.

An *overt* operation is one in which no effort is made to conceal the operation or the identity of the country conducting it. The Civilian Irregular Defense Group (CIDG) program, conducted by U.S. Special Forces in Vietnam, is an excellent example of an overt operation, as are hostage rescues and most other counterterrorist missions.

A *covert* operation is one in which an effort is made to conceal the identity of the country conducting the operation, but not the fact that the operation is taking place. Deniability – the ability to cast plausible doubt on the allegation of a country’s involvement – is crucial to the success of covert operations. The use of “unilaterally controlled Latino assets” – the CIA’s euphemism for Latin American mercenaries secretly hired by the United States – to attack Nicaraguan ports, oil tanks, and communications centers and to mine Nicaraguan harbors in 1983-1984 is an example of a covert operation. This operation shared a problem common to most covert operations, however: deniability is tenuous and not easily preserved. Most governments recognize this and tend not to conduct covert operations if they cannot accept the heat generated by their disclosure.

A *clandestine* operation is one in which an effort is made to conceal both the operation and the identity of the country conducting it. All special reconnaissance missions are, by their nature, clandestine. If the enemy becomes aware of the reconnaissance, he has an incentive to alter what was observed, invalidating the intelligence.

2. UNITS AND PERSONNEL

GPO "Sharky" Green is the meanest man I have ever met.



"THE ONLY EASY DAY WAS YESTERDAY, LADIES!"

For five weeks now CPO Sharky has been at us. Seven candidates have quit already. I thought I was in shape after I finished preconditioning, but that was nothing compared to this. Franklin got hypothermia yesterday and had to go to the hospital. If he's lucky, he'll get recycled.

I dropped the boat yesterday and Sharky dumped an oar full of sand down the back of my shirt. I think it's ground into my skin by now. Now I know why this is called Hell Week. I haven't slept for more than 20 minutes a night. I'm so tired. I think I can make it to the next meal; any food will do, even Brussels sprouts. I wish you could hear me now, Mom, you'd flip! Two more days of Hell Week, then 20 more weeks of instruction after that. The next phase is all about diving and scuba. That should be easy for an all-state swimming champ! Then we get into Demo/Recon/Land Warfare. I don't know how I'll make it through that. I haven't ever gone hunting, and the first rifle I ever shot was that M16A2 at Basic! But I'll make it. I'll earn that "Trident" – or "Budweiser," as Sharky called it. All I can see is that eagle perched on that trident and anchor holding a flintlock.



"WHAT ARE YOU DREAMING ABOUT, LEWIS! IF YOU DROP THIS BOAT AGAIN, I'LL FILL YOUR DRAWERS SO FULL OF SAND YOU WON'T BE ABLE TO WALK!"

Special operations units are, by definition, elite forces.

The standards for selection to serve in such units are far more rigorous than those applied to other soldiers, and the training is much more intense. The physical and psychological qualifications required of special ops troops differ from unit to unit and country to country, but in all cases, soldiers with serious physical or psychological disabilities (including many of the disadvantages usually available to **GURPS** characters) are excluded.

Quite often, soldiers must complete at least one term of service – and must attain a certain grade or rank – before volunteering for such units. In addition, the service records of volunteers are carefully scrutinized to exclude personnel who have exhibited discipline problems. Finally, volunteers are subjected to exhaustive background investigations to qualify for security clearances.

The United States of America



The U.S. Army, Navy, Marine Corps, and Air Force all deploy special operations units, although Air Force units primarily provide transportation and air support for the other three services.

U.S. Military Training

Enlisted Basic Training

All enlisted U.S. military personnel must attend basic training for their branches, which lasts from 6 to 11 weeks. Courses not only give recruits basic military skills but eliminate those unable to adapt to the regimen. It is extremely unlikely that anyone could complete even the "easiest" training with any attribute below 8. This is also when recruits with severe mental disadvantages or chronic physical problems are usually weeded out. Training varies from service to service; an optimistic list of the skills acquired would include the following:

U.S. Air Force: Aviation, Electronics Operation (Communications), First Aid, Guns (Rifle), and Savoir-Faire (Military) at level 8.

U.S. Army: Guns (Light Auto), Guns (Rifle), Savoir-Faire (Military), and Soldier at a minimum level of 10. At least level 8 in Brawling, Electronics Operation (Communications), First Aid, Guns (LAW), NBC Warfare, Spear, and Throwing.

U.S. Navy: Sailor, Savoir-Faire (Military), and Swimming at level 10. Electronics Operation (Communications), First Aid, and NBC Warfare at level 8.

U.S. Marine Corps: Guns (Rifle) and Savoir-Faire (Military) at minimum level 11. Soldier and Swimming at level 10. At least level 8 in Brawling, Electronics Operation (Communications), First Aid, Guns (LAW), Guns (Light Auto), NBC Warfare, Spear, and Throwing.

These can be used as templates for other national training programs. Some programs are longer than the U.S. average (notably in Commonwealth countries) and others are very limited (most Third World countries). These lists should be considered examples, not set in stone. For example, most programs reward those who display natural leadership skills (raising Leadership). Some may perform various duties that could qualify for Hobby skills or even low levels of Professional skills. Basic training tends to be a familiarization and processing period rather than a full-fledged training course – advanced occupational schools hone the skills learned in basic training.

Enlisted Advanced Training

Upon completion of basic training, trainees are sent to learn the skills their selected jobs require. These schools are collectively known as Advanced Individual Training (AIT) (in the Army) or "A-School" (in the Navy and Marines). It is here that the actual Military Occupational Specialty (MOS) is learned. Almost all of the schools are run by the individual services, with each service maintaining its own training detachments – building service pride. These schools can last from a few weeks to over a year, depending on the skill(s)

taught. Upon completion the soldier, sailor, or airman will have the skills of that specialty at a minimum level of 10.

The Infantry

Infantry advanced training is a bit different, in that the training doesn't stop when infantrymen graduate! Training for the Infantryman is conducted at Infantry AIT for the U.S. Army and the School of Infantry (SOI) for the Marine Corps. Most special forces units only draw from the infantry; other soldiers may volunteer, but they must learn basic infantry skills prior to attending special ops qualification courses.

Graduates of Infantry AIT or SOI must have HT 11 and no other attribute below 9. They have the skills from basic training (see above) at level 10 and Armoury (Small Arms), Camouflage, Gunner (ATGM), Gunner (Machine Gun), and Guns (Grenade Launcher), all at level 11 or better. Upon graduation from this course, a would-be special ops soldier must attend the Airborne Basic Course (below) to become jump-qualified.

Officer Training

Officer training concentrates on leadership skills and proper execution of tactical plans. In game terms a well-prepared officer will have Administration and Leadership at a minimum level of 12. Other skills will usually follow the branch of service – for example, in the Marine Corps, even pilots are given extensive infantry training.

Training Courses

The number of joint-service training schools in the U.S. military alone is immense. The following are a few that most Special Forces personnel will be very familiar with.

Airborne Basic Course: Also known as “jump school,” this three-week course is conducted at Fort Benning, Georgia. The course is structured in three week-long cycles. During “ground week,” physical training and basic airborne familiarization are emphasized, with classes on jumpmaster commands, harness fitting, exit technique, and executing the parachute landing fall. The second week (“tower week”) involves training in tactical exit and lateral drift control, as well as landing simulation exercises conducted from a 34-foot-high tower. In the final week (“jump week”), the trainee applies his training to five practice jumps from an aircraft: three jumps with the standard T-10C parachute (a “Hollywood” daylight jump with minimal equipment, a tactical jump with full equipment, and a night tactical jump) and two jumps with the MC1-1B steerable parachute. The graduate will have Parachuting at skill 10 or better. Jumpmasters attend the Advanced Airborne Course (also at Ft. Benning) after several hundred jumps and receive advanced training in



Source photo courtesy of U.S. Army

jumpmaster commands, harness fitting, safety, drop zones, wind/drift determination, aircraft loading, and emergency procedures. Jumpmasters will have Parachuting at a minimum skill of 14.

Military Freefall Course: Taught at Yuma Proving Grounds, Arizona, this course teaches techniques in advanced parachuting to qualified service applicants who have completed jump school. The techniques taught are High-Altitude Low-Opening (HALO), High-Altitude High-Opening (HAHO), and Low-Altitude Low-Opening (LALO) airborne operations (see p. 96). Parachuting skill will be at level 12 or better, including all three familiarities (see p. 61).

Defense Language Institute (DLI): The Defense Language Institute, in Monterey, California, offers basic, intermediate, and advanced language training in 24 languages, including most of the world's major languages; over 40 other languages are taught under DLI-supervised contractual arrangements in Washington, D.C. Programs last from six months to a year. Any soldier in a MOS in which knowledge of a foreign language is useful may apply for training. See templates beginning on p. 63 for skill levels and costs.

Jungle Warfare School: The U.S. Army Jungle Warfare Center conducts training in jungle survival, camouflage, and combat operations under the U.S. Southern Command. This school was closed in 1999 but is reportedly being moved from Ft. Sherman in Panama to Colombia. Each graduate would have, at a minimum, Camouflage-12, Orienteering-15, Survival (Jungle)-14, and Traps-12.

Northern Warfare School. The U.S. Army Arctic Warfare Center conducts training at Ft. Greeley, Alaska, and Ft. Devens, Massachusetts. They provide training in arctic survival, camouflage, skiing, and arctic combat operations. Each graduate would have, at a minimum, Camouflage-12, Climbing-11, Skiing-11, Survival (Arctic)-13, and Tracking-11.

Special Warfare Operations and Intelligence Course: Taught at the John F. Kennedy Special Warfare Center and School (JFKSWCS) at Ft. Bragg, North Carolina, this course qualifies the graduate for assignment as a U.S. Army Special Forces detachment's Intelligence NCO. Students learn specialized intelligence techniques required by the Special Forces role and mission. Each graduate would have Cryptanalysis, Intelligence Analysis, Interrogation, Lockpicking, Photography, SIGINT Collection/Jamming, and Traffic Analysis at level 13 or better.



Source photo courtesy of U.S. Army

Special Warfare Strategic Reconnaissance Course: This course, also at the JFKSWCS, trains students in advanced technical procedures necessary for special operations reconnaissance missions. The course covers such matters as communications, concealment, intelligence collection, medical emergency and sustainment procedures, and advanced instruction in both day and night reconnaissance operations. Each graduate would have, at a minimum, Camouflage-15, Electronics Operation (Communications)-14, Electronics Operation (Sensors)-12, First Aid-14, Forward Observer-12, Orienteering-15, Stealth-13, and Tracking-11.

Special Warfare Target Interdiction Course: Also conducted at the JFKSWCS, this course gives selected Special Forces soldiers training in skills they may need to deliver precise rifle and indirect fire from concealed positions in support of special operations missions. Training includes marksmanship, observation techniques, forward observer techniques, concealment, and camouflage. Each graduate would have, at a minimum, Armoury (Small Arms)-13, Camouflage-15,

Electronics Operation (Communications)-13, Electronics Operation (Sensors)-13, Forward Observer-13, Guns (Rifle)-16, Stealth-14, Tracking-12, and Traps-12.

Special Warfare Underwater Operations Combat Divers Course: This course, conducted by the Underwater Operations Branch of the JFK Special Warfare Center and School in Key West, Florida, offers courses necessary for special forces waterborne insertion/extraction, diving, and water-based combat operations. Each graduate would have, at a minimum, Boating-12, Demolition-12, Knife-12, Navigation-11, Powerboat-12, Scuba-13, Survival (Island/Beach)-12, Swimming-14, and Underwater Demolition-12.

Airborne Rangers

Volunteers for Ranger training must meet exacting physical standards. The minimum standards to qualify include the ability to do six chin-ups, 52 push-ups, and 62 sit-ups, each in two minutes, and run two miles in under 15 minutes. Then they must pass the Combat Water Survival Test, consisting of

a 15-meter swim with full equipment, a blindfolded 3-meter drop into deep water, and equipment removal while submerged. The volunteer must also be able to complete a five-mile run in formation and a 12-mile road march with rucksack. A volunteer must possess a high school education, have a high GT (General Classification Test) score, and be Airborne qualified. Only enlisted soldiers from specific combat MOSs (infantry, cavalry scout, combat engineer, and Special Forces) may attend Ranger School.

U.S. Army Ranger Training Program (RTP): To join a Ranger Battalion (different from just going to Ranger School) an enlisted soldier must volunteer for the U.S. Army, volunteer for (not be assigned to) one of the three Ranger Battalions, complete basic infantry training, and volunteer for paratrooper training (if not qualified already). Next the candidate must complete the four-week Ranger Indoctrination Program (RIP) at Ft. Benning, Georgia, which hones weapons and other combat skills and introduces the standard operating procedures of the Ranger Battalions. Upon completion of this program, the candidate is assigned to a Ranger Battalion for several months of familiarization duty. When deemed ready, the volunteer is sent to Ranger School.

Officers in the infantry or with certain engineer, Special Forces, armor, or military intelligence backgrounds can apply for Ranger School.

Ranger School lasts 61 days, averaging nearly 20 hours of training per day – all this with only one meal per day (one MRE). This training, the most strenuous and demanding available to U.S. Army soldiers, is conducted in three phases. The first, held at Ft. Benning, concentrates on leadership skills and small-unit tactics. It also involves intensive physical training and extreme mental stress. The second phase is conducted at Camp Frank D. Merrill, in Dahlenega, Georgia, where trainees are given exhaustive training in reconnaissance, patrol, raiding, and ambush techniques, as well as mountaineering and land navigation under combat conditions. The third phase, conducted at Camp James E. Rudder, near Eglin Air Force Base in Florida, consists of platoon-sized exercises conducted under jungle and swamp combat conditions.

The philosophy of Ranger School is to force trainees to exercise creative leadership under conditions of extreme stress and exhaustion. Fewer than 40% of volunteers complete the program and receive the Ranger Tab. The Airborne Ranger template appears on p. 64.

Ranger Unit Organization. The U.S. Army currently has three Ranger Battalions on active duty: the 1/75, based at Hunter Army Airfield, Georgia; the 2/75, based at Ft. Lewis, Washington; and the 3/75, based at Ft. Benning, Georgia. Ranger units were originally formed during World War II (see pp. W44 and W:HS13 for more information), but they were disbanded after the Korean conflict. In 1969, the army reactivated the Ranger Battalions. The mission of the Ranger Battalions is to provide long-range reconnaissance, ambush, and strategic raid capabilities in support of conventional forces, as well as large-scale counter guerrilla and counterterrorism operations. The unit organization of the Ranger Battalions, therefore, closely parallels that of regular light infantry.

A Ranger Battalion is composed of a headquarters and headquarters company, consisting of 27 officers and 71 enlisted men, and three Ranger companies, each comprising 7 officers and 153 enlisted men. The basic building block of the Ranger company is the nine-man squad, consisting of two four-man fire teams and a squad leader. Three such squads plus a weapons squad make up a rifle platoon, and three rifle platoons, plus a headquarters element and a heavy weapons platoon, make up a company.

For long-range reconnaissance missions, a five-man team is the primary operational unit. Larger units are utilized for ambush and raid missions. One major difference between Ranger units and Special Forces (pp. 26-27) lies in the army's expectation that Ranger units will be employed in larger-scale operations, usually in direct support of regular infantry, rather than independently, or in coordination with indigenous regular or guerrilla forces.

The Ranger Creed

The Ranger Creed seeks to put down on paper the ethics and traits most desired in the 75th Ranger Regiment. It is specific to the U.S. Army Rangers, but the mindset and values it represents are common to virtually every volunteer elite military unit in the world.

Recognizing that I volunteered as a Ranger, fully knowing the hazards of my chosen profession, I will always endeavor to uphold the prestige, honor, and high esprit de corps of my Ranger Regiment.

Acknowledging the fact that a Ranger is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, I accept the fact that as a Ranger, my country expects me to move further, faster, and fight harder than any other soldier.

Never shall I fail my comrades. I will always keep myself mentally alert, physically strong, and morally straight, and I will shoulder more than my share of the task, whatever it may be. One hundred percent and then some.

Gallantly will I show the world that I am a specially selected and well-trained soldier. My courtesy to superior officers, my neatness of dress, and care of equipment shall set the example for others to follow.

Energetically will I meet the enemies of my country; I shall defeat them on the field of battle for I am better trained and will fight with all my might. Surrender is not a Ranger word. I will never leave a fallen comrade to fall into the hands of the enemy and under no circumstances will I ever embarrass my country.

Readily will I display the intestinal fortitude required to fight on to the Ranger objective and complete the mission, though I be the lone survivor. Rangers Lead the Way!

Special Forces

A volunteer for the U.S. Army Special Forces must be able to do 42 push-ups and 53 sit-ups, each in two minutes, run two miles in less than 16 minutes, and swim 50 meters unassisted in full uniform. Individuals with ST or HT below 11 are unlikely to succeed without Strong Will. The volunteer must also be intelligent (minimum IQ 11) and be approved for a “Secret” security clearance (p. 55). He must be Airborne-qualified or eligible for Airborne training and be grade E-4 (promotable) or higher. An officer candidate must possess a “Secret” clearance prior to arrival at the selection phase, be grade O-2 (promotable) or higher, be eligible for a “Top Secret” clearance, and have some facility with a foreign language (Language Talent is highly prized). O-2 (promotable) officers will be promoted to O-3 upon graduation from the Special Forces Qualification Course.

U.S. Army Special Forces Assessment and Selection (SFAS): The selection course for U.S. Army Special Forces lasts 21 days and is divided into three sections. The first section is designed to eliminate candidates quickly who are unable to meet the physical or psychological strain required of a Special Forces soldier. The second section focuses primarily on judgment and mental ability under physical stress. The final portion of SFAS requires the volunteers to exhibit the ability to work as part of a team – a vital skill for Special Forces soldiers. Throughout the course, the volunteers receive little or no feedback to allow them to gauge their progress. Unlike many other special operations selection courses, SFAS isn’t designed to test physical endurance so much as mental fortitude and adaptability.

U.S. Army Special Forces Qualification Course: The qualification course, or Q-course, is conducted in three phases over a period ranging from 24 to 57 weeks.

The basic skills phase, lasting 39 days, held at Camp MacKall Training Facility, North Carolina, emphasizes physical and basic combat soldiering skills under conditions of intense stress and exhaustion. Extensive hands-on training in land navigation, small unit tactics, and patrolling is provided.

The technical skills phase consists of comprehensive advanced training in the volunteer’s SF specialty: communications, engineer, medical, weapons, or officer. The communications course, lasting 21 weeks, consists of intensive training in U.S. and foreign radio communications systems, voice and Morse code transmission and reception, electronic countermeasures, and communications security. The engineer course, lasting 13 weeks, provides training in plastic explosives, dynamite charges, fuses, and combat and civil engineering. The medical course, lasting 46 weeks, trains personnel in all aspects of field and preventive medicine, including field-expedient surgery. The weapons course, lasting 13 weeks, provides the trainee with a mastery of the small arms and company indirect-fire weapons of many nations. The officer course, lasting 24 weeks, teaches officers the techniques of unconventional warfare, focusing on mission planning, logistics, guerrilla warfare, and insurgency operations.

The final phase of Q-course lasts 38 days and focuses on mission planning and unit training skills. The volunteer learns not only how to apply his recently acquired knowledge himself, but also how to effectively teach others. This phase culminates in the 15-day-long ROBIN SAGE field exercise. The Special Forces character template is on pp. 67-68.

Special Operations Forces and Special Forces

The term “special operations forces” embraces the whole spectrum of unconventional warfare units. Commando raids, rescue operations, psychological operations, counterinsurgency, long-range reconnaissance, and elimination of key targets are a far from exhaustive list of special operations.

In the United States, since the early 1950s, Special Forces (see above) has been a more restricted term. Special Forces’ primary mission is to serve as military instructors and staff specialists. They were organized based on experience with the resistance movements of WWII, particularly the French Resistance and guerrilla forces in the Philippines, Yugoslavia, and Burma. The OSS and the regular military had extensive experience with these forces, and a distillation of that experience defined the Special Forces mission.

The heart of Special Forces is the 12-man Operational Detachment Alpha (ODA) or A-Team (p. 28). It is composed

of trained instructors in infantry weapons, engineering and demolition, intelligence, communications, and medicine, the skills most needed by a guerrilla force and most often lacking in its recruits. Each A-Detachment is expected to be the core training and special staff element of a battalion of up to 1,000 guerrillas or counter guerrillas.

Special Forces training and even Special Forces peacetime operations are more exciting and challenging than ordinary military life. Special Forces attract volunteers who have more initiative, intelligence, and competence than the regular line soldier of the Army. As a result, Special Forces are often called upon to carry out difficult missions that are not typical of the line infantry unit.

This use of the term Special Forces is common in the United States, even to describe the special operations of other countries. It is not universal; in WWII, for instance, the British called *all* commando formations “special forces.”

Exercise ROBIN SAGE

The final stage of U.S. Special Forces training is an elaborate two-week-long field exercise known as ROBIN SAGE. Special ops units are known for taking an unconventional approach to everything, and training is no exception. This exercise is an excellent example of the unique operations that these units undertake to prepare themselves for real missions.

ROBIN SAGE takes place in the backwoods of North Carolina, but unlike many conventional military field exercises, it does not take place on a military post – it is conducted in and around three small towns in the Uwharrie National Forest. Many members of the civilian community take part in the exercise, playing the roles of local community leaders, partisan supporters, or even the forces of the fictional “Pineland.” Citizens also lend the U.S. Army land to use for maneuvers and air-resupply drop zones.

The students are divided into teams and ordered to infiltrate Pineland. They are to link up with rebel leaders of the “Pineland Liberation Front” or PLF, played by Special Forces instructors, and assist them in their fight against the puppet government installed by a neighboring country. All aspects of Q-course training are tested; diplomatic ability is tested nearly as hard as other skills as the students face difficult, often nearly belligerent “allies.” The ultimate objective is to turn the guerrilla force into an effective military unit. The “guerrillas” are USAF airmen from nearby Pope Air Force Base. They are noncombat troops – cooks, mechanics, clerks and the like – so the students must still school them in all but the most basic military skills.

Throughout the exercise, a Special Forces instructor monitors and evaluates the team’s progress. The students must accomplish their mission in Pineland to graduate from the Q-course!

The Q-course does not end a Special Forces soldier’s formal training. For example, new graduates are sent to the Defense Language Institute (DLI) to learn a foreign language. The language assigned is based on aptitude and can take between 4 months and a year to learn, depending on difficulty. All personnel must then attend the infamous Survival, Escape, Resistance and Evasion (SERE) School, also located at Ft. Bragg. This joint-service training course is run for military personnel who are at risk of capture and interrogation. The school familiarizes the student with basic escape techniques and methods of resisting interrogation (including physical interrogation – torture).

The majority of SF troops are eventually cross-trained in more than one SF specialty. Many SF troops also attend joint service advanced skills schools (see pp. 22-24) such as the Military Freefall Course, Northern Warfare School, Jungle Warfare School, Special Warfare Underwater Operations Combat Divers Course, Special Warfare Target Interdiction Course, Special Warfare Strategic Reconnaissance Course, or Special Warfare Operations and Intelligence Course.

Special Forces Unit Organization: The first Special Forces unit, the 10th Special Forces Group, was activated in 1952 at Ft. Bragg, North Carolina. The army currently has five active duty Special Forces Groups (SFG): the 1st, 3rd, 5th, 7th, and 10th. Each SFG – effectively an SF brigade – has a headquarters company, a combat electronic warfare and intelligence (CEWI) company, a service company, a signals company, and three Special Forces battalions. Each battalion consists of a C-Detachment and three Special Forces companies. Each SF company consists of a B-Detachment and six Special Forces Operational A-Detachments (ODA). Operators

with certain special skills are usually concentrated in one ODA – typically, one ODA of scuba-qualified operators, one ODA of HALO-qualified operators, and four ODAs with “normal” Special Forces soldiers.

Each SFG is tasked to provide coverage of a different area of the world:

1st SFG (based at Ft. Lewis, Washington, with a C-Detachment at Torii Station, Okinawa) concentrates on East Asia and the Pacific.

3rd SFG (based at Ft. Bragg, North Carolina) focuses on Africa.

5th SFG (based at Ft. Campbell, Kentucky, with a battalion at Camp Doha, Kuwait) covers Southwest Asia and Northeast Africa. Men from the 5th SFG were deployed to Afghanistan in 2001.

7th SFG (based at Ft. Bragg, with a company in Puerto Rico) deals with South America and the Caribbean.

10th SFG (based at Ft. Carson, Colorado, with a battalion at Stuttgart, Germany) covers Europe.

Active duty SFGs can be augmented with personnel from two Army National Guard SFGs (the 19th in Draper, Utah, and the 20th in Birmingham, Alabama).



SF A-Detachment Organization

An A-Detachment, also called an A-Team or ODA (Operational Detachment Alpha), consists of two officers and ten NCOs. The organization listed below is the standard A-Detachment structure; mission requirements may modify this. The ranks listed are those for each position under ideal circumstances. Due to shortages of soldiers of the designated rank, a given position may be filled by an SF member of lower rank.

- 1 Detachment Commander: Captain
- 1 Executive Officer: Warrant Officer
- 1 Team Operations NCO: Master Sergeant
- 1 Intelligence and Operations NCO: Sergeant 1st Class
- 1 Weapons NCO: Sergeant 1st Class
- 1 Medical Specialist: Sergeant 1st Class
- 1 Engineer NCO: Sergeant 1st Class
- 1 Communications NCO: Sergeant 1st Class
- 1 Assistant Weapons NCO: Sergeant or Staff Sergeant
- 1 Assistant Medical Specialist: Sergeant or Staff Sergeant
- 1 Assistant Engineer NCO: Sergeant or Staff Sergeant
- 1 Assistant Comm NCO: Sergeant or Staff Sergeant

First Special Forces Operational Detachment-Delta

First Special Forces Operational Detachment-Delta (1st SFOD-Delta, also known as “Delta Force”) is the U.S. Army’s premier counterterrorist unit. Recruitment is done by contacting soldiers, sailors, and airmen with desirable skills and backgrounds and putting those who volunteer through a daunting battery of selection tests. Requirements are similar to those for the Special Forces (pp. 26-27), but they must also be eligible for a “Top Secret” clearance. Physical requirements for entry are stricter as well – a volunteer without HT 12 or higher plus some level of Strong Will is unlikely to complete the three-to-four-week selection course at Camp Dawson, West Virginia.

The course extends over hardwood-covered mountains, crisscrossed by streams and rivers. Carrying a rucksack, a map, and a compass, each volunteer is ordered to go from one location to another, not knowing how much time he has to complete the assignment. Upon reaching his goal, the soldier is ordered to march to another location, again as quickly as possible. If he does not reach a rendezvous point in a specified amount of time, he fails the course and is eventually shipped back to his old unit. Throughout the course, no feedback is provided on the soldier’s performance. The evaluators go to great pains to keep the selection criteria secret, and will even keep failed applicants in the course to confuse their peers.

Volunteers who pass this selection course are subjected to intensive psychological screening. The objective is to identify recruits best able to exercise individual initiative under the conditions of profound stress associated with the kinds of missions undertaken by 1st SFOD-Delta. Macho “cowboys” who

cannot master the subtle psychological challenges of this screening are weeded out. Those who meet the selection standards attend the 1st SFOD-Delta Operator’s Course. The results of the selection process are then sealed, ensuring that the standards remain secret.

1st SFOD-Delta Operator’s Course. The Operator’s Course is conducted over a six-month period at Ft. Bragg. The training concentrates on a wide variety of military and civilian skills essential to counterterrorist operations. Marksmanship is heavily emphasized – firing three to four hours per day, five days per week – with requirements that trainees be able to hit 100% on 900-yard targets and 90% on 1,000-yard targets.

Some of the topics covered in the course are assault techniques, command and control functions, first aid and paramedical training, hostage management, vehicle and machinery operation, lockpicking, airborne and airmobile techniques and tactics, and man-to-man fighting techniques – and this list is by no means exhaustive.

Particular attention is given to realistic training in taking down terrorist-controlled sites: assaulting and clearing buildings, seizing aircraft, and the like. An expensive training complex, known as “The House of Horrors” and including a mock-up of an aircraft cabin, has been constructed at Ft. Bragg to provide the utmost realism in training exercises. Major air carriers routinely provide aircraft for 1st SFOD-Delta Operator’s Courses and other training exercises so that operators become as familiar with aircraft access and operation as possible.

A 1st SFOD-Delta operator is not finished with his training upon completing the Operator’s Course. Language and other advanced special operations courses (see pp. 22-24) are frequently provided for Delta Operators, as well as extensive on-the-job training through field and command post exercises. The character template for the Delta Operator is on p. 65.

1st SFOD-Delta Unit Organization. Since its founding at Ft. Bragg on November 19, 1977, the precise organization of 1st SFOD-Delta has remained classified information. Unclassified sources reveal that the unit has been divided into three operational squadrons, each with about 75 soldiers divided into four- to six-man teams. 1st SFOD-Delta also possesses a support squadron, a signals squadron, an aviation squadron with twelve MH-6J helicopters painted to resemble civilian aircraft, and a “Funny Platoon.” Since mission-tailored units are the rule in 1st SFOD-Delta, the number of operators and their force configuration for any operation will depend heavily upon the requirements of the mission. While 1st SFOD-Delta’s mission remains primarily counterterrorist operations, it has seen increased deployment in conventional roles over the last decade.

160th Special Operations Aviation Regiment

The three battalions and one separate company of the 160th Special Operations Aviation Regiment are tasked to provide tactical transport and support for U.S. Army special operations units. The 1st and 2nd Battalions are located at Ft. Campbell and the 3rd Battalion is based at Hunter Army Airfield, Georgia. D Company is based in Puerto Rico:

The “Funny Platoon”

Scouting overseas targets for military action often requires operatives on site to evaluate the defenses and hazards that troops will face. The U.S. Army already has at least one program that places trained personnel in hostile areas to assess these sites and prepare them for later military intervention. During Operation EAGLE CLAW – the failed attempt to rescue the Teheran embassy hostages in 1980 – U.S. Army SF soldiers infiltrated Teheran ahead of the assault teams to scout the targets and arrange transportation.

For years, 1st SFOD-Delta has argued for the right to train these operatives, especially since many of its operations are directly supported by them. The Army’s existing program has consistently been able to resist Delta’s attempts to take charge. In response, Delta has organized its own intelligence detachment, usually referred to as the “Funny Platoon” because of the unorthodox methods it employs – unorthodox even for Delta! These operatives are capable of sneaking into a foreign country ahead of other commandos to provide up-to-date intelligence on target activities. Other members of the detachment monitor computer terminals constantly updated by information from the Defense Intelligence Agency (DIA).

One of the unique aspects of the “Funny Platoon” is that it is rumored to employ women – the only element of Delta or any other U.S. military special ops unit to do so. In the early 1990s, after passing a modified selection course, five women were supposedly admitted to Delta. They were trained to work undercover in situations where male operatives would not be as effective. It is unknown if these women have been employed in real-world Delta operations to date.

1st Battalion (AH-6J, MH-6J, AH-60L, MK-60K, MH-60L)

2nd Battalion (MH-47E)

3rd Battalion (AH-60L, MH-60L, MH-47D)

D Company (MH-60L)

Pilots, crew, and maintenance personnel selected for service with the 160th Special Operations Aviation Regiment are reputed to be the best available, and train extensively with the ground forces they are intended to support –

mainly 1st SFOD-Delta and DEVGRU (p. 31) in the case of the 1st Battalion and the 75th Rangers (p. 25) in the case of the 2nd and 3rd.

U.S. Marine Corps

Recon Battalion

Marine Reconnaissance (Recon) Battalion platoons conduct amphibious and ground operations, notably limited raids and patrolling. In recent years selected elements from the Recon Battalions have been trained to conduct more traditional special operations missions such as CQB and counterterrorism. The Marines do not have units that fall under SOCOM control, but they still participate in joint operations.

In contrast to most U.S. Army special operations units, it is possible to enlist directly into Recon. The recruit must first complete boot camp and SOI; he then attends the Basic Recon Course (BRC) and is assigned to a Recon Battalion. From there he attends courses as they become available – particularly Basic Airborne School and the Combat Diver Course.

Recon Battalion Unit Organization. Each Marine Division has a Recon Battalion assigned to it. Prior to 1998 each Marine Expeditionary Force (MEF) was assigned a platoon of specialized Recon marines known as *Force Recon*, but administrative reorganization brought those back under division control. Former Force Recon operators were absorbed by the Recon Battalions. There are three companies in each battalion, organized by experience and training. These companies are broken up into 15-man platoons, usually from six to eight, and from them are drawn the actual recon teams of 5-6 marines led by a corporal or sergeant. They are directed by officers and staff from the combat operations center.

A Company: New Recon marines are assigned to platoons within this company as they are periodically sent off to their advanced schools. They conduct short-range reconnaissance operations and are generally considered the “boots” (new marines) by the other companies. One platoon is deployed to each Marine Expeditionary Unit (MEU).

B Company: Sometimes referred to as the “shooters,” members of this company are specialists in direct action missions – notably close-quarter battle and hostage rescue. Detachments deploy with each MEU.

C Company: Platoons in this company perform all the missions the old Force Recon did, just not at the MEF level. All are paratrooper and combat diver qualified and considered an “elite within an elite” in the Marine Corps. The template on p. 66 is for a member of C Company.



Funny Foreign Hats

The beret is a very old style of headgear, but it acquired military connotations only in the 20th century. The elite French Chasseurs Alpins (mountain infantry) wore blue berets in WWI. In the 1930s, the German Panzer (armored) troops adopted black berets; it was easy to put on headphones over a beret. German Panzer berets also had a heavily padded inner cap to cushion the head when it hit the side of a tank!

In WWII, the beret was widely adopted as headgear for soldiers. It was easy to produce, looked fairly neat under most circumstances, and was easy to wad up and stick in a pocket while wearing a helmet. Elite units soon realized that berets in unique colors could raise morale.

Beret recognition is an arcane art; its principles differ from country to country. In most of Western Europe, red is the color for airborne units. French-influenced forces have a true red; those following the British (including the United States) use a dark maroon. The German KSK, Israeli T'zanchanim, and New Zealand SAS use red berets.

Green is often the choice of special operations units. It is used by the U.S. Army Special Forces ("Green Berets"), the French Foreign Legion paratroopers, the Royal Marine Commandos, and GSG9. Special Forces had a long fight with the U.S. Army to get permission to wear the green beret; from 1956 to 1960, it was forbidden to wear "berets or other foreign-type headgear" in the U.S. Army. Special Forces continued to wear it at every opportunity and almost suffered mass courts-martial until it was officially approved in 1961 by President Kennedy.

The British Special Air Service wears sand-colored berets, possibly to commemorate their original organization in the North African campaigns of WWII. Other Commonwealth countries such as Australia follow suit.

Black is the color for armored troops in most countries. In the United States it was associated with Special Operations. American Naval personnel assigned to coastal and riverine operations wore the black beret in Vietnam. Also during Vietnam, the Ranger LLRPs adopted the black beret. Until 2001 it stood out as a symbol of distinction until the entire U.S. Army adopted it as its official headgear. The Rangers switched to a British SAS-type sand-colored beret, mostly in tribute to the similar operations conducted by early Ranger units under the command of Col. William O. Darby in North Africa during WWII.

Russian Airborne troops, including Spetsnaz, wear sky-blue berets. Naval Spetsnaz wear navy blue so dark it looks black.

No major military force has adopted a beret of camouflage pattern, but they have been widely produced and worn unofficially. Since armies now accept and issue berets, many elite units are looking for some other type of headgear. SEALs favor the wool watch cap, and a long-billed camouflage cap – common in African armies – is the latest in military chic.

Most Special Operations soldiers favor a camouflaged "boonie" jungle hat similar to the civilian fishing hat. The military model includes various loops to add foliage for camouflage and is further specialized with small bits of reflective tape on the rear (to denote location and leadership). Some troops even embroider their names on the back using name tapes similar to the ones found on BDUs.

U.S. Navy

Sea-Air-Land (SEAL) Teams

The U.S. Navy's Sea-Air-Land Teams are that service's primary special operations capability. The selection criteria for SEALs are similar to those of U.S. Army Special Forces (pp. 26-27), but the endurance swimming requirements are more rigorous. SEAL personnel were once drawn largely from the Navy's Underwater Demolition Teams (UDTs), but these were redesignated as SEAL Teams or SEAL Delivery Vehicle teams in 1983, and most volunteers today are regular Navy personnel – who can be no more than 28 years old if they wish to enter BUD/S training.

Basic Underwater Demolition/SEAL (BUD/S) Training: BUD/S volunteers undergo 25 weeks of grueling training, primarily at the Naval Special Warfare Center at Coronado, California. BUD/S is arguably the toughest course available to U.S. special operators. Attendees must first complete a two-week physical training course just to prepare for the physical strain they will face in BUD/S.

The first eight weeks of BUD/S emphasizes physical conditioning: running, speed and endurance swimming, confidence and obstacle courses, calisthenics, and small boat seamanship. The notorious "Hell Week" occupies the sixth week of BUD/S training. During this period of intense physical training, candidates are allowed a total of only 4 hours sleep. One graduate of BUD/S training characterizes this phase as "the closest thing to hell I've ever been through. By the sixth week you pray that a shark gets you, just to get some peace; but when you get on the job you understand why it was the way it was."

The next seven weeks of training involve advanced instruction in sea navigation, open- and closed-circuit scuba, deep-sea diving, and underwater demolition. This phase is followed by 10 weeks of instruction in surface demolition, combat engineering, amphibious operations, land navigation, hand-to-hand combat, weapons familiarization, reconnaissance techniques, and small unit tactics training on San Clemente Island. The BUD/S course is followed by attendance at the Army's three-week Airborne Basic Course (p. 23) at Ft. Benning.

SEAL Training: Volunteers selected for SEAL Teams complete advanced training in waterborne operations and swimmer delivery vehicle (SDV) operation, SEAL tactical training on a variety of insertion techniques, and training in other specialized military skills and in languages, similar to that afforded U.S. Special Forces (pp. 26-27). The character template for Navy SEALs is on pp. 66-67.

SEAL Unit Organization: The Naval Special Warfare Command (NAVSPECWARCOM) in

Coronado, California oversees all special operations in the U.S. Navy. NAVSPECWARCOM directs the actions of Special Boat Squadron (SB) One in Coronado, California, SB Two in Little Creek, Virginia, and the two Naval Special Warfare Groups (NAVSPECWARGRU). SEAL Teams are directly subordinate to one of the two NAVSPECWARGRU.

The 1st NAVSPECWARGRU, based at the Naval Amphibious Base in Coronado, California, controls:

- SEAL Team 1 (Coronado; operates in Southeast Asia)
- SEAL Team 3 (Coronado; AO: Middle East)
- SEAL Team 5 (Coronado; AO: Korea)
- Naval Special Warfare Unit (NSWU) 1 (Guam)
- NSWU 3 (Bahrain)
- SEAL Delivery Vehicle (SDV) Team 1 (Pearl Harbor).

The 2nd NAVSPECWARGRU is based at Little Creek, Virginia, and controls:

- SEAL Team 2 (Little Creek; AO: Northern Europe)
- SEAL Team 4 (Little Creek; AO: Africa)
- SEAL Team 8 (Little Creek; AO: Mediterranean and North Africa)
- NSWU 2 (Stuttgart)
- NSWU 4 (Puerto Rico)
- NSWU 8 (Panama)
- NSWU 10 (Spain)
- SDV Team 2 (Little Creek).

Each SEAL Team consists of a headquarters element and eight independent platoons with two officers and 14 ratings each. Most SEAL operations are conducted by 8-men squads rather than full 16-men platoons. In spring 2002, the teams were reorganized. The newly created SEAL Team 7 was added to 1st NAVSPECWARGRU, and SEAL Team 10 to 2nd NAVSPECWARGRU. All teams were downsized from eight platoons to six each. The Naval Special Warfare Units are command and control elements, consisting of 17 officers and ratings, to which SEAL elements are attached for particular operations. Each SDV Team consists of approximately 120 officers and ratings operating and maintaining ten free-flooding six-man midget submarines.

The Naval Special Warfare Development Group (DEVGRU, formerly known as SEAL Team 6), based in Dam Neck, Virginia, is responsible for U.S. counterterrorist operations in a maritime environment. It is under the command of the Joint Special Operations Command (JSOC). SEALs must have served at least two years on a team prior to volunteering for DEVGRU. DEVGRU is estimated to number 200 operators and 300 support personnel. It apparently has six teams: Red, Gold, and Blue (assault), Gray (transport), Black (recon/surveillance), and Green (new personnel in training).

U.S. Air Force

Air Force Special Operations Command (AFSOC)

The 16th Special Operations Wing (SOW), two independent Special Operations Groups (SOG), and a Special Tactics Group (STG) are the elements of AFSOC tasked for support of Army, Navy, and Marine Corps special ops units.

The 16th SOW, based at Hurlburt Field, Florida, is responsible for supporting North, South, and Central America, North Africa, and the Middle East. The 16th SOW consists of the following active combat units:

4th Special Operations Squadron (SOS) – “Ghostriders” (AC-130U Spooky)

6th SOS (tasked with foreign internal defense, flying the UH-1N and CASA C-212 Aviocar)

8th SOS – “Black Birds” (MC-130E Combat Talon I)

9th SOS – “Night Wings” (MC-130P Combat Shadow)

15th SOS (MC-130H Combat Talon II)

16th SOS – “Spectre” (AC-130H Pave Spectre II)

20th SOS – “Green Hornets” (MH-53J Pave Low III)

The 352nd SOG is based at Mildenhall RAF base in the United Kingdom and supports special operations in Europe and the territories of the former Soviet Union. The 352nd SOG consists of:

7th SOS (MC-130H Combat Talon II)

21st SOS – “Dust Devils” (MH-53J Pave Low III)

67th SOS (MC-130P Combat Shadow)

321st Special Tactics Squadron (combat air controllers and pararescue).

The 353rd SOG is based at Kadena Airbase in Japan and supports special operations throughout most of Southeast Asia, Australia, and the Pacific islands. It is composed of:

1st SOS (MC-130H Combat Talon II)

17th SOS – “Jackals” (MC-130P Combat Shadow)

320th Special Tactics Squadron (combat air controllers and pararescue).

The 720th Special Tactics Group is based at Hurlburt Field and provides search-and-rescue, combat weather, and combat air control support for JSOC.

Since the air-support fiasco during Operation EAGLE CLAW (the Iranian hostage-rescue mission), the USAF has given top priority to development and maintenance of a special ops support capability. Combat controllers, pilots, crew, and maintenance personnel assigned to AFSOC special ops units are considered to be among the best the Air Force has to offer. Personnel assigned to the 720th Special Tactics Group and the 320th and 321st Special Tactics Squadrons are given advanced training and participate in several spec ops schools in the special forces community, including HALO, SERE, and combat diver courses.

The USAF also deploys Combat Control Teams (CCT) in support of special operations. These unique airmen work in conjunction with Army and Navy special operations teams to provide air-to-ground communications during infiltration and extraction of spec ops units. These men work so closely with the other services' units that the airmen are allowed to wear the unit patches of the Army or Navy units they are attached to. For example, in January 1991, one USAF controller, together with three U.S. Army Special Forces and 20 British SBS operators, was inserted into Iraq to destroy a communications line. CCT were also among the first to operate in Afghanistan in 2001. The combat controller template can be found on pp. 64-65.

Who Do I Send?

Special ops units have distinctly different capabilities; matching the force to the mission is an important part of planning. Different countries have different organizations and titles, but the functional missions are similar to those of the United States, described below.

75th Ranger Regiment

The Rangers train for two distinct missions. The first is long-range reconnaissance, using five-man teams that are intended to go deep behind enemy lines and stay for several days without resupply. A battalion can be ready to go in less than 18 hours. The second mission is raiding, usually in forces of no less than 100. Such a raid takes meticulous, long-term planning, usually several months at least. U.S. Army Rangers are known as the world's best at the seizure of airports. Ranger units have almost no vehicles and no weapons heavier than light mortars and antitank missiles. They have very little administrative or logistical support within the unit, and will need outside support within a few days of being committed.

Special Forces

U.S. Army Special Forces units are designed as force multipliers, training and organizing local forces in their operational areas as long as their missions allow sufficient time. An entire Special Forces Group can have up to a thousand personnel, not all Special Forces qualified. Its heaviest organic weapons (weapons normally assigned to the unit) are heavy mortars and antitank weapons, but it has the administrative and logistical resources to establish a permanent base, if necessary. U.S. Army Special Forces can be deployed on any scale from the smallest A-Detachment being deployed in a few hours up to Group-sized permanent facilities, taking several months of planning and transportation.

Delta Force (1st SFOD-Delta)

Delta Force started out as a dedicated counterterrorist and hostage-rescue force. It has recently been tasked with more standard military special ops missions, however. Its exact strength is classified, but probably less than a battalion. It does not have its own long-term administrative or logistical resources. Its normal equipment is limited to small arms. It can be on its way anywhere in the world in under four hours, but must be supported with outside resources. It usually depends on the host country or other U.S. units for this support.

Special Operations Air Units

Air Force and Army Aviation special ops units are intended to provide transportation and fire support for surface elements. They are seldom committed on their own. They have enough organic parts and maintenance personnel to operate for several days, but will need fuel from outside

sources. Exact size is dependent on the aircraft and the mission, but as a rule of thumb, there are 10 to 30 people for each operating aircraft. An aircraft can fly to the limit of its range and return for one mission with nothing but the flight crew (two to six, depending on type), but is dependent on outside support for any sustained operation. This may be several hundred people per aircraft for large, complex systems. Deployment time depends on how far the unit is going and what facilities are already in place. Most units are ready to move as fast as the unit they are assigned to transport, which can be as little as four hours! Personnel have small arms, and most rotary-wing craft have at least defensive machine guns, but most fixed-wing special ops planes (except gunships) are unarmed.

Navy SEALs

SEAL Teams are intended for reconnaissance, raiding, clearing underwater obstacles, and underwater sabotage. Their raiding missions can be prepared quickly; they could move a detachment of a dozen or so in a few hours. They can deploy in times ranging from a few hours for a dozen swimmers to weeks for a large force. SEALs have a lot of bulky equipment and need a lot of supplies. They usually work from ships that are part of a navy task force, which is where most of their logistical support comes from. A fully equipped Navy task force has the tools and people to do just about *any* job.

Marine Corps Recon Battalion

Recon Battalion specializes in scouting landing sites; in sustained land campaigns, they do long-range reconnaissance patrols. They operate in small teams, usually four men. They have only small arms and are not equipped or trained to support themselves for an extended period. They are intended to operate as part of a larger Marine force and use its resources. A recon team can be loaded from a ship and on the way in less than four hours, but must be supported.

Marine Expeditionary Unit (Special Operations Capable)

A Marine Expeditionary Unit (MEU) is the big muscle of special ops. It is a force of 2,200 (including about 100 navy personnel), with four M1A1 Abrams tanks, 31 tracked and wheeled APCs, six 155mm M198 howitzers, 23 helicopters (including three UH-1Ns and four AH-1W Super-Cobra gunships), and sometimes six AV-8B Harrier II VTOL attack jets and two KC-130R tankers. It has supplies and equipment for 15 days of operation; with resupply, it can maintain itself indefinitely. It has hospital facilities, a field laundry, heavy equipment, and administrative personnel. MEUs are normally deployed at sea, on three to five transports. They can be ready to land in less than 24 hours.



Central Intelligence Agency (CIA)

Special Activities Division (SAD)

The CIA has used armed operators since the 1950s. During the Vietnam War, it assembled the Special Operations Group (SOG), which had airborne, ground, and maritime branches. The personnel for the operative units consisted of detached U.S. military personnel and hired mercenaries, mostly from indigenous tribes living in Vietnam and neighboring countries. However, it also hired Taiwanese, Norwegian, German, and American civilians, usually for specialized jobs, including pilots and boat skippers.

While SOG was officially dissolved in 1972, the CIA still felt the need for armed special operations forces as part of its organization. Therefore, it formed the Military Special Projects (MSP) Special Activities Staff (SAS), which was renamed the Special Activities Division (SAD) in 1997. Like SOG, SAD has three main branches: ground, maritime, and airborne. The ground branch handles all land assaults and land-based combat activities. The maritime branch handles all water ops and assaults. The air branch is based on the Air America organization of the 1960s. It operates many different types of aircraft with civilian markings and also has access to missile-armed RQ-1B Predator RPVs (p. 127).

The operators of SAD are almost all former members of the U.S. military's special operations community, including U.S. Army Special Forces (pp. 26-27) and U.S. Navy SEALs (pp. 30-31). They receive further training at the CIA's Special Training Center at Camp Peary, Virginia, and Harvey Point, North Carolina. They are deployed in small teams worldwide,

on missions ranging from long-range surveillance and bomb-damage assessments to prisoner snatches, material recovery, and sabotage. An important thing to remember is that SAD personnel are *not* soldiers, which is often reflected in their civilian clothing (but not their heavy armament . . .). They are civilians, which means they are not eligible for prisoner of war (POW) treatment if captured.

CIA SAD personnel are rumored to have been active in the former Yugoslavia and other trouble spots. They were the first Americans to deploy into Afghanistan after the terrorist attacks of September 11, 2001, clutching East German-made AK-47 assault rifles. There they were involved in training Northern Alliance forces, scouting locations for future operations and gathering intelligence, closely cooperating with both regular U.S. military special ops forces and CIA agents with local language skills. SAD operators were involved in the heavy fighting at Mazar-I-Sharif in November 2001; at least one operator (a former Marine) was killed, while another one had to use the satellite equipment of a German TV reporter to call for air support.

Due to the highly varied training of the SAD personnel prior to their entry into the unit, there is no template for these operatives. Create a member of one of the other U.S. special ops units and then customize him with typical espionage skills: Acting, Disguise, Intelligence Analysis, Interrogation, foreign languages, etc.

CIA SAD Unit Organization: Little is known about the exact organization of this highly secret unit. It reportedly has about 150 operators divided among the three branches. The ground teams probably have 4-6 members each, likely assembled on an ad hoc basis according to mission requirements.

Private Security Companies

The 1990s saw turmoil caused by the sweeping reform (or outright overthrow) of existing governments in Eastern Europe and sub-Saharan Africa. This left many highly trained professional soldiers without a steady source of income. It wasn't long before enterprising ex-soldiers found a way to market their unique skills, forming mercenary groups that are sometimes euphemistically called "private security companies."

Until recently, the largest and most successful of these was the South Africa-based Executive Outcomes (EO). Formed by former SAS commandos and members of the South African Defense Force (SADF), EO had a fleet of two Boeing 727 transports, two Hawker Siddeley C.1 Andover medevac aircraft, two Mi-24D "Hind-D" gunships, some 20 Mi-17 helicopters, and a few other aircraft. Reports at one point placed its readily available manpower at over 2,000. It recruited exclusively from honorably discharged members of the military or police.

Although it was claimed that EO did, on occasion, take direct action itself, the directors of the corporation insisted that they performed only training and advisory missions. The training offered by EO ranged from basic infantry skills to combat air patrolling to special ops skills. They also consulted on equipment purchase and security.

Executive Outcomes was a prosperous endeavor during the early 1990s, winning many contracts throughout sub-Saharan Africa. It played a role in stabilizing governments in both Angola and Sierra Leone. Using contacts gained during its missions, the directors were able to negotiate favorable contracts for subsidiary service companies related to EO. The London offices for EO listed more than a dozen such businesses, including mining, energy production, and private airlines. In 1998, though, EO announced that it would dissolve its corporate structure at the start of 1999. No reason was given, but some suggest it was due to growing political pressure from South Africa.

Executive Outcomes' success was great, but nowhere has the "private security company" been so popular as in Eastern Europe – particularly the countries of the former Warsaw Pact. In 1994, 6,605 such organizations were registered in Russia. As staggering as that number may seem, Poland had more than 7,000 by the end of 1997! Many of these agencies end up as private armies for individuals or organizations – or worse, turn to organized crime or espionage themselves. With the growing incidence of drug and arms smuggling in Eastern Europe, Western governments are beginning to consider these companies as dangerous wild cards in an already volatile game.

Australia

Australian Defence Forces (ADF)

Special Air Service Regiment (SASR)

In 1957, the 1st Special Air Service Company (Royal Australian Regiment) was formed to provide a special ops capability to the Australian military. Its primary objective, however, was to support the British 22nd SAS (pp. 42-43) in Malaya and Borneo. In 1964, it was reorganized as a full regiment. Selection, training, and missions are patterned after those of the British SAS, although many details differ. It often operates alongside the British, and also frequently with the New Zealand SAS, often attaching or receiving men to or from those units. The SASR also has close ties with the U.S. Army Special Forces and U.S. Navy SEALs, with whom it fought in Vietnam. In recent years, it was deployed to Somalia (1994), Rwanda (1994), East Timor (1999), and Afghanistan (2001).

Selection is extremely tough; less than 10% of the volunteers make it. Volunteers can come from every branch of the armed forces, including the Navy and Air Force. After the selection course, basic training takes 12 months.

Like the 22nd SAS, the Australian SASR also has a counterterrorist mission. Since 1978, one squadron, called the Tactical Assault Group (TAG), is trained for this mission, which included protection of the 2000 Olympic Games. All members of TAG are seasoned operators and fully HALO-qualified. A subunit of TAG, previously known as the Offshore Assault Team (OAT), is further trained for maritime operations similar to those undertaken by the British Comacchio Group (p. 45).



SASR Unit Organization: The 500-man-strong SASR, based in Swanbourne, Western Australia, consists of two "Sabre" squadrons, a signals squadron, a training squadron with operations unit, a planning and intelligence cadre, and the Tactical Assault Group (TAG). Each "Sabre" squadron consists of four troops. Each troop specializes in an infiltration method (HALO, amphibious, mountaineering, or mobility), has two officers and 15 men, and is further divided into five-man patrols and a command element. No details on the organization of TAG have been released, but it is assumed to be squadron-sized.

New Zealand

New Zealand Defence Force (NZDF)

New Zealand Special Air Service (NZSAS)

The NZSAS was formed in 1955 and closely follows its British and Australian counterparts in training and missions. Troops from the NZSAS have been frequently attached to these units, including during operations in Malaya, Borneo, Vietnam, Oman, and Northern Ireland. New Zealanders took part in Operation NIMROD, the storming of the Iranian embassy in 1980 (p. 13).

The 90-man-strong NZSAS consists of two operational "Sabre" squadrons and training and command elements. Each squadron has three troops, with the following specialties: HALO, amphibious, and mountain. The last is unique in offering extensive tracking skills. Trackers from the NZSAS are very competent and often train foreign units such as the other SAS regiments or the U.S. Army Special Forces. The squadrons rotate for counterterrorist duties. The teams have five members. Interestingly, the NZSAS has a considerable proportion of operators from the native Maori people. Use the template of the Australian SASR on pp. 68-69.



France

L'Armée de Terre

Deuxième Régiment Etranger de Parachutistes (2° REP)

The 2nd Régiment Etranger de Parachutistes (2nd Foreign Parachute Regiment) is one of nine regiments of the Légion Etrangère (French Foreign Legion), a branch of the French army. Based at Camp Raffali, near Calvi in Corsica, the 2° REP was reorganized from a standard airborne infantry regiment into a rapid-deployment air-commando regiment in the late 1960s. Its selection standards are similar to those of the U.S. Special Forces (pp. 26-27). Most officers are French; most of the enlisted personnel are foreign rather than French nationals. Currently, about 20% come from the former

Soviet Union, 11% from Slavic countries such as Poland, and 9% from other East European countries, and about 5% each are American, African, British, British Commonwealth, German, or Japanese. Some 27% are French claiming to be Belgians, French Canadians, or Swiss. The training parallels that of the U.S. Rangers (pp. 24-25) and British SAS (pp. 42-43), but experts suggest that the regiment is actually somewhat inferior to the SAS in training and experience. The missions for which it is designed are foreign internal defense, special reconnaissance, and direct action; it has functioned well in foreign internal defense in Chad and Djibouti.

Troops chosen for the regiment are trained in their specific specialties in the companies to which they are assigned. 1st Company specializes in antitank, urban combat, and

night-fighting techniques and has a dog handler platoon attached; 2nd Company specializes in mountain and arctic warfare, 3rd Company in amphibious operations, and 4th Company in sniping and demolition. The elite Groupement de Commandos Parachutistes (GCP) platoon in the HQ company serves as a pathfinder unit. Advanced training in communications, demolition, medical, and weapons specialties is provided to selected troops. The character template appears on pp. 70-71.

2° REP Unit Organization. The 2° REP consists of a headquarters and services company, a reconnaissance and support company (composed of a reconnaissance platoon, a mortar platoon, two MILAN antitank missile platoons, an anti-aircraft artillery platoon, and the GCP pathfinder platoon), and four rifle companies. The total complement is approximately 1,300 officers and men.

Gendarmerie Nationale

Groupe d'Intervention de la Gendarmerie Nationale (GIGN)

The Groupe d'Intervention de la Gendarmerie Nationale (GIGN) was formed in 1974, in response to the growing threat of terrorism in Europe. Since that time, GIGN has conducted nearly 700 counterterrorist operations and freed over 500 hostages. Throughout this period, GIGN has lost only seven of its own operatives (mostly during training), although many have been wounded.

In many ways its training mirrors that of a number of military special operations units, such as 1st SFOD-Delta. GIGN operators are trained to function not only in urban environments, but also in rough climates such as near-alpine conditions. Most are proficient in either parachute or scuba insertions.

Only members of the French Gendarmerie (National Military Police) are accepted into GIGN. Volunteers must have at least five years' experience. They must then pass a rigorous selection course including, among other things, an escape and evasion segment, a rugged obstacle course, and even an encounter with an attack dog (the applicant is provided with a protective suit for this part of the testing). It is estimated that less than 10% of all applicants are accepted into the training program.

GIGN training lasts 10 to 11 months and covers a variety of topics, including marksmanship, surveillance, riot control, VIP protection, and counterterrorism. A number of specialized courses are available to GIGN operatives after they complete

the basic skills training, including free-fall parachuting, LRRP, mountaineering, skiing, and high-speed driving. Operators from the SAS, who are not known to give praise easily, are on record as saying that the shooting instruction of GIGN is the best in the world. The template for GIGN operators is on p. 70.

GIGN Unit Organization. From its inception, GIGN was intended as a small force. At present, it has 87 operators and has never had more than 90 at any one time. The unit is organized into a command cell, a support/training detachment, four operational groups, and a negotiation cell. The four mission groups are made up of one NCO and 12-15 gendarmes. Group 1 and 2 specialize in waterborne insertion, and the majority of their members are trained as combat divers. Group 3 and 4 are trained for airborne insertion, and most of their members are HALO freefallers (familiar with all parachuting techniques). Each group has at least one trained dog handler with a combat-trained Belgian shepherd (pp. B142 and BE39, 99); even the dogs are parachute-qualified and carried by their handlers in special harnesses on jumps or while climbing!

Germany

One of the SAS observers who had accompanied GSG9 from Dubai was reported to have remarked, "A damned close thing, wasn't it? But aren't they all?"



with Israel's Sayeret Mat'kal (p. 38-39), assisted in organizing the unit. The initial selection and training program is 36 weeks long and usually follows at least 2½ years training as a Bundesgrenzschutz officer. Entrants are between 20 and 30. The course is very demanding – a failure rate of 90-97% is currently the norm. Many GSG9 officers have also completed the SAS training program, and exchanges

between the two units are frequent. Female officers have been allowed to join GSG9 since 1994. Proficiency in English or French is mandatory. The character template is on p. 71-72.

Recent operations have included a number of high-risk takedowns of "normal" criminals. In 1993, the unit's fame was marred in a botched operation against RAF terrorists; one GSG9 operator was killed, as was one of the fugitives. Doubts arose as to whether he had been executed in cold blood; investigations concluded he committed suicide, but highlighted operational blunders. Two months later, a hostage situation in an airliner was solved without casualties. In December 2001, 10 operators were deployed to Afghanistan to protect the German embassy.

GSG9 Unit Organization. GSG9 is broken down into four units, each with its own area of responsibility: 1./GSG9 and 4./GSG9 are tasked with standard urban counterterrorism operations, 2./GSG9 is responsible for conducting maritime counterterrorism, and 3./GSG9 is dedicated to airborne operations (familiar with all Parachuting techniques). All have six operational teams with five members each. Support units include EOD personnel. GSG9 is headquartered in St. Augustin near Bonn, Germany, in a Federal Border Guard compound.

Bundesgrenzschutz

Bundesgrenzschutzgruppe 9 (GSG9)

The Bundesgrenzschutzgruppe 9 (Federal Border Guard Group Nine, abbreviated GSG9) was formed in 1973 by a West German government deeply concerned over the failure of its police and armed forces to deal successfully with the terrorist attack on the Olympic Village in Munich in 1972. Technically a police – not military – organization, GSG9 is regarded as one of the most proficient counterterrorist special ops units in the world. In 1,350 operations between 1973 and 2001, only four times did operators actually fire their weapons; all other incidents were solved without shooting. The unit's recruits are selected from among volunteers from the Bundesgrenzschutz (Federal Border Guard), a national police service. Members of the armed forces must leave the service and become members of the Federal Border Guard before they are eligible to join GSG9 – especially in the early years, many operators came from Fallschirmjäger (airborne) or Gebirgsjäger (mountain) units.

The selection and training program for GSG9 is much like that of the British SAS (pp. 42-43) which, in conjunction

Heer der Bundeswehr

Kommando Spezialkräfte (KSK)

GSG9 has proven itself more than capable of handling counterterrorist activities on German soil. When 11 German nationals were taken hostage during the Rwandan civil war in 1994, though, Germany – which had possessed only limited *military* special operations forces, including combat divers and long-range reconnaissance troops – had to turn to Belgian paracommandos to rescue its citizens. Based on this experience and the changing global political climate, senior German officials authorized the creation of the Kommando Spezialkräfte (Special Forces Command).

Although many KSK operators receive training for hostage rescue (from GSG9 instructors), the unit's primary mission focus is military in nature, not counterterrorist. (GSG9 can no longer legally participate in counterterrorist activities outside of Germany, as it did in Mogadishu.)

Other missions of the KSK include direct action and special reconnaissance. Known operations so far include various deployments to the former Yugoslavia. Some 92 KSK operators were sent to Afghanistan, working together with U.S. and other Western special ops forces.

The three-month-long basic training and selection process of the KSK is similar to those of both the British SAS (pp. 42-43) and U.S. Army Special Forces (pp. 26-27). Both units were actively involved in developing the KSK program. It takes three years to fully train an operator. Members are between 25 and 42 years old. Since 2001, the unit has accepted women in all positions, as long as they can meet the entry requirements. It is not known if women soldiers actually serve with KSK. All operators are at least Feldwebel (staff sergeants); officers are at least lieutenants or above. Proficiency in English is mandatory. The KSK template is on p. 72.

KSK Unit Organization. The KSK will be brigade-sized (960 soldiers, 420 of which are combat troops) when fully operational in late 2002. It is commanded by a major general. Based at Calw in the Black Forest, it has a headquarters and signals company, four Kommando companies, and one Fernspäher company. The last is a 100-men LRRP/pathfinder unit with two platoons (familiar with all Parachuting techniques), while the 80-men Kommando companies provide the operators for most other missions. Each has a headquarters group and four platoons, which specialize in certain mission profiles: 1st platoon trains for ground infiltration and hostage rescue, 2nd platoon for airborne insertion (familiar with all Parachuting techniques), 3rd platoon for waterborne insertion, and 4th platoon for arctic/mountain operations. Each platoon has four teams with four members, each with a specialty in communications, demolition, medical, or intelligence/operations. Extensive cross-training allows all teams to operate outside their respective specializations.



A “Damned Close Thing” at Mogadishu

On October 17th, 1977, the Somali night air was stifling and sweat dripped from the faces of the men of the GSG9 assault team as they approached the rear of the hijacked Boeing 737. Only an hour before, the President of Somalia had been persuaded by West German Chancellor Helmut Schmidt to permit an attempt to rescue the 79 passengers held captive by four Palestinian terrorists on the Lufthansa flight. With the murder of pilot Jürgen Schumann – whose body the terrorists had dumped on the tarmac shortly after arriving at Mogadishu – peaceful resolution seemed to be ruled out.

The GSG9 men approached the plane from the rear, to avoid being spotted by the terrorist leader in the cockpit, and held their aluminum ladders beneath the emergency doors. At 0205 hours, the signal was given and the doors were blown open. Hurling stun grenades obtained from SAS advisors and shouting for the passengers to hit the floor, the team clambered aboard.

For the next seven minutes, they found themselves in a desperate firefight. Two of the four terrorists were in the rear of the aircraft when the attack began. Each hurled a grenade at the GSG9 officers. One, later found to be a smoke grenade, failed to explode. The other, a fragmentation grenade, rolled safely beneath a passenger's seat; the terrorist, in panic, had neglected to pull the pin. Another terrorist, returning fire, charged down the aisle from the cockpit to aid her comrades. A burst of submachine-gun fire caught her in the chest and flung her onto a group of cowering passengers.

The terrorist leader put his gun to the copilot's head and ordered him to take off as GSG9 commander Ulrich Wegener hurtled down the aisle toward the cockpit. Kicking the door open, Wegener emptied his S&W Model 36 Chief's Special revolver into the terrorist's back. The terrorist calmly turned and leveled his weapon at Wegener as a blast from another operator's H&K MP5A3, fired over Wegener's shoulder, cut him down. Three of the terrorists were dead, the fourth severely wounded. Four hostages, including a stewardess, were lightly wounded in the assault; one GSG9 officer was shot through the neck, but fully recovered.

Told afterward of the grenades and Wegener's encounter with the terrorist, one of the SAS observers who had accompanied GSG9 from Dubai was reported to have remarked, “A damned close thing, wasn't it? But aren't they all?”

Zva Hagana Le'Israel (ZAHAL)

Sayeret T'zanchanim

Sayeret T'zanchanim (Unit 5173) is the *sayeret* (reconnaissance company) of the *t'zanchanim* (paratroop) brigade of the Zva Hagana Le'Israel (Israeli Defense Forces). While acting as the reconnaissance element of its assigned command, Sayeret T'zanchanim also serves as the special operations force for the brigade. It participated in the famous hostage rescue raid in Entebbe. The other two active infantry brigades of the IDF have reconnaissance companies, Sayeret Golani and Sayeret Giv'ati, attached as well. All these units are similar in training and mission to U.S. Army Rangers (pp. 24-25).

Sayeret T'zanchanim draws volunteers only from those who have already been accepted into the Paratroop Brigade; about 40% of those manage to pass the three-day *gibush* (selection process). Training begins with paratroop basic training (lasting six months), during which the volunteers are formed into teams and each soldier is assigned a role on the team. The soldiers remain in the same team for the duration of their training.

Land navigation, marksmanship, demolition, infiltration (including free-fall parachuting), and a variety of other commando skills are taught during the course. The entire process takes nearly 20 months, so by the time the team finishes the training period, its members have already spent nearly two years working together. The character template appears on p. 74.

Sayeret T'zanchanim Unit Organization. Details on the organization of Sayeret T'zanchanim are not currently available. It is known that the unit has a strength of about 200 soldiers, including headquarters, service, and support elements. Operational squads normally contain 14 soldiers. The unit is stationed at the Beit Lead army base.

Sayeret Mat'kal

Sayeret Mat'kal (Unit 767) is the IDF's premier special operations and hostage rescue unit for operations outside Israel. It falls under the control of the IDF's director of military intelligence (under the Field Intelligence Corps since 2000). The role of this *sayeret* is to provide direct action, special reconnaissance, and CSAR capability to the IDF, as well as to support Mossad (Israeli intelligence) operations abroad.

Candidates are solicited from among personnel who score highly on preconscription tests, as in S'13 (below). Once invited, candidates must pass a *gibush*, lasting five days, that tests physical strength, endurance, leadership, and ability to perform under stress. The evaluations are subjective and, combined with test scores, form the basis for selection. Only 10% of those invited to the *gibush* are given the option of serving.

Like Sayeret T'zanchanim trainees, those training for Sayeret Mat'kal must attend paratroop basic training and commando skill training. They are also trained in counterterrorist tactics. The Sayeret Mat'kal character template is found on p. 73.

Hunting War Criminals in Yugoslavia

On October 12th, 2000, in Bosnia, Janko Janjic, an alleged war criminal, visited his brother. At 2315 hours, the door was blown open and black-clad KSK operators stormed in, carrying ballistic shields, H&K P8 pistols, and G36K carbines. The Germans shoved the man's relatives aside and tried to grab him. Janjic, who had skulls tattooed on his eyelids and the phrase "I was dead before I was born" on his forehead, had sworn he would rather die than appear before the International Court at The Hague. He detonated a hand grenade, killing himself and severely wounding three KSK members.

After the bloody civil conflict in the former Yugoslavia, the United Nations had set up a court in the Netherlands to investigate and trial war criminals from that war. Beginning in 1997, several international special ops units began to search for Serbian and Croatian war criminals in Bosnia. The units involved include the British 22nd SAS (13 operations until 2001), Dutch Korps Commandotroepen (two operations), French 1er Régiment Parachutiste d'Infanterie de Marine (three operations), German KSK (three

operations), Polish GROM (at least one operation), and U.S. Army Special Forces and Navy SEALs DEVGRU (seven operations). Two fugitives were killed; the others were arrested and sent to prison.

Most missions were prepared in tedious detail. Months before another snatch performed by KSK in June 1998, German Army communications specialists stationed in Bosnia as part of the U.N. troops had been instructed to monitor certain police radio and private mobile phone channels in the Serbian part of Bosnia. The target, who has been accused of responsibility for the death of dozens of prisoners in a Serbian concentration camp, then worked as a teacher. KSK operators infiltrated his village and observed his every move. They took photographs; they knew who he knew; they observed when he got up and when he went to bed. Finally, one early summer morning, they trapped him on his way to school. With KSK operators blocking the nearby bridges, there was nowhere to go. He surrendered, and eleven hours later, he was in the Netherlands.

Sayeret Mat'kal Unit Organization. Officially, little has been revealed about the organization and strength of Sayeret Mat'kal. It is believed to be similar in size to Sayeret T'zanchanim: about 200 men, commanded by a lieutenant colonel. Sayeret Mat'kal contains an elite counterterrorist force known as Unit 269. This unit serves a function similar to that of the U.S. Army's 1st SFOD-Delta (pp. 28-29). Unit 269 operates in 28-men platoons, with 10 men for entry, 10 rappellers/climbers, four snipers, and four sniper/spotters.

Shayetet 13 (S'13)

Shayetet 13 (Flotilla 13), officially formed in 1949, is responsible for naval special warfare operations for the Israeli Defense Force (IDF). It is colloquially known as Komando Yami (Sea Commandos). Israel has compulsory military service and takes pains to identify potential candidates for its elite units prior to their induction into the IDF. Soldiers scoring high on precription aptitude tests and psychological batteries may be given the opportunity to enter selection for Sayeret 13, the naval commandos. Despite the extensive testing, only 30-40% of invited candidates pass the week-long *gibush*. During training 90% of these are weeded out.

Training begins with a basic paratroop course and assignment to a team. Soldiers then attend courses on combat marksmanship, communications, intelligence reporting, hand-to-hand combat, and infiltration and exfiltration techniques. They also receive extensive training in seamanship, scuba, and underwater navigation. The qualification period lasts 20 months, and is considered the hardest in Israel. In contrast to most other special ops units, large emphasis is placed on being able to operate alone.

S'13 serves a function similar to that of U.S. Navy SEAL Teams (pp. 30-31). The unit conducts special recon and direct action missions against coastal targets, as well as maritime counterterrorist activities. It also assists in preparing beachheads for amphibious assaults. The template for S'13 appears on pp. 74-75.

Shayetet 13 Unit Organization: S'13 is commanded by a colonel and has an operating strength of approximately 300 servicemen. It consists of a headquarters, service and support elements, and the three combat companies, each with a different mission: raiders, divers, and boats. The raiders company is the largest, with the best soldiers, and includes D'4, a team specializing in counterterrorist operations. The boats company is the smallest and operates the unit's fast attack patrol craft.

Poland

Wojsko Polskie

Grupa Reagowania Operacyjno Mobilnego (GROM)

The Grupa Reagowania Operacyjno Mobilnego (Mobile Operational Reaction Group), commonly known as GROM (Thunder), is Poland's most elite special operations unit. It was founded in 1990, after the fall of the Iron Curtain. Secret until 1994, it was originally under control of the Polish Ministry of Internal Affairs, but submitted to Army command in January 1999. Tracing back its lineage to Polish commandos of WWII, the majority of its members come from the Army's 1 Pulk Specjalny Komandosów (1st Special Commando Regiment) and 6 Brygada Desantowo-Szturmowa (6th Air Assault Brigade), but some come from the 7 Luzycka Dywizja Desantowa-Morska (7th Naval Assault Division) and police SWAT teams. Advised by U.S. Army Special Forces (pp. 26-27), British SAS (pp. 42-43), and German GSG9 (p. 36) personnel, the unit quickly gained competence. Missions include intelligence gathering, deep reconnaissance, and raiding, but also hostage rescue and dignitary protection, both in Poland and abroad. Since Poland joined NATO in 1999, the ties to Western special ops units have grown stronger.

It takes three years to completely train a GROM operator, and most members are around 30 years old – experience is more valued than youthful strength. A member must have served a number of years in another unit and speak two foreign languages (typically English and German or Russian). A



full 75% of GROM operators are certified paramedics or nurses. The unit accepts women as full members, and an unknown number serve with it.

In 1994, after training with the 3rd SFG (p. 27), 51 GROM operators were deployed to Haiti to provide VIP security to international dignitaries, including U.S. senators, high command officers, and U.N. officials. In the late 1990s, GROM was involved in operations in the former Yugoslavia, again being used as bodyguards, but also hunting war criminals (p. 38), especially gathering intelligence before take-downs. In 1997, it resolved a hostage situation after detaining a suspected Serbian war criminal. Recently, some 80 operators were deployed to Afghanistan.

GROM Unit Organization. GROM is headquartered at Warsaw. It has about 300 personnel and is commanded by a colonel. It has a staff and support unit and two operational companies. A company has a headquarters element, a sniper platoon with 22 snipers, a support group with EOD and medic teams, and two platoons with four 6-man teams each. Pairs of snipers can be attached to the teams as necessary. M Company has a headquarters element, one platoon with four teams, a boat section, a sniper section, and additional technical and logistic support.

Glavnoye Razvedivatelnoe Upravlenie (GRU)

Spetsnaz

Spetsnaz (Special Purpose) is the name given to special operations forces in the Russian military. The regular army Spetsnaz units are the voiska spetsial'nogo naznacheniiia and are controlled by the Chief Intelligence Directorate (GRU) of the Russian military. Since the collapse of the Soviet Union in 1993, the remaining units have been given increasingly broad assignments and now perform roughly the same missions as U.S. Army Special Forces – but with strong emphasis on intelligence gathering and direct action assignments. A unit of naval Spetsnaz, roughly equivalent to the British SBS in training and mission focus, is attached to the Russian Fleet.

As the Russian military transitions to an all-volunteer force it is now possible for qualified individuals to enlist directly into Spetsnaz units. Whereas in the past personnel in Spetsnaz units were forbidden to acknowledge their true mission and instead posed as naval or airborne troops, Spetsnaz is now actively recruiting! Even so, the qualifications are extremely strict, bordering on the brutal. The selection process isn't publicized, but it's safe to assume that it is at least equivalent to that of the U.S. Army Rangers and U.S. Marine Corps Recon.

As it is possible to enlist directly into Spetsnaz, the recruits must be given traditional basic military training – although it is likely to be much more difficult than that experienced in the regular Army. Spetsnazovtzi (Spetsnaz soldiers) receive training in foreign languages, marksmanship, small unit tactics, parachuting, and survival. Traditionally, training has stressed demolitions, escape and evasion techniques, and skills for intelligence collection, including physical interrogation methods. Prior to its reorganization, Spetsnaz was also expected to neutralize enemy command personnel and disable nuclear weapon launch and guidance facilities; it is reasonable to expect that experienced members of the units still possess those skills. Like the members of most Russian elite units, they receive a good deal of training in hand-to-hand combat, both armed and unarmed. Knife fighting is emphasized, as is the use of the entrenching tool as a weapon. The Spetsnaz skill template is on pp. 76-77.

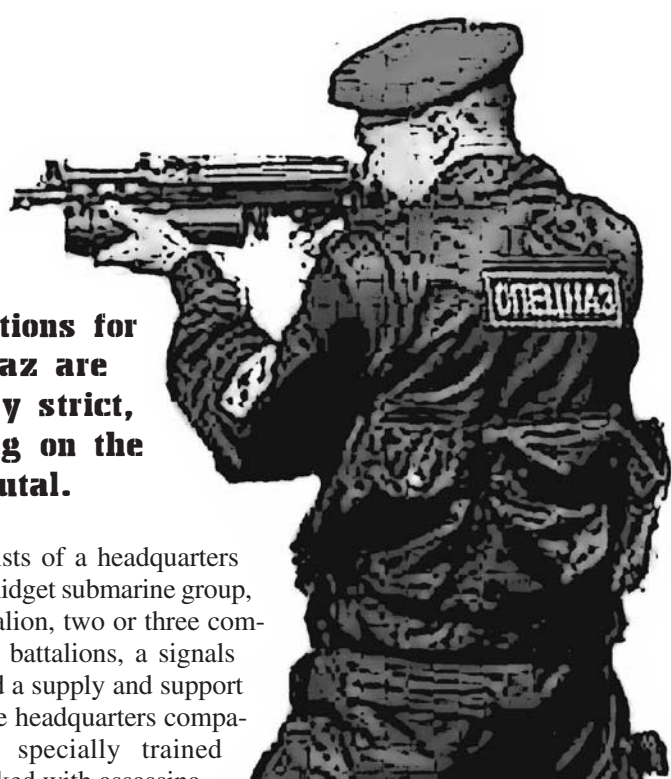
Spetsnaz Unit Organization: The size of the regular army Spetsnaz was radically reduced after the fall of the Soviet Union. During the 1970s and 1980s there were sixteen Spetsnaz brigades and four naval Spetsnaz brigades: one for each fleet and military district (or front, in wartime). There were 41 independent companies. As of 1999 the Russian Army had six active Spetsnaz brigades and a training unit in Pechori, Russia. The number of independent companies is not known. Only a single naval Spetsnaz brigade remains at Ocharkov, in the Black Sea.

An army Spetsnaz brigade consists of a headquarters company, signals company, three or four *desant* (paratroop) battalions, and supply detachments. The naval Spetsnaz

The qualifications for Spetsnaz are extremely strict, bordering on the brutal.

brigade consists of a headquarters company, a midget submarine group, a *desant* battalion, two or three combat swimmer battalions, a signals company, and a supply and support company. The headquarters company contains specially trained personnel tasked with assassinations, kidnappings, and contacting any human intelligence (HUMINT) resources available behind enemy lines.

Actual strength is hard to estimate as Spetsnaz units do not have a fixed organization. It varies from company to company, primarily guided by mission.



Spetsnaz Company Organization

Due to variations in each command, a Soviet Spetsnaz company could contain from 62 to 115 spetsnazovtzi. This was further broken down with three to five squads being directed by a two-man headquarters element. The squads themselves consisted of 5 to 12 spetsnazovtzi. Duties were broken down as follows:

- 1 Squad Leader: Mlyadshiy leytenant
- 1 Assistant Squad Leader: Serzhant
- 1-2 Radio Operator: Yefreytor
- 1-2 Weapons Specialist: Yefreytor
- 1-2 Demolition Specialist: Yefreytor
- 0-4 Reconnaissance Specialist: Ryadovoi

It bears noting that only the squad leader and assistant squad leader were likely to be career soldiers prior to 1993. The other members of the squad were usually first-term conscripts. This is in stark contrast with Western special forces, which have only experienced NCOs and officers. Since the breakup of the Soviet Union, the Russian Federation is moving very quickly toward a professional military, which means the conscripts are being replaced by career soldiers.

Federal'naya Sluzhba Bezopasnosti (FSB)

Spetsgruppa Alfa

In 1974, the KGB formed two new units – Spetsgruppa Alfa (Alpha Special Group), specializing in counterterrorism, and Spetsgruppa Beta, charged with assassination missions – to replace Spetsgruppa V, its secret assassination unit. A third unit, Spetsgruppa Vympel, was later added to the roster of KGB special operations units.

In 1979, members of Spetsgruppa Alfa, along with operatives from both Beta and Vympel, were selected to form the Kaskad assault group. This group played an integral part in the attack on the Taj-Bek Palace during the Soviet overthrow of the Afghan government in 1979 (p. 19). During the late 1980s, Spetsgruppa Alfa performed a number of counterterrorist operations, dealing with everything from aircraft hijackings to kidnappings.

For a time, Alfa enjoyed a reputation as one of the most capable and professional special forces units in the Soviet Union. However, its reputation suffered a major blow when a member of Spetsgruppa Alfa was killed in a raid on a television station in Vilnius, Lithuania in 1991. Rumors circulated within the Soviet special forces community that the dead soldier had refused to participate in the attack and been shot on the orders of the unit commander. In a strange turn of events, President Gorbachev, KGB Chairman Kryuchkov, and other Soviet leaders all denied knowledge of the raid and claimed Alfa had conducted the operation on its own authority, despite evidence to the contrary.

Many members of Spetsgruppa Alfa felt betrayed by the events surrounding the raid and began to resent their role as a political tool in addition to their professional role as an anti-terrorism force. In August of 1991, Alfa received verbal

orders from the National State of Emergency Committee (GKChP) to seize the Soviet White House and arrest President Boris Yeltsin and Russian Parliament leaders. The Spetsgruppa Alfa leaders demanded the orders in writing, which no member of the GKChP was willing to provide. Combined with the popular support that the Russian leaders enjoyed, this refusal crushed the coup attempt. Alfa gained a significant amount of prestige from this action.

However, in October of 1993 they suffered a near-fatal blow when they again refused to storm the Russian White House to remove the rebellious Russian legislators barricaded inside. President Boris Yeltsin was furious and threatened to immediately disband the unit. Alfa seized the parliament building in a bloody assault, but had already lost the trust of the President and the democratic parties for what they claimed was unnecessary force.

Following these events, Spetsgruppa Alfa was first transferred to the MVD, then to the FSB. It has participated in numerous actions in recent years, and despite a rocky track record remains the most elite antiterrorism unit in Russia, with missions similar to the U.S. Army's 1st SFOD-Delta. The Spetsgruppa Alfa character template is on p. 76.

Spetsgruppa Alfa Unit Organization. Details on Spetsgruppa Alfa are sketchy. It is reported to consist of a 200-man unit stationed in Moscow, with smaller detachments in Yekaterinburg, Kasnodar, and Khabarovsk. Training consists of extensive psychological preparation as well as conventional physical conditioning, and members are expected to be familiar with a wide variety of weapons and vehicles. Specialists are attached to individual Alfa teams as necessary, including snipers, hostage-negotiators, psychologists, and professional rock climbers. Similar units exist in Kazakhstan, Ukraine, and Belarus, where individual Alfa units were stationed in Soviet times. Relations between Russian and CIS Alfa teams remain professional and friendly.



United Kingdom

The British Army's 22nd Special Air Service Regiment and the 3 Commando Brigade, Special Boat Service, and Comacchio Group of the Royal Marines are Great Britain's primary special operations forces.

British Army

22nd Special Air Service Regiment

Originating in the WWII campaign against Rommel's Afrika Korps (also see pp. W41 and *GURPS WWII: Hand of Steel* for more information), the Special Air Service (SAS) has justifiably come to epitomize special operations troops in the public mind. Today, the 22nd Special Air Service Regiment remains the elite of the British Army, setting standards for special ops units which have been imitated by many nations, including Australia (SASR, p. 34), Germany (GSG9, p. 36, and KSK, p. 37), New Zealand (NZSAS, p. 35), and the United States (1st SFOD-Delta, pp. 28-29).

The SAS is the only regiment of the British Army that doesn't recruit directly from the public. Volunteers have to be aged 19 to 34 (officers must be 22 or older). Only troops already serving in the British Army may apply for service with the SAS; almost half of the volunteers come from the Parachute Regiment, and most others from light infantry and technical regiments, such as the Royal Engineers. The average SAS soldier is 27 years old.

The selection process is grueling. Phase 1 subjects recruits to ten days of physical training and land navigation on the Brecon Beacons of Wales – a barren wasteland of rocky crags and bogs where, it is said, a good day is one on which it rains or snows only intermittently. The day begins early each morning and concludes late at night, with the objective of testing the recruit's stamina and ability to think clearly under the corrosive effects of sleep deprivation and constant stress.

Selection culminates in the "Long Drag," a 40-mile forced march (Phase 2). The recruit, equipped with a 55-pound rucksack and his combat gear, must successfully negotiate this complex land navigation and endurance test – for which the map coordinates of rendezvous points must be memorized, not committed to writing – in less than 20 hours. Those who pass this phase are then given 14 weeks of intensive combat training (Phase 3) at the Regiment's base in Hereford, including weapons familiarization, marksmanship, and small-unit tactics. Additional training in first aid, close-quarters battle (CQB), demolition, and sabotage is also provided.

Four weeks of standard British Army parachute training (Phase 4) are provided at RAF Brize Norton in Somerset, culminating in eight jumps, including three combat jumps and one night combat jump. Parachute training is followed by combat survival and resistance-to-interrogation courses (Phase 5), lasting three weeks, conducted at Hereford and at the Joint Services Interrogation Unit at Exmoor, Wales. Standard survival training is punctuated with realistic – indeed, often physically and psychologically brutal – interrogations at the hands of the JSIU cadres. Those who pass the fifth phase, usually 5-17% of the original volunteers, are accepted into the Regiment, receiving the beige beret and winged dagger unit crest. Oddly enough, new members of the Regiment also receive a drop in rank and pay until they've qualified in several additional skills!



Those selected for the Regiment have only begun their training. Each SAS recruit must undergo intensive training in one of the four operational specialties of the Regiment: HALO parachute operations, amphibious operations, mountaineering and arctic operations, or overland/desert operations. A six-week HALO parachuting course, consisting of 40 jumps under varying conditions at altitudes of 12,000' to 25,000', is offered to troops who opt to enter this specialty. A similar amphibious operations course, conducted jointly with the Royal Marines and the Special Boat Squadron (pp. 44-45), provides the necessary swimming, boating, and waterborne combat skills. Advanced training in mountaineering and arctic warfare, including cross-country skiing, is provided in northern Norway. An overland/desert operations training course, conducted in Oman, emphasizes orienteering and survival skills.

After completing operational specialty training, SAS recruits hone the military subspecialty skills necessary for their complete integration into the four-man patrols into which each SAS troop is organized: language, medical, demolition, and communications. The courses are similar to those provided to U.S. Special Forces (pp. 22-24) soldiers in these military occupational specialties. Weapons training concentrates more on CQB – assaulting and clearing buildings, aircraft, etc. – than the more conventional Special Forces course. In this respect, CQB training resembles that provided in the 1st SFOD-Delta Operator's Course (indeed, SAS CQB training was originally used as a model for this component of the Operator's Course).

SAS soldiers are frequently cross-trained in more than one military subspecialty. Intensive language training, tailored to SAS needs, is provided at the Royal Army Education Corps School of Language at Beaconsfield, and mission-tailored intelligence training is also available. The SAS template appears on pp. 79-80.

22nd SAS Regiment Unit Organization. The Regiment, based at Hereford, consists of four "Sabre" squadrons (A, B, D, G), a signals squadron, a training wing, an operations research cadre, a planning and intelligence cadre, and the Counter-Revolutionary Wing (CRW).

Each "Sabre" squadron, consisting of four troops – a total of 10 officers and 64 enlisted men – is commanded by a major. Each troop specializes in an infiltration method (HALO, amphibious, mountaineering, or desert), is composed of two officers and 16 men, and is further divided into four-man patrols and a command element. A full squadron is always on stand-by alert at Hereford for any contingency. This duty, like that of the squadron assigned to Northern Ireland, is rotated among the "Sabre" squadrons at regular intervals.

The CRW, consisting of 20 men selected from the Regiment's "Sabre" squadrons and its planning and intelligence cadre on a rotation basis, provides ongoing intelligence analysis and operational planning and training for counterterrorist missions, as well as liaison to the counterterrorist units of friendly nations. The operators are organized in Special Projects (SP) teams.

A Selection-Course Tragedy: Major Mike Kealy

The SAS selection course has a reputation for ferocity, but few who have attempted it have died in the process. Unfortunately, it did claim the life of one of the Regiment's most illustrious officers.

On February 1, 1979, Major Mike Kealy joined volunteers for the 40-mile endurance march which caps the second phase of the SAS selection course. Kealy, the heroic commander of the SAS garrison at Mirbat whose 10 men held off hundreds of Omani insurgents in 1972, was not required to take the course, but chose to try it – after returning to the regiment from administrative duty – to see if he could still meet the standards. Unlike the recruits, who carried waterproof storm gear and extra clothing in their rucksacks, Kealy followed a tradition of the period when he had first completed the course; he carried bricks to bring his rucksack up to the required 55 pounds.

As Kealy and the recruits set off, blinding torrents of rain and sleet reduced visibility to a few yards as they trudged through snow and ice. Despite the poor visibility, which made accurate compass sighting almost impossible, Kealy decided to proceed – as was the participant's choice to make – alone. Drenched by freezing rain, Kealy pressed on, but was discovered by other participants some time later, wandering lost. Despite his protestations that he was doing well, Kealy demonstrated some odd behavior, throwing away a pair of gloves given to him by one recruit, permitting a field jacket draped over him to blow away in the high winds, and instructing the recruits to "bugger off." Whether Kealy's judgment had already been clouded by hypothermia or whether he was simply caught up in the bravado of an officer having to be better than other ranks at what he does will never be known.

Less than seven hours after the march began, two other recruits – a captain and a corporal – discovered Kealy, unconscious in the snow. They dug a snow-hole and placed Kealy in a sleeping bag. The corporal huddled with him in the bag to provide body warmth while the captain went off to seek help. Once the alarm was given, the search for Kealy and the corporal took nearly 19 hours, complicated by horrendous weather conditions which necessitated cancellation of the march, bad visibility which hampered helicopter searches, and the obstinate refusal of the senior SAS officer on the scene to request civilian police and rescue teams to aid in resolving a problem which the SAS could not. Kealy died before help arrived; the corporal survived.

“Keeni Meeni” Operations in Aden

During the British campaign against the Mau Mau insurgency in Kenya, Major Frank Kitson developed what he called the “countergang” tactic of organizing units of native police and Mau Mau defectors – posing as Mau Mau guerrillas – to range deeply through suspected centers of insurgent support. Their mission was to conduct reconnaissance, locate Mau Mau strongholds, and gather intelligence on guerrilla supporters in the civilian population. Kitson’s success in Kenya – imitated by British “Q” units in Cyprus – quickly earned him a reputation as one of Britain’s premier counterinsurgency experts; he later served for several years as an advisor to the British government on anti-IRA operations in Northern Ireland.

The commander of the SAS squadron assigned to foreign internal defense operations in Aden in 1964, recognizing the unlikelihood that FLOSY (Front for the Liberation of Occupied South Yemen) guerrillas could be co-opted into countergangs, sought to refine Kitson’s tactics. Twenty SAS men, mainly Fijians and a few Britons who could pass as Arabs, were formed into an undercover squad. Their mission was to penetrate the warrens of the Sheikh Othman and Crater quarters of the city of Aden and kill FLOSY targets of opportunity. Beyond the ability to blend into the native population, another skill was required of participants in these operations: the ability to put six of 13 rounds through a playing card at 15 yards while rapid-firing a 9mm FN-Browning L9A1 High-Power pistol.

These soon came to be known as “Keeni Meeni” operations, from a Swahili phrase describing the movement of a snake in high grass, which had come to connote undercover work in general. The chief target of Keeni Meeni operatives was a network of FLOSY guerrillas who were assassinating Special Branch officers and their intelligence contacts. The usual tactic was to bring a European in military uniform into the backwaters of urban Aden as a decoy and eliminate the FLOSY guerrillas who sought to kill him. This tactic worked remarkably well and was imitated by other British units in Aden.

Such imitation was not, however, without drawbacks. On at least one occasion, a Keeni Meeni team wounded two members of the Royal Anglian Regiment’s Special Branch Squad on a similar mission after mistaking them for armed FLOSY guerrillas in the Sheikh Othman district.

Royal Marines

Since WWII, all Royal Marines (except members of the Band Service) have been trained as commandos and are expected to function as special ops troops – particularly with respect to the special reconnaissance and direct action missions – in addition to their conventional missions. Thus, in a sense, all Royal Marines can be considered special operations troops. For this reason, 3 Commando Brigade is described, as well as the more distinctly special ops-oriented Special Boat Service and Comacchio Group.

3 Commando Brigade, Royal Marines

The Royal Marine Commandos, like all British regular units, are a volunteer force. Basic military training for Royal Marines lasts 13 weeks and is conducted at Lymington, near Exeter. Recruits receive vigorous physical training, orientation to military life, and basic military skills such as marksmanship, communications, and small unit tactics. After the completion of BMT, recruits receive an additional 13 weeks of advanced training in air- and amphibious-assault techniques, mountaineering, weapons, demolition, first aid, and arctic survival.

Upon completion of this training, the recruit becomes a Royal Marine Commando. Volunteers may then receive more advanced instruction in amphibious operations at Poole in Dorset or in parachuting, HALO, and air-assault operations at Royal Naval Air Station Yeovilton. Volunteers may also be selected for training in scuba and oxygen rebreathing equipment deployed in underwater operations.

Since the primary NATO tasking of the Royal Marine Commandos is reinforcement of Norway on NATO’s northern flank, most Commando units participate in three months of arctic exercises in Norway each winter. The Royal Marines Mountain and Arctic Warfare Cadre is an elite unit of specialists who train other Commandos and provide a reaction force for operations in such environments. The character template appears on p. 78.

Royal Marine Commando Unit Organization. 3 Commando Brigade, Royal Marines, consists of the 40, 42, and 45 Commando Groups, the 845, 846, and 847 Naval Air Squadrons, the 539 Assault Squadron, a logistics and supply regiment, and a headquarters/signals squadron. Each Commando Group, roughly equivalent to a battalion, has 35 officers and 545 enlisted men, organized into three commando troops, a headquarters and a support troop. Artillery and engineering support is provided by British Army units attached to the

These soon came to be known as “Keeni Meeni” operations, from a Swahili phrase describing the movement of a snake in high grass, which had come to connote undercover work in general.



brigade: 29 Commando Regiment, Royal Artillery, the 20 Commando Battery, Royal Artillery, and 56 and 131 Independent Commando Squadrons, Royal Engineers.

Special Boat Service

After having served a minimum of two years with the Royal Marine Commandos, a soldier may volunteer for service with the Special Boat Service (SBS) – known as the Special Boat Squadron until 1987. The SBS sometimes operates in support of the SAS, but is also often used in their own missions. The Royal Commando volunteers receive an additional year of training, some of it together with the SAS, as well as ski training with the Mountain and Arctic Warfare Cadre in northern Norway and hard-hat diving and underwater demolition training at Poole. Selection for the SBS follows the pattern of SAS selection and vetting. Only about 30% make it.

Recent operations of the SBS include the Falklands War, Northern Ireland, 1991 Gulf War, East Timor, and Afghanistan in 2001.

The SBS template can be found on pp. 78-79.

SBS Unit Organization. The SBS has about 250 operators in three operational squadrons. C squadron consists of swimmer canoeists, S squadron operates insertion craft, including SDVs, and M squadron handles maritime counterterrorist duties. The last is part of the Comacchio Group (below). C squadron and S squadron are believed to be subdivided into four troops of two officers and 16 enlisted men each, while M squadron has only two troops. The S squadron provides transportation and support for the SAS in amphibious operations, and works closely with the boat troops of the SAS.

Comacchio Group Royal Marines

Formed in May 1980, to protect Great Britain's offshore oil operations against terrorist attack and sabotage, the Comacchio Group consists of Royal Marine Commando volunteers and M squadron from the SBS, specially trained in counterterrorist operations in maritime environs, including nuclear weapon stockpiles. It is named from a WWII battle

honor earned at Lake Comacchio, Italy. Their selection and training is similar to that of the SBS, with whom they frequently train and exercise.

Comacchio Group Unit Organization. The precise unit organization of the Comacchio Group is classified information. Sources suggest that the unit – based at Arbroath, Scotland – consists of 300 officers and ratings. About half of the unit specializes in operations on oil rigs and other offshore missions, while the other half trains to protect the Royal Navy's nuclear assets.

The Netherlands

Koninklijk Korps Mariniers

Amfibisch Verkenning Peloton (AMFVERKPEL)

The British SBS has very close ties with the Dutch Amfibisch Verkenning Peloton (Amphibious Reconnaissance Platoon, more commonly known as 7 NL SBS in NATO), a corresponding unit of the Koninklijke Korps Mariniers (Royal Netherlands Marine Corps). This unit was officially formed in 1975 from a cadre of combat divers trained since 1959. It cooperates closely with the British SBS in training, and in wartime comes under operational control of C Squadron of British SBS. It would then serve as the reconnaissance element of 3 Commando Brigade.

Use the template of the British SBS on pp. 78-79.

AMFVERKPEL Unit Organization. The platoon has a strength of 25 operators divided into four troops: a boat/canoe unit, an underwater unit, an insertion unit, and a counterterrorist unit.

Other Special Ops Units

Most countries have developed some form of special operations force in recent years, be it an elite counterterrorist unit or a military unit. The following list of counterterrorist and other special operation units is by no means exhaustive, and is provided as a basis for further research when developing special ops scenarios. The letter in brackets after each unit's name indicates whether the unit is a police [P] or military [M] organization.



Argentina – Sección de Fuerzas Especiales [P], 601/602 Compañías Comandos [M], La Agrupación de Buzos Tácticos [M].

Australia – 4th Royal Australian Regiment Commando (4RAR(Cdo)) [M].

Austria – Gendarmerieeinsatzkommando (GEK) [P], Jagdkommando [M].

Belgium – Speciaal Interventie Eskadron/Escadron Speciale d'Intervention (SIE/ESI) [P], Para-Commando Brigade [M].

Brazil – Comando de Operações Táticas [P], 1 Batalhão de Forças Especiais [M], Grupo de Mergulhadores de Combate (GRUMEC) [M].

Canada – Joint Task Force Two (JTF-2) [M].

Chile – Grupo de Operaciones Especiales (GEO) [P], Unidad Anti-Terrorista [P], Buzos Tácticos [M].

China – 6th and 8th Special Warfare Groups [M], 12th Special Warfare SF Detachment [M].

Colombia – Fuerzas Especiales Anti-terroristas Urbanas [M], Lanceros [M].

Cuba – Formación Especial Naval (FEN) [M].

Denmark – Aktionsgruppen (AKS) [P], Jægerkorps (JKP) [M], Frømandskorps (FKP) [M].

Egypt – Wehdat 333 Qataal [P], Wehdat 777 Qataal [M].

Finland – Osasto Karhu [P], Laskuvarjojääkärit [M], Taisteluskeltaijat [M].

France – Réaction, Assistance, Intervention, Dissuader (RAID) [P], 1er Régiment Parachutiste d'Infanterie de Marine (1er RPIMa) [M], Commandement des Fusiliers Marins Commandos (COFUSCO) [M], Commando Parachutiste De l'Air No 10 (CPA-10) [M].

Germany – Kampfschwimmer [M].

Greece – 1 Dynamis Katadromon [M], Monas Ymourhon Katastpofon (MYK) [M].

Greenland – Slædepatrulj Sirius [M] (dogsled patrols from the Danish Frømandskorps)

India – Special Frontier Force [P], National Security Guard (NSG) – “Black Cats” [M], Marine Commando Force (MCF) [M].

Indonesia – Satgas Gegana [P], Komando Pasukan Khusus (KOPASSUS) [M].

Iran – 23rd Special Forces Brigade [M].

Iraq – Al-Quwaat Al-Khaasat [M].

Ireland – Sciathán Fhiannóglaiigh an Airm (Army Ranger Wing) [M].

Israel – Yechida Meyuchedet le'Milchama (YA'MA'M) [P].

Italy – Nucleo Operativo Centrale di Sicurezza (NOCS) [P], Gruppo di Interventio Speciale (GIS) [P], 9° Reggimento d'Assalto Paracadutisti (Incursori) [M], Comando Subacqueo ed Incursori (COM-SUBIN) [M].

Jordan – SOU-71 [M], Al-Quwaat Al-Khaasat [M].

Malaysia – Grup Gerak Khas (GGK), Pasukan Khas Laut (PASKAL) [M].

Mexico – Fuerzas Especiales [M].

Nepal – Bhairab Nab Battalion (Airborne) [M].

The Netherlands – Korps Commandotroepen (KCT) [M], Bijzondere Bijstands Eenheid (BBE) [M].

North Korea – Special Purpose Forces (Commando Brigades) [M].

Norway – Forsvarets Spesial Kommando (FSK) [M], Marinejæger [M].

Pakistan – Special Services Group (SSG) [M].

Peru – Fuerza de Operaciones Especiales [M].

Philippines – Anti-Terrorist Unit, Crisis Response Battalion [P], Alpha Two Zero (A-20) [M], 1st Scout Rangers Regiment [M], Special Forces Regiment [M].

Portugal – Companhia de Forças Especiais (CFEsp) [M], Destacamento do Acções Especiais (DAE) [M].

Russia – Otriad Militsii Osobogo Naznachenia (OMON) [P].

South Africa – SAPS Special Task Force [P], Recce Commandos [M].

South Korea – Korean National Police 868 Group [P], 707th Special Mission Battalion [M].

Spain – Grupos Especiales de Operaciones (GEO) [P], Unidad Especial de Intervención [P].

Sri Lanka – Army Commando Regiment [M].

Sweden – Ordningsspolisens Nationella Insatsstyrka (ONI) [P], Kustjägarna [M].

Thailand – Tahan Prahan [M], Royal Thai Navy SEALs [M].

Turkey – Özel Kuvvetler Komutanligi [M], Sualti Taarruz (SAT) [M].

United Arab Emirates – Al-Mughaaweer [M].

Ukraine – Berkut [P].

Vietnam – Dac Cong [M].

Multinational Special Ops Teams



Some players may want to play characters from different units and even nations, rather than having all of the PCs from one single unit. Larger operations often allow members of several different units from the same nation to participate; for example, Task Force Ranger (p. 101) included members of 1st SFOD-D, Rangers and 160th SOAR, as well as SEALs and AFSOC personnel. It may be even more interesting to have PCs from different countries. Such a unit could be fictional, like Tom Clancy's *Rainbow Six*, but there are also realistic options:

International Exchange Programs

International exchange programs between special ops units are widespread and popular. They serve various purposes. Primarily, operators attached to a foreign unit will see and learn "how the others do it." This includes tactics, training, and equipment employed. Upon return to their parent unit, they will be able to pass on what they learned, thus allowing units to learn from the mistakes and successes of others. Also, some units are more active than others, and operators on exchange with those will gain valuable experience.

In addition, exchange programs also allow close personal contacts, which tighten the net of the worldwide special operations community. Characters may thus have Contacts or Allies in a foreign special ops unit, something which may come in handy not just in international operations such as those during the Gulf War (where, for example, mixed SBS/U.S. Special Forces teams operated), but also in other emergencies.

Almost all special ops units have longstanding programs with foreign units, typically sending an officer and an NCO to the foreign unit and in turn receiving the same from the foreign unit. Such programs are known to exist between, for example, the SAS and U.S. Special Forces, SAS and KSK, SAS and GSG9, SBS and SEALs, Australian SAS and SEALs, SEALs and *Kampfschwimmer*, and all the Commonwealth SAS units. The programs are usually between 6 months and 2½ years long.

Operators on exchange sometimes participate in all the missions of the host unit – for example, SAS operators have been in combat in Vietnam, attached to the Australian SAS, and a SEAL deployed with the British SBS to Masar-I-Sharif in Afghanistan in late 2001. Often, however, they will only be present as "observers," meaning they come along, but are not allowed to participate other than by providing passive support. Thus, two "observers" from the SAS teamed up with GSG9 officers in Somalia (p. 37), bringing along their new flash-bang grenades, but did not actually participate in the assault.

UNMIK Police Special Operations Teams

The United Nations Mission in Kosovo (UNMIK) includes a large police force tasked with law enforcement and the development and training of an effective and impartial Kosovo police service. To this end, police officers from many nations have been sent to Kosovo since 1999.

Several special operations teams are assigned to UNMIK; these include the 80-men Close Protection Unit (CPU), the High-Risk Escort Unit (HIREU), and five Regional Escort Units (REU). All are small special-ops-level units tasked with special duties, among them VIP protection, counterterrorist operations (especially hostage situations), and the apprehension of dangerous criminals. Like UNMIK itself, these are multinational units; most officers come from Western European and North American law enforcement agencies, including France's GIGN and Germany's GSG9 and a number of other famous units, such as the LAPD's SWAT team and Austria's Gendarmerie-einsatzkommando Cobra (GEK). After passing a tough selection test, the officers are loaned to UNMIK from their normal units for 12 or 24 months, and receive further specialized training in country.

While the operational area of UNMIK is rather small, the GM could use these units as a model for other, fictitious special ops teams, for example under the auspices of other U.N. missions or even Interpol (p. C33).

3. CHARACTERS



**“Gunner’s Mate Lewis,
so you’ve made it through
BUD/S. Y’did pretty good.
At the top of your class.
Did pretty good at
airborne school, too.”**

“Now the real training begins. Welcome to SEAL Team Eight.”

*CPO Gransky is sure different from Sharky. He’s smooth and cool. Never raises his voice and seems to ask a lot of questions. After BUD/S I thought I knew it all, but there is so much more to learn. I can’t believe how many different scuba – oops! – I mean underwater breathing apparatus or UBAs there are. LT Richardson, the OIC (Officer in Charge), has made me the Alpha Fire Team’s automatic-weapon man. I thought it was going to be easy; I knew everything there was about the MK43 MOD 0 (or ’60 as we call it), but I’ve got to learn all about every machine gun known to man. RPK-74, M249, M240, M2HB, PKM, MG3 . . . the list seems endless! The drills never stop: reaction to contact, reaction to a flare, reaction to a sniper, near ambush, far ambush, artillery barrage, this and that and more. Ugh! But I love it so. I have never felt so right in my life. It’s better than Basic, better than my tour on the USS **Caron**, better than BUD/S; it’s like the swim team, only better. These guys are professionals. Everything we do has meaning, a purpose. Why we crawl, why we stop to listen. It all makes sense. The men in my team are dead serious. I look into their eyes and I know they will be there for me if things go bad. I belong here; I won’t let them down.*

Certain abilities are (or aren’t) particularly appropriate for believable special operations soldiers. These guidelines are not ironclad rules; the requirements of the campaign and the interests of the players and GM will determine the extent to which any particular game follows them. Not everyone in a

Special Ops campaign will necessarily be part of a special ops unit, either. *Assets* – intelligence agents, technicians, and others with esoteric skills useful to the mission – or even regular infantrymen brought along as extra bodies may accompany special ops troops in the field.

Special operations soldiers are rigorously screened and highly trained. The standards by which they are evaluated are severe. Only physically and mentally exceptional people can be special ops soldiers, and only a modern government (or perhaps a multinational corporation) has the resources to train them. Thanks to the rigors of training and selection and the continual testing to keep up standards, they could be viewed as “superhuman” . . . in the limited areas of their specialties.

The point totals for modern special ops soldiers will thus be justifiably higher than those for most characters. Realistically, most of these points should go into skills; special ops soldiers on active duty spend all of their time training. In **GURPS**, though, attributes are improvable and include “learned” as well as inborn ability – both of which these soldiers have in abundance – so this training is represented using exceptional DX and IQ in addition to skill points.

The skills acquired by a special ops character should bear some relationship to what is realistically possible, as discussed in Chapter 2. Cross-training and exchanges between units do take place, but there are limits to what a soldier can do in a single career. One way to handle this is to construct a “personnel file” (pp. 81-82) for each PC, listing training and previous assignments. This will justify his point totals and skill levels and can add depth and background to a campaign.

Good Soldiers and Good Special Ops Soldiers

Many professional soldiers dislike the concept of “elite” units, and with reason. By siphoning off experienced leaders, such units reduce the combat readiness and effectiveness of line units. By placing higher demands on scarce resources and training facilities, they deprive line soldiers of equipment and training. By creating an artificial and disparaging distinction between good soldiers in line units and “elite” soldiers, they create unnecessary and undeserved problems of morale. In addition, line soldiers often feel that “elite” forces don’t pay back the enormous investment of manpower, equipment, and money that they require for operational success.

Despite these legitimate concerns, most armed forces today maintain highly trained, specialized units which – to the public – appear to be “elite” forces. The reason is simple: some essential missions are sufficiently specialized to require extraordinary training and demand highly experienced soldiers with abilities above and beyond those required of line troops.

A good line soldier is a “company man.” He is attentive to orders. He knows his job and does it well, but he does it in the security of a large unit, knowing that fire support and reinforcement from his parent command will be available, and knowing that if most of the 100 to 200 men around him in his company do their jobs, he has little reason to fear

anything but the sheer randomness of combat. A good line soldier follows “the book.” Military doctrine and standard operating procedures provide him with the assurance of success if most parts of the military machine perform as expected. Such soldiers are not to be disparaged; they are the lifeblood of every army.

Good special ops soldiers differ from good line soldiers precisely in that their missions involve situations where “the book” is more an obstacle than an aid. They function in an environment the well-oiled military machine cannot easily reach. “The book” is little help to a five-man patrol deep in enemy territory, beyond the reach of friendly support, or to an 18-man counterterrorist unit dealing with military and political difficulties never envisioned in traditional military doctrine.

Good special ops soldiers need the abilities of good line soldiers. They also need a heavy streak of independence and self-confidence. They need the ability to work closely with a small team of self-reliant soldiers. They need exceptional psychological stability and physical stamina to deal with the extraordinary stress and physical demands of their missions. They require aptitude for foreign languages and the ability to adapt to foreign customs and cultures. If they are “elite,” it is because the missions they are called upon to perform require qualities commonly associated with combat excellence.

Point Totals

Realistic Soldiers

Characters' point totals should reflect age, experience, and training. A 19-year-old PFC in a Ranger company shouldn't have the same skills as a 40-year-old master sergeant with 20 years in Special Forces. Beginning characters, fresh from training, can be generated with 150 points. With the GM's permission, veteran characters – with long service and preferably combat experience – can start with up to 200 points, as can members of truly elite units (e.g., Delta Force, SEALs, Sayeret Mat'kal, Spetsgruppa Alfa, or the SAS). Should the campaign start with the characters in training, they could begin with as little as 100 points. Remember, it is almost impossible to find a 19-year-old soldier with the patience, maturity, and experience to make it through high-level special

operations selection such as the British SAS selection course, U.S. Navy BUD/S, or U.S. Army Special Forces Q-course.

Action Heroes

The above guidelines assume *realistic* special operations soldiers with believable levels of training. They are not one-man armies: they must rely on one another or be killed. However, action movies often portray these troops as true supermen. "Action heroes" should be built on at least 300 points (400+ points if experienced), and even raw trainees should get 150 points! All of the other guidelines still apply, but action heroes should take more of everything – especially attributes, advantages, and Combat/Weapon skills. An unrealistic campaign like this can be fun if it doesn't take itself too seriously.

Unit OJT: Training as a Way of Life

Despite the detail and difficulty of the training courses, the bulk of the training which creates real special ops troops comes "on the job."

For all professional soldiers, it is a truism that training is a way of life. For special ops soldiers, training is *the* way of life. In special ops units, field and command post exercises – opportunities to sharpen skills under the most realistic circumstances available – are the daily rule. When they are not on exercises, their day is not spent in the busy work of motor pool and area police duty as in regular line units (although some of this is unavoidable), but in refresher courses, advanced education, cross-training in needed skills, and keeping up with current world events.

The training schedule for such units is often fearsome. U.S. Special Forces units run, on average, five to 10 miles at the start of each working day for physical training; a weekly 20- to 40-mile march with full equipment is not exceptional. This on-the-job training plays an extraordinary role in acclimating the special ops soldier to the requirements of real missions in the real world. With this in mind, when generating *experienced GURPS Special Ops* characters, remember that the skill levels appropriate to training reflect the minimum standards. As a result of unit OJT, they are frequently exceeded – certainly not in all skills, but assuredly in the soldier's areas of specialization and in cross-training.

The "Gentler" Sex

Special operations units have historically been exclusively male. The reasons for this are partly sexism and partly military tradition. Most special ops soldiers do not believe that women belong in their line of work. In some cases, they are not wholly without rationale. For instance, menstruation can be a real danger to a swimmer or diver in shark-infested waters, which is often cited as the explanation for their exclusion from naval warfare units such as the SEALs (pp. 30-31). The reasons for the exclusion of women from other units are less clear-cut. This decision rests in the hands of political policy makers, not military troops. Even units that theoretically allow entrance of women have not seen many successful applicants so far. The main reason is that many entry tests (and some operational tasks) require upper body strength that women usually do not possess. However, *GURPS* does not model this sex difference in its rules set.

In the 1990s, some units began to allow women to enter: 1st SFOD-Delta (pp. 28-29) is rumored to have some five full-time female operatives for special missions. The CIA's Special Activities Division (p. 33) is also very likely to include women, at least for special intelligence gathering missions. Women serve in counterterrorist units in several nations, including the Canadian JTF-2, Polish GROM (p. 39), and 707th Special Missions Battalion of the South Korean Special Forces. The German GSG9 (p. 36) and KSK (p. 37), as well as the NZSAS (p. 35), accept women in all positions, although it is unclear if any have actually joined. In 2002, the first woman passed the Royal Marine Commando course (pp. 44-45), although women are not allowed to participate in combat units other than in staff or support functions. Women also serve with the Russian Spetsnaz (p. 40). Guerrilla movements use women for a variety of special missions and have been doing so for years. Given these trends, women will probably play an increasing role in special operations in this millennium.

A female special ops soldier can be played in a contemporary campaign if her personnel file (pp. 81-82) explains why she was selected by old-school evaluators whose opinions were formed decades ago. This usually means an exemplary service record in regular forces *and* special qualifications (languages, technical skills, etc.). In a pre-1990s campaign, a female PC must be a member of a regular military or police force on temporary duty with a special ops unit for a single mission. She will be given enough training to carry out her role, then returned to her original assignment at mission's end. Female "action heroes" (see above) are not bound by realism, of course!

Attributes

Special operations soldiers are selected for both physical and mental potential, and well-rounded recruits are preferred. Their attributes should reflect these standards. A special ops soldier should have one or two excellent attribute scores (13 or higher) and *must* have scores of at least 11 in *all* attributes. All of the character templates on pp. 63-80 meet these criteria

except the Combat Controller template (the USAF has lower standards). Civilians or soldiers attached to a special ops unit for a particular mission – e.g., a CIA field agent or a soldier from a line infantry unit – may have whatever attributes are appropriate, since the selection process to which they have been subjected is different from that of special ops soldiers.

Advantages

A number of advantages are particularly useful to special operations troops.

Required Advantage

Fit see p. **CI25**

All special ops soldiers *must* have this advantage. It is conferred by constant physical training – especially running. Note that this running does not necessarily improve Running skill; it is training for stamina, not speed. All of the templates on pp. 64-80 include Fit.

Desirable Advantages

Given the standards against which special operations troops are evaluated and the considerable danger their missions entail, the following advantages seem particularly desirable. The templates on pp. 64-80 include 15 to 30 points to spend on these advantages; soldiers created without templates should spend a similar number of points on these traits:

Absolute Direction (p. B19), Absolute Timing (p. B19), Acute Senses (p. B19), Alertness (p. B19), Ambidexterity (p. B19), Breath Holding (p. CI21), Charisma* (p. B19), Combat Reflexes (p. B20), Common Sense (p. B20), Danger Sense (p. B20), Double-Jointed (p. B20), Extra Fatigue (p. CI24), Extra Hit Points (p. CI24), Fearlessness (p. CI25), Hard to Kill (p. CI25), High Pain Threshold (p. B20), Intuition (p. B20), Language Talent (p. B20), Less Sleep (p. CI27), Luck (p. B21), Manual Dexterity (p. CI27), Night Vision (p. B22), Peripheral Vision (p. B22), Reputation*† (p. B17), Resistant to Poison (p. CI29), Strong Will (p. B23), Temperature Tolerance (p. CI30), Toughness (p. B23), or Voice (p. B23)*; one of Collected (p. CI22), Composed (p. CI22), or Imperturbable (p. CI26); one of Disease-Resistant (p. CI24) or Immunity to Disease (p. B20); one of Rapid Healing (p. B23) or Very Rapid Healing (p. CI31); or improve Fit to Very Fit (p. CI31).

* Especially useful for officers and NCOs. A positive reaction makes command easier!

† Some decorations (below) give an instantly recognized Reputation.



Source photo courtesy of U.S. Army

Decorations

Medals, badges, and distinctive insignia are morale-building tools. For a soldier – who can't show off his property or bank account – they are visible symbols of the worth of his service. An experienced soldier can learn a lot about another soldier by examining his decorations. It is against regulations and (more importantly) a gross violation of custom to wear decorations that have not been properly awarded.

Medals

Most countries award campaign medals simply for having taken part in a military action. The United States is typical: It awards the National Defense Service Medal to everyone in the armed forces during designated times of national emergency (e.g., the whole period of the Vietnam War). Extended conflicts are recognized by a specific medal (e.g., there is a Vietnam Campaign Medal for anyone who actually served in country). The Armed Forces Expeditionary Medal is awarded for actions against a hostile force that do not get a separate decoration (e.g., Grenada). Separate actions are recognized by metal stars on the ribbon.

Medals for valor or distinguished service are awarded to individuals and units. The U.S. Army is somewhat more generous with awards than most, but its awards are typical. The Purple Heart is awarded for being wounded in combat. The Army Commendation Medal (ARCOM, also called the "Green Wienie") and the Bronze Star are awarded for exceptional service; if a small metal "V" is attached, the award is for valor in combat. ARCOMs and Bronze Stars were so widely awarded in Vietnam that they were not very impressive; the "V" device gets a little more respect.

The Silver Star, the Distinguished Service Cross (DSC), and the Medal of Honor (*not* “Congressional Medal of Honor,” despite a century of misuse) are awarded *only* for valor in combat. The Silver Star usually means quite a bit if awarded to an enlisted man or junior officer; for senior officers, it may or may not. The DSC (Navy Cross for the Navy and Marines, Air Force Cross for the Air Force) and the Medal of Honor are only awarded after careful investigation and are always highly respected.

There is a group of medals – the Army Achievement Medal, the Legion of Merit, and the Distinguished Service Medal – that are awarded only for noncombat service. The Soldier’s Medal is awarded for bravery or lifesaving not involving combat (e.g., to a helicopter crewman who pulls someone from a burning wreck).

Additional awards of the same medal are shown by metal leaves, called Oak Leaf Clusters, on the ribbon.



Source photo courtesy of U.S. Army

Badges

Qualification badges exist for almost every significant skill. Parachutists, marksmen, drivers, divers, and medics all have badges to prove that they have passed their courses. The Combat Infantry Badge is awarded to U.S. Army infantry who have taken part in combat. Some qualification badges are actually patches. For example, U.S. Army Special Forces soldiers are only allowed to sew on their sky-blue and gold “Special Forces” Tab after completion of the SF Q-course and graduates of the U.S. Army Ranger School are awarded the black and gold “Ranger Tab.”

Unit Insignia

Each major unit, such as a division, has a distinctive patch which is worn on the left sleeve of the uniform. Troops who have served with a unit in combat can continue to wear its patch on the right sleeve (called a combat patch or right-sleeve patch) for their entire career. Most armies that wear berets as part of their uniform either have specific unit patches called “flashes” sewn on them or have metal badges pinned on them. Some armies (such as the U.S. Army) wear both; officers wear their rank instead of the metal unit badge.

Reputation Value of Decorations

Certain decorations are effectively a Reputation among soldiers and knowledgeable civilians. These give a reaction bonus and have a point cost:

Medal of Honor (+4 reaction): 20 points.

DSC, multiple Silver Stars (+3 reaction): 15 points.

Silver Star, multiple Bronze Stars with “V” (+2 reaction): 10 points.

Bronze Star with “V,” multiple ARCOMs with “V,” Combat Infantry Badge (+1 reaction): 5 points.

In a campaign that is not purely military, the point cost should be adjusted for People Affected (see p. B17), typically 1/2 value for a large group (e.g., “all Americans”).

Military Rank and Grade

What civilians call “rank” – Staff Sergeant, Second Lieutenant, Brigadier General, etc. – is called “grade” in the modern U.S. military. Officially, “rank” is one’s seniority in grade: a soldier’s date of rank (the date on which he was last promoted) determines who he is superior to and subordinate to within his grade. Even in the military, however, there is a tendency to slip into talking about “rank” rather than “grade.” In *Special Ops*, the terms are used interchangeably. The expression “Military Rank” (capitalized) always refers to the *GURPS* advantage of that name. There are nine possible Military Rank levels (see p. B22), ranging from 0 (Private) to 8 (General). See p. 84 for grades in the U.S. military.

Promotion and Time-in-Grade

Promotion in most military organizations – including special ops units – has standardized requirements. The soldier must serve for a certain amount of time and must be recommended by a promotion board consisting of senior officers (or officers and NCOs, for NCO promotion). They review the candidate’s personnel file, including recommendations from the candidate’s chain of command, and often conduct a personal interview. If the board recommends promotion, this recommendation is sent up the chain of command and the promotion becomes effective when an opening occurs in that grade. Soldiers on the promotion list but not yet promoted may list their current rank, followed by the letter “P” (for “promotable”) in parentheses.

Outstanding job performance will eventually be reflected in promotion in most cases, but battlefield promotions for heroics are rare; a highly recommended NCO or officer is more likely to be promoted “below the line.” In the U.S. Army, efficiency reports are graded on an Army-wide basis. In any year, a soldier in the top 5% in his grade can be promoted before he would otherwise be eligible.

The policy on promotion in the United States military is “up or out.” If promotion is not achieved within a certain amount of time, the soldier is usually involuntarily separated. This applies to both officers and enlisted men, but the policy is implemented somewhat differently for each group (see below).

Demotion

Enlisted men can lose a grade or so (but never more than one Military Rank) without too much effect on their careers. It is more or less expected that aggressive troops will sometimes step over the line. For an officer to be demoted is much more serious. A military court is more likely to remove an officer from service (or give him the opportunity to resign) than to reduce him in rank. Officers are held to a higher standard of conduct than enlisted men; it is part of the price of their privileges. See *Military Justice* (p. 82) for more on this subject.

Enlisted Men

Enlisted men serve for a contracted number of years (an “enlistment,” “tour,” or “hitch”). They cannot resign from the service, although they can sometimes be separated early for “compassionate reasons” (e.g., due to the death of a parent that leaves them the sole support of an invalid). The enlistment can be for 2-12 years, depending on which army at what time. If a soldier is not promoted at an acceptable rate, he is not allowed to reenlist.

Military Rank 0 consists of privates and the most junior NCOs (lance corporals and corporals). In the U.S. service, it is the first four enlisted grades (E-1 to E-4); most enlisted men will not be allowed a second term unless they have reached at least E-4.

Military Rank 1 is junior NCOs – grades E-5 (sergeant) and E-6 (staff sergeant) in the U.S. Army. In line units, these are squad leaders, gun section chiefs, tank commanders, and helicopter crew chiefs. A professional enlisted man usually spends 8-15 years of his service as a junior NCO. It is possible but unlikely for a soldier to put in 20 years and retire as a junior NCO. This usually means that at some point in his service he was reduced in rank (“busted”) for some military offense. Many special ops units (such as a Special Forces A-Detachment) have only soldiers of grade E-5 or above.

Military Rank 2 is the backbone of any professional army – the senior NCOs. In the United States, these are sergeants first class, master sergeants, and sergeants major. (A first sergeant is an E-8, the same grade as a master sergeant, who is assigned as senior NCO of a company.) From the platoon level up, they are an officer’s advisors and his principal contact with the day-to-day life of the enlisted men. Almost no one reaches Rank 2 (at least grade E-7 in U.S. service) without at least six years in; no one makes 30 years *without* having reached Rank 2. These NCOs are the principal repository of an army’s expertise in peace or war.

Other armies don’t follow the exact pattern of the United States. The British don’t have as many pay grades; the French Foreign Legion has no up-or-out policy and welcomes career privates; most Russian junior NCOs are two-year conscripts with little more training than their subordinates. However, the

rough division into enlisted (Rank 0), junior NCO (Rank 1), and senior NCO (Rank 2) is universal.

Warrant Officers

Warrant officers outrank all enlisted men and are junior to all commissioned officers. They all have Military Rank 3. Different armies use warrant officers in different ways. In the United States, they are officers who specialize in some skill – flying helicopters, assisting physicians, maintaining vehicles, administering personnel records, etc. – instead of commanding troops. In the Russian army, warrant officers (*praporshchik*) help make up for the lack of career NCOs. The German and many other armies do not have warrant officers.

Officers

Officers are not enlisted for a fixed term of service; in most armies, they are permitted to resign their commissions. They may be contracted to a minimum term of service and not allowed to resign before that term is completed, however (e.g., graduates of the U.S. Military Academy must serve four years on active duty). They do not reenlist at regular intervals. If they are on extended active duty after meeting a commitment, they continue in service until they or the army takes action to change their status.

U.S. Army officers have two kinds of commissions. Regular Army commissions guarantee service in commissioned status until pension time unless the officer does not meet promotion standards, is convicted of a crime, or chooses to resign. Graduates of the Military, Naval, and Air Academies and selected graduates of the Reserve Officers’ Training Corps (at civilian colleges) and Officer Candidate School (which trains enlisted men as officers) are given Regular Army commissions. Exceptional Reserve officers can request a Regular Army commission.

The other class of active duty officers is reserve officers on extended active duty, called “career reservists.” They have no guarantee of length of service, but they qualify for a pension if they serve for over 20 years. When the services are forced to cut back commissioned personnel (a “reduction in force,” pronounced “riff”), some “riffed” officers continue to serve as NCOs. Special operations forces are particularly likely to have senior NCOs who have been officers and who still hold commissions in the reserves.

Military Rank 3 is the lowest level for commissioned officers. In the U.S. Army and Air Force, they are 2nd lieutenants and 1st lieutenants; in the U.S. Navy, they are ensigns and lieutenants, junior grade. They have junior staff jobs, or command platoons of 10 to 50 soldiers (depending on branch of service). The maximum time for an active service officer to be a lieutenant (or the naval equivalent) is about six years.

Military Rank 4 (captains and majors; Navy lieutenants and lieutenant commanders) is normally the highest Military Rank available for a beginning character. At this level, officers hold responsible staff positions or command companies (50 to 300 men). In the United States, Military Rank 4 officers usually have at least three years’ service and have to be promoted to Military Rank 5 by the time they have 15 years’ service.



Military Rank 5 officers (lieutenant colonels; Navy commanders) command battalions of 1,000 to 2,000 men, or hold staff jobs. In the Navy, they command small ships. In the United States, most career officers retire at Military Rank 5; an officer can go all the way to 30 years at that Military Rank.

Military Rank 6 officers (colonels; Navy captains) command regiments or brigades with a strength of several thousand men. In the Navy, they command one large ship, such as an aircraft carrier or battleship, or a group of smaller ships. As staff officers, they are very senior, and are the officers who brief heads of state, supervise the development of new weapons, or head major special operations forces. The commander of all the Special Forces in Vietnam was a Military Rank 6 officer; so is the commander of Delta Force.

Military Rank 7 officers (brigadier generals and major generals; Navy rear admirals) command divisions of 6,000 to 20,000 men, or hold equivalent positions. They have great influence as Patrons (see below). In the United States, they are the first level of officer likely to serve on active duty for longer than 30 years. Rank 7 officers in the United States are nominated by the President, but their promotion must have the consent of Congress. The commander of the Joint Special Operations Command (JSOC) is Military Rank 7 (a major general). It is rare to have Military Rank 7 with less than 20 years of service.

Military Rank 8 is the highest possible. In the United States, it consists of the three-star (lieutenant general or vice admiral) and four-star (general or admiral) grades. These officers command several divisions, or an entire theater of operations. At any one time, there are fewer than 200 Military Rank 8 officers among the almost 2 million U.S. military personnel. The commander of the U.S. Special Operations Command (USSOCOM) is Military Rank 8 (a general).

Rank in Other Armies

In some countries, notably the United Kingdom, service with a special operations unit often involves temporary demotion. The table of organization of the 22nd SAS Regiment has relatively few positions for senior NCOs. Since most recruits who volunteer for service with the SAS are already NCOs, they must take a lower temporary grade. The lowest grade of any SAS soldier is corporal, but many senior sergeants have gladly given up their grade to temporarily serve in the SAS as corporals – with the pay and allowances of corporals, of course.

Promotion in the Russian armed forces is much more rigidly bureaucratic in nature. Time-in-grade requirements prevail, and an officer must currently hold an assignment appropriate to the new grade in order to be promoted. For example, a major seeking promotion to lieutenant colonel must have served four years as a major and must currently command a battalion or its equivalent. Spetsnaz officers and NCOs require only half the time in grade of regular soldiers.

Police Rank

Some special ops units, such as the German GSS9 (p. 36), are not part of the military. They use Police Rank, which generally follows a similar progression. See p. C54 for more details.

Patrons

The military does not count as a Patron for a soldier. It is an employer that provides housing, clothing, food, and equipment as part of his remuneration . . . but it does this equally for all its employees. (Likewise, the military's enemies are not its soldiers' personal Enemies.) Military Patrons should be much more personal than that.

Military organizations are rife with cliques, old-boy networks, and remember-when alliances. Knowing and befriending or impressing someone who may sit on your promotion board, or who can obtain a choice assignment for you, is one of the most important factors in a successful military career. The efficiency rating systems of military organizations make this kind of networking essential.

Most officers who have achieved the rank of general were aides to general officers who gave them high ratings in their youth. The unofficial West Point protective association (a.k.a. "ring knockers," from the U.S. Military Academy class ring that most graduates wear) has saved the career of many an officer who has run afoul of the system. The same is true of NCOs; a sergeant major can accomplish more than most generals by picking up the telephone and calling his counterparts throughout the military. The buddy system is a key to career survival in military organizations.

Patrons should be appropriate to the character concept, of course. A 20-year-old corporal is unlikely to have the President of the United States or the Chairman of the Joint Chiefs of Staff for a Patron. A full colonel – the commander of a successful, elite special operations unit – might have either one. A young sergeant might have a senior NCO as Patron, if something significant brought him to the Patron's attention. If he wants the Chief of Staff of the Army as a Patron, he had better have a *good* explanation, such as kinship or relationship by marriage (but remember that senior officers will often go out of their way to avoid the appearance of favoritism toward friends and relatives).

Security Clearance

The Security Clearance advantage is described on p. CI29. In a *Special Ops* campaign some degree of security clearance is always a requirement – in some cases even knowledge of the unit's existence and activities is classified!

Note that special ops personnel usually do not have to buy this advantage – it is part of the rank and duty structure. The benefits of the implicit security clearance of special ops personnel are, in game terms, more than cancelled out by the fact that special ops PCs cannot actively use their clearance to their advantage in play. Their security clearance is little more than a basic, passive job requirement. Even so, it should not be taken lightly; if revoked it could mean the character is removed from a special operations unit.

Civilians with such clearance *do* need to pay points for it. They gain knowledge that could actively be used to aid outside activities, and are not constrained by a military Duty. For instance, a CIA station chief with Security Clearance 3 would have a major advantage over his native agents with no Security Clearance when dealing with American operations in his geographical area and could easily exploit this for personal benefit.

Level 1: The character has successfully passed a background investigation. These investigations include a credit search, personal interviews of friends and former schoolmates, and record searchers covering the individual's activities during the last several years. The character should not have any disadvantages such as Addiction to illegal drugs, Alcoholism, Compulsive Gambling, Compulsive Lying, Compulsive Spending, Dead Broke, or Greed. At this level the character does not necessarily actually *have* a clearance, but he is eligible for one! Any Secret that is worth -10 or more points will immediately result in a loss of clearance if revealed; a -5 Secret will result in a security re-evaluation. A revealed Secret could be turned into a negative Reputation with the character's government. *5 points.*

Level 2: The character has a Secret (S) clearance (or equivalent). Depending on the paranoia of the government or agency granting the clearance this may require polygraph checks, random drug testing, signing nondisclosure agreements, and even taking loyalty oaths. Various agencies will check in on the character from time to time to make sure he isn't spending more than he should and isn't in trouble with the law (including internationally). If the character regularly engages in risky behavior he could possibly take these security agencies as an Enemy. The CO and S-2 chief of a special ops unit will be invaluable in covering up misdeeds and filing the appropriate paperwork for a character to keep his clearance. *10 points.*

Level 3: This allows access to Top Secret (TS) information (p. 87). Acquiring this level of clearance usually requires another round of security vetting and being "read on" (briefed on) various security protocols. A TS clearance alone is usually no better than a Secret unless coupled with access to a SCI program (see below). Internal security agencies will be keeping a *very* close eye on the character's finances and investments (as will foreign intelligence services), as Top Secret information could contain valuable information relating to trade deals and political dealings that have not been made public. Many special ops units' activities, membership, tactics, or even numbers are classified as Top Secret. *15 points.*

Special Compartmentalized Intelligence (SCI): A character must already possess Top Secret (Level 3) clearance before being eligible for a SCI program. In the United States this is referred to as a TS-SCI clearance, meaning the person is eligible for access to SCI programs (p. 87). Background investigations for SCI clearance are very stringent, beyond even those required for a TS clearance. No risk is acceptable for a SCI clearance and it is possible to hold a TS clearance and be denied SCI access. A character with significant personality flaws that others have noticed should have a Patron and good Acting and Bard skill levels when the time comes for an interview! Each time this advantage is taken the recipient can be assumed to have been access to *one* SAP (see p. 87). *2 points per program.*



Source photo courtesy of U.S. Army

Disadvantages



A number of disadvantages are prohibited for special operations troops, while others are tolerated or even tacitly encouraged.

Required Disadvantage

Extremely Hazardous Duty see p. **CI78**

This disadvantage is *mandatory* for all special ops soldiers in active military service (including reservists who are recalled to service), and does not count against the disadvantage limit for the campaign. One reason this duty is appropriate is that special ops *training* is as dangerous as many battlefield situations. The templates on pp. 64-80 include Extremely Hazardous Duty.

Desirable Disadvantages

Professional soldiers – and special operations troops – often choose the military as a career precisely because its regimented, authoritarian, and patriotic nature appeals to deep-rooted psychological needs.

When it comes to duty, dedication, honor, and country, most special ops soldiers are straight arrows, regardless of their extracurricular hell-raising exploits. Recruiters, commanding officers, and promotion boards favor soldiers who show the traits listed below. The templates on pp. 64-80 include disadvantage points to be selected from this list; soldiers built without templates should also select at least -20 points from the following:

Code of Honor (see below); Fanaticism (see below); Honesty (p. B33); Sense of Duty (p. B39) (Comrades in arms or Unit) [-5] or (Service or Country) [-10]; Truthfulness (p. B37); Workaholic (p. CI95).

Code of Honor see p. **B31**

The following codes of conduct are appropriate for military men. These are ideals to live up to; in reality, the system (and politics) often gets in the way.

Enlisted Man's Code of Honor: Be willing to fight and die for the honor of your unit, service, and country; follow orders; look out for your buddies; take care of your kit; treat an honorable enemy with respect (a dishonorable enemy deserves a bullet); wear the uniform with pride. -10 points.

Officer's Code of Honor: Be tough but fair; bring honor to your unit, service, and country; follow orders; lead from the front; look out for your men; observe the “rules of war”; wear the uniform with pride. -10 points.

Ranger Creed: See p. 25. This mentality is common to all special ops units, not just the Rangers; it replaces the usual Code of Honor for an officer or an enlisted man. -10 points. Individual members of units may adhere to an extreme version of this code worth -15 points; this is effectively equivalent to Fanaticism.

Fanaticism see p. **B33**

Fanaticism – about one's country, service, or unit – is common. If in doubt about this, burn a United States flag near the main gate at Fort Bragg, or call a SEAL a “squid” to his face. More seriously, check the percentage of Medal of Honor winners who served in special operations units in WWII, Korea, Vietnam, and Somalia.

Acceptable Disadvantages

Bad Sight (p. B27) only at -10 points (e.g., correctable) is generally acceptable in military units. Civilian agencies and special military professions (especially pilots) sometimes have stricter requirements, and often insist on uncorrected “20/20” (average) vision or better. Recon Marines, GSG9 officers, and others are likewise required to have uncorrected vision.

Bloodlust (p. B31) is not uncommon among special ops troops; they are professionals at killing and frequently think that the best enemy is a dead enemy. Indiscretion, or the bad luck to have a news photographer in the wrong place, can lead to an “incident,” but a good commanding officer will stand up for his men.

Callous (p. CI86) is common among seasoned troops. Terrorists can be women and children a lot like a trooper's own wife and kids. If he can't pull the trigger, he's a danger to himself and his unit.

Chummy (p. CI87) troops can improve morale and unit cohesion.

Compulsive Behavior (p. B32) of certain kinds, notably Compulsive Gambling and Carousing, is common in the military. This is tolerated as long as it doesn't interfere with a mission.

Dependents (p. B38) are common for special ops soldiers, but should not appear often. It is rare for a Dependent to be found in a war zone and highly unlikely that one would be the victim of a terrorist operation; SOP would exclude a special ops soldier from participating in a counterterrorist mission involving a family member in any case. Many professional soldiers are family men, though, and concern for their families weighs heavily upon their minds. A family man might be reluctant to take one more chance and run the risk of leaving his wife a widow with three children; on the other hand, if he doesn't take that risk, an important mission may fail and men who are counting on him may die. It's a tough choice.

Flashbacks (p. CI90) and *Nightmares* (p. CI92) can be considered an occupational hazard due to the extreme nature of combat and the up close fighting involved in special operations. Recurring situations might cause operators to “freeze up” remembering a previous failure or traumatic event. Some special operations personnel experience night terrors and wake up sweating and shaking. Worse, this disadvantage could be gained after an unsuccessful operation. What if the operator could not reach the hostages in time?

Gluttony (p. B33) is unlikely but not impossible.

Greedy (p. B33) can be very interesting, especially if the greedy one has access to classified information.

Gullibility (p. B33) is the disadvantage of a stock character in war movies: the naive, unsophisticated young soldier. This personality is *not* incompatible with being a highly trained special ops trooper! A soldier can be a military wonder without knowing much about life outside the army.

Impulsiveness (p. B33) can be interpreted as the “can-do” attitude ingrained in professional soldiers, taken a bit further than usual.

Intolerance (p. B34) is not uncommon among special ops troops. Spetsnaz soldiers – mostly ethnic Russians – are often intolerant of the other cultures of the former Soviet Union. Israeli troops frequently have little time for Arabs. A common form of Intolerance is of civilians, who are sometimes seen as overweight, overpaid whiners who couldn’t last five minutes among “real men.”

Laziness (p. B34) in a special ops soldier might be considered mad industry anywhere else, but every unit has its “get over” artist who always tries for the job that can be done sitting down.

Lecherousness (p. B34) is a time-hallowed military tradition, though extremes no longer are tolerated.

Obsession (p. CI93) with promotion, joining an elite unit, or earning a specific qualification is regarded as “healthy ambition” in special ops forces; most other forms of Obsession are frowned upon.

Odious Personal Habits (p. B26) and quirks (p. B41) are as much a part of the military as of any other lifestyle, but remember that what are harmless annoyances in peace may have lethal consequences in the stress of war. Superstitions are extremely appropriate quirks for soldiers of all types.

Overconfidence (p. B34) is obviously appropriate here! Much of the training received by these troops convinces them that they can master any task and accomplish any mission – they *have* to believe this or they couldn’t do much of what they are called upon to do. The more severe form, *Glory Hound* (p. CI90), should be prohibited. Special ops soldiers are under strict orders not to reveal details to the media; seeking the limelight would result in swift expulsion from most units.

Stubbornness (p. B37), if roleplayed appropriately, can enhance a soldier’s performance – particularly when dealing with outsiders.

Unluckiness (p. B37) might be appropriate, given the historical propensity for special ops plans to go awry in the heat of action – but think carefully before taking it. Even with large amounts of Luck, the tasks required of special ops units can be exceedingly lethal. A soldier with a reputation for bad luck will be shunned!

Prohibited Disadvantages

It is unlikely that anyone with a serious psychological or physical handicap would be recruited to a special operations unit. Indeed, many of the disadvantages available in *GURPS* would disqualify one from enlistment in most *regular* armies.

Mental Disadvantages

The security clearances which special operations soldiers hold are vital. Losing one’s clearance means leaving the unit. The security vetting procedures – exhaustive background investigations and interviews (frequently involving polygraphs) – make it extremely unlikely that a person with any of the following disadvantages would be permitted to serve:

Addiction (p. B30) (to any illegal substance; tobacco is acceptable), Alcoholism (p. B30), Amnesia (p. CI86), Berserk (p. B31), Cannot Learn (p. CI86), Chronic Depression (p. CI87), Delusions (p. B32) (major or severe), Dyslexia (p. B33), Kleptomania (p. B34), Lunacy (p. CI92), Manic-Depressive (p. CI92), Megalomania (p. B34), Non-Iconographic (p. CI92), Paranoia (p. B35), Prefrontal Lobotomy (p. CI93), Pyromania (p. B36), Short Attention Span (p. CI94), Split Personality (p. B37), Voices (p. CI94).

The need for close teamwork in special ops units and their ongoing evaluation processes also make it unlikely that anyone with any of the following would be retained for long:

Combat Paralysis (p. B32), Confused (p. CI88), Cowardice (p. B32), Edgy (p. CI90), Glory Hound (p. CI90), Indecisive (p. CI91), Low Empathy (p. CI91), Low Self-Image (p. CI92), On the Edge (p. CI93), Pacifism (p. B35), Phobias (pp. B35, CI93), Post-Combat Shakes (p. CI93), Reclusive (p. CI93), Trickster (p. CI94).

At the GM’s discretion, if it is appropriate for the scenario (e.g., a character flaw on the part of a LRRP soldier, discovered in combat in the bush), one or more of these disadvantages may be taken by a special ops soldier. They might also appear in a scenario set in Vietnam before the LRRP companies were designated Rangers, when selection and training was significantly looser than they are today.

Physical Disadvantages

It is virtually impossible for anyone with any of the following disadvantages to serve as a special ops soldier:

Bad Back (p. CI80), Bad Sight (p. B27) (at -25 points), Blindness (p. B27), Color Blindness (p. B28), Deafness (p. B28), Delicate Metabolism (p. CI81), Dependency (p. CI81), Dwarfism (p. B28), Epilepsy (p. B28), Fat (p. B28), Gigantism (p. B28), Hard of Hearing (p. B28), Hemophilia (p. B28), Hunchback (p. CI81), Lame (p. B29), Mute (p. B29), Night Blindness (p. CI82), No Depth Perception (p. CI82), One Arm (p. B29), One Eye (p. B29), One Hand (p. B29), Quadriplegic (p. CI83), Terminally Ill (p. CI84), Tourette’s Syndrome (p. CI85), Unfit (p. CI85), Very Unfit (p. CI85), Weak Immune System (p. CI85).

A special ops soldier who gained any of these traits would be separated as soon as it became known. If it was caused by wounds, he would receive a Purple Heart and a medical discharge; he might find special-ops-related work in the intelligence community or as a mercenary, but he would not be allowed to remain in the military. Those attached to special ops units for specific missions *may* have some of these disadvantages – but remember, regular military units, intelligence services, and law-enforcement agencies also have relatively high physical standards.

Special operations troops are probably best defined by their skills. Some special rules apply to these skills.

Skill Acquisition

Skills come from three main sources for a soldier in a special ops unit:

1. The skill levels on the template for his unit (U.S. Special Forces, Russian Spetsnaz, British SAS, etc.) *must* be taken. The templates on pp. 64-80 include the minimum skill levels he receives from his training. Choices on the templates reflect specializations: communications, demolition, intelligence, medical, weapons, etc.

2. If an experienced (and often high-ranking) character is being created, his template skill levels should be raised to account for on-the-job training. This is likely to add new skills as well, as he attends more training courses. Soldiers like this can have up to 50 points more to spend on added abilities.

3. Most soldiers come to the military with civilian skills, hobbies, and other interests. These should be used to customize the template and round out the character.

Age Limit on Beginning Skills

The standard age limit on points spent on skills (p. B43) does not apply to template skills for special ops soldiers. This reflects the intensive training that these troops receive. By the same token, points spent on *nontemplate* skills cannot exceed the character's age (i.e., half the standard amount). This means that outside his military skills, a special ops character will not be much more knowledgeable or skilled than a "standard" 100-point *GURPS* character. See *Skill Degradation* for additional rules governing skills learned through intensive training.



Source photo courtesy of U.S. Army

Skill Improvement

In a long-running *GURPS Special Ops* campaign, PCs will have the opportunity to go "back to school" between missions. Constant training is a way of life for these troops. Bad performance will earn remedial training; good performance will qualify the character for special courses (see Chapter 2).

A soldier earns one character point per 100 hours spent in a special school. Assume that a day is 12 hours long. These character points may be spent only on the skill(s) covered by that school, as determined by the GM. This is twice the normal rate at which skills are learned. The difference is due to the lavish training materials, the quality of the teachers, and the attention demanded of the students.

Special ops troopers on active duty also train constantly, but this is directed more toward *maintaining* skills. Allow one character point – to be spent only on template skills – for each month of active duty.

Recognizability of Skills

Military training tends to be deep but narrow; a trained special ops soldier knows the mechanics of his job very well but usually has only a limited background in the theory behind it. For instance, a Special Forces Weapons Sergeant knows how to operate and maintain a long list of weapons, but is seldom a trained gunsmith. A graduate of the Desert Survival course has learned a lot of techniques for staying alive in that environment, but not much about the complex interactions of desert ecology.

Under stress, people tend to do not what is best or most logical, but what they have practiced; therefore, anyone familiar with the training techniques of a military force has a good chance of recognizing the "signature" in operations conducted by those who have received this training. At the GM's discretion, special ops soldiers may roll vs. IQ (+2 for a graduate of the same course) to identify the background of someone who has set a particular kind of ambush, built a particular kind of terrorist device or used a particular technique of survival. Non-special-ops types roll vs. Intelligence Analysis skill (p. B66) instead.

Skill Descriptions

Certain skills from *GURPS Basic Set* and *GURPS Compendium I* require further discussion in a *GURPS Special Ops* campaign; these are addressed below. Other skills of importance include Cryptanalysis (pp. B245, CI156), Explosive Ordnance Disposal (p. CI150), Hard-Hat Diving (pp. B244, CI152), No-Landing Extraction (pp. B243, CI151), NBC (Nuclear-Biological-Chemical) Warfare (pp. B243, CI151), Orienteering (pp. B244, CI153), Scuba (p. B48), SIGINT Collection/Jamming (p. CI151), Traffic Analysis (p. CI151), and Underwater Demolition/TL (p. B68).

Administration **see p. B62**

The armed services of most nations are highly bureaucratic. NCOs and officers will need this skill at level 12 or higher to do their jobs. The templates on pp. 64-80 reflect this.

Brawling **see p. B50**

All templates in this book have Brawling as the sole unarmed combat skill. However, most special ops units train in highly effective and ruthless, no-nonsense martial arts styles (compare *Military Hand-to-Hand*, p. MA92, and *Fairbairn Close Combat Training*, p. W:HS10). For example, U.S. Army Rangers study Brazilian Jujutsu, while the Marines have the Marine Corps Martial Arts Program (MCMAP), with their own grading system using tan, gray, green, brown, and black belts. German operators learn Anti-Terrorkampf (ATK), a composite style based on Jujutsu and Wing Chun. The Israeli K'rayv Maga style (studied by all Israeli units as well as GIGN) and the Russian Samojoborona bez oruzjija (Sambo) famously used by Spetsnaz are other very effective composite styles. See *GURPS Martial Arts* for more details.

Camouflage **see p. B65**

Effective camouflage takes time; a fully camouflaged fighting position can take several hours to prepare.

Modifiers: -5 for quick camouflage (less than 15 minutes), -3 to -10 for limited natural materials (the most skilled camouflage expert would be hard-pressed to effectively conceal himself on an exposed, flat, barren surface). All modifiers are cumulative.

Camouflage or the detection of camouflage is also a matter of familiarity with the environment. In the Quick Contest of Skill to spot a camouflaged target, the less familiar party has a penalty of -1 to -4 (GM's decision). Anyone with 1/2 point or more in Survival for an environment is familiar with it. The GM may also rule on familiarity based on the background story of the character.

Climbing **see p. B57**

Climbing is part of the curriculum of every special ops unit; getting to a target often involves a climb up, down, or both. One of the techniques of downward climbing is *rappelling* – descending with a rope and harness. Special ops units use it to enter buildings and to descend from helicopters as well as for its more traditional uses. Rappelling is limited by the length of rope available; no amount of skill can go farther.

Rappelling is very easy to learn, and is not a separate skill; roll vs. Climbing at +3 (so the default is DX-2 or ST-2) to rappel down a vertical surface. A rappel from a free-hanging rope is made at only +1. Roll once per rappel. A failed roll indicates the rope stuck, hanging the trooper in midair; a critical failure indicates a fall.

A soldier “on rappel” descends with a stop-and-start motion. Gravity limits the distance he can cover in a given time. In one second of free-fall, he can go no more than 16 feet. Given the friction of the rope, he actually covers somewhat less. In general, it takes one second to rappel 15 feet or

less, and two seconds to rappel between 15 and 30 feet. Longer rappels average 20 feet per second. A rappelling soldier is hard to hit; a foe would target him at -4 (-3 for speed, -1 for slightly unpredictable movement).

If you have a rappelling harness, it takes 2 seconds to fasten it to the rope and 2 seconds to release it. It takes 4 seconds to rig a bare rope for rappelling by wrapping it around you; this gives -2 to skill, or -5 if you lack gloves or hand protection!

Another technique is *fast-roping*, where the operator just uses thick gloves instead of a harness. This is faster, especially when several people have to use the same rope, but also more dangerous – a failed roll means a long fall! Roll vs. Climbing +1 (usually loose ropes are used); a critical failure indicates a fall. It takes one second to grab the rope (a Ready maneuver) and no time to release it when down.

Fast-roping is typically used for descent from helicopters, with 120' ropes. The usual height is between 20' and 60'.

See p. B89 for further discussion of climbing.

Demolition/TL **see p. B65**

This skill includes sabotage and arson, but is mostly concerned with explosives at TL4+. It includes the skills of mining and booby trapping. With the right equipment and time to use it, a demolition man can build a booby trap with a higher effective skill than his own: +1 to +10 (GM's discretion) for exotic multiple-fuse systems, unstable explosives, etc.

Detect Lies **see p. B65**

This skill is *strongly* recommended for senior NCOs (Rank 2) and intelligence specialists, but it is never required.

Driving/TL **see p. B68**

All special ops soldiers know Driving (Automobile), which covers the operation of any three- or four-wheeled ground vehicle weighing 5 tons or less: cars, jeeps, trucks, ATVs, etc. Individual soldiers may have other specialties: *Construction Equipment* for combat-engineering machinery, *Heavy Wheeled* for APCs and big rigs (and airliners moving on the ground – useful during hostage-rescue missions), *Half-track* for snowmobiles, and *Locomotive* for trains. Troops drawn from mechanized infantry or armored cavalry units may have Driving (Tracked).

Each specialty requires a separate qualification course and counts as a unique skill. Differences between the equipment of different nations – or between 18-wheelers and Boeing 747s – are handled as familiarities (p. B43).

Electronics Operation/TL **see p. B58**

The most important specialization in *Special Ops* is Electronics Operation (Communications). Radios are the nervous system of 20th-century special ops; they make coordination, supply, fire support, and extraction possible with a flexibility and precision unknown to previous generations of warriors. The use of this skill depends heavily on equipment; even the most skilled operator can't get more range out of a set than the system will allow, or repair a bullet-riddled transmitter without some source of parts.

Electronics Operation (Computers), (Security Systems), and (Sensors) are also useful skills for late 20th-early 21st-century special ops troopers. Future combatants may need other specialties.

Engineer/TL (Combat) see p. B60

This skill is used to erect or demolish fortifications, barricade or clear roads (or create new ones), lay bridges, etc. This skill is not required for very simple construction tasks; to dig a foxhole, lay sandbags, etc., use Soldier skill (p. 62).

Forward Observer/TL see pp. B243, C1151

Since special ops units are often out of contact with friendly ground forces, they are more likely to use air support than conventional artillery. The skill is the same. A more detailed treatment of artillery observation can be found on pp. HT80-88; air support is addressed on pp. HT90-92.

Guns/TL see p. B51

Special ops operators will be familiar (p. B43) with all small arms in service with their unit; see *Weapons of Choice* (pp. 112-113) for the unit armories. Most will also be familiar with standard issue weaponry in service with their country's military (or border guards, etc.), as well as many weapons in service with their likely adversaries.

Intelligence Analysis/TL see pp. B66, C1161

Rolls against Intelligence Analysis should always be made by the GM (one roll per game day). On a success, he will give a true statement about enemy capabilities or intentions. The better the roll, the more valuable the piece of information. On a failure, he will tell the player "You have no idea" or give him a piece of information that may or may not be true (GM's choice; the worse the roll, the less reliable it should be). On a critical failure, the GM gives false information with the most sincere expression and manner he can manage.

The quality of analysis depends on the amount and validity of information available. It also depends on the analyst's background; one who is brilliant at predicting the intentions of Iraqi regulars may have no insight into the Provisional IRA.

Modifiers: -1 to -10 for enemy countermeasures; -1 to -5 for a rushed analysis; -1 to -10 for an area unfamiliar to the analyst; all modifiers on p. C1161. These modifiers are cumulative.

Note that a simple Sense roll (p. B92) will let a soldier spot maps, photographs, documents, uncamouflaged materiel, etc., when infiltrating an enemy installation. Intelligence Analysis is the skill of *using* this information (along with satellite data, interrogation reports, etc.). It is taught only to "intelligence troops" such as Sayeret Mat'kal and Spetsnaz.

Interrogation see p. B66

This also covers skill at resisting interrogation. The victim may resist using the *higher* of his IQ or Interrogation skill. If he can make an additional successful skill roll, the interrogator's bonuses for using lengthy interrogation, threats, or

torture (but not drugs) will be halved. SERE school (p. 27) teaches resistance, while intelligence school teaches interrogation; there is a -2 unfamiliarity penalty (p. B43) for using the skill in a way other than that learned. Those with both qualifications may ignore this penalty.



Knife see p. B51

Almost every special ops trooper carries a knife for its utility as a tool. Sometimes they are used as weapons. The mystique of cold steel is such that most units teach the art of knife fighting.

There are as many styles of knife fighting as there are revealed religions, and the devotees of each style each consider their own style the best. At the GM's option, a fighter has a -1 to active defenses unless he knows his opponent's style (he attended the same course or was specifically trained to counter it). This familiarity costs 1 point per style; see *Style Familiarity* (p. C130). Fashions in knife fighting come and go; what is taught to one class may be changed completely by the next. The GM, as always, is the final authority.

The most common combat use of knives in special operations is to silence sentries. This takes two rolls. The first is against Stealth (to approach the sentinel undetected) or Acting or Sex Appeal (to approach openly without arousing suspicion). If this roll fails, the sentry may challenge the intruder, initiate combat, or raise the alarm. Otherwise, roll vs. Knife skill using the rules for unaware victims in the sidebar on p. B126. If the sentry is not immediately incapacitated or killed, he may give the alarm. This may be by dying noisily or simply falling down. Despite Hollywood, the slashed throat is a noisy and messy death. Other sentries should get a Hearing roll to catch the victim's noise and struggles. The actual stroke is to drive the blade into the neck and to hold it in place, or strike up or down into the heart from above or below the ribs (see *Veins and Arteries* and *Heart*, p. CII53). Optionally, aware sentries may smell (+2) the blood on an intruder who has already done this to another sentry.

Leadership **see p. B63**

Leadership must be taken at level 12 or higher by any NCO or officer who plans to lead troops in combat. The templates on pp. 64-80 reflect this.

Parachuting **see p. B48**

A failed Parachuting roll is not necessarily fatal; only a critical failure indicates an actual fall, and even then a reserve chute can save you. Failures and even critical failures for *Special Ops* PCs should cause embarrassment and pain: hard landings, treatable injuries, a missed drop zone (DZ), or being hung up in a tree. One possibility is that the main chute fails but the reserve chute opens. This is definitely worth a Fright Check! Nobody should die on the initial jump except “cannon-fodder” NPCs.

Special ops parachutists have three familiarities (p. B43) not normally used by the civilian jumper. The unfamiliarity penalty for these special techniques is -5 as opposed to the usual -2; 50 hours of military training or 100 hours of civilian practice *per technique* will eliminate this penalty. Most special ops units will have attended special schools such as the U.S. Army Military Freefall Course (p. 23) and will have all familiarities.

HAHO. “High-Altitude High-Opening” parachute operations. The jumper exits at 25,000’ to 30,000’, using breathing apparatus and a specially designed parachute. With this chute, he can pilot himself long distances to a DZ. If the DZ is more than five miles from the exit point, roll at -1 per mile after the fifth. Apply a further -1 to -10 (GM’s discretion) for adverse weather or the size, location, or condition of the DZ (a DZ of 50 square feet on top of a sheer cliff completely surrounded by high-voltage wires would be -10). Jumping without oxygen is at an extra -4.

HALO. “High-Altitude Low-Opening” parachute operations, using breathing apparatus. Special physical maneuvers are used to guide one’s movement while free-falling from 25,000’ or more, until the parachute opens at 4,000’ or lower. Jumping without oxygen is at an extra -4.

LALO. “Low-Altitude Low-Opening” parachute operations, usually from an altitude of 300’ to 500’. It requires iron nerves and extraordinary dexterity to prevent serious injury, as the speed achieved by the jumper is considerably greater than for any other maneuver. All LALO attempts are made at -3, and any roll of 16+, or failure by 8 or more, is a critical failure! Reserve parachutes are rarely carried on LALO jumps. If the main chute fails, there isn’t enough time for a reserve to deploy before the hapless paratrooper “augers in.”

Powerboat/TI, **see p. B69**

SEALs and Marines units use all sorts of powerboats. SEALs, Recon Marines, and other naval special warfare units also use a vehicle that counts as a powerboat: the swimmer delivery vehicle (SDV). The SDV is a small, free-flooding submarine designed to be launched from a larger, submerged submarine (see p. 127). SDV is considered a “familiarity” of Powerboat skill (p. B43). Those unfamiliar with it have a -2 penalty; 100 hours of military training will eliminate this. Scuba (p. B48) or Hard-Hat Diving (pp. B244, CI152) rolls are required to keep breathing while piloting the SDV.

Running **see p. B48**

Running skill does not appear on the character templates on pp. 64-80. Special ops soldiers run all the time, but they focus on endurance, which is represented by giving them HT 11+ and the Fit advantage. Of course, this constant training means that Running skill is a very common *optional* skill among special ops troops.

Savoir-Faire (Military) **see p. CI160**

All special ops *soldiers* will have at least 1/2 point in this skill, but nonmilitary characters (e.g., members of border guards, SWAT units, or hostage rescue teams run by civilian police forces) will not.

Scrounging **see p. B67**

Scrounging covers the procurement of equipment through unconventional channels, including “midnight requisitions” (see p. 104). NCOs and warrant officers should have this skill at above default level.

Shortsword **see p. B52**

This skill has two uses for the 20th-century special ops soldier. First, special ops units drawn from the police rather than the military may be trained to use police batons – although currently, Tonfa (p. CI136) is more popular with units such as GSG9. Second, many missions take place in jungle or forest areas where the terrain helps equalize the firepower advantage of conventional units; as a result, the machete is very common among special ops units. Both weapons use Shortsword skill in combat.

Spear **see p. B52**

Fixed bayonets are used with Spear skill. Reach varies: a Springfield M1903 with a 17” bladed bayonet has Reach 1, 2; an M16A2, with less than 4” of blade sticking past the flash suppressor, has Reach 1. Even shorter weapons (e.g., a bayonet-equipped Steyr AUG rifle or Sterling L2A3 submachine gun) also have Reach 1, but give -1 to Spear skill *if used in melee combat*; they are just as efficient against unresisting targets. A bayoneted weapon can be thrown, but the combination is both heavy and unbalanced. At best, it is -4 to Spear Throwing, and it may be worse at the GM’s discretion.

Strategy **see p. B64**

This skill isn’t likely to be important in a *Special Ops* campaign: strategic decisions are made far over the heads of those who do the fighting. If officers of Rank 5+ are permitted as PCs, though, they should have Strategy at level 12 or better.

Surgery **see p. B56**

Trained physicians are not always available in the field to perform surgery; many armed forces teach emergency surgical procedures to some of their personnel. To reflect this, Surgery may be learned with First Aid, rather than Physician, as a prerequisite.

Tactics/TL

see p. B64

Corporals and lieutenants begin learning this skill, because the fate of most armies depends on how well they've mastered it as sergeants and captains. Tactics represents skill in operating, commanding, and supplying a small unit (to attain tactical objectives designated by an operational plan). A small unit is anything from a squad to a company, usually no more than 125 riflemen, or the crews of 15-20 fighting vehicles or a few boats.

Tactics must have a specialization. Common examples include Infantry (also used by marines and paratroops), Air-to-Ground (for attack helicopters and ground attack aircraft), Naval (for all surface vessels), Guerrilla (also used by special ops units), Counterterrorist, and Police (also used by military police). Most special ops units will have Infantry and/or Guerrilla, whereas counterterrorist units such as GIGN or GSG9 will have Counterterrorist.

Specialties default among one another at -4, though many specialties share particular applications. For instance, anyone with Tactics (Infantry), Tactics (Guerrilla), or Tactics (Counterterrorist) would roll at base skill level to deduce the best route from which to approach a dwelling occupied by hostile forces.

On the other hand, no matter how many uses are shared by several specializations, each specialization will have unique applications. For instance, only Tactics (Infantry) would not take a penalty to figure out the best place to dig a machine-gun pit, only Tactics (Guerrilla) would not take a penalty to properly sneak in a team of soldiers via rubber raft, and only Tactics (Counterterrorist or Police) would not take a penalty to figure out how to get hostiles out of a dwelling alive.



Telegraphy

see p. B55

Although sending encrypted data over radiotelephone (voice) channels is largely done by computers at TL7+, Morse code is still used. Telegraphy is still a useful skill for special operations personnel to learn, as it is *extremely* resistant to jamming and distortion. At late TL7 the GM may assume this is a familiarity of Computer Operation to both send and receive.

Traps/TL

see p. B68

As used by special ops soldiers this skill covers the construction and placement of booby-traps and sensors. Although by late TL7 there is significant crossover with Electronics (Security Systems), the skill of properly placing a pit trap or tripwire will not be outdated any time in the near future. In some cases the GM may wish to use the *lower* of the player's Traps or Camouflage skill when determining if an enemy can spot the trap or device.

New Skill

Soldier/TL (Mental/Average)

Defaults to 10-5 or Tactics-5

This represents the ordinary private's or rifleman's skill in surviving in the field and combat and in implementing a tactical plan (see *Tactics*). It includes such combat matters as knowing when to fire weapons, knowing when to move under cover vs. sprint, and recognizing the sounds of different weapons, as well as the equally important rules for surviving in the field, such as keeping your feet dry and eating when you get the chance. For special ops soldiers, it also allows you to recognize basic vehicles, uniforms, etc. of opposing forces and understand the silent gestures used on operations ("all clear," "advance," etc.).

Soldier skill also provides a good measure of an enlisted soldier's preparedness and discipline. During military action, troopers may need to make daily Soldier rolls, with failure indicating an inconvenience (some minor piece of equipment acts up) and critical failure meaning a disaster (the soldier is part of a "friendly fire" incident, contracts trench foot, etc.).

The military training that Soldier skill represents includes short, easily remembered lessons in a variety of related fields for which the soldier usually has no background knowledge. As a result, at the GM's discretion, Soldier skill can be substituted for an appropriate military skill, but only in routine cases where someone with the proper skill would roll at +4 or higher. A roll vs. Soldier will not receive the bonus for routine usage, but will take any situational penalties.

For instance, someone with Electronics Operation (Communications) would roll at +4 (if at all) to use a radio; someone with Soldier trained in radio usage could roll with no bonus to use the radio, but not to repair a broken one or install a new one. Other skills for which Soldier often can substitute include Engineer (Combat) (to dig a foxhole or build a sandbag wall), Explosive Ordnance Disposal (to disarm a grenade or mine by safely exploding it, but not to disarm one), and NBC Warfare (to put on a gas mask or NBC-suit).

Soldier lets you dig a trench, fill a sandbag, make a call on a field telephone, pack your ruck, put on a gas mask, start a Humvee, etc. It does not let you construct an abatis (use Engineer (Combat)), rig a Claymore mine (use Demolition), install a field telephone (use Electronics Operation (Comm)), load a truck (use Freight Handling), decontaminate an area (use NBC Warfare), or drive a Humvee (use Driving (Auto)). It does *not* let you shoot a rifle (use Guns), site a howitzer (use Forward Observer), fire an artillery piece (use Gunner), jump out of a plane (use Parachuting), or take out a sentry (use Stealth and Knife).

Note that Soldier can only substitute for skills which have been integrated into the trooper's training. Treat Soldier skill as having a special kind of familiarity (see p. B43) that almost always will be based upon the trooper's nation, branch, and period of service.

The sort of training that Soldier represents never includes new or top-secret technologies! Soldier skill can only be used for rolls to *do* things, never for information or innovation.

Character Templates

A character template is a list of attributes, advantages, disadvantages, and skills that a player can choose from in order to quickly build a character without neglecting important abilities or getting bogged down in the rules. The point costs of these traits are listed and the sum is given as the “template cost.” The player pays this cost, specifies the options he wants, copies the template abilities to his character sheet, and spends any remaining points to customize his character.

The templates on pp. 64-80 all meet the minimum attribute requirement of 11 (p. 51) and include Fit (p. 51) and Extremely Hazardous Duty (p. 56). The skills on each template are based on actual training for that unit (see Chapter 2). These templates are intended to generate top-notch versions of already “elite” soldiers for use as heroic player characters. The GM can lower DX or IQ by one or two (to a minimum of 11, or 12 for a 200-point template) for “typical” NPCs; this will reduce related skills by the same amount. “Action heroes” (p. 50) should start with the abilities on these templates and inflate them mercilessly!

A trooper must meet or exceed the listed *relative* skill levels (“DX+1,” “IQ-2,” etc.) to be accepted for duty with that unit. No one completes training without demonstrating, to very hard-to-please graders, that he meets these standards. Lower *numerical* skill levels are acceptable if the GM has reduced template DX or IQ, as mentioned above.

Note that a player never has to use a template. Characters made using templates are completely compatible with characters cut from whole cloth. A PC built in accordance with the guidelines in this chapter can serve in a given unit as long as he meets the skill minima on that template. These requirements cannot be met by default, though; every character with a special ops background must spend at least 1/2 point per template skill.

Skills

Basic Skills are skills absolutely required by all members of a unit. *MOS Skills* are specific to an MOS (Military Occupational Specialty) or equivalent; this is usually a choice, and some templates will require more than one choice. *Special Skills* reflect officer, warrant officer, NCO, or service school training; these always have an extra cost, which will be noted. All “/TL” skills (p. B42) are TL7. Skills are listed in the following format:

Skill Name (Difficulty) Relative Level [Point Cost]-Actual Level



Customizing Templates

Once a template has been purchased, the player must customize it. First, he must select the specific skill packages for his MOS, unit of assignment, etc. Officers and graduates of special schools will cost a little more, since they will have Special Skills packages that reflect their additional training.

Second the player must spend any remaining character points (in most cases, 150 points minus template cost) to customize his character. The template does not influence how these points are spent. If the template has fewer than -60 points in disadvantages (-40 points of personal disadvantages plus -20 points for Extremely Hazardous Duty), additional *Desirable Disadvantages* (p. 56) and *Acceptable Disadvantages* (pp. 56-57) may be taken, up to this limit. *Prohibited Disadvantages* (p. 57) may not be chosen. Five quirks may be taken as well. Any extra points gained this way can be used to customize the character.

Special Ops characters will have relatively few points left over for customizing. This is realistic! Most of these soldiers start training as young adults and have little time for outside interests. Since skill points in nontemplate skills cannot exceed age (p. 58), this actually isn't as limiting as it might first appear.

The United States

Airborne Ranger

120 points

All Rangers (pp. 24-25) must have the Basic Skills below. If the character is an NCO, warrant officer, or commissioned officer, or has attended SERE, foreign language, Sniper, or advanced schools he will also have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 11 [10].

Advantages: Fit [5]; and 20 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; Code of Honor (Ranger Creed) [-10]; and -10 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Armoury (Small Arms) (M/A) IQ-1 [1]-12; Brawling (P/E) DX [1]-13; Camouflage (M/E) IQ [1]-13; Climbing (P/A) DX [2]-13; Demolition (M/A) IQ-1 [1]-12; Driving (Automobile) (P/A) DX [2]-13; Electronics Operation (Communications) (M/A) IQ [2]-13; First Aid (M/E) IQ-1 [1/2]-12; Forward Observer (M/A) IQ-1 [1]-12; Gunner (ATGM) (P/A) DX-2 [1/2]-13*; Gunner (Machine Gun) (P/A) DX-2 [1/2]-13*; Gunner (Mortar) (P/A) DX-2 [1/2]-13*; Guns (Grenade Launcher) (P/E) DX-1 [1/2]-14*; Guns (LAW) (P/E) DX-1 [1/2]-14*; Guns (Light Auto) (P/E) (M/A) IQ-2 [1/2]-14*; Guns (Pistol) (P/E) DX-1 [1/2]-14*; Guns (Rifle) (P/E) DX-1 [1/2]-14*; Hiking (P/A) HT+1 [4]-12; Jumping (P/E) DX [1]-13; Knife (P/E) DX [1]-13; Leadership (M/A) IQ-1 [1/2]-11; NBC Warfare (M/A) IQ-1 [1]-12; No-Landing Extraction (M/A) IQ-2 [1/2]-11; Orienteering (M/A) IQ+1 [4]-14; Parachuting (P/E) DX-1 [1/2]-12; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Soldier (M/A) IQ [2]-13; Spear (P/A) DX [2]-13; Stealth (P/A) DX+1 [4]-14; Survival (Jungle) (M/A) IQ [2]-13; Survival (Mountain) (M/A) IQ [2]-13; Survival (Woodland) (M/A) IQ+1 [4]-14; Swimming (P/E) DX-1 [1/2]-12; Tactics (Infantry) (M/H) IQ [4]-13; Throwing (P/H) DX [4]-13; Traps (M/A) IQ [2]-13.

Special Skills:

*Commissioned Officer or Warrant Officer*** (+5½ points): Increase Leadership to 14 [3½]; add Administration (M/A) IQ [2]-13.

Foreign Language (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-13 (Basic), IQ+1 [4]-14 (Intermediate), or IQ+2 [6]-15 (Advanced).

Jungle Warfare School (+4 points): Increase Orienteering to 15 [2] and Survival (Jungle) to 14 [2].

*NCO*** (+2½ points): Increase Leadership to 13 [1½]; add Administration (M/A) IQ-1 [1]-12.

Northern Warfare School (+3½ points): Add Skiing (P/H) DX-2 [1]-11; Survival (Arctic) (M/A) IQ [2]-13; and Tracking (M/A) IQ-2 [1/2]-11.

SERE School (+3 points): Add Escape (P/H) DX-1 [2]-12; Interrogation (M/A) IQ-2 [1/2]-11; and Tracking (M/A) IQ-2 [1/2]-11.

Sniper School (+10 points): Increase Camouflage to 14 [1], Forward Observer to 13 [1], Guns (Rifle) to 16 [1½], and

Stealth to 15 [4]; add Electronics Operations (Sensors) (M/A) IQ[2]-13 and Tracking (M/A)IQ-2[1/2]-11.

Customization Notes: Spend your remaining points (30 points, in a 150-point campaign) to customize your character. Another -20 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 25 points.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

Combat Controller

100 points

The Basic Skills for U.S. Air Force Combat Controllers (p. 31) appear below. NCOs, warrant officers, or commissioned officers and characters that have foreign language or advanced training will have the appropriate Special Skills package(s) as well, which will increase template cost.

Attributes: ST 10 [0]; DX 13 [30]; IQ 14 [45]; HT 10 [0].

Advantages: Fit [5]; and 20 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Aviation (M/A) IQ [2]-14; Armoury (Small Arms) (M/A) IQ [1/2]-12; Brawling (P/E) DX-1 [1/2]-12; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX-2 [1/2]-11; Electronics Operation (Communications) (M/A) IQ+1 [4]-15; Electronics Operation (Computers) (M/A) IQ [2]-14; Electronics Operation (Sensors) (M/A) IQ-1 [1]-13; Escape (P/H) DX-1 [2]-12; First Aid (M/E) IQ [1/2]-13; Forward Observer (M/A) IQ-1 [1]-13; Gunner (Machine Gun) (P/A) DX [1/2]-13*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-14*; Guns (LAW) (P/E) DX+1 [1/2]-14*; Guns (Light Automatic) (P/E) DX+1 [1/2]-14*; Guns (Rifle) (P/E) DX+1 [1/2]-14*; Hiking (P/A) HT+1 [4]-11; Intelligence Analysis (M/H) IQ-2 [1]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-12; Knife (P/E) DX-1 [1/2]-12; Leadership (M/A) IQ-2 [1/2]-12; No-Landing Extraction (M/A) IQ-1 [1]-13; NBC Warfare (M/A) IQ-2 [1/2]-12; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX [1]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ-1 [1/2]-13; SIGINT Collection/Jamming (M/H) IQ-1 [2]-13; Soldier (M/A) IQ-1 [1]-13; Spear (P/A) DX-1 [1]-12; Stealth (P/A) DX-1 [1]-12; Survival (Desert) (M/A) IQ-2 [1/2]-12; Survival (Jungle) (M/A) IQ-2 [1/2]-12; Survival (Mountains) (M/A) IQ-2 [1/2]-12; Survival (Woodlands) (M/A) IQ-2 [1/2]-12; Swimming (P/E) DX-1 [1/2]-12; Tactics (Air-to-Ground) (M/H) IQ-2 [1]-12; Telegraphy (M/E) IQ-1 [1/2]-13; Throwing (P/H) DX-1 [2]-12; Traffic Analysis (M/H) IQ [4]-14.

Special Skills:

*Commissioned Officer or Warrant Officer*** (+2½ points): Increase Leadership to 14 [1½]; add Administration (M/A) IQ-1 [1]-13.

Foreign Language (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-14 (Basic), IQ+1 [4]-15 (Intermediate), or IQ+2 [6]-16 (Advanced).

Jungle Warfare School (+4 points): Increase Orienteering to 15 [2] and Survival (Jungle) to 14 [1½]; add Traps (M/A) IQ-2 [1/2]-12.

*NCO*** (+1 point): Increase Leadership to 13 [1/2]; add Administration (M/A) IQ-2 [1/2]-12.

Northern Warfare School (+2½ points): Add Skiing (P/H) DX-2 [1]-11 and Survival (Arctic) (M/A) IQ-1 [1]-13.

Customization Notes: Spend your remaining points (50 points, in a 150-point campaign) to customize your character. Another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 20 points.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers and Rank 3+ for commissioned officers.



1st SFOD-Delta (Delta Force) 185 points

The Basic Skills for a soldier of 1st Special Forces Operational Detachment-Delta (pp. 28-29) appear below. There are only NCOs and above in the Special Forces; everybody is at least Rank 1. If he is a higher-graded NCO, warrant officer, or commissioned officer, or has attended foreign language or advanced training, he will have the appropriate Special Skills package(s) as well, which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 12 [20].

Advantages: Fit [5]; Military Rank 1 [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20] and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Acting (M/A) IQ-1 [1]-13; Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ [2]-14; Boating (P/A) DX-1 [1]-13; Brawling (P/E) DX+1 [2]-15; Camouflage (M/E) IQ+1 [2]-15; Climbing (P/A) DX+1 [4]-15; Criminology (M/A) IQ-1 [1]-13; Demolition (M/A) IQ [2]-14; Driving (Automobile) (P/A) DX+1 [4]-15; Driving (Heavy Wheeled) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ [2]-14; Electronics Operation (Sensors) (M/A) IQ [2]-14; Engineer (Combat) (M/H) IQ-2 [1]-12; Escape (P/H) DX-1 [2]-13; Explosive Ordnance Disposal (M/H) IQ-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (ATGM) (P/A)

DX+1 [1]-15*; Gunner (Machine Gun) (P/A) DX+1 [1]-15*; Gunner (SAM) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+3 [2]-17*; Guns (Pistol) (P/E) DX+3 [2]-17*; Guns (Rifle) (P/E) DX+3 [2]-17*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-13; Intelligence Analysis (M/H) IQ-2 [1]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX [1]-14; Language (any) (M/A) IQ-1 [1]-13; Leadership (M/A) IQ [2]-14; Lockpicking (M/A) IQ-1 [1]-13; Mechanic (Diesel Engine) (M/A) IQ-2 [1/2]-12; Motorcycle (P/E) DX [1]-14; NBC Warfare (M/A) IQ-1 [1]-13; No-Landing Extraction (M/A) IQ [2]-14; Orienteering (M/A) IQ+1 [4]-15; Parachuting (P/E) DX [1]-14; Photography (M/A) IQ [2]-14; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-1 [1]-13; Stealth (P/A) DX [2]-14; Survival (Desert) (M/A) IQ-1 [1]-13; Survival (Jungle) (M/A) IQ-1 [1]-13; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX-1 [1/2]-13; Tactics (Counterterrorist) (M/H) IQ+1 [6]-15; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ-2 [1]-12; Teaching (M/A) IQ-2 [1/2]-12; Throwing (P/H) DX-1 [2]-13; Tracking (M/A) IQ-2 [1/2]-12; Traps (M/A) IQ [2]-14.

Special Skills:

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced). Alternatively, increase the language already known at Basic level.

Northern Warfare School (+1½ points): Add Skiing (P/H) DX-3 [1/2]-11 and Survival (Arctic) (M/A) IQ-1 [1]-13.

*Commissioned Officer or Warrant Officer*** (+1/2 point): Increase Administration to 13 [1/2].

Jungle Warfare School (+3 points): Increase Orienteering to 16 [2] and Survival (Jungle) to 14 [1].

*NCO*** (+0 points): No additional requirements.

Special Warfare Target Interdiction Course (+1/2 point): Increase Forward Observer to 13 [1/2].

Underwater Operators Combat Diver's Course (+3½ points): Increase Swimming to 14 [1/2]; add Navigation (M/H) IQ-3 [1/2]-11, Powerboat (P/A) DX-2 [1/2]-12, Scuba (M/A) IQ-1 [1]-13, Survival (Island/Beach) (M/A) IQ-2 [1/2]-12, and Underwater Demolition (M/A) IQ-2 [1/2]-12.

Customization Notes: This template is intended for use in a 200-point campaign; spend the remaining 15 points to customize your character. Another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 20 points. Former Special Forces troops retain their MOS skills. These count as template skills and must meet the guidelines for MOS skills in the SF template (pp. 67-68).

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 4+ for commissioned officers.

Recon Marine

125 points

Marines in C Company of a Reconnaissance Battalion (p. 29) must have the Basic Skills below. If the character is an NCO, warrant officer, or commissioned officer, or has attended advanced training, he will also have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 11 [10].

Advantages: Fit [5]; and 20 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -20 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-11; Armoury (Small Arms) (M/A) IQ-1 [1]-12; Boating (P/A) DX [2]-13; Brawling (P/E) DX [1]-13; Camouflage (M/E) IQ+1 [2]-14; Climbing (P/A) DX-1 [1]-12; Demolition (M/A) IQ-1 [1]-12; Driving (Automobile) (P/A) DX-1 [1]-12; Electronics Operation (Communications) (M/A) IQ-1 [1]-12; Electronics Operation (Sensors) (M/A) IQ-1 [1]-12; Escape (P/H) DX-1 [2]-12; Explosive Ordnance Disposal (M/H) IQ [4]-13; First Aid (M/E) IQ-1 [1/2]-12; Forward Observer (M/A) IQ-1 [1]-12; Gunner (ATGM) (P/A) DX [1/2]-13*; Gunner (Machine Gun) (P/A) DX [1/2]-13*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-14*; Guns (LAW) (P/E) DX+1 [1/2]-14*; Guns (Light Auto) (P/E) DX+1 [1/2]-14*; Guns (Rifle) (P/E) DX+2 [1]-15*; Hiking (P/A) HT [2]-11; Interrogation (M/A) IQ-2 [1/2]-11; Jumping (P/E) DX-1 [1/2]-12; Knife (P/E) DX-1 [1/2]-12; Leadership (M/A) IQ-2 [1/2]-11; Navigation (M/H) IQ-3 [1/2]-10; NBC Warfare (M/A) IQ-2 [1/2]-11; Orienteering (M/A) IQ [2]-13; Parachuting (P/E) DX [1]-13; Powerboat (P/A) DX-1 [1]-12; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging (M/E) IQ-1 [1/2]-12; Scuba (M/A) IQ-1 [1]-12; Seamanship (M/E) IQ+1 [2]-14; Soldier (M/A) IQ [2]-13; Spear (P/A) DX [2]-13; Stealth (P/A) DX [2]-13; Survival (Arctic) (M/A) IQ-2 [1/2]-11; Survival (Island/Beach) (M/A) IQ [2]-13; Survival (Jungle) (M/A) IQ [2]-13; Survival (Mountains) (M/A) IQ-2 [1/2]-11; Survival (Woodlands) (M/A) IQ [2]-13; Swimming (P/E) DX+1 [2]-14; Tactics (Infantry) (M/H) IQ-1 [2]-12; Throwing (P/H) DX [4]-13; Tracking (M/A) IQ [2]-13; Traps (M/A) IQ-1 [1]-12; Underwater Demolition (M/A) IQ-2 [1/2]-11.

Special Skills:

*Commissioned Officer or Warrant Officer*** (+7 points): Increase Administration to 13 [1½], Leadership to 14 [3½], and Tactics (Infantry) to 13 [2].

Foreign Language (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-13 (Basic), IQ+1 [4]-14 (Intermediate), or IQ+2 [6]-15 (Advanced).

Jungle Warfare School (+4 points): Increase Orienteering to 14 [2] and Survival (Jungle) to 14 [2].

MEU Training (+1/2 point): Add No-Landing Extraction (M/A) IQ-2 [1/2]-11.

*NCO*** (+2 points): Increase Administration to 12 [1/2] and Leadership to 13 [1½].

Northern Warfare School (+3 points): Increase Survival (Arctic) to 13 [1½] and Tracking to 12 [1/2]; add Skiing (P/H) DX-2 [1]-11.

Customization Notes: Spend your remaining points (25 points, in a 150-point campaign) to customize your character. Another -20 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 25 points.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

SEALs

200 points

The Basic Skills for U.S. Navy SEALs (pp. 30-31) appear below. NCOs, warrant officers, or commissioned officers and characters who have attended SERE, foreign language, or advanced training, will have the appropriate Special Skills package(s) as well, which will increase template cost.

Attributes: ST 12 [20]; DX 14 [45]; IQ 14 [45]; HT 12 [20].

Advantages: Fit [5]; and 25 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-1 [1]-13; Boating (P/A) DX+1 [4]-15; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ [2]-14; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-13; Electronics Operation (Sensors) (M/A) IQ-1 [1]-13; Escape (P/H) DX-2 [1]-12; Explosive Ordnance Disposal (M/H) IQ-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Gunner (SAM) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-13; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX [1]-14; Leadership (M/A) IQ [2]-14; Navigation (M/H) IQ+1 [6]-15; NBC Warfare (M/A) IQ-1 [1]-13; No-Landing Extraction (M/A) IQ-2 [1/2]-12; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX-1 [1/2]-13; Powerboat (P/A) DX [2]-14; Sailor (M/A) IQ [2]-14; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Scuba (M/A) IQ+1 [4]-15; Seamanship (M/E) IQ+1 [2]-15; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-1 [1]-13; Stealth (P/A) DX [2]-14; Streetwise (M/A) IQ-2 [1/2]-12; Survival (Desert) (M/A) IQ-1 [1]-13; Survival (Island/Beach) (M/A) IQ [2]-14; Survival (Jungle) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX+1 [2]-15; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ-1 [2]-13; Throwing

(P/H) DX-1 [2]-13; Tracking (M/A) IQ-2 [1/2]-12; Traps (M/A) IQ [2]-14; Underwater Demolition (M/A) IQ [2]-14.

MOS Skills: SEALs do not receive MOS-specific training, but each soldier has a specialty on the team. Spend a *total* of 8 points on a closely related group of Basic Skills or relevant new skills. The MOS skills of other templates in this section are common choices, but unorthodox specialties are also possible (GM's option).



Special Skills:

Commissioned Officer or Warrant Officer** (+1/2 point): Increase Administration to 13 [1/2].

DEVGRU Member (+7½ points): Increase Guns (Light Auto) to 16* [1/2], Guns (Pistol) to 16* [1/2], and Guns (Rifle) to 16* [1/2], and add Tactics (Counterterrorist) (M/H) IQ+1 [6]-15.

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced).

Jungle Warfare School (+3 points): Increase Orienteering to 15 [2] and Survival (Jungle) to 14 [1].

NCO** (+0 point): No additional requirements.

Northern Warfare School (+2 points): Increase Tracking to 13 [1/2] and add Skiing (P/H) DX-3 [1/2]-11 and Survival (Arctic) (M/A) IQ-1 [1]-13.

Customization Notes: This template is intended for use in a 200-point campaign. There will be no points left over, but another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 20 points to customize with.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

Special Forces

145 points

A Special Forces (pp. 28-29) soldier must have the Basic Skills below and an MOS. There are only NCOs and above in the Special Forces; everybody is at least Rank 1. If he is a higher-graded NCO, warrant officer, or commissioned officer, or has attended advanced training, he will also have the appropriate Special Skills package(s), which will increase template cost. All commissioned officers in Special Forces are O-3 Captain (Rank 4) and above.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; Military Rank 1 [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20] and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-1 [1]-13; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ-2 [1/2]-12; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-13; Electronics Operation (Sensors) (M/A) IQ-2 [1/2]-12; Escape (P/H) DX-2[1]-12; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (ATGM) (P/A) DX [1/2]-14*; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX-1 [1/2]-13; Language (any) (M/A) IQ-1 [1]-13; Leadership (M/A) IQ [2]-14; NBC Warfare (M/A) IQ-1 [1]-13; No-Landing Extraction (M/A) IQ-1 [1]-13; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX-1 [1/2]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Soldier (M/A) IQ+1 [4]-15; Spear (P/A) DX-1 [1]-13; Stealth (P/A) DX [2]-14; Survival (Desert) (M/A) IQ-2 [1/2]-12; Survival (Jungle) (M/A) IQ-1 [1]-13; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX-1 [1/2]-13; Tactics (Guerrilla) (M/H) IQ-1 [2]-13; Tactics (Infantry) (M/H) IQ [4]-14; Teaching (M/A) IQ [2]-14; Throwing (P/H) DX-1 [2]-13; Tracking (M/A) IQ-2 [1/2]-12; Traps (M/A) IQ-1 [1]-13.

MOS Skills: Choose an MOS and spend a *total* of 8½ points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

Communications: Increase Electronics Operation (Communications) or (Sensors); add Telegraphy (M/E), Traffic Analysis (M/H), or a third Electronics Operation specialty (M/A).

Engineer: Increase Demolition; add Explosive Ordnance Disposal (M/H), Engineer (Combat)(M/H), and Engineer (Civil) (M/H).

Medical: Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).

Weapons: Increase Armoury (Small Arms), Gunner (ATGM), Gunner (Machine Gun), Guns (Grenade Launcher), Guns (LAW), Guns (Light Auto), Guns (Pistol), and Guns (Rifle); add Gunner (Mortar) (P/A) and Gunner (SAM) (P/A).

Special Skills:

*Commissioned Officer or Warrant Officer*** (+1/2 point): Increase Administration to 13 [1/2].

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced). Alternatively, increase the language already known at Basic level.

Jungle Warfare School (+3 points): Increase Orienteering to 15 [2] and Survival (Jungle) to 14 [1].

*NCO*** (+0 points): No additional requirements.

Northern Warfare School (+2 points): Increase Tracking to 13 [1/2] and add Skiing (P/H) DX-3 [1/2]-11 and Survival (Arctic) (M/A) IQ-1 [1]-13.

Operations and Intelligence Course (+11 points): Add Cryptanalysis (M/H) IQ-1 [2]-13; Intelligence Analysis (M/H) IQ-1 [2]-13; Interrogation (M/A) IQ-1 [1]-13; Lockpicking (M/A) IQ-1 [1]-13; Photography (M/A) IQ-1 [1]-13; SIGINT Collection/Jamming (M/H) IQ-1 [2]-13; and Traffic Analysis (M/H) IQ-1 [2]-13.

Special Warfare Target Interdiction Course (+2½ points): Increase Camouflage to 15 [1]; Forward Observer to 13 [1/2]; Guns (Rifle) to 16 [1/2]; Electronics Operations (Sensors) to 13 [1/2].

Strategic Reconnaissance Course (+4½ points) Increase Camouflage to 15 [1]; Electronics Operations (Communications) to 14 [1]; First Aid to 14 [1/2]; and Orienteering to 15 [2].

Underwater Operators Combat Diver's Course (+4 points): Increase Swimming to 14 [1/2]; add Boating (P/A) DX-2 [1/2]-12, Navigation (M/H) IQ-3 [1/2]-11, Powerboat (P/A) DX-2 [1/2]-12, Scuba (M/A) IQ-1 [1]-13, Survival (Island/Beach) (M/A) IQ-2 [1/2]-12, and Underwater Demolition (M/A) IQ-2 [1/2]-12.

Customization Notes: In a 150-point campaign, there will be 5 points left after purchasing this template; another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 20 points to customize with. Some soldiers learn a secondary MOS on the job; these skills count as template skills and must meet the guidelines for basic MOS skills.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 4+ for commissioned officers.

Australia

Special Air Service Regiment 185 points

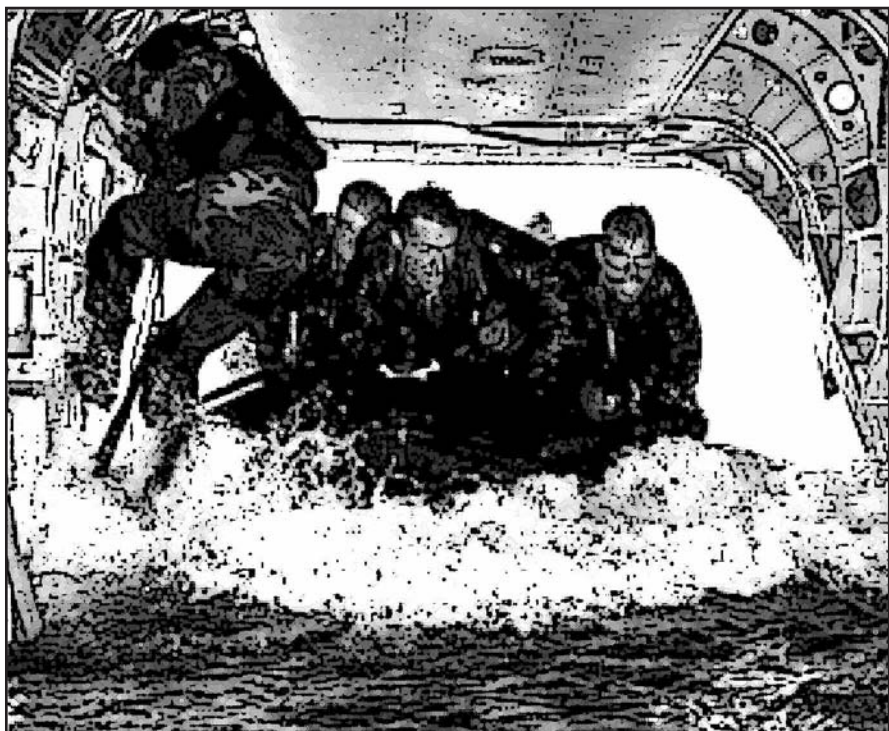
Those serving in Australia's Special Air Service Regiment (p. 34) must take the Basic Skills below, and must have both an MOS and a unit of assignment: Air Troop (HALO/HAHO/LALO), Boat Troop (amphibious operations), Mountain/Arctic Troop, or Mobility Troop (overland/desert operations). NCOs, warrant officers, or commissioned officers, and those who have attended CRW, foreign language, intelligence, jungle operations or sniper training, will have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 12 [20].

Advantages: Fit [5]; and 30 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-1 [1]-13; Boating (P/A) DX-2 [1/2]-12; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ-2 [1/2]-12; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-13; Electronics Operation (Sensors) (M/A) IQ-1 [1]-13; Engineer (Combat) (M/H) IQ-3 [1/2]-11; Escape (P/H) DX-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Gunner (Mortar) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1



Source photo courtesy of U.S. Army

[1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-13; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX-1 [1/2]-13; Language (any) (M/A) IQ-1 [1]-13; Leadership (M/A) IQ [2]-14; NBC Warfare (M/A) IQ-1 [1]-13; No-Landing Extraction (M/A) IQ-1 [1]-13; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX-1 [1/2]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Scuba (M/A) IQ-2 [1/2]-12; Skiing (P/H) DX-3 [1/2]-11; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-2 [1/2]-12; Stealth (P/A) DX [2]-14; Survival (Desert) (M/A) IQ [2]-14; Survival (Jungle) (M/A) IQ [2]-14; Survival (Mountains) (M/A) IQ-2 [1/2]-12; Survival (Woodlands) (M/A) IQ-2 [1/2]-12; Swimming (P/E) DX-1 [1/2]-13; Tactics (Counterterrorist) (M/H) IQ-1 [2]-13; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ [4]-14; Telegraphy (M/E) IQ-1 [1/2]-13; Throwing (P/H) DX-1 [2]-13; Traps (M/A) IQ-1 [1]-13.

MOS Skills: Choose an MOS and a unit of assignment; then spend a *total* of 19 points on them as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

1. MOS:

- **Communications:** Increase Electronics Operation (Communications) and Telegraphy; add a third Electronics Operation specialty (M/A) and Traffic Analysis (M/H).
- **Demolition:** Increase Demolition, Engineer (Combat), and Traps; add Explosive Ordnance Disposal (M/H) and Lockpicking (M/A).
- **Language:** Increase Language; add another Language.
- **Medical:** Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).

2. Unit of Assignment:

- **Boat Troop:** Increase Boating, Scuba, and Swimming; add Navigation (M/H), Powerboat (P/A), Seamanship (M/E), Survival (Island/Beach) (M/A), and Underwater Demolition (M/A) (if MOS is Demolition).
- **Air Troop:** Increase Orienteering, Parachuting, Survival (Desert), and Survival (Jungle).
- **Mountain/Arctic Troop:** Increase Climbing, Skiing, and Survival (Mountains); add Driving (Tracked) (P/A) and Survival (Arctic) (M/A).
- **Mobility Troop:** Increase Driving (Automobile), Gunner (Machine Gun), No-Landing Extraction, Orienteering, Survival (Desert), and Survival (Jungle); add Mechanic (Diesel engine) (M/A), Navigation (M/H), Photography (M/A), and SIGINT Collection/Jamming (M/H).

Special Skills:

Commissioned Officer or Warrant Officer** (+1/2 point): Increase Administration to 13 [1/2].

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced).

Intelligence (+11¹/₂ points): Increase Interrogation to 13 [1/2]; add Cryptanalysis (M/H) IQ-1 [2]-13, Intelligence Analysis (M/H) IQ-1 [2]-13, Lockpicking (M/A) IQ-1 [1]-13, Photography (M/A) IQ-1 [1]-13, Shadowing (M/A) IQ-1 [1]-13, SIGINT Collection/Jamming (M/H) IQ-1 [2]-13, and Traffic Analysis (M/H) IQ-1 [2]-13.

Maritime Tactical Assault Group (+9 points): Increase Boating to 13 [1/2], Guns (Light Auto) to 17* [+1¹/₂], Guns (Pistol) to 17* [+1¹/₂], Guns (Rifle) to 17* [+1¹/₂], Scuba to 14 [+1¹/₂], Swimming to 14 [+1/2], and Tactics (Counterterrorist) to 14 [2].

NCO** (+0 point): No additional requirements.

Sniper Course (+4¹/₂ points): Increase Camouflage to 15 [1], Guns (Rifle) to 17* [1¹/₂], and Stealth to 15 [2].

Tactical Assault Group (+8¹/₂ points): Increase Guns (Light Auto) to 17* [+1¹/₂], Guns (Pistol) to 17* [+1¹/₂], Guns (Rifle) to 17* [+1¹/₂] and Tactics (Counterterrorist) to 14 [2]; add Acting (M/A) IQ-1 [1]-13 and Shadowing (M/A) IQ-1 [1]-13.

Customization Notes: This template is intended for use in a 200-point campaign. There will be 15 points left with which to customize your character, and another -15 points in *Acceptable Disadvantages* (pp. 56-57) and up to five quirks can be taken to get a further 20 points.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

New Zealand

New Zealand Defence Force (NZDF)

New Zealand Special Air Service (NZSAS)

185 points

To create a member of the New Zealand Special Air Service, use the template of the Australian SASR, with the following modifications:

There are only three units of assignment to select from; Air Troop, Boat Troop, and Mountain Troop. The Mountain Troop differs from those of both the Australian and British SAS.

- **Mountain Troop:** Increase Climbing, Orienteering, and Survival (Mountains); add Tracking (M/A) and spend at least [2] points on this skill.

France

Groupe d'Intervention de la Gendarmerie Nationale (GIGN) 150 points

A member of France's Groupe d'intervention de la Gendarmerie Nationale (pp. 35-36) must have the Basic Skills below and must choose a unit of assignment: airborne or waterborne. If he is an NCO or commissioned officer, he will also have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; Legal Enforcement Powers [10]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Acting (M/A) IQ-1 [1]-13; Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-2 [1/2]-12; Boating (P/A) DX-2 [1/2]-12; Brawling (P/E) DX+1 [2]-15; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Criminology (M/A) IQ-1 [1]-13; Demolition (M/A) IQ-1 [1]-13; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ [2]-14; Engineer (Combat) (M/H) IQ-3 [1/2]-11; Explosive Ordnance Disposal (M/H) IQ-2 [1]-12; First Aid (M/E) IQ [1]-14; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+2 [1]-16*; Guns (Pistol) (P/E) DX+2 [1]-16*; Guns (Rifle) (P/E) DX+2 [1]-16*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-12; Intelligence Analysis (M/H) IQ-2 [1]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Leadership (M/A) IQ [2]-14; Lockpicking (M/A) IQ-1 [1]-13; NBC Warfare (M/A) IQ-1 [1]-13; Orienteering (M/A) IQ [2]-14; Photography (M/A) IQ-2 [1/2]-12; Professional Skill: Law Enforcement (M/A) IQ [2]-14; Scrounging (M/E) IQ [1]-14; Shadowing (M/A) IQ-1 [1]-13; Shield (P/E) DX-1 [1/2]-13; Skiing (P/H) DX-2 [1]-12; Stealth (P/A) DX-1 [1]-13; Streetwise (M/A) IQ-1 [1]-13; Survival (Jungle) (M/A) IQ-2 [1/2]-12; Survival (Mountains) (M/A) IQ-2 [1/2]-12; Survival (Woodlands) (M/A) IQ-2 [1/2]-12; Swimming (P/E) DX [1]-14; Tactics (Counterterrorist) (M/H) IQ+1 [6]-15; Throwing (P/H) DX-1 [2]-13; Traps (M/A) IQ-2 [1/2]-12.

MOS Skills: Choose a unit of assignment and spend a total of 10 points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

Unit of Assignment:

- *Airborne:* Increase Orienteering and Survival (Mountains); add Parachuting (P/E). Spend any remaining points on Basic Skills.
- *Waterborne:* Increase Boating and Swimming; add Navigation (M/H), Powerboat (P/A), Scuba (M/A), Seamanship (M/E), Survival (Island/Beach) (M/A), and Underwater Demolition (M/A).

Special Skills:

*Commissioned Officer*** (+1/2 point): Increase Administration to 13 [1/2].

Dog Handler (+2 points): Add Animal Handling (Dogs) (M/H) IQ-2/IQ+4 [2]-12/18.

*NCO*** (+0 points): No additional requirements.

Customization Notes: In a 150-point campaign, there will be no points left after this template is purchased; however, another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 20 points to customize with.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs and Rank 3+ for commissioned officers.

2e Régiment Étranger de Parachutistes 135 points

A soldier in the 2e Régiment Étranger de Parachutistes (p. 35) of France's Armée de Terre must have the Basic Skills below, and must choose an MOS and a unit of assignment: anti-tank/general-purpose, arctic/mountain, waterborne, sniper/demolition, or pathfinder. If he is an NCO, warrant officer, or commissioned officer or has attended SERE, foreign language, or arctic or jungle operations training, he will have those Special Skills as well, which will increase template cost. Also note that many legionnaires will not be French nationals. In that case, they will need to spend points to acquire skill in the French language.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 11 [10].

Advantages: Fit [5]; and 15 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Armoury (Small Arms) (M/A) IQ-2 [1/2]-11; Brawling (P/E) DX [1]-13; Camouflage (M/E) IQ [1]-13; Climbing (P/A) DX-1 [1]-12; Demolition (M/A) IQ-1 [1]-12; Driving (Automobile) (P/A) DX [2]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-12; Engineer (Combat) (M/H) IQ-2 [1]-11; First Aid (M/E) IQ-1 [1/2]-12; Forward Observer (M/A) IQ-1 [1]-12; Gunner (Machine Gun) (P/A) DX [1/2]-13*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-14*; Guns (LAW) (P/E) DX+1 [1/2]-14*; Guns (Light Auto) (P/E) DX+1 [1/2]-14*; Guns (Pistol) (P/E) DX+1 [1/2]-14*; Guns (Rifle) (P/E) DX+1 [1/2]-14*; Hiking (P/A) HT+1 [4]-12; Jumping (P/E) DX [1]-13; Knife (P/E) DX-1 [1/2]-12; NBC Warfare (M/A) IQ [2]-13; Orienteering (M/A) IQ+1 [4]-14; Parachuting (P/E) DX [1]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging (M/E) IQ [1]-13; Soldier (M/A) IQ [2]-13; Spear (P/A) DX-2 [1/2]-11; Stealth (P/A) DX [2]-13; Survival (Desert) (M/A) IQ-1 [1]-12; Survival (Jungle) (M/A) IQ-1 [1]-12; Survival (Mountains) (M/A) IQ-1 [1]-12; Swimming (P/E) DX-1 [1/2]-12; Tactics (Infantry) (M/H) IQ+1 [6]-14; Throwing (P/H) DX [4]-13; Traps (M/A) IQ-1 [1]-12.

MOS Skills: Choose an MOS and a unit of assignment, then spend a *total* of 34 points on them as follows: Any skill that appears in the Basic Skills above must be increased by at least one skill level; all new skills must be learned at level 13 or better.

1. MOS:

- *Communications:* Increase Electronics Operation (Communications); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).
- *Demolition:* Increase Demolition, Engineer (Combat), and Traps; add Explosive Ordnance Disposal (M/H). Add Underwater Demolition (M/A) if the unit of assignment is waterborne.
- *Intelligence:* Add Cryptanalysis (M/H), Intelligence Analysis (M/H), Interrogation (M/A), Photography (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).
- *Medical:* Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).
- *Weapons:* Increase Armoury (Small Arms), Gunner (Machine Gun), Guns (Grenade Launcher), Guns (LAW), Guns (Light Auto), Guns (Pistol), and Guns (Rifle); add Gunner (ATGM) (P/A) and Gunner (SAM) (P/A).

2. Unit of Assignment:

- *Anti-tank/General-Purpose:* Increase Guns (LAW) and Hiking; add Gunner (ATGM) (P/A).
- Mountain:* Increase Climbing and Survival (Mountains); add Skiing (P/H) and Survival (Arctic) (M/A).
- *Pathfinder:* Increase Camouflage, Escape, Orienteering, and Parachuting; add Tracking (M/A).
- *Sniper/Demolition:* Increase Demolition, Engineer (Combat), and Guns (Rifle); add Explosive Ordnance Disposal (M/H) and Underwater Demolition (M/A).
- *Waterborne:* Increase Swimming; add Boating (P/A), Fishing (M/E), Navigation (M/H), Powerboat (P/A), Scuba (M/A), Seamanship (M/E), and Survival (Island/Beach) (M/A).

Special Skills:

- Commissioned Officer or Warrant Officer*** (+6 points): Add Administration (M/A) IQ [2]-13 and Leadership (M/A) IQ+1 [4]-14.
- Dog Handler* (+2 points): Add Animal Handling (Dogs) (M/H) IQ-2/IQ+4 [2]-11/17.
- Foreign Language* (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-13 (Basic), IQ+1 [4]-14 (Intermediate), or IQ+2 [6]-15 (Advanced).
- Jungle Operations* (+3 points): Increase Orienteering to 15 [2] and Survival (Jungle) to 13 [1].
- NCO*** (+3 points): Add Administration (M/A) IQ-1 [1]-12 and Leadership (M/A) IQ [2]-13.
- SERE* (+2½ points): Add Acting (M/A) IQ-2 [1/2]-11, Escape (P/H) DX-2 [1]-11, Interrogation (M/A) IQ-2 [1/2]-11, and Tracking (M/A) IQ-2 [1/2]-11.
- Winter Operations* (+3½ points): Add Skiing (P/H) DX-2 [1]-11, Survival (Arctic) (M/A) IQ [2]-13, and Tracking (M/A) IQ-2 [1/2]-11.

Customization Notes: In a 150-point campaign, there will be 15 points left after purchasing this template; another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 20 points more.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

Germany

Bundesgrenzschutzgruppe 9 (GSG9)

150 points

A member of Germany's Bundesgrenzschutzgruppe 9 (p. 36) must have the Basic Skills below and must choose a unit of assignment: airborne, waterborne, or urban. He will have at least Police Rank 1 (Polizeimeister); if of higher rank, he will also have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; Legal Enforcement Powers [10]; Police Rank 1 [5]; and 5 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -30 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Acting (M/A) IQ-1 [1]-13; Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-2 [1/2]-12; Boating (P/A) DX-2 [1/2]-12; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Criminology (M/A) IQ-1 [1]-13; Demolition (M/A) IQ-2 [1/2]-12; Driving (Automobile) (P/A) DX [2]-14; Electronics Operation (Communications) (M/A) IQ [2]-14; Engineer (Combat) (M/H) IQ-3 [1/2]-11; Escape (P/H) DX-1 [2]-13; Explosive Ordnance Disposal (M/H) IQ-3 [1/2]-11; First Aid (M/E) IQ-1 [1/2]-13; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+2 [1]-16*; Guns (Pistol) (P/E) DX+2 [1]-16*; Guns (Rifle) (P/E) DX+2 [1]-16*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-12; Intelligence Analysis (M/H) IQ-2 [1]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX [1]-14; Language (English or French) (M/A) IQ-2 [1/2]-12; Leadership (M/A) IQ [2]-14; Lockpicking (M/A) IQ-1 [1]-13; NBC Warfare (M/A) IQ-1 [1]-13; Orienteering (M/A) IQ [2]-14; Photography (M/A) IQ-2 [1/2]-12; Professional Skill: Law Enforcement (M/A) IQ [2]-14; Scrounging (M/E) IQ [1]-14; Shadowing (M/A) IQ-1 [1]-13; Shield (P/E) DX-1 [1/2]-13; Skiing (P/H) DX-3 [1/2]-11; Stealth (P/A) DX-1 [1]-13; Streetwise (M/A) IQ [2]-14; Survival (Mountains) (M/A) IQ-2 [1/2]-12; Swimming (P/E) DX [1]-14; Tactics (Counterterrorist) (M/H) IQ+1 [6]-15; Throwing (P/H) DX [4]-14; Tonfa (P/H) DX-1 [2]-13; Traps (M/A) IQ-2 [1/2]-12.

MOS Skills: Choose a unit of assignment and spend a *total* of 10 points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

- *Airborne:* Increase Orienteering and Survival (Mountains); add Parachuting (P/E).
- *Urban:* Increase Climbing, Driving (Automobile), Guns (Light Auto), Guns (Pistol), Guns (Rifle), and NBC Warfare; add Shadowing (M/A).
- *Waterborne:* Increase Boating and Swimming; add Navigation (M/H), Powerboat (P/A), Scuba (M/A), Seamanship (M/E), Survival (Island/Beach) (M/A), and Underwater Demolition (M/A).

Special Skills: Police Rank 2+ [5/level] is required for the package below.

Higher Service Rank (+1/2 point): Increase Administration to 13 [1/2].

Customization Notes: In a 150-point campaign, there will be no points left after purchasing this template; however, another -10 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 15 points to customize with.

* Includes +2 for IQ.

Kommando Spezialkräfte (KSK) 150 points

Members of the Kommando Spezialkräfte (p. 37) of Germany's Heer der Bundeswehr must take the Basic Skills below and must choose an MOS and unit of assignment. There are only NCOs and above in the KSK; everybody is at least Rank 1. NCOs or commissioned officers, and those who have attended specialized training, will have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; Military Rank 1 [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-1 [1]-13; Boating (P/A) DX-2 [1/2]-12; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ-2 [1/2]-12; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-13; Engineer (Combat) (M/H) IQ-3 [1/2]-11; Escape (P/H) DX-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX-1 [1/2]-13; Language (English) (M/A) IQ-1 [1]-13; Leadership (M/A) IQ [2]-14; NBC Warfare (M/A) IQ-1 [1]-13; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX-1 [1/2]-13;

Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-2 [1/2]-12; Stealth (P/A) DX [2]-14; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX [1]-14; Tactics (Infantry) (M/H) IQ [4]-14; Tactics (Guerrilla) (M/H) IQ-1 [2]-13; Throwing (P/H) DX-1 [2]-13; Traps (M/A) IQ-1 [1]-13.

MOS Skills: Choose an MOS and Unit of Assignment. Kommando troops choose between Airborne, Ground/Hostage Rescue, Mountain/Winter, and Waterborne; Fernspäher must take LRRP. Spend a *total* of 19½ points on them as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

1. MOS:

- *Communications:* Increase Electronics Operation (Communications); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).
- *Demolition:* Increase Demolition, Engineer (Combat), and Traps; add Explosive Ordnance Disposal (M/H) and Lockpicking (M/A).
- *Intelligence:* Increase Interrogation; add Cryptanalysis (M/H), Intelligence Analysis (M/H), Lockpicking (M/A), Photography (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).
- *Medical:* Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).

2. Unit of Assignment:

- *Airborne:* Increase Orienteering and Parachuting.
- *Ground/Hostage Rescue:* Increase Driving (Automobile), Guns (Rifle), NBC Warfare, Orienteering, and Stealth; add Mechanic (Diesel Engine) (M/A), Shield (P/E), and Tactics (Counterterrorist) (M/H).
- *LRRP:* Increase Camouflage, Electronics Operation (Communications), Escape, Orienteering, and Parachuting; add Telegraphy (M/E) and Tracking (M/A).
- *Mountain/Winter:* Increase Climbing, Orienteering, and Survival (Mountains); add Survival (Arctic) (M/A) and Skiing (P/H).
- *Waterborne:* Increase Boating and Swimming; add Navigation (M/H), Powerboat (P/A), Scuba (M/A), Survival (Island/Beach), (M/A) and Underwater Demolition (M/A).

Special Skills:

- Commissioned Officer*** (+1/2 point): Increase Administration to 13 [1/2].
- Desert Operations* (+2½ points): Increase Orienteering to 15 [2]; add Survival (Desert) (M/A) IQ-2 [1/2]-12.
- Foreign Language* (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced).
- Jungle Operations* (+2½ points): Increase Orienteering to 15 [2]; add Survival (Jungle) (M/A) IQ-2 [1/2]-12.
- NCO*** (+0 point): No additional requirements.
- SERE* (+1½ points): Increase Interrogation to 13 [1/2]; add Acting (M/A) IQ-2 [1/2]-12 and Tracking (M/A) IQ-2 [1/2]-12.

Customization Notes: In a 150-point campaign, there will be no points left after purchasing this template; however, another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 20 points to customize with.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, and Rank 3+ for commissioned officers. All hold at least Rank 1 [5]; most intelligence specialists will be officers.



Source photo courtesy of U.S. Army

Israel

Sayeret Mat'kal 185 points

Soldiers in Israel's *Sayeret Mat'kal* (pp. 38-39) must have the Basic Skills below and must choose an MOS. NCOs, warrant officers, or commissioned officers, and those who have attended advanced training, will have those Special Skills as well, which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; and 30 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-1 [1]-13; Boating (P/A) DX-2 [1/2]-12; Brawling (P/E) DX+1 [2]-15; Camouflage (M/E) IQ+1 [2]-15; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ [2]-14; Driving (Automobile) (P/A) DX [2]-14; Electronics Operation (Communications) (M/A) IQ [2]-14; Engineer (Combat) (M/H) IQ-1 [2]-13; Escape (P/H) DX-1 [2]-13; Explosive Ordnance Disposal (M/H) IQ-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (ATGM) (P/A) DX [1/2]-14*; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Gunner (Mortar) (P/A) DX [1/2]-14*; Gunner (SAM) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns

(LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+2 [1]-16*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+2 [1]-16*; Hiking (P/A) HT [2]-11; Intelligence Analysis (M/H) IQ-1 [2]-13; Interrogation (M/A) IQ+1 [4]-15; Jumping (P/E) DX [1]-14; Knife (P/E) DX [1]-14; Leadership (M/A) IQ-1 [1]-13; NBC Warfare (M/A) IQ-2 [1/2]-12; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX [1]-14; Photography (M/A) IQ-1 [1]-13; Powerboat (P/A) DX-2 [1/2]-12; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Scuba (M/A) IQ-1 [1]-13; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-1 [1]-13; Stealth (P/A) DX+1 [4]-15; Survival (Desert) (M/A) IQ+1 [4]-15; Survival (Mountains) (M/A) IQ-1 [1]-13; Swimming (P/E) DX [1]-14; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ [4]-14; Throwing (P/H) DX [4]-14; Traps (M/A) IQ [2]-14.

MOS Skills: Choose an MOS and spend a *total* of 13 points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

- **Communications:** Increase Electronics Operation (Communications); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).
- **Demolition:** Increase Demolition, Engineer (Combat), Explosive Ordnance Disposal, and Traps; add Underwater Demolition (M/A).
- **Intelligence:** Increase Intelligence Analysis, Interrogation, and Photography; add Cryptanalysis (M/H), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).
- **Medical:** Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).
- **Weapons:** Increase Armoury (Small Arms), Gunner (Machine Gun), Guns (Grenade Launcher), Guns (LAW), Guns (Light Auto), Guns (Pistol), Guns (Rifle), and Throwing.

Special Skills:

Commissioned Officer or Warrant Officer** (+1½ points): Increase Administration to 13 [1/2] and Leadership to 14 [1].

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced).

NCO** (+0 point): No additional requirements.

Unit 269 (+6½ points): Increase Guns (Light Auto) to 17* [1] and Guns (Rifle) to 17* [1]; add Guns (Shotgun) (P/E) DX-1 [1/2]-15* and Tactics (Counterterrorist) (M/H) IQ [4]-14.

Customization Notes: This template is intended for use in a 200-point campaign. There will be 15 points left with which to customize your character, and another -15 points in *Acceptable Disadvantages* (pp. 56-57) and up to five quirks can be taken to get a further 20 points.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

Sayeret T'zanchanim

130 points

Use this template for soldiers in Israel's airborne Sayeret T'zanchanim (p. 38). A character must have the Basic Skills below and must choose an MOS. If he is an NCO, warrant officer, or commissioned officer or has attended SERE or foreign language training, he will have those Special Skills as well, which will increase template cost.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 11 [10].

Advantages: Fit [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -20 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Armoury (Small Arms) (M/A) IQ-2 [1/2]-11; Brawling (P/E) DX [1]-13; Camouflage (M/E) IQ+1 [2]-14; Climbing (P/A) DX [2]-13; Demolition (M/A) IQ-1 [1]-12; Driving (Automobile) (P/A) DX-1 [1]-12; Electronics Operation (Communications) (M/A) IQ-1 [1]-12; Engineer (Combat) (M/H) IQ-2 [1]-11; First Aid (M/E) IQ-1 [1/2]-12; Forward Observer (M/A) IQ-1 [1]-12; Gunner (Machine Gun) (P/A) DX+1 [1]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-14*; Guns (LAW) (P/E) DX+1 [1/2]-14*; Guns (Light Auto) (P/E) DX+1 [1/2]-14*; Guns (Pistol) (P/E) DX+1 [1/2]-14*; Guns (Rifle) (P/E) DX+1 [1/2]-14*; Hiking (P/A) HT+1 [4]-12; Jumping (P/E) DX [1]-13; Knife (P/E) DX [1]-13; NBC Warfare (M/A) IQ-1 [1]-12; Orienteering (M/A) IQ+1 [4]-14; Parachuting (P/E) DX [1]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging (M/E) IQ+1 [2]-14; Soldier (M/A) IQ [2]-13; Spear (P/A) DX-1 [1]-12; Stealth (P/A) DX+1 [4]-14; Survival (Desert) (M/A) IQ+1 [4]-14; Survival (Mountains) (M/A) IQ [2]-13; Swimming (P/E) DX [1]-13; Tactics (Counterterrorist) (M/H) IQ-3 [1/2]-10; Tactics (Guerrilla) (M/H) IQ-2 [1]-11; Tactics (Infantry) (M/H) IQ [4]-13; Throwing (P/H) DX [4]-13; Traps (M/A) IQ [2]-13.

MOS Skills: Choose an MOS and spend a *total* of 20½ points on it as follows: Any skill that appears in the Basic Skills above must be increased by at least one skill level; all new skills must be learned at level 13 or better.

- **Communications:** Increase Electronics Operation (Communications); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).
- **Demolition:** Increase Demolition, Engineer (Combat), and Traps; add Explosive Ordnance Disposal (M/H).
- **Intelligence:** Add Cryptanalysis (M/H), Intelligence Analysis (M/H), Interrogation (M/A), Photography (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).
- **Medical:** Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).
- **Weapons:** Increase Armoury (Small Arms), Gunner (Machine Gun), Guns (Grenade Launcher), Guns (LAW), Guns (Light Auto) and Guns (Rifle); add Gunner (ATGM) (P/A) and Gunner (Mortar) (P/A).

Special Skills:

Commissioned Officer or Warrant Officer** (+6 points): Add Administration (M/A) IQ [2]-13 and Leadership (M/A) IQ+1 [4]-14.

Foreign Language (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-13 (Basic), IQ+1 [4]-14 (Intermediate), or IQ+2 [6]-15 (Advanced).

NCO** (+3 points): Add Administration (M/A) IQ-1 [1]-12 and Leadership (M/A) IQ [2]-13.

SERE (+3½ points): Add Acting (M/A) IQ-2 [1/2]-11, Escape (P/H) DX-1 [2]-12, Interrogation (M/A) IQ-2 [1/2]-11, and Tracking (M/A) IQ-2 [1/2]-11.

Winter Operations (+1½ points): Add Skiing (P/H) DX-3 [1/2]-10 and Survival (Arctic) (M/A) IQ-1 [1]-12.

Customization Notes: Spend your remaining points (20 points, in a 150-point campaign) to customize your character. Another -20 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 25 points.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

Shayetet 13

165 points

A member of Israel's Shayetet 13 (p. 39) must have the Basic Skills below and must choose a unit of assignment: raiders, divers, or boat crew. If he is an NCO or commissioned officer, he will also have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 13 [30]; HT 12 [20].

Advantages: Fit [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-11; Armoury (Small Arms) (M/A) IQ-1 [1]-12; Boating (P/A) DX+1 [4]-15; Brawling (P/E) DX+1 [2]-15; Camouflage (M/E) IQ [1]-13; Climbing (P/A) DX-1 [1]-13; Demolition (M/A) IQ+1 [4]-14; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-12; Engineer (Combat) (M/H) IQ [4]-13; Escape (P/H) DX-1 [2]-13; Explosive Ordnance Disposal (M/H) IQ [4]-13; First Aid (M/E) IQ-1 [1/2]-12; Forward Observer (M/A) IQ-1 [1]-12; Gunner (ATGM) (P/A) DX [1/2]-14*; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT [2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX [1]-14; Leadership (M/A) IQ-1 [1]-12; Navigation (M/H) IQ-1 [2]-13; NBC Warfare (M/A) IQ-1 [1]-12; Orienteering (M/A) IQ [2]-13; Parachuting (P/E) DX-1 [1/2]-13; Powerboat (P/A) DX-2 [1]-12; Sailor (M/A) IQ [2]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging

(M/E) IQ [1]-13; Scuba (M/A) IQ+1 [4]-14; Seamanship (M/E) IQ+1 [2]-14; Soldier (M/A) IQ [2]-13; Spear (P/A) DX-1 [1]-13; Stealth (P/A) DX+1 [4]-15; Survival (Desert) (M/A) IQ [2]-13; Survival (Island/Beach) (M/A) IQ+1 [4]-14; Swimming (P/E) DX+1 [2]-15; Tactics (Guerrilla) (M/H) IQ-1 [2]-12; Tactics (Infantry) (M/H) IQ-1 [2]-12; Throwing (P/H) DX [4]-14; Traps (M/A) IQ [2]-13; Underwater Demolition (M/A) IQ [2]-13.

MOS Skills: Choose an unit of assignment and spend a *total* of 12 points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

- *Boat Crew:* Increase Gunner (Machine Gun), Navigation, Powerboat, and Seamanship; add Gunner (Canon) (P/A).
- *Divers:* Increase Powerboat, Scuba, Swimming, and Underwater Demolition.
- *Raiders:* Increase Orienteering, Swimming, and Tactics (Guerrilla); add Tactics (Counterterrorist) (M/H).

Special Skills:

*Commissioned Officer*** (+4½ points): Increase Administration to 13 [1½] and Leadership to 14 [3].

Foreign Language (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-13 (Basic), IQ+1 [4]-14 (Intermediate), or IQ+2 [6]-15 (Advanced).

*NCO*** (+1½ points): Increase Administration to 12 [1/2] and Leadership to 13 [1].

SERE (+1 point): Add Interrogation (M/A) IQ-2 [1/2]-11 and Tracking (M/A) IQ-2 [1/2]-11.

Customization Notes: In a 200-point campaign, there will be 35 points left after purchasing this template; another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 20 more points to customize with.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs and Rank 3+ for commissioned officers.

Poland

Grupa Reagowania Operacyjno Mobilnego (GROM) 150 points

Members of Poland's GROM (p. 39) must take the Basic Skills below and must choose an MOS and unit of assignment. NCOs or commissioned officers, and those who have attended specialized training, will have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; Military Rank 1 [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -30 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Acting (M/A) IQ-2 [1/2]-12; Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A)

IQ-1 [1]-13; Boating (P/A) DX-2 [1/2]-12; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ-2 [1/2]-12; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-13; Engineer (Combat) (M/H) IQ-3 [1/2]-11; Escape (P/H) DX-1 [2]-13; First Aid (M/E) IQ [1]-14; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-12; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX-1 [1/2]-13; Language (English) (M/A) IQ-1 [1]-13; Language (any) (M/A) IQ-1 [1]-13; Leadership (M/A) IQ [2]-14; NBC Warfare (M/A) IQ-1 [1]-13; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX [1]-14; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-2 [1/2]-12; Stealth (P/A) DX [2]-14; Survival (Arctic) (M/A) IQ-1 [1]-13; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX [1]-14; Tactics (Counterterrorist) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ-1 [2]-13; Tactics (Guerrilla) (M/H) IQ-1 [2]-13; Throwing (P/H) DX-1 [2]-13; Traps (M/A) IQ-1 [1]-13.

MOS Skills: Choose an MOS and unit of assignment. Spend a *total* of 19 points on them as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

1. *MOS:*

- *Communications:* Increase Electronics Operation (Communications); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).
- *Demolition:* Increase Demolition, Engineer (Combat), and Traps; add Explosive Ordnance Disposal (M/H) and Lockpicking (M/A).
- *Driver:* Increase skill in Driving (Automobile) and Orienteering; add another Driving (P/A) specialization, Mechanics (Diesel engine) (M/A), and Navigation (M/H).
- *Intelligence:* Increase Interrogation; add Cryptanalysis (M/H), Intelligence Analysis (M/H), Lockpicking (M/A), Photography (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).
- *Medical:* Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).

2. *Unit of Assignment:*

- *A Company:* Increase Orienteering and Stealth; add Shadowing (M/A) and Tracking (M/A).
- *M Company:* Increase Boating and Swimming; add Navigation (M/H), Powerboat (P/A), Scuba (M/A), Seamanship (M/A), Survival (Island/Beach) (M/A), and Underwater Demolition (M/A).

Special Skills:

*Commissioned Officer*** (+1/2 point): Increase Administration to 13 [1/2].

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced).

Jungle Operations (+2½ points): Increase Orienteering to 15 [2]; add Survival (Jungle) (M/A) IQ-2 [1/2]-12.

*NCO*** (+0 point): No additional requirements.

Customization Notes: In a 150-point campaign, there will be no points left after purchasing this template; however, another -10 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 15 points to customize with.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, and Rank 3+ for commissioned officers. All hold at least Rank 1 [5]; most intelligence specialists will be officers.

Russia

Spetsgruppa Alfa

180 points

The Basic Skills for a soldier in the Spetsgruppa Alfa (p. 41) of Russia's Federal'naya Sluzhba Bezopasnosti (FSB) appear below; he must also select an MOS. If he is an NCO, warrant officer or commissioned officer, he will have the appropriate Special Skills package(s) as well, which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 11 [10].

Advantages: Fit [5]; and 20 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Acting (M/A) IQ-1 [1]-13; Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ [2]-14; Boating (P/A) DX-1 [1]-13; Brawling (P/E) DX+1 [2]-15; Camouflage (M/E) IQ-1 [1/2]-13; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ-1 [1]-13; Driving (Automobile) (P/A) DX [2]-14; Electronics Operation (Communications) (M/A) IQ [2]-14; Electronics Operation (Sensors) (M/A) IQ [2]-14; Engineer (Combat) (M/H) IQ-2 [1]-12; Escape (P/H) DX-1 [2]-13; Explosive Ordnance Disposal (M/A) IQ-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+2 [1]-16*; Guns (Pistol) (P/E) DX+2 [1]-16*; Guns (Rifle) (P/E) DX+2 [1]-16*; Hiking (P/A) HT [2]-11; Intelligence Analysis (M/H) IQ [4]-14; Interrogation (M/A) IQ+1 [4]-15; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX+1 [2]-15; Leadership (M/A) IQ [2]-14; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX [1]-14; Photography (M/A) IQ [2]-14; Scrounging (M/E) IQ [1]-14; Shadowing (M/A) IQ [2]-14; Skiing (P/H) DX-1 [2]-13; Spear (P/A) DX-1 [1]-13; Stealth (P/A) DX+1 [4]-15; Streetwise (M/A) IQ [2]-14;

Survival (Desert) (M/A) IQ-2 [1/2]-12; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX-1 [1/2]-13; Tactics (Counterterrorist) (M/H) IQ [4]-14; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ-1 [2]-13; Teaching (M/A) IQ-2 [1/2]-12; Throwing (P/H) DX [4]-14; Traps (M/A) IQ [2]-14.

MOS Skills: Choose an MOS and spend a *total* of 13 points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

– *Communications:* Increase Electronics Operation (Communications); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).

– *Demolition:* Increase Demolition, Engineer (Combat), Explosive Ordnance Disposal, and Traps.

– *Intelligence:* Increase Intelligence Analysis, Interrogation, and Photography; add Cryptanalysis (M/H), Lockpicking (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).

– *Medical:* Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).

– *Weapons:* Increase Armoury (Small Arms), Gunner (Machine Gun), Guns (Grenade Launcher), Guns (LAW), Guns (Light Auto), Guns (Pistol), and Knife.

Special Skills: Military Rank [5/level] is required for the packages below: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

Commissioned Officer or Warrant Officer (+1/2 point): Increase Administration to 13 [1/2].

NCO (+0 points): No additional requirements.

Customization Notes: This template is intended for use in a 200-point campaign. Spend your remaining 20 points to customize your character. Another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 20 points to customize with.

* Includes +2 for IQ.

Spetsnaz

150 points

A Russian Spetsnaz (p. 40) trooper must have the Basic Skills below and must choose an MOS. If he belongs to a Naval Spetsnaz (p. 40) unit, is an NCO, warrant officer, or commissioned officer, or has foreign language or jungle operations training, he will have the appropriate Special Skills as well, which will increase template cost.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 11 [10].

Advantages: Fit [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-11; Armoury (Small Arms) (M/A) IQ-1 [1]-12; Axe/Mace (P/A) DX [2]-13; Boating (P/A) DX-1 [1]-12; Brawling (P/E) DX [1]-13; Camouflage (M/E) IQ+1 [2]-14; Climbing (P/A) DX [2]-13; Demolition (M/A) IQ-1 [1]-12; Driving



(Automobile) (P/A) DX [2]-13; Driving (Heavy Wheeled) (P/A) DX-1 [1]-12; Electronics Operation (Communications) (M/A) IQ-1 [1]-12; Engineer (Combat) (M/H) IQ-2 [1]-11; Escape (P/H) DX-2 [1]-11; Explosive Ordnance Disposal (M/H) IQ-2 [1]-11; First Aid (M/E) IQ-1 [1/2]-12; Forward Observer (M/A) IQ-1 [1]-12; Gunner (Machine Gun) (P/A) DX+1 [1]-14*; Gunner (SAM) (P/A) DX [1/2]-13*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-14*; Guns (LAW) (P/E) DX+1 [1/2]-14*; Guns (Light Auto) (P/E) DX+1 [1/2]-14*; Guns (Pistol) (P/E) DX+1 [1/2]-14*; Guns (Rifle) (P/E) DX+1 [1/2]-14*; Hiking (P/A) HT [2]-11; Intelligence Analysis (M/H) IQ-1 [2]-12; Interrogation (M/A) IQ-1 [1]-12; Jumping (P/E) DX-1 [1/2]-12; Knife (P/E) DX [1]-13; Leadership (M/A) IQ-1 [1]-12; Mechanic (Diesel Engine) (M/A) IQ-2 [1/2]-11; NBC Warfare (M/A) IQ+2 [6]-15; Orienteering (M/A) IQ+1 [4]-14; Parachuting (P/E) DX [1]-13; Powerboat (P/A) DX-1 [1]-12; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging (M/E) IQ [1]-13; Scuba (M/A) IQ-2 [1/2]-11; Soldier (M/A) IQ [2]-13; Spear (P/A) DX [2]-13; Stealth (P/A) DX+2 [8]-15; Survival (Arctic) (M/A) IQ+1 [4]-14; Survival (Desert) (M/A) IQ [2]-13; Survival (Mountains) (M/A) IQ+1 [4]-14; Survival (Woodlands) (M/A) IQ+1 [4]-14; Swimming (P/E) DX [1]-13; Tactics (Guerrilla) (M/H) IQ [4]-13; Tactics (Infantry) (M/H) IQ-1 [2]-12; Throwing (P/H) DX [4]-13; Traps (M/A) IQ+1 [4]-14.

MOS Skills: Choose an MOS and spend a *total* of 14 points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

– **Communications:** Increase Electronics Operation (Communications) and Mechanic (Diesel Engine); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).

- **Demolition:** Increase Demolition, Engineer (Combat), Explosive Ordnance Disposal, Mechanic (Diesel Engine), Scuba, and Traps; add Underwater Demolition (M/A).
- **Weapons:** Increase Armoury (Small Arms), Gunner (Machine Gun), Guns (Grenade Launcher), Guns (LAW), Guns (Light Auto), Guns (Pistol), and Guns (Rifle).

Special Skills:

Commissioned Officer or Warrant Officer** (+4½ points): Increase Administration skill to 13 [1½] and Leadership to 14 [3].

Foreign Language (+2, 4, or 6 points): Add Language (any) (M/A) IQ [2]-13 (Basic), IQ+1 [4]-14 (Intermediate), or IQ+2 [6]-15 (Advanced).

Jungle Operations (+4 points): Increase Orienteering to 15 [2]; add Survival (Jungle) (M/A) IQ [2]-13.

Naval Spetsnaz (+24½ points): Increase Boating to 14 [3], Powerboat to 14 [3], Scuba to 14 [3½], and Swimming to 15 [3]; add Hard-Hat Diving (M/A) IQ+1 [4]-14, Navigation (M/H) IQ+1 [6]-14, Seamanship (M/E) IQ+1 [2]-14, Survival (Island/Beach) (M/A) IQ+1 [4]-14, and Underwater Demolition (M/A) IQ-1 [1]-12. Reduce Survival (Mountains) to 12 [-3]; remove Survival (Desert) [-2].

NCO** (+1½ points): Increase Administration to 12 [1/2] and Leadership to 13 [1].

Customization Notes: In a 150-point campaign, there will be no points left after purchasing this template; however, another -15 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 20 points to customize with. Naval *Spetsnaz* characters are comparable to U.S. Navy SEALs (pp. 30-31), and are more appropriate for 200-point campaigns.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers and Rank 3+ for commissioned officers.

United Kingdom

Royal Marine Commandos 145 points

A soldier in Great Britain's Royal Marine Commandos (pp. 44-45) must have the Basic Skills below and must select an MOS. If he is an NCO, warrant officer, or commissioned officer, or has completed parachuting, amphibious, or underwater operations training, he will also have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 11 [10].
Advantages: Fit [5]; and 20 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -20 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-11; Armoury (Small Arms) (M/A) IQ-1 [1]-12; Boating (P/A) DX+1 [4]-14; Brawling (P/E) DX+1 [2]-14; Camouflage (M/E) IQ+1 [2]-14; Climbing (P/A) DX+1 [4]-14; Demolition (M/A) IQ-1 [1]-12; Driving (Automobile) (P/A) DX-1 [1]-12; Electronics Operation (Communications) (M/A) IQ-1 [1]-12; First Aid (M/E) IQ-1 [1/2]-12; Forward Observer (M/A) IQ-2 [1/2]-11; Gunner (ATGM) (P/A) DX [1/2]-13*; Gunner (Machine Gun) (P/A) DX [1/2]-13*; Gunner (Mortar) (P/A) DX [1/2]-13*; Gunner (SAM) (P/A) DX [1/2]-13*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-14*; Guns (LAW) (P/E) DX+1 [1/2]-14*; Guns (Light Auto) (P/E) DX+2 [1]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-14*; Guns (Rifle) (P/E) DX+2 [1]-15*; Hiking (P/A) HT [2]-11; Jumping (P/E) DX [1]-13; Knife (P/E) DX [1]-13; Leadership (M/A) IQ-1 [1]-12; Navigation (M/H) IQ-3 [1/2]-10; NBC Warfare (M/A) IQ [2]-13; No-Landing Extraction (M/A) IQ-2 [1/2]-11; Orienteering (M/A) IQ-1 [1]-12; Powerboat (P/A) DX-1 [1]-12; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging (M/E) IQ+1 [2]-14; Scuba (M/A) IQ-1 [1]-12; Seamanship (M/E) IQ-1 [1/2]-12; Skiing (P/H) DX-3 [1/2]-10; Soldier (M/A) IQ [2]-13; Spear (P/A) DX [2]-13; Stealth (P/A) DX [2]-13; Survival (Arctic) (M/A) IQ-1 [1]-12; Survival (Island/Beach) (M/A) IQ-1 [1]-12; Survival (Jungle) (M/A) IQ-2 [1/2]-11; Survival (Mountains) (M/A) IQ [2]-13; Survival (Woodlands) (M/A) IQ-1 [1]-12; Swimming (P/E) DX+1 [2]-14; Tactics (Infantry) (M/H) IQ-1 [2]-12; Throwing (P/H) DX [4]-13; Traps (M/A) IQ [2]-13.

MOS Skills: Choose an MOS and spend a *total* of 21 points on it as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

- **Communications:** Increase Electronics Operation (Communications); add Telegraphy (M/E) or a second Electronics Operation specialty (M/A).
- **Demolition:** Increase Demolition and Traps; add Engineer (Combat) (M/H), Explosive Ordnance Disposal (M/H), and Underwater Demolition (M/A).

- **Intelligence:** Add Cryptanalysis (M/H), Intelligence Analysis (M/H), Interrogation (M/A), Photography (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).

- **Medical:** Increase First Aid; add Diagnosis (M/H).

- **Weapons:** Increase Armoury (Small Arms), Gunner (Machine Gun), Guns (Grenade Launcher), Guns (LAW), Guns (Light Auto), Guns (Pistol), and Guns (Rifle).

Special Skills:

Amphibious Operations (+12 points): Increase Boating to 15 [4], Navigation to 13 [3½], Powerboat to 13 [1], Seamanship to 13 [1/2], Survival (Island/Beach) to 13 [1], and Swimming to 15 [2].

Comacchio Group (+7½ points): Increase Guns (Light Auto) to 16* [1], Guns (Pistol) to 16* [1½], and Guns (Rifle) to 16* [1]; add Tactics (Counterterrorist) (M/H) IQ [4]-13.

Commissioned Officer or Warrant Officer** (+4½ points): Increase Administration to 13 [1½] and Leadership to 14 [3].

Mountain and Arctic Warfare (+11 points): Increase Climbing to 15 [4], Skiing to 13 [3½], Survival (Arctic) to 13 [1], and Survival (Mountains) to 14 [2]; add Teaching IQ-2 [1/2]-11.

NCO** (+1½ points): Increase Administration to 12 [1/2] and Leadership to 13 [1].

Parachuting (+1 point): Add Parachuting (P/E) DX [1]-13.

Sniper Course (+5 points): Increase Camouflage to 15 [2], Guns (Rifle) to 16* [1], and Stealth to 14 [2].

Underwater Operations (+8 points): Increase Powerboat to 13 [1], Scuba to 14 [3], and Swimming to 15 [2]; add Underwater Demolition (M/A) IQ [2]-13.

Customization Notes: Spend your remaining points (5 points, in a 150-point campaign) to customize your character. Another -20 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get a further 25 points to customize with.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers and Rank 3+ for commissioned officers.

Special Boat Service

185 points

A soldier serving in Britain's Special Boat Service (p. 45) must take the Basic Skills below and choose a basic MOS and unit of assignment. NCOs, warrant officers, or commissioned officers, and those who have received foreign language or other special training, will also have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 12 [20]; DX 14 [45]; IQ 14 [45]; HT 12 [20].

Advantages: Fit [5]; and 10 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -20 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-2 [1/2]-12; Boating (P/A) DX+1

[4]-15; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ-2 [1/2]-12; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-13; Electronics Operation (Sensors) (M/A) IQ-1 [1]-13; Escape (P/H) DX-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX-1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Hard-Hat Diving (M/A) IQ-2 [1/2]-12; Hiking (P/A) HT+1 [4]-13; Jumping (P/E) DX [1]-14; Knife (P/E) DX-1 [1/2]-13; Language (any) (M/A) IQ-2 [1/2]-12; Language (any) (M/A) IQ-2 [1/2]-12; Leadership (M/A) IQ-2 [1/2]-12; Mechanic (Diesel Engine) (M/A) IQ-2 [1/2]-12; Navigation (M/H) IQ-3 [1/2]-11; NBC Warfare (M/A) IQ-1 [1]-13; No-Landing Extraction (M/A) IQ-2 [1/2]-12; Orienteering (M/A) IQ-1 [1]-13; Parachuting (P/E) DX-1 [1/2]-13; Powerboat (P/A) DX-1 [1]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Scuba (M/A) IQ+1 [4]-15; Seamanship (M/E) IQ [1]-14; Skiing (P/H) DX-3 [1/2]-11; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-2 [1/2]-12; Stealth (P/A) DX-1 [1]-13; Survival (Arctic) (M/A) IQ-1 [1]-13; Survival (Desert) (M/A) IQ-1 [1]-13; Survival (Island/Beach) (M/A) IQ-2 [1/2]-12; Survival (Jungle) (M/A) IQ-2 [1/2]-12; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX+1 [2]-15; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ [4]-14; Telegraphy (M/E) IQ-1 [1/2]-13; Throwing (P/H) DX-1 [2]-13; Traps (M/A) IQ-1 [1]-13.

1. MOS Skills: Choose an MOS and an unit of assignment; then spend a *total* of 20 points on them as follows: All skills that appear as Basic Skills (above) must be increased by at least one skill level; all new skills must be learned at level 13 or better.

- *Communications:* Increase Electronics Operation (Communications); add Telegraphy (M/E) or a third Electronics Operation specialty (M/A).
- *Demolition:* Increase Demolition and Traps; add Engineer (Combat) (M/H), Explosive Ordnance Disposal (M/H), and Underwater Demolition (M/A).
- *Intelligence:* Add Cryptanalysis (M/H), Detect Lies (M/H), Intelligence Analysis (M/H), Interrogation (M/A), Photography (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).
- *Language:* Increase Languages; add another Language and Teaching (M/A).
- *Medical:* Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).

2. Unit of Assignment:

- *Boats (C squadron):* Increase Boating, Gunner (Machine Gun), Navigation, Powerboat, and Scuba.
- *Counterterrorist (M squadron):* Increase Climbing, Demolition, Guns (Light Auto), Guns (Pistol), Guns

(Rifle), and NBC Warfare; add Guns (Shotgun) (P/E) and Tactics (Counterterrorist) (M/H).

- *Swimmer Canoeist (S squadron):* Increase Boating, Powerboat, Scuba, and Swimming.

Special Skills:

*Commissioned Officer or Warrant Officer*** (+2 points): Increase Administration to 13 [1/2] and Leadership to 14 [1 1/2].

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced).

Jungle Operations (+1 1/2 point): Increase Orienteering to 14 [1] and Survival (Jungle) to 13 [1/2].

*NCO*** (+1/2 point): Increase Leadership to 13 [1/2].

Customization Notes: In a 200-point campaign, there will be 15 points left after purchasing this template; another -20 points in *Acceptable Disadvantages* (pp. 56-57) and five quirks can be taken to get 25 points to customize with.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers and Rank 3+ for commissioned officers.



22nd Special Air Service Regiment (SAS)

185 points

Those serving in the 22nd Special Air Service Regiment (pp. 42-43) of the British army must take the Basic Skills below, and must have both an MOS and a unit of assignment: Air Troop (HALO/HAHO/LALO), Boat Troop (amphibious operations), Mountain/Arctic Troop, or Mobility Troop (overland/desert operations). NCOs, warrant officers, or commissioned officers, and those who have attended CRW, foreign language, intelligence, jungle operations, or sniper training, will have the appropriate Special Skills package(s), which will increase template cost.

Attributes: ST 11 [10]; DX 14 [45]; IQ 14 [45]; HT 12 [20].

Advantages: Fit [5]; and 30 points in additional ST or HT, *Desirable Advantages* (p. 51), *Decorations* (pp. 51-52), *Military Rank* (pp. 52-54), or *Patrons* (p. 54).

Disadvantages: Extremely Hazardous Duty [-20]; and -25 points selected from the *Desirable Disadvantages* list (p. 56).

Basic Skills: Administration (M/A) IQ-2 [1/2]-12; Armoury (Small Arms) (M/A) IQ-1 [1]-13; Boating (P/A) DX-2 [1/2]-12; Brawling (P/E) DX [1]-14; Camouflage (M/E) IQ [1]-14; Climbing (P/A) DX [2]-14; Demolition (M/A) IQ-2 [1/2]-12; Driving (Automobile) (P/A) DX-1 [1]-13; Electronics Operation (Communications) (M/A) IQ-1 [1]-13; Electronics Operation (Sensors) (M/A) IQ-1 [1]-13; Engineer (Combat) (M/H) IQ-3 [1/2]-11; Escape (P/H) DX-1 [2]-13; First Aid (M/E) IQ-1 [1/2]-13; Forward Observer (M/A) IQ-2 [1/2]-12; Gunner (ATGM) (P/A) DX [1/2]-14*; Gunner (Machine Gun) (P/A) DX [1/2]-14*; Gunner (Mortar) (P/A) DX [1/2]-14*; Gunner (SAM) (P/A) DX [1/2]-14*; Guns (Grenade Launcher) (P/E) DX+1 [1/2]-15*; Guns (LAW) (P/E) DX+1 [1/2]-15*; Guns (Light Auto) (P/E) DX+1 [1/2]-15*; Guns (Pistol) (P/E) DX+1 [1/2]-15*; Guns (Rifle) (P/E) DX+1 [1/2]-15*; Guns (Shotgun) (P/E) DX+1 [1/2]-15*; Hiking (P/A) HT+1 [4]-13; Interrogation (M/A) IQ-2 [1/2]-12; Jumping (P/E) DX-1 [1/2]-13; Knife (P/E) DX-1 [1/2]-13; Language (any) (M/A) IQ-2 [1/2]-12; Language (any) (M/A) IQ-2 [1/2]-12; Leadership (M/A) IQ [2]-14; NBC Warfare (M/A) IQ-1 [1]-13; No-Landing Extraction (M/A) IQ-1 [1]-13; Orienteering (M/A) IQ [2]-14; Parachuting (P/E) DX-1 [1/2]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13; Scrounging (M/E) IQ [1]-14; Scuba (M/A) IQ-2 [1/2]-12; Skiing (P/H) DX-3 [1/2]-11; Soldier (M/A) IQ [2]-14; Spear (P/A) DX-2 [1/2]-12; Stealth (P/A) DX [2]-14; Survival (Arctic) (M/A) IQ-2 [1/2]-12; Survival (Desert) (M/A) IQ-2 [1/2]-12; Survival (Jungle) (M/A) IQ-1 [1]-13; Survival (Mountains) (M/A) IQ-1 [1]-13; Survival (Woodlands) (M/A) IQ-1 [1]-13; Swimming (P/E) DX-1 [1/2]-13; Tactics (Counterterrorist) (M/H) IQ-1 [2]-13; Tactics (Guerrilla) (M/H) IQ [4]-14; Tactics (Infantry) (M/H) IQ [4]-14; Teaching (M/A) IQ-1 [1]-13; Telegraphy (M/E) IQ-1 [1/2]-13; Throwing (P/H) DX-1 [2]-13; Traps (M/A) IQ-1 [1]-13.

MOS Skills: Choose an MOS and a unit of assignment; then spend a total of 18 points on them thus: All skills that appear as Basic Skills (above) must be increased by at least one level; all new skills must be learned at level 13 or better.

1. MOS:

- **Communications:** Increase Electronics Operation (Communications) and Telegraphy; add a third Electronics Operation specialty (M/A) and Traffic Analysis (M/H).
- **Demolition:** Increase Demolition, Engineer (Combat), and Traps; add Explosive Ordnance Disposal (M/H) and Lockpicking (M/A).
- **Intelligence:** Add Cryptanalysis (M/H), Detect Lies (M/H), Intelligence Analysis (M/H), Interrogation (M/A), Photography (M/A), SIGINT Collection/Jamming (M/H), and Traffic Analysis (M/H).
- **Languages:** Increase Languages and Teaching; add another Language.
- **Medical:** Increase First Aid; add Diagnosis (M/H) and Surgery (M/VH).

2. Unit of Assignment:

- **Boat Troop:** Increase Boating, Scuba, Swimming, and Survival (Arctic); add Navigation (M/H), Powerboat

(P/A), Seamanship (M/E), Survival (Island/Beach) (M/A), and Underwater Demolition (M/A) (if MOS is Demolition).

- **Air Troop:** Increase Orienteering, Parachuting, Survival (Desert), and Survival (Jungle).

- **Mountain/Arctic Troop:** Increase Climbing, Skiing, Survival (Arctic), and Survival (Mountains); add Driving (Halftrack).

- **Mobility Troop:** Increase Driving (Automobile) or add Driving (Motorcycle) or (Tracked); increase Gunner (Machine Gun), No-Landing Extraction, Orienteering, Survival (Desert), Survival (Jungle); add Mechanic (Diesel Engine) (M/A), Navigation (M/H), Photography (M/A), and SIGINT Collection/Jamming (M/H).

Special Skills:

Commissioned Officer or Warrant Officer** (+1/2 point): Increase Administration to 13 [1/2].

CRW (+8^{1/2} points): Increase Guns (Light Auto) to 17* [1^{1/2}], Guns (Pistol) to 17* [1^{1/2}], Guns (Rifle) to 17* [1^{1/2}], and Tactics (Counterterrorist) to 14 [2]; add Acting (M/A) IQ-1 [1]-13 and Shadowing (M/A) IQ-1 [1]-13.

Foreign Language (+1, 2, or 4 points): Add Language (any) (M/A) IQ-1 [1]-13 (Basic), IQ [2]-14 (Intermediate), or IQ+1 [4]-15 (Advanced).

Intelligence (+11^{1/2} points): Increase Interrogation to 13 [1/2]; add Cryptanalysis (M/H) IQ-1 [2]-13, Intelligence Analysis (M/H) IQ-1 [2]-13, Lockpicking (M/A) IQ-1 [1]-13, Photography (M/A) IQ-1 [1]-13, Shadowing (M/A) IQ-1 [1]-13, SIGINT Collection/Jamming (M/H) IQ-1 [2]-13, and Traffic Analysis (M/H) IQ-1 [2]-13.

NCO** (+0 point): No additional requirements.

Sniper Course (+4^{1/2} points): Increase Camouflage to 15 [1], Guns (Rifle) to 17* [1^{1/2}], and Stealth to 15 [2].

Customization Notes: This template is intended for use in a 200-point campaign. There will be 15 points left with which to customize your character, and another -15 points in *Acceptable Disadvantages* (pp. 56-57) and up to five quirks can be taken to get a further 20 points.

* Includes +2 for IQ.

** Military Rank [5/level] is required: Rank 1-2 for NCOs, Rank 3 for warrant officers, and Rank 3+ for commissioned officers.

The Netherlands

Koninklijk Korps Mariniers

Amfibisch Verkenings Peloton (AMFVERKPEL)

Use the template of the British SBS. The main difference is that Dutch replaces English as the PC's native language. The GM should knock down the point cost somewhat to reflect the 7 NL SBS lack of operational experience compared to the British SBS.

Military Personnel File

Modern armed services maintain a personnel file on every single soldier. In the U.S. Army, this is called a “201 File”: a manila folder filled with copies of orders, efficiency reports, decorations, commendations, and other records of the life and service of the soldier involved. It goes with the soldier to every assignment; a duplicate is maintained in a central records center. This record includes information that can help determine what a reasonable history and point total for the character should be. It also contains some of the details that flesh him out and make him more than a list of numbers.



Personnel File Summary

The format for a personnel file summary is given below. It assumes an American soldier, but other nations would use a similar format. This is the sort of information that a commanding officer might have a clerk draw up when a soldier joins his unit, in order to get the new man’s background in a nutshell. The GM should work with his players to create a summary like this for each PC. These summaries are useful in play and can often give instant answers to questions that no one thought of during character creation. For instance:

“Why do you think your character should get a bonus to his Streetwise roll to find a tattoo parlor in San Diego?”

“Because his personnel file says he spent a year on duty with the shore patrol there after boot camp.”

“Why couldn’t my character have learned to drive bulldozers in the army? The army has lots of bulldozers!”

“According to his personnel file, he went straight from basic and AIT to Ranger training, from there to the Defense Language Institute, and from there to a Ranger company. That is a pretty busy schedule; I don’t see any time for him to have learned ‘dozer driving.”

PERSONNEL FILE SUMMARY DATE

Surname, Given Names

“DATE” is the date the file was prepared, in DD MMM YY format; e.g., “18 JUN 02.” The U.S. military prefers to use the three-letter code for months rather than the number; it saves confusion when dealing with countries that use a different date sequence.

Grade: (Pay grade. In ascending order: E-1 through E-9 for enlisted personnel, W-1 through W-4 for warrant officers, and O-1 through O-10 for commissioned officers. It is considered rude to refer to a commissioned officer by pay grade rather than by the name of his position.)

SSN: NNN-NN-NNNN (Since 1968, the U.S. military has used the Social Security Number as a service number; most soldiers still call it a “serial number.”)

DOB: DD MMM YY (DOB means “date of birth.”)

The preceding items make up the “Geneva Convention” information, which prisoners of war are required to give to their captors and which is the only information that captors can demand from their prisoners. The Geneva Convention on the treatment of prisoners of war has been in effect since 1929; not all countries consider themselves bound by it.

Place of Birth: City, State

Entered on Active Duty From: State

Permanent Home of Record: City, State

Next of Kin: Full Name (Relationship), City, State

The services keep this information for several reasons. On separation from active duty, the government provides transportation to the permanent home of record. The serviceman must pay income tax to the state which is his permanent home of record. If the service releases a news bulletin about him (e.g., he is awarded a decoration), it is reported to his home-town newspaper. The next of kin gets the body of someone who dies in service and is usually the beneficiary of his G.I. insurance. If anyone deserts or goes AWOL, the military record gives the most likely place to find him – at home.

In a game, the home of record and next of kin give both player and GM hooks on which to hang the character conception.

Civilian Education:

High School Graduate

Degree 1, Field, Institution

Degree 2, Field, Institution

In chronological order. Almost all special ops soldiers are high school graduates; many have degrees from military academies (these still count as civilian education), and a few have civilian degrees. A regular officer in the peacetime service must have a bachelor’s degree to be promoted past Military Rank 4.

Military Service:

All military service should be listed in chronological order. Entries can include:

- ⊕ Military education. (E.g., “United States Naval Academy, Annapolis, Maryland, 1975-1979.”)
- ⊕ Special operations training. (E.g., “Assigned to SEAL training, JAN 86-OCT 86.”)
- ⊕ Service schools. (E.g., “Assigned as Student, Defense Language Institute, FEB 82-AUG 82. Language studied: Chinese (Mandarin). Proficiency: fully fluent.”)
- ⊕ Commissions. (E.g., “Commissioned Ensign, U.S. Navy, JUN 79.”)
- ⊕ Promotions. (E.g., “Promoted Lieutenant, Junior Grade, JUL 81.” “Promoted Lieutenant, JUL 84.” “Promoted Lieutenant Commander, MAY 88.”)
- ⊕ Service with a military unit. (E.g., “Assigned to USS Dailey, Sixth Fleet (in the Mediterranean), AUG 79-DEC 81.” “Assigned to SEAL Team 6, NOV 86.”)

⊕ Special assignments. (E.g., “Assistant Defense Attaché, U.S. Embassy, Beijing, People’s Republic of China, NOV 82-NOV 85.”)

⊕ Temporary duty. (E.g., “TDY from SEAL Team 6 to Joint Special Operations Command HQ, AUG 89.”)

The record of military service shows when a soldier was where, and therefore who and what he could reasonably be expected to know. It also shows those times he could reasonably be expected to have spent in out-of-unit training.

Awards and Decorations:

In chronological order. Qualification badges (e.g., *Expert Rifle, Expert Pistol*) and relatively minor decorations (e.g., *Commendation Medals*) will simply be listed in the file. An important award (e.g., *DSC*) is usually accompanied by a citation describing the action for which it was given. If this is absent, knowledgeable people reading the file will realize that the soldier was involved in something hush-hush.

Special Ops Characters in Play



Military Pay: It Ain’t Much, But It’s a Living

Military pay has historically been just enough to live on and never much more. Although the pay is low, once various benefits (room, board, health care) are taken into account it qualifies as Average wealth in game terms. Those with families can easily slip down to Struggling or Poor. Officers enjoy perks and better pay, but until they reach staff level (lieutenant colonel or equivalent) this rarely amounts to more than Comfortable.

Even in nations in which the military is notoriously underpaid (Russia for example) many remain because of the nonmonetary compensation. Even nations such as North Korea, where starvation is a fact of life, try to make sure their military units do not become Dead Broke in a material sense.

A U.S. soldier’s paycheck is composed of a number of different allowances: base pay, basic allowance for quarters (BAQ) if he has permission not to live in the barracks, an allowance for separate rations (BAS) if the soldier has permission to mess separately from military facilities (called “separate rats”), hazardous duty pay, jump pay (for maintaining his airborne qualification), and so on.

Special forces personnel may be better compensated than the average soldier, but in the end they don’t make nearly as much as some would expect, even after accounting for allowances. The difference is seldom enough to change the Wealth level in game terms, but frugal players will have a bit more cash to use. And of course pay will increase as the soldier is promoted or gains time in service.

The Russian attitude toward special ops pay is similar – indeed, it is rather more generous, at least for officers. Commissioned and warrant officers in Spetsnaz units earn 50% higher pay than their counterparts in other units.

The British, on the other hand, believe that service in an elite special ops unit like the 22nd SAS Regiment is a reward in itself. Soldiers often accept a temporary demotion to serve in the regiment, and their pay is appropriate to their new temporary grade. Officers are somewhat better off, retaining grade and pay as they move to and from the SAS.

Determining Income: In many ways military service is a job like any other – it just happens to be one where the corporate culture tends toward somewhat violent extremes. In most industrial nations monthly base pay (including bonuses) equals \$1,500 for Rank 0, \$2,000 for Rank 1, \$2,500 for Rank 2, \$2,750 for Rank 3, \$4,250 for Rank 4, \$4,750 for Rank 5, \$5,500 for Rank 6, \$7,000 for Rank 7, and \$8,500 for Rank 8. This is modified by the number of years in service; multiply by $0.85 + (\text{years in service} \times 0.02)$. In nations with cash problems such as Russia or North Korea, pay will be only half that. Thus, a U.S. Army sergeant first class (Rank 2) with nine years of service will make $\$2,500 \times (0.85 + 9 \times 0.02) = \$2,575$, while a major (Rank 4) with twelve years will get $\$4,250 \times (0.85 + 12 \times 0.02) = \$4,632.50$. This obviously will lead to results that do not match real life (the actual pay for these grades in 2002 is \$2,332.50 and \$4,932.20, respectively), but the bureaucratic maze of pay determination and yearly administrative changes make it impractical to give a set amount. The GM is encouraged to do additional research in setting pay.

Military Justice

In every country, military personnel are subject to a court system that is different from that of the civilian world. Some things that would never come before a court in civilian life (sleeping on duty, failing to report on time, careless use of equipment, leaving work without permission) are considered military crimes.

Armies have two kinds of punishment: that awarded by the unit commander and that ordered by a military court. The U.S. military calls the former *nonjudicial punishment*. Colloquially, it is called “Article 15,” from the section of the Uniform Code of Military Justice that governs it. It is limited to extra duty, small fines, and similar minor punishments.

Courts-martial of various grades can award penalties including dismissal from the service, imprisonment, and death. The strictures surrounding a military court vary from country to country. In the United States, the military is bound by rules of evidence and procedure that are nearly identical to those of the civilian courts. In Russia, a military court, especially in time of war, can do just about as it pleases.

The military view of crime and punishment is motivated less by an interest in justice than by an interest in unit efficiency. Commanders tend to be lenient toward offenders who don’t hurt the command, vindictive toward those who do.

“Pulling the Pin”: Life After Special Ops

Like all professional soldiers, special operations troops eventually retire. Many complete 20 or 30 years of active duty, while others are retired for medical reasons such as injuries, poor health, or even psychological impairment from long clandestine service. Some simply quit after their term of enlistment to pursue other interests.

Most of those who retire receive a generous pension, determined by their grade at separation and their number of years of active duty. Many stay in touch with friends still on active duty and continue to work for the military as civilian employees and consultants. Others enter intelligence agencies, or become “security consultants” in the private sector. A few even become mercenaries, although their governments generally try to discourage this.

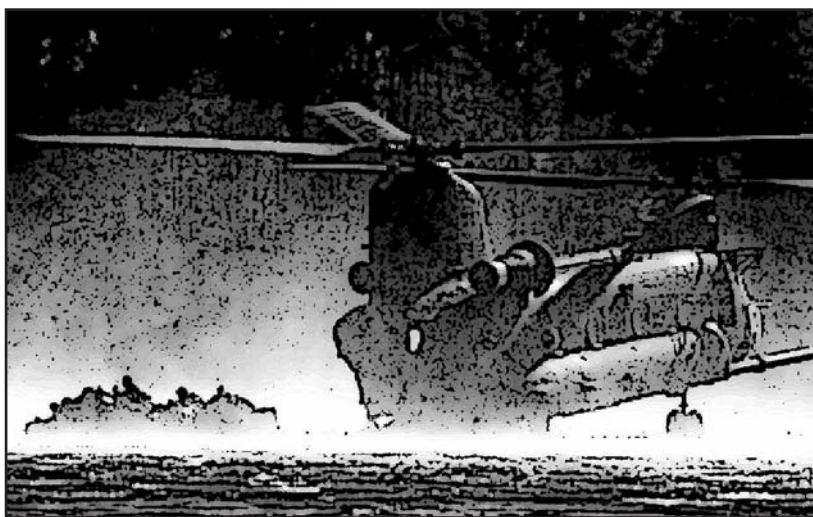
For many former special ops people, life in retirement is difficult. The best – or at least the most vivid – of their times are past. They are often envious of those still able to serve. They may be open to any suggestion that promises to bring back a bit of the old thrill.

Skill Degradation

The intensive training and testing of a special ops unit hone the soldier’s mind and body to a keen edge and keep them there. Regardless of will and dedication, it takes the financial resources of a government to sustain that level of training and testing. Hundreds of thousands of rounds of ammunition, tons of fuel, and thousands of man-hours, plane-hours, and computer-hours go into perfecting and maintaining the soldier’s skills. Skilled and dedicated trainers give constant personal attention to every man, and nothing less than complete attention to training is tolerated among the students. In the absence of such resources and pressures, skills tend to atrophy.

All template skills begin to decay as soon as the soldier is no longer on active special ops duty. From one month to one year after departure from active duty, all template skills are reduced by 1. From one year to three years, they are reduced by 2. From three years to six years, they are reduced by 4. After six years, they are reduced by 5. Since high DX and IQ are used on character templates to reflect intensive training, the GM may elect to handle the first level of skill degradation by lowering these attributes by one level each *instead* of reducing skills directly. This won’t be popular with most players, but it is realistic. A cinematic “action hero” (p. 50) never suffers from any form of skill degradation, of course!

Note that given the overconfidence common to special ops personnel, the soldier may not realize how much his skills have slipped. The GM should keep an eye on such skills and use the correct numbers . . . but it might be very good roleplaying if the soldier behaves as though he still has all of his old abilities.



Source photo courtesy of U.S. Army

A common character in fiction (and not unknown in fact) is the one-time special ops soldier suddenly called on to use his skills after years of peace. With a little bookkeeping, the character templates and skill degradation rules can realistically define the skill levels of a former soldier. As a newly created character, he would only have to pay the point cost for the degraded values. Any skill that has degraded below the half-point level would be known only at default. Technical skills that require constant retraining (such as Cryptanalysis and SIGINT Collection/Jamming) have *no* default; the soldier’s knowledge would be so out of date that he would be effectively untrained.

Time in Service and Pensions

The United States military allows retirement at 20 years, with a pension of roughly half the base pay of grade at retirement. The retired soldier also retains the right to shop at military stores (PX and commissary) and has a health-care plan. Service past 20 years increases the amount of pension up to a maximum of about 3/4 of base pay. Service past 30 years requires a waiver; it is rare for anyone but a general officer to serve more than 30 years on active duty.

Military Rank Structure in the U.S. Military

<i>MR</i>	<i>Grade</i>	<i>U.S. Army</i>	<i>U.S. Navy</i>	<i>U.S. Air Force</i>	<i>U.S. Marine Corps</i>
8	O-10	General	Admiral	General	General
8	O-9	Lieutenant General	Vice Admiral	Lieutenant General	Lieutenant General
7	O-8	Major General	Rear Admiral (Upper Half)	Major General	Major General
7	O-7	Brigadier General	Rear Admiral (Lower Half)	Brigadier General	Brigadier General
6	O-6	Colonel	Captain	Colonel	Colonel
5	O-5	Lieutenant Colonel	Commander	Lieutenant Colonel	Lieutenant Colonel
4	O-4	Major	Lieutenant Commander	Major	Major
4	O-3	Captain	Lieutenant	Captain	Captain
3	O-2	First Lieutenant	Lieutenant, Junior Grade	First Lieutenant	First Lieutenant
3	O-1	Second Lieutenant	Ensign	Second Lieutenant	Second Lieutenant
3	W-4	Chief Warrant Officer	Chief Warrant Officer	–	Chief Warrant Officer
3	W-3	Chief Warrant Officer	Chief Warrant Officer	–	Chief Warrant Officer
3	W-2	Chief Warrant Officer	Chief Warrant Officer	–	Chief Warrant Officer
3	W-1	Warrant Officer	Warrant Officer	–	Warrant Officer
2	E-9	Sergeant Major	Master Chief Petty Officer	Chief Master Sergeant	Sergeant Major Master Gunnery Sergeant
2	E-8	Sergeant Major	Senior Chief Petty Officer	Senior Master Sergeant	First Sergeant Master Sergeant
2	E-7	Sergeant First Class	Chief Petty Officer	Master Sergeant	Gunnery Sergeant
1	E-6	Staff Sergeant	Petty Officer First Class	Technical Sergeant	Staff Sergeant
1	E-5	Sergeant	Petty Officer Second Class	Staff Sergeant	Sergeant
0	E-4	Corporal (Specialist)	Petty Officer Third Class	Sergeant	Corporal
0	E-3	Private First Class	Seaman	Airman First Class	Lance Corporal
0	E-2	Private	Seaman Apprentice	Airman	Private First Class
0	E-1	Private	Seaman Recruit	Airman Basic	Private



Military Rank Structure in Foreign Forces

MR	<i>Legion Étranger</i>	<i>Gendarmerie Nationale</i>	<i>Bundesgrenzschutz *</i>	<i>Heer der Bundeswehr</i>
8	<i>Générale d'Armée</i>	–	<i>Inspekteur des BGS</i>	<i>General</i>
8	<i>Générale de Corps d'Armée</i>	Générale de Corps d'Armée	Kommandeur im BGS	Generalleutnant
7	<i>Générale de Division</i>	Générale de Division	Direktor im BGS	Generalmajor
7	<i>Générale de Brigade</i>	Générale de Brigade	Leitender Polizeidirektor im BGS	Brigadegeneral
6	<i>Colonel</i>	Colonel	Polizeidirektor	Oberst
5	<i>Lieutenant colonel</i>	Lieutenant colonel	Polizeioberrat	Oberstleutnant
4	<i>Commandant</i>	Commandant	Polizeirat	Major
4	<i>Capitaine</i>	Capitaine	Polizeihauptkommissar	Hauptmann
3	<i>Lieutenant</i>	Lieutenant	Polizeioberkommissar	Oberleutnant
3	<i>Sous-lieutenant</i>	Sous-lieutenant	Polizeikommissar	Leutnant
2	<i>Major</i>	Major	Polizeioberstabsmeister	Oberstabsfeldwebel
2	–	–	Polizeistabsmeister	Stabsfeldwebel
2	–	–	Polizeihauptmeister	Hauptfeldwebel
2	<i>Adjudant-chef</i>	<i>Adjudant-chef</i>	Polizeiobermeister	Oberfeldwebel
1	<i>Adjudant</i>	<i>Adjudant</i>	<i>Polizeimeister</i>	<i>Feldwebel</i>
1	<i>Sergent-chef</i>	<i>Maréchal des Logis-chef</i>	–	<i>Stabsunteroffizier</i>
1	<i>Sergent</i>	<i>Gendarme</i>	–	<i>Unteroffizier</i>
0	–	<i>Maréchal des Logis</i>	<i>Polizeihauptwachtmeister</i>	<i>Stabsgefreiter</i>
0	<i>Caporal-chef</i>	<i>Brigadier-chef</i>	–	<i>Hauptgefreiter</i>
0	–	–	–	<i>Obergefreiter</i>
0	<i>Caporal</i>	<i>Brigadier</i>	–	<i>Gefreiter</i>
0	<i>Légionnaire de 1ère classe</i>	<i>Gendarme de 1ère classe</i>	Polizeihauptmeisteranwärter	–
0	<i>Légionnaire de 2e classe</i>	–	–	Schütze/Jäger

* Use Police Rank instead of Military Rank.

MR	<i>Zva Haganah Le'Israel</i>	<i>Wojsko Polskie</i>	<i>Russian Ground Forces **</i>	<i>British Army ***</i>
8	–	<i>General broni</i>	<i>General armii</i>	General
8	<i>Rav Aluf</i>	<i>General dywizji</i>	<i>General polkovnik</i>	Lieutenant-General
7	<i>Aluf</i>	<i>General brygady</i>	<i>General leytenant</i>	Major-General
7	<i>Tal Aluf</i>	–	<i>General mayor</i>	Brigadier
6	<i>Aluf Mishneh</i>	<i>Pulkownik</i>	<i>Polkovnik</i>	Colonel
5	<i>Sgan Aluf</i>	<i>Podpulkownik</i>	<i>Podpolkovnik</i>	Lieutenant Colonel
4	<i>Rav Seren</i>	<i>Major</i>	<i>Major</i>	Major
4	<i>Seren</i>	<i>Kapitan</i>	<i>Kapitan</i>	Captain
3	–	–	<i>Starshiy leytenant</i>	–
3	<i>Segen</i>	<i>Porucznik</i>	<i>Leytenant</i>	First Lieutenant
3	<i>Sagam (Segen Mishne)</i>	<i>Podporucznik</i>	<i>Mlaydshiy leytenant</i>	Second Lieutenant
2	<i>Rav Samal Bachir</i>	<i>Starszy sierzant sztabowy</i>	–	Warrant Officer Class 1
2	<i>Rav Samal Rashi</i>	<i>Sierzant sztabowy</i>	<i>Starshina</i>	–
2	<i>Rav Samal Mitkadem</i>	<i>Starszy sierzant</i>	<i>Starshiy serzhant</i>	Warrant Officer Class 2
1	<i>Samal Rishon</i>	<i>Sierzant</i>	<i>Serzhant</i>	Staff Sergeant
1	<i>Samal</i>	<i>Plutunowy</i>	<i>Mladshiy serzhant</i>	Sergeant
0	<i>Rav Turai</i>	<i>Kapral</i>	<i>Yefreytor</i>	Corporal
0	<i>Turai Rishon</i>	<i>Starszy szeregowiec</i>	–	Lance Corporal
0	<i>Turai</i>	<i>Szeregowiec</i>	<i>Ryadovoi</i>	Private

** The GRU and FSB troops use the same ranks.

*** The Royal Marines, the Australian Defence Forces (ADF), and the New Zealand Defence Force (NZDF) use the same ranks; in the Royal Marines, privates are called marines, and staff sergeants are called colour sergeants. Unlike in the U.S. military, the British warrant officers are NCOs.

4. OPERATIONS



**“Gentlemen, unknown elements have taken
147 U.S. hostages aboard a cruise ship.”**

*"The Tangos that have taken over the liner **Majestic** are to be considered armed and extremely dangerous. The President has given SEAL Team Six a green light to attempt a rescue of the passengers. You will be inserted via submarine and released through the airlock 30' from the surface. The combat rubber raiding craft will be removed from the dry-deck shelter and inflated in the water. Upon reaching the surface you will make your way to the rear of the cruise ship. Satellite intel tells us that there are no hostiles on the back end of the ship . . ."*

*The insertion had gone as planned: From the airlock of the submarine it was a short swim up through the warm, dark waters of the Mediterranean. The boats inflated during the climb to the surface. The heavily muffled engines started easily and our team made its way through the night, the green glow of our AN/PVS-7Cs lighting our way to the ocean liner. I kept going through the rehearsals we had done on the **USS Guam**: Up the port side. Cover Fire Team Bravo and the*

*snipers as they board. Clear the side deck and make our way to the first stairwell. Our sniper, Petty Officer Jones, will cover us with his suppressed MK11 MOD 0. Up the stairs to the next deck, check for Tangos. Then up and up and up. Quickly but safely. Make our way to the stairs below the observation deck. I'm man one: flash-bang. Hold at the stairs, ready the flash-bang, don't forget to remove the safety clip. Wait for the go code: "Culpepper." Throw the flash-bang. Wait for the "bang." Rush the stairs. Secure the area. Secure the hostages and wait for the Seahawks. It all seems so simple. I just can't get Commander Robert's last words out of my head: Neutralize any Tangos . . . Neutralize **any** Tangos . . .*

Every special operation is performed according to a specific agenda. This will vary from mission to mission, but every *successful* mission has certain elements in common: strategic and tactical command and control, mission planning and execution, and an after-action review.

Classified Material

Most nations restrict access to information through the use of security classification designations. Most governments have the same basic levels of control familiar to many people in NATO countries, usually some type of the following: Special Compartmentalized Intelligence (SCI), Top Secret, Secret, Confidential, and Unclassified.

SPECIAL COMPARTMENTALIZED INTELLIGENCE (SCI): This is classic "above top secret" information that is tightly controlled by the originator of the material – simply having a Top Secret clearance (p. 55) is *never* enough to gain access to SCI documents. SCI information is usually broken up into categories based on agency and type of information. In the United States the two most important (or at least most public) categories are *Special Intelligence (SI)* (dealing with communications and signals intelligence) and *Talent-Keyhole (TK)* (products from reconnaissance satellites and aircraft). Access to products of these "national technical collection" systems is usually awarded together and referred to as "SI-TK" or "TK" clearance. Information about the type of system, location, orbit, or capabilities is not available with a simple SI-TK clearance.

SCI material can be marked with any classification level, often with an additional identifier denoting its level of sensitivity. But even the least important SCI document is protected with far greater physical security than one with a standard Top Secret mark.

If cleared for SCI information, the PC will gain access to one or more *Special Access Programs (SAP)*. These are created to control access, distribution, and protection of certain types of very sensitive information (usually related to one or more other programs that are themselves classified). Each SAP is given a "nickname" which consists of two unassociated, unclassified words that are used to refer to the project. An example would be BLUE BOOK, ECHO

MIRAGE, or SENIOR ICE. The nickname is also marked on documents and cover sheets to show the required SAP clearance (for example, **TOP SECRET/DOG BOXER**).

TOP SECRET (TS): This material is exceptionally valuable, at least at the time of its creation. This category includes information on armed hostilities or operational plans, transcripts of diplomatic discussions, and cryptographic information on methods of devising codes. As a general rule this is time-sensitive information and is downgraded or destroyed relatively quickly. Physical controls are extensive; personnel without adequate clearances are not even allowed in the same room as TS material not locked away in safes.

SECRET (S): This is material that can reasonably be expected to cause damage to national security, such as operations plans, troop deployments, and cryptographic data on codes in use. It tends to cover a *very* wide range of importance and serves as a "catch-all" for any material that is a bit more important than Confidential but not *quite* sensitive enough to be worth the trouble of making it Top Secret. Most information provided to teams in a *GURPS Special Ops* campaign will be at this level, and operators involved in intelligence will deal with Secret material constantly.

CONFIDENTIAL (C): Confidential information is material not important enough to keep under constant lock and key but not what any person on the street should be able to just pick up. This includes personnel rosters, training reports, and other documents that might help an enemy agent "piece together" the big picture about a unit's capabilities.

UNCLASSIFIED (U): This material doesn't usually need any safeguards other than normal military paperwork. Some information, known as "unclassified controlled information," requires some degree of control and is not simply handed out to anyone who asks.

Strategic Command and Control



These are the arrangements by which national governments approve special operations and allot their forces to undertake such operations. They are quite similar for most countries. The intimate connection between special ops and sensitive political concerns requires that national leaders exercise considerable control over the tasking of special ops units.

Peacetime Strategic Command and Control in the United States

In peacetime, the decision to commit U.S. Special Operations Forces for any mission rests with the National Command Authority (NCA) – the President, acting in conjunction with the Secretary of Defense and the Joint Chiefs of Staff – as well as subordinate commands acting at NCA instruction.

When the NCA determines that a special operations mission is essential to national policy interests, a report is prepared by the Office of the Joint Chiefs of Staff for presidential approval. This report, or *tasking*, is then forwarded to the appropriate subordinate commands for action. The centralized command and control agency for special ops has been the U.S. Special Operations Command (SOCOM), directly subordinate to the Office of the Joint Chiefs of Staff in the Department of Defense.

Subordinate to SOCOM, there are two general channels through which mission taskings are forwarded: a counterterrorism channel, through the Joint Special Operations Command (JSOC), and a non-terrorism-related mission-specific channel which goes to one of the three services' special operations commands. Which service is selected depends on the type of mission.

Counterterrorism Taskings

The Joint Special Operations Command (JSOC) was activated at Fort Bragg, North Carolina, in 1981 to provide command and control for all U.S. military hostage rescue and counterterrorism assets. Its subordinate units include the Army's 1st Special Forces Operational Detachment-Delta, the Navy's Special Warfare Development Group (DEVGRU), and elements of the Army's 160th Special Operations Aviation Regiment which provide direct aviation support for these units. The U.S. Army Rangers are often attached to this command to support specific missions.

Upon receipt of a mission tasking from SOCOM, JSOC begins operation planning and coordination for carrying out the mission, issuing "Warning Orders" (p. 90) immediately to the affected units. Later, it issues an "Operations Order" (p. 94) assigning each unit involved tasks for the operation.

Other Mission Taskings

For all other mission taskings, SOCOM directs the relevant service's special operation commands to issue Warning and Operations Orders to their subordinate units. When more than one service is involved, SOCOM coordinates interservice liaison. Each service maintains one command specifically tasked to control that service's special operations assets.

The U.S. Army's designated command is the U.S. Army Special Operations Command (USASOC), at Fort Bragg, North Carolina. Under USASOC's control are the U.S. Army Special Forces Command (SFC), which controls all U.S. Army Special Forces Groups, the 75th Ranger Regiment's three battalions, U.S. Army Special Operations Support Command, JFK Special Warfare Center and School, a large Psychological Operations and Civil Affairs element, and those

Staff Organization

Efficiency requires that duties be delegated to smaller groups for effective planning and execution. In military units, this is facilitated by the commander's staff. Supervised by the chief of staff (called an *executive officer* or XO in battalion-sized and smaller units), each staff officer attends to the requirements of a particular area. These staff officer functions are designated by a letter and a number. The letter indicates unit size and type. For large units (corps and larger), or units involving more than one service, the prefix "J" (for joint staff) is used. For single-service units, such as army divisions, the prefix "G" (for general staff) is used. For brigade-sized and smaller units, the prefix "S" (for staff) is used. These designations are NATO standard.

The number (1 to 5) indicates the specific responsibilities of the staff officer. These numbers mean the same thing for *all* units; only the prefix changes with the size of the unit. We shall use a battalion- or squadron-sized unit as our example:

S-1: The personnel officer, called the *adjutant*, is responsible for personnel management, headquarters management, morale, health services, and maintenance of discipline.

S-2: The intelligence and security officer is responsible for the collection and analysis of intelligence pertaining to the enemy, weather, and terrain and for operations and communications security and counterintelligence.

S-3: The operations officer is responsible for the organization, training, and operational planning and execution of the unit.

S-4: The supply and maintenance officer is responsible for logistical support, equipment maintenance, and transportation of combat service support.

S-5: The civil-military operations or liaison officer is responsible for all matters pertaining to the political, economic, social and psychological aspects of military operations, particularly liaison with civil authorities.

elements of the Army's 160th Special Operations Aviation Regiment not assigned to JSOC.

The U.S. Navy's designated command is the Naval Special Warfare Command (NAVSPECWARCOM). Directly subordinate to NAVSPECWARCOM are Special Boat Squadrons 1 and 2, the Naval Special Warfare Center, the Naval Special Warfare Development Group, Naval Special Warfare Group 1 (NAVSPECWARGRU 1), based at Coronado, California, and Naval Special Warfare Group 2 (NAVSPECWARGRU 2), based at Little Creek, Virginia. Subordinate to NAVSPECWARGRU 1 are Naval Special Warfare Units (NSWU) 1 and 3, SEAL Teams 1, 3 and 5, SEAL Delivery Vehicle Team 1 and Helicopter Assault Squadron, Light (HAL-5) ("Blue Hawks"). Subordinate to NAVSPECWARGRU 2 are NSWU 2, 4, 8 and 10, SEAL Teams 2, 4 and 8, SEAL Delivery Vehicle Team 2 and Helicopter Assault Squadron, Light (HAL-4) ("Redwolves").

The U.S. Air Force's designated command is the Air Force Special Operations Command (AFSOC), based at Hurlburt Field, Florida. Subordinate elements of AFSOC are 16th Special Operations Wing, 352nd and 353rd Special Operations Groups, Special Operations Detachment 1, and the 720th Special Tactics Group. Also subordinate to AFSOC are the 919th Special Operations Wing (Air Force Reserve) and the 193rd Special Operations Wing (Air Force National Guard).

The U.S. Marine Corps has no special operations capability comparable to that of the U.S. Army or U.S. Navy, but one Marine Expeditionary Unit (MEU) – a battalion landing team – has been designated for special ops duty (Special Ops Capable). It is usually assigned to the Sixth Fleet in the Mediterranean. This MEU (SOC) is essentially a conventional forward-deployed force capable of action in support of other special ops assets.

Wartime Strategic Command and Control in the United States

It is assumed that the peacetime command and control arrangements for special operations units will be largely retained in wartime. With the parceling out of special ops assets to theater and subordinate commands, however, considerably greater latitude and less centralized control will be exercised.

An excellent example is the conduct of U.S. special operations in the Vietnam War. Vietnam was the most centrally commanded war the United States had ever fought: command decisions which had always been the prerogative of field commanders were routinely reserved for the President and his chief advisors. There were limits to this micro-management, however. The degree and distance of penetration of countries bordering Vietnam was a matter solely for decision in Washington, but the tasking of MACV-SOG (see p. 155) missions and their command and control still remained the responsibility of the commanding officer of MACV-SOG (although the



Pacific command and the Joint Staff had veto power over all MACV-SOG operations).

Similarly, while the Pentagon set general guidelines for long-range reconnaissance operations, the actual tasking and conduct was in the hands of maneuver-element commanders, particularly division and brigade commanders, who could order such operations on their own authority within the confines of South Vietnam. Thus, when Company E, 58th Infantry (LRRP), was tasked for a mission, that tasking came from the commander of the 4th Infantry Division through his G-2 (intelligence officer) or G-3 (operations officer). If higher headquarters knew about it, that was a result of the mission being reported in the division's daily operations summary, not any special command and control arrangements. Most experts believe that a similar limited decentralization of command and control is inevitable in any future war.

Strategic Command and Control in the United Kingdom

Peacetime command and control of British special operations assets is divided between domestic counterterrorist operations (including Northern Ireland) and other operations.

Domestic counterterrorist operations are authorized by the Prime Minister in conjunction with the COBRA committee, consisting of the Home Secretary, the junior ministers of Defense and Foreign Affairs, and representatives of MI5, MI6, the police, and the Directorate of Special Forces (DSF). Once such operations are authorized, command and control are delegated to the commander of the DSF. He is always an officer of the 22nd SAS, while his deputy is always from the SBS.

For all other special operations, the authorizing authority is the Prime Minister acting in concert with the Chief of the Defense Staff and the First Sea Lord. Specific command and control depend on the services involved, with overall command passing to the senior unit commander.

In wartime, a system similar to that of the United States is used. For example, special operations by 22nd SAS and SBS during the Falklands War were authorized and controlled by the Commander of the Falklands Task Force, the Commander of Land Forces, and the Commander of 3 Commando Brigade, depending on the nature and target of the operation.

Tactical Command and Control: Mission Planning

“Tactical command and control” are the arrangements by which commanders of special ops units and their subordinates actively plan and direct the conduct of operations. The arrangements examined in greatest detail are those for American units, but such arrangements are largely uniform around the world – particularly in the case of the NATO countries, which have standardization agreements on tactical command and control.

Standard Operating Procedures

All military organizations develop standard ways of accomplishing tasks, called standard operating procedures (SOPs). These provide uniformity for evaluation and well-practiced routines for performing tasks. Learning SOPs is one purpose of training: each soldier will know exactly how to accomplish tasks under any circumstance. Even when a situation that isn’t directly covered by an SOP arises, existing SOPs provide general guidance. All planning begins with SOPs. For many contingencies, operations plans (OPLANs) – contingency plans in the format of an operations order – are already drafted, which can then be tailored to the specific operational situation.

Warning Orders

Upon receipt of a warning order from higher headquarters indicating a particular mission tasking, the special operations unit commander will issue his own warning order to inform his subordinate commanders and their men of the general nature of the operation and the specific requirements relevant to them. Such warning orders may be vague or entirely precise, depending on the overall level of secrecy (operations security) required and each subordinate’s “need to know.” A warning order is designed to set in motion the process of preparation for an operation.

The Warning Order (WARNO)

Any warning order must contain the following essential points of information:

1. A security classification by headquarters.
2. A list of exactly which units and personnel are affected by the order.
3. A description of the nature of the operation in sufficient detail to allow the recipients of the order to follow the appropriate SOPs or to plan for deviations from SOPs, subject to operations security requirements.

The Standing Orders of Rogers’ Rangers, 1759

The standing orders issued by Major Robert Rogers to his Ranger companies represent the earliest North American special operations tactical SOP document. Simple, blunt, and very much to the point, these standing orders provide advice – shorn of the bureaucratic verbiage of modern SOPs – which could well save the lives of special ops soldiers even today. The U.S. Army handed out pocket cards with these orders in Vietnam:

1. Don’t forget nothing.
2. Have your musket clean as a whistle, hatchet scoured, sixty rounds powder and ball, and be ready to march at a minute’s warning.
3. When you’re on the march, act the way you would if you was sneaking up on a deer. See the enemy first.
4. Tell the truth about what you see and what you do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but don’t ever lie to a Ranger or officer.
5. Don’t never take a chance you don’t have to.
6. When you’re on the march we march single file, far enough apart so one shot can’t go through two men.
7. If we strike swamps, or soft ground, we spread out abreast, so it’s hard to track us.
8. When we march, we keeping moving till dark, so as to give the enemy the least possible chance at us.

9. When we camp, half the party stays awake while the other half sleeps.

10. If we take prisoners, we keep ’em separate till we have time to examine them, so they can’t cook up a story between ’em.

11. Don’t ever march home the same way. Take a different route so you won’t be ambushed.

12. No matter whether we travel in big parties or little ones, each party has to keep a scout twenty yards on each flank and twenty yards in the rear, so the main body can’t be surprised and wiped out.

13. Every night you’ll be told where to meet if surrounded by a superior force.

14. Don’t sit down to eat without posting sentries.

15. Don’t sleep beyond dawn. Dawn’s when the French and Indians attack.

16. Don’t cross a river by a regular ford.

17. If somebody’s trailing you, make a circle, come back onto your tracks, and ambush the folks that aim to ambush you.

18. Don’t stand up when the enemy’s coming against you. Kneel down, lie down, hide behind a tree.

19. Let the enemy come till he’s almost close enough to touch. Then let him have it and jump out and finish him up with your hatchet.

4. The time and place at which the operations order will be issued and a list of those who must be present for the operations order (an “orders group” for each unit is usually prescribed by SOP).

5. The tentative date and time of the operation.

When the Balloon Goes Up: Mission Planning and Preparation

Receipt of a warning order initiates the mission planning process, and is known colloquially as “the balloon going up” in the U.S. military. Once the warning order from higher headquarters has been received and warning orders have been issued to subordinate elements, planning and preparation for the operation take top priority. Successful mission planning and preparation require high-quality staff work and detailed coordination between the staff and the maneuver elements which will execute the plan. The unit commander calls together his “orders group” – key staff officers and commanders of subordinate elements – to brief them on his concept of the operation. This briefing frequently takes the form of an oral operations order, although it is usually much more sketchy than a formal, written operations order. It gives the staff and subordinate element commanders the information necessary for their role in planning how to accomplish the mission.

The Role of the Executive Officer

As operational planning moves into high gear, the unit commander cannot be everywhere and do everything at once. His executive officer, or chief of staff, must coordinate the various staff elements. He should generally ease the commander’s job by paying close attention to detail and tidying up the various loose ends which invariably unravel from the best-planned operations. An executive officer requires considerable finesse and diplomacy – as well as the ability to wield a hatchet or bury his jump boot in someone’s backside. He is the commander’s alter ego.

Operators will not often deal directly with the executive officer; only during planning sessions will they spend large amounts of time in his presence. Most often, he is the “last resort” facilitator for operator requests – if the operators can’t get the XO to agree to something, odds are the unit commander won’t be impressed. *Savoir-Faire* (Military) will ensure you put your feet right, and *Diplomacy* will ensure you put your request properly. High levels of *Tactics* or *Intelligence Analysis*, especially if you have a *Reputation*, will help his reaction, but if you’re seeing him because others have disagreed with you, you’ll be negotiating at a disadvantage.

The Role of the S-1: Selection of Personnel

Selection of personnel for the mission is the responsibility of the unit commander in conjunction with his S-1 (personnel officer, or adjutant), assisted by the executive officer, S-2 (intelligence and security officer), S-3 (operations officer), and NCOs. The unit commander, executive officer, and S-3 attempt to define the mission personnel requirements as

precisely as possible, while the S-1 reviews personnel files for fit to the mission requirements (i.e., relevant skills and experience) and recommends personnel for inclusion. The S-2 examines the manpower requirements and the personnel files for potential security problems. The unit commander and his staff officers will often personally interview prospective candidates for an operation. Most of the time whole units are selected rather than individual soldiers.

The PCs will rarely interact with the S-1 in a roleplaying situation; presumably they’ve already been assigned to the mission. They might go to the S-1 to get additional personnel assigned or unwanted personnel removed from a mission. Beware removal, though – you might be asking to remove someone the S-1 selected to begin with! *Tactics* or *Leadership* might help you make a case for your request’s validity.

The Role of the S-2: Intelligence Support

Flawless, detailed intelligence is an absolute requirement for success in special operations. The S-2 is responsible for coordinating the collection, analysis, and dissemination of intelligence, as well as supervising the maintenance of operations and communications security and counterintelligence.

The nature of the operation dictates its intelligence requirements. Intelligence about enemy order of battle, dispositions, and capabilities is essential. Such reports use the SALUTE acronym as a guide: Size, Activity, Location, Unit designation, Time seen, and Equipment. Detailed and accurate maps of the area of operations – indicating terrain, obstacles, points of observation, cover and concealment, and avenues of approach – are also required. Meteorological data – focusing on visibility and anything that might affect transportation – must be compiled and analyzed.

The collection of intelligence may range from routine procurement of reports from intelligence units or agencies to extensive special tasking of tactical and strategic intelligence collection. Such collection can range from prisoner-of-war interrogations, to HUMINT agent penetrations, to SIGINT and ELINT intercept, to photoreconnaissance and satellite imagery.

Liaison with intelligence agencies and units is a particularly important role for the S-2. It is rare that a special ops unit has the capability to develop all of the intelligence that its missions require on its own. The extent of this liaison – as well as the requirements of the mission – frequently determines the form in which the intelligence is provided. It can range from summaries of analyses by other agencies to raw, unanalyzed intelligence data. Exchange of raw data between services and agencies is relatively uncommon. With the right priority, however – perhaps a personal request from the Chairman of the JCS or an order from the President – raw data from national technical collection, normally never circulated outside the collecting agency, can be made available.

The S-2 serves as the collection manager for the operation, prioritizing intelligence collection requests and issuing taskings as needed. There are three priority ratings for collection:

Priority 1: Intelligence without which mission accomplishment or planning is impossible.

Priority 2: Intelligence without which mission accomplishment or planning will be severely hampered.

Priority 3: Intelligence which will enhance mission accomplishment or planning.

It is the duty of the S-2 and his staff to analyze and evaluate incoming intelligence. Intelligence reports are graded in terms of their source, the source's reliability, and the analyst's judgment as to the accuracy of the information. The U.S. military uses the following designators:

<i>Reliability of Source</i>	<i>Accuracy of Information</i>
A – Completely reliable.	1 – Confirmed by other sources.
B – Usually reliable.	2 – Probably true.
C – Fairly reliable.	3 – Possibly true.
D – Not usually reliable.	4 – Doubtful.
E – Unreliable.	5 – Improbable.
F – Cannot be judged.	6 – Truth cannot be judged.

Thus, an intelligence report bearing the designator "A1" would be from a completely reliable source and confirmed by other sources. A report with the designator "E4" would be from an unreliable source and of doubtful accuracy. As intelligence is gathered and analyzed, an intelligence summary (INTSUM) updates the staff and subordinate element commanders on current intelligence.

The S-2 is also responsible for operations and communications security and counterintelligence. It is common for telephones on a military base to be monitored during preparation for special ops missions to ensure that inadvertent disclosure of information does not take place. In some cases, counterintelligence agents place key personnel under surveillance to ensure security or to prevent an enemy from harming them. These measures – as well as more usual operations and communications security procedures – are designed to prevent the enemy from becoming aware of the operation in the first place and to deny him as much intelligence as possible. Some missions are so secret that entire units go into isolation several days before the execution of a mission.

Intel is a thing that it's hard to get enough of. You'll want to push your S-2 to get the most and best of everything and to provide data that your team can analyze personally. Analysis skills include Architecture (for how buildings are laid out), Area Knowledge, Cartography, Engineer (Combat) (for how buildings can be taken down), Intelligence Analysis, Psychology, Strategy, Survival or Naturalist or Ecology (for knowledge of terrain features), Tactics, and Traffic Analysis. All can be used to develop a personal understanding of the enemy. Cajoling the S-2 for recent data will annoy him; it may also save your life. Having recently *provided* the S-2 with info that made his job easier will help; nothing argues as persuasively as success ... except failure.

Effectively head of security, the S-2 can also aid or hinder your efforts to liaise with other units or nationalities if he deems that party has no "need to know." To convince him otherwise, try Fast-Talk or a case of scotch . . .

The Role of the S-3: Operation Planning and Training

Upon receipt of the warning order, the unit commander, the executive officer, and the S-3 are responsible for parceling out the tasks necessary for mission preparation. The S-3 consults with subordinate element commanders and staff to determine what requirements they feel are necessary for performance of their part of the mission. Unlike other units, special ops units conduct this consultation in the form of a "briefback."

The Briefback. Upon receiving an assignment, element commanders brief their troops on their mission objective. An extensive "brainstorming" session – sometimes several – follows. The participants analyze and discuss the resources they need and how these resources can be most efficiently used to achieve the objective. In most special ops units – the British SAS and U.S. Special Forces in particular – this process is highly informal, with experience and expertise counting far more than rank. Each step of the mission is carefully thought through, with particular attention paid to alternative courses of action ("fallbacks") if something goes wrong. While improvisation under pressure is a valued skill, these discussions are to allow those who will perform the mission to explore every possible contingency.

When this process is complete, the subordinate unit commander and his key personnel conduct a "briefback" for the tasking unit commander and his S-3 in which they lay out their plans for achieving the objective. Intense and probing questions are posed by the commander and the S-3 to make certain that all reasonable contingencies have been examined and that the proposed plan has a significant likelihood of success. It is not uncommon for this process to take place more than once, as questions from the higher command force the subordinate elements to refine their planning.

Once this step has been completed, it is the job of the executive officer and the S-3 to coordinate the planning and requirement taskings indicated by the briefbacks, letting the other staff sections (S-1 through S-4) know what their requirements will be on the basis of the operational plan. The S-3 must also conduct operational liaison with any other units or services involved in the operation. Communications arrangements have to be made: call signs, SOI (see p. 106), frequencies, communications security (COMSEC) equipment, etc. At this stage tactical air or artillery support must be planned and coordinated.

Special operations are not things that sensible men do on the spur of the moment – that is an excellent way to get killed. If at all possible, such operations are practiced – often repeatedly. Standard operating procedures for different kinds of operations are the subject of constant training and practice – the daily responsibility of the S-3. There is no such thing as "the generic embassy to be taken down," however. No matter how often a unit practices the general techniques, vital information – floor plans, hostage locations, terrorist dispositions,



etc. – is needed to perfect an operation against a *particular* embassy being held hostage.

The S-3 must organize such specific training for each mission. Preparations almost always include map and floor-plan exercises, often using tabletop models of the operational area and frequently involving practice on full-scale mockups of the target. As a general rule, the longer a unit practices its plan in the most realistic environment possible, the more likely it is to succeed.

Unless your element commander is an NPC, or you are drawing up your own operational plans, the S-3 will be your closest point of contact with the command staff as you plan. Even if you are planning a mission on your own, if a command staff exists, there will be an operations officer who will want to ensure you're doing things the right way (meaning his way).

This officer will hopefully be very experienced, with good levels of Soldier, Strategy, and Tactics. Use him for advice if he's competent; it's a good way for a kind GM to give inexperienced players a break. Also use him as a source for training – and a way to pick up new skills.

The S-3 will define your objectives; he will also do his best to ensure you can meet them. Reasonable requests (based on a successful skill roll) will likely be met favorably . . . it reflects well on him if you succeed.

The Role of the S-4: Supplying the Mission

Military units require constant supply. They must eat and drink, they must be housed and clothed, and they must be issued weapons, ammunition, and whatever other equipment they require to do their jobs – no matter how esoteric that equipment may be. It is the responsibility of the S-4 and his staff to fulfill the supply requirements of the operation. This can be a complicated and demanding endeavor, for military logistics and supply can be an arcane, often intractable bureaucracy that does not respond well to out-of-the-ordinary requirements.

Determining the supply requirements for an operation can be highly complicated. The unit commander, his staff, and the subordinate element commanders and staff are canvassed for their requirements. Detailed lists of needed equipment and materiel are prepared and requisitions forwarded to supply centers. Where needed equipment is not available through the military supply chain, permission is sought to obtain it on the civilian market. These processes can consume valuable time and are replicated hundreds of times for any even slightly complicated operation.

The arbiter of what equipment, from dental floss to gunships, the team can bring along, the S-4 will be most operators' best friend. In fiction, supply types are either bureaucratic pencil pushers or good ol' boy types. The first have the operators counting every round of ammunition; the second won't do anything for you unless you can get them those Cuban cigars. In reality, an S-4 will try to balance the real needs of a mission with the cost and difficulty of obtaining gear. Elite units in rich countries typically won't have much trouble getting advanced gear; at times, they'll have too much of it!

You'll want to work hard with the S-4 to ensure you don't run out of anything, and have what you want. Nonstandard weapons and advanced battle armor will be popular requests, as will air transport. A Soldier or Tactics skill roll will help convince him; Administration or Scrounging (locating a supply of what you need) could help, as might Contacts. Of course, you can always try Diplomacy, Fast-Talk, or *Savoir-Faire* (Military). Remember that the S-4 is responsible for keeping the books on your gear; much like "Q" from the James Bond mythos, he gets annoyed when you keep blowing up his toys. Treat him well, and he'll be more likely to get the Air Force to cut loose that AC-130U you want for fire support.

Operation KINGPIN: What They Carried at Son Tay

The following is a *partial* list of the equipment required for Operation KINGPIN, the 1970 attempt to rescue U.S. POWs at Son Tay in North Vietnam (a 56-man ground operation):

2 AN/PRC-41 radios, 10 AN/PRC-77 radios, 24 AN/PRC-88 radios, 92 AN/PRC-90 survival radios, 2 Colt M16A1 assault rifles, 48 Colt XM177E2 Commando (CAR-15A1 R627) assault carbines, 51 Colt M1911A1 pistols, 4 Saco M60 general purpose machine guns, 4 Colt M79 grenade launchers, 2 Remington M870 shotguns, 213 hand grenades (mostly MK3A2 concussion grenades), 11 demolition charges, 56 combat knives, 19,637 rounds of 5.56×45mm ammunition, 1,162 rounds of .45 ACP ammunition, 4,300 rounds of 7.62×51mm ammunition, 219 40×46mmSR grenades, 100 12-gauge shotgun shells, 250 30-round magazines (for the carbines and rifles), 50 Aimpoint Singlepoint red dot sights, 11 axes, 11 bolt-cutters, 12 wire cutters, a hammer and nails, 2 oxyacetylene torches, 5 crowbars, 2 chain saws, 17 machetes, 34 miner's lamps, a 14' ladder, 6 pairs of handcuffs, 2 crash ladders, 5 bullhorns, 6 infrared flashlights, 6 night vision devices, 6 baton lights, 2 cameras, 56 goggles, 56 penlights, 56 survival kits, 56 penflares, 62 strobe lights, 56 compasses, 56 pairs of aviator's gloves, 56 pairs of earplugs, 56 sets of LBE, 56 camouflage sticks, 150 cans of water, 100 poncho-blankets, 100 survival meals, 100 sets of pajamas, robes, and sneakers, 144 bottles of Heinz baby food (for the rescued POWs), and 18 M5 medical kits.

This list does not include equipment for the helicopters or supplies provided by USAF and Navy supply chains to their participating units; these included 1 Sikorsky HH-3E Jolly Green Giant helicopter, 5 Sikorsky HH-53D Super Jolly Green Giant helicopters, 2 Lockheed MC-130E Combat Talon aircraft, and 5 Douglas A-1E Skyraider ground attack fighters. The task force's supply and communications section was six officers and NCOs.

Transportation: A Joint S-3/S-4 Responsibility

Transportation of combat service support must be organized. In some cases, transportation assets are organic to the special ops unit; in most cases, they are not. The S-4 must coordinate with the service providing transportation – usually the USAF, for U.S. Special Operations – to make certain that the units concerned know precisely what will be required of them. This always requires detailed planning of personnel and equipment loads.

Tactical transportation planning and coordination for maneuver and combat-support elements is the responsibility of the S-3, and careful coordination between the S-4 and S-3 is necessary. Ground transportation – both to air transport and on the ground after air delivery – must also be provided, again with the coordinated efforts of the S-3 and S-4.

It should be kept in mind that decisions about the means of transportation are the result of a delicate balance between operational efficiency and available assets – sometimes you *have to go*, even if ideal arrangements are not available. Finessing this balance is a key skill for S-3 and S-4 staffs.



The Role of the S-5: Liaison Work

Many special operations missions, notably counterterrorist and counterinsurgency operations, require significant liaison and coordination with indigenous civil authorities, the local police and public safety agencies, electrical power companies, telephone and telegraph companies, and the news media. These tasks are the responsibility of the S-5, the civil-military affairs or liaison officer, and his staff. Such missions may also involve psychological warfare operations, which are also the province of the S-5.

The S-5 can be your best friend when it comes time to do politically incorrect missions. He will be the one providing political cover for your daring rescue plan that crosses three “neutral” countries’ airspace and may initiate a small war if it goes wrong. The S-5 will liaise with the “higher-ups” who can make your job easy, or impossible. It is a good idea to be on his good side.

Diplomacy and Savoir-Faire (Military), not to mention Leadership, are good skills for an operations commander who will meet with local forces in the field. As the “shooter” on scene, your presence during liaison discussions may well be crucial, especially if you are polite and respectful toward the mayor whose mansion you’re about to storm for a hostage rescue operation. Language skills or Contacts could be very valuable in ensuring proper cooperation; so could knowledge of local customs.

The Operations Order (OPORD)

As the planning phase reaches its culmination, a formal, written operations order is drafted by the S-3 and approved by the unit commander. The operations order details the commander’s concept of the operation in sufficient detail to permit his subordinates to carry out their actions in coordination to realize that concept. The written OPORD is prepared in a standard five-paragraph format and summarizes the planning carried out since the warning order. An OPORD must contain the following information:

1. A classification.
2. An indication as to whether the written OPORD differs from the oral OPORD.
3. An originating headquarters indicator, including the designation of the issuing unit, the location of issue, a date/time group indicating when the OPORD was issued, and a message reference number so that subordinate commanders can refer to the OPORD quickly in message traffic with higher headquarters.

4. An OPORD number, assigned by the S-3. Such numbers run serially throughout the year (if the OPORD is based on an existing OPLAN, then the OPLAN code name follows in parentheses).

5. A references indicator, listing any map or document references necessary for understanding the OPORD.

6. A task organization list, indicating the organization for combat for the operation, and listing unit subordination, direct support, and attachment for the operation. Units are listed in the following order: combat units (combined arms, infantry, armor), combat support units, support units.

7. Paragraph I, SITUATION, consisting of three sections:

- a. Enemy forces: detailing enemy units, their dispositions, and any available relevant intelligence about those units.
- b. Friendly forces: detailing higher, adjacent supporting, and reinforcing units and their dispositions as applicable.
- c. Attachments and detachments: detailing units attached to or detached from the operational commander’s command.

8. Paragraph II, MISSION, giving a clear, concise statement of the task to be accomplished in a “who, what, when, where, and how” format. This will also include a commander’s intent.

9. Paragraph III, EXECUTION, which consists of three sections:

- a. The concept of the operation, including maneuver and fires, describing each phase of the operation.
- b. The elements held in reserve and the circumstances under which reserve elements will be committed.
- c. Coordinating instructions, outlining the instructions necessary for coordination between two or more elements of the command, including:

- (1) Essential elements of information (EEI) or specific orders for collection of intelligence.
- (2) Movement instructions.

- (3) Any counterintelligence measures not included in SOP.
- (4) Any troop safety instructions not included in SOP.
- (5) Any instructions for coordination with attached or supporting units not included in SOP.

10. Paragraph IV, SERVICE SUPPORT, outlining instructions pertaining to:

- a. General support.
- b. Materiel and services.
- c. Medical evacuation and hospitalization.
- d. Personnel.
- e. Civil-military cooperation.

11. Paragraph V, COMMAND AND SIGNALS, including:

a. Instructions pertaining to signals, including the index and issue number of the communications-electronics operations instructions (SOI), signals control and security, and emergency signals.

b. Command post locations, designation of alternative command posts, and succession of command (who takes over if the commander is lost).

12. Instructions to recipients to acknowledge the OPORD.

13. A signature block containing the signature of the issuing commander and the authentication of copies of the OPORD by the S-3.

14. A distribution list indicating all recipients.

15. Any annexes containing supporting documents for clarification of the major paragraphs – e.g., maps, sketches, or

overlays – or supplementary instructions addressed to specific subordinate elements rather than the unit as a whole.

Deciphering the OPORD For the Nonmilitary

The OPORD format is built for the military. Lucky players will be handed one by the GM. If you make your own plans, the OPORD provides a decent checklist to ensure you've covered all the bases.

References indicates whether you've got all the maps and data you need; you may not, but now is a good time to ask. The *SITUATION* paragraph is a "who's who" of things players need to know. Who are we fighting? How do they behave? How much friendly support can we expect? Players should also be able to describe the "who, what, where, when, and how" of what they hope to accomplish. How you get there and back and what happens if that goes wrong are always good to plan beforehand. A chain of command will be established, to ensure that no bickering occurs. Finally, to prevent the unthinkable, ensure you've got contingency plans and the equipment to carry them out.

Tactical Command and Control: Mission Execution

Executing most missions means getting there, doing the job and getting out: infiltration, tactical execution and exfiltration.

Getting There: Tactical Transportation and Infiltration

The means by which a special operations unit reaches its objective (the locale at which it is intended to carry out its mission) is entirely mission dependent. In general, simplicity

and surprise are the guiding principles – although ease (particularly if the task itself is arduous) can certainly play a role. There are, by and large, four general means of infiltration: fixed-wing aviation, rotary-wing aviation, waterborne, and overland.

Each has both advantages and disadvantages.

Fixed-Wing Aviation Infiltration

This sort of infiltration usually involves one of four basic types of parachute operations (see also *Parachuting*, p. 61) or actually landing and exiting the aircraft.



Selecting a Drop Zone

Ideally, a drop zone (DZ) should be accessible from all directions. The length of the DZ is determined by the ground dispersion pattern. As a rule of thumb:

Length of Dispersion (yards) = 110 yards + Time for Entire Consignment to Exit Aircraft (seconds) × 1.15 × Speed of Aircraft (mph)/2.

The aircraft must have a level turning radius of 5,500 yards on each side of the DZ. For LALO operations, there should be no obstacles higher than 33 yards within 5 miles of the DZ; for MAMO (regular “Static-Line”) operations, no obstacles higher than 330 yards within 10 miles of the DZ. If the DZ is oblong in shape, its long axis must be the aircraft’s direction of approach. Release point is determined by matching wind drift (drift in yards equals altitude in feet times wind speed in knots times a constant – 4 for personnel, 3 for bundles) to dispersion pattern.

Static-Line MAMO (Medium-Altitude Medium-Opening) is the type associated with basic airborne military operations: a jump at 500’ to 1,200’, with the parachute opening almost as soon as the jumper has cleared the aircraft. Its chief advantage is simplicity; almost anyone can be taught enough in a few hours to survive this kind of jump. The drawbacks are that the aircraft must fly at an altitude where it is susceptible to radar detection and enemy surface-to-air missiles, and the parachutist is almost entirely at the mercy of wind currents – he has very limited steering ability and can easily miss the drop zone.

LALO (Low-Altitude Low-Opening) involves jumping from the aircraft at 300’ to 500’. Even though the parachute is deployed almost instantly, a hard landing awaits a LALO jumper, as there is little time – a few seconds, at best – for his chute to function. This chief advantage of this method is that it lets the aircraft evade radar detection by flying nap-of-the-earth. The disadvantages are the high rate of landing injuries and the fact that reserve parachutes are of no use – if the main chute does not deploy, there is not enough altitude for the reserve to deploy fully.

HALO (High-Altitude Low-Opening) involves exiting the aircraft at altitudes in the 25,000’ to 35,000’ range, assuming the “starfish” or “frog” posture (face down, arms and legs laterally extended, back arched, center of gravity at the solar plexus), with the parachute deploying at 2,000’ or below. The advantages of this technique are that a paratrooper in free fall presents virtually no radar profile and thus is almost impossible to detect, the aircraft operates above the range of many surface-to-air missile systems, and the paratrooper can “track” (guide himself to a DZ at a considerable distance from the aircraft’s flight path), thus disguising his ultimate destination. There are several disadvantages. First, the paratrooper must be equipped with special breathing and heating equipment to combat oxygen depletion and freezing temperatures at the exit

altitude. Second, the free-fall maneuvers are extremely difficult to perform – particularly when jumping fully equipped to a terminal velocity of 120 mph. If aerodynamic stability is lost, it is almost impossible to regain under such conditions; the chute will never deploy. A civilian skydiver does not carry 110 to 130 lbs. of equipment, nor does he usually jump from above 12,000’; the sport is child’s play compared to the military version.

HAHO (High-Altitude High-Opening) involves jumping from 25,000’ to 30,000’ and deploying a specially designed parachute, which operates much like a hang-glider, soon after exit. The advantages are the low radar profile of the paratrooper and the distances that can be “tracked” from the exit point – several dozen miles, if necessary. This is a key advantage if one is attempting to surreptitiously enter another country. The aircraft can skirt the friendly side of the border, while the paratrooper can maneuver to a DZ well inside enemy territory. The disadvantages of HAHO are those of HALO: special equipment and the difficulty of performing the associated maneuvers.

Fixed-wing aviation infiltration methods using parachutes share one disadvantage in common: once the troops have jumped, they are irretrievable. If the DZ is compromised or the unit is scattered, there is nothing the air crew can do to help the men on the ground – you cannot land an MC-130E just anywhere. The infiltrating unit is on its own.

Landing is also an infiltration option. This is very risky, usually involving landing the aircraft at an airport (if you want to take off again) and the subsequent seizure of that airport, or a controlled crash of the aircraft, as in the glider infiltration used in WWII. This requires surprise, speed, and extensive planning. Only a successful operation will guarantee the troops being able to reboard the aircraft for exfiltration. This infiltration technique was used successfully in Operation THUNDERBOLT, the Israeli commando raid on Entebbe, as well as Operation URGENT FURY, when the U.S. Army Rangers seized Point Salines in Grenada.

Rotary-Wing Aviation Infiltration

These infiltration methods are “air assault” techniques. A helicopter, usually flying nap-of-the-earth, delivers the unit to the area of operations (AO). MAMO and LALO operations can be conducted from helicopters, particularly if delivery is to be made at the outer perimeter of the AO, but the more common methods are to rappel, fast-rope from the helicopter as it hovers over the landing zone (LZ), or jump from it at 5-15 feet above ground. After depositing the men, the helicopter pulls out, again flying nap-of-the-earth. It is rare for a helicopter conducting an air assault to actually touch ground unless unloading heavy cargo.

The chief advantage of rotary-wing infiltration techniques is that a means of extracting the infiltrators is readily available if things go sour at the LZ. The helicopter can simply return and pick them up. There are a few disadvantages. First, helicopters can be detected at a great distance and warn targets of their approach. Second, helicopters are susceptible to fatal damage from small-arms ground fire and light anti-tank weapons, as well as surface-to-air missiles. Third,



Source photo courtesy of U.S. Army

helicopters require a relatively flat, unobstructed LZ with a diameter of at least 150% of their main rotor diameter.

Waterborne Infiltration

Waterborne infiltration operations are usually conducted in two phases. In phase one, the team is brought to within swimming distance of the target by air or by boat. In phase two, the team proceeds to the target, usually by swimming underwater.

Aerial delivery of swimmers is similar to aerial delivery of ground teams and can be conducted by fixed-wing or rotary-wing aircraft. Surface delivery of swimmers can be accomplished by vessels ranging from destroyers to IBS (inflatable boat, small). Currently, the main insertion craft used by the U.S. Navy is the MK5 SOC (p. 127). Surface delivery rarely occurs at speeds in excess of 20 mph.

Underwater delivery can also be used in phase one. This is accomplished via swimmer delivery vehicles (SDV) – essentially midget submarines – which can infiltrate four to six swimmers at depths of up to 500' (although the SDV must not exceed a depth of 180' when the swimmers are using scuba equipment). SDVs currently in service with the U.S. Navy include the MK8 MOD 1 (p. 127) and MK9. The U.S. Navy has converted a few attack submarines (such as the SSN642 *Kamehameha* and SSN683 *Parche*) for use as SDV-launch platforms. These include “dry-deck” shelters that permit the loading and unloading of equipment while submerged.

Surface swimming is realistic only in environments of little risk and no hostile reconnaissance, so the chief means of phase-two infiltration is diving using scuba (self-contained underwater breathing apparatus) or a rebreathing system.

Open-circuit scuba, the most commonly used recreational diving apparatus, is employed only for training and search and rescue. It is limited to a depth of 130' due to the risk of nitrogen narcosis, cannot be used for extended swims, is susceptible to detection, and can accidentally detonate acoustically activated demolition charges.

Closed-circuit scuba is appropriate for long (typically 120 minutes), relatively shallow infiltrations. It cannot, however, be used at pressures greater than two atmospheres, and the breathing bag is extremely delicate. Carbon dioxide build-up limits activity to moderate work.

Semi-closed-circuit scuba (e.g., the MK6 apparatus) employs a mix of oxygen and nitrogen which permits deeper and longer duration infiltrations. The limit on depth is 180' and the limits on duration are a function of depth and gas mixture. A special bubble-dispersing exhaust valve makes detection of this apparatus difficult.

Rebreathing systems, such as the Dräger LAR V (p. 111), are closed systems that recycle expelled air, clean it of carbon dioxide, and replenish it with oxygen. Because of the closed nature of these systems, no gas is expelled and they are impossible to detect from the surface. The drawback is that rebreathers cannot be safely used beyond a depth of 30'.



Source photo courtesy of U.S. Army

Overland Infiltration

Overland infiltration, walking or by vehicle, can only be used where the forward operations base and the area of operations are contiguous and the distances involved do not so exhaust the infiltrating unit that it is unable to execute its mission. Overland infiltration has the advantage of being virtually undetectable if appropriate stealth is employed, but the need to carry mission-essential equipment, as well as rations, water, spare clothing, and the like, places definite limits on the distances that can be covered and the speed with which they can be covered.

Typically, overland insertion employs the techniques first developed by the British Long-Range Desert Group (LRDG) during WWII (p. W:HS12) and later refined by the SAS. These center on light off-road vehicles, usually modified Land Rovers (p. 122), heavily loaded with fuel and supplies. Sometimes motorcycles are employed alongside the vehicles. Direct support is given by light off-road trucks (the SAS uses the Daimler-Benz UNIMOG), which serve as “motherships” carrying more supplies and operating to the rear of the other vehicles.

Aerial resupply – by fixed- or rotary-wing delivery – complicates mission security by being more readily detectable by hostile forces, which can offset the advantage of stealth enjoyed by overland infiltration.

Doing the Job: Tactical Execution

There are tactical SOPs for most contingencies, but the actual execution of a mission varies almost case by case. The Bibliography provides references for specific examples, as well as many of the military manuals by which the principles of tactical execution for different missions are taught. These can be consulted for further information on planning and executing missions. The scope of tactical execution is so wide that it is not practical to include such detailed, case-by-case instructions here.

Getting Out: Exfiltration

Exfiltration parallels infiltration, but the problem is complicated by the fact that hostile forces will probably be aware of the unit as it attempts to escape after completing its

mission! Often, special ops troops do not exfiltrate on their own, but rather are extracted by supporting forces.

Aerial Extraction

Fixed-wing aerial extraction of ground forces usually requires a landing strip, which generally makes it infeasible in enemy-held territory. However, no-landing extraction or “sky-hook” methods (see pp. B243, CI151) such as the Fulton STARS (Surface-To-Air Recovery System) introduced in 1964 make it possible to pick up one or two men, or small loads up to 500 lbs. A small helium balloon is released, connected by a 500’ line to a special harness worn by the man. A specially equipped aircraft such as the Lockheed MC-130H Combat Talon II catches the line below the balloon via V-shaped yoke arms on the nose. The load is picked up at 200 mph or so and then winched into the cargo ramp. No-landing extraction is quite dangerous.

Rotary-wing aerial extraction of ground forces, particularly employing STABO (Stabilized Tactical Airborne Body Operations) or the more recent FRIES (Fast-Roping Insertion/Extraction System) techniques (both of which involve lifting personnel by hovering helicopter and flying them back to base – usually dangling in the air), are frequently the most efficient means of extracting personnel, but are susceptible to ground fire, light anti-tank weapons, and surface-to-air missiles. Extraction over water is accomplished by similar means.

Waterborne Exfiltration

Waterborne exfiltration is conducted in the same way as waterborne infiltration. No-landing extraction methods similar to the ones used on ground can also be used.

Overland Exfiltration

Overland exfiltration, from the perspective of the men on the ground, is the least satisfactory means. It is usually employed only when no alternative is available. If hostile forces are large and vehicle-equipped, or if there is little natural concealment available, it is likely that the troops will be located and killed or captured by the enemy. Special ops units simply are not equipped to engage company-sized or larger units in conventional combat. They must depend on stealth and cunning to evade the enemy after completing their mission; otherwise, they will almost certainly be lost.

After-Action Review (AAR)



When exfiltration/extraction is successfully completed and the unit returns to base, all participants in the mission are subjected to a detailed after-action debriefing. This is to collect relevant intelligence while it is fresh in the soldiers' minds and to evaluate planning and execution in order to perfect future operations of the same type. Most special ops troops recognize the need for these reviews, but would prefer a hot meal and some sleep after coming in from the field. Such things must usually wait until after the debriefing.

A standard AAR form must be filled out after any special ops mission. That required for a reconnaissance patrol is typical, and must include:

1. The patrol's designation.
2. A date/time group indicating when the report was prepared.
3. Map references for the patrol's area of operations.
4. The size and composition of the patrol.
5. The task of the patrol.
6. The time of departure and return.

7. The routes out and back taken by the patrol.
8. A detailed description of the terrain in the area of operations.
9. A detailed description of the strength, disposition, condition of defense, equipment, weapons, attitude, morale, exact location, and movement of enemy forces observed, including times at which the activity was observed and exact map coordinates.
10. A list of any map corrections.
11. A report of results of any contact with the enemy (enemy prisoners and casualties, captured equipment, etc.).
12. A report of the condition of the patrol, including disposition of dead, wounded, and captured.
13. Conclusions and recommendations, including the extent to which the task was accomplished and recommendations as to patrol equipment and tactics. What was supposed to happen? What did really happen? What was done right? What was done wrong? How can we do it better, next time?
14. Any additional comments by the debriefing interrogator.

The Good, the Bad and the Ugly: Operations – Warts and All



Special operations rarely go as planned. The frictions of war place a high premium on the ability to improvise. Unforeseen contingencies arise, and well-made plans go awry under conditions of great stress and faced with an unpredictable enemy. Furthermore, such operations rarely go completely "by the book." SOPs are followed, to be sure, but experienced operators frequently cut corners, and unofficial channels are sometimes more effective than official ones.

Official and Unofficial Channels: Interservice and International Liaison

The command and control systems of most countries attempt to provide means of efficient interservice liaison; the existence of joint special operations commands is evidence of this. Interservice rivalry plays a large role in special operations, however. The experience of Operation EAGLE CLAW – the mission to rescue hostages in Iran in 1980 – is illustrative: Marine pilots, flying Navy helicopters, refueled by Air Force tankers, carrying 1st SFOD-Delta. Every service was included so that no service could claim credit for success, but interservice liaison became so complex that performance was catastrophically impeded. An effort has been made to correct these deficiencies – joint commands, the permanent posting of liaison officers from each service in every other service's special ops units, and frequent interservice training and exercises – but the bureaucratic character of interservice liaison remains a real impediment to special ops success for most countries.



Source photo courtesy of U.S. Army

International liaison is even more complex. Contacts between the special ops units of some countries – the NATO countries and Israel in particular – are conducted under agreements between governments and involve cross-training, joint exercises, and the permanent posting of liaison officers. In all cases, though, the political decision-makers must be consulted for approval of operational and support liaison. This can easily create obstacles to effective cooperation, particularly when the political objectives of the countries involved differ.

Unofficial channels are commonly used to solve some of the problems of interservice and international liaison. An “old-boy network” of special ops soldiers exists, and NATO personnel have developed friendships which permit “back-channel” contacts to smooth the way. If one’s government discovers such contacts and disapproves, though, the result can be a disgrace that ends a career.

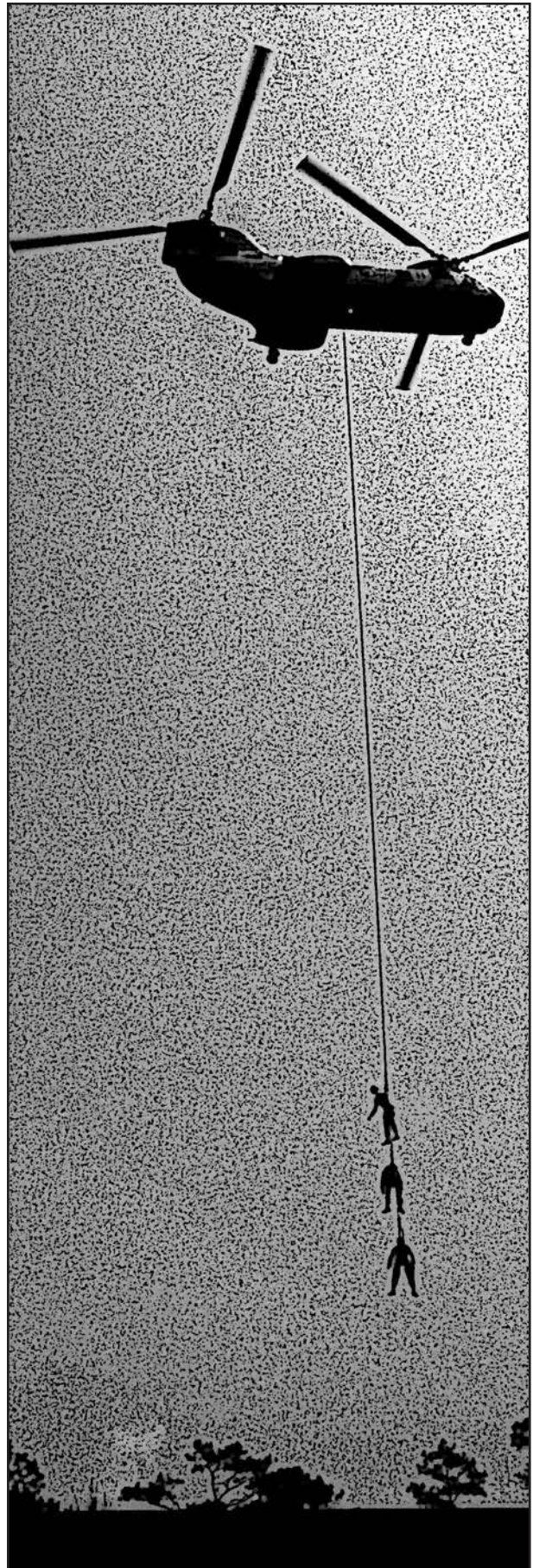
It’s Great to be Skilled, But Better to be Lucky

Special ops soldiers are among the most highly trained and skilled in the world, but historical analysis of special operations suggests that although such training is necessary for success, it isn’t sufficient. More than skill or training, luck plays a key role in determining the outcome of special operations. For example, Operation KINGPIN – the raid on the Son Tay POW camp – was probably the most meticulously planned and executed special operation ever conducted. Only two unanticipated problems arose. First, part of the assault team, in darkness, mistook a compound south of the camp for the camp itself. This error was fortunate in that it permitted them to eliminate a large, hitherto undetected enemy force which might have threatened the mission’s success. The problem was quickly dealt with. The second problem was less tractable: unknown to U.S. intelligence, the POWs had been moved – they were not in the camp. Thus, a brilliantly planned and executed mission failed, not because of lack of skill or training, but because of bad luck.

When Operations Go Awry

The infiltration and exfiltration of special ops units are, by and large, well planned. Political, as well as military, costs are factored into the decision to launch the mission in the first place. Failure to provide emergency extraction usually occurs only when other military needs for air or sea assets are more immediately pressing, or when a conventional unit commander overestimates the level of threat that the special operations unit can cope with. Countries do not routinely dispatch highly trained troops on missions without provision for their extraction. On those rare occasions when such missions *are* ordered, the task is so essential that the cost in manpower is acceptable.

When an operation goes awry, the key elements in unit survival are stealth, speed, and communications. In such circumstances, the chief objective is escape and evasion to a safe rally point where communications with a base can be reestablished and alternative emergency exfiltration can be arranged. In practice, when such operations go awry, they usually do so in virtually irretrievable ways: contact with a vastly superior enemy force, destruction of communications equipment by hostile fire, etc., are rarely survived for long.



Source photo courtesy of U.S. Army

Task Force Ranger: Death in Mogadishu

An extreme example of an operation gone awry is the attempt of the 1st SFOD-D to capture Mohamed Farrah Aidid in Mogadishu.

In June of 1993, during Operation RESTORE HOPE in Somalia, U.N. Peacekeeping Forces came under increasing attack under the orders of the warlord Mohamed Aidid. When an ambush in Mogadishu killed 24 peacekeepers the decision was made to send in 1st SFOD-D to capture or kill Aidid. To provide the firepower needed to support Delta, a company of Airborne Rangers from the 3rd Battalion 75th Ranger Regiment was deployed. Four U.S. Navy SEALs from SEAL Team 6 and two USAF Combat Controllers and two Pararescue Jumpers were attached. The combined unit, dubbed Task Force Ranger, arrived 23 August 1993 in Mogadishu, a primitive city wrecked by years of civil war.

At the time roving militiamen in their armed pickup trucks seemed no match for the Army's best. The Somalis were well armed with AK-47s and RPG-7s. The Rangers encountered light opposition in their first six raids into the city.

On October 3rd a bold plan was launched to snatch Aidid. It was discovered that the warlord and six of his top lieutenants were planning to meet at a house near the Olympic Hotel in a dangerous area of the city. Delta's C Squadron would go in first, swooping onto the target house from MH-6J Little Bird helicopters. The Rangers would follow, fast-roping down from MH-60L Blackhawk helicopters on all four corners of the block surrounding the objective. They would spread out and form a security perimeter sealing off the objective to stop any escaping Somalis. As this was going on a convoy of Ranger Humvees and trucks would move through the city to the objective. When the convoy arrived, they would pile onto the trucks and make their way back to the U.S. Army Headquarters at the Mogadishu Airport.

As the Task Force took off, word spread through the city and soon flaming roadblocks were constructed throughout the city. Somehow, the Somalis knew they were coming. As the Rangers fast-roped to the street (one of them losing his grip and falling, becoming the first casualty), they came under heavy fire. Even though several of the Rangers had engaged Somali street fighters, Delta encountered no resistance and had secured their six prisoners. Unfortunately Aidid was not with them and had managed to slip past Task Force Ranger.

While the Rangers engaged the Somalis, a MH-60L helicopter was struck by a streetfighter's RPG-7 and crashed to the street four blocks from the hotel. Task Force Ranger rushed to the crash site. The first on the scene, the Rangers that had fast-roped in, immediately came under heavy fire. As the rest of the task force surrounded the wreck, the smoke and dust became a beacon for every armed Somali in the area. Suddenly, a second Blackhawk was downed. The Ranger convoy was rerouted to the second crash site. With the ground relief gone the task force was stranded and completely surrounded by enemy fire.

Due to the roadblocks and heavy fire, the convoy was unable to get to the second downed helicopter and was forced to turn back to the Airport. As the second crashed Blackhawk was taking intensive fire, several Blackhawks in the area provided covering fire. The fire was so intense the helicopters could not land and rescue the downed crew. Two Delta snipers put in several requests to be inserted near the crash site to attempt a rescue. After several denied requests the Delta snipers were inserted. They made their way to the helicopter and pulled the surviving crew from the burning wreckage. For hours the snipers held off wave after wave of Somali street-fighters, but in the end they ran out of ammunition and were overwhelmed; both snipers were killed. The pilot (the only man left alive) was captured and the dead bodies of the snipers and crew were dragged through the streets for days. For their actions above and beyond the call of duty both Delta snipers were posthumously awarded the Medal of Honor.

At dusk the 30-minute mission had stretched to three hours. To lighten their load the Rangers had left their AN/PVS-7B Night Vision Goggles (NVGs) and spare water at the airport base. In darkness, without the NVGs, the Rangers were forced to seek cover. They took refuge in nearby homes. Soon they realized that the thin walls provided little cover but they had no choice but to stay put until the convoy arrived. The intense enemy fire continued.

An armored rescue convoy was quickly organized at the airport, made up of the Ranger convoy, elements of the 10th Mountain Division, and Malaysian and Pakistani APCs. They set out again to reach the stranded Task Force Ranger. Along the way they met with heavy resistance. The wait for the convoy would stretch until dawn.

For hours the snipers held off wave after wave of Somali streetfighters, but in the end they ran out of ammunition and were overwhelmed; both snipers were killed.

When the convoy finally arrived the wounded and the dead were quickly loaded. One last surprise awaited Task Force Ranger: There was not enough room for everyone. One platoon was left behind to escape and evade on their own. The convoy fought its way to a nearby soccer stadium and the majority of Task Force Ranger was extracted by helicopter. The remaining Rangers dashed through the streets. After several blocks of intense fire the Rangers managed to spot a U.N. armored convoy. They climbed aboard and made it safely out of the city.

In 15 hours 18 members of Task Force Ranger were dead. 73 were wounded. An estimated 500 Somalis were killed and a thousand or more wounded. This was the longest sustained firefight for U.S. forces since Vietnam.

5. Equipment



Gotta check my gear.
Wetsuit, fins, mask,
rebreather, MP5N,
suppressor . . .

“Listen up, you swabs. Arrrgh!” CPO Nuñez growls. “Now maties, grab your gear – there’s piratin’ to be done!”

Nuñez can be such a dork. I think he does it to fight the nervousness, to calm us down. These subs are tight. Can’t say I’d like to stay on them for months at a time. I go back to checking my gear . . . six spare magazines, P226 and two spare magazines, four M84 flash-bangs, Spec Plus knife, watch, LBV, MBITR radio, AN/PVS-7C, PLB, first-aid kit, glowsticks, morphine injector, and boots.

Nuñez says, “If ya got your boots on, you can go to combat.” I’m not too sure I believe that.

Special Ops Equipment

Armor and Clothing

Battle Dress Uniform (BDU): A baggy, camouflage-patterned two-piece uniform adopted by the U.S. military in the early 1980s (other forces use similar designs). Standard American patterns include woodland (four-color – one for temperate, one for tropical areas), rocky desert (six-color “chocolate chip”), sandy desert (three-color), black, and urban (four-color). It gives -2 to Vision rolls in appropriate areas. In 2001, the USMC adopted a superior computer-pixel style four-color pattern known as Marine Pattern (MARPAT), available in woodland and desert. It gives -3 to Vision rolls. Canada, Denmark, and Germany use patterns with similar effects. \$50, 3.8 lbs. (temperate)/3 lbs. (tropical/desert).

Combat Boots. A pair of leather boots (PD 2, DR 2 for locations 15-16). Jungle boots have light nylon/canvas uppers (DR 1), drainage eyelets, and a spike-resistant steel inlay (DR 3 from below). \$75, 3.3 lbs. (standard)/3 lbs. (jungle).

Extended Cold Weather Clothing System (ECWCS): The U.S. military’s standard clothing for use in winter conditions. It consists of several layers: fleece underwear, normal BDUs, thermal liners, and water-repellent, windproof, and breathable over-garments, typically in woodland or white camouflage. A wool cap, a hood, mittens with trigger finger, special boots, and a face mask are included. Other countries use similar outfits. The whole assembly provides PD 0, DR 2 and gives +5 to HT to resist cold. \$500, 15 lbs.

Ghillie Suit: Based on camouflage worn by gamekeepers in Scotland, this ragged suit breaks up the outline of a prone man by blending in with surrounding cover, most commonly plant life. Under ideal circumstances, it can make a sniper nearly invisible in suitable cover. A ghillie suit can be as simple as a field uniform with some canvas pieces sewn to it, or as complex as a Nomex suit with overlapping burlap strips attached and padded elbows and knees for crawling. Most suits are made for rural use, but there are specialized urban suits made with suitable local color, such as beer cans, cardboard boxes, and plastic bags. The base suit is worth +3 to Camouflage skill; professional snipers always customize it, using a Camouflage skill roll. For each 3 rolled under skill, the bonus is increased by +1, to a maximum of +8 to skill. A ghillie suit is only useful outdoors in areas with a fair amount of vegetation – it won’t do a sniper any good in a parking lot!

Special operations have always needed special equipment. Rogers’ Rangers, in the French and Indian War, changed from the bright colors of line units to a subdued green and supplemented their muskets with hatchets – useful as both weapons and tools.

In World War, both the American OSS and the British SOE (see p. 16) had research organizations whose primary purpose was to develop equipment for special ops.

Some of the tools of special ops are simply those of the regular army, others are modified for unusual uses, and a few are unique.



A ghillie requires specific preparation with respect to terrain, climate, and season; roll against Survival skill. Ghillie suits tend to be heavy and hot. \$550, 16 lbs.

Nomex Flight Suit: A black or green one-piece jumpsuit made from Nomex, a fire-retardant fabric. It is often used in hostage-rescue situations. Some models have an integral hood and Kevlar reinforcements at the elbows and knees (approaching a hostage scene involves a lot of crawling) and give DR 2 *against flame damage only* (see pp. B129-130). A full-face mask can be added to provide extra protection against collateral burns from smoke grenades, gunfire, or stun munitions. This “black and faceless” image can have a psychological effect on tired and mentally stressed terrorists (perhaps requiring a Fright Check as the rescuers smash in). \$150, 3 lbs.

Armor: Up to the 1980s, special ops troops deployed in the field seldom wore body armor; the old types were just too heavy and too ineffective to carry for any length of time, especially on special reconnaissance missions. Currently, however, most will at least wear a fragmentation vest such as the Gentex PASGT vest (p. B211); many will actually wear quite substantial protection, including ceramic or metal inserts. Armor vests have always been used extensively in CQB situations. A modern example is the Point Blank Outer Tactical Vest (OTV), or Interceptor, which was adopted by U.S. special ops in 1999. It is a Kevlar vest which protects locations 9-11, 17-18 with PD 3, DR 12. With two removable ceramic inserts (6.5 lbs.), it provides PD 4, DR 35 for locations 9-10, 17-18. It weighs 9 lbs. with its detachable groin protector (0.7 lb.). \$1,500, 15.5 lbs. (including inserts). More examples of body armor appear on pp. B211, C61 and HT104, and in **GURPS Modern Firepower**.

Helmets: Ballistic helmets are also often worn, especially in CQB; most current types are Kevlar or better, e.g., the Gentex PASGT helmet (pp. B211). However, some units, such as the SEALs, prefer to go unencumbered, and are usually seen with bandannas, a floppy hat, or a woolen watch cap instead. Nonballistic sporting helmets such as the Pro-Tec designs (PD 1, DR 1) are widely used, especially by counterterrorist units to protect the head from bumps while rappelling or boarding a ship. \$40, 0.75 lb. More examples of helmets appear on pp. B211, C61, and HT104 and in **GURPS Modern Firepower**.

The Logistics and Supply System

By the Book: Requisition and Supply

All military organizations labor to create well-cataloged and thoroughly organized logistics systems where every unit receives exactly what it needs to perform its mission and nothing is wasted. In reality, the supply systems for even the most advanced militaries are inefficient, bureaucratic nightmares that break down during crises. Fortunately, most special ops units have high priority when it comes to equipment and specialized support. It's simply a matter of having enough time to do the paperwork or getting the CO to approve an emergency requisition. In some situations, even the most famous special forces unit may be unable to get some critical piece of gear, especially if it is not standard military issue.

Gear Adrift Is a Gift.

Every unit has a *table of organization and equipment* (TO&E), which specifies in detail the types and amounts of equipment the unit is authorized to possess. Depending on the status of the unit and the requirements of its mission, most standard military equipment *not* on this list can be requisitioned and delivered within a reasonable amount of time – which usually means within a month or so once all the appropriate staff sections have signed off on the request. Nonstandard items can be purchased on the civilian market using unit funds or even personal funds. Occasionally large amounts of discretionary funds will be made available for various projects at the division or group level, and the special operations units can engage in bureaucratic dogfights with other units to secure money for their requirements.

Although special ops units have a much easier time getting equipment, that doesn't mean the GM should give them *carte blanche* for unbalancing gear – especially vehicles and advanced weapon systems that are not in common use or required by *other* special ops personnel. If the players are abusing equipment lists then feel free to restrict their pickings – a new XO or a new general can make sweeping changes and take a personal interest in why the unit feels they know what they really need better than the command staff. An officer with an excellent ability in Administration and Savoir-Faire (Military) can convince the chain of command that they really *do* need even the most improbable equipment (“Yes, General, we cannot possibly accomplish our mission without 20 brand-new widescreen TVs”) – however, if the officer is *too* good, other units will be trying to get him reassigned to them!

The ultimate in administrative finagling is to acquire *unvouchered funds*: government cash that can be spent without having to account for it. The GM can simply supply unvouchered funds if he wishes; otherwise, the attempt requires two critical successes in a row on Administration

rolls, at penalties based on the amount requested: -1 for amounts up to \$1,000, -2 for amounts up to \$5,000, -3 for amounts up to \$50,000, and another -1 per additional \$100,000. A failure simply means no money; on a critical failure, CID initiates an investigation – including an audit of all unit funds and expenditures. This lasts one day per \$10,000 requested (round up) and requires an Administration or Fast-Talk roll each day. Each failure means that the investigation continues for an extra day; a critical failure means that it continues for an extra *week*. This may seriously impact any mission with strict time constraints.

Equipment purchased with personal funds may include a variety of items; many special ops soldiers prefer a high-quality knife over the issue cutlery and will almost always bring a multitool or Swiss Army knife. A delicate issue is privately owned sidearms – many militaries and unit commanders frown upon soldiers bringing their own handguns. Then again, during WWII, Vietnam, and even many more recent conflicts it was common for troops to bring an extra pistol or revolver. The SOP (p. 90) of your unit will determine this.

Scrounging: Forget the Book, We Need the Stuff

When getting supplies through the standard channels would take too long or require answering probing questions, it can simply be borrowed (“midnight requisition” is military slang for “steal”) from other units. This usually requires an officer of Military Rank 5 or more at least tacitly approving of the activity and one or more shrewd NCOs with plenty of Administration, Fast-Talk, and Scrounging skill (at least level 12 in all) to do the dirty work of falsifying records, tricking clerks, sneaking around the warehouses, and calling in favors. A high-ranking Patron (p. 54), such as the unit's CO, is invaluable if they get caught!

Sometimes, it means downright stealing. For example, during World War II, U.S. Marines tended to “liberate” U.S. Army shotguns, which they highly prized for combat and the Army used mostly for guard duties . . .

In any case the GM should assign penalties to the appropriate skill being used depending on the *actual* need and location. Some common sense should be used; even the most skilled haggler would not be able to acquire a jet fighter for the unit! A unit located with a tank battalion will not have much problem acquiring vehicular radios (-1 to skill) but might have a hard time acquiring diving equipment (-10)! A unit with a bad reputation for an attitude of “gear adrift is a gift” will suffer additional penalties as everyone keeps an extra close eye on their gear while they are around.

Continued on next page . . .

Protective Mask: This item is commonly known as a “gas mask”; the military refers to it as a “protective mask” or “pro-mask” because it is intended to provide protection not just against gases, but against other chemical and biological weapons as well. Pro-masks are seldom carried on field missions, but are often used in hostage and other CQB situations. Not only do they protect the soldier from smoke and tear gas, but they’re often equipped with tinted visors to protect against flash. See p. HT93 for full rules on gas masks. CQB gas masks are usually designed with a clear faceplate that reduces the vision penalty to only -1. \$160, 4.5 lbs. with case.

Load-Bearing Equipment

Field Pack: A modern military field pack or “rucksack” has an internal frame designed to carry over 100 lbs. (about 4 cf) of gear in relative comfort. It has quick-release tabs allowing it to be quickly jettisoned (one second on a successful DX roll, two seconds on a failure) and can be assembled in various configurations. For example, the top third of the pack can be detached from the frame and attached directly to a LBV (below), which lets it function as a lightweight “patrol pack.” \$300, 7 lbs.

Load-Bearing Equipment (LBE): Often referred to as “web gear,” LBE consists of a pair of padded suspenders and a pistol belt. A soldier can carry a surprising amount of equipment with just his LBE. The usual configuration includes two magazine pouches (each holds three 30-round assault rifle magazines, and two grenades can be attached outside), one or two one-quart canteen holders, and a bayonet on the pistol belt. A first-aid dressing is carried in a pouch on one suspender, and quite often a compass on the other. A standard sidearm holster can be attached to the pistol belt as well. The U.S. military has employed various patterns of LBE since World War II, and most other nations use similar designs. Since 1988, parts of the U.S. military have replaced their LBE with a LBV (below). LBE or equivalent equipment is required for Fast-Draw rolls without a penalty. \$50, 3.5 lbs. (empty, with belt and pouches).

Load Bearing Vest (LBV): A variation on the simple LBE (above), the LBV allows the soldier to wear the carried items on the chest, rather than have them hung onto him. It has light padding at the shoulders and can attach to a standard military pistol belt, if desired. The U.S. military issue LBV features six 30-round assault rifle magazine pockets and two grenade pockets. Standard ammunition pouches, canteen holders, and other gear can still be attached if a pistol belt is used. It has attachments at the shoulders that allow the patrol pack from a standard field pack (above) to be attached directly to the vest. Counterterrorist teams use similar designs that differ primarily in color (black), commonly referred to as a tactical vest. \$100, 1.8 lbs. (empty, with belt).

The LBV is a standard issue item; most special ops units will have unique kit. For example, the U.S. military is currently introducing Modular Lightweight Load-Carrying Equipment (MOLLE), basically a new LBV and field pack system able to be set up for specialized needs by adding or removing pockets. The U.S. Army Rangers use a variant of MOLLE called the Ranger Assault Carrying Kit (RACK), which holds eight 30-round assault rifle magazines, four grenades, a canteen, a squad radio, and additional mission equipment. Those issued to grenadiers will take four magazines and 24 40×46mmSR grenades. The MOLLE system also comes with a Camelbak flexible water container, which is worn on the back. It holds 3 quarts and allows drinking through a flexible tube without being taken off. Such a hydration system is more comfortable to wear than traditional canteens and makes less noise. The MOLLE system includes both a detachable field pack and a combat pack. \$900, 16.8 lbs. (empty, vest and pack).

Logistics (Continued)

Patrons and Logistics

In the military, what you know is not as important as *who* you know. A high-ranking Patron (p. 54) can be invaluable in the fight for equipment. Yet even an individual with Military Rank 7 (major general) is of little use if he is working at a staff position shuffling paperwork, while a corporal with Military Rank 1 at the division’s G-4 can take short cuts through the supply system using buddies and contacts that put the general to shame. When determining the point cost of a military Patron, the GM should carefully consider how much help he can be in logistics. A private may have more direct power over acquiring equipment than anyone suspects, but a general would have more discretion in assigning money and other types of support. As a Patron in a campaign where logistics is important, *both* could be worth 15 to 25 points.

Example: Consider a major general, commander of a U.S. Marine Corps division. He is the head of a powerful organization (more than 17,000 personnel, tanks, aircraft, artillery, construction equipment, medical facilities, scout dogs, criminal investigators, and a host of other resources). His use of these resources is hedged with restrictions, but there are only three or four levels of command between him and the President of the United States. There are relatively few people who can tell him no. He appears fairly often in the life of anyone who could reasonably take him as a Patron. He has great power to get the minor sins of his acolytes forgiven. He is a power in promotion and assignment, and has many favors to trade. A Patron like this would cost 15 points.

Patrons can also be useful in the event of a critical failure on a Scrounging or Administration attempt. A high-ranking voice can do a lot to soften the damage after an enterprising but unlucky soldier stumbles. Sometimes the Patron can simply say, “I authorized that action,” and this will be enough. More commonly, he can play the game of favor trading, getting his man off in return for using of his power in the interests of the complainants.

Dressed to Kill

Special operations forces take their equipment seriously. Balancing the real need for an item with the added load of bringing it along results in a good deal of planning for the exact gear to be taken on any special ops mission.

Counterterrorist and other CQB-type missions tend to be fairly quick. Support units and transportation are likely nearby, ready to move in as soon as the operation is complete. Consequently, little beyond weapons, protective gear, and entry equipment is carried. A typical load for such an operation includes a ballistic helmet (often with a headset radio), body armor, a Nomex flight suit and gloves, a climbing/rappelling harness and seat, a protective mask, a flashlight, the soldier's primary weapon (often a submachine gun or assault carbine), several spare magazines, a sidearm (often plus a backup!), two to four flash-bang grenades, plasticuffs, and a simple first aid kit (including an IV). The team may also have a shotgun, crowbar, or sledgehammer to breach any doors.

On the other hand, teams deployed for long-term missions such as special reconnaissance often carry tremendous amounts of gear, because they may have to support themselves for weeks in hostile territory. For example, each member of an SAS team deployed behind Iraqi lines during Operation DESERT STORM carried a Colt M16A2/M203 combination or a FN L108A1 MIN-IMI light machine gun, 10 extra magazines, 12 40x46mmSR grenades, a 66mm L1A2 LAW, a mix of 2-4 fragmentation and white phosphorus grenades, a first aid kit (including morphine and IVs), a personal survival kit, NBC gear (mask, detector, decon kit), 14 days' rations, and two canteens of water. Additional gear was divided among the team members, including four tactical beacons (TACBEs), a long-range radio, spare batteries for the radio, spare medical supplies, Claymore mines, and demolition equipment. On top of that, each member also carried a 5-gallon jerry can of water. The soldiers ultimately set up a cache to hold much of this gear, but the total weight that each man had to lug 5 miles from the LZ to the mission area totaled nearly 210 lbs.!

It adds a great deal of realism to any scenario to determine an equipment list for the mission. The GM can prepare a list of standard equipment beforehand. Also see *Operation KINGPIN: What They Carried at Son Tay*, p. 93.

Communications Equipment

Signal Operation Instructions (SOI): A small paper book containing radio frequencies to be used, times for changing frequencies, alternate frequencies in case one is compromised, unit call signs, prearranged call times, passwords and countersigns, cipher sheets for encrypting and decrypting messages, and visual signals for contacting aircraft if radio

communication is out. SOIs are vital to the mission; they are also classified material which must not be mislaid – hence the attached lanyard. SOIs are printed on highly flammable paper so that they can be burned easily to prevent capture; they can also be chewed to illegibility in seconds. However, the contents are usually memorized and not taken on operations at all.

Tactical Headset: A tactical headset such as the LASH II currently used by USSOCOM and others consists of a non-occluding earplug, a flexible, transparent voice tube that transports the receive signal from the radio to the earplug, a push-to-talk (PTT) button, and either a slim mouthpiece or a nearly invisible microphone that can be taped to the user's throat (observers must make a Vision roll to notice a concealed tactical headset). Microphone and voice tube are plugged into a small, normally scrambled radio such as the AN/PRC-126, AN/PRC-148 Have Quick II, SABER-series, or Motorola MX300, which is carried in the LBV or attached to the LBE suspenders. Many have also a voice-activation mode. \$150, negligible weight.

AN/PRC-112 Personal Locator Beacon (PLB): Commonly known as a Tactical Beacon (TACBE), such a device is part of all air crews' survival kits, acting as a homing beacon for rescue teams (range 120 miles). It can also be used for short-range (one mile or less) LOS radio transmissions with aircraft, ground radios, or even other TACBE units. Its versatility and light weight make it a favorite for long-term reconnaissance missions in many special ops units. The battery will last for 12 hours, with about 1½ hours of actual transmission time. \$50, 1.75 lbs.

AN/PRC-117F Single-Channel Ground and Airborne Radio System (SINCGARS): SINCGARS represents the latest defense against enemy signal interception on the battlefield. During a transmission, SINCGARS radio hops between 2,300 frequencies at a rate of 100 hops per second. The sequence for this hopping is programmed into the radio according to the operations order and may change over the course of a mission. This makes it extremely difficult to monitor SINCGARS radio traffic. The AN/PRC-117F VHF/UHF backpack version adopted by all SOCOM units and British special ops units in 1999 has embedded encryption for additional security. It can also transmit data and be used for SATCOM transmissions when connected to a satellite dish. It uses two 1.8-lb. batteries (included in weight), which power it for 30 hours. Its effective range can reach 35 miles, depending on power source, terrain, and atmospheric conditions, but normal range is about 20 miles. \$8,500, 15.8 lbs.

Line units use the similar AN/PRC-119 SINCGARS, which cannot be used for SATCOM without additional equipment. It weighs 18.3 lbs.

AN/PRC-137F Satellite Communications (SATCOM) Terminal: This man-portable device provides line-of-sight (LOS) links to orbital relay satellites (the Defense Satellite Communications System, for the United States). SATCOM communications are unaffected by atmospheric disturbances and are highly reliable due to their frequency range and LOS transmission pattern. SATCOM can only be used while the relay satellite is in LOS of the transmitter; this means that

Meal, Ready to Eat (MRE)

MREs have been standard U.S. military combat rations since 1981. Many U.S. soldiers might question whether MREs are truly “ready to eat,” but veterans of the Vietnam era swear that they’re more palatable than the older C-rations. In recent years, the U.S. military has made an effort to widen the variety of meals, including vegetarian and kosher variants, and improve the overall taste of the food. An MRE contains a main course, a side dish, a snack/dessert, crackers or bread, a spread (cheese, peanut butter, or jelly), a beverage mix, and an accessory pack. It provides at least 1/3 of a soldier’s daily caloric requirements.

MRE varieties include pasta and vegetables, ham slice, chicken with salsa, turkey with potatoes, BBQ meatballs, and black bean burrito. Each meal contains “side dishes” ranging from applesauce to Mexican rice. There are a plastic spoon and an accessory pack with matches, a packet of tissues, a moist towelette, and various condiments (including pepper sauce), candy, and gum. Since 1992, each MRE comes with a water-activated chemical heater that produces sufficient heat to warm the dishes. The average shelf life of an MRE is about 10 years. Similar rations are in service with all Western military forces.

MREs are packaged in heavy plastic pouches and weigh less than 1.5 lbs. apiece. They are bulky; it’s common for soldiers to “field strip” the meals before departing on a mission. This entails opening the outer pouch, removing the cardboard from each individual item, and discarding any undesirable items. The remaining contents are then tightly wrapped in the pouch and taped with electrical tape; this can save up to 0.75 lb. per MRE!

Members of special ops units on covert special reconnaissance have found other uses for the heavy brown pouches: they use them to carry bodily waste from an observation post so that no evidence of their passing remains. Another use is to tape a pouch to the ejection port of a firearm, to serve as a brass catcher on clandestine ops.

While MREs are standard issue throughout the U.S. military, special ops forces also use special rations. These include the Meal, Cold Weather (MCW), freeze-dried rations that are much lighter and better tasting than MRE, and immune to freezing. Recently, two Performance-Enhancing Ration

Components (PERC) were introduced: the ERGO drink is a beverage powder that will give a canteen full of an energizing sports-type drink, while the 2.3-oz. HooAH! bar is patterned after similar power bars. Both are very easy to transport and boost performance and morale. Either reduces Fatigue by 1 for 2 hours, but then adds 2.

The Legend of “the Ranger Spoon”

The plastic spoon included in an MRE serves purposes beyond its eating utensil design. This spoon can be used to create electronic booby-traps, aid in improvised antennas, used to help load ammunition into magazines, or be sharpened as an improvised knife, cut down for a screwdriver or tool to adjust weapon sights, or bent to aid an automatic weapon’s ammunition feeding. These are just a few uses that the creative soldier can come up with.

A little known legend surrounds the “Ranger Spoon” from the early stages of Operation URGENT FURY, the invasion of Grenada. After completing their mission and being relieved by elements of the 82nd Airborne Division, the Rangers that seized the airport at Point Salines were no longer needed and shipped back to the United States. This operation was still going on and the Rangers were instructed not to talk

about any facet of the mission, in order not to let out any important information that could help the enemy.

It is very common to use only one spoon to eat your MRE throughout an entire operation and throw the rest away while “field stripping” your MREs. This spoon was kept in a small slit above a breast pocket, designed for a pen or pencil, on the BDU. As the Rangers returned to their perspective bases it was decided, unofficially, through the grapevine, that they would use this spoon to identify those Rangers that had participated in this operation. Rangers who participated in this operation walked off the planes with spoons sticking out of their BDUs. For a few weeks Rangers all over Ft. Benning, Ft. Stewart, and Ft. Lewis wore their “Ranger Spoons.” Silently, without letting any information spill, the Rangers could tell who had been to combat (“seen the elephant”) and who had not.



communication must be at preset times. The AN/PRC-137F is capable of burst transmissions, can function as a computer modem, provides limited LOS AM/FM radio transmission, and includes an integrated standard communications security (COMSEC) encryption device. \$8,500, 8 lbs.

AN/PRC-148 Have Quick II Multiband Intra/Inter-Team Radio (MBITR): The smallest handheld multiband radio avail-

able, this AM/FM radio has been adopted since 1999 by the USMC, all USSOCOM units, the British SAS/SBS, the Australian SASR, and the NZSAS for squad-level communication. It uses SINCGARS technology, has embedded encryption, and can interface with an AN/PSN-11 GPS. It is typically used with a LASH II headset and has a range of 2 miles. Three AA-type batteries power it for 30 hours. It is submersible to 65'. \$500, 1 lb.

Through-Water Communicators: Also known as *diver transceivers* or *divcoms*, these are high-powered sonar transceivers that allow voice and data communication underwater. Using surface base stations the communicators can interface with radio or satellite networks. The transducer emitter is typically mounted on the diver's head for maximum coverage or the scuba pack for ease of handling; the signal is basically LOS but signal reflection increases the allowed margin of error in communication. The Ocean Technology Systems MagnaCom *MAG-1001D* is a typical system used worldwide. It is designed to install on a Dräger LAR V rebreather. An adapter is mounted on the mouthpiece, which includes the microphone and earphone connector, and a dual transducer assembly is mounted on the LAR V oxygen bottle. This is an omnidirectional system that can send and receive signals in any direction. It is a two-channel system with voice-activation (VOX) and push-to-talk (PTT) modes. The system has a range of over 5,500 yards with a battery life of 10 hours. The maximum operating depth is 900'. In water it has a negative buoyancy of 5 lbs. \$3,000, 15 lbs.

Assorted Tools

Duct Tape: A 165' roll of 2"-wide green adhesive tape, also known as *100-mph-tape*, since it is often used for field repairs on helicopters. Also liberally applied to camouflage weapons, secure hand grenades, etc. \$2, 0.2 lb.

Flashlight: Most special ops troops carry flashlights, usually modern high-performance xenon burners. These give 1-2 hours of light on two lithium batteries, with a beam out to 100 yards or more. Many are waterproof down to 500'. Colored lenses or IR filters are used for signaling. \$30, 0.3 lb.

Multitool: A small pocket tool with about a dozen functions, including folding knife, several screwdrivers, bottle opener, pliers, and scissors. Some aimed at the military even have blasting cap crimpers. Widely used by soldiers; U.S. Army combat engineers and German KSK snipers are even issued them. (If a mechanic has it as his only tool, he is at -3 instead of -5 to skill.) \$75, 0.5 lb.

Paracord: Also known as *550-line*, this is a thin nylon line used in the construction of parachutes, tested to hold 550 lbs. Special ops troops generally carry a length of it, for its myriad uses. \$5, 0.5 lb. (per 50').

Medical Equipment

Field Dressing: A large adhesive compress bandage in a nylon pouch that clips to the LBE. +1 First Aid skill when treating gunshot wounds or similar injuries; used up after one use. \$2, 0.2 lb.

Personal Medical Kit: A small plastic case in a pouch; holds a dressing, an eye dressing, antiseptic wipes, antibiotics, and pain reliever. +1 First Aid skill, used up after one use. \$50, 1 lb.

Medic Bag: A nylon bag with back or shoulder straps. It holds field dressings, gauze bandages, eye pads, tape, sterilizer, ice packs, splint, neck collar, cast plaster, antibiotics, pain reliever, salt tablets, burn cream, injection needles, etc., as

well as tools for minor surgery, such as hemostats, tweezers, scalpel, and gloves. A flashlight and EMT shears are also included. +2 to First Aid and allows Surgery at no penalty; used up after five uses. \$150, 10 lbs.

Combat Medic Vest System: A LBV and small belt bag holding all components of the *Medic Bag*, including three sets of IV. Ammo pouches and canteens can be attached. \$275, 10 lbs.

Field Surgical Kit: A compact tool roll, which holds sufficient forceps, hemostats, scalpels, and needles for field surgery, and several suture kits. Allows Surgery at no penalty. \$50, 0.7 lb.

IV Plasma Kit: An intravenous injection kit, with a pouch of blood expander, catheter, tubing, etc. +1 First Aid by itself, adding Hit Points on a success per p. B128. If the optional Bleeding Rules are used (p. B130), it restores HT/2 instead. \$25, 2.5 lbs.

Navigational Equipment

Compass: A magnetic compass gives +1 to Orienteering skill if the operator has reliable maps (see p. CI153). \$50, 0.2 lb. Precision instruments such as the M2 lensatic compass issued to some U.S. troops give +2 to Orienteering skill. Tritium dots allow their use at night. \$100, 0.2 lbs.

Terrain Maps: Military maps are often drawn at 1:50,000 scale and usually are metric (even U.S. military ones); a 2-centimeter grid on the map represents 100,000 centimeters (1,000 meters or about 1,094 yards) of actual terrain. They are marked using the *military grid* system. A grid coordinate refers to a location on the map and starts with a two-letter designator that indicates the general area of the world. Following this, a string of numbers – 6, 8, or 10 digits long, meaning accurate to 100, 10, or 1 meter – provides the location on the appropriate map. Terrain features, both natural and manmade, are depicted on the maps. Satellite imaging has recently been used to update many maps, making them more accurate than ever.

Soldiers never make permanent marks on a map. Such marks could compromise a mission or other sensitive information should the map fall into enemy hands. Many soldiers cover their field maps in clear acetate. This practice not only protects the map from water damage, but also allows the soldier to make nonpermanent notations that can easily be erased before capture. On special ops missions, the markings are usually erased prior to mission departure. \$5, negligible weight.

AN/PSN-11 Precision Lightweight GPS Receiver (PLGR): The PLGR, or "Plugger," is the U.S. military's standard man-portable global positioning system (GPS) receiver (1993). It receives locational data from orbiting GPS satellites and is accurate to within 6 yards. The PLGR can display data in latitude/longitude, military grid, and a variety of other coordinate systems. It also has built in anti-jamming capabilities, along with the ability to receive encrypted data. The PLGR runs for 10 hours on eight AA-type batteries. \$200, 2.75 lbs.

Miniature Underwater GPS Receiver (MUGR): This GPS receiver (1996) is shirt-pocket sized and can be used underwater in conjunction with a floating 33' antenna for receiving satellite signals on the surface. It is waterproof down to 65' and powered by two AA-type batteries for 2 hours. \$5,000, 1.2 lbs.

Tactical Communications Procedures and Security

Efficient, instantaneous communications are essential to the success of special operations. Military forces spend enormous sums of money procuring communications equipment. They also spend months training communications operators and maintenance personnel, ensuring that “commo” does not fail in combat. Basic communications tasks use Electronics Operation (Communications) skill.

For greatest efficiency and security, frequencies and call signs (identification signs of units or important personnel) are centrally allocated. They are set out in the signal operations instructions (SOI; see p. 106). SOIs are changed frequently to keep enemy electronic-warfare operators from using the information.

Electronic warfare (EW) remains an ever-present danger, and communications security (COMSEC) is a constant concern for special ops. Brief transmissions, frequency hopping, and burst transmission help prevent interception by reducing the time available to intercept and locate the transmission. Encryption systems – scramblers (like the VINSON system used by the United States) and ciphers – prevent intercepted communications from immediately disclosing the information that they contain to the enemy.

Recent technology has introduced frequency-hopping (FH) SINCGARS (p. 106) and burst transmission as effective means of evading hostile interception and direction finding, although counter-countermeasure technology appears to be closing the gap, particularly against FH systems.

Jamming and Direction Finding

Jamming and direction finding (DF) are two dangers closely related to interception. If the enemy identifies the frequencies that friendly forces are using, jamming signals can be transmitted to prevent the use of those frequencies (which is why alternate frequencies are always provided). Sophisticated jamming can appear to be natural interference. Deceptive/imitative jamming is another possibility: if the enemy is sufficiently familiar with friendly forces’ SOI, he can imitate friendly units, pass disinformation, and generally sow confusion.

Any transmission longer than 30 to 45 seconds can be intercepted and the location of the transmitter discovered if two or more direction-finding stations intercept it. Russian direction finding operates in direct support of artillery and rocket forces, locating key targets. U.S. direction finding is not as efficient; DF units communicate with division artillery headquarters, not directly with artillery fire controllers.

Tactical communications involve a tradeoff between ease of use and security. The systems easiest to use are those most easily defeated by the enemy, while relatively secure systems involve technology and attention to detail that can break down in combat. Unfortunately, the best result is an unhappy medium between the two.

Electronic warfare is handled as a contest of the sender’s Electronics Operation (Communications) skill vs. the interceptor’s or jammer’s SIGINT Collection/Jamming skill. These rolls should generally be made in secret by the GM. If the sender loses, messages may be intercepted, transmitters located, false messages inserted, or plans compromised, depending on the circumstances.

Codes and Ciphers

There is a vast difference between codes and ciphers. In a cipher, one set of symbols is substituted for another; thus Morse code, even though it is called a “code,” is actually a cipher. Ciphers can be highly sophisticated, but most ciphers of use on a battlefield can be broken in a matter of hours – sometimes less (use Cryptanalysis skill). This is not always bad, however, since a cipher only needs to keep information secure until it is of no use to the enemy.

In a code, the substitution is for whole words or entire phrases. For special ops, the disadvantage of a code is that a unit must carry an entire code book, slowing down operations and making it possible for the code book to fall into enemy hands.

One of the most unusual codes ever used was the Navajo language! During WWII, Navajo – a difficult language that few non-Navajo Americans, let alone Germans, ever learned – was used for battlefield communications. In an emergency, a special ops unit with a few soldiers fluent in less known languages may try this trick. For example, Danish might work in most places outside Northern Europe; Spanish is certainly widespread enough to make this stunt fail more often than not – e.g., if the enemy have Cuban advisors.

Tactical Radio Communications Systems

In general, high-frequency (HF) transmitters (3-30 MHz) have greater range than very-high-frequency (VHF) and ultra-high-frequency (UHF) transmitters (30 MHz and up). VHF and UHF tend to have higher fidelity, however, because VHF and UHF transmissions are usually frequency modulated (FM), while HF transmissions are usually amplitude modulated (AM); consider the difference in audio quality between AM and FM radio to understand this. Most tactical radio communications systems therefore use VHF/UHF FM transmitters for both encrypted and nonencrypted voice communications, while HF AM transmitters are reserved for long-range communications and Morse code transmissions.

As a rule of thumb, most fixed-wing aircraft use AM transmitters, while ground forces tend to use FM transmitters – which often leads to communication problems between ground forces and their air support. Air-support units are sometimes reduced to borrowing ground-force radios and strapping them into already overcrowded cockpits.

Optical Equipment

AN/PVS-6 Mini-Eyesafe Laser IR Observation Set (MELIOS): This lightweight device resembles a pair of binoculars. Introduced in 1994, it is used to determine the range to a target – usually to verify the location for artillery or air strikes. It incorporates both 7× optical lenses and an IR laser rangefinder effective out to 11,100 yards. It takes one second and a roll against Electronics Operation (Sensors) to determine the range to a target. The operator must have a clear LOS to the target; smoke or dust in the atmosphere gives -1 to -10 to the roll (GM's decision). It also includes a compass/vertical angle measurement capability and will add +2 to Forward Observer rolls. \$8,000, 4.2 lbs. (6 lbs. in carrying case).

AN/PAQ-4C IR Targeting Laser: This device is similar to a standard targeting laser – except that it is infrared, and thus invisible to the naked eye. The targeting dot can only be seen through NVGs (see below); as a result, it is an effective tool for night combat, but fairly useless under most other conditions. The AN/PAQ-4C was adopted by the U.S. military in 1995 and intended to be mounted on the M4A1 or M16 series of personal weapons, but can also be fixed to machine guns such as the M249A1 and M240B. It is powered by two AA-type batteries for 100 hours. See pp. CII31, HT103, or MF13. \$850, 0.3 lb.

AN/PAQ-10 Ground Laser Target Designator (GLTD): A GLTD is a laser target designator used to direct laser-guided munitions (including the AGM-114C Hellfire, p. 122) onto a target. It is the size of a large pair of binoculars and incorporates a thermal imager (add +10 to negate darkness penalties; also see p. VE53) and IR laser rangefinder (5,500 yards range). Many precision air attacks require targeting by a GLTD or similar system. The GLTD can pinpoint stationary targets out to 6 miles and moving targets out to 3 miles. As with a laser rangefinder, the operator must have a clear LOS to the target and must roll vs. Electronics Operation (Sensors). Add +2 to Forward Observer skill. \$8,000, 12 lbs.

AN/PEQ-5 Carbine Visible Laser: Introduced in 1998, this small targeting laser was specifically designed for use with the M4A1 SOPMOD carbine. It emits a visible red laser beam. It attaches to the top of the handguard and has an effective range of about 300 yards. One AA-type battery powers it for 5 hours. See pp. CII31, HT103, or MF13. \$500, 0.2 lb.

AN/PVS-4 Individual Weapon Night Sight: The AN/PVS-4 (1978) is a portable electronic sight used for observation and aimed fire of weapons at night. It uses a 2nd generation passive light amplification tube to enable the user to see in the dark, adding up to +7 to negate darkness penalties. (Optional 3rd generation tubes became available in the late 1990s; +9 to negate darkness penalties.) Integral 3.7× magnification adds +2 Acc. The AN/PVS-4 can be used on many small arms, including the M4A1, M16-series, M249A1, M240B, M240G, MK43 MOD 0, M136 LAW, and M3 RAWS. Two AA-type batteries give a continuous operation time of 30 hours. See pp. CII31, HT94-95, 102-103, or MF14. \$1,800, 3.3 lbs.

AN/PVS-17 Mini Night Vision Sight (MNVS): The AN/PVS-17 (2001) works like the AN/PVS-4, with a third-

generation tube (+9 to negate darkness penalties), but is smaller and lighter. Integral 2.25× magnification adds +1 Acc. It is typically used with the M4A1 carbine, but can mount on most other small arms as well. It is waterproof down to 65'. A single AA-type lithium battery powers it for 36 hours. See pp. CII31, HT94-95, HT102-103, or MF14. \$4,500, 1.9 lbs.

Kazan IPN83: This device (2001) will mount on most Russian small arms, including the AK-74 assault rifle and SVD sniper rifle. It combines a 2nd generation passive night sight (+7 to negate darkness penalties), 3× magnification (+1 Acc), and an IR targeting laser (effective range 300 yards) into one unit. See pp. CII31, HT94-95, 102-103, or MF14. Four AA-type batteries power it for 10 hours. \$2,500, 3.2 lbs.

AN/PVS-7B Night-Vision Goggles (NVG): A modern type of NVG, the AN/PVS-7-series (1988) has a single 3rd generation image-intensifying tube instead of the standard binocular form of earlier versions. Prisms provide simulated binocular vision, but it is limited to a 40° arc in front of the user. While the NVG is used, treat the wearer's left and right hexes as rear hexes (p. B102). The device does not emit infrared radiation that could reveal the wearer to other night-vision gear, and it adds +9 to negate darkness penalties. It also incorporates photoreactive light dampening to protect the wearer against the blinding effects of muzzle flashes or sudden light. The variant AN/PVS-7C is waterproof down to 65' and in service with the U.S. Navy SEALs. It functions continuously for 20 hours on its two AA-type batteries. See pp. CII31, HT94-95, HT102-103, or MF14. \$2,400, 1.5 lbs.

Climbing/Northern Warfare

Pitons and Hammer: Ten steel spikes with a ring through which a rope can be run. Includes carabineers and a rock hammer. Properly used, pitons add +2 to Climbing skill. \$50, 10 lbs.

Rappelling Rope: A strong *kernmantel* rope which holds up to 6,500 lbs. Properly used rope provides +2 to Climbing skill. Comes in coils of 200'. \$75, 9 lbs. A rope bag worn on the belt protects the rope and allows the rope to be paid directly out of the bag. \$50, 1 lb.

Rappelling Harness: A rappelling harness worn over load-bearing equipment, designed to keep the user upright in the event of a fall, and includes various points for attaching rope or hooking gear. +1 Climbing skill. \$300, 2 lbs.

Skis: A pair of cross-country skis and poles. Allows normal walking Move in snow on even ground, but only half that uphill; skiing downhill allows very fast speeds. Strap-on mohair ski climbers (0.9 lb.) below the skis add traction, which allows normal speeds uphill. Requires Skiing skill. \$175, 13 lbs.

Snowshoes: Allow normal walking Move in snow. \$75, 6.6 lbs.

Diving Equipment

Wet Suit: A neoprene diving suit, typically black, with face mask, snorkel, fins (+1 to Swim Move), and ballast. The suit is insulating (+5 to resist cold) and suitable for use in water temperatures down to about 55° F. PD 1, DR 1. \$300, 20 lbs.

Scuba: This system of one or more tanks, a buoyancy compensator, and a regulator vents the diver's exhalations into the water. The equipment can be used to dive to depths of 130' without *requiring* a pause before surfacing to decompress (this is called "no decompression diving"; also see pp. AT50-51 and HT92-93). Greater depths may be reached (to about 250'), but will require a decompression stop and *Fine* equipment (three to five times cost) to minimize the risk of equipment failure. The diver leaves a trail of bubbles and makes a distinctive noise. Scuba gear automatically triggers hydrophones within 10 yards of the diver. An observer on the surface may spot the bubbles on a Vision roll. \$700, 25 lbs., plus \$250, 30 lbs. for each air tank worth 90 minutes. The weight of the equipment is not felt in water.

Dive Board: A dive board is a small board mounting a chronometer, compass, and depth gauge, which aids in determining *safe* dive times and depths. It adds +2 to Scuba skill to avoid decompression problems if *all* proper safety procedures are followed. It also gives +2 to Navigation skill. \$200, 2 lbs.

Rebreather: This piece of equipment is also known as an *Underwater Breathing Apparatus (UBA)*. In a fully closed-circuit rebreathing system exhaled gas is not vented (as it is in open-circuit scuba); instead it is carried via an exhalation hose to a CO₂ scrubber. The gas then inflates an inhalation bag, from which it can be breathed again. New oxygen is added as needed; this greatly extends the time an air tank will last and is useful in special operations because the diver leaves no trail of bubbles – hydrophones will only detect a diver employing a rebreather if he is within one yard. The German Dräger LAR V (Lung Automatic Rebreather, available since 1975) is still the industry's standard equipment, although the company has recently introduced the LAR VII. Currently, most Western units such as the British SBS, German GSG9, U.S. Navy SEALs, or Recon Marines use an improved LAR V (designated MK25 MOD 2 in U.S. service). It is comparatively light outside of the water (and neutrally buoyant in water) and has a pure oxygen supply sufficient for some 4 hours' underwater operation with *mild exertion* (p. B91), depending on the diver's depth and metabolic consumption. The drawback is the limited operational diving depth of only 30' – below that, oxygen poisoning becomes a major danger. Safety precautions limit dives to 40' for 15 minutes or 50' for 5 minutes. \$6,300, 27 lbs. The Italian

OMG Caimano MK3C (1997) is similar, but even lighter at 23 lbs. It allows 3 hours of underwater operations.

Treat diving with a rebreather as a familiarity (p. B43) of Scuba skill. Divers not specifically trained on it must make a Scuba roll to even use the device, and must make a second Scuba roll at -3 midway through the dive or be forced to the surface. Untrained divers also suffer a -3 penalty on any other Scuba roll made while using a rebreather.

Mixed-gas rebreathers, such as the MK16 MOD 0 adopted in 1985 for U.S. service, use a separate tank with a mixing gas, called the *diluent*, to allow much deeper dives. New models tend to be far more advanced than the relatively simple pure oxygen UBAs, with computerized gas monitoring. With a typical gas mixture such as nitrox – nitrogen/oxygen – a MK16

MOD 0 allows dives of up to 250' for almost 7 hours, not counting decompression requirements. It is neutrally buoyant in the water and has a low magnetic signature. \$10,000, 64 lbs. Unlike traditional rebreathers, it *will* vent bubbles when ascending.

Diver Propulsion Device (DPD): The DPD is a small propulsion unit capable of propelling a diver underwater. The Farallon MK8 currently used by the U.S. Navy can tow a 200- to 250-lb. load at about 3 mph. Its batteries will last for some 5,000 yards. It features a compass, depth gauge, and watch (+2 Navigation). In the water, the DPD is almost neutrally buoyant (weighs 3 lbs.). \$2,000, 165 lbs.

Explosives

Blasting Caps: Blasting caps are used to detonate explosive charges. The *M11 Electric Blasting Cap* attaches via integral 30' wires to a blasting machine. The *M14 Non-Electric Blasting Cap* is ignited via a 7.5' fuse (burns for less than 4 minutes). Does 1d-3 on its own. \$10, 0.25 lb. (six each).

Detonating Cord: Usually called *det cord*, this is a 0.2" plastic tube with a core of PETN explosive (p. HT25). It transmits a detonating wave from a blasting cap to an explosive charge at near-instantaneous speed. Does 1d-2 per 3' on its own. If det cord is wrapped around an object, that object takes double damage (anything nearby takes normal damage). \$50, 11 lbs. (500', including a 1.5-lb. spool).

Fuse: For use with nonelectric blasting caps. *Time Fuse* burns 30 seconds per foot. *Instant Fuse* is almost instantaneous. Ignited by flame (e.g., a match or the M81 fuse igniter). \$10, 1 lb. (per 50' coil).

M4A1 Trigger Device: Multiple use detonator, which can be set for push/pull, release, pressure, etc., to trigger a booby trap (-3 to Vision rolls). \$10, 0.15 lb.

M34 Blasting Machine: Twisting the handle generates power to set off up to 50 electric blasting caps. \$50, 0.75 lb.

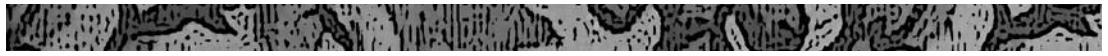
M122 Remote Blasting Machine: A radio transmitter for remote detonation of charges up to 2 miles away. The M122 consists of a case which holds the transmitter and 10 receivers; each receiver can set off up to 15 electric blasting caps. \$500, 10 lbs.

M147 Timer: A digital timer that will set off electric blasting caps. Can be set from 1 minute to 30 days. Waterproof down to 33'. \$50, 0.5 lb.

M112 C4 Block: This is a 1.25-lb. block of C4 plastic explosive (p. HT25). One surface features an adhesive tape to attach the block to a dry and clean surface. The block can be cut up or molded as desired. It will not blow up unless set off by a blasting cap, det cord, or another explosion. Does 7d×3. \$5, 1.25 lbs.

M183 Demolition Charge Assembly: This satchel charge consists of a canvas case holding 16 M112 blocks and four priming assemblies, each with 5' of det cord. It is used to breach obstacles. Does 6d×56. \$150, 23 lbs.

Demolition Kit: A portable set of tools for placing and using explosives, including blasting cap crimpers, pliers, knife, wire stripper, electrical tape, duct tape, wire, and manual with structural strengths. \$400, 5 lbs.



Modern firearms and explosives are covered extensively in *GURPS High-Tech* and *GURPS Modern Firepower*. Some of the weapons commonly seen in the hands of special ops soldiers or their adversaries are listed below.

Weapon Accessories

Drag Bags: Sniper rifles and their optics are precision instruments prone to damage. Drag bags are padded bags to protect them on the way to a position. Typically they are camouflaged, have pouches for ammunition and small items, and can be worn as backpacks. Some unfold to be used as sniper mats. \$250, 4 lbs. (empty).

Weapon Cases: Operators often use fully padded light aluminum or hardshell plastic cases (DR 3) to protect firearms in transit, especially expensive sniper rifles. Cases typically also take spare magazines and small accessories. \$250, 20 lbs. (empty).

Holsters: Holsters used by special ops for handguns come in a myriad of styles. Military-style flap holsters worn on the belt (such as the *Bianchi M12* used by the U.S. military with the Beretta M9 since 1986) are widely used. \$60, 0.5 lb., -2 to Fast-Draw skill. A matching double-cell magazine pouch is available. \$25, 0.3 lb. However, most special ops units favor break-open holsters worn low on the hip, a fashion popularized by the SAS. These typically have integral pouches for magazines. \$60, 0.75 lb., +1 to Fast-Draw skill.

Sound Suppressors: Many special ops units routinely use sound suppressors on their weapons (see the individual weapon descriptions). To hear a shot fired from a suppressed weapon, use the following roll: IQ + Hearing Bonus/Penalty + Acoustic Signature (AS) - Range - Background Noise. Bonuses or penalties to Hearing come from the Acute Hearing and Alertness advantages and the Hard of Hearing disadvantage. The Acoustic Signature is given for the weapon, as is the modifier of the suppressor. Background Noise ranges from 0 (rural area at night) to -10 (very busy street) to -20 (jet engine) and above. Range penalties are per p. B201. If the shot is not fired in the direction of the listener, apply a -3 penalty. Indoors, apply a +2 bonus. For detailed rules, see *GURPS Modern Firepower*.

Weapons of Choice

Every special ops unit has its preferred weapons. Usually, a large selection of different firearms are available to suit mission requirements. Examples of units and their weapons of choice at the time of writing appear below. Most weapons not found in this book are described in *GURPS High-Tech* or *GURPS Modern Firepower*.

U.S. Army Rangers: Beretta M9 pistol, H&K MP5SD3 submachine gun, Colt M4A1 carbine, Colt M16A4 rifle, KAC SR-25 sniper rifle, Remington M24 sniper rifle, Barrett M107 sniper rifle, Benelli M1014 shotgun, Remington M870

shotgun, FN M249A1 LMG, FN M240B GPMG, Colt M203A2 grenade launcher, Alliant M136 LAW, FFV M3 RAAWS recoilless rifle.

U.S. Army 1st SFOD-Delta: Wilson CQB pistol, H&K MP5SD3 submachine gun, Colt M4A1 carbine, Remington M24 sniper rifle, Barrett M107 sniper rifle, Benelli M1014 shotgun, FN M249A1 LMG, Colt M203A2 grenade launcher, Alliant M136 LAW.

U.S. Army Special Forces: Beretta M9 pistol, H&K MP5SD3 submachine gun, Colt M4A1 carbine, Colt M16A3 rifle, KAC SR-25 sniper rifle, Remington M24 sniper rifle, Barrett M107 sniper rifle, Benelli M1014 shotgun, Remington M870 shotgun, FN M249A1 LMG, FN M240B GPMG, Colt M203A2 grenade launcher, H&K HK69A1 grenade launcher, Alliant M136 LAW.

U.S. Marine Recon: PWS MEU (SOC) pistol, High Standard HDMS suppressed pistol, H&K MP5N submachine gun, Colt M4A1 carbine, Colt M4A1 Commando carbine, Colt M16A2 rifle, PWS M40A3 sniper rifle, Barrett M82A3 sniper rifle, Benelli M1014 shotgun, FN M249A1 LMG, FN M240G GPMG, Colt M203A2 grenade launcher, Alliant M136 LAW.

U.S. Navy SEALs: SIG-Sauer P226 pistol, H&K MK23 MOD 0 pistol, H&K MP5N submachine gun, Colt M4A1 carbine, Colt M4A1 Commando carbine, Springfield M14 rifle, Ramo M91A2 sniper rifle, KAC MK11 MOD 0 sniper rifle (SR-25 variant), McMillan M88 sniper rifle, Remington M870 shotgun, FN MK46 MOD 0 LMG, Saco MK43 MOD 0 GPMG, Colt M203A2 grenade launcher, Talley M72A7 LAW, Alliant M136 LAW, FFV M3 MAAWS recoilless rifle.

Australia, SASR: FN-Browning L9A1 High-Power pistol, H&K USP pistol in 9×19mm, H&K MP5KA1 and MP5SD4 submachine guns, Colt M4A1 carbine, ADI F88 rifle (licensed Steyr AUG A1), AI F98 sniper rifle (AW), ADI F89A1 LMG (licensed FN MINIMI), R/M M203PI grenade launcher, ADI L1A2-F1 LAW (licensed M72A3), FFV L14A1 recoilless rifle (M2 Carl Gustaf).

France, GIGN: Manurhin MR-73 revolver, GIAT PA-MAS-G1 (licensed Beretta Mod 92G) pistol, SIG-Sauer P228 pistol, H&K MP5A5, MP5SD6, and MP5KA5 submachine guns, SIG SG551 SWAT carbine, H&K G3A3 rifle, GIAT FR-F2 sniper rifle, AI AWM sniper rifle in 8.6×70mm, Barrett M82A1 sniper rifle, Franchi SPAS 12 shotgun, Remington M870 shotgun, H&K HK79 grenade launcher, Milkor MGL-6 grenade launcher.

France, 2° REP: GIAT PA-MAS-G1 pistol (licensed Beretta Mod 92G), FN P90 PDW, H&K MP5SD6 submachine gun, GIAT FA-MAS-5.56-F1 rifle, GIAT FR-F2 sniper rifle, AI AWM sniper rifle in 8.6×70mm, Barrett M82A1 sniper rifle, FN MINIMI-Para LMG, R/M M203PI grenade launcher, Bofors AT4CS LAW.

Germany, GSG9: H&K P7 pistol, Glock P9M pistol (maritime Glock 17), H&K MP5A3, MP5SD3, and MP5K submachine guns, SIG G37 carbine (SG551 SWAT), H&K PSG1 sniper rifle, H&K HK502 shotgun (use FN-Browning

Auto-5), H&K G8 LMG (based on HK21A1), H&K MZP1 grenade launcher (based on HK69A1).

Germany, KSK: H&K P8 pistol, H&K P12 pistol, H&K MP5A5, MP5SD6, and MP5KA4 submachine guns, H&K MP7 personal defense weapon, H&K G36K carbine, H&K G36 rifle, AI G22 sniper rifle, McMillan M93 sniper rifle, Remington M870 shotgun, H&K G8 LMG (based on HK21A1), Rheinmetall MG3 GPMG (based on MG42), H&K AG36 underbarrel grenade launcher, Buck HAFLA DM34 incendiary launcher, Dynamit Nobel PZF3 rocket launcher.

Israel, Sayeret Mat'kal: SIG-Sauer P226 pistol, IMI Mini-Uzi, Colt M4A1 carbine, KAC SR-25 sniper rifle, Remington M24 sniper rifle, Robar SR-60 sniper rifle (in 7.62×66mmB), Barrett M82A1 sniper rifle, Remington M870 shotgun, FN MINIMI-Para LMG, Colt M203A1 grenade launcher, IMI M72A3 LAW.

Israel, Sayeret T'zanchanim: SIG-Sauer P226 pistol, IMI Mini-Uzi, Colt CAR-15A1 R653 carbine, Remington M24 sniper rifle, Barrett M82A1 sniper rifle, Remington M870 shotgun, IMI Negev LMG (use FN MINIMI), Colt M203A1 grenade launcher, IMI M72A3 LAW.

Israel, Shayetet 13: SIG-Sauer P226 pistol, IMI Micro-Uzi machine pistol, Colt M4A1 carbine, IMI MAR Galil carbine, Tulamash AK-47 assault rifle, Remington M24 sniper rifle, IMI Negev LMG (use FN MINIMI), Colt M203A1 grenade launcher, Kovrov RPG-7 rocket launcher.

The Netherlands, AMFVERKPEL: Glock 17 pistol, H&K P11 underwater pistol, H&K MP5A3 and MP5SD3 submachine guns, FN P90 personal defense weapon, Diemaco C8SFW carbine, Diemaco C7FT rifle, AI AWM sniper rifle (in 8.6×70mm), Barrett M82A1 sniper rifle, FN MINIMI LMG, FN MAG GPMG, Diemaco M203A1 grenade launcher, Bofors AT4CS LAW.

New Zealand, SAS: SIG-Sauer P226 pistol, H&K MP5A3 and MP5SD3 submachine guns, Colt M4A1 carbine, ADI F88 rifle (Australian-made Steyr AUG A1), Parker-Hale Model 82 sniper rifle (use Remington M24), Diemaco C9 LMG (Canadian-made FN MINIMI), R/M M203PI grenade launcher, ADI L1A2-F1 LAW (Australian-made M72A3), FFV L14A1 recoilless rifle (M2 Carl Gustaf).

Poland, GROM: Glock 19 pistol, H&K P8 pistol, IMI Desert Eagle pistol (in .357 Magnum), SIG-Sauer P228 pistol, H&K MP5A5 and MP5SD6 submachine guns, Colt M4A1 carbine, Lucznik wz.96 Mini-Beryl carbine, H&K PSG1 sniper rifle, Remington M870 shotgun, Lucznik PKM GPMG, Colt M203A2 grenade launcher, H&K HK69A1 grenade launcher, Bofors M3 Carl Gustaf recoilless rifle.

Russia, Spetsgruppya Alfa: TsNIITochMash SR-1 Gyurza pistol, Izhmekh PB suppressed pistol, Izhmash AKS-74U carbine, Izhmash AS Val suppressed rifle, Izhmash SVD sniper rifle, TsNIITochMash VSS Vintorez suppressed sniper rifle, Izhmash SV-99 sniper rifle, AI AWM sniper rifle (in 7.62×66mmB), KBP OTs-14-01 Groza rifle system, Molot RPKS-74 LMG, KBP GP-30 grenade launcher, Bazalt RPG-27 LAW, Kovrov RPG-7V rocket launcher.

Russia, Spetsnaz: Izhmekh PYa pistol, Izhmekh PB suppressed pistol, TsNIITochMash SPP-1 underwater pistol,

Tulamash AKS-74U carbine, Izhmash AK-74M rifle, Izhmash AN-94 rifle, TsNIITochMash AS Val suppressed rifle, TsNIITochMash APS underwater rifle, KBP OTs-14-02 Groza rifle system, Izhmash SVDS sniper rifle, TsNIITochMash VSS Vintorez suppressed sniper rifle, Molot RPKS-74 LMG, TsNIITochMash Pecheneg machine gun, KBP GP-30 grenade launcher, Bazalt RPG-27 LAW, Kovrov RPG-7V rocket launcher, KBP RPO-A Shmel FAE launcher.

United Kingdom, SAS and SBS: SIG-Sauer L105A1 pistol (P226), SIG-Sauer L107A1 pistol (P228), H&K L90A1 (MP5KA1), L91A1 (MP5SD3), and L92A1 (MP5A3) submachine guns, H&K MP7 PDW, Diemaco C8SFW carbine, H&K L100A1 carbine (G3KA4), H&K L101A1 carbine (HK53A3), Colt M16A2 rifle, AI L96A1 (PM in 7.62×51mm) and L115A1 (AWM in 8.6×70mm) sniper rifles, Barrett M82A1 sniper rifle, Remington L74A1 shotgun (M870), FN L108A1 SAW (MINIMI), Diemaco M203A1 grenade launcher, Raufoss L1A2 LAW (Norwegian-made M72A3).

Automatic Pistols

Izhmekh PM, 9×18mm Makarov, USSR, 1951 (Holdout +1): The Pistolet Makarova was the issue sidearm of the Soviet/Russian military and police for the entire second half of the 20th century. It was widely exported and copied in other countries of the former Communist world, including Bulgaria, China, and North Korea. It is also frequently encountered in the hands of revolutionary groups. A neat double-action weapon based on the Walther PP (p. HT108), it is quite compact and reasonably effective, although it was replaced by more powerful pistols beginning in the 1990s.

A variant only used by Russian and some other former Soviet special ops units is the PB or *Pistolet Besshumnyi* (silenced pistol), which has an integral baffle suppressor and slide-lock; Wt 2.1, RoF 1 with the slide-lock engaged, Holdout 0. Since the 9×18mm Makarov round is already subsonic, this is reasonably effective (-2 Hearing, -3 with the slide-lock engaged, Acoustic Signature +18). Sound can be further reduced by attaching a second baffle suppressor to the integral one (Wt 2.4, Holdout -1, -4 Hearing, -5 with slide-lock).

Smith & Wesson MK22 MOD 0, 9×19mm Parabellum, United States, 1967 (Holdout -1): This specialized weapon, also known as the "Hush Puppy," was in service with the U.S. Navy SEALs from 1967 to 1982. It was based on the commercial Model 39 pistol, fitted with a micrometer rear sight, a slide-lock, and a muzzle thread for a wiper sound suppressor (+0.5 lb., -1 Holdout). The suppressor lasted for some 30 shots with special subsonic ammunition, but only for about six shots with standard service rounds (-6 Hearing with normal ammunition, -7 with subsonic ammunition; with the slide-lock engaged, apply a further -1, but RoF becomes 1; Acoustic Signature +20). Each MK22 MOD 0 was issued with a waterproof holster, 24 Subsonic rounds, and several plugs for muzzle and chamber, which had to be removed before firing. Only about 200 were made, and production ceased in the early 1970s.

TsNIITochMash SPP-1, 4.5×39mm, USSR, 1971 (Holdout -2): Secret until the 1990s, this underwater pistol has four breech-loading smoothbore barrels, each holding a cartridge which fires a drag-stabilized underwater dart (UD). The ranges on the table are for shots fired in the air. Its underwater ranges depend on depth. Down to about 50', 1/2D is 18 and Max 100, while down to 130' 1/2D is 6 and Max 40.

SIG-Sauer P226, 9×19mm Parabellum, Germany/Switzerland, 1983 (Holdout -1): The P226 has exceptional reliability and good accuracy and is widely used by law enforcement agencies and some militaries. An optional 20-round magazine (AWt 0.8) is particularly popular with special ops units such as the British SAS. Among others, the P226 was adopted by the U.S. Navy SEALs, the Canadian JTF-2, the Dutch Mariniers BBE, the Irish Rangers, all Israeli military special ops units, the Jordanian SOU-71, the New Zealand SAS, the Spanish GEO, and the British SAS and SBS (there known as the L105A1).

The slightly more compact P228 (1989) is almost as widespread; Dam 2d+1, Acc 2, 1/2D 140, Max 1,800, Wt 2.1, AWt 0.5, Shots 13+1, Holdout 0. It was adopted by the U.S. military as the M11 and is employed by aviators and VIP protection details; other users include the French GIGN, Portuguese DAE naval commandos, and British SAS and SBS (as the L107A1). It was replaced in production by the P229 in 1997 (p. HT109).

H&K USP, 9×19mm Parabellum, Germany, 1993 (Holdout -1): This well-regarded pistol has a polymer frame and large-capacity magazine like most modern full-sized autoloaders. It is widely used by law enforcement agencies in a variety of calibers (also see p. HT109). However, most military operators such as the Australian SASR use it in 9×19mm Parabellum. The German military adopted a mildly modified model as the P8, which entered service in 1997. An accessory rail beneath the barrel is often fitted with a tactical light.

The *USP Tactical* (1998) is a variant with its barrel prepared for a quick-detach baffle sound suppressor (+1 lb., -1 Holdout, -4 Hearing, Acoustic Signature +20). It is essentially a watered-down version of the MK23 MOD 0 pistol, but much less bulky. In 9×19mm Parabellum, it is in service with Norwegian special ops units such as the Marinejæger; Wt 2.4. Chambered for the .45 ACP, it was adopted by the German KSK as the P12, and also by the Italian COMSUBIN; Dam 2d+, Wt 2.5, AWt 0.8, Shots 12+1, ST 10, Rcl -1.

H&K MK23 MOD 0, .45 ACP, Germany, 1995 (Holdout -2): Designed to the specifications of USSOCOM for an offensive handgun weapon system (OHWS), the H&K MK23 MOD 0 is a cumbersome but extremely reliable and accurate derivative of the USP. It comes with a detachable AN/PEQ-6 Laser Aiming Module (+0.45 lbs., \$2,400), which integrates visible and invisible IR targeting lasers and tactical lights (p. MF12). The AN/PEQ-6 mounts under the muzzle of the weapon. The pistol also comes with a quick-detach baffle sound suppressor (+1 lb., -1 Holdout, -4 Hearing, -5 Hearing with slide-lock engaged, Acoustic Signature +20). With all accessories installed, Holdout is -3. It is issued with Extra-Powerful HP ammo; standard ammo is Dam 2d+. The MK23

MOD 0 is only in service with USSOCOM, primarily the U.S. Navy SEALs.

Wilson CQB, .45 ACP, United States, 1995 (Holdout -1): This is a custom-built variant of the Colt M1911A1 (pp. HT108, W94) with improved accuracy and reliability. It features self-illuminated high-visibility sights (+3 Acc to reduce darkness penalties). It was adopted by 1st SFOD-Delta as their standard pistol.

The *PWS MEU (SOC)* pistol (1986) in use with the Recon Marines is similar (use same stats).

Revolvers

S&W Model 38 Bodyguard, .38 Special, United States, 1955 (Holdout +1): This revolver is a favorite with those who have to work out of uniform; it is also widely used as a concealed second pistol. The hammer is completely shrouded by the frame, so there is no hammer spur to catch on clothing on a fast draw. The cylinder holds only five rounds, which makes the profile of the weapon thinner.

The Model 649 Bodyguard (1985) is the same weapon in stainless steel, which is now more popular as body sweat corrodes steel carried close to the skin. The combat divers of the Danish Frømandskorps use it as their sidearm on dives instead of their SIG pistols.

Manurhin MR-73, .357 Magnum, France, 1973 (Holdout -1): This revolver has long been the primary sidearm of the GIGN and other French law enforcement units, as well as the Austrian GEK and Spanish GEO. The MR-73 is a high-quality weapon designed specifically for police and military use. Like most .357 Magnum revolvers, it can also use .38 Special ammunition; Dam 2d-1, 1/2D 125, Max 1,500, Rcl -1.

Rifles

Tulamash SVD, 7.62×54mmR Mosin-Nagant USSR, 1963 (Holdout -7): The Snayperskaya Vintovka Dragunova (Dragunov sniper rifle) first became known in the West in the late 1960s. It was widely used in Afghanistan, Chechnya, Nicaragua, and Vietnam and remains in service with many militaries, including those of China, Cuba, India, Iraq, and Russia. It feeds from a detachable magazine and mounts a 4× scope, which can be used to detect active IR sources. It is probably the only modern sniper rifle to take a bayonet.

The SVDS (1994) is the same weapon, but features a shorter barrel and folding stock; Dam 6d+2, 1/2D 900, Max 4,000, Wt 10.8, Holdout -6.

H&K HK53A3, 5.56×45mm NATO, Germany, 1970 (Holdout -4): This assault carbine rivals the MP5A3 in compactness, but is chambered for a more potent round. It can use many of the same accessories as the MP5-series, including all the stock and trigger options (p. 117). In the 1980s, the HK53A3 was adopted by a number of units, including the British SAS and SBS (designated the L101A1) and Danish, El Salvadoran, Mexican, Norwegian, and Senegalese special ops. Several U.S. agencies such as the ATF, DEA, and Diplomatic Security Service also employ it.

TsNIITochMash APS, 5.66×39mm, USSR, 1971 (Holdout -6): This smoothbore weapon was a closely guarded secret until the 1990s. Designed for naval special ops, it is based on the Kalashnikov action and externally resembles that weapon, except for its oversized magazine. It fires a long, drag-stabilized underwater dart (UD) with good performance in the air and reasonable results under water; up to a depth of 50', 1/2D is 30 and Max 150. Down to its maximum operating depth of 130', 1/2D is 12 and Max 60. The APS has a folding stock. It is in service with Russian Navy Spetsnaz.

Izhmash AK-74, 5.45×39mm, USSR, 1974 (Holdout -6): This is basically the improved AKM chambered for a modern small-caliber cartridge. It works and looks like the old AK-47 (pp. HT114-115); the most readily apparent differences are a prominent muzzlebrake, a new synthetic-covered magazine (originally orange, now brown or black), and a groove along the stock and foregrip. The muzzle brake is very effective; the AK-74 adds recoil only after every second 4-shot group in automatic fire. It also increases muzzle flash (+2 to any Vision roll to locate an AK-74 firing in the dark, and Acoustic Signature is +22). The rifle can use the larger magazines of the RPK-74 and can be fitted with an underbarrel grenade launcher, the latest model being the KBP GP-30 (pp. 121, MF31).

The **AKS-74 (1975)** issued to paratroops is the same weapon with a skeleton folding stock; Holdout -5.

The **AKS-74U (1979)** is a cut-down carbine for service with vehicle crews and special ops. It has the AKS-74's folding stock and a much shorter barrel; Dam 4d, SS 10, Acc 6, 1/2D 300, Max 2,500, Wt 7, RoF 11*, Rcl -1, Holdout -4. Its recoil penalties are handled normally. It is widely seen in the hands of Eastern special ops units (including Spetsgruppa Alfa and OMON), but also of many irregular forces and terrorists (it became infamous as Osama bin Laden's weapon of choice).

The **AK-74M (1990)** is currently in service with Russian special ops units. It has a plastic folding stock (which holds the cleaning kit) and a mount for a night sight; Wt 8.7, Holdout -5.

Both the AK-74 and AKS-74U are license-made in countries such as Bulgaria and Romania. Another copy of the AKS-74U is the Polish *Luczink karabinek wz.96 Mini-Beryl (1997)*, which is chambered for the 5.56×45mm NATO cartridge and also offers 3-round limited bursts apart from semi

and full auto; Dam 4d, SS 10, Acc 7, 1/2D 300, Max 2,500, Wt 7.8, RoF 11**, Rcl -1, Holdout -4.

ZCZ M76, 7.92×57mm Mauser, Yugoslavia, 1976 (Holdout -7): This semiautomatic weapon was the standard sniper rifle of the Yugoslavian Army, and widely used during the Civil War in Bosnia and Kosovo. It is based on the Kalashnikov action, but fires the old German service cartridge. It mounts a 4× scope similar to the one on the Russian SVD.

Steyr AUG A1, 5.56×45mm NATO, Austria, 1978 (Holdout -5): The Armee Universal Gewehr is a compact bullpup assault rifle only about 2/3 as long as a conventional weapon. It feeds from clear plastic 30-round magazines, optionally also taking 42-rounders (AWt 1.5). The barrel can be quickly exchanged (6 seconds), transforming it into one of several variants: carbine with 14-inch barrel; Dam 4d+2, SS 10, Acc 9, 1/2D 500, Max 3,200, Wt 8.1; automatic rifle with 24-inch barrel and bipod; Dam 5d+1, SS 12, Acc 12, Wt 13.1. With a conversion kit, it can even fire 9×19mm Parabellum ammo; Dam 3d-1, SS 10, Acc 8, 1/2D 160, Max 1,900, Wt 8.4, AWt 1.1, Shots 25+1. Special ops units such as the Austrian GEK and Jagdkommando, Indonesian KOPASSUS, Irish Rangers, Italian Army Incursori, and Lithuanian ARAS have adopted it, as well as forces in Bolivia, Ecuador, the Falklands, New Zealand, Nigeria, Saudi Arabia, and Tunisia. Australia and Malaysia produce it under license. Some Austrian (Vienna), German (Munich), and U.S. SWAT teams (e.g., Denver, Phoenix, Tucson) also use it.

The **AUG A2 (1997)** replaced the integral 1.5× optical sight with a standard P-rail mount (p. MF11) on top of the receiver, which can accept a number of scopes and night vision devices.

GIAT FA-MAS-5.56-F1, 5.56×45mm NATO, France, 1980 (Holdout -5): Also known as *le clarion* ("the bugle") due to its unusual appearance, this bullpup assault rifle is the standard infantry weapon of the French military and Gendarmerie. It has a distinctive carrying handle and a built-in bipod (+1 Acc for shooting prone) and can be configured for either left- or right-handed use (Armoury/TL). It can fire single shots, 3-round limited bursts, and full auto. Although originally firing rifle grenades, the French introduced the R/M M203PI underbarrel grenade launcher (see p. HT121, or use the stats of the Colt M203A2, p. 121) to go with it in the late 1990s.

The **FA-MAS-5.56-G2 (1994)** replaced it in production and differs mainly in that it employs NATO-standardized M16-type magazines; Wt 9.6, AWt 1, RoF 18**, Shots 30+1.

H&K G3KA4, 7.62×51mm NATO, Germany, 1983 (Holdout -5): A variant of the G3 rifle (p. HT115) with shortened barrel and retractable stock, this carbine found its market in the 1990s with special ops units that require a powerful automatic weapon in a handy package. It is especially useful for shooting through light walls and metal doors on ships. The G3KA4 was adopted by a number of units, including the British SAS and SBS (designated the L100A1), the French COFUSCO combat divers, and the U.S. Diplomatic Security Service. A 50-round drum magazine is available (AWt 4.3, -2 Holdout).



GIAT FR-F2, 7.62×51mm NATO, France, 1984 (Holdout -7): The Fusil à Répétition Mle F2 is the standard sniper rifle of the French military and law enforcement agencies, and replaced the similar FR-F1. It is a bolt-action weapon based on the action of the old MAS Mle 36 (p. W95), fitted with a bipod (+1 Acc for shooting prone), adjustable stock, 6× scope, and detachable magazine. It also has an insulated plastic barrel jacket to reduce heat haze which might interfere with the line of sight.

McMillan M88, 12.7×99mm (.50 Browning), United States, 1987: This massive weapon is a bolt-action sniper rifle for use against materiel such as radar installations or light armored vehicles, or against personnel over very long ranges. It is single-shot only, and features a bipod (+1 Acc for shooting prone), a large muzzle brake, and a 16× scope. It can be quickly disassembled for better portability and concealment (Holdout -6). The M88 was adopted by the U.S. Navy SEALs and the Italian COMSUBIN combat divers. It is no longer produced.

The M93 (1993) is similar, but features a detachable box magazine and folding stock. It was adopted by the KSK as well as French and Turkish units; Wt 26, AWt 2, RoF 1/2, Shots 5+1. McMillan were taken over in 1995 by Harris.

Remington M24 SWS, 7.62×51mm NATO, United States, 1988 (Holdout -7): The standard sniper rifle of the U.S. Army, this bolt-action weapon is based on the commercial Model 700 hunting rifle. It replaced the Springfield M21 (pp. 120, HT114). The M24 Sniper Weapon System is fitted with a 10× scope as standard, but can mount various night vision devices such as the AN/PVS-10 (1997), which has 8.5× magnification and a 3rd generation image-intensifying tube (+4.5 lbs., +3 Acc, +9 to negate darkness penalties). It features an integral magazine and a bipod (+1 Acc for shooting prone). The rifle was also adopted by Egyptian and Israeli special ops units.

The essentially similar PWS M40A3 (1996) is the current sniper rifle of the USMC and an updated version of the M40, which served with the Marines since 1966. Use the same stats, except for Wt 14.8.

The Ramo M91A2 (1999) in service with the U.S. Navy SEALs is likewise based on the Remington Model 700, but differs in being chambered for the 7.62×66mmB (.300 Winchester Magnum) round; Dam 8d+1, SS 15, Acc 13+3, 1/2D 1,300, Max 5,000, Wt 15.3, AWt 0.3, RoF 1/2, Shots 4+1, ST 11B, Rcl -3.

Colt M4A1, 5.56×45mm NATO, United States, 1997, (Holdout -5): The M4A1 assault carbine (CAR-15A3 R927) is the latest incarnation of the short-barreled M16-series of assault rifles. It has the collapsible stock originally introduced with the CAR-15 R607 in 1966. The carrying handle is removable to reveal an accessory rail to which any of the current scopes and night vision devices can be attached. Since 1998, most weapons in service with U.S. special ops units also feature rails on the top, bottom, and sides of the forearm, to accept additional accessories such as targeting lasers, tactical lights, or the Colt M203A2 quick-detach underbarrel grenade launcher (p. 121). This version is called the M4A1 SOPMOD. The weapon also accepts the standard M9 knife/bayonet (p. HT99) and the MK3 MOD 0 SOCOM baffle sound

suppressor (+1.5 lbs., -1 Holdout, -6 Hearing, Acoustic Signature +21). Apart from all U.S. special ops units, it is also widely used by others including Australian, French, Greek, Israeli, Italian, Polish, Thai, and Turkish special ops units.

The M4A1 Commando (CAR-15A3 R933) has an even shorter barrel and is used by the U.S. Navy SEALs and Recon Marines for CQB; Dam 4d, SS 10, Acc 8, 1/2D 300, Max 2,500, Wt 6.5, Holdout -4.

Diemaco of Canada produce the C8SFW (1998), a slightly modified version similar to the M4A1 SOPMOD. This is in service with the Canadian JTF-2 and British SAS and SBS (instead of the older Enfield L85A1), as well as Danish, Dutch, and Norwegian special ops units.

Submachine Guns

Sterling L2A3, 9×19mm Parabellum, United Kingdom, 1956 (Holdout -4): The standard submachine gun of the British military until replaced in service by the Enfield L85A1 bullpup assault rifle (p. HT115) in 1985. The magazine is inserted from the left side; a smaller magazine taking 15 rounds was also produced (AWt 0.8). The L2A3 was widely exported and also made under license in Canada (slightly modified as the C1) and India. British production ceased in 1988, but it is still very likely to be encountered around the world.

The L34A1 (1966) is almost identical, but features an integral sound suppressor (-4 Hearing, Acoustic Signature +20); Dam 2d, 1/2D 100, Max 1,100, Wt 9.5. It was widely used prior to the appearance of the H&K MP5SD, including in Vietnam (by both Australian and U.S. special ops) and in the Falklands War. It is still in service with the Argentine, British, and Spanish Marines, as well as several other smaller countries. In 1983, the Kuwaiti Royal Body Guards received a number of gold-plated L34A1s.

CZ vz.61 Skorpion, 7.65×17mmSR (.32 ACP), Czechoslovakia, 1961 (Holdout -2): This machine pistol was designed as a sidearm for tank crews, paratroops, and secret police who needed more firepower than a pistol could provide. It has been found in the hands of revolutionaries and terrorists around the world, having been widely exported. It was made under license as the ZCZ M84 in Yugoslavia. Its high RoF and light weight make it hard to shoot accurately on full auto. Apply the recoil modifier to each shot instead of each 4-round group! If the wire shoulder stock is used, apply the recoil modifier for each 2-round group. An extended 20-round magazine (AWt 0.9) is available and commonly used. A sound suppressor is sometimes attached (+0.6 lbs., -1 Holdout, -4 Hearing, Acoustic Signature +18). It lasts for about 40 shots.

Izhvesk PP-91 KEDR, 9×18mm Makarov, Russia, 1993 (Holdout -2): This small submachine gun was originally designed in the 1970s by Evgeni Dragunov, but didn't enter production until the 1990s. It has a folding stock and can mount a targeting laser under the muzzle (see p. CII31, HT103, or MF12-13). The PP-91 KEDR was adopted by Russian internal security forces, including OMON units.

The H&K MP5 Submachine Gun

The *Maschinenpistole 5* was adopted in 1966 by the German police and border guards and was the main weapon of GSG9 from its inception. SAS operators accompanying GSG9 in Mogadishu (p. 37) noticed its effectiveness and adopted it. In the public eye, it first gained notice as the weapon employed by the SAS during the Iranian embassy siege in 1980 (pp. 12-13). It has since become *the* weapon of choice among special ops units everywhere. Virtually every Western special ops, counterterrorist, and SWAT unit employs it, although it has been somewhat superseded in recent years by assault carbines such as the Colt M4A1 or H&K G36K and often relegated to bodyguard or sound-suppressed roles.

Several factors combine to make the MP5 popular. While expensive, it is reliable and extremely versatile. Its closed-bolt and roller-lock action make it the most accurate weapon of its type. Dozens of subvariants exist for all needs. In addition, there are few weapons with so many optional accessories offered – from tactical lights and targeting lasers to 100-round drum magazines and underbarrel grenade launchers. Finally, a certain air of professionalism surrounds it – if the GSG9 and SAS use it, it must be good. The weapon has been license-made in Iran, Mexico, Norway, Pakistan, Turkey, and the United Kingdom.

MP5 (1966): The original version, with a fixed plastic stock and straight magazine (Holdout -5). The *MP5A2* (1971) was slightly improved and is still the main production model. The *MP5A3* (1971) has a retractable stock (Wt 7.5, Holdout -4). It can be converted to the A2 and vice-versa. The *MP5A4* (1982) has a fixed stock like the A2, but also offers a 3-round limited burst option in addition to semi- and full automatic (RoF 13**). The *MP5A5* (1982) is like the *MP5A4* but with a retractable stock. The *MP5N* (1985) is a model originally ordered by the U.S. Navy SEALs. It resembles the *MP5A3* but features a new ambidextrous grip configuration and muzzle lugs for the quick attachment of a baffle sound suppressor (+1.2 lbs., -4 Hearing, Acoustic Signature +20).

MP5 Schalldämpfer (1974): This has an integral, full-length baffle sound suppressor (-4 Hearing, Acoustic Signature +20). The *MP5SD1* lacks any stock (Wt 7.3, Rel -2, Holdout -4), the *MP5SD2* has a fixed stock (Holdout -5), and the *MP5SD3* has a retractable stock (Wt 8.6, Holdout -4). The *MP5SD4*, *MP5SD5*, and *MP5SD6* add a 3-round limited burst option.

MP5 Kurz (1976): A chopped-down machine pistol variant designed for concealed carry under a coat. It lacks any stock and features a vertical foregrip for better control. A 15-round magazine was designed to go with it (AWt 0.7), but usually the standard 30-rounder is employed. The *MP5KA1* (1976) has only rudimentary sights (Acc 3, Holdout -2, +1 Fast-Draw skill). The *MP5KA4* and *MP5KA5* (1982) also offer 3-round limited bursts. The *MP5K-PDW* (1991) is similar to the *MP5K*, but has the Navy grip outline and a compact folding stock (Wt 6.2, Acc 6, Rel -1, Holdout -3). It can accept the Navy suppressor. A special briefcase is available, which mounts any *MP5K* model inside and allows it to be remote-fired from within, using a trigger in the carrying handle (Wt 14.9 with weapon and spare magazine). Apply full SS penalty.

The *MP5/10* and *MP5/40* models (1992) are mainly in service with police units; see p. C64.

Machine Guns

Molot RPK-74, 5.45×39mm, USSR, 1976 (Holdout -7): Cousin to the AK-74, this is the standard squad-level light machine gun with the Russian military, similar to the earlier RPK (pp. HT114-115). It has a longer barrel and a folding bipod (+1 Acc for shooting prone). The RPK-74 is light enough to fire from the hip or shoulder, and is normally loaded with a 45-round magazine, but can also use a 90-round drum (AWt 4.55) or the 30-rounder of the AK-74.

The *RPKS-74* (1979) is the same, but with a wooden folding stock; Wt 12.2, Holdout -6.

Saco MK43 MOD 0, 7.62×51mm NATO, United States, 1983 (Holdout -7): Originally known as the M60E3, this is an improved version of the M60 (p. HT119). New features include a pistol foregrip, better barrel change arrangements, lighter bipod, and improvements to the feeding system. A shorter barrel is available for assault; Dam 7d-1, SS 15, Acc 8, 1/2D 900, Wt 25. It was adopted in 1985 as the MK43 MOD 0 by the U.S. Marines and SEALs, although the Marines have replaced it since 1994 with the FN M240G (p. HT120). Other users include the Colombian AFEU counterterrorist unit and Turkish SAT naval commandos.

Light Antitank Weapons

FFV AT4, 84mm, Sweden, 1985: The AT4 is a disposable LAW consisting of a fiberglass launch tube and an 84mm shaped-charge rocket. It superseded the 66mm M72-series (p. HT122) in the United States, where it is made by Alliant and designated the M136. While more effective than the M72-series, it still can't take out a modern main battle tank from the front.

The *AT4CS* (1996) is a variant that can be safely fired from within closed spaces like a bunker, the backblast being made up of water and antifreeze (Wt 16.5). The *AT4CS* was adopted by Brazil, Denmark, France, the Netherlands, and Venezuela. USSOCOM received it in 2001.

FFV M3 Carl Gustaf, 84×250mmR, Sweden, 1985: This shoulder-fired recoilless rifle is a lightened version of the old M2 (p. HT122). It has an integral 2× scope and fires a number of different rounds apart from the standard HEAT shell, including dual-purpose anti-tank/antipersonnel HEMAT (Dam 6d×4(5)+6d×4 [6d], AWt 7.3), HE (Dam 6d×5 [6d], AWt 6.9), Illumination (illuminates a 220-yard radius, Max 2,550, AWt 6.9), and Smoke (covers a 10-yard radius, Max 1,450, AWt 6.9). The M3 was adopted by the Danish and Swedish militaries, and in 1990 it was introduced by the U.S. Army Rangers as the M3 Ranger Antiarmor/Assault Weapon System (RAAWS). Subsequently, it was adopted by the U.S. Navy SEALs as the M3 Multirole Antiarmor/Anti-personnel Weapon System (MAAWS).

Surface-to-Air Missiles

To engage a target with a man-portable SAM, the gunner needs to be able to lock onto the target. Acquiring a lock-on is resolved by rolling the gunner's Gunner/TL (SAM) skill + the missile's Skill. Apply target Range and Size (but not Speed) modifiers as described on p. B201. Countermeasures give a penalty, decoys typically -5 (see pp. VE170, 193-194 for more details). Most portable SAMs require several seconds of preparation before the missile can actually be fired even with a lock-on; this is usually taken up by Aim maneuvers to keep the target in the sights. A critical failure on the lock-on roll means the missile will actually track on some other target (friendly aircraft, the sun, mountainside, etc.).

Firing the missile is a roll vs. Gunner/TL (SAM) at +4. Failure means the missile has malfunctioned or lock-on is lost just before the missile is released. Once launched the missile moves at its Speed (in yards/second) for a number of seconds equal to its Endurance. It will hit the target unless the aircraft can outrun the missile (which is possible for a fast jet) or dodge it at the last instant (one attempt only, at pilot's Piloting/3, pp. VE178, 196).

Raytheon FIM-92D Stinger-RMP Block I, 70mm, United States, 1995: The Stinger is a man-portable surface-to-air weapon system that replaced the FIM-43A Redeye in 1981. The latest D-model incorporates many improvements over the original – notably a dual-mode IR/UV guidance system and a reprogrammable microprocessor. It is treated as TL8 (i.e., TL7 decoys have no effect). The launcher consists of a disposable launch tube containing the missile (29 lbs.) and a detachable grip-stock (4.4 lbs. total). Before launch the battery coolant unit (BCU, 0.9 lb.) is inserted into the grip and the IFF system on the belt (5.7 lbs.) activated. The target is then acquired visually and interrogated by the IFF system if the target is within 20 miles. It takes a full second to get a response from the IFF. To fire, the BCU is activated (providing power for 45 seconds) and the seeker head is cooled for at least 6 seconds. During this time the gunner can attempt to track and lock onto the target. Once it is locked on the trigger can be pulled. This activates the missile and it launches after 2 seconds. After firing, a new BCU and launch tube can be attached (takes 10 seconds).

First employed by the SAS during the Falklands War, the Stinger saw use by Afghan guerrillas against the Soviets from 1986. It is in service with more than 20 nations, including Germany, Japan, Pakistan, Saudi Arabia, and South Korea. In the 1990s, the CIA tried to buy back those still with the Afghans, but some had already been passed on to Iran (one was fired at a 160th SOAR MH-6H over the Persian Gulf in the late 1980s).

The *FIM-92A* (1981) and the *PZRK Strela-3* (SA-14 Gremlin) are practically identical, the Russians allegedly having based the design of the *Strela-3* on examples captured in Afghanistan during the 1980s; both have Skill 12. The *FIM-92B Stinger-POST* (1983) introduced UV capability but is still effectively Skill 12. The *FIM-92C Stinger-RMP* (1987) has Skill 14. All earlier Stinger versions are TL7 with regard to countermeasures.

Hand Grenades

American military nomenclature is used for the grenades below, but many other nations have weapons with similar function and effect. All of these grenades are armed by removing the safety clip, pulling out the safety pin with the attached safety ring, and releasing the handle.

ABC-M7A3 Riot Control Grenade: A typical tear gas grenade. It is shaped like a soup can and is gray in color. The fuse has a 2-second delay. The grenade does not explode on ignition; instead, it emits a noxious cloud of tear gas (CS) for about 25 seconds, filling an area three yards around the hex where the grenade rests. See p. B132 for the effects of tear gas, or pp. C69-70 for a more detailed treatment. The grenade becomes very hot and may ignite easily flammable materials nearby.

AN-M14 TH3 Incendiary Grenade: Frequently called “thermite grenades,” incendiary grenades such as the AN-M14 (1942) are used to destroy or disable equipment. Unlike most other grenades, they are seldom thrown by the wielder. Instead, the user places the grenade on a vulnerable spot on a vehicle or other target and pulls the pin. Once the grenade ignites (it has a 2-second fuse), it heats up to 4,000°F for 40 seconds – more than enough to burn through 1/2” of steel and fuse any moving metal parts together. It will also ignite flammables within a 2-yard radius. Incendiary grenades produce their own oxygen and thus will burn underwater. The grenade does its listed damage at the beginning of each turn to anything in contact with it. This includes armor: for every 10 points of damage the grenade does, permanently reduce DR in that location by 1 point.

M34 White Phosphorus (WP) Grenade: Also known as “Willy Pete,” this grenade scatters burning white phosphorus fragments when it explodes, creating an instant (and dangerous!) smoke screen. This “hot smoke” blocks infrared and thermograph detection as well as normal sight, but only lasts 50 to 80 seconds, depending on weather conditions. Anyone hit by shrapnel from an M34 takes 1d/second for the next 20 seconds as the fragment continues to burn; clothes will be set on fire, but armor protects normally unless DR is exceeded. The victim, or an ally, may attempt to brush away the fragments by making a successful DX roll. White phosphorus cannot be extinguished by water, but if a WP grenade bursts underwater, the fragments will not disperse properly and it will not create smoke.

M67 Fragmentation Grenade: A baseball-sized grenade, which replaced the M26-series (p. HT117) from the late 1960s. It has been widely copied.

M84 Stun Grenade: Stun grenades are the primary diversionary devices for counterterrorist missions and are commonly known as flash-bang grenades: the M84 (introduced in 2000) produces a 1,000,000+ candle flash and a 180-decibel “bang” (jet engines and rock bands only produce 110-130 decibels). Anyone within 10 yards who is not wearing ear protection and heavily darkened lenses may be incapacitated for several seconds. The victim must make a HT-5 roll to avoid being physically stunned; this is changed to an unmodified HT



roll if he is wearing ear and eye protection. If stunned, the victim must roll at HT-5 (or HT, with eye and ear protection) each turn to recover. On a critical failure, he remains stunned for 5 turns before he can roll again. Eye and ear protection sufficient to protect from a flash-bang give -3 to all Vision and Hearing rolls. Most flash-bangs produce smoke as a byproduct of the explosion. This can impair vision (-2 to all Vision rolls and aimed fire within 5 yards of the point of impact for 10 seconds). These devices can also set incidental fires – a flash-bang grenade set the Iranian embassy afire during the SAS raid of 1980 (see pp. 12-13). They are usually cylindrical in shape, to allow them to be rolled into a room or down a hallway.

Antipersonnel Mines

On March 1, 1999, 125 countries (including most of Europe) signed a treaty banning the use of land mines. Several countries were notable by their absence, including the United States, China, Iraq, Iran, and Russia. Some of these have taken steps to reduce the long-term threat of unexploded ordnance. For example, the United States has removed the tripwires from all Claymores (with the exception of those in Korea).

U.S. special ops forces still employ mines, usually to protect a reconnaissance post (“a hide”) or cover a retreat, but they can also be used to cover likely routes of enemy retreat or advance from an ambush or raid, increasing the casualties inflicted.

An antipersonnel mine may be triggered by pressure, a tripwire, contact, or a remote blasting machine, depending on the design. A “generic” antipersonnel mine inflicts 2d damage – usually to hit locations 12-16 (see p. B211). To correctly employ anti-personnel mines, use Demolition/TL skill; to remove them, use Explosive Ordnance Disposal/TL skill.

Some Specific U.S. Designs

M18A1 “Claymore” Mine: A directional above-ground weapon introduced in 1956. It consists of a convex, 1.5-lb. block of C4 explosive with 700 steel pellets embedded in it. The mine is pointed toward the desired area of effect and may be detonated remotely or by a tripwire. When triggered, it acts like a huge shotgun round, attacking everything in a 60° cone in front of it. Roll vs. 14 minus the range penalty to hit. Multiple hits may occur; see pp. HT21, VE190. Each hit inflicts 6d+2 damage (treat as a bullet) out to 50 yards; halve damage after that. Anyone near the Claymore when it goes off also has a 6d×4 explosion to worry about, so it is usually deployed over 20 yards from friendly positions. Incidental fragmentation may cover a larger area to the side and rear; troops take cover before detonating a Claymore. It has widely been copied – the Chinese *66 Shi*, Pakistani *P5*, and Russian *MON-50* have the same stats. Weight 5 lbs. in a bandolier including electric blasting cap, wire, tester, and blasting machine.

M26 Bounding Antipersonnel Mine: A mine that springs 2 yards above the ground and explodes, doing 6d [4d]. The roll to hit is 14 minus the range penalty (measured from the mine to the victim). Multiple hits may occur on a good roll; see pp. HT21, VE190. Weight 2.2 lbs.

M86 Pursuit Deterrent Munition: The M86 PDM is a small mine about the size of a hand grenade (Holdout -1). It was fielded in mid-1991 for service with USSOCOM, who use it on the retreat or for quick ambush and harassment. It is simply dropped to the ground; after a 25-second delay, it deploys seven 6.5-yard tripwires. After another 40-second delay it is fully armed, and, if disturbed, will hurl a small grenade 2 yards above the ground, similarly to the M26. Damage is 1d [2d]. It self-destructs after 4 hours. Weight 1.2 lbs.; two come in a bandolier.

Consolidated Weapon Tables



Entries in these tables use the format and abbreviations on pp. 123-127 of *GURPS High-Tech, Third Edition*, with the following additions:

EWt: Empty weight.

RoF: Two asterisks (**) indicate a weapon capable of limited 3-round bursts (p. MF19). All these weapons can also be fired in semiautomatic mode (RoF 3~), and those with a RoF higher than 3 can also fire full automatic at the rate given.

Page: Reference to a detailed description of the weapon.

Manufacturer Abbreviations

AI Accuracy International (Great Britain)
 CZ Ceska Zbrojovka (Czechoslovakia)

FFV Försvarets Fabriksverk (Sweden)
 FN Fabrique Nationale d'Armes de Guerre (Belgium)
 GE General Electric (United States)
 GD General Dynamics (United States)
 GIAT Groupement Industriel des Armes
 Terrestres(France)
 H&K Heckler & Koch (Germany)
 KAC Knight's Armament Corporation (United States)
 KBP Konstruktorskoe Buro Priborostroenija (Russia)
 RIA Rock Island Arsenal (United States)
 SIG Schweizerische Industrie-Gesellschaft (Switzerland)
 S&W Smith & Wesson (United States)
 ZCZ Zavodi Crvena Zastava (Yugoslavia)

PISTOLS (use Guns/TL (Pistol) for single shots, Guns/TL (Machine Pistol) for burst-fire)

Weapon	Malf	Damage	SS	Acc	1/2D	Max	Wt	AWt	RoF	Shots	ST	Rcl	Cost	TL	Page
Izhmekh PM "Makarov," 9×18mm	crit.	2d-1	10	2	125	1,500	1.8	0.3	3~	8+1	8	-1	\$150	7	113
S&W MK22 MOD 0, 9×19mm	crit.	2d+2	10	3	150	1,850	2.6	0.4	3~	8+1	9	-1	\$1,000	7	113
TsNIITochMash SPP-1, 4.5×39mm	crit.	1d+1	10	1	50	600	2.3	0.2	2~	4	10	-1	\$500	7	114
SIG-Sauer P226, 9×19mm	ver.	2d+2	10	3	150	1,850	2.8	0.5	3~	15+1	9	-1	\$700	7	114
Beretta M9, 9×19mm	crit.	2d+2	10	3	150	1,850	2.8	0.5	3~	15+1	9	-1	\$500	7	HT108
H&K USP, 9×19mm	ver.	2d+2	10	3	150	1,850	2	0.5	3~	15+1	9	-1	\$520	7	114
H&K MK23 MOD 0, .45 ACP	ver.	2d+1+	11	4	175	1,700	3.2	0.9	3~	12+1	10	-1	\$1,600	7	114
Wilson CQB, .45 ACP	ver.	2d+	10	4	175	1,700	2.7	0.4	3~	8+1	10	-2	\$1,800	7	114

Revolvers (use Guns/TL (Pistol))

Weapon	Malf	Damage	SS	Acc	1/2D	Max	Wt	AWt	RoF	Shots	ST	Rcl	Cost	TL	Page
S&W M 38 Bodyguard, .38 Special	crit.	1d+2	10	1	120	1,250	1.5	0.2	3~	5	9	-2	\$250	7	114
Manurhin MR-73, .357 Magnum	crit.	3d-1	10	3	185	2,000	2.3	0.2	3~	6	10	-2	\$1,100	7	114

Rifles (use Guns/TL (Rifle) for single shots, Guns/TL (Light Auto) for burst-fire)

Weapon	Malf	Damage	SS	Acc	1/2D	Max	Wt	AWt	RoF	Shots	ST	Rcl	Cost	TL	Page
Tulamash SVD, 7.62×54mmR	crit.	7d	15	10+2	1,000	4,200	10.1	0.7	3~	10+1	11	-2	\$1,000	7	114
H&K HK53A3, 5.56×45mm	crit.	4d	10	8	300	2,500	7.8	1.2	11*	25+1	9	-1	\$1,350	7	114
TsNIITochMash APS, 5.66×39mm	crit.	4d	12	7	150	1,400	8.2	2.2	9*	26+1	9	-1	\$900	7	115
Izhmash AK-74, 5.45×39mm	crit.	5d	12	8	500	3,500	9.1	1.2	11*	30+1	9	-1	\$250	7	115
Springfield M21, 7.62×51mm	crit.	7d	15	12+3	1,000	4,200	12.7	1.6	3~	20+1	11	-2	\$1,200	7	HT114
ZCZ M76, 7.92×57mm	crit.	7d	15	11+2	1,000	4,200	10	0.7	3~	10+1	11B	-2	\$1,000	7	115
Steyr AUG A1, 5.56×45mm	crit.	5d	11	11	800	3,500	9	1.1	11*	30+1	9	-1	\$1,200	7	115
GIAT FA-MAS-5.56-F1, 5.56×45mm	crit.	5d	11	11	800	3,500	9.8	1	16**	25+1	9	-1	\$1,400	7	115
H&K G3KA4, 7.62×51mm	crit.	6d+2	12	9	800	4,000	11.4	1.8	10*	20+1	11	-2	\$1,200	7	115
Colt M16A2, 5.56×45mm	crit.	5d	12	11	800	3,500	8.9	1	3**	30+1	9	-1	\$800	7	MF22
GIAT FR-F2, 7.62×51mm	crit.	7d	15	13+2	1,200	4,200	12.8	1	1/2	10+1	11B	-2	\$700	7	116
Barrett M82A1 SASR, 12.7×99mm	crit.	11d+1+	17	12+3	1,500	7,100	35.6	3.5	1	10+1	13B	-4	\$7,200	7	HT115
McMillan M88, 12.7×99mm	crit.	11d+1+	17	13+4	1,500	7,100	24.3	0.3	1/3	1	13B	-5	\$4,000	7	116
Remington M24 SWS, 7.62×51mm	crit.	7d	15	13+3	1,200	4,200	13.4	0.3	1/2	6+1	11B	-2	\$5,000	7	116
KAC SR-25, 7.62×51mm	crit.	7d	15	12+3	1,200	4,200	14.4	0.8	3~	20+1	12	-2	\$2,500	7	MF25
SIG SG551 SWAT, 5.56×45mm	crit.	4d+2	11	9	500	3,200	8.7	1	11**	30+1	9	-1	\$1,500	7	MF25
H&K G36K, 5.56×45mm	crit.	4d+2	10	9+1	500	3,200	8.3	1.1	12*	30+1	9	-1	\$1,200	7	MF25
Colt M4A1, 5.56×45mm	crit.	4d+2	11	9	500	3,200	7.3	1	15*	30+1	9	-1	\$900	7	116



Submachine Guns (use Guns/TL, (Light Auto) for burst-fire, Guns/TL, (Rifle) for single shots)

Weapon	Malf	Damage	SS	Acc	1/2D	Max	Wt	AWt	RoF	Shots	ST	Rcl	Cost	TL	Page
Sterling L2A3, 9×19mm	crit.	3d-1	10	6	160	1,900	7.6	1.6	9*	34	10	-1	\$350	7	116
CZ vz.61 Skorpion, 7.65×17mmSR†	crit.	2d-1	10	3	125	1,500	1.6	0.4	14*	20	8	-1	\$350	7	116
H&K MP5A2, 9×19mm	crit.	3d-1	10	8	160	1,900	6	1.2	13*	30+1	10	-1	\$1,100	7	117
H&K MP5SD2, 9×19mm	crit.	2d	10	8	100	1,100	6.8	1.2	13*	30+1	10	-1	\$1,850	7	117
H&K MP5K, 9×19mm†	crit.	2d+2	10	4	150	1,850	5.5	1.2	15*	30+1	10	-2	\$1,200	7	117
Izhvesk PP-91 KEDR, 9×18mm†	crit.	2d-1	10	4	125	1,500	4	0.9	14*	20	8	-1	\$300	7	116

† With the stock retracted, use Guns/TL (Machine Pistol) for burst-fire, Guns/TL (Pistol) for single shots.

LMGs (use Guns/TL, (Light Auto) on bipod, Gunner/TL, (Machine Gun) on tripod or vehicle)

Weapon	Malf	Dmg	SS	Acc	1/2D	Max	Wt	AWt	RoF	Shots	ST	Rcl	Cost	TL	Page
Kovrov PKM, 7.62×54mmR	crit.	7d	17	10	1,000	4,200	27.3+16.5	8.6	11	100	11B	-2	\$2,500	7	HT120
Rheinmetall MG3, 7.62×51mm	crit.	7d	17	10	1,000	4,200	32.7+45	7.4	20	120	13B	-2	\$3,700	7	HT119
Molot RPK-74, 5.45×39mm	crit.	5d+1	15	9	600	3,200	12	1.7	11*	45+1	10B	-1	\$500	7	117
Saco MK43 MOD 0, 7.62×51mm	crit.	7d	17	10	1,000	4,200	25.3+15	6.6	9	100	10B	-1	\$3,500	7	117
FN M249A1, 5.56×45mm	ver.	5d+1	15	10	800	3,500	23.5+15	7	12	200	11B	-1	\$4,800	7	HT120
FN M240B, 7.62×51mm	ver.	7d	17	10	1,000	4,200	34.5+15	6.6	12	100	13B	-1	\$12,000	7	HT120

The second number under Wt is the weight of the (optional) tripod.

Grenade Launchers (use Guns/TL, (Grenade Launcher); all are TL7)

Weapon	Malf	Damage	SS	Acc	Min	1/2D	Max	Wt	AWt	RoF	Shots	ST	Rcl	Cost	Page
Saco MK19 MOD 3, 40×53mmSR††	ver.	6d(10) + 1d+2 [3d]	20	10	30	1,650	2,400	108+44	30.8	5*	32	37T	-1	\$13,800	HT121
KBP GP-30, 40mm	crit.	1d+2 [3d]	14	5	11	150	460	+3.3	0.56	1/4	1	11	-1	\$300	MF31
Colt M203A2, 40×46mmSR	crit.	4d(10) + 1d+1 [3d]	14	5	30	150	440	+3.5	0.5	1/4	1	11	-1	\$500	HT121

†† Use Gunner/TL (Grenade Launcher).

Notes: The second number under Wt is the weight of the tripod. The GP-30 fires an HE grenade (pp. CII64-65, MF9, and VE190); the MK19 MOD 3 and the M203A2 fire HEDP grenades with shaped charges (pp. CII66, HT102, MF10, and VE191). Use the first damage code for attack against armor, the second (with fragmentation damage in brackets) for attack of area targets.

Hand Grenades (use Throwing)

Weapon	Malf	Damage	Wt	Fuze	Cost	TL	Page
ABC-M7A3	crit.	Spcl.	1	2 sec.	\$25	7	118
AN-M14 TH3	crit.	2d	1	4 sec.	\$45	7	118
M34 WP	crit.	2d [1d]	2	4 sec.	\$45	7	118
M67	crit.	5d+2 [2d]	1	4 sec.	\$15	7	118
M84 Stun	crit.	Spcl.	1	2 sec.	\$40	7	118



Light Antitank Weapons (use Guns/TL, (LAW))

Weapon	Malf	Damage	SS	Acc	Min	1/2D	Max	Wt	AWt	RoF	Shots	ST	Rcl	Cost	Page
Kovrov RPG-7, 40mm	crit.	6d×5 (10)	15	6+1	30	220	1,000	22.3	5	1/4	1	9	\$800	7	HT122
FFV AT4, 84mm	crit.	6d×6 (10)	14	6	11	330	2,300	14.7	–	–	1	10	\$750	7	117
FFV M3 Carl Gustaf, 84mm	crit.	6d×6 (10)	15	10+1	55	450	1,100	26.4	6.6	1/4	1	11	\$3,000	7	117

Note: The RPG-7 fires an 85mm over-caliber HEAT rocket with shaped charge (pp. CII66, HT101, MF10, and VE191).

Vehicle Machine Guns (use Gunner/TL, (Machine Gun))

Weapon	Malf	Damage	SS	Acc	1/2D	Max	EWt	AWt	RoF	Shots	Rcl	Cost	TL	Page
Browning M2HB, 12.7×99mm	crit.	13d+1+	19	15	1,800	7,400	84	32	8*	100	-1	\$11,000	7	HT119
Saco M60D, 7.62×51mm	crit.	7d	17	10	1,000	4,200	22	36.3	9	550	-1	\$4,000	7	HT119
GE M134, 7.62×51mm	ver.	7d	17	10	1,000	4,200	59	297	66	4,500	-1	\$20,000	7	HT119
Browning M218, 12.7×99mm	crit.	12d+2+	19	14	1,500	7,100	65.1	256	13	800	-1	\$8,200	7	HT119
KBP YakB-12.7, 12.7×108mm	ver.	12d+2+	19	14	1,500	7,100	99	498	70	1,470	-1	\$10,000	7	–
KBP GShG-7.62, 7.62×54mmR	ver.	7d	17	10	1,000	4,200	41.8	119	66	1,800	-1	\$8,000	7	–



Cannons (use Gunner/TL (Cannon))

Weapon	Malf	Damage	SS	Acc	1/2D	Max	EWt	AWt	RoF	Shots	TL
Bofors M2A1, 40×311mmR	crit.	6d×6 (0.5)+3d [4d]	25	15	3,000	9,600	356	38.6	2*	8	6
RIA M102, 105×305mmR	crit.	6d×9 [10d]	30	14	4,200	11,000	900	46.2	1/6	1	7
KBP GSh-23L, 23×115mm	crit.	6d×3 (0.5)+1d-2 [2d]	20	12	2,000	7,000	111	350	56	450	7
GE M61A1 Vulcan, 20×102mm	ver.	6d×3 (0.5)+1d-3 [2d]	20	15	1,800	6,000	252	1,710	41	3,000	7
GE GAU-12/U Equalizer, 25×137mm	ver.	6d×4 (0.5)+1d [2d]	20	15	2,500	7,500	270	3,300	30	3,000	7

Note: The M102 fires a HE shell (pp. CII64-65, MF9, and VE190). The M2A1, GSh-23L, M61A1, and GAU-12/U fire semi-armor-piercing high explosive (SAPHE) rounds (p. VE190); the first damage is for attack against armor, the second damage (with fragmentation damage in brackets) is for attack against area targets.

Surface-to-Air Missiles (use Gunner/TL (SAM))

Weapon	Malf	Damage	Min	Max	Spd	End	Skill	Wt	AWt	RoF	Shots	TL	Page
Raytheon FIM-92D Stinger, 70mm	crit.	6d×14 (0.5) + 6d×11 [6d]	220	8,500	950	11	14	40	22	1/20	1	7	118

Note: The FIM-92D has an IRH guidance (pp. VE193-194) and SAPHE warhead (pp. CII64-65 and VE190).

Antitank Guided Missiles (use Gunner/TL (ATGM))

Weapon	Malf	Damage	Min	Max	Spd	End	Skill	Wt	RoF	Shots	TL
Rockwell AGM-114C Hellfire, 178mm	crit.	6d×18 (10)	1,500	8,800	475	19	18	100	1/20	1	7

Note: The AGM-114C has a SALH guidance (pp. VE193-194) and HEAT warhead (pp. CII66, HT101, MF10, and VE191).

Rocket Launchers (use Gunner/TL (Rocket Launchers))

Weapon	Malf	Damage	SS	Acc	Min	1/2D	Max	Wt	AWt	RoF	Shots	TL
KBP UB-32-57, 57mm	crit.	5d×3 [4d]	20	6	300	2,000	5,200	493	9.9	4*	32	7
BEI M261, 70mm	crit.	6d×6 [6d]	20	6	250	3,750	8,000	770	19.7	19*	19	7

Note: The UB-32-57 and M261 fire HE rockets (pp. CII64-65, MF9, and VE190).

Vehicles



Technical Data

The technical data of the vehicles in this chapter are the “factory specs” found in manuals and reference books. They can vary in active service, even between identical models in the same unit. The wide variety of equipment that can be installed – especially for special operations, which by definition have special requirements – can affect weights, performance stats, and dimensions. For instance, painting an MH-6J to resemble a civilian helicopter (as done by 1st SFOD-Delta; see p. 28) will measurably change its weight – and that’s just an extra coat of paint!

Vehicle dimensions are length×height×width unless otherwise stated.

Land Vehicles

AM General Ground Mobility Vehicle (GMV)

The GMV (1999) is a specialized variant of the M1025A2 HMMWV (better known as Humvee or Hummer) for service with the U.S. Army Special Forces. It features a ring mount for an M2HB, MK19 MOD 3, or MK47 MOD 0, as well as pintle mounts on the right and left sides, mounting M249A1 LMGs. It can accommodate four seated men plus a standing gunner, but is intended to carry a 3-man team. The open cargo bed can store large amounts of supplies. The front mounts a 9,000-lb. winch.

Dimensions: 15.2’×6.3’×7.2’.

Weight: 6,200 lbs. (empty), 11,500 lbs. (max.).

Speed: 65 mph (max.).

Range: 300 miles (max. payload).

Land Rover Ranger Special Operations Vehicle (RSOV)

The RSOV (1992) is used as a main 4×4 utility vehicle by the U.S. Army Rangers, twelve being assigned to each battalion. It is based on the British Land Rover Defender 110, which is widely used by special ops units, including the British SAS. The RSOV has a ring mount in the rear to accept a heavy automatic weapon such as the M2HB or MK19 MOD 3. An M240B machine gun (with 200 ready rounds) is installed on a pintle mount on the passenger side. Apart from the driver and two gunners, it can carry three more Rangers and extensive stores. There are also medevac, mortar carrier, and communications variants.

Dimensions: 14.8’×6.7’×5.7’.

Weight: [Classified] (empty), 7,480 lbs. (max.).

Speed: 60 mph (max.).

Range: 360 miles (max. payload).

Mercedes-Benz MB 250GD Wolf

The Geländewagen MB 250GD (1980) is the standard 4x4 light utility vehicle of the German military since 1989, and similar models are also in use with the Border Guards and more than 50 other countries. The Wolf can mount an MG3 machine gun or MILAN antitank missile launcher (p. HT122) on a pintle in the rear, and seats three troops in addition to the driver. There are also medevac, communications, and other variants. Two can be carried in the Eurocopter CH-53GS helicopter.

License-built in France as the *Peugeot P4* (1983), it is also widely used by the French military, including the 2° REP. The P4 carries up to six troops and weapons such as the M2HB HMG or MILAN missile launcher.

Dimensions: 13.8'x6.7'x5.7'.

Weight: 3,520 lbs. (empty), 5,280 lbs. (max.).

Speed: 70 mph (max.), 55 mph (cruising).

Range: 260 miles (max. payload).

DaimlerChrysler-AVS Interim Fast Attack Vehicle (IFAV)

The USMC adopted the MB 290GD, a longer, modified version of the Wolf as the IFAV in 1999, replacing the DPV with Recon Marines. This version has a pedestal mount for a heavy automatic weapon in the rear; it seats five troops in addition to the driver. Some are fitted with an MK95 MOD 1 twin mount with two M2HB HMGs.

Dimensions: 15'x6.7'x5.3'.

Weight: [Classified] (empty), 7,760 lbs. (max.).

Speed: 96 mph (max.).

Range: 300 miles (max. payload).

Chenoweth Desert Patrol Vehicle (DPV)

The DPV (1990) was originally known as the Light Strike Vehicle (LSV). It is a 4x2 dune-buggy-type vehicle in service with the U.S. Army Special Forces, the USMC, and U.S. Navy SEAL Team 3, who used it during the Gulf War. The DPV seats up to three troops and has three pintle mounts, one on the top, one in front of the co-driver, and one in the rear. The top mount typically mounts an M2HB, while the front pintle has an MK19 MOD 3 and the rear pintle an MK43 MOD 0. About 1,300 lbs. of supplies and ammo are strapped to the chassis, including two M136 LAWs. The LSV was also sold to Greece, Israel, Mexico, Oman, Portugal, and Spain. Two will fit into a Sikorsky MH-53J, three into a Lockheed C-130H.

Dimensions: 13.8'x6.6'x6.9'.

Weight: 2,100 lbs. (empty), 3,650 lbs. (max.).

Speed: 80 mph (max.), 66 mph (cruising).

Range: 300 miles (max. payload), 1,000 miles (auxiliary fuel in bladders)

Kawasaki KL250D8

This Japanese off-road motorbike (modified by Hayes) entered service with the USMC in 1991 and USSOCOM in 1996 (replacing the Honda CR250 in use since 1988). It carries one cyclist and his equipment (total payload up to 350 lbs.). A rifle rack is installed over the handlebars.

Dimensions: 7'x4'x2.8'.

Weight: 265 lbs. (empty), 615 lbs. (max.).

Speed: 90 mph (max.).

Range: 230 miles (max. payload).

Rotary-Wing Aircraft

Bell UH-1H Iroquois

The UH-1H (1967), known as the "Huey," is a light utility helicopter still in widespread use with many nations, but now seldom employed by American units. Apart from two pilots, it can accommodate 14 troops or 4,000 lbs. of cargo. Often a pair of M60D machine guns are carried in the cabin doors. The very similar *Dornier UH-1D* (1967) is used to support the KSK. The twin-engined, but otherwise similar *Bell UH-1N* (1970) is still in service with the AFSOC and USMC.

Dimensions [LxHxRotor diameter]: 41.9'x14.5'x48'.

Weight: 4,670 lbs. (empty), 9,500 lbs. (max. take-off).

Speed: 161 mph (max.), 138 mph (cruising).

Service Ceiling: 12,600'.

Range: 285 miles (max. payload).

MDHC MH-6J Little Bird

Based on the Vietnam-era Hughes OH-6A Cayuse scout helicopter, the MH-6-series was adopted by the U.S. Army's 160th SOAR as a light multipurpose aircraft in the mid-1980s. The current MH-6J was based on the commercial MD 530F and entered service in 1992. With a crew of two, it can carry two passengers or about 1,700 lbs. of cargo internally. However, usually six operators ride on the outside on special "planks," jumping off as soon as the objective has been reached. Forward-looking IR and GPS are installed.

The *AH-6J* attack version carries no passengers, but is typically armed with an M134 minigun (with 2,000 rounds) and an M260 rocket pod (use M261 with 7 rockets) on either side. It can also carry other stores, for example, missile pods with two AIM-92D Stinger or AGM-114C Hellfire missiles each.

North Korean special ops units are reported to fly a number of similar MD 500E models, painted to resemble the MD 500D in service with the South Korean military.

Dimensions [LxHxRotor diameter]: 29.8'x8.5'x26'.

Weight: 2,830 lbs. (empty), 5,200 lbs. (max. take-off).

Speed: 170 mph (max.), 115 mph (cruising).

Service Ceiling: 7,400'.

Range: 320 miles (max. payload).

Boeing MH-47E

The MH-47E (1994) is the special ops variant of the U.S. Army's dual-rotor heavy transport helicopter, the *CH-47D Chinook* (1984). Intended as a direct support asset of the Rangers, it can transport 44 troops or 14,322 lbs. of cargo (e.g., two Land Rover RSOVs) in addition to its crew of four. It is equipped with terrain-following radar, FLIR, in-flight refueling probe, and secure communications. The MH-47E is typically armed with two M134 miniguns in the windows and an M218 HMG in the rear ramp. It can also carry two AIM-92D Stinger missiles for self-defense.

The very similar *Chinook HAC.3* has been in service with the Royal Air Force's 7 Squadron Special Forces Flight since 2002.

Dimensions [L×H×Rotor diameter]: 100.5' (including refuelling probe)×18.9'×60'.

Weight: 26,094 lbs. (empty), 54,000 lbs. (max. take-off).

Speed: 185 mph (max.), 153 mph (cruising).

Service Ceiling: 15,000'.

Range: 705 miles.

Sikorsky MH-53J/M Pave Low III/IV

The MH-53J (1981) is currently the USAF's only real special ops helicopter. It is also the largest and most powerful helicopter in the USAF inventory. With a crew of six, it can accommodate up to 38 troops (83 on evacuation flights). Its advanced avionics include terrain-following radar, forward-looking IR, and a projected map display. Essential parts are armored, and it is armed with two GE GAU-2C/A miniguns (use M134) in the windows and a Browning GAU-18/A HMG (use M218) in the rear ramp.

The *Sikorsky MH-53M Pave Low IV* (2001) features upgraded electronics.

The *Eurocopter CH-53GS* (1999) is a licensed non-special-ops version and in service with the German army, supporting the KSK.

Dimensions [L×H×Rotor diameter]: 67.2'×17.1'×72.3'.

Weight: 23,485 lbs. (empty), 46,000 lbs. (max. take-off).

Speed: 145 mph (max.).

Service Ceiling: 16,000'.

Range: 660 miles (max. payload).

Sikorsky MH-60K Special Operations Aircraft (SOA)

The MH-60K (1994) is the U.S. Army's primary special ops assault helicopter, based on the standard UH-60L Blackhawk. It is in-flight refuelable and features forward-looking IR, secure satellite communications, and other electronics. It is armed with two M134 miniguns in the cabin windows, and carries a crew of four and up to 11 troops. It can carry two AIM-92D Stinger missiles for self-defense.

Dimensions [L×H×Rotor diameter]: 50'×16.8'×53.7'.

Weight: 23,485 lbs. (empty), 46,000 lbs. (max. take-off).

Speed: 225 mph (max), 184 mph (cruising).

Service Ceiling: 16,000'.

Range: 660 miles (max. payload).

Sikorsky HH-60G Pave Hawk

The HH-60G (1992) is the USAF's standard medium CSAR helicopter (the MH-60G Pave Hawk, its close cousin, was used by AFSOC from 1992 to 1999). It carries extensive navigational equipment, ECM, and secure satellite communications. An in-flight refueling probe, extra internal fuel, and a 600-lb. winch are also installed. It is armed with two GE GAU-2C/A miniguns in the windows (use M134), often supplemented by a single Browning GAU-18/A HMG (use M218) in the left cabin door. It has a crew of four plus two pararescuemen and can take 6-8 passengers (usually, only two

survivors are carried due to the cabin being packed with ammo, fuel, and first aid equipment). Use technical data for the MH-60K.

Sikorsky HH-60H Sea Hawk

The HH-60H (1991) is flown by HAL-4 and HAL-5 as the U.S. Navy's special ops helicopter for direct SEAL support and is similar to the HH-60G. It is armed with two GE GAU-17/A miniguns (use M134) in the windows and can also carry two M261 rocket pods and two GPU-2/A gun pods (use M61A1 Vulcan with RoF 25 and Shots 300). Use technical data for the MH-60K.

Aérospatiale SA.330L Puma

The French SA.330L Puma (1976) is a medium transport helicopter, crewed by two and capable of carrying up to 20 troops for air assault. In French Army service, it is typically armed with two GIAT AA-7.62N-F1 machine guns (use M240B with Malf crit. and Shots 200) in the cabin doors. Other users include the RAF, the German Bundesgrenzschutz, Argentina, Brazil, Iraq, Mexico, Nepal, Pakistan, Romania, South Africa, and Spain.

Dimensions [L×H×Rotor diameter]: 48.6'×11.9'×49.8'.

Weight: 7,970 lbs. (empty), 16,315 lbs. (max. takeoff).

Speed: 182 mph (max.), 155 mph (cruising).

Service Ceiling: 15,750'.

Range: 330 miles (max payload).

Agusta A 109A

The Italian-made A 109A (1976) is a light transport helicopter in service with 8 Special Forces Flight of the British Army Air Corps, for direct support of the SAS. Other users of the A 109A or variants include the Argentine air force (the original owner of two of the four craft operated by the British, which were captured during the Falklands War), the Belgian army, and the Italian army. It has a crew of two and carries up to 6 passengers.

Dimensions [L×H×Rotor diameter]: 43.5'×11.7'×36.1'.

Weight: 3,500 lbs. (empty), 6,000 lbs. (max. take-off).

Speed: 193 mph (max.), 177 mph (cruising).

Service Ceiling: 15,000'.

Range: 420 miles (max. payload).

Kamov Ka-29TB "Helix-B"

The Ka-29TB (1987) is the Russian Navy's standard helicopter for seaborne combat service with marines and naval Spetsnaz, and saw service in Chechnya from 1996. Like all Kamov aircraft, it features a counter-rotating coaxial rotor system. The engines and flight deck are armored, and there is a 1,100-lb. winch. With a crew of three, it can carry 16 troops. It is armed with a GShG-7.62 minigun in the nose and up to four UB-32-57 rocket pods.

Dimensions [L×H×Rotor diameter]: 37.1'×17.7'×52.2'.

Weight: 12,170 lbs. (empty), 27,775 lbs. (max. take-off).

Speed: 165 mph (max).

Service Ceiling: 16,400'.

Range: 320 miles (max. payload).

Mil Mi-8MT "Hip-H"

An upgrade of the old Mi-8T "Hip-C," the Russian Army's Mi-8MT (1981) is a medium assault helicopter. It is crewed by three and has 24 folding seats for troops; up 8,820 lbs. of cargo can be carried. It has a 330-lb. winch, and may carry door guns such as the Kovrov PKB (use PKM with 250 ready rounds). It has been widely exported as the Mi-17, users including Cuba, India, North Korea, Nicaragua, Peru, and Poland.

Dimensions [L×H×Rotor diameter]: 60.4'×15.6'×69.8'.
Weight: 15,650 lbs. (empty), 28,660 lbs. (max. take-off).
Speed: 155 mph (max.), 149 mph (cruising).
Service Ceiling: 16,400'.
Range: 300 miles (max. payload).

Mil Mi-24V "Hind-E"

The heavily armored Mi-24V (1976) armed assault helicopter is still a key asset in Russian air assault doctrine, and has been widely exported as the Mi-35, e.g., to India, Libya, and Poland (used Mi-24Vs have been offered for as little as \$1.25 million). The U.S. Army also operates a few for training. With a crew of two, it can deliver up to eight troops in air assault (although it usually flies empty or with spare ammo). It is armed with a YakB-12.7 minigun in a chin turret, plus four UB-32-57 rocket pods and four "AT-6 Spiral" antitank missiles.

The upgraded *Mi-24VM* (2000) replaces the minigun with a GSh-23L cannon.

Dimensions [L×H×Rotor diameter]: 57.4'×13'×56.9'.
Weight: 18,000 lbs. (empty), 26,455 lbs. (max. take-off).
Speed: 208 mph (max), 168 mph (cruising).
Service Ceiling: 14,750'.
Range: 310 miles (max. payload).

Fixed-Wing Aircraft

Cessna U-27A

Utility/Special Mission Aircraft

The U-27A (1985) is the military variant of the Caravan I light utility turboprop aircraft. Military roles include logistic support, medevac, electronic surveillance/reconnaissance, and light ground support. Crewed by one pilot, it can carry up to nine paratroops or 4,160 lbs. of cargo. The landing gear can easily be replaced by skis or floats. The U-27A is used by the U.S. State Department and the CIA, as well as the Brazilian Air Force and the Thai Army. The U.S. State Department uses a handful with a reconnaissance pod under the fuselage, and three hardpoints per wing allow rocket pods and machine gun pods to be carried. The CIA don't disclose what they use theirs for, but it would be well suited for covert insertion of a small SAD team.

Dimensions: [L×H×Wingspan] 37.6'×14.2'×51.1'.
Weight: 3,862 lbs. (empty), 8,000 lbs. (max. take-off).
Speed: 212 mph (max.), 205 mph (cruising).
Service Ceiling: 25,500'.
Range: 1,100 miles (max. payload).
Takeoff Distance: 410 yards.

Lockheed C-5B Galaxy

The C-5B Galaxy (1984) is the USAF's heavy strategic transport jet. With a crew of seven (and the capacity to carry up to 15 relief personnel), it can carry up to 264,440 lbs. of cargo in the hold, or a total of 360 paratroopers on its passenger deck and in its hold.

Dimensions: [L×H×Wingspan] 247.8'×65.1'×222.7'.
Weight: 375,000 lbs. (empty), 838,000 lbs. (max. takeoff).
Speed: 570 mph (max.), 518 mph (cruising).
Service Ceiling: 34,000'.
Range: 3,749 miles (max. payload), 7,991 miles (max. fuel).
Takeoff Distance: 3,700 yards.



Lockheed C-130H Hercules

The C-130H Hercules (1965) is still the USAF's medium combat transport aircraft. With a crew of four, the C-130H can carry 92 troops (64 paratroopers) or 43,811 lbs. of cargo in its hold. It is in service with Australia, Canada, France, Iran, Israel, New Zealand, and the RAF, as well as others.

Dimensions: [L×H×Wingspan] 97.8'×38.3'×132.6'.
Weight: 75,745 lbs. (empty), 175,000 lbs. (max. takeoff).
Speed: 375 mph (max.), 345 mph (cruising).
Service Ceiling: 33,000'.
Range: 2,487 miles (max. payload), 4,721 miles (max. fuel).
Takeoff Distance: 2,000 yards.

Lockheed MC-130E/H Combat Talon I/II

The USAF's MC-130E Combat Talon I (1966) is a C-130H modified for special ops infiltration and exfiltration missions, including no-landing extraction (which is risky and failure-prone); it can carry 52 passengers, or 26 paratroops. It can also be configured to perform aerial refueling of helicopters. It is equipped with a multimode radar (forward-looking infrared, ground mapping, and terrain following) which lets it fly blacked-out, nap-of-the-earth missions; ECM pods let it evade hostile detection. It can also drop PSYWAR leaflets or the 15,000-lb. BLU-82/B "Daisy Cutter" bomb (Dam 6d×25,000).

The more advanced *MC-130H Combat Talon II* (1991) has a better radar. Technical data for both are similar to those for the C-130H, but range is slightly higher due to lighter loads.

The AC-130 Gunships

Two fixed-wing gunships are used exclusively in support of U.S. special ops: the *Lockheed AC-130H Pave Spectre II* (1973) and the *AC-130U Spooky* (1996). The latter is colloquially known as the "Ghost" or "U-Boat." These heavily armed versions of the Lockheed C-130H transport use an arrangement of weapons firing to the left side combined with advanced sensors to strike at ground targets. The AC-130H mounts two M61A1 Vulcan rotary cannons (3,000 rounds each), an M2A1 autocannon (256 rounds), and an M102 howitzer (100 rounds), while the AC-130U replaces the M61A1s with a single GAU-12/U Equalizer rotary cannon. Both aircraft have ceramic armor, in-flight refueling probe, low-light TV, forward-looking IR, an inertial navigation system, and extensive ECMs and decoy launchers. Both have targeting computers (the AC-130U uses the same fire-control system as the F-15E Strike Eagle) allowing them to fire on two different targets at once. Crew for each is two pilots, a navigator, fire-control officer, EW officer, flight engineer, loadmaster, two sensor operators and four gunners (five on AC-130H). The gunships saw service in Vietnam, Grenada, Panama, the Gulf War, Yugoslavia, and Afghanistan.

Dimensions: [L×H×Wingspan] 97.8'×38.5'×132.6'.
Weight: 65 tons (empty), 77.5 tons (max. take-off).
Speed: 360 mph (max.)
Service Ceiling: 33,000'.
Range: 2,530 miles (max. payload).
Takeoff Distance: 1,200 yards.

Antonov An-72 "Coaler-A"

The Russian An-72 (1983) is a STOL light transport. With a crew of three, it can deliver up to 32 paratroops or 35,273 lbs. of freight.

The *An-74 "Coaler-B"* is specially equipped for arctic operations, while the *An-72P "Coaler-C"* is a maritime patrol version with dedicated sensor and survival equipment. It is crewed by six and can carry 22 paratroops. It is armed with a fixed GSh-23L cannon (250 ready rounds) and can carry an UB-32-57 rocket pod under each wing.

Dimensions: [L×H×Wingspan] 87.2'×27'×84.8'.
Weight: 31,973 lbs. (empty), 67,240 lbs. (max. takeoff).
Speed: 472 mph (max.), 447 mph (cruising).
Service Ceiling: 32,800'.
Range: 621 miles (max. payload), 2,361 miles (max. fuel).
Takeoff Distance: 365 yards.

Ilyushin Il-76M "Candid-B"

The Russian Il-76M (1974) has a crew of seven and can deliver up to 140 paratroops or 88,183 lbs. of cargo. For self-defense over enemy territory, it mounts two twin-barreled GSh-23L autocannons in a remote-controlled tail turret.

Dimensions: [L×H×Wingspan] 152.8'×48.4'×165.7'.

Weight: 136,684 lbs. (empty), 374,780 lbs. (max. takeoff).
Speed: 528 mph (max.), 497 mph (cruising).
Service Ceiling: 50,850'.
Range: 3,107 miles (max. payload), 4,163 miles (max. fuel).
Takeoff Distance: 930 yards.

Transall C-160

The C-160 was built for the French and West German governments between 1967 and 1972 as a general-purpose tactical transport. With a crew of three, it can deliver up to 88 paratroops.

Dimensions: [L×H×Wingspan] 106.3'×40.6'×131.3'.
Weight: 63,400 lbs. (empty), 112,435 lbs. (max. takeoff).
Speed: 322 mph (max.), 282 mph (cruising).
Service Ceiling: 25,500'.
Range: 700 miles (max. payload), 3,385 miles (max. fuel).
Takeoff Distance: 975 yards.

Watercraft

Klepper Folding Kayak

Klepper of Germany have made folding 2-man kayaks since 1907. Their cloth-covered, wooden frame designs have been the trademark of the British SBS from day one, and are used by many other naval special warfare units, as well as by the SAS. Boating skill is required to handle these canoes. The parts are stored in three bags, the largest being 52"×14"×10", and can be assembled in 15 minutes.

Dimensions: [L×W×Draft] 17'×2.8'×1'.
Weight: 85 lbs. (empty), 900 lbs. (loaded).

Zodiac F470 Combat Rubber Reconnaissance Craft (CRRC)

The French-made CRRC is a small, inflatable boat used for clandestine reconnaissance missions by the U.S. Marines, Navy SEALs, and Army Special Forces, as well as many others. It can carry up to nine operators and their personal equipment. The CRRC can be paddled, but is usually powered by a 26 kW hydrojet outboard motor. A deflated CRRC can be compressed into a block 59"×28.5"×24", and be inflated in 3 minutes. \$10,700.

Dimensions: [L×W×Draft] 15.3'×6.3'×2'.
Weight: 380 lbs. (empty with engine), 2,500 lbs. (loaded).
Speed: 9 mph (max.).
Range: 70 miles (max. payload).

USMI Naval Special Warfare Rigid Inflatable Boat (NSW RIB)

The NSW RIB is designed to provide U.S. Naval Special Warfare units with a relatively lightweight boat that is still able to handle moderate speeds on choppy water. It comes in several lengths, the most common being 24' and 35', and has a glass-reinforced plastic hull with an inflatable inner collar. The craft is powered by an outboard motor. The data below are for the 35' version introduced in 1998. Crewed by three, it can carry eight SEALs or 3,190 lbs. of cargo. It can mount an

automatic weapon such as the M2HB or MK19 MOD 3 in the bow and aft.

Dimensions: [L×W×Draft] 36'×10.5'×3'.

Weight: [Classified] (empty), 17,400 lbs. (loaded).

Speed: 52 mph (max.), 37 mph (cruising).

Range: 220 miles (max payload).

Halter Marine MK5 Special Operations Craft (SOC)

The hydrojet-propelled MK5 (operational from 1999) is used by the U.S. Navy to transport SEAL teams into and out of hostile environments. It has a crew of five and can transport a fully equipped 16-man SEAL platoon or 6,400 lbs. of cargo. It is equipped with surface radar, GPS, and secure radio and satellite communications, including a laptop with fax and printer. Its four machine gun pedestals aft of the bridge can carry a mix of M2HB HMGs, MK19 MOD 3 AGLs, MK47 MOD 0 AGLs, MK43 MOD 0 GPMGs (200 ready rounds), or GE MK44 MOD 0 miniguns (use *M134* with 1,500 ready rounds). For air defense, the crew is provided with shoulder-fired FIM-92D Stinger SAMs. A ramp at the rear allows rapid launch and recovery of CRRCs, up to four of which can be carried on the rear deck and inflated using built-in air hoses. The MK5 can also tow two RIBs at speeds near its maximum. Two C-5B Galaxy transports can carry a complete detachment of two MK5s and their ground support vehicles and crews.

Dimensions: [L×W×Draft] 81.2'×17.5'×4.3'.

Weight: 114,000 lbs. (empty), 125,400 lbs. (loaded).

Speed: 57 mph (max.), 35 mph (cruising).

Range: 690 miles (max. payload).

Paramax MK8 MOD 1 Swimmer Delivery Vehicle (SDV)

This stealthy SDV (1992) is used by U.S. Navy SDV teams and the British SBS. It is crewed by two SDV team members and can move four divers or equipment (such as explosives and limpet mines) faster and over longer distances to their objectives than they could swim. It is of the wet type; everyone on board has to use scuba gear. The normal diving depth is 150'. It uses batteries (5 hours endurance) and an electric motor to power twin propellers. A Doppler sonar, compass, inertial navigation system and onboard breathing system are installed.

Dimensions: [L×W×Draft] 21.2'×4.3'×4.3'.

Weight: 3,500 lbs. (empty).

Speed: 9 mph (max.).

Range: 40 miles (max. payload).

Northrop Grumman Advanced SEAL Delivery System (ASDS)

This is a minisubmarine (2000) in service with the U.S. Navy. It is crewed by two and can carry up to 16 divers and equipment inside, dry and warm. They can leave the vehicle through an airlock in the floor. The ASDS uses batteries and an electric motor to power a propeller. A Doppler sonar, compass, inertial navigation system, and GPS are installed.

Dimensions: [L×W×Draft] 65'×6.8'×8.3'.

Weight: 110,000 lbs. (empty).

Speed: 9 mph (max.).

Range: 125 miles (max. payload).



Remote-Piloted Vehicles

General Atomics RO-1B Predator

The USAF's RQ-1B (1997) is a medium-altitude, long-endurance unmanned airplane for reconnaissance, surveillance and target acquisition. It is remote-piloted from a ground control station (GCS) manned by a pilot and two sensor operators, who have image-intensifying, infrared, and radar cameras at their disposal. A satellite data link is used. Four RQ-1Bs together with the GCS and support equipment can be transported by C-130H. From 2001, it was upgraded to enable it to carry a single laser-guided AGM-114C Hellfire missile under either wing, adding search and destroy missions to its capabilities. RQ-1Bs have been used in Yugoslavia, and in Afghanistan from October 2001. It is also operated by the CIA.

Dimensions: [L×H×Wingspan] 27'×6.9'×48.7'.

Weight: 950 lbs. (empty), 2,250 lbs. (max. takeoff).

Speed: 140 mph (max.), 84 mph (cruising).

Service Ceiling: 25,000'.

Range: 450 miles (16 hours on station).

AeroVironment Interim Small Unit Remote Scouting System (I-SURSS) Dragon Eye

This tiny RPV resembles a remote-controlled toy model aircraft with two electric engines. It was developed for the USMC to provide intelligence at the battalion level and below. Tested since early 2001, the Dragon Eye is supposed to enter service in late 2002, and would be ideal for special ops units: It can be carried in a small backpack, is very quiet (Acoustic Signature +4) and requires no take-off runway – it is launched by hand. A 1-lb. sensor package can be fitted, e.g. a thermal imaging camera. Its batteries power it for 2 hours, and it can operate up to 6 miles away from the controller, who wears the control station with a sensor and moving map display on his MOLLE load-bearing vest (less than 10 lbs.). \$3,000, plus \$10,000 for the ground control unit.

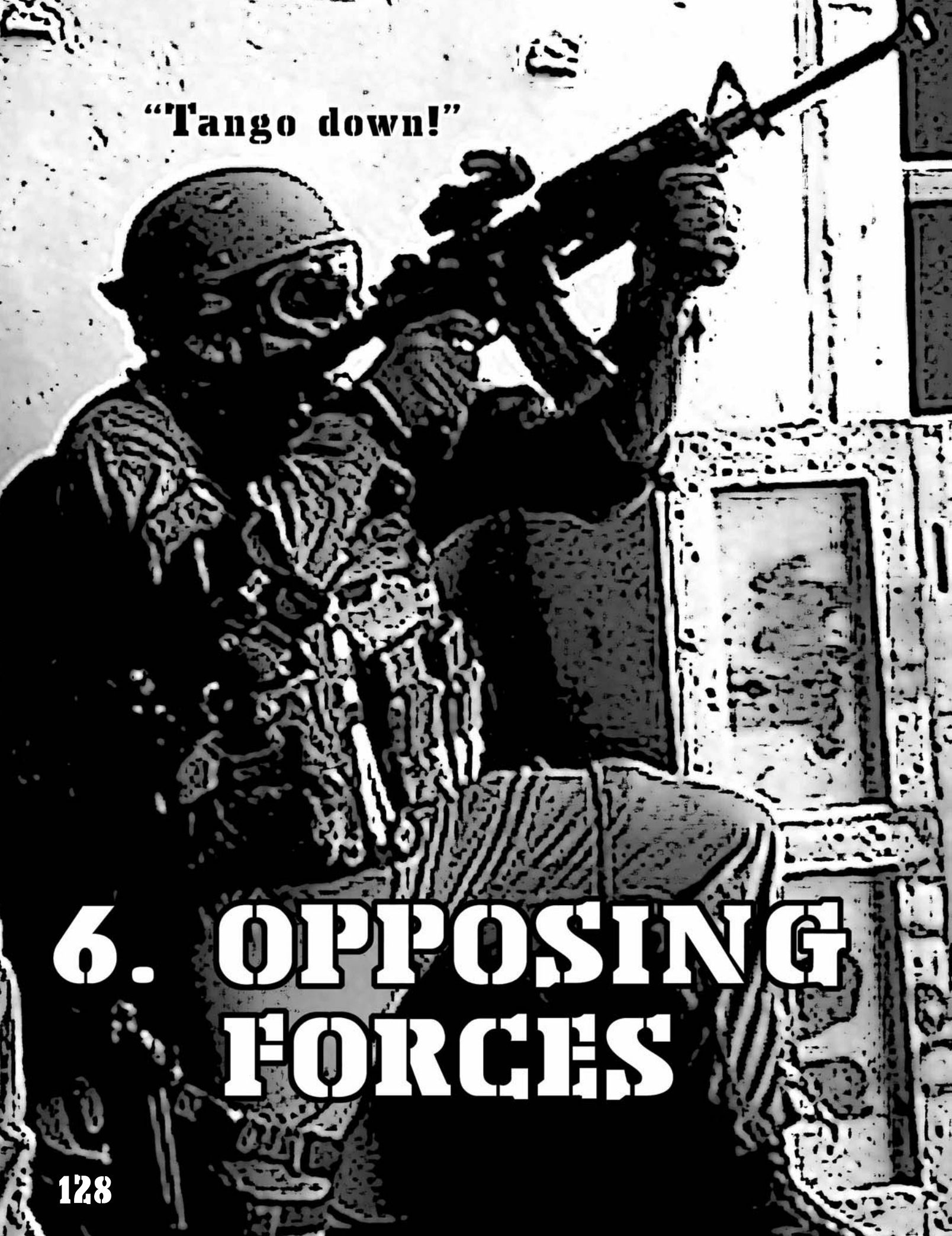
Dimensions: [L×H×Wingspan] 4.5'×1.2'×3.8'.

Weight: 4.3 lbs. (max. takeoff).

Speed: 40 mph (max.).

Service Ceiling: 500'.

Range: 20 miles.



"Tango down!"

6. OPPOSING FORCES

I watch the bullet strike the Tango's throat. Nasty. He's not moving. I can hear Wilson.

"Clear." I can't see anyone else.

"Clear," I whisper over the MBITR. The rest of the deck is clear. Delta Team is right behind me covering our rear. Bravo Team is on the starboard side mirroring our plan. Chief Grant is in that team, the best of the best. Panama, Desert Storm. He's the LT's right arm. The rest of the deck is clear. I make my way to the stairwell. I give the LT a nod. I give the "It's clear" signal. I start up the stairs. I've got a bad feeling. Too easy.

"Tango down!" It's Wilson. On the starboard side – must have caught one walking. I didn't hear a thing. It's breezy, but I feel the sweat dripping down the small of my back. I grip my submachine gun and check my fields of fire. Nothing. The second set of stairs. The third. Fourth. Fifth. Here we are. I nod again to the LT. I hear him over the MBITR.

"Alpha in position."

"Bravo in position." It's Grant.

"Charlie in position." Ely.

"Delta in position." Kant.

"Sniper Team set. I see three Tangos on the observation deck." Jones.

I grip the flash-bang and remove the safety clip. The LT's eyes dart back and forth from the top of the stairs to me. I put my index finger through the safety pull ring. All these safeties and still nothing's safe on a grenade. I pull the pin.

"Culpepper."

The term "opposing forces" was carefully selected to denote the enemies which special operations units engage. It includes the conventional and special ops troops of opposing nations, as well as unconventional forces ranging from quasi-regular guerrilla armies to small "terrorist" groups distinguishable from common criminals only by their avowal of political objectives.

Opposing Forces

In most scenarios, opposing forces will be NPCs (although opposing-force PCs are possible in more elaborate scenarios). They usually have neither the training nor the experience of special ops troops, nor have they been subjected to the same rigorous selection process – except, of course, for opposing-force special ops units, which use the character generation rules in Chapter 3. For this reason, most opposing-force characters should be generated on no more than 50 to 100 points, with anything more being reserved for important NPCs and opposing special ops troops.

These writeups list bare minimum attributes, advantages, disadvantages, and military skills for several "generic foes." Individuals can be customized using low-value advantages and disadvantages, skills that represent MOS or other training (e.g., Forward Observer and Gunner for artillery troops), and common nonmilitary skills such as Cooking, Driving, and hobby skills.

These guidelines can also be used for friendly-force NPCs – e.g., local guerrillas being trained by U.S. Army Special Forces.

Typical Soldier

20 points

This represents an average soldier in a nonelite unit. Examples are first-term soldiers in a U.S. Army infantry division, soldiers in the IDF, and Iraqi troopers. Be sure to adjust the skill levels as appropriate for training and combat experience (see p. 58). Officers and NCOs will have higher skills across the board and should add the Military Rank advantage and the Administration, Leadership, and Tactics skills.

The standard combat load for a U.S. rifleman includes a Colt M16A2 assault rifle, seven 30-round magazines, four M67 defensive grenades, a bayonet, a PASGT Kevlar fragmentation vest (PD 2, DR 5), and a PASGT Kevlar helmet (PD 4, DR 5). A grenadier will add a Colt M203 underbarrel grenade launcher with 24 rounds, while a SAW gunner will

replace the rifle with a FN M249A1 MINIMI and at least 600 belted rounds. An Alliant M136 LAW may also be carried, depending on the mission. Noncombat equipment includes LBE (or LBV), an NBC protective mask, two water canteens, two ammunition pouches, a field dressing (bandage), and a backpack (which usually contains an additional canteen, a rain poncho, an entrenching tool, sleeping gear, a change of uniform, food, and other mission-essential gear). The combat load (the essential items needed to fight) is in the range of 35 lbs.; the approach load (including supplies for extended operations) adds 20-25 lbs. for a total of no more than 60 lbs.

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Disadvantages: Duty (6 or less) [-2].

Skills: Armoury (Small Arms)-10 [2]; Camouflage-10 [1]; Electronics Operation (Communications)-10 [2]; First Aid-10 [1]; Gunner (Machine Gun)-10* [1]; Guns (Grenade Launcher)-10* [1/2]; Guns (LAW)-10* [1/2]; Guns (Light Auto)-10* [1/2]; Guns (Rifle)-10* [1/2]; Hiking-10 [2]; NBC-Warfare-10 [2]; Savoir-Faire (Military)-10 [1]; Soldier-10 [2]; Spear-10 [2]; Throwing-10 [4].

Languages: Native Language-10 [0].

* Includes +1 from IQ 10.

Elite Soldier

70 Points

This template should be used for experienced or elite (but not special ops) troops. Examples include troops in a Russian Guards Division, the British Army Paras, or a U.S. Marine Expeditionary Unit. Per *Typical Soldier* (above), adjust skills to reflect experience or rank.

Elite troops are equipped in much the same way as standard forces, but tend to receive newer or better equipment, and may be armed with larger numbers of support weapons (like light machine guns or grenade launchers).

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

Advantages: Fit [5].

Disadvantages: Duty (12 or less) [-10].

Skills: Armoury (Small Arms)-11 [4]; Brawling-10 [1]; Camouflage-12 [4]; Electronics Operation (Communications)-11 [4]; First Aid-11 [2]; Gunner (ATGM)-11* [2]; Gunner (Machine Gun)-11* [2]; Guns (Grenade Launcher)-11* [1]; Guns (LAW)-11* [1]; Guns (Light Auto)-12* [2]; Guns (Rifle)-12* [2]; Hiking-11 [2]; Knife-10 [1]; NBC Warfare-11 [4]; Savoir-Faire (Military)-11 [2]; Soldier-12 [6]; Spear-11 [4]; Stealth-10 [2]; Tactics (Infantry)-8 [1]; Throwing-11 [8].

Languages: Native Language-10 [0].

* Includes +1 from IQ 10.

Terrorist

20 points

This template represents the average “front line” terrorist. Pivotal or specially trained characters should be more fully detailed. Most terrorists also have other skills used in everyday jobs.

Equipment carried by terrorists varies a great deal, according to the circumstances of both the mission and their own lines of supply. Most favor small, easily concealed weapons like pistols or hand grenades. Submachine guns, such as Uzis and vz. 61 Skorpions, are also sought for their high rate of fire and relatively small size.

Well-financed organizations may have access to military assault rifles (AK-47 and AK-74 models are the most popular) and even SAMs (e.g., an FIM-92B Stinger or SA-7 “Grail”).

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [10]; HT 10 [0].

Advantages: Alertness +1 [5].

Disadvantages: Enemy (Government Agency, 6 or less) [-15]; Fanaticism (Political cause) [-15].

Skills: Demolition-10 [1]; Guns (Light Auto)-13* [4]; Guns (Pistol)-13* [4]; Holdout-13 [6]; Knife-9 [1/2]; Shadowing-12 [4]; Throwing-10 [4]; and either Philosophy-9 or Theology-9 [1].

Languages: English-9 [1/2]; Native Language-11 [0].

Guerrilla

25 points

This template represents the typical member of a guerrilla force with some amount of popular support. More experienced members will have higher skill levels (see p. 58), and central characters should be fully detailed.

The equipment available to a guerrilla force is greatly dependent on the level of support – both popular and external (see p. 131) – it receives. Poorly supported guerrillas may be limited to hunting weapons (use the Enfield SMLE Mk III rifle or Remington Model 870 shotgun to represent these) and crude explosives. On the other hand, fighters in a well-supported guerrilla force may be equipped at nearly the same level as a soldier in a conventional army.

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Skills: Area Knowledge (native area)-11 [2]; Camouflage-10 [1]; First Aid-9 [1/2]; Guns (Rifle)-10* [1/2]; Hiking-11 [4]; Knife-10 [1]; Orienteering-11 [4]; Stealth-10 [2]; Survival (native terrain)-12 [6]; Throwing-10 [4].

Languages: Native Language-10 [0].

* Includes +1 from IQ 10.

Stockholm Syndrome

The Stockholm Syndrome is a peculiar psychological reaction sometimes manifested by hostages. The phenomenon was first noted in 1973 when four hostages were taken in a botched bank robbery at the Kreditbanken in Stockholm, Sweden. They actively *resisted* being rescued, refused to testify against the robbers, and even supported their legal defense fund! There are about as many psychological explanations for the Stockholm Syndrome as there are psychologists.

One theory is that the captors, because they so completely dominate the captives, come to represent lawful authority in the eyes of the hostages. The hostages become filled with guilt; subconsciously, they feel that they must have done something terrible or the authorities (the captors) would not be punishing them. In such circumstances, they begin to act as if obedience to the will of the captors is morally and ethically correct. In most Western societies, this attitude is reinforced because of the average person’s lack of experience with armed violence. In his experience, only figures of legitimate

authority – soldiers and police – have or use weapons; therefore, weapon-wielders must be the law.

A second explanation is that the trauma of captivity and threat so magnifies any act of kindness that the act outweighs the knowledge that it is the captors who have put the captives at risk in the first place. The hostages become so grateful for simply not having been tortured, raped, or killed that they warm to these negative benefactions as if they had been positive acts. Any genuine minor gesture, such as a drink of water or a chance to use the bathroom, becomes a great humane action, deserving of reward.

In any hostage situation, rescuers may be faced with hostages who have emotionally joined the hostage-takers. Both PCs and NPCs can show signs of Stockholm Syndrome. Anyone without Strong Will must roll against Will once per day of captivity. Those with Weak Will must roll every *hour*. On a failure, the captive will begin to favor the captors; on a critical failure, he will actively join in (resist rescue by force, give away escape or resistance plans – even help to guard the other captives).

Al-Qaeda

Formed by Arab construction mogul Osama bin Laden in 1988 from the ashes of the Afghan war with the Soviets, al-Qaeda (“the Base”) is dedicated to the overthrow of the heretical governments of Muslim countries and their replacement with total Islamic law. Its goals are to radicalize existing Islamic groups or create them where none exist. This group is intensely anti-Western and views the United States as the prime enemy of Islam. It has called upon Muslims to take up arms for the complete destruction of the United States.

Bin Laden and al-Qaeda have been linked to the plot to kill U.S. servicemen in Yemen who were on their way to participate in the humanitarian mission Operation RESTORE HOPE in Somalia in 1992. They plotted the deaths of American and other peacekeepers in Somalia who were there to deliver food to starving Muslim people. Agents of al-Qaeda have been linked to the February 1993 bombing of the World Trade Center, which bin Laden viewed as the symbol of capitalism.

Bin Laden’s network assisted Egyptian terrorists who tried to assassinate Egyptian President Mubarak in 1995 and who have killed dozens of tourists in Egypt in recent years. The Egyptian Islamic Jihad, one of the key groups in the network, conducted a car bombing against the Egyptian embassy in Pakistan in 1995 that killed over 20 Egyptians and Pakistanis. Members of bin Laden’s network have even conspired, unsuccessfully, to kill the Pope. His followers have bombed a joint U.S. and Saudi military training mission in Riyadh, Saudi Arabia in 1995.

On September 11th, 2001, Bin Laden and al-Qaeda were finally successful in destroying the World Trade Center in New York City by crashing into both towers with hijacked planes. That same day another passenger air liner was hijacked and flown into the Pentagon.

Al-Qaeda has strong ties with Afghanistan, Egypt, and the Sudan. This group also supports Muslim “freedom fighters” in Afghanistan, Algeria, Bosnia, Chechnya, Eritrea, Kosovo, Pakistan, Somalia, Tajikistan, and Yemen.

Unconventional Warfare

Source photo courtesy of U.S. Army



Social scientists attempt to differentiate unconventional forces in terms of level of support both within the target population and from external sources. At one end of the spectrum are the Weather Underground or Symbionese Liberation Army in the United States or the RAF in Germany – groups with little support within their target populations and little, if any, external support from friendly governments. At the other end are the Viet Cong and the Palestine Liberation Organization – groups with considerable support within their populations and extensive support from friendly governments. In the middle are groups such as the Provisional Irish Republican Army, with considerable popular support in Catholic neighborhoods in Northern Ireland and intermittent, low-level

assistance from friendly foreign governments and individuals.

It makes sense politically and militarily to call groups such as the Weather Underground and the Red Army Faction “terrorist,” since they rely on the propaganda value of political violence to generate popular and external support for their struggle. They seek to “terrorize” as a tool of war. Furthermore, their level of training, organization, and logistical support limits them to relatively easy but politically sensational operations – usually kidnappings and

bombings. Only when they are able to ally with other, better trained and supported organizations (as was the case when the Red Army Faction linked up with elements of the PLO in the Mogadishu and Entebbe hijackings) are they able to carry out major operations.

Groups such as the Viet Cong and the PLO operate much more like regular armies, sometimes fielding battalion- and regiment-sized units in combat. They have extensive training facilities, access to military-grade weapons and explosives, sophisticated logistical support systems, etc. They are capable of undertaking major operations and present a much greater threat to the governments against which they operate.

A Typology of Unconventional Warfare



This is a general guide to the training, equipment, organization, and logistical support of unconventional opposing forces. The GM is free to invent his own backgrounds and causes.

Low Popular Support, Low External Support

This is the realm of many groups that are not active enough or violent enough to be properly categorized as terrorists. Typically, special police units such as GIGN or GSG9 will be the ones called in to shut these groups down. They are extremely difficult to penetrate, owing to their small size and the usual requirement that recruits commit murder to prove their loyalty (an initiation that few police or military organizations would permit their personnel to pass). They depend on a limited network of sympathizers to provide them with safe houses, food, transportation, and false identification.

Cell Structure

Subversive, terrorist, and revolutionary organizations frequently use the principle of organization into *cells*. This can make communication slow and difficult, but limiting contact between cells makes betrayal of the entire organization by one traitor or prisoner almost impossible.

A cell is a small group of people – usually three to five, though larger groups are possible. The members of the cell know only each other; no threat or blandishment can get any other name from them. The cell leader knows how to contact other cells. This usually means that he knows at least one other person, the one who recruited him.

In the ideal cell organization, even the leader knows no one in another cell. All communication is through *cut-outs* and *drops*. A cut-out is a messenger who knows only that he receives messages from one party and transmits them to another. He knows neither the meaning of the message nor any more than he must about the people for whom he carries it. A drop is another method of minimizing the loss in the event of compromised communications. It is a place, a park bench for instance, where one party leaves a message to be picked up after he leaves. Combining both methods gives even more security.

In the modern age cells often communicate using e-mail, satellite phones, and heavy encryption. Sometimes this is of dubious value for the terrorists; laziness or lack of sophistication means the messages can potentially be intercepted and easily deciphered. Even so, most governments take extraordinary steps to prevent terrorists and other criminals from gaining access to this technology – almost always without success.

Examples of this kind of organization include the Afrikaner Resistance Movement (ARM) in South Africa, the *Anti-Imperialistischen Zellen* (AIZ) in Germany, and the Algeestk Wolves in Russia.

Training: The level of training is generally quite low, limited to small-arms proficiency and some knowledge of demolition – much of this acquired while members underwent compulsory military service prior to joining. In some cases, members may have received advanced training from external organizations – e.g., Palestinian groups, or the intelligence services of foreign governments. A few members may even develop high levels of proficiency (12-14 range) in a limited number of skills as the result of intensive study or a hobby. The skill levels of average personnel should be in the 5-9 range, though; these are essentially civilians operating at default skill levels. Many of those who have studied military skills will have learned what they know from other civilians who are unqualified to give proper training. This is why such groups often fail spectacularly in their missions, doing more damage to themselves than to their targets.

Equipment: These groups mostly use civilian small arms and some military small arms (usually stolen, although some may be purchased on the black market or obtained from better equipped organizations). Limited access to military explosives is possible (through theft or purchase on the black market or contacts in other groups), but civilian explosives are more usual. One reason these groups frequently attempt kidnapping for ransom and bank robbery is to obtain funds to purchase arms and explosives on the black market.

Organization and Logistical Support: These groups are usually small – 10 to 200 members – and organized into cells with cut-outs (see *Cell Structure*) to prevent the elimination of the entire organization by the arrest of a single cell.

Japanese Red Army (JRA)

This radical terrorist group broke away from Sekigun-ha (the Japanese Red Army Faction) in 1971. An anarchist group with the professed goal of overthrowing the Japanese government, the JRA also targets pro-Western and pro-Israeli government facilities and officials. The JRA was led by Fusako Shigenobu until her arrest in Japan in November 2000.

The JRA's activities during the 1970s included a massacre at the Lod airport in Israel (1972), the hijacking of two airliners (1973 and 1977), and the attempted seizure of the U.S. Embassy in Kuala Lumpur (1975). More recently, it bombed a Naples USO club in 1988. A concurrent bombing was foiled when a JRA member was arrested with explosives on the New Jersey Turnpike. Another member was captured in 1996 in the United States.

The JRA's current base of operations is unknown, but it was formerly based in Lebanon. Membership has fallen greatly in the past decade, from a high of 30 active members to fewer than 10 (currently estimated at 6), and it is unknown how much popular or foreign support the JRA still enjoys. In

the past, the JRA maintained good relations with both the European New Left and radical Palestinian terrorist groups.

The JRA is also known by its Japanese name, Nippon Sekigun, and may have ties with the Anti-Imperialist International Brigade (AIIB). Some experts theorize that the two may actually be the same organization.

Sendero Luminoso (SL, “Shining Path”)

Founded in 1969 by Manuel Abimael Guzman, SL started as an intellectual movement and has since gained the reputation for being one of the world’s most ruthless terrorist organizations. Its goals are a unique mix of Marxism and nationalism: SL seeks to replace Peru’s existing government with a revolutionary regime and to expel all foreign influences from the country.

SL is known for its almost careless use of explosive devices; virtually every government building in Peru has been bombed at one time or another, as have many foreign embassies. Other common SL activities include kidnapping, murder, and sabotage. Like the ELN (p. 135), SL has close ties to the drug trade – a relationship often described as “narco-terrorism.”

SL is highly organized and uses a classic cell structure (see p. 132). The 1992 arrest of its founder and the 1995 arrests of other leaders have dealt SL a telling blow, but it still maintains a fairly large following. At present, SL claims over 1,500 armed members and a large number of supporters in the outlying regions of Peru. It receives no foreign aid, but its ties to the drug market help to fund its operations.



Low Popular Support, Medium External Support

The Abu Nidal organization is an excellent example of a group with little popular support, but occasional training and logistical and intelligence support from friendly foreign governments – notably Iraq, Syria, and Libya.

Training: Groups of this category are generally well trained, frequently receiving some training from friendly foreign governments. Skill levels in small arms and demolition should be in the 9-10 range, but exceptional individuals may achieve significantly higher levels.

Equipment: Civilian small arms obtained on the open market and military small arms obtained on the black market are common, but support from friendly foreign governments permits procurement of additional military small arms and explosives. Such governments usually attempt to conceal their role by providing “sanitized” weapons and ammunition (i.e., with all identification marks removed), frequently of Russian or former Soviet provenance (e.g., the ubiquitous AK-47).

Organization and Logistical Support: These groups also tend to use a cell organization (see p. 132), but the existence of some level of logistical – particularly financial – support

allows them to operate with less dependence on sympathizers in the general population. Furthermore, sanctuaries for rest and recuperation after operations, as well as for training and staging prior to operations, are often provided on the soil of friendly foreign governments. Forged identification is often easily obtained from friendly intelligence services.

Abu Nidal Organization (ANO)

The ANO split from the Palestine Liberation Organization (PLO) in 1974. It is currently led by Sabri al-Banna. Its targets include Israel, nations supporting Israel, moderate Palestinians (including the PLO), and other Arab nations. The ANO carried out major attacks on airports in Rome and Vienna in 1985, hijacked Pan Am Flight 73 in 1986, and attacked a day-excursion ship in Greece in 1988. Its members are suspects in the 1991 assassinations of the deputy chief and security chief of the PLO. The ANO has claimed responsibility for the 1994 assassination of a Jordanian diplomat in Lebanon as well.

The ANO is currently headquartered in Libya and maintains a presence in Lebanon. Members can also be found in Algeria, Iraq, Sudan, and Syria. It has demonstrated the capability to conduct operations throughout Asia and Europe. The ANO currently claims a membership of several hundred, with additional forces in the form of Lebanese militia groups. It is believed to receive support in the form of training, financial and logistical assistance, and shelter from Iraq, Libya, and Syria.

The Abu Nidal is also known as the “Fatah Revolutionary Council,” the “Arab Revolutionary Brigades,” the “Arab Revolutionary Council,” and “Black September.”

Low Popular Support, High External Support

The Nicaraguan Contras were perhaps the best example of this type of group. These groups generally emerge when a foreign government is engaged in paramilitary operations aimed at destabilizing a hostile regime.

Training: The level of training is frequently as high as that of regular military forces – and in a wider range of military skills than is the case for less well-supported groups. This training is often provided by military advisors from friendly foreign governments (the United States and Argentina, in the case of the Contras). In many cases, a significant percentage of the membership consists of professional soldiers. In general, such troops should have the skills provided by infantry AIT (see pp. 22-23). Members with combat experience and leaders should have skills 1-3 levels higher than these minima, as well as Leadership (and possibly Tactics) at 12 or better.

Equipment: Usually military-grade, including small arms, explosives, and limited numbers of support weapons (machine guns, mortars, etc.). This equipment is often “sanitized” and of the same provenance as equipment used by the government against which the group is fighting – making resupply by capture a realistic possibility.

Organization and Logistical Support: These groups often have extensive base camp facilities from which they can operate – frequently under the auspices of friendly countries. The existence of a supporting foreign government obviates many of the supply problems faced by less well-supported insurgencies. Aerial resupply is a political question for the supporting government, but it is not infrequently a real possibility, particularly when it could mean the margin between victory and defeat.

Medium Popular Support, Low External Support

The Provisional Irish Republican Army (PIRA) and the Irish National Liberation Army (INLA) are examples of groups of this type. The PIRA is clearly the more popularly supported of the two; in the mid to late 1970s, it was probably in the *Medium Popular Support, Medium External Support* category (p. 135), with aid from Palestinian organizations and Libya and contributions from Irish supporters abroad. This assistance diminished considerably in the early 1980s, however. Euskadi Ta Askatasuna (ETA), the Basque separatist organization in Spain, is another example of a group of this type.

Training: The overall level of training is similar to that of groups in the *Low Popular Support, Low External Support* category (p. 132) – military skills in the 7-10 range, limited to proficiency with small arms and demolition, usually obtained in the military service of the country the group is in revolt against. Members with advanced training from external organizations may have higher levels (12-14 range) in a limited number of military skills. The degree of popular support implies a considerable period of struggle, during which proliferation of needed skills has taken place within the organization (which is why they are above default levels). Members are often professional guerrillas who have studied military skills to advance their political agenda.

Equipment: These groups use more civilian sporting guns than military small arms. Explosives are likely to be commercial, not military, and they may also manufacture their own in small quantities – especially if they have recruited chemistry students.

Organization and Logistical Support: These groups are usually in the 50- to 400-member range, organized into cells (see p. 132). They are likely to have a murder-as-initiation requirement (see p. 132), but their networks of sympathizers are a good target for penetration. Since these groups often have operations that require extensive preparation and need hideouts and escape routes, an agent in the support network can get very useful information.

Provisional Irish Republican Army (PIRA, Provos)

The Provos were formed in 1969 as the military arm of Sinn Fein, a political movement aimed at reuniting Northern Ireland with the Irish Republic. Sinn Fein is a legal

organization, but the Provos engage in a number of terrorist activities in pursuit of the same goals.

The Provos' operations are usually violent: assassinations, bombings, kidnappings, and robberies. Their targets were originally limited to British government officials, military personnel, and police in Northern Ireland, as well as Northern Irish Loyalist paramilitary organizations. Since breaking their 1996 cease-fire agreement, however, the Provos have expanded their activities to include civilian targets in Britain.

The Provos have a large manpower base, with more than 200 hard-core terrorists, over 500 regular combatants, and several thousand sympathizers. They are based primarily in Ireland and Northern Ireland, although they have operated throughout Britain and the rest of Western Europe. They have received aid in the form of arms and training from Libya and at one time maintained ties with the PLO. It is suspected that financial assistance and arms are also smuggled from sympathizers in the United States.



Source photo courtesy of U.S. Army

Revolutionary Armed Forces of Colombia (FARC)

FARC is the military wing of the Colombian Communist Party. FARC was formed in 1964 by a group of peasant farmers led by Manuel Marulanda. Operating in large part along the borders with Panama, Ecuador, and Venezuela, FARC has become much more aggressive in the latest wave of international terrorism: kidnapping for ransom. This new industry has been adopted by FARC and has proven financially successful for them. Their main targets have been rich foreigners

and businessmen. A prime example of FARC's success was the 1994 kidnapping of an executive with Columbia-based Quito Motors. They demanded and received \$500,000, which resulted in the hostage's release. Ecuador alone is said to average almost 10 kidnappings a month.

This organization is said to have strong ties with the Medellin and Cali drug cartels. FARC, in association with the National Liberation Army (ELN), has been known to issue threats to subsidiaries of the state-owned Petroleos de Venezuela (PDVSA). In these, the terrorists have vowed to destroy PDVSA oil-producing facilities unless the government pays a substantial ransom. These activities may have been coordinated through a newly discovered entity known as "Coordinators of the Frontier" which was created by the ELN in late 1993 in order to facilitate terrorist activity in Venezuela. FARC attempts to destroy oil facilities have resulted in several clashes with the Colombian army. Cuba provides limited support such as medical supplies and small arms.

"FARC" is an abbreviation for the group's native Spanish name, *Fuerzas Armadas Revolucionario de Colombia*.

National Liberation Army (ELN)

The ELN is a leftist, anti-United States guerrilla group active in Colombia and border areas of Venezuela. It traces its roots back to 1964 and has remained active for over three decades. Negotiations with the Colombian government failed in the early 1990s and the ELN has resumed hostile activity.

The ELN targets ranchers and oil companies and similar large corporations. It has conducted assassinations, ransom kidnappings, bombings of buildings and oil pipelines, and other armed attacks. The group also extorts protection money from opium and coca growers and hinders the Colombian government's attempts to destroy those crops. Its activities in the criminal sector have made it difficult for Colombian and Venezuelan authorities to distinguish between terrorist and drug-trafficking operations.

The ELN has grown in strength over the past decade, increasing its armed membership from 1,700 to over 3,000. The lucrative nature of many of its operations no doubt helps to attract recruits. The ELN currently receives no foreign support, but is able to finance most of its actions through its criminal activities.

"ELN" is an abbreviation for the group's native Spanish name, *Ejército de Liberación Nacional*.

Medium Popular Support, Medium External Support

The Moro National Liberation Front in the Philippines is a good example of this kind of group, with moderate to high levels of support in the ethnic Muslim population and some support from Iran and other Muslim governments.

Training: Groups in this category are quite likely to have some training from friendly foreign governments. Skill levels in small arms and demolition should be in the 9-10 range, but a few individuals will be significantly more skilled.

Equipment: Military small arms and explosives, including some light anti-tank weapons, plus the usual gamut of sporting guns and small handguns. Weapons from foreign sources will usually be "sanitized." These groups prefer to have weapons of the same type as the army or police they fight, as this simplifies the search for ammunition and parts.

Organization and Logistical Support: These groups tend to use a cell organization (see p. 132), but the existence of significant levels of popular support means a large network of sympathizers. This can be effectively used to provide logistical support and (in some cases) denied areas: territory under insurgent control where the government operates only at considerable risk and usually with some reluctance. Forged identification is often easily obtained from friendly intelligence services.

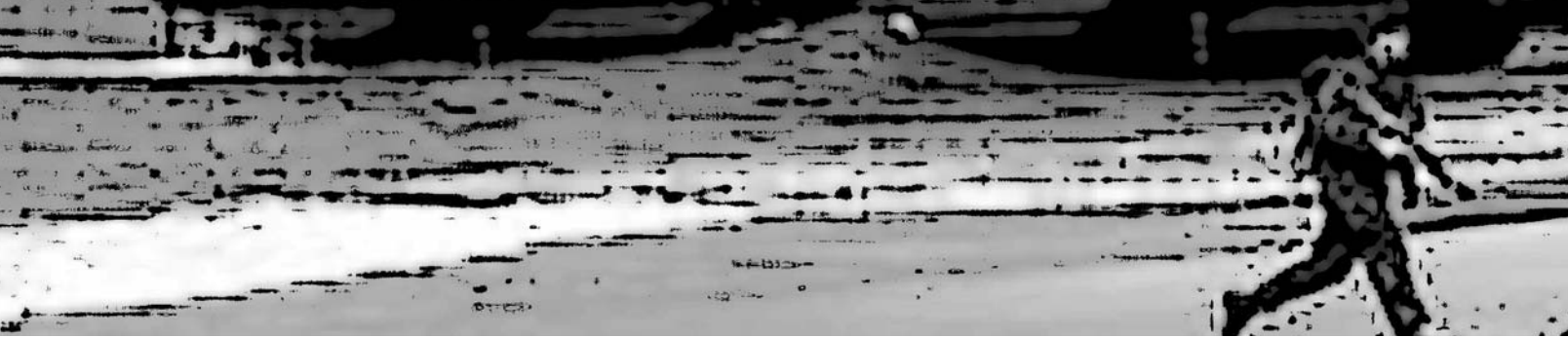
Medium Popular Support, High External Support

UNITA, in post-independence Angola, exemplifies groups in this category. Its support within some tribal groups is high, but it amounts to a distinct minority countrywide. Extensive South African and U.S. assistance has nonetheless enabled Jonas Savimbi to field well-equipped and effective guerrilla forces. Many of the resistance groups in occupied Europe in World War II fall into this category.

Training: The level of training is frequently as high as that of regular military forces. This training is often provided by military advisors from friendly foreign governments (South Africa and the United States, in the case of UNITA). Many of the group's members are likely to be veteran soldiers (in UNITA's case, veteran insurgents from the struggle against Portugal for independence). In general, such troops should have the skills provided by infantry AIT (see pp. 22-23). Some members of each combat team will have better skills than this, and leaders may have high Leadership, Tactics, and possibly Strategy.

Equipment: Similar to that of a slightly under-strength infantry unit. Will have automatic weapons, military explosives, light support weapons, and at least some medical facilities, but with more handguns and fewer support weapons and radios than a conventional force, and a shortage of repair parts and ammunition.

Organization and Logistical Support: These groups often have extensive denied areas (see above). They may also have base camp facilities under the auspices of friendly countries. They have extensive contacts with their external supporters and little difficulty in acquiring supplies. Aerial resupply is possible and depends more on the air defenses of the hostile government than on any other factor. Friendly governments may use "civilian" air resources for such missions. Such groups are often able to operate in battalion- and regiment-sized units, accompanied by foreign advisors. Occasionally, when the political situation warrants, friendly foreign troops may actively intervene in support of the insurgency.



High Popular Support, Low External Support

It is difficult to identify groups in this category because those with high levels of popular support generally garner at least a medium level of external support as friendly governments seek favor with what they perceive as the likely successor regime. At the outset of their struggle, the Afghan *mujaheddin* certainly fell within this category, but they quickly received significant external support as the popularity of their cause became apparent.

Training: The level of training is better than that of groups with lower levels of popular support, but still generally low. Much of the training will have been at the hands of the army they are now fighting. A high level of popular support usually means that the unrest is of long standing. Some members will have prepared for the insurgency by training with other guerrilla forces or with foreign intelligence services; they may also have recruited, or been supplied with, outside advisers and technicians (but not many, if their level of outside support is low). Most will have military skills in the 8-11 range; a few will be considerably more skilled.

Equipment: Military small arms from their own army, captured or provided by sympathizers. A high level of popular support implies that some army units may have come over *in toto*, with all their equipment. The level of popular support frequently makes clandestine procurement of weapons and explosives from government arsenals possible through secret sympathizers operating inside the government.

Organization and Logistical Support: These groups are massive, often numbering in the 1,000- to 250,000-member range, and organized into relatively large units – frequently on the basis of ethnicity or tribal attachment. They are often difficult to penetrate because an outsider is immediately noticed. They depend on an extensive network of sympathizers, and this network is more vulnerable to police and intelligence agents. The insurgents may control large-scale denied areas, but in the absence of access to regular resupply, particularly of support weapons, they are highly vulnerable to better equipped and supplied government forces.

High Popular Support, Medium External Support

The Shiite Lebanese groups Amal (with Syrian support) and Hezbollah (with Iranian support), the Afghan Mujaheddin, and the FSLN in prerevolutionary Nicaragua are all examples of groups in this category.

Training: Groups in this category are generally well trained – sometimes receiving training from friendly foreign governments. Skill levels in small arms and demolition should be in the 9-10 range, with some members of every combat team having skills in the 12-14 range.

Equipment: These groups have military and relatively modern equipment, along with reasonable stockpiles of ammunition and spares, provided largely by outside supporters. Friendly governments will be less worried about “sanitizing” equipment. Government weapons may be captured from troops or arsenals (much of the Lebanese army’s weapons stockpiles disappeared into the hands of such groups during the civil war) or in some cases sold to the insurgents by avaricious local commanders (common in Somoza’s Nicaragua).

Organization and Logistical Support: These groups tend to use a cell organization (see p. 132), but the existence of high levels of popular support means there is an extensive network of sympathizers which can be effectively used to provide logistical support and (often) denied areas (see p. 135). In many cases, these groups are actual alternative governments, controlling much of the countryside. They may have extensive medical, manufacturing and agricultural facilities.

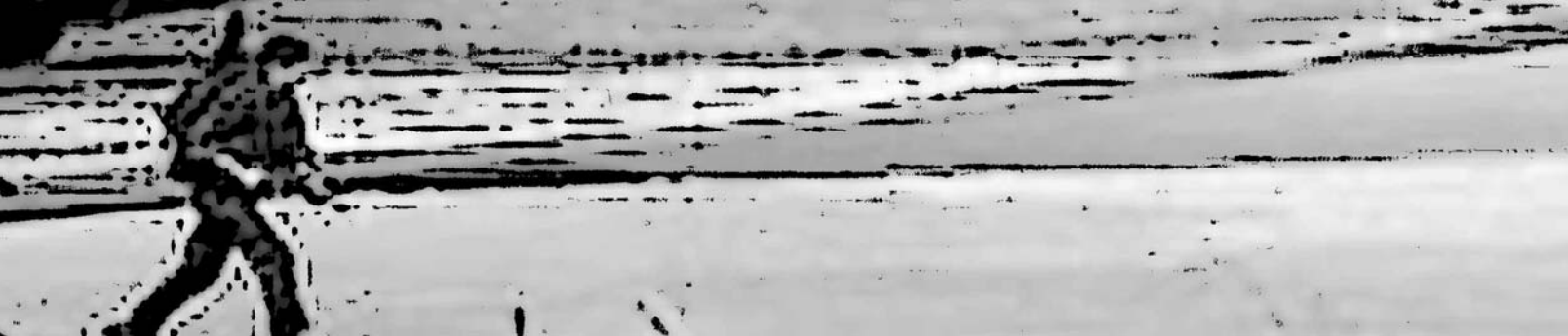
High Popular Support, High External Support

Many of the resistance movements of WWII were of this type – especially in France after the Normandy invasion. The Viet Cong also fit into this category.

Training: Such groups have skills equivalent to those of a regular army. Some units may even have the equivalent of special ops training. They are liable to be accompanied by – and perhaps actually commanded by – professional soldiers from their supporting governments.

Equipment: These groups have modern military equipment in the same quantities as any modern army, but with more light infantry and less artillery than government forces. Aircraft and armor are unlikely, however.

Organization and Logistical Support: These groups are generally actively contesting for state power; they amount to an alternative government over wide areas of the country. They are supplied by their supporting government. Resupply usually depends on air or sea routes or an extensive, low-tech overland supply effort, but truck and even rail supply is possible. Such groups are often able to operate in battalion- and regiment-sized units – perhaps even division-sized units – accompanied by foreign advisors. They may be supported by foreign combat troops.



Terrorism Backfires

Terrorists rely upon provoking strong reactions from their targets; however – as Osama bin Laden discovered after the September 11 hijackings – those reactions might far outstrip any response that the terrorists imagined.

In the wake of the World Trade Center and Pentagon attacks, the United States quickly decided upon thorough reprisals on both the terrorists responsible and anyone harboring them. The U.S. armed forces went to full alert, only pausing to properly identify and assess their target, and to determine which courses of action would provide the swiftest, most efficient path to victory. Though Washington undoubtedly conducted this planning as swiftly as possible, it still took weeks to implement.

Unlike conventional forces, special ops units probably were “in the air” even before the smoke had cleared from New York City’s skies. With plans ready for just about any contingency, and the ability to respond within hours of notice, they only had to wait for the government to identify the target as Osama bin Laden and his al-Qaeda organization.

The first step in the special ops war would have been deployment, flying to a special operations staging area at Vicenza, Italy on C-130s with their gear. From Italy, the special operators would deploy into Afghanistan.

These first missions would usually focus on the “force-multiplying” role of recruiting and training locals opposed to the Taliban with intent to guide them in an insurrection. U.S. Special Forces infiltrated the country and sought out guerrilla leaders who might potentially join the “Northern Alliance” and began to organize and assist their forces, feeding the fires of revolution. Having worked with the Afghan people since the 1980s, the special ops personnel could establish or reestablish friendly contacts. They knew their customs, language, goals, and desires. They were trained to work with the indigenous population and respect their religious views as well as supporting their political goals. These Special Forces ODAs began organizing the guerrillas and training them to work as a cohesive unit and to properly utilize what weaponry they had. In a few short weeks they were able to focus the once-sporadic group of skirmishers, used to riding around on top of armed pickup trucks, into an effective military unit and begin the military move on the capital.

At the same time, U.S. Army Rangers undertook raid operations to gather intelligence about the leadership of al-Qaeda and the Taliban. Utilizing reports from the various U.S. and foreign intelligence sources USSOCOM was able to pin down major locations of command and control, such as bunkers, safehouses, and installations that contained commanders and the documents showing the major locations of Taliban forces and their leadership. From there the Rangers were able to conduct special reconnaissance/raid operations and gather important intelligence that would aid the Northern Alliance.

Armed with this new data, the Special Forces were able to pinpoint areas of weakness in the Taliban and used this information to assist the guerrilla leaders in mounting their offensive. As deep-reconnaissance missions carried out by other special ops gathered further intelligence and provided information on key targets, attack aircraft were mobilized, armed with precision-guided munitions. The Special Forces provided a crucial component of the aerial offensive by laser-designating targets that allowed their attack aircraft to neutralize key command and control centers and drive the key leadership of the Taliban into their mountain hiding places.

The guerrilla leaders were then able to mount a successful offensive unhampered by an organized defense. With communication lines in disarray, the remaining Taliban commanders were unable to call up reinforcements or communicate with their subordinate units to mount any counteroffensive. The air attacks had successfully neutralized their air, armor, and artillery resources, leaving the Taliban with only handfuls of troops equipped only with small arms and light APCs, easy pickings for the now organized Northern Alliance.

Not only American special operations forces were deployed. Other countries sent troops to work closely with the U.S. units. These included Australia (SASR), Canada (JTF-2), Denmark (Jægerkorps and Frømandskorps), France (1er RPIMa and CPA-10), Germany (KSK), Italy (Incursori), Poland (GROM), and the United Kingdom (SAS and SBS).

Osama bin Laden had thought his terrorist acts would bring down the United States, but they only brought down the government of the nation that supported him and his organization.

Conventional Forces: Up Against the Regulars



“Conventional forces” are the active-duty and reserve military forces of governments. The training, skills, and skill levels of conventional opposing forces will differ from country to country, and it is difficult to give any consistent rule of thumb. Standard reference works (such as *The Military Balance*) and historical studies can provide guidance on skills and skill levels.

As a general rule, one should start with the skill levels appropriate to infantry AIT (see pp. 22-23), then modify those skills to reflect the opposing force’s training and combat experience, as follows:

Training	Modifier	Experience	Modifier
Militia	-2	Green	-2
Reserve	-1	Average	-1
Regular	0	Seasoned	0
Elite	+1	Veteran	+1

All modifiers are cumulative; e.g., a veteran, elite unit will have +2 to its skill levels, while a green, reserve unit will have -3.

Tailoring skills for specific units can add considerable realism; e.g., a transportation platoon might have high Driving and Mechanic skill levels and relatively low Combat/Weapon skills; an artillery battery might have high Gunner and Forward Observer skill levels and low Guns skills. Similarly, NCOs and officers will have higher skill levels, on average, than the troops they lead, and will probably have skill in Administration, Leadership, and Tactics.

As much as possible, the GM should make an effort to learn and take into account the real-world performance of

military units from a given force and nation. An “average, regular” unit of British infantry is likely to be considerably better than an “elite” formation in the Ugandan army. Thus, the guidelines above must be used with good sense to provide maximum realism.

Finally, the detail with which opposing-force characters are generated is up to the GM. When the opposing forces consist of a company of Viet Cong, only the most meticulous GM would generate 150 to 180 individual opposing force NPCs! It is far simpler – and reasonably realistic – to individualize officer NPCs, but to use only a few different “generic NCO” and “generic private” NPCs for everyone else.

A Generic Infantry Platoon

Despite differences in military doctrine between East and West, basic combat units are constructed in a similar manner. The infantry platoon is one of the primary building blocks of any army. Three infantry platoons are found in each infantry company, three infantry companies in each infantry battalion, and three infantry battalions in each infantry brigade or regiment. There are minor differences from nation to nation, but most infantry platoons are organized along the following lines:

First, a platoon has a *headquarters element* consisting of a platoon leader (Rank 3, 2nd lieutenant or equivalent), an assistant platoon leader or platoon sergeant (Rank 2, sergeant first class or equivalent), and a radio operator. In a dedicated artillery unit, the radio operator will often serve as a forward observer.

Next in the platoon’s organizational structure are three nine-man infantry *squads*. Each of these squads has a squad leader (Rank 1, staff sergeant or equivalent) and two fire-team leaders (Rank 0, corporal or equivalent) armed with assault rifles (M4, M16A2, AK-74, G3A3, etc.), two riflemen armed with assault rifles, two grenadiers armed with an assault rifle and either an underbarrel grenade launcher (M203, GP-15, GP-30, etc.) or a light anti-tank weapon (RPG-7, M72A3, AT4, etc.), and two machine gunners armed with light machine guns (RPK-74, M249A1, etc.).

Finally, each infantry platoon has a nine-man *weapons squad* assigned to it. This consists of a squad leader with an assault rifle, two machine gunners with medium machine guns (M240G, PKM, etc.), two assistant machine gunners with assault rifles, two anti-armor gunners with light or medium antitank weapons (M2 Carl Gustaf, etc.), and two assistant anti-armor gunners with assault rifles. Alternatively, the squad may contain a squad leader, three machine gunners, three assistant machine gunners, and two grenadiers (armed as above).

A platoon manned and equipped like this is likely to give even the best-trained special ops team a tough fight.



World Terrorist Organizations

There are literally *hundreds* of terrorist organizations active in the world! Luckily, few pose a major threat; most active groups stage only one or two operations a year and some disband quietly or splinter to form even more organizations.

Rather than list every active terrorist group in the world, the following gives a starting point for further research; some of these organizations may no longer exist or go by a different name by the time you read this! The list includes their most common name, main area of operations, and date they formed. Note that *not* all members of these groups are terrorists; in fact, the majority of most organizations' membership consists of political sympathizers, with only a small fraction on the violent, radical fringe.



Abu Sayyef Group (ASG)	Philippines (1972)
Afrikaner Resistance Movement (AWB)	South Africa (1994)
Alex Boncayao Brigade (ABB)	Philippines (1985)
al-Arqam	Thailand (1967)
All Tripura Tiger Force	India (1990)
Armed Front for the Liberation of the Marginalized People of Guerrero (FALPMG)	Mexico (1996)
Armenian Secret Army for the Liberation of Armenia (ASALA)	Turkey (1975)
Aum Shinri Kyo (Aum Supreme Truth)	Japan (1987)
Chukaku-Ha (Nucleus for the Construction of the Combatant Communist Party)	Japan (1957)
Committee for the Defense of Democracy	Dominican Republic (1994)
Continuity Irish Republican Army (CIRA)	Northern Ireland (1994)
Epanastatiki Organosi 17 Noemvri (Revolutionary Organization November 17)	Greece (1975)
Euskadi ta Askatasuna (ETA) (Basque Fatherland and Liberty)	Spain (1959)
al-Fatah (Palestine Liberation Movement, NPLF)	Palestine (1959)
Fatah Revolutionary Council (FRC)	Palestine (1973)
Front Islamique de Salut (Islamic Salvation Front, FIS)	Algeria (1980s)
Al-Gama'at al-Islamiyya (Islamic Group)	Egypt (late 1970s)
Grupo de Resistencia Antifascista, Primero de Octubre (GRAPO) (1st of October Antifascist Resistance Group)	Greece (1975)
Groupe Islamiste Arme (Armed Islamic Group, GIA)	Algeria (1992)
Harakat al-Muqawama al-Islamiya (HAMAS) (Islamic Resistance Movement, HAMAS)	Palestine (1987)
Harakat ul-Mujahidin (HUM)	Pakistan (1990s)
Hizballah (Party of God)	Lebanon (1983)
Interhamwe Army for the Liberation of Rwanda, ALIR)	Rwanda (1994)
Jaish-e-Mohammed (Army of Mohammed, JEM)	Pakistan (2000)
Jamati-i-Islami	Afghanistan (1970s)
Lashkar-e-Tayyiba (Army of the Righteous, LT)	Pakistan (1989)
Liberation Tamil Tigers of Tamil Eelam (LTTE)	Sri Lanka (1976)
Loyalist Volunteer Force (LVF)	Northern Ireland (1996)
Movimiento Revolucionario Tupac Amaru (Tupac Amaru Revolutionary Movement, MRTA)	Peru (1983)
Mujahedin-e Khalq (Muslim Iranian Students' Society, MEK)	Iran (1960s)
Palestine Islamic Jihad (PIJ)	Palestine (1970s)
Partiya Karkeren Kurdistan (Kurdistan Workers' Party, PKK)	Turkey (1974)
Popular Front for the Liberation of Palestine (PFLP)	Palestine (1967)
Real Irish Republican Army (RIRA)	Northern Ireland (1998)
Rote Armee Fraktion (Red Army Fraction, RAF)	Germany (1970)
Al-Sa'iqā (The Thunderbolt; also called Pioneers of the Popular War of Liberation or Eagles of the Palestine Liberation Revolution)	Palestine (1970s)
Ejército Zapatista de Liberación Nacional (Zapatista National Liberation Army, EZLN)	Mexico (1994)



7. CAMPAIGNS

**“Grandmother,
this is Blade. We
have secured the hostages;
14 Tangos are down. We have one wounded.**

“Bring in the Seahawks for immediate extraction of the hostages and wounded.” The LT’s voice was eerie, dual-cast over the SATCOM and the MBITR. We could hear him talk to SOCOM, but not their reply.

Davis caught one in the shoulder, but it went clear through. I think it shattered the bone. He’ll be all right. I fired a total of seven rounds in the entire mission. I accounted for two Tangos – the sentry by the stairs and one of the six guarding the hostages. Jones got the one that was hanging on the railing behind us . . . nice shot! Bravo and the rest of my team had taken care of the other four. Delta and Charlie cleared the bridge and the engine room. No explosives. We were lucky.

I wonder if this one will be in the papers and on CNN. As often as not, we slip back in the shadows and the government denies that the whole thing happened, assuming

anyone inquires. Even Uncle Sam probably can’t get all those American hostages to keep a secret, though.

For us in Six, it’s back to Virginia. AARs first, when we get back to the **Guam**, then some rest. I’m tired, drained. Too much adrenaline. After that . . . the real work begins. We are gonna take this mission apart with a fine-toothed comb. Why did it take seven minutes? We could have done it faster.

A **GURPS Special Ops** campaign that is realistic, not a Hollywood movie, can be difficult to plan. Most GMs and players have never served in a military organization, much less a special operations unit; they may never have fired a weapon and may be unfamiliar with military technology and nomenclature. GMs and players who have military experience may find it difficult to explain concepts and procedures. The group may have different opinions about what sort of campaign to play.

Types of Campaigns

GURPS Special Ops scenarios can range from simple impromptu adventures to complex, long-ranging campaigns. The type of campaign will determine the nature, variety, and flavor of the missions that the characters will perform and the restrictions under which missions will be planned and executed.

Wartime Campaign

The players are taking the roles of a unit of crack troops, aiding their sponsor (be it governmental, mercenary, or other) in prosecuting a direct and publicly acknowledged military campaign. The GM will need to be familiar with the sponsor’s strategic and operational goals beyond simply “winning.” While the strategic goal is hopefully clear and does not change, history is filled with exceptions.

Wartime Campaign Variations

World War II: World War II is arguably the origin of “modern” special operations. Countless scenario possibilities exist, from de-mining the beaches of Normandy to eliminating Nazi research installations or destroying (or protecting) bridgeheads. **GURPS WWII: Hand of Steel** is dedicated to special operations in this era.

More recent conflicts in Vietnam, the Middle East, and Afghanistan also make excellent settings with a wide range of resources available for inspiration.

Fantasy: Low TL does not mean that fantasy worlds cannot develop special operations! Dwarves might make excellent demolition experts, elven archers could be snipers, and orcs make fearsome assault troops. With the Archmagery rules from **GURPS Myth**, mages can serve as an army’s walking artillery pieces.



Peacetime / Covert

In many situations, special operations forces are deployed in areas where there is no “hot” war currently being fought, or where the country mounting the operations chooses not to be publicly involved. Covert wartime situations can be ethically more complex than those carried out during an overt war and can call for more subtlety. They can also be very dangerous, as there may be no friendly forces around to back the team up. One common feature in these campaigns will be highly restrictive “Rules of Engagement” as to when, and if, deadly force can be used.

Peacetime / Covert Variants

Cops: Units such as GIGN (pp. 35-36) or GSG9 (p. 36) often cross the fine line between specially trained police units and military. Players must take care that their characters remain *law enforcement* officers and not vigilantes. Even so, a police campaign has plenty of advantages and adventures are as close as the local newspaper! Campaigns are easy to combine with any genre where there are laws to be enforced, and enforcement powers can vary wildly between locales. See **GURPS Cops** for more on this style of special ops campaign.

Espionage: Covert operations under the direction of intelligence services make for an interesting campaign setting. The PCs could be hired mercenaries, or members of a regular special ops unit acting together and possibly on behalf of an intelligence service. The CIA even has its own special ops operators for such missions (p. 33)!

Cyberpunk: A dystopian future where governments and corporations rule with an iron fist – special ops units will be on the front lines against a rising tide of terrorism and crime. Regular military units may effectively be special ops units by 20th-century standards. Many cyberpunk campaigns revolve around freelance operatives undertaking missions identical in scope to military special ops. Great use will be made of underground brokers and contacts to arrange jobs and supply equipment. The company has a command structure, and there are orders and rules, but the fact is that most of the time, the operators get to choose gear, ongoing training, tactics, and even missions on an ad hoc basis – and idiosyncratic behavior that would get a trooper booted from a real army is tolerated without question.

Fantasy: Every type of special ops mission has a counterpart in fantasy: counterterrorist missions against a guild of assassins, special reconnaissance of enemy lands (or dimensions!), or information operations against evil goblin armies. Modern-day scenarios can be easily converted to fantasy campaigns.

Self-Directed

Most *Special Ops* campaigns, at their heart, have some organization that provides mission tasking and strategic and operational guidance and otherwise facilitates the action. In a self-directed campaign, there are no orders, and the operators themselves decide what missions they will undertake from day to day. Mercenary operators can be hard to deal with when your meticulously planned safe-house takedown is avoided because the NPC patron was wearing the wrong color suit! These campaigns can be the most difficult to run, due to the flexibility demanded from the GM. Multiple patrons and “cookie-cutter” mission plans are essential for the mercenary campaign GM.

Self-Directed Campaigns

Time Travel: Time machines and parachronic conveyers are the ultimate in stealthy transportation. Working in other timelines or dimensions means that a special operations unit is effectively on its own. Teaching TL0 locals how to construct advanced fortifications may be straightforward; a reconnaissance mission keeping an eye on researchers from a future timeline may test the team’s skills if they must pretend to be locals! A variant has modern special operations personnel involved in missions on other planets or realities bearing a resemblance to historical periods on Earth. Scouts for future invasions, first-contact specialists, or strike teams are all possibilities.

Black Ops/CthulhuPunk: Find the Truth . . . and kill it. The player characters operate nearly independently, under the direction of a super-secret command organization, against a paranormal enemy (magical, alien, Lovecraftian, etc.). GMs in this campaign will not lack for scenario concepts, but Rules of Engagement, if broken, could result in the collapse of society!



Source photo courtesy of U.S. Army

Small-Unit Operations

Small-unit scenarios most closely resemble what the majority of players expect from a roleplaying game. Each player generates a character, and the activities of these characters form the focus of the scenario. Missions best suited to small units are foreign internal defense, special reconnaissance, unconventional warfare, intelligence operations, counterdrug activities, and special activities in support of foreign policy. Examples include a mobile training team mission to organize Meo tribesmen in Laos against the North Vietnamese and Pathet Lao, counternarcotics operations in Columbia, or cutting railroad lines in 1862 Virginia.

The key is to keep the mission small enough in scope so that a unit of the appropriate size can accomplish it and return for its next mission. A six-man long-range reconnaissance patrol (LRRP) asked to stage a raid on a Viet Cong regimental headquarters is likely to be justifiably upset; suicide makes for a short and unpleasant game. On the other hand, the same LRRP happening upon this headquarters while scouting – and discovering the difficulty of extracting itself from its predicament – could be an interesting and exciting encounter. If the choppers are late, though, the patrol is likely to end up just as dead.

Large-Unit Operations

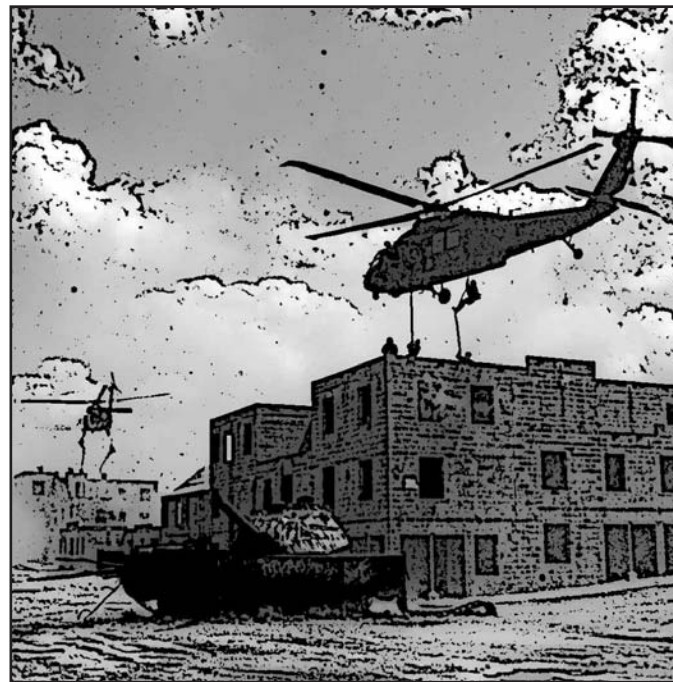
Direct action, counterterrorist, and combat search and rescue missions are usually conducted by units of company size or larger. It would be irrational to require players to generate and run 100 or more characters, though; even if they were willing to try, playing out the operation would take forever and would likely tax a computer simulation, never mind a GM! These scenarios are among the most interesting for any *GURPS Special Ops* campaign, but they cannot be handled like small-unit operations.

What works best is for the players to take the roles of those in charge of operational planning: the commanding, executive, and staff officers. Consider a scenario involving the seizure of an international airport. Most of the “action” would consist of planning the mission and overcoming the considerable political and logistical difficulties involved in any military operation, even among the closest of allies. The PCs would have to obtain intelligence, organize and stockpile supplies and equipment, lay on transportation, and plan each step of the operation’s execution in detail. The players will still get a healthy dose of sneaking and shooting when they finally lead their teams into action!

Gamers who have experienced only small-unit roleplaying may initially balk at spending hours discussing how to conduct an operation. In the hands of a skilled GM, however, the politics and intrigue of intraservice, interservice, and international rivalries, as well as the technical arcana of military operations, can be an excellent basis for high-powered gaming.

The chief problem in small-unit scenarios is providing each player with enough to do. The commander, senior NCO, and point man in a patrol will have their hands full, but the rest of the patrol will often have little to do unless some misfortune occurs – such as being ambushed. One way around this is to specify with some precision the responsibilities of the patrol members: the communications specialist should handle communications between the commander and base, the demolition specialist should be called to the point whenever there is a risk of booby traps, a soldier with the appropriate language skills should be detailed to interrogate prisoners and examine captured documents, etc. As well, the point position should be rotated through the patrol, as in real life, to ensure that the man most likely to contact the enemy first is fresh and alert. Each player should also be encouraged to participate as fully as possible in the planning of the mission, as in the “briefback” portion of mission planning in real operations (see p. 92).

Small-scale direct action and counterterrorist missions are possible, but these missions usually involve forces of at least company size. Such missions can be accomplished by small units if the objective is kept manageable, but the GM must take care not to ask too much of too few men.



A further option here is “unit within a unit” gaming, where the PCs are a small squad of lower-ranking troops within a larger unit that is executing a large-scale mission. Their actions help determine the larger outcome. This approach allows participation in large-unit activities without things becoming impersonal, and without forcing the players to roleplay staff officers and engage in planning (many players just want to get to the action).

Creating a *GURPS Special Ops* Scenario



The first step in creating *any* realistic scenario is research. The GM may wish to draw on historical missions for inspiration; the bibliography (pp. 147-151) provides a starting point, but a wealth of historical material on special ops can be found in any major library or on the Internet. The more the GM knows about the historical context, the better he will be able to provide his players with a vivid sense of “being there.”

Props – maps, photographs, communications schedules, intelligence briefings, etc. – are at the heart of any successful special ops scenario. The more effort the GM puts into these materials, the more enjoyable the scenario will be. Again, much of this can be obtained at the library or on the World Wide Web. For detail enthusiasts, military maps (see p. 108) can be obtained from the U.S. Defense Mapping Agency through the Government Printing Office; acetate overlays and grease pencils for maps can be found at any art or office supply store. Information provided to the players in the form of military-style written intelligence reports and briefings adds immeasurably to the atmosphere of realism and is also useful for refreshing the players’ memories in more complicated scenarios. The use of military communications formats, call signs, brevity codes, etc., can add a compelling touch of realism as well.

Scenario Balance

Scenario balance is a delicate art, and may require some clever maneuvering on the part of the GM – not just before the game, but during it as well. Modern special ops are characterized by unarmored, or lightly armored, soldiers engaging each other with personal weapons that are certain to cause incapacitating wounds, even against targets wearing body armor. It is vital for enjoyable play to balance the lethality of the game with good chances for success even in the face of determined opposition.

Keeping a scenario moving will sometimes mean altering obstacles to suit the players’ situation. The players will

surprise you – attacking enemies you thought they’d avoid, or vice versa.

A fantastic plot device for the GM is faulty intelligence. This can be used to “instantly” create a more balanced scenario if things are going wrong. The players are supposed to destroy a major command post, guarded by mechanized infantry, but arrive battered and bleeding, with most of their ammo gone. Instead, they find the command post lightly guarded. This will still pose a challenge to them in their weakened state, but won’t be suicide. This doesn’t have to be “cheating,” but can actually lead to very interesting additional missions. Perhaps the missing mechanized infantry is now threatening a different operation!

Equipment Selection Made Easy

One of the most time-consuming portions of mission planning for a special operations campaign, especially if the players aren’t all military types, is selecting the “kit” for a given mission. *GURPS Special Ops* missions can become very equipment-driven if allowed, and the “shopping expedition” can take literally hours of time that the players could otherwise be using to plan or execute missions.

One helpful tool for the GM to use in this situation is standard equipment packages listed on note cards or handouts. This way, a novice player can pick out equipment very quickly. For example, he could choose the “rifleman” package (which contains a standard weapon and ammunition load as appropriate, load-bearing gear and communications equipment, etc.), supplement it with a “night operations kit” (night goggles, an IR strobe, and an IR-targeting laser), and add a “forward observer kit” (a laser designator, digital camera, and scrambled radio to contact the forward air controller). Similar kits can be worked up for reconnaissance, assault, or other types of missions.

From Scenario to Campaign



Scenarios can make exciting and enjoyable gaming on their own, but many players prefer to develop characters and their relationships in the context of a campaign. Character development is discussed in Chapter 3; see the rules for on-the-job training (p. 50), decorations (pp. 51-52), and promotion (pp. 52-54). Character interaction is most effectively encouraged by organizing the campaign around the activities of a specific unit and presenting situations where the characters must interact to do their jobs. A mixture of judicious character improvement and regular character interaction is the surest way to link a series of scenarios into a *GURPS Special Ops* campaign.

Many historical scenarios lend themselves well to elaboration into a full campaign. A series of related operations – in

WWII, Vietnam, or the Gulf War – will make excellent scenarios, and come with a ready-made context for an overarching campaign. Building a campaign from nonhistorical scenarios or made up countries is simultaneously more and less difficult: It requires more vision and imagination on the part of the GM, but he also has more latitude, since he is free of the constraints of historical accuracy and realism.

The most important goal for a GM running any kind of campaign is to ensure that the scenarios are sufficiently varied and the players sufficiently involved so that interest and enthusiasm do not lag. This can be accomplished by presenting a variety of scenarios – and situations within scenarios – that require the principal skills of *all* the PCs.

By the Numbers: Hierarchy vs. Anarchy

Military organizations are hierarchical for a reason. A clear-cut chain of command is essential to effective decision-making in an environment of intense stress, limited time, and great danger. Hierarchy and discipline are absolute requirements for success in military operations. Gaming, however, tends to be highly individualistic. Most fantasy gaming “parties” seem more like *ad hoc* raiding and looting coalitions than military organizations, with the option to challenge minimal party leadership or to go it alone always available.

The disciplined, hierarchical structure of military special operations may seem restrictive to some players. Given a game system as realistically lethal as *GURPS* and a scenario with automatic weapons and high explosives, however, the most immediate consequence of a lack of hierarchy and discipline among the characters will be their rapid demise. In this, gaming mimics life.

As the players become familiar with the system, this will become obvious to most of them. It need not unduly restrict their individual initiative, however. There must be a commanding officer, subordinate commanders, and NCOs in any military unit, or fatal anarchy will result, but the GM can alleviate some of the problems associated with this reality by encouraging the players to utilize their characters’ technical specializations as fully as possible (giving everyone something important to do), to participate in operational planning (the “briefback”), and to hand operational command from one PC to the next from scenario to scenario.

Inevitably, some players will be intractable and refuse to submit their characters to reasonable discipline. In nondangerous situations, such characters can be reassigned, docked pay, demoted, or imprisoned. The penalty for such behavior in the face of the enemy is usually death – either ordained by a court-martial, or carried out in the field by the enemy.



Sample Scenarios

Hearts and Minds

The operators are assigned to liaise with a village headman to acquire intelligence on a local guerrilla movement. They will be accompanied by a representative of the nominal local government and be shackled with extremely restrictive orders regarding the use of force. The headman has little respect for the government but has no love for the local guerrillas either. The operators are the closest thing to an impartial third party.

Problems:

An enemy squad came by 10 days ago and will return in four days to recruit.

An enemy squad will arrive in about four days to obtain provisions.

Sympathizers among the village inhabitants will attempt to report when they find out details of the patrol’s mission.

A covert intelligence operative will arrive in the valley in three days. The operative demands the patrol take him to safety with his “critical information.”

The government representative demands the players arrest the headman when he refuses to reveal the location of the guerrilla facility. The group has no authority to do so and their command is too busy with bureaucratic maneuvering to give the group a straight answer on what to do.

Settings: Can be used in campaigns during the Vietnam War, or with *GURPS Traveller: Ground Forces*, *GURPS Ogre*, *GURPS Reign of Steel*, or *GURPS Fantasy*.

Kidnap and Recovery

An important corporate executive has been kidnapped. A small intelligence squad and a special operations squad must contact the kidnapers and negotiate the client's release. The special operations squad makes the ransom exchange. The ransom is \$100,000; the operational budget is \$150,000. (The operators' employer, an insurance company, pays \$250,000 to save \$1 million in insurance; the team gets \$150,000 as budget and \$100,000 as actual pay.)

Problems:

The kidnapers are impulsive.

The kidnapers try to renegotiate for more money.

Criminals discover the ransom exchange and decide to ambush it.

The kidnapers will not release the client; direct action must be taken.

Extensive travel to the ransom site is required. The budget is strained and equipment requirements must be met locally. (The unit may also lose any special rapport that it enjoys with law enforcement if it must go to a foreign nation.)

It turns out that the kidnapers were actually hired by the operators' employer.

Settings: Can be used in a mercenary campaign, with *GURPS Traveller: Star Mercs*, *GURPS Cops*, *GURPS Cyberpunk*, or *GURPS Space*.

Variations on a Theme

Mercs

Most nations discourage former special ops troops from entering mercenary service except under the auspices of their intelligence service (e.g., British "civilian advisors" in the Arab states of the Persian Gulf), but there have always been those who are willing to weather the consequences of official disapproval and sell their skills to the highest bidder. *GURPS Special Ops* can be used for mercenary scenarios. "Mercs" do not always have the chance to exercise their skills on a daily basis and may not have access to the latest in tools, but the pay is much better – and a good merc works only when he wants!

Regular Infantry

Another possibility is to adapt *Special Ops* for regular troops in regular units – e.g., line infantry. The skill levels of such troops will be considerably lower, although officers and NCOs will have higher levels than their troops. The GM should reduce the difficulty level of scenarios to compensate for the lower skill levels of the characters.

The Cinematic Campaign

GURPS Special Ops concentrates on realistic campaigns, in part because *GURPS* strives to be realistic. Special ops as described by Hollywood and disposable novels

Strike

The government has suffered a major blow after a terrorist cell detonated a car bomb in the capital, killing a popular minister. Orders have come down to destroy a terrorist training camp in a hostile country. The PCs need to choose equipment and a method of infiltration to expeditiously fulfill the mission.

Problems:

The plan has been leaked – the camp is on alert.

Intelligence is faulty. The camp is now abandoned, but is under local law enforcement observation.

Intelligence is faulty. The camp is now a refugee camp.

The camp is in a refugee camp that has been massively overwhelmed by recent floods inland.

A local military general officer is touring with his special ops bodyguards on the day the strike is to happen.

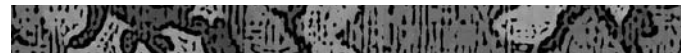
Advisors at the camp are in another country's special ops.

Advisors at the camp are members of another special ops unit the PCs are familiar with.

Advisors at the camp are members of the PCs' own or an allied nation's intelligence organization.

A PC knows an advisor at the camp.

Settings: Can be used in a normal *Special Ops* or a mercenary campaign; *GURPS Fantasy*, *GURPS Cyberpunk*, *GURPS Space*, *GURPS Traveller: Ground Forces*, or *GURPS Traveller: Star Mercs* can serve as background.



are very unrealistic, however. This is because a lot of special ops work, like *any* sort of work, is tedious, unpleasant, and occasionally downright boring stuff done by ordinary Joes, while Hollywood thrives on excitement and larger-than-life characters.

The players may be happy to sacrifice some of the realism of special ops in favor of having fun. Let them! The point of the game is to have a good time, after all – not to slavishly imitate the exploits of a real-life band of counterinsurgents. In a cinematic campaign . . .

⊕ The GM may want to make the advantage Hard to Kill (p. CI25) mandatory, perhaps even multiple levels.

⊕ Officers and orders can be ignored, equipment lost, and discipline forgotten. If the unit succeeds at its mission, all will be forgiven.

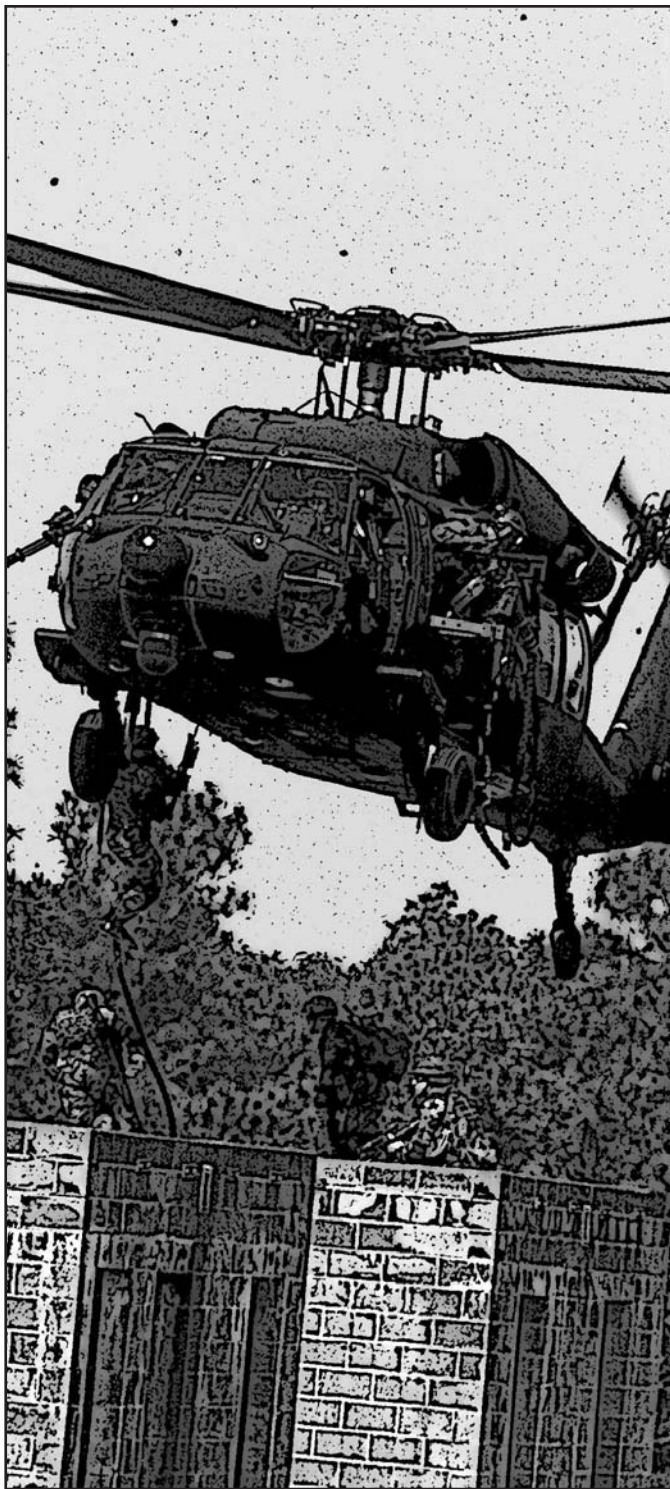
⊕ Player characters will have 300+ points to spend (see *Action Heroes*, p. 50) and really will be "supermen."

⊕ Skill degradation (p. 83) is ignored. Despite being a farmer for 20 years, an ex-commando will recall all his training if he gets mad enough to pick up a rifle.

⊕ The *Silly Combat Rules* sidebar on pp. CII76-78 may be used, allowing Hollywood-style combat to prevail.

⊕ Characters may purchase the Extra Life advantage (see p. CI36). At the end of the mission, a "dead" trooper's friends see him being carted off in a medevac if he died – even if he was at ground zero of a nuclear explosion or was eaten by the Nameless Creature from Outer Space.

Bibliography



Source photo courtesy of U.S. Army

Nonfiction

Adkin, Mark. *Urgent Fury: The Battle for Grenada* (Lexington Books, 1989). An excellent look at this low-intensity conflict.

Alexander, Yonah, and O'Day, Alan (editors). *The International Library of Terrorism* (Dartmouth, 1993-1994). A series of books such as *Terrorism: British Perspectives*, *European Terrorism*, *Terrorism in Africa*, and *Middle Eastern Terrorism: Current Threats and Future Prospects*. Scientific analysis, general theories, case studies, etc. make these books highly valuable for the portrayal of opposing forces. They focus on the 1970s and 1980s, however.

Arostegui, Martin C. *Twilight Warriors* (St. Martin's Press, 1995). A broad overview of the world's top special operations forces.

Baker, Anthony and Bonn, Keith. *Guide To Military Operations Other Than War* (Stackpole Books, 2000). A well-written book full of tactical information on a difficult subject.

Bank, Aaron. *From OSS to Green Berets* (Presidio Press, 1986). *The* definitive book on the history of the U.S. Army Special Forces.

Barnett, F., Tovar, B.H. and Schultz, R.H. *Special Operations in U.S. Strategy* (National Defense University Press, 1984). An examination of strategic special operations from the U.S. standpoint.

Beckwith, Charles, and Knox, Donald. *Delta Force* (Harcourt Brace Jovanovich, 1983). The finest book on Delta, written by Colonel Beckwith, the man who started it all.

Bohrer, David. *America's Special Forces – Weapons, Missions, Training* (Motor Book, 1998). Covers most of the American special operations units, depicting much of the latest weapons and equipment.

Bolger, Daniel P. *Death Ground: Today's American Infantry in Battle* (Presidio Press, 1999). A decent treatment of large-scale special operations.

Bowden, Mark. *Black Hawk Down: A Story of Modern War* (Atlantic Monthly Press, 1999). This book (and the 2001 movie) brings you into special ops as no other literary or visual experience can. A must-read for GMs and players alike.

Brown, Ashley. *Elite Forces, Israeli Paras* (Orbis, 1986). A well-done analysis of Israeli special operations.

Burgess, William. *Inside Spetsnaz* (Presidio, 1990). The first book to come out of the Cold War filled with facts about a little-known organization. A gem for the Spetsnaz player, but partly outdated.

Clancy, Tom, and Gresham, John. *Airborne: A Guided Tour of An Airborne Task Force* (Berkley Books, 1997). A highly detailed book about American paratroopers. It does include a few mistakes, but this and others in the "Guided Tour" series cover the fundamentals which players and GMs will need for campaigns.

Clancy, Tom, and Gresham, John. *Special Forces: A Guided Tour of U.S. Army Special Forces* (Berkley Books, 2001). This is another must-read for GMs and players. It covers everything from selection, training, equipment, weapons, and vehicles to operations, tactics, and missions.

Dockery, Kevin. *SEALs in Action* (Avon Books, 1991). Excellent examples of U.S. Navy SEAL operations, plus many details on training and equipment.

Dockery, Kevin. *Special Warfare, Special Weapons* (The Emperor's Press, 1995). Detailed first-hand description of the inventory of the U.S. Navy SEALs, from the Vietnam War to the mid-1990s.

Froese, Kerstin, and Scholzen, Reinhard. *GSG9* (Motorbuch, 1997). The latest work on Germany's counterterrorist unit, detailing its training, equipment, and some of its operations. In German.

Gander, Terry (editor). *Jane's Infantry Weapons 2001-2002* (Jane's, 2001). The most complete resource on modern infantry weapons.

Griswold, Terry, and Giangreco, D.M. *Delta: America's Counterterrorist Force* (MBI Publishing, 1992). Another good look at 1st SFOD-D. A bit dated but well worth a look.

Halberstadt, Hans. *U.S. Navy SEALs* (MBI Publishing, 1992). A complete look into the SEAL teams with enough detail to provide a good overview in a format easily read in a few short hours.

Hogg, Ian. *Jane's Guns Recognition Guide*, 2nd ed. (HarperCollins, 2000). A useful and reasonably priced pocket book covering vintage and modern small arms.

Katz, Samuel. *The Illustrated Guide to the World's Top Counter-terrorist Forces* (Concord, 1997). Profusely illustrated book covering dozens of units worldwide, describing training, equipment, and operations. Quite up-to-date, but somewhat weak on weapon identification and foreign language terms.

Katz, Samuel. *The Illustrated Guide to the World's Top Naval Special Warfare Forces* (Concord, 2000). Similar to the above, but concentrating on naval units.

Lambert, Mark (editor). *Jane's All the World's Aircraft 2001-2002* (Jane's, 2001). Yet another fantastically detailed *Jane's* book.

Landau, Alan M. and Frieda W. *Airborne Rangers* (MBI Publishing, 1992). As with MBI's SEAL and Delta books, very well done, easily read, and thorough.

Landau, Alan M., and Stubbe, Ray. *Inside Force Recon* (Ivy Books, 1989). A bit dated but a good read on Marine special operations.

Laur, Timothy, and Llanso, Steven. *Encyclopedia of Modern U.S. Military Weapons* (Berkley, 1995). Very detailed descriptions of major weapon systems, including special ops boats and aircraft, as well as vehicle armaments.

Macdonald, Peter. *The Making of a Legionnaire* (Sidgwick & Jackson, 1991). A detailed study of the history, training methods, organization, and equipment of the French Foreign Legion.

McRaven, William H. *Spec Ops: Case Studies in Special Operations Warfare Theory and Practice* (Presido Press, 1995). The definitive look at historical special operations. Analytical, detailed, and accurate. McRaven, a U.S. Navy SEAL team commander, knows his subject!

Micheletti, Eric. *French Special Forces* (Historie & Collections, 1999). An interesting look at the newly created French Special Operations Command, covering units such as the 1er RPIMa and CPA-10, but neither the GIGN nor the 2e REP.

Micheletti, Eric. *Le GIGN en action* (Historie & Collections, 1997). The most in-depth coverage of the French GIGN unit, very well illustrated. In French.

Moynahan, Brian. *Claws of the Bear: The History of the Red Army from the Revolution to the Present* (Houghton Mifflin, 1989). A decent look at the Soviet military; a must for Cold War GMs!

Osprey Men-At-Arms and *Elite* series (Osprey Publishing, 1972 to present and 1984 to present, respectively). A series of booklets detailing the history, organization, uniforms, and weapons of military units. Always worth the money. Interesting titles include *Army Commandos 1940-1945*, *Elite Units of India and Pakistan*, *The French Foreign Legion*, *French Foreign Legion Paratroops*, *Grenada 1983*, *Israeli Elite Units since 1948*, *Marine Recon 1940-1990*, *The Military Sniper since 1914*, *Panama 1989-90*, *The Royal Marines 1939-93*, *South African Special Forces*, *South-East Asian Special Forces*, *Soviet Bloc Elite Forces*, *The Spanish Foreign Legion*, *The Special Air Service*, *U.S. Army Rangers and LRRP Units 1942-1987*, *U.S. Army Special Forces 1952-1984*, and *World Special Forces Insignia*.

Probst, Wilhelm. *Kampfschwimmer der Bundesmarine* (Motorbuch, 2001). A good inside view of the German Navy combat divers. In German.

Pushies, Fred. *U.S. Army Special Forces* (MBI Publishing, 2001). This is another MBI book that should be at the top of the list.

Quarrie, Bruce. *The World's Elite Forces* (Octopus Books, 1985). A dated but good quick reference for special operations forces.

Richelson, Jeffrey. *The U.S. Intelligence Community*, 4th ed. (Westview, 1999). A good overview of the U.S. intelligence community. A bit of a tough read but worth it if your players enjoy the intelligence side of gaming.

Simons, Anna. *The Company They Keep – Life Inside the U.S. Army Special Forces* (The Free Press, 1997). A fresh look into the life of U.S. Army Special Forces, this time from the viewpoint of a woman. Also covers family life and background.

Simpson, Charles. *Inside the Green Berets* (Berkeley Books, 1984). Things have changed in the U.S. Army Special Forces but the mentality of the troops has not. This book, both historical and informational, gives the best insight into the mindset it takes to "earn" the green beret.

Thompson, Leroy. *SAS: Great Britain's Elite Special Air Service* (Motor Books, 1994). A good account of the history, training, and equipment of the SAS, including coverage of the Australian and New Zealand SAS.

Tophoven, Rolf. *GSG9 – German Response to Terrorism* (Bernhard & Graefe, 1985). The first book devoted to the German unit, with detailed information on training and equipment of the 1980s. Covers the operation in Mogadishu.

Waller, Douglas. *The Commandos: The Inside Story of America's Secret Soldiers* (Dell, 1994). An exceptional

book covering all U.S. military special operations forces. Longer than the MBI series and with few illustrations, but well worth it.

Young, Darryl. *The Element of Surprise: Navy SEALs in Vietnam* (Ballantine Books, 1990). A detailed narrative account of a 19-year-old SEAL's first six months in Vietnam, 1970. Highly recommended.

Zaloga, Steven. *Inside the Blue Berets: A Combat History of Soviet & Russian Airborne Forces* (Presidio Press, 1995). A fascinating and thorough history of Soviet paratroopers.

Fiction

Coyle, Harold. *The Ten Thousand* (Simon & Schuster, 1993). Although this focuses more on armored warfare, the bits about Ranger operations are worth the read.

Cook, Glen. *The Black Company* (Tor Books, 1984). If you want to run *fantasy* special ops missions, this is the book you want.

Clancy, Tom. *Rainbow Six* (G.P. Putnam's Sons, 1998). One of many Tom Clancy novels that bring the reader into the special ops world.

Heinlein, Robert A. *Starship Troopers* (G.P. Putnam's Sons, 1959). For space-borne special ops, this is the quintessential book.

Marcinko, Richard. *Rogue Warrior* (Pocket Books, 1992). The fictionalized autobiography of former SEAL Team 6 leader Marcinko.

Moore, Robin. *The Green Berets* (Avon Books, 1965). A classic of military special ops fiction.

U.S. Military Manuals

FM3-05 Special Forces Operations. Everything you need to know about special operations in one book.

FM7-8 Infantry Rifle Platoon and Squad. A one-stop tactics shop.

FM7-85 Ranger Unit Operations and Training. Ranger training, techniques, and methods from a strategic angle.

FM23-10 Sniper Training. The skills needed to become a military sniper.

FM30-20 The Reconnaissance Platoon. Excellent information on how the recon soldier gathers battlefield intelligence.

FM30-40 Handbook on Soviet Ground Forces. Excellent reference on the Cold War opposition.

FM31-20 Special Forces Operational Techniques. The "how to" book of unconventional, guerrilla, and special warfare methods.

FM57-38 Pathfinder Operations. Everything you need to know about drop zones, landing zones, and helicopter airlifts.

FM90-10 Military Operations in Urbanized Terrain (MOUT). The "how to" book of inner city military operations.

FM100-5 Operations. A hardcore glimpse into military strategic planning.

FM100-20 Military Operations in Low Intensity Conflicts. Explores the fine line between warfare, advisors, and police actions.

ST31-180 Special Forces Handbook. The unconventional warfare guidebook.

ST21-76 Ranger Handbook. The bible of the special ops soldier.



TC23-14 Sniper Training and Deployment. The book on military sniping.

TP600-4 IET Soldiers Handbook. Basic skills that all good players should have some knowledge of.

Magazines

Jane's International Defence Review (Jane's). Monthly magazine on all aspects of military technology.

Military Intelligence Professional Bulletin (U.S. Army). A look into intelligence gathering and use.

RAIDS (Histoire & Collections). This is a monthly magazine that is devoted to military forces all over the world and

of all calibers, but it frequently covers special ops units and their equipment. Very up-to-date and superbly illustrated, but published in French.

Special Ops – Journal of the Elite & SWAT Units (Concord). Irregularly published magazine covering military special ops and police SWAT units.

Roleplaying Games

Detwiller, Dennis; Glancy, Adam S.; and Tynes, John. *Delta Green* (Pagan Publishing, 1997). Modern conspiracy game based on the Lovecraftian *Call of Cthulhu*, in which members of government agencies and special ops units fight against things man was not meant to know.

Dockery, Kevin. *Compendium of Modern Firearms* (R. Talsorian Games, 1991). While written for gamers, this book is packed with facts. Not quite up to date, but much more likely to be located on the shelves at the local game store than the average *Jane's* title.

Computer Games

Tom Clancy's Rainbow Six (Red Storm Entertainment, 1998). Although already dated, this first-person tactical simulator remains unbeaten for its handling of planning and executing ops. More recent follow-ups such as *Rainbow Six: Rogue Spear* (1999) are available.

Tom Clancy's Ghost Recon (Ubi Soft, 2001). Stunning graphics, programmable squad-mates, and a cunning AI make this first person shooter a real challenge and a real treat.

Spec Ops: Rangers Lead the Way and *Spec Ops II: Green Berets* (Ripcord Games 1998, 1999). The first series of computer games to use an A.I. "buddy."

The Operational Art of War II: Modern Battles 1956-2000 (Talonsoft, 1999). Excellent scenarios make this a top-of-the-list strategic planning computer wargame.

Delta Force and *Delta Force 2* (Novalogic, 1998 and 1999). Good military action for a first person shooter. The parachute missions are classic.

Realistic Films

Black Hawk Down (Ridley Scott, 2001). Gripping account of U.S. Army Rangers and Delta operators in Somalia, based on the book of the same title. A riveting must-see.

Clear and Present Danger (Phillip Noyce, 1994). A quintessential special ops movie. The U.S. Army Special Forces scenes are "by the book."

Mitvza Yonatan aka *Operation THUNDERBOLT* (Menachem Golan, 1977). An excellent account of the famous Israeli raid in Uganda.

The Odd Angry Shot (Tom Jeffrey, 1979). An unusual Australian movie about the operations of the SASR in Vietnam that runs a bit against the special ops grain.

The Peacemaker (Mimi Leder, 1997). A gem of a special ops movie. A must-see for GMs and players alike.

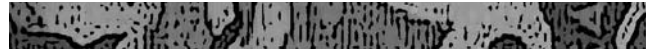
Raid on Entebbe (Irvin Krichner, 1977). Charles Bronson leads an all-star cast in this great film version of Operation THUNDERBOLT.

Proof of Life (Taylor Hackford, 2000). Russell Crowe as an ex-Australian SAS operator turned hostage retrieval expert. Well-done action scenes with accurate tactics.



Source photo courtesy of U.S. Army

Action/Adventure Films



The 13th Warrior (John McTiernan, 1999). Antonio Banderas portrays an Arab forced to join a group of Viking warriors to battle an invading army of strange creatures in this pseudohistorical 10th-century tale. Vastly outnumbered, the heroes employ special ops roles and tactics. Based on Michael Crichton's 1977 novel *Eaters of the Dead*, itself inspired by the Old English poem *Beowulf*.

Apocalypse Now (Francis Ford Coppola, 1979). This delirious and horrifying film, inspired by Joseph Conrad's 1902 story *Heart of Darkness*, succeeds brilliantly in its depiction of a roleplaying-style quest (the mission to kill a Special Forces colonel run wild) in a mysterious, war-torn Vietnam. *Apocalypse Now Redux* (2001), a longer version, is even more surreal.

The Delta Force (Menahem Golan, 1986). A flawed film, but accurate depiction of Delta tactics, with Chuck Norris and Lee Marvin in his last role. Norris also appeared in the sequel, *Delta Force 2: Operation Stranglehold* (Aaron Norris, 1990), which is terrible.

Executive Decision (Stuart Baird, 1996). The midair boarding of a hijacked jetliner. Well-done action good for both *Special Ops* and *Black Ops* scenarios.

Ffolkes aka *North Sea Hijack* (Andrew V. McLaglen, 1980). Dated but interesting look at naval special operations on an oil platform. Roger Moore is stiff and believable as naval expert Rufus Excalibur Ffolkes.

The Final Option (Ian Sharp, 1982). Excellent but fanciful depiction of the SAS and the Iranian embassy takedown.

First Blood (Ted Kotcheff, 1982). Sylvester Stallone plays a former Green Beret haunted by his experiences in Vietnam. Sequels include *Rambo: First Blood Part II* (George P. Cosmatos, 1985) and *Rambo III* (Peter MacDonald, 1988), which is set in Afghanistan. Highly cinematic treatments of a superhuman special ops soldier.

G.I. Jane (Ridley Scott, 1997). A decent look at U.S. Naval Special Warfare training, and interesting for its view of women in special ops. Note: this movie does not depict BUD/S (p. 30)!

The Green Berets (Mervyn LeRoy, Ray Kellogg, and John Wayne, 1968). A propaganda film, but a good look into

force multiplying and unconventional warfare from the Vietnam era. The Duke plays a Special Forces Colonel.

Heartbreak Ridge (Clint Eastwood, 1986). Clint Eastwood whips some Force Recon Marines into shape just in time to invade Grenada. Good humor, fairly accurate, and a look into the mindset of Marine Force Recon.

Missing in Action (Joseph Zito, 1984). Chuck Norris as an ex-POW who returns to Vietnam to rescue others. Low on authenticity, high on action; avoid it. Two sequels followed: *Missing in Action II: The Beginning* (Lance Hool, 1985) and *Braddock: Missing in Action III* (Aaron Norris, 1988).

Navy SEALs (Lewis Teague, 1990). If one can discount the bad acting and poor dialogue, the operations and tactics portrayed in this movie are worth a look. For what it's worth, real Navy SEALs advised on the production and worked on the action scenes.

Predator (John McTiernan, 1987). A quintessential special ops roleplaying scenario, featuring teamwork, tactics, an alien, and a GE 6Pak minigun. Inspiration for incorporating *GURPS Black Ops*, *CthulhuPunk*, *Horror*, or *Monsters* into a special ops game.

The Rock (Michael Bay, 1996). The action scenes of the special ops Marines are well executed and Sean Connery's depiction of an old SAS operator (who suffers very little skill degradation) makes it worth a look.

Star Wars. Episode 6: Return of the Jedi (Richard Marquand, 1983). A small group of commandos led by General Solo and Chewbacca daringly infiltrates enemy-held territory to blow up a force shield generator, enlisting the help of the local natives through a "Hearts and Minds" routine.

Uncommon Valor (Ted Kotcheff, 1983). A feel-good "rescue the POWs." Some good Vietnam-era special ops training.

Where Eagles Dare (Brian G. Hutton, 1969). WWII special ops at its best. Clint Eastwood and Richard Burton play off of each other like none other. A bit over the top but well worth it.

The Wild Geese (Andrew V. McLaglen, 1978). An excellent look into British mercs working in the deep dark "Congo Wars."

TV Shows



The A-Team (1983-1987). Classic show that is more *GURPS Cliffhangers* than *Special Ops*. Despite the name, the team is a bunch of Gadgeteers instead of special ops troops; avoid it if you aim for realism.

Freedom (2000-2001). Special ops outlaws fight for liberty in a near-future America under totalitarian martial law. Daring ops and high-flying kung fu combining *GURPS Special Ops* with *GURPS Espionage*, *GURPS Martial Arts*, and *GURPS Modern Firepower*.

J.A.G. (1995-present). A few good episodes here and there dealing with Navy and Marine special ops.

Soldier of Fortune, Inc. (1997-1998). The best depiction of special ops on TV. Ex-Army Ranger Tim Abell's depiction of an ex-Marine sniper is not to be missed. In its second season (1998-1999), the title was changed to *S.O.F.: Special Ops Force*. Dennis Rodman's performance in the later season considerably marred the series.

Tour of Duty (1987-1990). A gritty and realistic (by TV standards) portrayal of an infantry platoon in Vietnam. Later shows had the characters in MACV-SOG, making it a useful backdrop for special ops. Many of the characters' issues with being drafted wouldn't apply to special ops, of course.

Glossary

A-team: The basic unit of U.S. Special Forces, also called **ODA**. The 12-man teams include specialists in weapons, demolition, communications, medicine, intelligence, and operations (see p. 28). They are expected to organize and train indigenous forces of up to 1,000 people.

ACP: Automatic Colt pistol. The designation of a family of cartridges designed by John Browning and first used in the United States in Colt automatic pistols.

AFSOC: Air Force Special Operations Command. The command authority that controls all USAF units tasked for support of U.S. Army, Navy, and Marine Corps special ops units (see p. 31).

AGL: Automatic grenade launcher. A machine gun firing small grenades in the range 25-40mm.

AIT: Advanced Individual Training. The training that gives an Army soldier the skills he will need for his mission. Length varies with the skills taught (see p. 23).

AM: Amplitude modulation. Radio with greater range but less clarity than **FM**. Aircraft usually use AM; so do special ops units who must communicate with distant stations.

analysis: Analysis involves the integration of collected information into a finished intelligence product. This product may be a statement of facts, an estimate of capability, or a projection of likely events.

APC: Armored personnel carrier. A lightly armored wheeled or tracked vehicle used principally to transport people, rather than as a fighting vehicle.

ARVN: Army of the Republic of Viet Nam. The ground forces of South Vietnam during the 1960s and 1970s.

asset: Anything useful to a mission. The term is often used of people with special skills and knowledge.

BDU: Battle dress uniform. See p. 103.

BMT: Basic military training. The introductory training normally given to all new soldiers. It is usually four to ten weeks long.

briefback: Part of the planning and preparation for an operation. Each member of the unit tells his immediate superior (at least) what he thinks his part of the mission is and how he is going to accomplish it. This ensures that everyone understands what everyone else is planning to do under all the circumstances that the team can imagine. It can require a lot of discussion.

BUD/S: Basic Underwater Demolition/SEAL. The 25-week naval warfare selection course designed to select and train prospective SEAL candidates. Conducted at the Naval Special Warfare Center in Coronado, Calif.

Bundesgrenzschutzgruppe 9 (GSG9): Bundesgrenzschutz translates roughly as "Federal Border Guard." They have responsibilities similar to those of the U.S. Customs

Service and the U.S. Border Patrol, plus riot control, internal security, and paramilitary duties. When the West German government organized a hostage-rescue and counterterrorist force, they put it under the authority of the Bundesgrenzschutz. They have a reputation for competence and have been invited to train similar units in several other countries (see p. 36).

burst transmission: An electronically compressed radio message sent so fast that opposing forces find it difficult to intercept them and thus to locate the transmitter.

CCT: Combat control team. A small team of special ops airmen who insert on the ground and act as **forward air controllers**.

CI: Counterintelligence. Activities opposing the activities of hostile intelligence services: 1. Collection of information on foreign intelligence and security services. 2. Evaluation of defectors. 3. Research on and analysis of the structure, personnel, operations, and capabilities of foreign intelligence and security services. 4. Disruption and neutralization of the activities of hostile intelligence and security services.

CIB: Combat Infantry Badge. This decoration is a representation of a Revolutionary War flintlock, surmounted by a wreath, in silver on a blue field. It is awarded only for service in an infantry unit in combat and is one of the most respected U.S. insignia. It was first authorized during WWII; additional awards are recognized by stars between the points of the wreath. Awards are limited to one per soldier per war.

CID: Criminal Investigation Division. The U.S. Army's equivalent of detectives on a civilian police force. They work in civilian clothes and are called "Special Agent" rather than by their rank. The name is actually Criminal Investigation Command now, but old soldiers still call it CID.

CINCPAC: Commander-in-Chief, Pacific. The commander of U.S. military forces in the Pacific Theater of Operations. It is one of the most important posts in the U.S. military and is normally held by an admiral or general.

citation: The formal statement of the action for which an award or decoration is granted.

CJCS: Chairman of the Joint Chiefs of Staff. The Joint Chiefs of Staff is a committee of the professional heads of the U.S. military services: the Chief of Staff, U.S. Army; the Chief of Staff, U.S. Air Force; the Chief of Naval Operations; and the Commandant of the Marine Corps. All are four-star officers. The Chairman is appointed by the President; he can appoint any four-star officer, but the job usually rotates among the services. The CJCS usually has direct access to the President.

clandestine operations: Activities conducted so secretly that no one except the sponsors, planners, and implementers know that they have taken place.

combat rescue: Armed operation to rescue downed aviators or to free prisoners of war or hostages.

COMINT: Communications intelligence. Intelligence obtained by the interception, processing, and analysis of communications transmissions. It includes voice and teleprinter traffic, video, Morse code, and facsimile messages. Assuming access is possible, COMINT can be collected from radio waves, cables, fiber optics, or any other transmission medium. These transmissions may either be encrypted or transmitted in the clear. COMINT targets are varied, ranging from diplomatic communications to communications between different components or individuals of a single organization. Aside from governments, two growing targets for COMINT are multinational corporations and narcotics traffickers.

commissioned officer: An officer with a commission issued by the central governing authority of a nation. Includes all officer grades from platoon leader to professional commander of the armed forces. Commissioned officers traditionally held rank directly from the monarch (and still do in the United Kingdom). They are distinct from warrant officers (see **WO**) and noncommissioned officers (see **NCO**). The U.S. Army, Air Force, and Marine Corps have the same officer grades and names (see p. 84). Other nations have similar systems, though names and grades differ (also see p. 85).

counterinsurgency: 1. Political, economic, social, military, and paramilitary measures taken by indigenous governments and their allies to forestall or defeat revolutionary war. 2. Similar measures taken by an occupying power to forestall or defeat resistance movements.

covert action: Any operation or activity designed to influence foreign governments, persons, or events in support of policy objectives while keeping the sponsoring

government's support of the operation secret. There are several types of covert action: *black propaganda* (propaganda which purports to come from a source other than the real one), *gray propaganda* (in which the true sponsorship is not acknowledged), paramilitary or political acts designed to destabilize or overthrow the country's government, support of individuals or organizations with aid, arms, or training, economic operations, disinformation, and assassination.

covert operations: Activities which conceal the identity of sponsors, planners, and implementers, or which facilitate the plausible denial of their involvement.

CQB: Close-quarters battle. Refers to both combat at extremely short range and the tactics and techniques used in such situations.

CSA: Chief of Staff, Army. The professional head of the U.S. Army, a four-star general.

CT: Communist terrorist. The name used by the British for the enemy in the insurgency in Malaya from 1946 to 1960. It is sometimes loosely applied to any Communist revolutionary group that uses violence.

DCSOPS: Deputy Chief of Staff for Operations and Plans (pronounced "dee cee ess ops" by the polite and "dixops" by others). A chief subordinate of the **CSA**. He is a three- or four-star general and is in charge of all plans and training for the Army. His office has a major say in any commitment of special operations forces; in peacetime, his office is the final authority in special ops training.

debriefing: After a mission, while memories are fresh, all participants give an oral statement and are questioned about what happened. This gives the most accurate report. The information is used to evaluate the success or failure of the operation and to plan for subsequent operations.



Source photo courtesy of U.S. Army

Delta Force: 1st Special Forces Operational Detachment Delta. The U.S. Army's specialized counterterrorist and hostage-rescue force (see pp. 28-29).

desant: Roughly translates from Russian as "airborne." As of 2002 there are roughly four active divisions in the Russian army; they perform a mission similar to that of the U.S. Army 82nd and 101st Airborne. All Army Spetsnaz formations are qualified to serve in a *desant* division.

DEVGRU: Naval Special Warfare Development Group. The U.S. Navy's specialized counterterrorist force, formerly known as SEAL Team 6 (see p. 31). Under the direct control of both **JSOC** and **NAVSPECWARCOM**.

DF: Direction finding. Locating the direction a radio signal is coming from. Two DF stations can locate a transmitter by triangulation.

DLI: Defense Language Institute. Teaches foreign languages to military students. It is one of the best language schools in the world (see p. 23).

DOD: Department of Defense. Since 1947, the cabinet department that has controlled all of the armed forces of the U.S. (with the partial exception of the Coast Guard, which is in the Department of Transportation in peacetime). Prior to 1947, two cabinet departments – the War Department for the Army and the Navy Department for the Navy – performed this function (the Coast Guard was in the Treasury Department, where it remained until 1967).

DZ: Drop zone. An area in which troops, equipment, or supplies are planned to be delivered by parachute (see p. 96).

E&E: Escape and evasion. The mission of special operations forces that are discovered in enemy territory.

ELINT: Electronic intelligence. ELINT includes the interception and analysis of noncommunications transmissions from military and civilian hardware, such as radar. ELINT is used to identify the location of an emitter, determine its characteristics, and infer the characteristics of supported systems. Most intelligence agencies concerned with ELINT store these signals and analysis information in reference files for future use.

EOC: Emergency operations center. A command post set up on site to coordinate and control all the activities at a terrorist or hostage situation.

EOD: Explosive ordnance disposal. The art of disarming bombs, preferably without dying.

exfiltration: The covert or clandestine movement of individuals or groups from hostile to friendly territory, usually through opposing forces' defense.

extraction: The overt, covert, or clandestine movement of individuals, groups, or equipment from an operational area by land, sea or air.

FAC: Forward air controller. Either a ground team (see **CCT**) or a pilot who flies an (often inadequately armed) plane and directs close air support (CAS) from it. The most accurate and flexible system of controlling the support of ground forces yet developed, but it can be very dangerous to the CCT or pilot, especially if enemy air has not been suppressed.

flag officer: The naval equivalent of a **General Officer**. Rear admirals (lower half) are equivalent to brigadier gener-

als, rear admirals (upper half) are equivalent to major generals, and vice admirals are the equivalent to lieutenant generals. Full admirals are the equivalent of generals. They have the same number of stars as their equivalents. Fleet admirals (no equivalent) have five stars but have only appeared in wartime.

FM: Frequency modulation. Radio with more clarity but less range than **AM**. Most ground tactical radios are FM.

foreign internal defense: Participation by civilian and military agencies of a government in programs undertaken by another government to forestall or defeat insurgency or other lawlessness.

Federal'naya Sluzhba Bezopasnosti (FSB): The Russian agency that has taken over the internal counterintelligence duties of the former KGB. It has much the same mission and responsibilities as the American FBI.

general officer: General officers are the senior professional commanders and managers of military forces. The exact titles vary from army to army (e.g., British brigadiers are not generals, but the British have a grade above general called "field marshal"), but most are roughly like those of the United States. The U.S. Army, Air Force, and Marine Corps have the same general officer grades and names: brigadier general (one star), major general (two stars), lieutenant general (three stars), and general (four stars). The U.S. Navy has the same grades but different names; see **flag officer**.

GPMG: General purpose machine gun. A machine gun with some of the characteristics of both light and medium machine guns. It can be carried and fired by one man, or mounted on a tripod or vehicle and operated by a crew. Since WWII, GPMGs have been the basis of squad and platoon tactics.

Groupe d'Intervention de la Gendarmerie Nationale (GIGN): The Gendarmerie Nationale is a French national police force, but it is controlled by the Ministry of Defense rather than the Ministry of the Interior (see pp. 35-36). It is usually employed as a riot-control force. GIGN is a small, elite group that specializes in hostage rescue.

Glavnoye Razvedyvatelnoye Upravlenie (GRU): The Russian military intelligence agency, under the Russian Ministry of Defense. Supposedly has a larger foreign intelligence capability than the **SVR**.

HAHO: High Altitude High Opening. A parachuting technique that allows the jumper to move a considerable horizontal distance from exit to landing.

HAL: A light assault helicopter squadron of the U.S. Navy.

HALO: High Altitude Low Opening. A parachute technique usually used in inserting agents or special ops teams.

HF: High-frequency radio.

host country: A country within which foreign organizations operate in accordance with and in response to official invitation.

HMG: Heavy machine gun. A machine gun firing ammunition in the range 12.7-15mm. It cannot be fired without support.

HMMWV: High mobility multipurpose wheeled vehicle, colloquially known as Humvee or Hummer. The replacement for the jeep, this family of light 1.25-ton trucks is actually much more capable than the older designs, if at a

weight and size penalty. Adopted by the U.S. military in 1984, it has since been made in a bewildering number of variants, serving as general-purpose transport, ambulances, or prime movers for light artillery or mounting weapons from machine guns to TOW antitank missiles.

HUMINT: Human intelligence. To the public, HUMINT remains synonymous with espionage and clandestine activities, yet, in reality, most HUMINT collection is performed by overt collectors such as diplomats, military attaches, and even troops in the field. HUMINT includes overt, sensitive, and clandestine activities and the individuals who exploit, control, supervise, or support these sources.

IDF: Israeli Defense Forces. The overall organization for air, sea, and ground forces.

IMINT: Imagery intelligence. Imagery includes representations of objects reproduced electronically or by optical means on film, electronic display devices, or other media. Imagery can be derived from visual photography, radar sensors, infrared sensors, lasers, and electro-optics.

in country: In the Vietnam war, this term meant any activity carried out inside South Vietnam. In a larger sense, it means operations inside a foreign country to which troops have been deployed.

infiltration: The covert or clandestine movement of individuals or groups from friendly to hostile territory, usually through opposing forces' defenses.

insertion: The overt, covert, or clandestine movement of individuals, groups, or equipment into an operational area by land, sea or air.



intelligence: Intelligence is defined as the “product resulting from the collection, evaluation, analysis, integration, and interpretation of all available information which concerns one or more aspects of foreign nations or of areas of operation which is immediately or potentially significant for planning.”

INTSUM: Intelligence summary. What the analysts think is important from the **raw data** they receive. Agencies don't like to release raw data because it is likely to compromise sources. Recipients don't like summaries because it is

too easy for the analyst to slant the information. There are frequent bureaucratic battles over who gets INTSUM and who gets raw data.

IR: Infrared. Part of the electromagnetic spectrum that is of a wavelength slightly longer than that of visible light; it is not visible to the naked eye, but can be seen with special equipment.

JSOC: Joint Special Operations Command. Includes elements of all the services. It is directly under **SOC/DOD**, and allows the fastest possible coordinated response to terrorist (especially hostage) incidents.

Komitet Gosudarstvennoi Bezopasnosti (KGB): The former Soviet Committee of State Security, responsible both for foreign intelligence and the internal control of disaffection. It had its own air, armor, and special ops units. One of its divisions was stationed in Moscow, both to control and defend the central government. It has since been broken into a variety of smaller agencies.

Kommando Spezialkräfte (KSK): The German military's recently formed equivalent of the British SAS. They are tasked with many of the same missions (see p. 37).

LALO: Low Altitude Low Opening. A parachuting technique that allows the aircraft to fly under most radar as it approaches and leaves the **DZ**.

LAW: Light antitank weapon. A lightweight, often one-shot disposable rocket launcher firing a shaped-charge warhead for use against armored vehicles.

lensatic compass: A compass which uses a retractable lens to read a bearing while simultaneously sighting an object.

LMG: Light machine gun. A full-automatic support weapon that can be operated by one man.

LOS: Line-of-sight. A straight line from observer to target, not interrupted by terrain features or the horizon.

LRRP: Long-range reconnaissance patrol. A patrol so deep into enemy-controlled territory that the patrol is beyond the support of most friendly units. LRRP refers both to the mission and to the units and personnel that accomplish it.

LZ: Landing zone. An area in which the debarkation of troops and/or unloading of equipment or supplies from fixed or rotary wing aircraft is planned.

MACV-SOG: Military Assistance Command Vietnam, Studies and Observation Group. A cover organization for a range of special ops, including special reconnaissance and direct action missions, in Vietnam.

MAMO: Medium Altitude Medium Opening. The usual kind of parachute technique for mass jumps; the technique taught at the Basic Airborne Course.

material exploitation and recovery:The acquisition of new or used systems of intelligence significance (typically weapon systems). These programs are conducted in a variety of ways, ranging from simply buying the equipment on the open market, theft, bribery, defection, or locating disabled systems.

MEU: Marine Expeditionary Unit. A USMC infantry battalion, reinforced with tanks, artillery, and air assets. It is capable of sustained land operations from its own organic resources (see p. 29).

MOS: Military occupational specialty. The designation for a particular job; most countries use similar methods for classifying personnel. In the U.S. military they are usually alphanumeric codes; e.g., a light weapons infantryman in the army is an 11B, a Special Forces Officer is an 18A, and a V-22 tilt rotor crew chief in the Marine Corps is a 6175.

MRE: Meal, Ready to Eat. The army's name for the current version of field ration (see p. 107). Soldiers gripe about them, but they are better than the Vietnam-era C-rations.

Ministerstvo Vnutrennikh Del (MVD): The Russian Ministry of Internal Affairs. It is responsible for a wide range of internal security and law-enforcement tasks, ranging from assisting local police in crowd control and fighting forest fires to counterterrorism. It maintains standing paramilitary security forces, notably the internal troops, and was heavily involved in the first Chechnya conflict.

NATO: North Atlantic Treaty Organization. Organized after WWII in response to the Communist threat in Europe. Includes all Western European countries except France, Finland, Switzerland, and Sweden. France withdrew from NATO in the 1960s, but still holds joint training exercises with NATO troops. Finland, Sweden, and Switzerland have neutral foreign policies and impressive independent defense forces. Since its formation, NATO has ambitiously pursued the standardization of equipment and procedures, but has succeeded only in minor areas such as map terminology, ammunition, or fuel types. NATO forces belong to their governments unless released to NATO command by those governments.

NAVSPECWARCOM: Naval Special Warfare Command. Responsible for all U.S. Navy special operations (see pp. 30-31).

NAVSPECWARGRU: Naval Special Warfare Group. Controls all Navy special warfare assets for a large geographical area (see p. 31). There are currently two: one for the Atlantic and one for the Pacific.

NCA: National Command Authority. The person or body with the power to order a commitment of any national resource (see p. 88). The NCA can send special ops forces into foreign or domestic action.

NCO: Noncommissioned officer. NCOs are the link between enlisted men and officers. They are principally responsible for hands-on training, discipline, and management. Called Petty Officers in the navy.

need to know: It is not enough to have a clearance to be granted access to classified material. An individual must have a demonstrated reason, related to his mission, before



access can be granted. The various caveats attached to a classification are frequently related to need to know.

no-landing extraction: Any aerial **extraction** technique (such as **STARS**) that does not involve the aircraft landing.

NOE: Nap-of-the-earth. Flying at most a few hundred feet off the ground. This enables the aircraft to avoid most radar detection, since it is lost in the ground scatter. It also lets the aircraft hide from visual detection by using terrain features. Flying low and fast is dangerous, but not as dangerous as hostile fire.

NSA: National Security Agency. The largest U.S. intelligence service. It deals with communications intelligence, especially cryptanalysis.

NVA: North Vietnamese Army. As distinct from the Viet Cong and **ARVN**.

NZSAS: New Zealand Special Air Service. New Zealand's special ops unit, formed along the lines of the British **SAS** (see p. 35).

ODA: Operational Detachment Alpha. Current abbreviation used for A-Detachments or A-Teams in the U.S. Army Special Forces (see p. 28).

OJT: On-the-job training. This never ceases in a special ops unit. Formal training courses provide only the basis from which the real skills of a special ops soldier develop.

Otryad Militsii Osobogo Naznacheniya (OMON): The Russian Ministry of the Interior's Detachments of Special Designation were created to deal with serious criminal activities, notably terrorist incidents. Depending on their mission, they function like SWAT teams or light infantry.

OPLAN: A contingency plan for a possible action prepared in the form of an **OPORD**.

OPORD: Operations order. The formal statement of a military organization's mission and methods for a particular operation (see p. 94).

OPSEC: Operations security. The measures a force takes to keep an operation from being stopped before it begins. These include keeping the enemy from finding out about the operation, detecting it too early or preventing it from reaching the target.

organic: Organic assets, personnel, and equipment are those normally assigned to a particular unit, and routinely under its chain of command and its administrative and logistical system. They are distinct from *attached* and *supporting* assets. For instance, an army rifle company has organic 7.62mm machine guns and 81mm mortars. It might have an attached platoon of tanks and be supported by a battery of 155mm howitzers for an attack. The machine guns and mortars are always with the company; the attached tanks will be there only for the one mission (though they might be attached again for the next mission, and so on); the supporting howitzers are never with the company, but fire to help it with the mission.

OSINT: Open-source intelligence. Open source intelligence involves the use by intelligence agencies of materials available in the public domain. Examples include newspapers, television broadcasts, magazines, technical and scholarly journals, books, the Internet, and government reports. Foreign service officers and attaches also report on public activities.

overt operations: Activities conducted openly, with no attempt at concealing sponsors or participants.

PHOTINT: Photographic intelligence. Intelligence derived from the study of photographs.

prowords: Procedure Words (always referred to by the abbreviation). Single words intended to convey an unambiguous meaning in military communication. The most common are: Roger (I understand your message), Wilco (I understand your message and will comply with it), Over (I have completed my transmission and you are to reply) and Out (I have completed my transmission and you are not to reply). Professional military radio operators make a fetish of the correct use of prowords; they never say Roger *and* Wilco or Over *and* Out.

RAF: Royal Air Force. The United Kingdom's air force.

raw data: The actual information received from an intelligence source before it has been analyzed.

RTO: Radiotelephone operator. The title of anyone whose primary job is to operate a voice radio.

rules of engagement: Authoritative directives that permit armed forces to instigate combat without further orders under specified conditions and that prescribe limitations on the conduct of subsequent operations. The rules of engagement tell troops and commanders under what circumstances they can use what degree of force.

RV: Rendezvous. Any place at which the separated parts of a unit come back together. RVs are designated for many situations: during a drop, caused by an ambush, caused by being overrun by the enemy, simply caused by getting lost.

SAD: Special Activities Division. A "civilian" special ops unit (see p. 33) under the direction of the **CIA**.

safe house: 1. Any facility which counterintelligence efforts make reasonably secure as a place for groups or individuals to meet covertly or clandestinely. 2. A similar safe haven operated along an escape and evasion route.

SAS: 22nd Special Air Service Regiment. The British Army's special ops unit (see pp. 42-43).

SASR: Special Air Service Regiment. The Australian Defence Forces' elite special ops unit (see p. 34).

SATCOM: Satellite communications. For special ops, this usually means the ability to relay signals over extreme distances via satellite. This works well in low-intensity conflict, but times of contact are limited. It is debatable whether satellites would stay aloft long in any major conflict.

SAW: Squad automatic weapon. U.S. military term for light full-automatic weapon for fire support at squad level, often the same caliber as the unit's assault rifles. Most other countries call this a **LMG**.

SBS: Special Boat Service. A component of the Royal Marines that specializes in small-boat raiding and reconnaissance missions (see p. 45).

SDV: Swimmer delivery vehicle. A small, free-flooding submarine. "Free-flooding" means it is filled with water as it operates; the crew wear diving gear (see p. 127).

SEALS: Sea, Air, Land soldiers. The main role of the U.S. Navy SEALs is raiding (see pp. 30-31). Each SEAL team is assigned to one of two Naval Special Warfare Groups (**NAVSPECWARGRU**).

SERE: Survival, Evasion, Resistance, Escape. The methods and tactics taught to troops, and the equipment employed by them, to keep from being captured or to resist enemy pressure if they are captured.

SFOD-D: See **Delta Force**.

SIGINT: Signals intelligence. Signals intelligence is derived from signal intercepts comprising, either individually or in combination, communications intelligence (COMINT) and electronic intelligence (ELINT).

Sluzhba Vneshney Razvedki (SVR): The Russian “Foreign Intelligence Service” was established late in 1991 to replace the **KGB**. Performing much the same job as the American CIA, SVR incorporated most of the foreign operations, intelligence gathering, and intelligence analysis activities of the old First Chief Directorate. Works very closely with the **FSB**, especially in combating organized crime.

SMG: Submachine gun. A fully automatic weapon that fires pistol ammunition. It is usually significantly bigger than a pistol.

SOC/DOD: Special Operations Command/Department of Defense. The highest-level command exclusively concerned with special ops.

STABO: Stabilized airborne operations. A method for extraction of personnel from densely wooded or otherwise landing-unsuitable terrain by helicopter-borne cable.

STARS: Surface to air recovery system. A type of **no-landing extraction** (see p. 98).

TAD/TDY: Depending on service this is Temporary Duty (U.S. Army) or Temporary Assigned Duty (U.S. Navy/USMC). An assignment under orders away from a permanent duty station, typically for training. These assignments frequently carry benefits such as extra pay and a break in routine but are also a leading cause of divorce in special ops units.

takedown: The special ops term for putting an opponent or opponents out of action by force. It usually, but not invariably, involves killing at least some of them.

target acquisition: Detection, identification, and tracking of a target in sufficient detail to permit focused operations against it.

technical surveillance: This includes the use of “bugs,” wiretapping, and mail opening. Special operations teams are sometimes assigned to intelligence agencies to assist in these activities.

TO&E: Table of organization and equipment. Says exactly what personnel and materiel every recognized unit in the army is permitted (and required) to have. Since special ops units are frequently *ad hoc*, they sometimes do not have a recognized TO&E. (They always have at least an informal unit-generated one so that everyone will know the succession of command in case of casualties.) Being a non-TO&E unit can have both advantages and disadvantages. Since you aren’t required to have anything, supply channels don’t have to give you anything, but you aren’t forbidden to have anything either. One of the values of a military Patron of high Rank is that he can create provisional units with strange TO&Es from his resources. For instance, a division commander could organize a Provisional Reconnaissance Platoon and assign it



Source photo courtesy of U.S. Army

any of the assets under his command. He might later be ordered to disband it, but that would take time.

UDT: Underwater demolition team. Until 1983, the U.S. Navy specialists in planting and removing mines and obstacles in the water – the first to go near shore in an amphibious operation.

USAREUR: United States Army, Europe. The senior U.S. Army headquarters in Europe. The commander of USAREUR is a four-star general; he is also SACEUR: Supreme Allied Commander, Europe, the field commander of NATO’s armed forces.

USARPAC: United States Army, Pacific. The principal U.S. Army operational command in Asia and Oceania. A four-star general’s command.

USSOCOM: United States Special Operations Command. The command authority under which all U.S. special ops forces are gathered.

VINSON: An American scrambling system, used to make it difficult to intercept voice radio transmission.

VTOL: Vertical take off and landing. Describes an aircraft that can take off or land straight up and down, without the need for a runway or landing strip.

Warsaw Pact: Former Communist counterpart to **NATO**. Created unified commands and doctrine for the armies of the Communist states of Europe. The standardization of equipment and doctrine was much more complete than in **NATO**: all small arms were of the same few calibers and most heavy equipment was of Russian design.

WO: Warrant officer. Warrant officers occupy the grades between **commissioned officers** and **NCOs**. They are usually specialists in technical fields (see p. 53).

Index

- 1st SFOD-Delta, 28; *template*, 65.
- 2e Régiment Étranger de Parachutistes, 35; *template*, 70.
- 3 Commando Brigade, 44, 88.
- 22nd Special Air Service Regiment, 42-43; *template*, 79.
- 160th Special Operations Aviation Regiment, 28, 87.
- 250GD Wolf, 123.
- A 109A, 124.
- A-Detachment, 28, 53.
- A-Team, *see A-Detachment*.
- Absolute Direction advantage, 51.
- Absolute Timing advantage, 51.
- Abu Nidal Organization (ANO), 132.
- AC-130 Gunship, 126.
- Acting skill, 33, 55, 60.
- Action heroes, 50.
- Acute Hearing advantage, 112.
- Addiction disadvantage, 55, 57.
- Administration skill, 23, 59, 93, 104, 105, 129, 138.
- Advantages, 51.
- Air Force Special Operations Command (AFSOC), 31, 89.
- Airborne Rangers, 25; *template*, 64.
- Aircraft, 123-127; *exfiltration via*, 98; *infiltration via*, 95-97.
- AK-47, 133.
- AK-74, 109.
- Al-Qaeda, 131, 137.
- Alcoholism disadvantage, 55, 57.
- Alertness advantage, 51, 112.
- Ambidexterity advantage, 51.
- American Revolution, 11.
- Amnesia disadvantage, 57.
- An-72, 126.
- Antiterrorism, 8.
- Architecture skill, 92.
- Arctic warfare, 23, 35, 43, 44, 45.
- Area Knowledge skill, 92.
- Armor and clothing, 102.
- Armoury skill, 23, 24, 115.
- Artist skill, 57.
- Assassination, 40, 41, 44, 131, 133, 134, 135, 141, 153.
- Attributes, 49, 50, 51, 63, 129; *lowering from skill degradation*, 83.
- Aviation skill, 22.
- Bad Back disadvantage, 57.
- Bad Sight disadvantage, 56, 57.
- Badges, 51, 52, 81.
- Bard skill, 55.
- Berserk disadvantage, 57.
- Bibliography, 147-151.
- Bin Laden, Osama, 9, 115, 131, 137.
- Blindness disadvantage, 57.
- Bloodlust disadvantage, 56.
- Boat, *see Watercraft*.
- Boating skill, 24, 43, 126.
- Bow skill, 126.
- Brawling skill, 22, 59.
- Breath Holding advantage, 51.
- Briefback, 92, 142.
- British Army, 42, 45, 124, 129, 157.
- Bundesgrenzschutzgruppe-9 (GSG9), 36; *template* 71.
- C-130H Hercules, 125.
- C-160, 126.
- C-5B Galaxy, 125, 127.
- Callous disadvantage, 56.
- Camouflage skill, 23, 24, 62.
- Campaigns, 140.
- Cannot Learn disadvantage, 57.
- Canoe, *see Kayak*.
- Carousing skill, 56.
- Carpentry skill, 9.
- Cartography skill, 92.
- Cell structure, 132.
- Character points, 58, 63.
- Character templates, 22, 83; *opposing forces*, 129-130; *PCs*, 64-80.
- Characters, 22, 47, 49, 50, 61, 141, 146.
- Charisma advantage, 51.
- Chemistry skill, 134.
- Chronic Depression disadvantage, 57.
- Chummy disadvantage, 56.
- Civil affairs, 9, 88.
- Classified material, 87, 106.
- Claymore mine, 119.
- Climbing skill, 23, 59.
- Coalition support, 7.
- COBRA, 13, 89.
- Code of Honor disadvantage, 56.
- Codes and ciphers, 109.
- Collateral activities, 7.
- Collected advantage, 51.
- Color Blindness disadvantage, 57.
- Comacchio Group, 45.
- Combat Paralysis disadvantage, 57.
- Combat Reflexes advantage, 51.
- Combat Rubber Reconnaissance Craft (CRRC), 126.
- Combat search and rescue, 18.
- Combating terrorism, 8, 12.
- Commissions, 82; *see also Officers*.
- Common Sense advantage, 51.
- Communications, *procedures*, 109; *systems*, 106-108.
- Composed advantage, 51.
- Composed disadvantage, 51.
- Compulsive Behavior disadvantage, 56.
- Compulsive Gambling disadvantage, 55, 56.
- Compulsive Lying disadvantage, 55.
- Compulsive Spending disadvantage, 55.
- Computer Operation skill, 62.
- COMSEC, 92, 108-109.
- Confused disadvantage, 57.
- Contacts advantage, 93, 94.
- Contras, 133.
- Cooking skill, 129.
- Counterdrug activities, 7, 142.
- Counterterrorism, 8, 88.
- Court-martial, 145; *see also Military Justice*.
- Cowardice disadvantage, 57.
- Cryptanalysis skill, 24, 58, 83, 109.
- Danger Sense advantage, 51.
- Deafness disadvantage, 57.
- Debriefing, 92, 99, 142.
- Decorations, 51-52, 82.
- Defense Language Institute (DLI), 23, 27.
- Degradation, *see Skill Degradation*.
- Delicate Metabolism disadvantage, 57.
- Delta Force, *see 1st SFOD-Delta*.
- Delusions disadvantage, 57.
- Demolition skill, 24, 59, 62, 119.
- Demotion, 53, 54, 82.
- Denied areas, 135, 136.
- Dependency disadvantage, 57.
- Dependent disadvantage, 12.
- Desert Patrol Vehicle (DPV), 123.
- Desert Storm, 14.
- Detect Lies skill, 59.
- Diplomacy skill, 93, 94.
- Direct action, 9, 15, 39, 92, 142.
- Direction finding, 109.
- Disadvantages, 22, 55-57.
- Discipline, 22, 146.
- Disease-Resistant advantage, 51.
- Disguise skill, 33.
- Double-Jointed advantage, 51.
- Driving skill, 59, 62, 129, 138.
- Drop Zone (DZ), 96.
- Dwarfism disadvantage, 57.
- Dyslexia disadvantage, 57.
- Ecology skill, 92.
- Edgy disadvantage, 57.
- Electronic warfare, 109.
- Electronics Operation skill, 22, 24, 59, 60, 62, 109, 110.
- Elite Soldier template, 129.
- Engineer skill, 60, 62, 92.
- Epilepsy disadvantage, 57.
- Equipment Selection, 144.
- Equipment, *civilian*, 134; *medical*, 108; *military*, 136; *terrorist*, 130.
- Executive officer, 88, 91.
- Executive Outcomes, 34.
- Exercise Robin Sage, 27.
- Exfiltration, 98.
- Explosive Ordnance Disposal skill, 58, 62, 119.
- Extra Fatigue advantage, 51.
- Extra Hit Points advantage, 51.
- Extra Life advantage, 146.
- Extremely Hazardous Duty disadvantage, 56, 63.
- FA-MAS, 112, 115.
- Fanaticism disadvantage, 56.
- Fast-Draw skill, 105, 112, 117.
- Fast-Talk skill, 92, 93, 104.
- Fat disadvantage, 57.
- Fearlessness advantage, 51.
- Field pack, 105.
- First Aid skill, 22, 24, 62, 108.
- Fit advantage, 51, 61, 63.
- Flashbacks disadvantage, 56.
- Force Recon, 29.
- Foreign internal defense, 8.
- Forward Observer skill, 24, 60, 62, 110, 129, 138.
- France, *L'Armée de Terre Deuxième Régiment Étranger de Parachutistes*, 35; *Réaction, Assistance, Intervention, Dissuader (RAID)*, 46; *Groupe d'Intervention de la Gendarmerie Nationale (GIGN)*, 35-36; *2e Régiment Étranger de Parachutistes*, 35.
- Freight Handling skill, 62.
- French and Indian War, 11, 103.
- Funny Platoon, 28-29.
- Gambling skill, 55.
- General Ground Mobility Vehicle (GMV), 122.
- Germany, *Bundesgrenzschutzgruppe-9*, 36; *Kommando Spezialkräfte (KSK)*, 37.
- Ghillie suit, 103.
- Gigantism disadvantage, 57.
- GION, 35.
- Glory Hound disadvantage, 57.
- Glossary, 152-158.
- Gluttony disadvantage, 57.
- GPS, 107, 108.
- Grade, 22.
- Greed disadvantage, 55, 57.
- Green Berets, 30.
- Grenades, 118.
- Groupe d'Intervention de la Gendarmerie Nationale (GIGN), 35-36; *template*, 70.
- GRU, 40.
- Grupa Reagowania Operacyjno Mobilnego (GROM), 39; *template*, 75.
- Guerrillas, 6, 134, 137; *support*, 133; *template*, 130.
- Gullibility disadvantage, 57.
- Gunner skill, 23, 62, 129, 138.
- Guns skill, 22, 23, 24, 60, 62, 138.
- GURPS Basic Set**, 58.
- GURPS Black Ops**, 141.
- GURPS Compendium I**, 58.
- GURPS Cops**, 10, 146.
- GURPS CthulhuPunk**, 141.
- GURPS Cyberpunk**, 146.
- GURPS Fantasy**, 145, 146.
- GURPS High-Tech**, 112.
- GURPS Martial Arts**, 59.
- GURPS Modern Firepower**, 103, 112.
- GURPS Myth**, 140.
- GURPS Ogre**, 145.
- GURPS Reign of Steel**, 145.
- GURPS Space**, 146.
- GURPS Traveller: Ground Forces**, 145.
- GURPS Traveller: Star Mercs**, 146.
- GURPS WWII: Hand of Steel**, 42.
- H&K, *USP*, 114; *G3KA4*, 115; *MP5*, 117.
- HALO, *see Parachuting*.
- Hard of Hearing disadvantage, 57, 112.
- Hard to Kill advantage, 51, 146.
- Hard-Hat Diving skill, 58, 61.
- Hemophilia disadvantage, 57.
- Hezbollah, 136.
- HH-60G Pave Hawk, 124.
- HH-60H Sea Hawk, 124.
- High Pain Threshold advantage, 51.
- Honesty disadvantage, 56.
- Hooah, 107.
- Humvee, 62, 101, 122.
- Hunchback disadvantage, 57.
- Il-76M "Candid-B," 126.
- Immunity to Disease advantage, 51.
- Imperturbable advantage, 51.
- Impulsiveness disadvantage, 57.
- Indecisive disadvantage, 57.
- Indian Wars, 11.
- Infiltration, 31, 34; *airborne*, 96; *overland*, 98; *waterborne*, 97.
- Insignia, 51, 52.
- Intelligence Analysis skill, 24, 33, 58, 60, 91, 92.

- Intelligence, 83, 87-89; *intelligence operations*, 142.
- Interim Fast Attack Vehicle (IFAV), 123.
- Interim Small Unit Remotescouting System (I-SURSS) Dragon Eye, 127.
- Interrogation skill, 24, 33.
- Intolerance disadvantage, 57.
- Intuition advantage, 51.
- IRA, 18, 44.
- Islam, 19, 131.
- Israel, *Mossad*, 8, 38; *Sayeret Mat'kal*, 38-39; *Sayeret T'zanchanim*, 38; *Shayetet 13*, 39.
- Japanese Red Army (JRA), 132.
- Joint Special Operations Command (JSOC), 14, 31, 54.
- Jungle warfare, 27; *school*, 23.
- KA-29TB "Helix-B," 125.
- Kabul, 9, 19, 20.
- Kaskad, 19, 20, 41.
- Kayak, 126.
- KGB, 19, 20, 41, 154, 155, 158.
- Kleptomania disadvantage, 57.
- KLR250D8, 123.
- Knife skill, 24, 60, 62.
- Knife, 24, 40, 60, 104, 116.
- Kommando Spezialkräfte (KSK), 37; *template*, 72.
- KSK, 37; *template*, 72.
- LALO, *see Parachuting*.
- Lame disadvantage, 57.
- Language Talent advantage, 60, 51.
- Laser rangefinder, 110.
- Laziness disadvantage, 57.
- Leadership skill, 61, 91, 94, 129, 133, 135, 138.
- Lecherousness disadvantage, 57.
- Less Sleep advantage, 51.
- Liaison, 88, 91, 94.
- Light anti-tank weapons, 135.
- Load-bearing equipment, 105, 110.
- Lockpicking skill, 24.
- Logistics, 104-105; *bureaucracy*, 93.
- Low Empathy disadvantage, 57.
- Luck advantage, 51.
- Lunacy disadvantage, 57.
- M21, 116.
- M4, 110.
- MACV-SOG, 89.
- Makarov, 113, 116.
- Manic-Depressive disadvantage, 57.
- Manual Dexterity advantage, 51.
- Maps, 91, 95, 108.
- Marine Expeditionary Unit, 32.
- Marine Reconnaissance, 29.
- MC-130E/H, 125.
- Mechanic skill, 138.
- Medals, 51-52, 82.
- Megalomania disadvantage, 57.
- Mercenaries, 20, 83.
- MH-47E, 29, 124.
- MH-53J, 31, 123, 124.
- MH-53J/M Pave Low III/IV, 124.
- MH-60K Special Operations Aircraft (SOA), 124.
- MH-6J Little Bird, 123.
- Mi-24, 34, 125.
- Mi-24V "Hind-E," 125.
- Mi-8, 125.
- Mi-8MT "Hip-H," 125.
- Military grid, 108.
- Military justice, 82.
- Military occupational specialty (MOS), 22.
- Military Rank advantage, 52, 53, 54, 81, 104, 105, 129.
- Mines, 119; *removal*, 7, 158.
- Mossad, 8, 38.
- MRE, 25.
- Mujaheddin, 136.
- Mute disadvantage, 57.
- MVD, 41.
- Narco-terrorism, 133.
- National Command Authority (NCA), 88.
- National Liberation Army (ELN), 135.
- Naturalist skill, 92.
- Naval Special Warfare Rigid Inflatable Boat (NSW RIB), 126.
- Naval Special Warfare Unit (NSWU), 31.
- Navigation skill, 24, 111.
- Navigational equipment, 108.
- NAVSPECWARCOM, 89.
- NAVSPECWARGRU, 89.
- Navy SEALs, *see SEAL*.
- NBC Warfare skill, 22, 62.
- New Zealand Special Air Service, 35; *template*, 69.
- Night Blindness disadvantage, 57.
- Night Vision advantage, 51.
- Nightmares disadvantage, 56, 104.
- No Depth Perception disadvantage, 57.
- No-Landing Extraction skill, 58.
- Nomex flight suit, 103.
- Obsession disadvantage, 57.
- Odious Personal Habits disadvantage, 57.
- Office of Strategic Services (OSS), 9, 15.
- Officers, 25, 26, 29.
- OJT, 50.
- On the Edge disadvantage, 57.
- One Arm disadvantage, 57.
- One Eye disadvantage, 57.
- One Hand disadvantage, 57.
- Operation ENDURING FREEDOM, 9.
- Operation RESTORE HOPE, 101, 131.
- Operations order (OPORD), 94.
- Optical equipment, 110.
- Orienteering skill, 23, 24, 58, 108.
- Overconfidence disadvantage, 57, 83.
- Overweight disadvantage, 57.
- Pacifism disadvantage, 57.
- Palestine Liberation Organization (PLO), 133.
- Parachuting skill, 23, 37, 61, 62, 95.
- Parachuting, 23, 36-38; *HALO and LALO*, 61, 96.
- Paranoia disadvantage, 55, 57.
- Patron advantage, 54, 55, 104, 105, 141.
- Pay, 42, 82, 145.
- Peacetime missions, 10, 140.
- Pension, 83.
- Pentagon, 89, 131, 137.
- Peripheral Vision advantage, 51.
- Personnel file, 52, 81, 91.
- Phobias disadvantage, 57.
- Photography skill, 24.
- Physician skill, 62.
- Piloting skill, 11.
- Pistols, 93, 113, 130.
- Point totals, 49, 50.
- Posse Comitatus Act, 8.
- Post-Combat Shakes disadvantage, 57.
- Powerboat skill, 24, 61.
- Prefrontal Lobotomy disadvantage, 57.
- Primitive disadvantage, 101.
- Private security companies, 34.
- Promotion, 52, 53, 82.
- Protective mask, 105, 106, 129.
- Provisional Irish Republican Army (PIRA), 134.
- Psychological warfare, 9, 10, 94.
- Psychology skill, 92.
- Pyromania disadvantage, 57.
- Quadriplegic disadvantage, 57.
- Quirks, 57, 63.
- Ranger Special Operations Vehicle (RSOV), 123.
- Rangers, *Airborne*, 25; *Church's*, 11; *Darby's*, 14; *Irish*, 114, 115; *Rogers'*, 90.
- Rank, 28, 55.
- Rapid Healing advantage, 51.
- Rappelling, 59; *harness*, 106; *rape*, 110.
- Rebreather, 97, 108, 111.
- Reclusive disadvantage, 57.
- Recon Marine, 29; *template*, 66.
- Reputation advantage, 51, 52, 55, 91.
- Reputation disadvantage, 51, 52, 55, 91.
- Requisitions, 61, 93.
- Resistant to Poison advantage, 51.
- Retirement, 83.
- Rifles, 114.
- Rigid inflatable boat, 126.
- Royal Marine Commandos, 44-45; *template*, 78.
- Royal Marines, 42, 43, 44, 45.
- RPK-74, 117.
- RQ-1B Predator, 127.
- Russia, 6-8; *Spetsgruppa Alfa*, 41; *Spetsnaz*, 40.
- SA-330L Puma, 124.
- Sailor skill, 22.
- SATCOM, 106, 140.
- Savoir-Faire (Military), 61, 91, 93, 94, 104.
- Savoir-Faire skill, 22.
- Sayeret Mat'kal, 38-39; *template*, 73.
- Sayeret T'zanchanim, 38; *template*, 74.
- Scenarios, 142-145; *for large units*, 143; *for small units*, 142.
- Scrounging skill, 61, 93, 104, 105.
- Scuba skill, 24, 58, 61.
- SEAL, 30; *template*, 67.
- SEAL Team 6, 31, 82, 101.
- Secret disadvantage, 55.
- Security Clearance advantage, 55.
- Sense of Duty disadvantage, 56.
- SERE, 27.
- Shayetet 13, 39; *template*, 74.
- Short Attention Span disadvantage, 57.
- Shortsword skill, 61.
- SIGINT Collection skill, 24, 58, 83, 109.
- Skiing skill, 23.
- Skill degradation, 83, 146.
- Soldier skill, 60, 93.
- Spear skill, 22, 61.
- Spear Throwing skill, 61.
- Special Air Service (SAS), 42-43; *template*, 79.
- Special Boat Service (SBS), 45; *template*, 78.
- Special Forces, 28-29; *template*, 68.
- Special Operations Craft (SOC), 127.
- Special Operations Executive (SOE), 9.
- Spetsgruppa Alfa, 41; *template*, 76.
- Spetsnaz, 40; *template*, 76.
- Spies, 8.
- Split Personality disadvantage, 57.
- Staff officers, 54, 91.
- Stealth skill, 24, 60, 62.
- Stockholm Syndrome, 13, 130.
- Strategy skill, 61, 92, 93, 135.
- Streetwise skill, 81.
- Strong Will advantage, 26, 28, 51, 130.
- Stubbornness disadvantage, 57.
- Stun munitions, 13, 14, 103.
- Style Familiarity advantage, 60.
- Submachine guns, 130.
- Surgery skill, 62.
- Survival skill, 24, 92, 103.
- SWAT, 10.
- Swimmer delivery vehicle (SDV), 30.
- Swimming skill, 24.
- TACBE, 106.
- Tactics skill, 62, 91, 92, 93, 129, 133, 135, 138.
- Taliban, 9, 137.
- Telegraphy skill, 62.
- Temperature Tolerance advantage, 51.
- Templates, *see Character Templates*.
- Terminally Ill disadvantage, 57.
- Terrorists, 6, 8, 56, 130, 132, 137; *preferred weapons*, 115, 116; *template*, 130; *see also Combating Terrorism and Counterterrorism*.
- Texas Rangers, 11.
- Throwing skill, 22.
- Time-in-grade, 52, 54.
- TO&E, 104.
- Tonfa skill, 61.
- Top Secret security clearance, 87.
- Toughness advantage, 51.
- Tourette's Syndrome disadvantage, 57.
- Tracking skill, 23, 24.
- Tradition, military, 43, 50, 57.
- Traffic Analysis skill, 24, 58, 92.
- Training, *1st SFOD-Delta Operator's Course*, 28; *Advanced Individual (AIT)*, 22; *Airborne*, 23; *Basic Military (BMT)*, 22; *BUD/S*, 30; *Infantry*, 23; *on-the-job*, 50; *Ranger (RTP)*, 25; *SEAL*, 30; *Special Forces Qualification Course*, 26; *U.S. Military*, 22-30.
- Transportation, 94, 95; *see also vehicles by name and type*.
- Traps skill, 23, 24, 62.
- Trickster disadvantage, 57.
- Truthfulness disadvantage, 56.
- Typical Soldier template, 129.
- Tzitzitochmash SPP-1, 113.
- U-27A, 125.
- US Special Operations Command (USSOCOM), 88.
- UDTs, 30.
- UH-1H Iroquois, 123.
- Unconventional warfare, 130-131; *mission*, 9, 15.
- Underwater Demolition skill, 24, 58.
- Unit 269, 39.
- UNITA, 134.
- United Kingdom, *Royal Marines*, 42; *Royal Marine Commandos*, 44-45; *Special Air Service (SAS)*, 42-43; *Special Boat Service (SBS)*, 45.
- United States, *Air Force (USAF)*, 22, 31, 89; *Army*, 22, 31, 89; *Marines (USMC)*, 22, 89; *Navy*, 22, 31, 89.
- Unluckiness disadvantage, 57.
- Unvouchered funds, 103.
- Very Fit advantage, 51.
- Very Rapid Healing advantage, 51.
- Very Unfit disadvantage, 57.
- Viet Cong, 130, 135, 137.
- Voice advantage, 51.
- Voices disadvantage, 57.
- Warning order, 90.
- Warrant officers, 52, 61, 158; *in Spetsnaz*, 81.
- Waterborne operations, 30.
- Watercraft, 125; *exfiltration via*, 97; *infiltration via*, 97.
- Weak Immune System disadvantage, 57.
- Weak Will disadvantage, 130.
- Weapons, 112-122; *of choice*, 112-113; *of mass destruction*, 6-7; *table*, 120-122; *see also weapons by name and type*.
- White phosphorus, 105, 117.
- Women, 50; *in GROM*, 39; *in KSK*, 37; *in SFOD-Delta*, 29.
- Workaholic disadvantage, 56.
- World Trade Center, 131, 137.

TOUGH JOBS FOR TOUGH TROOPS

There is a violent world on the edge of war – the world of special operations.

Small forces penetrate enemy lines to strike critical targets. Teams of experts turn civilians into organized guerrilla armies. Black-masked raiders smash through the windows of an embassy to free hostages.

GURPS Special Ops brings this world to roleplaying. All the violent action – and all the planning, organization, and coordination necessary to complete an operation successfully – are in your hands.

GURPS Special Ops also includes:

- A historical survey of special operations since the 18th century, with reports of actual operations, successful and unsuccessful.
- Details of the organization, selection, and training of special operations units of Australia, France, Germany, Israel, the Netherlands, New Zealand, Poland, Russia, the United Kingdom, and the United States.
- A template-based character generation system for quickly creating highly trained special ops troopers.
- Descriptions and game stats for the latest military weapons and equipment.
- Terrorists, guerrillas, and enemy soldiers – a catalog of opponents in the dirty war.
- Hints for organizing a special operations campaign, with down-in-the-dirt realism or Hollywood heroics. Brief national leaders on the latest crisis . . . scheme and sweat to ram a workable plan through the entanglements of bureaucracy . . . face a ruthless enemy at point-blank range with no margin for error.

Your life, the lives of others, the interests of the nation you serve . . . all depend on your skills, courage, and judgment. Will it be enough?



STEVE JACKSON GAMES
www.sjgames.com



GURPS Basic Set, Third Edition Revised and Compendium I: Character Creation are required to use this supplement in a **GURPS** campaign. **GURPS High-Tech, Third Edition** is highly recommended. The detailed history of special operations, descriptions of units, weapons and equipment, and advice on scenarios will be useful to *anyone* running a military campaign that focuses on special warfare.

COMMAND STAFF:

Written by

GREG ROSE

Edited by

WILLIAM STODDARD

Third edition revised by

HANS-CHRISTIAN VORTISCH
and WILLIAM TOPOREK

Cover by

DANILO DUCAK

Illustrated by

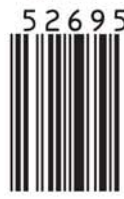
GENE SEABOLT

THIRD EDITION, FIRST PRINTING
PUBLISHED SEPTEMBER 2002

ISBN 1-55634-625-5



9 781556 346255



Printed in
the USA

SJG02695 **6029**