Modern Ops

10007-0

James Houlahan

Freedom Isn't Free

In the crowded streets of Mogadishu sits a downed Blackhawk surrounded by a tyrannical warlord and his drug-crazed warriors.

In the villages of Iraq lurk insurgents led by the ruthless al-Qaeda.

In the arid desert of the Bakaw Valley is a terrorist training camp.

In the mountains of Tora Bora lurks Osama bin Laden and his fanatical followers.

Against these desperate foes are the most advanced armies ever created. But after the smoke from the smart bombs has cleared, it's the infantry who must go in and finish the job.

These are today's threats. These are *Modern Ops*.

Modern Ops lets you recreate the battles of the modern world, from regular military operations to special forces actions in Iraq, Afghanistan, the Soviet Union, and more. You'll find complete troop lists for today's combatants, including vehicles and aircraft, as well as our trademark Savage Tales and random Events that make every battle a surprise.

Modern Ops is a complete miniatures skirmish game. The *Savage Worlds* roleplaying game is NOT required.

SAVAGE WORLDS

GREAT WHITE GAMES

10007-0

Modern Ops

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Art: Mini photos © Jeff Valent. Photographs courtesy of the US Army, US Marine Corps, and US Navy.

Special Thanks to Burkhard Shulze

Dedicated to the brave men and women of the Armed Forces who risk their lives every day to make the world a safer and more free place for everyone.

Contents

AT EASE RECRUITS, SMILING JACK HERE!
I'LL BE LEADING YOU THROUGH *MODERN OPS* AND MAKING SURE YOU DON'T GET KILLED—AT LEAST NOT TOO SOON, ANYWAY. STAY ALERT AND YOU'LL STAY ALIVE. AFTER ALL, THIS AIN'T YOUR KID SISTER'S WARGAME WITH FLUFFY ELVES AND GOBLINS. YOU'RE IN REAL COMBAT NOW, TIME TO START ACTING LIKE IT! NOW HIT THE DIRT!

Alex Rodriguez slowly edged around the wall he and his men were taking cover behind, his thighs burning with the strain of crouching in place after a long hump. The orange glow from dozens of small fires lit up the marketplace. Stalls filled with rugs, food, and other goods were scattered and tipped over from their proprietors' hasty retreat when the fighting started. That was hours ago, and the hot African night had long since washed over the squad of mercenaries.

He was just getting into view of an apartment building across the market when the wall next to Rodriguez' head exploded into a cloud of dust, the bullet ricocheting away from him. He fell back behind cover just as the entire apartment building erupted with gunfire, tearing at the wall he was behind. "Jesus that was close Sarge!" cried the SAW gunner, Jones. Rodriguez was beginning to get frustrated with the situation and, after gathering himself up off the ground, replied, "That's what we get paid the big bucks for, Jones. Now where's my damn air support? It's been forever!"

By now his men were returning fire, taking quick, well-aimed bursts as they had been taught, unlike the rebels who had them pinned down. Those guys were rockin' and rollin' as if they had all the ammo in the world up in that building! Hell, maybe they did. His boys were dependable though, and had been through tons of action before falling in with his current employer, Tactical Solutions, Inc. Ex-Marines, mostly, except for one Aussie. Rodriguez was former Force Recon Marine, himself, although the money here was a hell of a lot better than in the Corps. As far as loyalty- another round whizzed off the wall right above him- well, right now he was loyal to whoever could get him some air support.

There was the faint but familiar hiss of a rocket as one of his men yelled "RPG!" A split-second later there was a deafening crack, Rodriguez hit the deck, HARD. He heard screams through ringing ears, then got to his knees and looked around.

Three of his men were looking bad, another couple dinged up. Barnes, the medic, was already up and treating them as fast as he could. Rodriguez grabbed the headset from Jones to scream some orders when he heard a voice through the static, "Charlie Group, Firewalker is inbound," and soon the reassuringly familiar heavy thumping of the Hind's rotors filled his ears. It screamed overhead, and he could just make out the word "Firewalker" scrawled on the side of the gigantic gunship as it launched a salvo of rockets at the apartment complex, quad machineguns tearing the market ahead of it to pieces. Rodriguez poked his head around the corner and surveyed the destruction, sighing, "Great, now all I need is a Medevac."

Welcome to *Modern Ops*.

Chapter 1: Basic Training

Welcome to the *Modern Ops* rulebook! This book contains all the rules you need to play modern-era tabletop skirmishes using *Savage Showdown!* The game is ideal for playing tiny one squad encounters as well as huge battles with dozens of squads, tank support and gunships! *Modern Ops* allows players to field contemporary forces from around the globe in combat scenarios, military and otherwise, and is ideal for use with the figures produced by Devil Dog Design and Jeff Valent Studios. The setting is left undefined in order to give players the most freedom: you may choose to play scenarios from Somalia 1994 or the Chechen War, while some players may feel more comfortable playing in a Tom Clancy-like near future in which they can pit German KSK against Russian Spetsnaz.

Getting Started

Now that you've got an idea of what *Modern Ops* is all about, it's time to saddle up, lock and load, and get ready to hit the dirt! Before we do, we'll need to get your kit sorted out.

Here's what you'll need to start playing *Modern Ops*:

Squad-Mates

Although you *could* play *Modern Ops* alone using the cooperative rules, it is best suited for two or more players. Each player picks an army—if there are more than two players, then form teams.

Dice

All the standard traditional gaming dice are used in *Modern Ops*, the 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and occasionally the 20-sided. All of these are available from your local game store or online directly from Great White Games. They are abbreviated d4, d6, d8, d10, d12, and d20. If you see a notation like 2d8+1, it means roll 2 eight-sided dice and add 1 to the total. Having multiples of each die can be handy for when you want to roll all of a squad's attacks at once.

Templates

The Burst Templates and Turning Templates you will need can be found at the back of this book as well as on the Great White Games website.

Action Deck

Modern Ops uses a deck of 54 playing cards, including both Jokers. All units are dealt from this one deck, and it is shuffled after every game turn. The cards are used to determine which unit's turn it is. You'll even find an official set of *Savage Worlds* oversized cards wherever you found this book!

Unit Cards

Every character or vehicle available in the game must be recorded on "Unit Cards." Blank cards are found on page 78 and on our website at www.greatwhitegames.com. You'll also find premade Unit Cards there.

Unit Cards show which units you've recruited and how many of them are present. Once you've picked your forces and recorded them on Unit Cards, place the cards along your edge of the table. Besides being a handy reference, you can deal your army's Action Cards for initiative directly onto each Unit Card.

Figures

Figures are essential for running *Modern Ops* games. We've made purchasing your miniatures easy by grouping them into boxed sets referred to as "Task Forces." Check our website and www.devildogdesign.com for information on purchasing individual blister packs as well.

Game Surface and Scenery

The battle takes place on a terrain board, battle map, or simple table-top. (Covering it in colored cloth adds a lot to the atmosphere.)

You can purchase scenery for your game where you found this book, at stores that carry model railroading supplies, or online (search for gaming terrain). Several companies make paper scenery you can download, print, and build as well.

Depending on the size of the engagement, your battles will probably need playing areas ranging from 2' x 4' to 4' x 8'. The long ranges made possible by modern arms usually mean that larger tables are better.

The Showdown Rules

Once you've gathered your friends, you need to read the following sections in order to learn how to play. *Modern Ops* uses a simplified version of the *Savage Worlds* rules called *Showdown*. They're simple to learn.

Turn Sequence

Grab a deck of standard playing cards (make sure to leave both Jokers in!) and place one on every Unit Card on the table. You only need one deck—unless you have more than 54 units on the table (you go, buddy!). Make sure you shuffle the deck after *every* turn.

Now count down from the Joker. When a unit's card comes up, that's when it gets to act.

Joker: A unit with a Joker can go whenever it wants—even automatically interrupting another unit if it wants. Better still, it adds +2 to its trait and damage rolls this turn!

Fortune and Calamity: One more thing. Whenever you draw a Joker, instantly roll on the Fortune & Calamity Table on page 6!

Hold: A unit may choose to wait and see what happens by taking a Hold action. Flip its card face-down to show its status. It may then go later in the round, and can take its action normally. A Held action lasts until it's used. If a unit has a Held card when a new round starts, it's not dealt in.

All figures in a unit must go on Hold together. You can't have some of the figures in a unit stay on Hold while the rest take other actions.

Interrupting Actions: If a unit on Hold wants to interrupt an action, it and the opposing unit make opposed Agility rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

Unit Actions

So what can units do each turn? The simple answer is move and make one attack of some sort (close combat or ranged). Some might use a special ability as well.

We'll cover these in more detail right after we explain to you the basics of making trait tests and damage rolls.

Cohesion

Figures within a unit must be within 5" of any one other figure in their unit. This is important because it keeps units organized so you know which troops have acted and which haven't. Should a figure ever get separated from its companions for some reason, it must use its full movement each round to get back in cohesion (the character doesn't have to run, however).

Shaken Figures (see page 8): It often happens that some figures in a unit are Shaken while others aren't. When this occurs, those who aren't Shaken may act normally. Those who are Shaken must try to keep up as best they can (moving half their Pace toward the rest of the unit).

Trait Tests

Every character or creature has certain traits—attributes and skills that define his particular abilities. Each trait is rated from a d4 to a d12, with a d6 being the human average.

When you want a figure to do something, such as attack, you simply roll that die. If it's equal to or greater than 4 (the standard Target Number, or TN), plus or minus any modifiers, you're successful.

Untrained: If a figure doesn't have a skill for an action it's attempting, roll 1d4 and subtract 2 from the total. Use this when a model that doesn't have Riding hops on a horse, tries to drive a tank without the Driving skill, and so on. Some skills can never be used untrained, such as performing surgery.

Multiple Actions

Figures may perform multiple actions such as running and Fighting, attacking with a weapon in each hand, and so on. A weapon can't be fired over its rate of fire in a round, however, and characters may not make

Fortune & Calamity

Fortune represents minor but important events that happen to your forces in the field. They cause something good to happen to your side, or something bad to happen to your foe.

2	**Freak Event!** Roll on the Freak Event Table (Appendix 3).
3	**Twist of Fate:** Take a benny from your opponent. If he does not have one, he must immediately remove any one Extra from play.
4	**The Quick and the Dead:** Swap one of your opponent's cards for any one of yours.
5	**Rally:** Pick any one unit on the board with Shaken figures. All those figures recover automatically.
6-8	**Hand of Fate:** Gain one extra benny.
9	**Close Call:** Any one of your opponent's units stumbles, becomes confused, or is otherwise disrupted. All its members suffer -2 to their trait rolls this round.
10	**Teamwork:** Pick any one other unit within 12" of this one. Discard its Action Card. It acts on the Joker along with this unit, and gains the usual bonuses as well.
11	**Out of Ammo:** Pick any one enemy unit. It's out of ammo. If this result cannot be applied, you gain a benny instead.
12	**Freak Event!** Roll on the Freak Event Table (Appendix 3)

more than one Fighting attack with the same weapon. A figure could make a Fighting and a Shooting attack if he had a gun in one hand and a knife in the other, however, and could even issue a Taunt at the same time if he had that ability. He could only make two Fighting attacks if he had a knife in each hand, however.

Each additional action attempted in a round subtracts 2 from all the figure's rolls. If an adventurer wants to fire a gun with one hand and slice at an adjacent foe with a knife in his other hand, for instance, he subtracts 2 from both rolls. If he also wanted to Taunt someone at the same time, he subtracts 4 from all three rolls. Wild Cards get their Wild Die on each action as usual (see below).

Aces

Trait tests and damage rolls in *Savage Worlds* are "open-ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

Opposed Rolls

Sometimes rolls are "opposed" by an opponent. The acting character gets his trait total first, followed by whoever is opposing him. The highest total wins. The winner of an opposed roll must still get a normal success (4 or better) as well.

Raises

Sometimes it's important to know *how* successful a trait test was. Every 4 points over the TN is called a "raise." For most things, you only need to figure out if there is a single raise or not. Only when figuring damage against Wild Cards (see below) will you need to count multiple raises.

Wild Cards

Heroes (player characters), and unique villains are collectively called "Wild Cards". These people have a better chance at trait tests, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys.

Wild Cards are noted with the picture of Smiling Jack by their name, like this:

 Col. McKnight

The Wild Die

When making any sort of trait test, Wild Cards roll an extra d6 and take the best of their normal die or their "Wild Die." Aces apply to Wild Dice as well.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when firing full auto, they roll only one Wild Die. A soldier who fires three bursts from a submachine gun rolls three Shooting dice and one Wild Die. The Wild Die can replace any of the Shooting Dice if he chooses.

Bennies

Each player starts the game with three "bennies," gaming stones or other tokens that signify a little bit of good luck or fate. Each Wild Card also gets two bennies you may use only for that hero.

Bennies can be used to reroll any trait test. You can even keep spending them until you get the result you want or you run out of bennies! Take the best of your rolls—spending a benny should never hurt you, only help. If your original roll is a 5, for example, and a benny gets you a 4, you keep the original 5 instead.

Bennies cannot be spent on ranged damage rolls, rolls on tables, or anything besides trait rolls (but see the *Soak* rules on page 8).

Combat

The heart of any good skirmish game is combat!

Movement

Characters, creatures, and vehicles all have a statistic called "Pace." This is how many inches they can move in a single turn. Most humans have a Pace of 6".

Difficult Ground: Count every inch moved as 2" in rough terrain such as shallow water or steep hills.

Running: Figures may also run. This gives them an additional 1d6" of movement but counts as an action so inflicts a -2 penalty to any trait tests performed that round. Roll a single die for units with multiple figures.

Close Combat Attacks

A figure may make one melee attack per round using his Fighting skill. The TN to hit is equal to the opponent's Parry.

Withdrawing From Close Combat: Whenever an adjacent foe moves away from an opponent, all adjacent opponents get an immediate free attack (but only one— no extra attacks for Frenzy or foes with two weapons).

Ranged Attacks

The Shooting skill covers everything from pistols to rocket launchers. You'll notice missile weapons have a set of numbers under "Range." This is their Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll. Shooting a target at Medium range subtracts 2 from this roll, and Long range subtracts 4.

Cover: Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush or a split rail fence), and 4 if the defender has substantial cover (about two-thirds cover behind something substantial like a wall or a car).

Damage

After a successful hit, the attacker rolls damage. Ranged weapons do fixed damage. Hand weapons do the attacker's Strength plus a bonus depending on the weapon. A knife, for instance, is Str+1. In the hands of someone with a d12+2 Strength, the weapon would cause d12+3 damage.

Note that melee attacks are actually Strength rolls, so Wild Cards get their Wild Die and may spend bennies on them. Ranged attacks are not trait rolls, however, so bennies may not be spent.

After hitting, your damage total is compared to the opponent's Toughness. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no visible game effect.

If the damage total is equal to or higher than the victim's Toughness, he's Shaken (see page 8). Place the figure on its back or mark it with a red gaming stone to show its status.

A raise on the damage roll means the victim is wounded. Non-Wild Cards are simply taken off the table—they're injured badly enough to quit the fight, and may even be dead.

Damage is calculated one strike at a time. If a frenzied Marine with two attacks hits an Al-Qaeda soldier twice and both hits cause a Shaken result (see page 8), the opponent is wounded and removed from play.

Bonus Damage

Well-placed attacks are more likely to hit vital areas, and so do more damage. An attack that hits with a raise grants the attacker an extra d6 when rolling damage. A Taliban with a damage value of Str+1 and a Strength of d6, for instance, rolls 2d6+1 if he hit with a raise.

A Wild Card still gets his Wild Die on Strength-based damage rolls. It's easiest if you make the Strength roll first, then roll the extra d6 (which can also Ace).

Shaken

Shaken characters are rattled and temporarily rendered ineffective. They are considered to be defending themselves and trying to regain their wits. Figures can become Shaken by tests of will results, fear, and most commonly, damage. Shaken characters may only move half their Pace and can perform no other actions until they recover (including running).

If a Shaken character is Shaken again by a damaging attack (not by a test of wills, fear, suppression, or similar non-damaging effect), he suffers a wound instead.

A Shaken character automatically attempts to recover at the beginning of each action by making a Spirit roll. Failure means he remains Shaken (though he may move half his Pace as outlined above). With a success, the recovery check consumes the action but the figure can remove his Shaken counter. With a raise, the character recovers instantly and may act normally.

Wild Cards and Wounds

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. The hero is automatically Shaken whenever he suffers a wound and incurs a -1 penalty per wound to all further trait tests. A hero with two wounds, for example, suffers a -2 penalty to all trait tests.

Wild Cards can take three wounds before they're removed from play.

The Soak Roll

A player can spend a benny at any time to automatically eliminate a Shaken condition for any of his figures. If the benny is spent immediately after taking one or more wounds from a single attack, you may make a Vigor roll as well. A success and each raise on the roll reduces the number of wounds suffered from that attack by 1. Wild Cards left with any wounds from the attack are still Shaken as usual.

A figure may only make one soak roll per attack. If a soak roll eliminates three of 5 wounds, for instance, a figure can't make another soak roll to eliminate the other two wounds. The character *could* spend a second benny to reroll the Vigor roll as usual, however. This also means that if a figure should suffer multiple hits on the same action card, the player needs to spend bennies and make soak rolls after each result—before the next one is resolved.

Morale

Whenever a unit suffers 25% casualties in one action segment (one initiative card), it must make a Spirit check. This is a "group roll" (roll a single Spirit die plus a Wild Die) as long as there are at least two members of the unit left. Subtract 2 from the total if the group is at half strength, and 4 if they are at one-quarter strength or less. With a success, the unit fights on. If the roll is failed, every member of the unit is Shaken.

This is a great way to stop a "charge" if your unit is on Hold.

End Game

Unless the scenario says otherwise, one player rolls a d10 after the 6th turn (each turn is one countdown from the Ace to the Deuce). On a 10, the battle is over. On the next turn, the game ends on a roll of 9 or 10, and so on. A roll of 1 means the battle continues for another turn regardless of the current count. This ensures no one knows exactly when the game will end so they won't throw their troops away in unrealistic ways because they know the game is about to end.

Victory!

Victory Points are counted by kills unless the scenario says otherwise. If a group of 5 figures costs 15 points, each of its members is worth 3 "Victory Points."

To get the relative level of a victory, first figure the percentage of total Victory Points lost by each side. Do this by dividing the number of points lost by the number of points you started with.

Multiply this number by 100 to get your percentage. If you start with 100 points and lose 40 points worth of troops, you've suffered 40% casualties.

The side with the larger percentage of casualties loses. Subtract the winner's casualties from the loser's to get the victor's battle result.

Casualty Ratio Battle Results

Tie	Draw
1-25	Marginal Victory
26-50	Minor Victory
51-75	Major Victory
76-100	Overwhelming Victory

Combat Options

Below are a number of additional rules for combat in tournament games. Note that many of the maneuvers found in the *Savage Worlds* roleplaying game are not included in this version because they produce subjective effects that aren't appropriate for miniatures games.

Area Effect Attacks

Grenades, artillery, and other attacks that cover a large area are "area effect attacks." The three most common size attacks have been made into Small, Medium, and Large Burst Templates (found in the back of this book or on the GWG website for download in full color).

To attack with an area effect weapon, the player places the template on the table within range of his figure's weapon and makes a Shooting or Throwing roll for the attacker. If the roll is successful, the blast is centered where desired. Everything touched by the template is affected—even if it's just part of the unit's base.

Failure means the blast deviates. Just how far depends on whether it was thrown or launched, and what range bracket the target was in (Short, Medium, or Long). Roll 1d6" for thrown weapons (such as grenades) and 1d10" for fired projectiles. Multiply by 1 for Short range, 2 for Medium, and 3 for Long. Next roll a d12 and read it like a clock facing to determine the direction the missile deviates. A weapon can never deviate more than half the distance to the original target (this keeps the template from going behind the figure).

Targets who are prone or behind cover still get some protection from area-effect attacks. In these cases, the modifier they would normally receive against ranged attacks acts as that many points of Armor instead. A character in major cover, like a foxhole for example, negates four points of damage from a blast if he's caught within it.

Automatic Fire

Weapons with a RoF (Rate of Fire) higher than 1 allow you to roll multiple Shooting dice at once. You can even split your dice among multiple targets if you want. These represent several "bursts" of full-auto fire. (Wild Cards roll their Shooting dice plus one Wild Die.)

Fully automatic fire is less accurate than usual, however. The firer subtracts 2 from his Shooting dice when firing more than one shot.

Called Shots

Use the following modifiers and effects when characters wish to target specific locations:

Limb (-2): An attack to a limb causes no additional damage but may ignore armor if none is worn there.

Head or Vitals (-4): The attacker gains +4 damage from a successful attack to these critical areas.

Defend

If a character's only regular action is to defend, his Parry is increased by +2 until his next action. The defender may move normally while performing this maneuver, but no running or other actions are allowed.

Firing Into Melee

See the **Innocent Bystander** rules.

Ganging Up

Each additional adjacent attacker in a melee adds +1 to all the attackers' Fighting rolls, up to a maximum of +4 (regardless of the position or size of the defender).

An American soldier comes face-to-face with Somalian rebels. The center rebel has an RPG.

If a group of four Taliban soldiers attack a KSK Kommando, each adds +3 to their Fighting rolls. This is a great way for less trained soldiers to take down more skilled opponents.

Innocent Bystanders

Each miss that comes up a 1 on the Shooting die indicates a random adjacent character (base-to-base contact with the target) was hit. If the attacker was firing on full-auto or a shotgun, a roll of 1 or 2 hits the bystander. Roll damage normally. Horses and other mounts may be hit in this way as well.

Prone

Figures can go prone any time during their action for free. Standing up again costs 2" of movement. Prone targets gain 2 points of Cover, though attackers within 3" ignore the modifier.

A prone defender who is attacked in melee may automatically rise to defend himself if he desires. If he chooses to remain prone (or can't rise for some reason), his Parry is reduced by 2, and he must subtract 2 from his Fighting rolls.

Ranged Weapons in Close Combat

No ranged weapon larger than a pistol may be fired in close combat (though larger weapons may be used as clubs). Pistols can be fired in close combat, but since the defender is actively fighting back, the TN for the Shooting roll is his Parry rather than the standard ranged TN of 4.

Suppressive Fire

Fully automatic weapons can "spray" an area with lead in hopes of killing or suppressing a larger number of victims. The attacker places the Medium

Burst Template on the battlefield and makes a single Shooting roll (regardless of the weapon's rate of fire). Include the standard modifiers for range, the full-auto penalty, and any other miscellaneous factors, but ignore the target's modifiers if any (such as being prone or in cover). If the attack misses, the spray is off-target and has no effect. Don't check for deviation.

If the attack is successful, all targets within the area make Spirit rolls, adding any cover modifiers they would normally have against ranged attacks to this roll. Those who fail are Shaken. Those who roll a 1 on their Spirit die (regardless of any Wild Dice) are actually hit by the attack and suffer damage normally.

Two Weapons

Figures may attack with weapons in both hands if desired. This inflicts a -2 penalty to each attack. Unless the figure is Ambidextrous, subtract another 2 points from the off-handed attack.

Unstable Platform

A character attempting to fire a ranged attack from the back of a horse, moving vehicle, or other "unstable platform" suffers -2 to his Shooting roll.

Wild Attack

Figures may perform wild attacks that add +2 to their Fighting attack and resulting damage rolls, but their Parry is reduced by 2 until his next action (mark this with a white gaming stone or other marker).

Vehicle Rules

There's nothing more exciting than a good smash-emup. The rules in this section show you how vehicles move and attack in the game. Vehicles have four statistics. Crew statistics are listed on separate Crew cards.

Acc/Top Speed is the vehicle's Acceleration and Top Speed in inches per round.

Toughness for a vehicle is the same as Toughness for a human. The number in parentheses is the vehicle's Armor, which is already figured into its Toughness. It's listed separately to calculate how much Toughness is negated by Armor Piercing rounds.

Passengers lists the number of crew needed to operate the vehicle, plus any additional passengers it can accommodate. A notation of 1+6, for example, means it requires one crew person to man the vehicle, and can carry up to 6 more human-sized passengers.

Notes: Some vehicles have special abilities due to their construction or optional equipment.

Movement

Vehicles move on their driver's action card. Driving consumes the driver's action, though he may take other actions as well at a standard multi-action penalty. Passengers act on their own initiative as usual.

Speed

Acceleration is how many inches per turn the vehicle may increase its current speed. An SUV with an Acceleration of 20, for instance, means it can increase its movement by up to 20" every action. A vehicle may not go faster than its Top Speed, which is also listed.

A vehicle can decrease its speed by twice its Acceleration (or more in a Hard Brake—see Maneuvers, below).

The player controlling the vehicle decides his speed at the beginning of his action, he then moves it that many inches. The vehicle remains at that speed until the driver's next action, so record the current speed on its unit card for the current round in case it crashes into something.

Speed Kills

It's harder to maneuver a vehicle at high speed. A vehicle moving over 15" a round on the tabletop inflicts a -2 handling penalty on its driver. A vehicle moving over 30" inflicts a -4 penalty.

Reverse

A vehicle can move up to half its Top Speed in reverse. Driving rolls made while in reverse suffer a -2 modifier.

Difficult Ground

Slippery gravel, uneven ground, or mud are all difficult ground and work just as for characters on foot. Count each inch moved through such rough terrain as two, and apply a -2 penalty to all Driving rolls made while in rough terrain. Driving through rough terrain at over half of Top Speed requires a Driving roll every round.

Somalian forces begin the search for the crew of a downed US Blackhawk

Turning

To perform turns, use the Turning Template provided at the end of this booklet. Simply line your vehicle up with the template and move it along the outside to turn. Vehicles can perform tighter turns as a Maneuver (see Maneuvers, below).

Collisions

Collisions are very deadly in *Showdown.* The damage to the vehicle and its passengers is 1d6 for every 5" of its current speed (round normally).

If a motorcycle moving at 16" per turn hits a tree, for instance, it suffers 3d6 damage, as does its rider and anything it rams into.

Relative Speeds: Increase the damage if a vehicle hits another object moving toward it. This is called "relative speed." If two bikes ram into each other at a speed of 12, for instance, their relative speed is actually 24 and each bike (and rider!) suffers 4d6 damage. Similarly, a vehicle moving away from an attacker subtracts its speed from the ramming vehicle's.

Vehicular Armor: Vehicles with Heavy Armor add their Armor rating as an AP value to their damage.

Soft Obstacles: The collision rules assume the vehicle has hit something hard, like another vehicle, rock, wall, and so on. If the obstacle was soft, like a person, the damage is halved for the vehicle. The person takes damage normally, of course.

Falling or Jumping From Vehicles

Characters who fall from a moving vehicle suffer damage just as if they were in a collision. Characters who jump and make an Agility roll suffer half the usual damage dice (round down).

Losing Control

Failing a Driving roll causes a vehicle to go "out of control." When this happens, roll 2d6 on the Out of Control Table. Resolve any additional movement (such as slips or flips) immediately. Anything in the way gets smashed—check out the collision rules above if that happens.

Maneuvers

The following are some common maneuvers that may be performed by ground craft. The penalty to the Driving roll is listed in parentheses. If the maneuver is failed, move the vehicle to the point of the maneuver, then roll on the **Out of Control Table** to see where it actually ends up.

Bootlegger Reverse (-4): The vehicle moves forward at half its current speed and then turns between 90 and 180 degrees (player's choice). The vehicle instantly decelerates to a complete stop and cannot move further this round.

Hard Brake (0): The driver decelerates up to three times the vehicle's Acceleration.

Jump (0): Ground vehicles can jump a distance equal to one-quarter of their current speed, plus 1d10" with a raise on the Driving roll. They descend one inch for every two inches jumped forward, so a vehicle jumping 20" falls 10" by the end of its jump.

Ram (Opposed): Though we have to move vehicles in turns on the table-top, they're actually moving simultaneously in the "real world." For that reason, when one car rams another, we give the defender a chance to get out of the way—even if it's not his turn.

When this happens, the two drivers make opposed Driving rolls. If the attacker wins, he's managed to ram his foe and damage is calculated normally. If the defender wins, he must move his vehicle just out of the way, whether backwards, forwards, or sideways (owner's choice).

Sometimes cars run into people as well. In this case, the driver makes an opposed roll against the target's Agility instead.

Tight Turn (0): The vehicle can turn up to 90 degrees, ignoring the Turn Template.

Vehicular Attacks

Combat between vehicles and their crews works much like regular combat, with only a few exceptions. Below are a few modifiers to remember during ranged combat.

Situation	Bonus/Penalty
Fast Targets	-1 per 10" of current Speed
Unstable Platform	-2

Fast Target: A fast-moving vehicle is more difficult to hit, and subtracts 1 from any attacks directed at it for every full 10" of its speed. This is relative, so a vehicle heading directly toward a character doesn't get the modifier, nor does the modifier apply if the hero is shooting at a vehicle driving parallel to his own.

Unstable Platform: Any character on an unstable platform, including a moving vehicle, suffers a -2 penalty to any "fine" physical skills such as Fighting and Shooting. This applies to characters who are firing vehicular weapons as well.

Damage

Damage that equals or exceeds the vehicle's Toughness forces the driver to make a Driving roll or go Out of Control (roll on the Out of Control Table).

Each raise on the damage roll also inflicts a "wound." Each wound caused to the vehicle inflicts a -1 penalty to the driver's Driving skill rolls until someone repairs the damage. The attacker also scores a critical hit for each wound inflicted, and rolls on the Critical Hit Table (see the table) to find out exactly what happened.

When a vehicle takes its 4th wound, it is automatically wrecked and the driver must make a Driving roll or go out of control.

A wrecked vehicle won't run anymore, though its weapons may still fire if they are not powered by the vehicle's propulsion system.

Aircraft

Aircraft are handled as easily as ground vehicles with one exception—altitude. Aircraft have a Climb score in addition to their Acceleration and Top Speed statistics. This is how many inches high they can climb each round. Aircraft may descend up to two times their Climb score without a maneuver. Steeper dives are covered below.

Out of Control at Altitude

When an aircraft goes out of control, it must worry about losing altitude as well. Roll on the table below to see if it changes its height.

2d6	Altitude Change
2	Down 2d10"
3-4	Down 1d10"
5-9	No change
10-12	Up 1d10"

Movement and Stalling

Aircraft move just like ground vehicles, but fixed-wing aircraft (airplanes and jets but not helicopters or craft capable of Vertical Take-Off and Landing) can never go below one quarter of their Top Speed while flying or they stall and automatically lose 1d10" of altitude at the end of their movement.

Somalian forces celebrate the downing of a US Blackhawk with an RPG

Hitting the Ground

Should an aircraft hit the ground while moving forward, it suffers damage normally for its current speed (1d6 per 5" of movement, rounded down). Add in half the number of inches descended that turn when figuring speed as well.

A wrecked aircraft plummets 20" toward the ground immediately on being wrecked, then 40" per round afterward. Damage for anyone on board the aircraft when it hits is figured as usual.

Crash Landings

A pilot can try to save his aircraft—even if it is wrecked—by making a crash landing. This is a Piloting roll at -4. If he makes it, roll on the Out of Control Table to see where the aircraft ends up and halve the damage dice for the landing. If the roll is failed, the craft takes damage as usual.

Should an aircraft hit the ground and not be wrecked (due to a sudden drop in altitude and a low damage roll), complete any movement from the Out of Control Table, then reduce the aircraft's speed to 0.

Aerial Maneuvers

Aircraft can perform all of the standard ground maneuvers. Even some that don't make literal sense (a bootlegger reverse, for example), can be adapted to fit an aerial model if you think of it in terms of Immelmanns, scissors, and the like. Aircraft can also perform the following aerial maneuvers:

Stunt (-2): A plane on the table-top that needs to perform a barrel roll, fly through a narrow canyon, storm through a barn, or perform some other fantastic stunt may appear to move in a straight line, but must actually make important but minute adjustments. All of these efforts require a Piloting roll. Failure means the aircraft goes Out of Control.

Power Dive (0): A pilot can enter a controlled power dive by making a Piloting roll. If failed, he must roll on the Out of Control Table. If successful, he may descend up to 40" per round.

Mounted Combat

Here's how to handle horses, camels, and so on.

Movement

Mounts move on their rider's action card. If the animal moves, the unit may not be on Hold. A horse moves at half Pace the round it is mounted. Characters may move half their Pace the round they dismount.

Falling

Anytime a character is Shaken or suffers a wound while on horseback he must make a Riding roll to stay horsed or suffer 2d6 damage from the fall. Mounts stay by their rider and do not act independently.

Firing on Mounted Targets

Shots directed at mounted characters use the **Innocent Bystander** rules to see if the horse was hit. Of course, an attacker can always aim for the horse instead.

Setting Weapons

A weapon with a Reach of 1 or greater can be "set" against a cavalry attack. The attacker must be on Hold when he is attacked by a charging mount (see above). If so, he rolls to interrupt as usual, but the character with Reach adds +2 to his Agility roll for each point of his weapon's reach. The winner attacks first, and adds the +4 charge bonus to his damage; the loser gains no bonus.

Fighting

Characters who wish to fight from horseback must use the lowest of their Fighting or Riding skills. This makes it important for cavalrymen to actually be able to ride well! Characters who shoot from an animal suffer a -2 penalty to their Shooting rolls.

Charging

A rider on a charging animal adds +4 to his damage if he moved over 6" toward his foe.

Trained Horses

Animals with the Fighting skill may attack any threat to their front during their riders' action.

Wounded Mounts

When an animal is Shaken or wounded, it rears or bucks. A rider must make a Riding roll to stay mounted, or suffer the consequences of falling (2d6 damage).

Out of Control

2d6	Roll Effect
2	**Roll Over:** The vehicle performs a Slip and rolls over 1d6 times in that direction. Roll collision damage for the vehicle and everyone inside. Exterior-mounted weapons/accessories are ruined.
3-4	**Spin:** Move the vehicle 1d6" in the direction of the maneuver, or 1d6" away from a damaging blow. Roll a d12, read it like a clock facing, and point the vehicle in that direction.
5-9	**Skid:** Move the vehicle 2" left or right (in the direction of a failed maneuver, or away from a damaging attack).
10-11	**Slip:** Move the vehicle 4" left or right (in the direction of a failed maneuver, or away from a damaging attack).
12	**Flip:** The vehicle flips end over end 1d4 times. Move it forward that many increments of its own length. Roll collision damage for the vehicle, its passengers, and anything it hits. Slow and heavy vehicles such as tanks don't flip but suffer a Slip or Skid instead.

Critical Hits

2d6	Effect
2	**Scratch and Dent:** The attack merely scratches the paint. There's no permanent damage.
3	**Engine:** The engine is hit. Oil leaks, pistons misfire, etc. Acceleration is halved (round down). This does not affect deceleration, however.
4	**Locomotion:** The wheels, tracks, or whatever have been hit. Halve the vehicle's Top Speed immediately. If the vehicle is pulled by animals, the shot hits one of them instead.
5	**Controls:** The control system is hit. Until a Repair roll is made, the vehicle can only perform turns to one side (1-3 left, 4-6 right). This may preclude certain maneuvers as well.
6-8	**Chassis:** The vehicle suffers a hit in the body
9-10	**Crew:** A random crew member is hit. The damage from the attack is rerolled. If the character is inside the vehicle, subtract the vehicle's Armor from the damage. Damage caused by an explosion affects all passengers in the vehicle.
11	**Weapon:** A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a chassis hit instead.
12	**Wrecked:** The vehicle is Wrecked.

Chapter 2: Deployment

Snipers watch with cold eyes magnified by their scopes, gunships soar overhead searching for targets, and tanks quake the streets seeking prey. This is the world of *Modern Ops* that you are about to enter!

Now that you've got your basic training on the rules, you're ready to take your men into the field of battle!

Setting Rules

Several special rules are in effect for *Modern Ops*. Setting rules allow us to use the same core rules for all our minis games but still add in the extra flavor that certain settings require.

Infantry

Wild Card Wounds

Unlike most *Savage Worlds* settings, *Modern Operations* is unforgiving, filled with violence, death, and unsung heroes. To better simulate real combat, a grittier and less "heroic" damage system is necessary for Wild Cards. Whenever a Wild Card in *Modern Ops* takes a wound, he must make a successful Vigor check (including wound penalties), or be knocked on his side as incapacitated.

For Example: Brent's CIA Sniper is struck by a round from an AK-47. His Toughness and Kevlar Vest stop some of the damage, but 6 points get through and cause one wound. Brent rolls his Vigor (1d8) at -1 because of the wound,

getting a 4-1=3. The soldier has succumbed to shock, blood loss, and other trauma that renders him unable to fight.

Casualties

When a model is Incapacitated in *Modern Ops*, roll an immediate Vigor check for the model to see if it has been killed outright. If failed, he is dead, so remove the model from play. If he succeeds, he is placed prone and is considered to be wounded.

• Soldiers who are *Loyal* always move their wounded out of the line of fire. They will leave one soldier for every two wounded soldiers at a casualty collection point out of line of fire of the enemy.

• *Bloodthirsty* troops always abandon their wounded. You may put them off to the side.

• Soldiers with neither hindrance may do either.

As you can see, *Loyal* soldiers who begin to take large amounts of casualties eventually become immobilized unless they can evacuate their wounded (see *Medevac* pg. 18).

Carrying Wounded

A soldier may carry or drag a wounded ally at a Pace of 2. Two models may carry a wounded ally at half normal speed, unless they have a litter, in which case they can move normally. Soldiers carrying wounded cannot perform any other actions.

Combat Medics

Combat Medics are often sent into battle to aid fallen comrades. A Combat Medic has two uses. First, if a

Healing roll is made on an Extra in the same round in which he was wounded, the Extra can be returned to battle Shaken and prone. (Make sure to leave the "bodies" of wounded Extras on the table. It's a good idea to leave your medics on Hold so that they can reach downed allies before they are removed from play at the beginning of the next round.)

If used on a Wild Card, the medic must subtract the patient's wounds from his roll. A success removes one wound; a raise removes two. A Wild Card who has been Incapacitated is returned to play Shaken and with three wounds.

It costs 25 points to upgrade a regular soldier to a Medic. He begins play with a Healing skill of d6. There can only be one medic in each squad.

Medevac

Critically wounded soldiers often need to be evacuated from the battlefield during the fighting, rather than waiting until the battle is over. Wounded models may be loaded onto the army's vehicles and carried off-board. Vehicles that medevac troops may not return to the fight, even helicopters.

Any Transport Vehicle may be chosen as a dedicated medevac vehicle, but must wait off-board until a unit's radio man spends his action and one benny to make a call for it.

It may enter the board in the next round and must proceed directly to pick up the wounded and leave the board as soon as possible. If there is no way the vehicle can get to the wounded, the request will be denied. Medevac vehicles are **always** unarmed, and can carry wounded figures equal to half its passenger capacity (rounded up).

If all of a unit's casualties have been taken off-board via medevac, the squad then takes any subsequent morale checks as if it is a brand new unit with a total number of models equal to its current members.

Special Deployment

Some "special forces" are specially trained in advanced methods of deploying to the battlefield. The most common of these are Parachute, HALO (High Altitude Low Opening), and SCUBA (Self Contained Underwater Breathing Apparatus).

While troops rarely, if ever, parachute directly into combat like in the movies, this dynamic means of getting troops to a combat zone is an extremely useful tactical advantage, and may sometimes be performed in *Modern Ops*.

If the majority of a force has Parachute Deployment, its commander may add +1 to all Knowledge: Battle rolls for the purposes of choosing deployment areas. HALO jumps confer a +2 bonus, as they are much

more precise and difficult to notice. SCUBA Deployment also gives commanders a +2 bonus if at least some part of the map is coastal.

Gear

Body Armor

Most modern armies equip their troops with ballistic body armor. This often life-saving gear offers 2 points of protection from most attacks and 4 points against bullets.

Ammunition

While troops on the battlefield carry a finite supply of ammunition, tracking each round fired for every soldier in a sizeable force would quickly become tedious. Therefore, use the following rule:

The Ammo Level of each unit starts at Very High, High, Low, or Out. In campaigns, the Unit's ammo drops one level after each game.

In combat, if the unit is dealt a Deuce, their ammo level drops by one if it is a red suit (Hearts or Diamonds) and two if it is a black suit (Clubs or Spades). Ammo levels drop *after* the round in which the deuce was dealt.

Grenades and some weapons with limited shots are noted on a squad or Wild Card's Unit Card. Extra ammo may be purchased before combat for one-off games, or between battles during campaigns.

Grenades

Grenades work like regular template weapons, but a model within the burst radius has two additional options:
• If the model makes an Agility roll at -4 (-2 if on Hold), he may throw the grenade back immediately.
• A Loyal model can Cover the grenade, throwing himself on it. He must pass a Spirit check at -4. If successful, he takes double the normal dice for damage, but all other models in the burst radius subtract his Toughness from the damage.

Anti Tank Guided Missiles

Anti-Tank Guided Missiles, or ATGMs, are mounted on many vehicles and designed to lock onto ground vehicles only. They may not be used against infantry or aircraft.

High Volume Fire

Some weapons, such as the M134 Minigun or Shilka AA vehicle, have such a high rate of fire that they place a Burst Template and attack everything underneath.

These weapons, depending on their cyclic rate, vary in their bonuses to hit and damage, as well as the area that they can affect.

Snapfire Penalty

Some weapons, such as sniper rifles, are very inaccurate if fired "from the hip" rather than using their sights. If a model moves and fires he suffers a -2 penalty.

Three Round Bursts

Many modern automatic weapons, such as the M16A2, have a selector switch that allows the user to go from single shot to burst fire. Burst fire, or three-round bursts, gives the user +2 to hit and damage.

Shotguns

Shotguns fire a spread of metal balls (also called "shot"), and so do more damage at close range where more pellets will hit the target. The farther away the target is, the less damage he will take. Because of the spread, shotguns add +2 to the user's Shooting rolls.

Shotguns do 1d6 at Long range, 2d6 at Medium range, and 3d6 at Short range.

Shotguns can also fire solid slugs. The attacker doesn't get the +2 spread bonus to hit, but the damage is 2d10 regardless of the range.

Scopes

Scopes increase the user's visual range, allowing them to fire more accurately at greater distances.

Add +2 to any shot over Short Range, as long as the character does not move this action. This bonus *is* cumulative with the Marksman Edge. Scopes may not be used with Three Round Burst or Full Auto fire.

Helicopters

Helicopter Deployment

Helicopters may always choose to move onto the table as their first action rather than setting up normally. They enter from their force's table edge, if one is assigned.

Helicopters moving off board

Helicopters are fast vehicles and often the playing area is not large enough to maneuver them well at combat speeds, and slow moving helicopters tend to attract RPG rounds. Helicopters moving off the table edge are not lost,

they may return from the same edge two turns later, at a speed of the controlling player's choice. If they want to return on a different table edge, they must wait an extra turn for each edge moved. Note: This rule assumes you're playing on a roughly rectangular surface.

For Example: Jeff wants his Apache to return to the table on the opposite side from which it left. He must wait two turns for turning around, and another two for the travel time of two table sides, so he must wait four turns before it does so.

Shooting Helicopters

Shooting at helicopters in flight is much more difficult than shooting at ground troops or vehicles. Weapons not noted as Anti-Aircraft are at -4 to hit helicopters.

Helicopter Maneuvers

Helicopters travel faster than normal vehicles, and therefore only suffer Speed Kills penalties (pg. 11) when moving twice the normal distance, or every 30". Therefore, a helicopter moving at 50" would only suffer a -2 on Piloting rolls.

Strafing Runs

Helicopters with forward-mounted weapons in *Modern Ops* may declare at the beginning of their turn that they are making a Strafing Run. The helicopter then places the Burst template for its automatic weapons (or a simple marker for weapons that have no template) directly ahead and within range *before* moving, rolling to hit and figuring deviation as normal. The helicopter must then move directly forward at a minimum speed of 15. The template moves in the same direction at the same speed as the helicopter, attacking anything it passes over.

Rockets may also be fired during a **Strafing Run**, but are fired in a salvo as normal, and may be fired anywhere along the path of the strafe.

If for any reason the helicopter turns, changes altitude, or drops below speed 15 it is considered to have broken off its run and the templates are removed.

Pop up Attacks

The Pop-Up attack is a new Aerial Maneuver available to helicopters:

Pop-Up (0): Helicopters can hide behind cover, rise, attack, and then descend again—usually before the stunned enemy can react. This maneuver simply allows the pilot to ascend above an obstacle and then descend again in the same move, so that he's only vulnerable to opponents with Hold actions. It takes a Piloting roll to

ascend and fire in time to descend again. If failed, the craft simply stays at its firing altitude after firing or fails to fire before descending—pilot's choice.

Helicopter Mast Mounts

Some helicopters have Mast Mounts on their main rotor that contain advanced sensory, communication, and target acquisition gear. Such helicopters are able to easily relay target information to each other, giving them an advantage in combat.

If a helicopter is equipped with a Mast Mount, it may act as a spotter for similarly equipped vehicles, enabling a second helicopter within line of sight to fire missiles (NOT rockets) at targets that it doesn't have line of sight to due to intervening obstacles.

Both helicopters must be stationary, and the spotter must spend his action for the turn sending the information. The shooter must be at least 3" off the ground, and both the shooter and target must be at least 10" away from the intervening obstacle.

Rocket Salvos

Rockets have a special Rate of Fire. When you fire rocket pods from a helicopter, such as FFARs, place two adjacent Large Burst Templates to represent the salvo of rockets in one burst; if the attack roll is missed, both templates deviate a like amount.

Fastroping

Sometimes a location is too remote, too cluttered, or too small for a helicopter to land and debark its troops,

in which case they often deploy by fastrope, dropping a thick rope to the ground on which the passengers slide down to the ground.

In order to fastrope, a helicopter must be stationary at the beginning of its turn at a maximum altitude of 20, and declare it is Fastroping. When the passengers' cards come up, they may be placed directly below the helicopter within 5" of its base, but may not act or move this turn. If a helicopter is damaged or forced to move while Fastroping then the action is cancelled.

Armored Vehicles

Heavy Armor

Vehicles with the Heavy Armor ability may only be damaged by attacks from weapons with the Heavy Weapon ability. Most Armored Fighting Vehicles (AFVs) have their armor listed in the format: Front/Side/Rear. Shots against the thin top armor use the side armor value.

Moving With Armor

A common tactic for infantry with the luxury of Armored Vehicle support is, not surprisingly, to take cover behind them! The armor advances slowly enough for a unit of soldiers to follow close behind, who take shots around the side, shielded from enemy fire.

In order to do this, the infantry squad must begin its turn in base contact with the vehicle and declare its intention to Move With Armor. The unit then acts on the vehicle's card, moving with it. Soldiers able to draw lines of sight may also fire normally.

Explosive Reactive Armor

Developed in response to extremely effective HEAT (High Explosive Anti-Tank) projectiles, Reactive Armor detonates upon the projectile's first impact, the resulting shockwave disrupting the flow of superheated liquid that would otherwise penetrate the tank's armor.

A vehicle with Heavy Armor may purchase Reactive Armor for its Front, Back, Left Side, Right Side, or Rear for 30 points per side. It may then ignore the first hit from a HEAT projectile to the protected sides. A hit from an explosive weapon to that side destroys the Reactive Armor, however.

Vehicles that are Amphibious (have water movement listed in on their Unit Card) lose this ability when equipped with Reactive Armor.

Smoke Launchers

Any vehicle with Heavy Armor may add smoke launchers for 15 points. These may be fired in the shooting phase, creating a Large Burst Template sized cloud of smoke centered 10" in front of the vehicle that lasts 1d6 turns. Each launcher may fire three times.

Only models with Infrared Night Vision may target enemies within or through the cloud. Clouds created by Smoke Grenades are treated exactly the same.

A Note on Realism

Any tabletop war game dealing with real world troops and weapons must strike a balance between playability and realism. However, some weapons have a minimum range under which they cannot fire.

These ranges were omitted to make vehicles more playable in the game, otherwise we'd be wargaming in parking lots! If you wish to include these, feel free to do so. These ranges are as follows:

• The minimum range that vehicle-mounted anti-tank missiles may be fired at is 100".
• The minimum range that an infantry-fired anti-tank missile may be fired at is 50".
• The minimum range that infantry grenade launchers and RPGs may fire at is 5".
• The minimum range that anti-aircraft missiles may fire at is 250".

In addition, the maximum ranges for Artillery are 100" for Light, 200" for Medium, and 300" for Heavy, measured from the controlling player's table edge. There is no maximum range on Airstrikes.

The Op

The first step in fighting a battle in *Modern Ops* is to determine the scenario. Do this by rolling 2d6 on the table below (or deciding by mutual agreement what kind of battle you'd like to fight).

See below for a complete description of each mission, special rules or setup conditions, and objectives.

2d6	The Ops
2	Rescue
3	Ambush
4-5	Raid
6-7	Meeting Engagement
8-9	Assault
10	The Stand
11	VIP
12	Savage Tale

Missions

Rescue

A Rescue operation occurs whenever hostages or prisoners must be taken forcefully from the hands of enemies, be they terrorists, bank robbers, or military troops. The Defenders are guarding the prisoners and may not purposefully harm them during the rescue.

Objectives: The Attacker must move the prisoners off the board from the edge he moved on from. The Defender must prevent the prisoners from escaping.

Terrain: The Defenders have the Prisoners in a structure located in the center of the board. They are expecting a rescue, and may spend points on defensive fieldworks. The rest of the terrain should be set up by mutual agreement.

Deployment: The Defender sets up first, within 8" of the structure containing the prisoners. Each player then makes a Knowledge: Battle roll for the leader of his force. No bennies may be spent on this roll. The player with the highest roll decides which edge the Attackers enter from.

Prisoners: The Attacking player rolls 1d6 for the number of prisoners present. If there is only one prisoner, he is wounded and must be carried on a stretcher by a pair of rescuers. The prisoners may be civilians or POWs, but due to their prolonged captivity they are not fit to serve as combatants.

An Attacker or Defender may take a free action to order any prisoners within 5" to follow him. They follow, but ignore any orders from Defenders if they are already following a rescuer. Be sure to use the **Innocent Bystanders** rule (pg. 21) when fighting near the prisoners.

Prisoner

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: None
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: None
Edges: None
Notes: If a Prisoner is killed, the player who did so loses one Victory Point.

XPs	Action
2	Attacking unit rescued all of the prisoners.
1	Attacking unit rescued at least half of the prisoners.

Ambush

A common strategy in guerrilla warfare is the ambush. Attackers lay in wait along the rout of a convoy or patrol, springing their trap at the perfect moment.

Objectives: The Attacker must destroy as much of the Defender's force as possible. The Defender must escape off the board from any table edge. The Defender gets Victory Points as if any escaping units were enemy casualties.

Terrain: The Attackers have chosen a perfect spot for their attack, therefore the Attacking player sets up the terrain. They may also buy Mines and Claymores.

Deployment: Identify the route of the Defender by mutual agreement. The Defender sets up first, anywhere along the route, but not within 12" of any table edge. The Attackers may set up anywhere on the board, as long as they are in some sort of cover and are not within 10" of any enemy units.

Ambush!: In the first turn of the battle, the Attacker is not dealt cards, but all ambushing units begin on Hold. Make a Smarts roll for each unit in the Defender's force. Those who make it are dealt in as normal. Those who fail get no card in the first round of combat.

Special Rules: The Defender should have roughly twice as many points as the Attacker.

Raid

Often small groups of soldiers strike deep into enemy territory to steal a vital document or weapon. Drug lords raid each other's stashes, and criminals break into banks to steal diamonds, bearer bonds, and other valuables. All of these are possible Raid missions.

Objectives: The Attacker must steal the objective, and escape off his edge of the board. Defenders must protect the objective, returning it if stolen. If the forces are even, randomly decide who is Attacking and who is Defending.

The attacker must have one soldier spend a full round uninterrupted in base contact with the objective in order to steal it. A model may take the objective from an incapacitated soldier by spending an action in base contact with him.

Terrain: The terrain should be set up by mutual agreement. The players then decide where the objective is located (it should be a small piece of terrain, such as a vault, filing cabinet, etc.) by mutual agreement. The objective may not be placed within 10" of any table edge. Defenders may choose to buy fieldworks and mines.

Deployment: Each player makes another Knowledge: Battle roll for the leader of his force. No bennies may be spent on this roll. The player with the highest roll decides which table edge his forces enter from. The other player enters from the opposite edge.

XPs	Action
1	Attacking unit steals the objectives.
1	Defending unit recovers the objective if stolen.

Meeting Engagement

A meeting engagement occurs when two patrolling forces encounter each other in the field. Neither side has built up any defenses.

Objectives: Both sides must cause as many casualties to the enemy while minimizing their own.

Terrain: Place the terrain according to mutual agreement. Neither player may buy fieldworks or mines of any kind.

Deployment: Each player makes a Knowledge: Battle roll for the leader of his force. No bennies may be spent on this roll. The player with the highest roll decides which table edge his forces enter from. The second highest roll chooses next and so on, until all forces are placed.

Assault

Sometimes a force makes a direct assault on a built-up enemy strongpoint. The enemy is determined and well dug in, but such positions need to be secured.

Objectives: The Attacker must overrun the enemy position, causing as many enemy casualties as possible, while minimizing his own. The Defender must halt or drive off the attacking force.

Terrain: The Defender may set up the terrain, and is free to purchase defensive fieldworks and mines.

Deployment: Each player makes a Knowledge: Battle roll for the leader of his force. No bennies may be spent on this roll.

The player with the highest roll decides which table edge the Defender sets up on. The Defender sets up first, within 10" of the table edge. The Attacker enters the field from the opposite table edge.

Special Rules: The Attacker should have roughly twice as many points as the Defender.

The Stand

Every once in a great while a small force finds itself hopelessly outnumbered, fighting for their lives and selling themselves dearly until transport arrives.

Objectives: The Attacker must overrun the enemy position, causing as many enemy casualties as possible, no matter the cost. The Defender must survive long enough to evacuate his troops and transport them off the board.

Terrain: Place the terrain according to mutual agreement. Neither player may buy fieldworks or mines.

Deployment: The Defender sets up first, within 10" of the center of the board. The Attacker's troops may enter from any table edge.

There's too many of them!: Whenever one of the Attacker's units is destroyed, a new one enters the board in the next turn.

Just a few more minutes!: The Defender **must** buy enough vehicles to transport all of his infantry. At the beginning of the 4th turn, roll 1d6.

On a 6, the transport enters the board from any edge of the Defender's choice. On the next turn, the roll required is a 5, and so on.

XPs	Action
1	Defending unit survives the stand.

The VIP

Assassination is, while often denied by any government, usually an attractive option during wartime. Often an officer, prisoner, witness, or other civilian becomes the target of a group's assassination attempt.

Objectives: The Attacker must kill the VIP. The Defender must move the VIP off the board via the Attacker's table edge.

Terrain: Place the terrain according to mutual agreement. The Attacker may buy mines.

Deployment: Each player makes a Knowledge: Battle roll for the leader if his force. No bennies may be spent on this roll. The player with the highest roll decides which table edge the Defender sets up on. The Defender sets up first, within 6" of the table edge. The Attacker enters the field from the opposite table edge.

The VIP: The VIP is considered a member of the Defender's force. He may not start the game inside a vehicle.

 VIP

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Shooting d6, Driving d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: Loyal
Edges: None
Equipment: 9mm Pistol

XPs	Action
1	Attacking unit killed the VIP.

Savage Tales

On the following pages are a number of Savage Tales- special scenarios that are often taken from real world military engagements.

Savage Tales are much like regular battles except that the objectives are usually different, and there are random Events that can take place during the fight. The Events themselves are found in Appendix 2 of this book, far from these tales so you won't accidentally see them.

Don't read the Events ahead of time. Only go there when you're referred to them in your Savage Tale.

When that occurs, read only the Event you've been told to. Read any others ahead of time and you'll spoil the fun for yourself and your opponents.

Savage Tale

These scenarios are unique missions. Look for more at our website as well!

1d6	Savage Tale
1	Tunnel Rats
2	Blackhawk Down
3	Sniper Hunt
4	The Patrol
5	Thunder Run
6	Iraqnophobia

More Savage Tales

We add new Savage Tales to our website (www.greatwhitegames.com) all the time. Our fans contribute scenarios as well, so you should never run out of these very unique battles.

Tunnel Rats

Guerilla fighters in Afghanistan have used the cave and tunnel complexes dug into their mountains for centuries to wage wars against would-be oppressors.

The recent US air campaign destroyed many of these, but some still need to be cleaned out the old fashioned way. This scenario can be played cooperatively by multiple players, or as a solo game.

Objectives: See Event 8 for Objectives.

Terrain: Place the terrain to form a network of caves and tunnels according to mutual agreement. It should have at least two entrances. Players may not buy fieldworks or mines of any kind.

Deployment: The Players deploy at the entrance.

Special Rules: The Players may bring up to 12 men from any Coalition country.

Blackhawk Down

On October 3, 1993 Task Force Ranger, accompanied by elements of Delta Force, staged a daytime raid into one of the most dangerous districts of Mogadishu, Somalia. A warlord's ambush turned this operation into one of the most brutal firefights in recent American history.

Objectives: The Attackers must secure the prisoners in the Target Building with their Delta Force troops, then pick them up with a waiting convoy of Humvees before carrying them off the board.

The Defender's objective is to kill as many enemy Units as possible.

Terrain: Place the terrain according to mutual agreement. The terrain will be densely built-up urban structures, with some roads providing open spaces.

One structure MUST be at least two stories and placed in one corner of the table. There will also be a 12" square clearing in the opposite corner. This is the Target Building. Players may not buy fieldworks or mines of any kind.

Deployment: The Attacker's forces move onto the board from any table edge. The Defender's forces may deploy anywhere. The prisoners deploy in the top floor of the Target Building.

Special Rules: Read Event 6. Once the Prisoners are loaded into the Humvees, read Event 7. This game does not end until objectives are met.

Sniper Hunt

A squad of soldiers enters the deserted ruins of a third world slum on patrol, each wanting to get back to the base for some sleep. A single shot rings out, followed by screams, "Medic!" "Man down! Stay down, everyone!"

Often a single well-hidden sniper can pin down, demoralize, and cripple a force of much greater size.

Objectives: The Attacker's objective is to kill or capture the sniper. The Defender's objective is to kill as many of the enemy as possible, and force them to withdraw.

Terrain: Place the terrain according to mutual agreement. There must be several pieces of terrain spread across the table that are tall, and provide enough cover to be a likely sniper position. Neither player may buy fieldworks or mines of any kind.

Deployment: Each player makes a Knowledge: Battle roll for the leader of his force. No bennies may be spent on this roll. The player with the highest roll decides which table edge the Attacking forces enter from. See Event 1 for the Defender's forces and deployment.

Special Rules: The Attacker may NOT purchase Vehicles for this battle.

Patrol

In every warzone, soldiers need to patrol hostile areas in order to maintain battle lines and establish a presence in their territory. These patrols often encounter resistance of some kind. This scenario can be played cooperatively by multiple players, or as a solo game.

Objectives: Read Event 2 for Player objectives.

Terrain: Place the terrain according to mutual agreement. Players may not buy fieldworks or mines of any kind.

Deployment: The Players' troops may enter the board from any table edge.

Special Rules: The Players may bring up to 12 men and two Transport Vehicles (not totaling more than 100 points).

Thunder Run

When the 3rd Mechanized Infantry Division reached the outskirts of Baghdad in April of 2003, everyone expected them to halt and wait for the 101st and 82nd Airborne to catch up and take the city by siege, even their commanders!

Instead, they changed their plan and commenced a series of Thunder Runs, rolling armored columns of Abrams tanks and Bradley vehicles through the streets, probing, disrupting, and disorienting the enemy.

Objectives: The Attacker must survive the Thunder Run with at least 50% of his starting forces intact. He must continue on no matter the cost, and must abandon disabled vehicles after rescuing the crews.

Terrain: Place the terrain as a wide road or freeway down the center of the table, with buildings, a few bunkers, and sandbag emplacements on both sides.

Deployment: The board should be rectangular, with the Attackers entering on one of the short ends. The defenders should place their forces after the attacker chooses the side from which he will attack. The attacker must purchase at least two support vehicles.

Special Rules: Read Event 4. If the game lasts until turn 8, read Event 5.

Iraqnophobia

Iraq is home to, among other things, a huge breed of arachnids called the Camel Spider. Often growing to the size of a grown man's hand, these dust-colored nocturnal hunters can take a serious chunk out of the unsuspecting grunt.

Camel Spiders are normally solitary hunters, but local legend tells of a time when they traveled in voracious swarms…

This scenario can be played cooperatively by multiple players, or as a solo game.

Objectives: The Players must escape off the opposite table edge.

Terrain: Place the terrain according to mutual agreement. Players may not buy fieldworks or mines of any kind.

Deployment: The Players' troops may enter the board from any table edge.

Special Rules: The Players may bring up to 12. When the Players hit the halfway mark of the table, read Event 3.

Conditions

The next step is to determine what the battlefield conditions are going to be like during your Op.

Do this by rolling 2d6 on the table below (or deciding by mutual agreement what kind of conditions you want).

See below for a complete description of each condition and its effects.

2d6	Battlefield Conditions
2	Dawn/Twilight
3	Fog
4	Oppressive Heat
5-8	Normal Conditions
9	Night Fight
10	Heavy Rain
11	Snow
12	Roll twice (re-roll impossible combinations)

Dawn/Twilight

Roll 1d6. The battle is taking place moments before either Dawn (1-3) or Twilight (4-6). At Dawn, the battle is fought initially using the Night Fight rules.

Each turn, deal an extra card after all units have been dealt. If it is a face card, the sun has begun to rise. All shots toward a randomly determined table edge are at -2 due to the blinding sunrise. After two turns, the sun is up and the battle is fought under Normal Conditions.

Twilight is identical, but the order of the events is reversed (begin play in Normal Conditions, then Sunset, then Night Fight).

Fog

A thick mist has blanketed the battlefield, making navigation and target acquisition extremely difficult. All rolls to hit are at -2, and targets aren't visible beyond 10".

Oppressive Heat

The battle is taking place in an area smothered with a stifling heat. All models begin the game with a -2 penalty on all rolls due to the heat. Crews of sealed vehicles are only subject to a -1 penalty.

Normal Conditions

These are the ideal conditions for battle: comfortable temperature and plenty of light.

Night Fight

Even a night with some moonlight is an extremely dangerous environment for the fighting man. All rolls to hit are at -2, and targets aren't visible beyond 10". Any unit that fires a non-suppressed weapon may be fired upon normally until its card comes up next turn due to the muzzle flash..

Units with Night Vision ignore these penalties, while units with Infrared Night Vision suffer only a -1 to hit and may see targets up to 20".

Heavy Rain

In addition to obscuring vision and making shooting difficult (-1 to all shots beyond Short Range), a heavy rainfall turns pavement and grass into treacherous, slick surfaces, while dirt and sand are transformed into slop that makes movement difficult.

Open ground now counts as Difficult Ground for all infantry as well as Wheeled vehicles. Tracked vehicles suffer no movement penalty, but are still at -2 to Driving rolls while in the muddy terrain.

Snow

Snow is difficult and exhausting to trudge through, much less to fight in. All movement (except indoors) counts as Difficult Ground for all infantry as well as Wheeled vehicles. Tracked vehicles suffer no movement penalty, but are still at -2 to Driving rolls while in the muddy terrain.

Additionally, infantry suffer a -1 modifier to all rolls due to the cold and effort of moving through the snow. Cold Weather Gear can negate this penalty, however.

Karma

Often times, due to twists of fate, limited availability of miniatures, or the way a campaign pans out, the army sizes are not even.

In order to even things up, the army with the lower point value may spend an amount of points equal to the difference between the two armies on defensive fieldworks such as mines, barbed wire, etc. if he is the defender, or on artillery and air strikes if available for attackers.

If this doesn't fit the Mission or armies involved, the player with the smaller army may instead choose one of the following: the Op type, who attacks and defends, or the Battlefield Conditions. If the player has less than 50% of his enemy's points, he may choose two. If he has less than 25% of his enemy's points, he may choose all three.

Recruitment

As the commander of your force, you've now got all the intel you need to build your force. Now knowing what type of mission you are conducting and what the conditions are like, you can make informed decisions when you purchase your forces.

When both sides are finished, reveal your choices by lining your Unit Cards up along your table edge just off the battlefield (for reference and the dealing of Action Cards). Your force may now be inspected by your enemy.

Campaigns

While one-off games are fun, playing a campaign is both exciting and a true test of your soldiering ability. Using these rules, you may organize a pre-set series of linked battles that affect each other and tell a story, or play a more open-ended campaign, playing against different opponents on the fly. Some real-world settings are ideal for these, such as the battle-scarred continent of Africa or the blasted cities of Chechnya.

Casualties

After a battle, you must determine the fate of all wounded troops. Make a Vigor check for all models taken out of action during the battle.

On a success, the soldier is alive but incapacitated for the next battle, after which he returns to active duty. With a raise, the model is back up and ready to fight immediately. On a failure, the figure remains injured—check again after the next battle. A roll of 1 means that the soldier has succumbed to his wounds.

Wounded Wild Cards roll in the same manner, but a success heals one wound while a raise heals two.

Apply the following modifiers to the roll:

Modifier	Condition
-2	No medical attention.
-2	Left for dead.
+1	Treated by Combat Medic during battle
+2	Hospital Facility
+1	Medevac during battle

Reinforcements

At the end of each battle, each player receives an additional 25% of the campaign's starting total. These points may be spent as desired, though an army must always have at least one Wild Card as a leader. If an experienced unit or Wild Card is not purchased for a battle however, it may not be purchased again for a later battle.

New vehicles, troops, weapons, and gear may be added as well. When replacing casualties, figure the point cost of individual soldiers by dividing the total unit cost by the number of models in the unit.

If a unit loses 50% or more of its members and replaces the losses, it loses all its experience advances.

For Example: One of Bret's Mercenaries gets killed in action, and he needs a replacement. The total unit's cost is 487, with four models in the fireteam. Bret pays (487/4) 122 points.

Experience

During battle, soldiers earn experience points for staying alive, killing the enemy, achieving objectives, and other exploits.

Each battle, both players may elect one unit in their opponent's army to be recommended for a **Unit Citation**. This unit must have performed some extraordinary, admirable deed. If no units did anything particularly noteworthy, then neither player awards a unit a **Unit Citation**.

For the citation to be approved, the commanding Wild card must make a successful Spirit roll.

In addition to gaining the experience unique to a specific scenario or battle, the following table lists how much experience Wild Cards and units earn in combat:

XPs	Action
2	Unit made it through the battle with no losses.
1	Unit made it through the battle with less than 25% losses.
1	Unit destroyed or routed an enemy unit or Wild Card.
1	Unit disabled enemy vehicle (immobilized, killed crew, etc.).
2	Unit destroyed enemy vehicle.
1	Being the winning force commander.
1	Being awarded a Unit Citation.

Be sure to remember to add in the point cost of all new abilities gained through experience after leveling up your troops.

Advancement

Each time a unit or Wild card gains 5 experience points, they may pick one advancement from the list below.

- One Ability from the table.
- d4 in a new skill.
- +1 one die type to any skill.
- +1 one die type to any attribute.

Abilities: The Abilities on the table may be purchased with advances. The statistics or conditions after each Ability are requirements that must be met before the Ability may be taken. To take Dead Shot, for example, a figure must first have a Shooting or Throwing skill of d10. The Ability then applies only to a skill that meets that minimum, so a figure with Shooting of d10 but no Throwing does *not* gain the Dead Shot bonus with the latter.

Ability Upgrades

Ambidextrous: Min Agility d8
Block: Min Fighting d8
    Improved Block
Combat Reflexes
Command: Wild Card, Min Smarts d6
Dead Shot: Min Shooting or Throwing d10
Dodge: Min Agility d8
    Improved Dodge
First Strike: Min Agility d8
Level Headed: Min Smarts d8
    Improved Level Headed
Marksman
Master: At least three other Advances.
Mighty Blow: Fighting d12.
Nerves of Steel: Min Vigor d8.
    Improved Nerves of Steel
Rock and Roll: Min Shooting d8
Tough as Nails: At least three Advances.
    Improved Tough as Nails
Trademark Weapon: Min Fighting or Shooting d10.
    Improved Trademark Weapon
Weapon Master: Min Fighting d12.
    Master of Arms

"Indented Abilities," such as Improved Block, always require the first step as well. (Block, in this case.)

No Ability may be taken more than once. Complete descriptions of Abilities may be found in Appendix 6.

Losing Advances

Casualties can diminish the effectiveness of experienced units. If 50% or more of an experienced unit is eliminated and does not survive, the group loses *all* its advances. Since Wild Cards represent singular heroes, they never lose advances.

Promotions

After a battle, you may make a Spirit check for the leader of any unit that leveled up, adding any experience he received that battle as a modifier. On a raise, he has been promoted and is now a Wild Card. If he is already a Wild Card, this roll is unnecessary.

Again, remember to adjust your army's point cost to reflect the change by figuring the cost of one model in the squad (as above), and doubling it *including* any equipment swapped.

Chapter 3: The Coalition

The modernized countries of the world have all been called together to fight against terrorism and rogue nations, and often band together through the U.N. or NATO to send their forces abroad on sanctioned military actions. With all the recent turmoil in the world, most countries have joined together to form a Coalition of nations that work together to eradicate common threats.

All of this teamwork exists at the same time as those countries also send forces abroad to protect their own interests: Russia fights to suppress rebellion in Chechnya, while the United States has invaded Afghanistan and Iraq. Africa and much of the Middle East is in a perpetual state of war, with the forces of many nations as well as mercenary corporations clashing there.

Countries

Though troops are grouped by armies in this book, units from various countries frequently combine to form a Joint Task Force. It's not uncommon to see American Delta Force working with British SAS, for example, or Green Berets training and fighting alongside Northern Alliance troops in Afghanistan.

In game terms, this means that you may freely buy troops from any country. The only consideration is that you must have at least one Wild Card in your force, and one of your Wild Cards must be designated as the leader.

Training

Any number of coalition units may choose to reorganize into a single larger unit. All of the units must spend one turn within cohesion distance without moving, and use their action to reorganize. You may also choose to begin the battle with units already joined together in this manner. Splitting up requires the troops to follow the same process, spending a turn to separate.

Officers

Officers are among your available units; these are Wild Cards and may be deployed individually as normal, or attached to a squad. NCOs are also Wild Cards and are always attached to the squad they were purchased with. Attached Officers and NCOs are not dealt an Action Card, but act on their squad's.

United States Military

The United States' military is arguably the largest, most powerful, and most advanced military power this planet has ever seen. In addition to a massive array of weapons and vehicles, the American soldier is at the core of the United States' military might. All U.S. soldiers are volunteers, which puts the entire organization on a higher base level of morale than many of their conscripted counterparts around the world. This lofty starting point, combined with a sophisticated training regimen, produces highly capable soldiers who, aided by some of the best equipment available, are among the best in the world.

The United States, while the largest superpower in the world today, has the unenviable position as a key target of terrorists and rogue nations. In addition, due to having the largest and most powerful military in the United Nations, the U.S. often finds itself lending the

majority of troops and equipment when peacekeeping forces are deployed. U.N. global involvement, combined with the country's actions to protect its own interests abroad, ensures that U.S. forces see action in many theaters around the world.

The United States' military is divided into several branches, and those found on the battlefield include troops from the Army, Navy, Air Force, and Marine Corps. Each is a separate autonomous organization focusing on operations within its own specialization. While all branches share a similar conventional Western-style military organization, each brings different units to the special operations arena.

U.S. Officer

Mid-level officers are the men who lead their soldiers in the field and are responsible for maintaining order and morale amongst their troops.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6
Skills: Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Command, Dodge, Loyal.
Gear: Body Armor, two M67 Frag Grenades, M16, and M9.
Ammo: Very High
Cost: 214

The USMC

The United States Marine Corps (USMC) is one of America's most venerable fighting forces, and has been involved in military action since before the country's inception. Marine valor in WWI earned them the moniker "Devil Dogs", which they have worn with pride ever since.

USMC Command Fireteam (4)

USMC Command teams are led by an NCO and are equipped with a radio for calling in support.

Marine NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge, Loyal, Marksman.
Gear: Body Armor, two M67 Frag Grenades, M16, and M9.

Marines

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman.
Gear: All: Body Armor, two M67 Frag Grenades; **Sergeant:** M9 and M16; **Rifleman:** M16/M203; **Radio Man:** M16
Ammo: Very High
Cost: 512

USMC Fireteam (4)

Regular fireteams are the Marine grunts, although they are better marksmen and have higher stamina than regular army troops.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman
Gear: All: Body Armor, two M67 Frag Grenades;
Fireteam Leader: M16/M203; **2 Riflemen:** M16;
Machinegunner: M249 SAW
Ammo: Very High
Cost: 351

Marine Force Recon Fireteam (4)

Marine Force Reconnaissance, or Force Recon, provides the Marine Corps with long range reconnaissance as well as special operations capability, specializing in amphibious operations. Generally lightly equipped, Force Recon units rely on speed and stealth.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 8; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Fleet-Footed, Improved Dodge, Loyal, Marksman
Gear: All: Body Armor, two M67 Frag Grenades;

Fireteam Leader: M4/M203; **Rifleman:** M4/M870; **Radio Man:** M4; **Machinegunner:** M60
Ammo: Very High
Deployment: Parachute, SCUBA
Cost: 385

MEU SOC Fireteam (4)

Marine Expeditionary Units Special Operations Capable (MEU SOC) are the Marine Corps' quick reaction force, always ready to conduct conventional or special operations. They are highly trained in specialized areas such as Close Quarters Battle and Urban Environment combat.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Boating d6, Driving d6, Fighting d8, Shooting d10, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman.
Gear: All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M16/M203; **2 Riflemen:** M16; **Machinegunner:** M60/240
Ammo: Very High
Deployment: Parachute
Cost: 396

Marine Sniper Team (2)

The USMC runs the longest and most intensive sniper school in the world, and it is regarded as one of the best. The soldiers it turns out are masters of camouflage and marksmanship. Each team consists of a spotter and a sniper.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d8, Fighting d8, Shooting d12, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)
Abilities: Improved Dodge, Marksman.
Gear: Body Armor, two M67 Frag Grenades; **Sniper:** M40 Sniper Rifle; **Spotter:** Scoped M16
Cost: 187

The U.S. Army

The Army is the real workhorse of the United States' military, providing the bulk of armored vehicles and manpower. In the SpecOps arena, this is still apparent, as the Army boasts some of the best units. Some of them, such as the Airborne troops, have a proven heritage in several theaters.

US Army Airborne Command Fireteam (4)

Airborne Command teams are led by an NCO and are equipped with a radio for calling in support.

🃏 Airborne NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Command.
Gear: Body Armor, two M67 Frag Grenades, M4, and M9.

Airborne Soldiers

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two M67 Frag Grenades; **Sergeant:** M9 and M4; **Rifleman:** M4; **Radio Man:** M4
Ammo: Very High
Deployment: Parachute
Cost: 391

US Army Airborne Fireteam (4)

Army Airborne units are not officially members of the special operations community, although they do have a specialized air assault and rapid deployment ability. They boast units such as the 101st and 82nd Airborne, both distinguished throughout the U.S. Army's history as elite fighting forces.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5(7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M4/M203; **2 Riflemen:** M4; **Machinegunner:** M249 SAW
Ammo: Very High
Deployment: Parachute
Cost: 357

Green Beret Fireteam (4)

The Green Berets are at the core of the U.S. Army's power in unconventional warfare, capable of conducting raids, rescue operations, reconnaissance, assassination, and counterinsurgency. They specialize in deploying to an area, preparing and training a force of indigenous personnel to aid in their operations.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10
Skills: Boating d6, Driving d6, Fighting d10, Shooting d10, Swimming d6, Throwing d6
Pace: 6; **Parry:** 7; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Dodge, Level-Headed, Loyal, Marksman
  • **Training:** Any non-U.S. Forces fighting with the Green Berets gain +1 Experience for the battle.
Gear: All: Body Armor, two M67 Frag Grenades;
Fireteam Leader: M4/M203; **Rifleman:** M870 Shotgun; **Sniper:** M40; **Machinegunner:** M249 SAW
Ammo: Very High
Deployment: HALO, SCUBA
Cost: 482

Ranger Command Fireteam (4)

Ranger Command teams are led by an NCO and are equipped with a radio for calling in support.

Ranger NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Command, Marksman.
  • **Ranger Creed:** +2 to Morale when rescuing fallen comrades.
Gear: Body Armor, two M67 Frag Grenades, M16/M203

Rangers

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman.
  • **Ranger Creed:** +2 to Morale when rescuing fallen comrades.
Gear: All: Body Armor, two M67 Frag Grenades;
Machinegunner: M249 SAW; **Rifleman and Radio Man:** M16
Ammo: Very High
Deployment: Parachute
Cost: 521

Ranger Fireteam (4)

The Rangers have their origins in the French and Indian Wars, and since World War Two come to meet the Army's need for a force of recon and unconventional warfare soldiers supporting regular troops.

They also conduct larger-scale counter-terrorist and counter-insurgent operations than the Green Berets.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman.
  • **Ranger Creed:** +2 to Morale when rescuing fallen comrades.
Gear: All: Body Armor, two M67 Frag Grenades;
Fireteam Leader: M16/M203; **Machinegunner:** M60;
Rifleman and Combat Medic: M16
Ammo: Very High
Deployment: Parachute
Cost: 402

Col. McKnight

Col. Danny McKnight was the most senior officer on the ground during the incident involving Task Force Ranger in Mogadishu, Somalia.

He showed great leadership skills, courage, and coolness under fire.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8
Skills: Driving d8, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge, Hold the Line!, Improved Level Headed, Inspire, Loyal, Marksman, Natural Leader
Gear: Body Armor, two M67 Frag Grenades, M16, and M9.
Ammo: Very High
Deployment: Parachute
Cost: 233

Delta Force Fireteam (4)

Special Forces Operational Detachment- Delta, or Delta Force, is the United States' specialized and highly trained counter-terrorist and hostage rescue unit, and has operated in a variety of theaters since its 1977 inception. The unit's organizational structure was modeled after the British SAS and they undertake very similar missions.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8
Skills: Driving d6, Fighting d10, Shooting d12, Swimming d6, Throwing d8
Pace: 8; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Combat Reflexes, Fleet-Footed, Improved Dodge, Loyal, Marksman.
Gear: All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M4 and M9; **Operator:** M4; **Sniper:** Suppressed M4 w/Scope; **Operator:** Scoped M4/M203
Ammo: Very High
Deployment: HALO
Cost: 551

The U.S. Air Force

The USAF provides crucial SpecOps functions relating specifically to the use of air power, making combined arms operations much more effective.

Air Force Combat Control Team (2)

Air Force Combat Control Teams (CCTs) are small Special Operations teams tasked with coordinating the ground and air integrated operations before and during combat. These teams serve to enhance the command and control in combat situations.
Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman
  • **Laser Target Designator:** The Team Leader may use a Shooting action against any target as normal. If successful, he may move any friendly Air Strike template over the target, but must stay stationary and use his action to do so every turn until it arrives. The Airstrike is automatically on target.

Gear: All: Body Armor, two M67 Frag Grenades; **Team Leader:** M4; **Combat Controller:** Suppressed M4 w/Scope
Ammo: Very High
Deployment: HALO, SCUBA
Cost: 248

Para Rescue Team (4)

Air Force Pararescue Jumper (PJ) units are a quick reaction force used in Combat Search and Rescue operations.

They are inserted into combat zones and other dangerous environments to protect downed air crews and otherwise injured personnel from further danger, and care for them until they can be extracted.
Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Boating d6, Driving d6, Fighting d8, Healing d8, Shooting d8, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman, Medic
Gear: All: Body Armor, two M67 Frag Grenades; **Team Leader:** M4 and M9; **PJ:** M4; **PJ:** Suppressed M4 w/Scope; **PJ:** Scoped M4/M203
Ammo: Very High
Deployment: HALO
Cost: 485

The U.S. Navy

The U.S. Navy, while not as involved in conducting special operations as some of the other military branches, brings to the battlefield one of the most widely known and respected units in the world: the Navy SeALs.

SeAL Fireteam (4)

The Sea Air Land soldiers are the Navy's core special operations unit, specializing in sea-borne operations as well as standard unconventional warfare. Each SeAL team operates in a different section of the globe in a constant state of readiness.
Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10
Skills: Boating d10, Driving d6, Fighting d10, Shooting d10, Swimming d12, Throwing d10
Pace: 6; **Parry:** 7; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Combat Reflexes, Improved Dodge, Loyal, Marksman.
Gear: All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** Suppressed MP5; **2 Operators:** Suppressed M4; **Sniper:** M82A1 Barrett
Ammo: Very High
Deployment: HALO, SCUBA
Cost: 459

Vehicles

Vehicle Crews

All US vehicles are crewed using the following profile:

Vehicle Crewman (1)

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)
Abilities: Dodge, Loyal
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12
Gear: MP5
Ammo: Low
Cost: Green: 38; Regular: 42; Seasoned: 46; Veteran: 50; Elite: 54

Transport Vehicles

Humvee (1)

The High Mobility Multipurpose Wheeled Vehicle (HMMWV), or Humvee, was introduced to the U.S. Military in order to replace the aging Jeep and light truck designs of the time. Usually fitted with an M2 Browning .50 cal machinegun, M60/M240 7.62 light machinegun, or Mk. 19 automatic grenade launcher, the vehicle can transport six passengers, one of whom acts as gunner.
Acc/Top Speed: 10/30; **Toughness:** 15(4); **Crew:** 1+6
Notes: Four Wheel Drive
Weapons: May add M2 for 30 points, M60/M240 for 24 points, or Mk. 19 for 26 points.
Cost: 36 + weapons and crew

Scout Bike (1)

Scout Bikes are simply military versions of commercially available dirt bikes, used by recon forces to move quickly through rugged terrain.
Acc/Top Speed: 20/36; **Toughness:** 8(2); **Crew:** 1+1
Notes:
 • **Reinforced Chassis:** If the rider makes a Riding roll it may ignore 4 points of damage from jumps or falls.
 • **Off-Road Wheels:** Ignores Difficult Ground.
Cost: 37 + crew

Recon ATV (1)

The recon All Terrain Vehicle is simply a military version of civilian recreational ATVs, used by recon and Special Forces who value a fast personal vehicle that can carry a small amount of stowage and be airdropped.
Acc/Top Speed: 15/32; **Toughness:** 10(2);
Crew: 1+1
Notes: Four Wheel Drive
 • **Reinforced Chassis:** If the rider makes a Riding roll it may ignore 4 points of damage from jumps or falls.
Cost: 33 + crew

Zodiac Rubber Boat (1)

The Zodiac is a small inflatable rubber craft used by special operations forces throughout the U.S. military for small unit amphibious insertions. The craft itself consists of the rubber hull and an outboard motor. Most frequently used by the Navy and Marines, this is a simple but very effective means of delivering troops to a combat zone.
Acc/Top Speed: 10/20 Water; **Toughness:** 7(1);
Crew: 1+5
Cost: 24 + crew

Bradley (1)

The M2 Bradley Fighting Vehicle is the latest in Armored Personnel Carriers, replacing the dated M113 design in 1981.

In addition to transporting troops, this vehicle boasts

significant anti-tank capability with its TOW launcher, and greatly supplements infantry effectiveness with its 25mm auto cannon.
Acc/Top Speed: 5/14; **Toughness:** 16/15/14 (4/3/2); **Crew:** 3+7
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked.
Weapons: Turret mounted 25mm Bushmaster Autocannon and TOW Launcher, coaxial M240G 7.62mm machinegun.
Cost: 142 + crew

Stryker LAV Infantry Carrier (1)

The Stryker is the latest development in response to the need to field a light vehicle that is fast enough to move with light infantry, protect them, and support them in battle. It can carry its two crew plus a nine man squad of soldiers into battle. The Kongsberg Remote Weapons Station is armed with a turret-mounted Mk. 19 grenade launcher, .50 cal machinegun, or 7.62mm machinegun.
Acc/Top Speed: 10/25; **Toughness:** 16/15/14 (4/3/2); **Crew:** 2+9
Notes: Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.
Weapons: Must add Mk. 19 for 26 points, M2 .50 cal for 30 points, or 7.62mm machinegun for 24 points.
Cost: 60 + weapons and crew

LAV-25 (1)

The LAV-25 is a turreted all terrain wheeled armored troop transport designed to carry troops into battle and provide a mobile fire support platform in combat. Amphibious and faster than most APCs, the LAV-25 is key for versatile deployment of troops.
Acc/Top Speed: 10/25 Land; 5/5 Water; **Toughness:** 15/14/14 (4/3/3); **Crew:** 3+6
Notes: Amphibious, Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.
Weapons: 25mm Chaingun; 7.62 MG coaxial; may add pintle-mounted M240 for 24 points.
Cost: 141 + crew

Blackhawk (1)

The Blackhawk is the U.S. military's premier transport helicopter for special operations. Carrying a crew of four and up to eleven passengers, it is often armed with side window-mounted GAU/M134 7.62mm miniguns or M60/M240 machineguns.
Acc/Top Speed: 15/50; **Climb:** 15; **Toughness:** 16(2); **Crew:** 4+11
Weapons: May add two GAU/M138s for 62 points or two M60/M240s for 48 points.
Cost: 62 + weapons and crew

Iroquois "Slick" (1)

The Iroquois, or "Huey," was introduced to the U.S. military during the Vietnam War, and proved its worth as the workhorse chopper of many military services the world over.

Carrying a crew of four and up to eleven passengers, the Iroquois can be armed with side-mounted GAU/M134 7.62mm miniguns or M240 machineguns.
Acc/Top Speed: 15/48; **Climb:** 15; **Toughness:** 14(2); **Crew:** 4+12
Weapons: May add two of the following: Twin GAU/M138s for 62 points or two M60/M240s for 48 points.
Cost: 61 + weapons and crew

Sea Stallion (1)

The CH-53's assigned role of transporting troops, equipment, and supplies during amphibious assault has quickly made it the Marine Corps' most widely used transport helicopter. It can match the Blackhawk for speed, and carries up to 37 troops. It can mount one M240G Machinegun in the door on either side of the helicopter.
Acc/Top Speed: 15/50; **Climb:** 15; **Toughness:** 20 (2); **Crew:** 6+37
Notes: Night Vision
Weapons: May add two M240s for 48 points or two GAU/M138s for 62 points.
Cost: 109 + weapons and crew

MH-6J Little Bird (1)

The Little Bird was originally developed during the Vietnam War to meet the need for an extremely fast and maneuverable scout craft. It excels at delivering a small cargo of troops into tight landing zones. The MH-6J is designed to carry troops and has no armament.
Acc/Top Speed: 25/60; **Climb:** 25; **Toughness:** 12(2); **Crew:** 2+6
Cost: 74 + crew

Support Vehicles

Humvee TOW (1)

The Humvee also has a variant designed for a specialized anti-armor role, armed with a TOW missile launcher.

This excellent combination of lethality and mobility is extremely effective.
Acc/Top Speed: 10/30; **Toughness:** 15(4); **Crew:** 2+2
Notes: Four Wheel Drive.
Weapons: Turret mounted TOW Launcher.
Cost: 68 + crew

Abrams (1)

The M1A1 Abrams is one of the world's most sophisticated main battle tanks, capable of operating in almost any conditions against any other armored vehicles. It has proved its worth in both Iraqi wars, in which it proved unstoppable against enemy forces. No Abrams has ever been destroyed outright by enemy fire, and its frontal armor is as yet all but impenetrable.

The vehicle is armed with a 120mm main gun in the turret, as well as a turret coaxial 7.62mm machinegun, and turret pintle mounted 7.62mm and .50cal machineguns.

Acc/Top Speed: 5/24; **Toughness:** 77/58/29 (60/41/12); **Crew:** 4
Notes: Night Vision; IR Nightvision; Heavy Armor; Improved Stabilizer; Tracked.
Weapons: 120mm gun, two 7.63 machineguns, and one .50 cal machinegun.
Cost: 358 + crew

LAV-AT (1)

The LAV-AT is an all terrain wheeled armored anti-tank unit. It is a variant of the LAV-25, equipped with an Emerson turret that sports twin TOW launchers. Amphibious and faster than most APCs, the LAV-AT is a significant threat to slower armored vehicles.

Acc/Top Speed: 10/25 Land; 5/5 Water; **Toughness:** 15/14/14 (4/3/3); **Crew:** 4
Notes: Amphibious, Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.
Weapons: Turret mounted Twin TOW Launchers, coaxial 7.62mm machinegun.
Cost: 174 + crew

Stryker LAV Mobile Gun System (1)

The Stryker program supplies the U.S. military with added firepower in the Gun System configuration. The vehicle boasts an increased armament consisting of a low-profile turret mounting a 105mm cannon with auto-loader.

Acc/Top Speed: 10/25 Land; **Toughness:** 16/15/14 (4/3/2); **Crew:** 3
Notes: Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.
Weapons: Turret mounted 105mm Cannon
Cost: 195 + crew

Iroquois "Hog" (1)

The Iroquois gunship loadout, affectionately dubbed the "Hog," was originally developed during the Vietnam War and continues to see action around the world. It is heavily armed, carrying forward mounted miniguns and 2.75 inch rocket pods.

Acc/Top Speed: 15/48; **Climb:** 15; **Toughness:** 14(2); **Crew:** 4+12
Weapons: Twin GAU/M138s and Twin Hydra 70 Rocket Pods.
Cost: 253 + crew

Blackhawk Tank Hunter (1)

The Blackhawk, while most commonly known as a transport, also has a tank-killer variant that carries a formidable payload of 16 Hellfire missiles for anti-armor assignments.

Acc/Top Speed: 15/50; **Climb:** 15; **Toughness:** 16(2); **Crew:** 4
Weapons: 16 Hellfire missiles.
Cost: 540 + crew

Kiowa (1)

The OH-58D Kiowa Warrior is a light helicopter designed for armed reconnaissance and attack helicopter support. Advanced sensor suite and laser target designations systems enable it to guide both friendly helicopters and dropped munitions. While relatively slow, the Kiowa can be armed with a variety of weapons to protect itself from enemies.

Acc/Top Speed: 15/40; **Climb:** 15; **Toughness:** 13(2); **Crew:** 2
Notes: Night Vision; Mast Mount

• **Laser Target Designator:** The Kiowa may use a Shooting action against any target as normal. If successful, he may move any friendly Air Strike template over the target, but must stay stationary and use his action to do so every turn until it arrives. The Airstrike is automatically on target.
Weapons: May add: Twin .50cal Machineguns for 60 points, 8 Hellfires for 190 points, Twin Stinger Missiles for 40 points, or FFAR Pods for 320 points.
Cost: 120 + weapons and crew

Cobra (1)

The Bell AH-1 Cobra is the United States' first and most venerable specialized attack helicopter. Designed to correct problems with converting the Iroquois to perform attack missions, the Cobra is faster, and can be armed for a variety of missions. The Marines employ it as their main close infantry support helicopter. It boasts a chin mounted three-barreled 20mm gun, and can be fitted with forward firing Hellfire missiles, TOW launchers, or Hydra 70 pods.

Acc/Top Speed: 20/70; **Climb:** 20; **Toughness:** 15(4); **Crew:** 2
Notes: Night Vision.
Weapons: 20mm Autocannon, must add: 8 Hellfires for 190 points, Twin TOW Launchers for 70 points, or Twin Hydra 70 Pods for 170 points.
Cost: 96 + weapons and crew

Little Bird Gunship (1)

The AH-6J Little Bird's excellent speed and maneuverability make it an ideal gunship for providing close air support. It has hard points capable of mounting a variety of weaponry in a fixed forward configuration, from miniguns to anti-tank missiles. This flexibility of armament makes it equally suited to nearly any support role on the battlefield.

Acc/Top Speed: 25/60; **Climb:** 25; **Toughness:** 12(2); **Crew:** 2+0

Weapons: Must add either 8 Hellfire missiles for 190 points or two of the following: Twin GAU/M138s for 62 points, Twin .50cal Machineguns for 60 points, Twin Hydra 70 Rocket Pods for 130 points, Twin TOW Launchers for 70 points, Twin Mk.19s for 51 points, or Stinger Missiles for 40 points.

Cost: 74 + crew and weapons

Apache (1)

The AH-64 Apache is the United States' premier gunship, able to operate in any conditions and equipped to engage both infantry and armored targets.

Specializing in pop-up tactics, the AH-64 is usually armed for multi-role duty with 8 Hellfire missiles and two FFAR pods, close support anti armor duty with 16 Hellfire missiles, or ground support airmobile escort with four FFAR pods.

Any of these modes have the option of adding wingtip Stinger anti-aircraft missiles.

Acc/Top Speed: 20/60; **Climb:** 20; **Toughness:** 16(4); **Crew:** 2

Notes: Night Vision, Heavy Armor.

Weapons: 30mm Chaingun, may add either: 8 Hellfires and one Twin FFAR Pods for 320 points, 16 Hellfires for 380 points, or 2 Twin FFAR Pods for 260 points. May also add Twin Stinger Missiles for 40 points.

Cost: 98 + weapons and crew

Weapon List

The following Gear is available to United States military forces. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
- M9 Pistol

SMGs
- H&K MP5
- Uzi

Assault Rifles/Attachments
- M16
- M4
- M203
- M870
- M3 Shotgun

Machineguns
- M249 SAW
- M60/M240
- M2 "Ma Deuce"

Sniper rifles
- M40 Sniper Rifle
- M82A1 Barrett

Explosives
- M67 Frag Grenade
- FIM-92 Stinger
- M47 Dragon
- M72 LAW
- M136 AT-4
- Carl Gustav

Support
- Light Artillery
- Medium Artillery
- Heavy Artillery
- Airstrikes

Foreign Vehicles
Wolf (Marines)—uses Humvee weapon costs. See p.51 for vehicle stats

All Equipment Available

Russian Federation Military

As the successor of the Soviet Union, the Russian Federation inherited a very advanced and extensive military with a rich history and wealth of experience. The Soviet doctrine and its effects on the Russian military culture remain in the Federation's current organization, however different its government may be.

The Russian military shows a marked reliance on conscripted personnel. Although the government has plans to shift the military to an all-volunteer force by 2007, this goal is behind schedule. The failing popular support for military service in light of the Chechen campaigns has led to the further degradation of the military's overall morale level.

Despite the reliance on conscripts to fill the ranks, 42 percent of Russian officers are career soldiers. This, combined with the near constant conflicts which Russia has been involved with in Chechnya, has left them with many hard learned lessons as well as a corps of seasoned combat officers.

The dissolution of the Soviet Union has unfortunately, left the military of the Russian Federation in a weaker state than its Soviet predecessor, not as well funded or trained and, in most areas, far under strength.

The Russian military, like that of most large nations, is divided into the Army, Navy, and Air Force. The Army is by far the largest in terms of manpower and is the most powerful and politically influential. Its organization is based on its Soviet predecessor, and the Army's Ground Forces are divided into six districts, as well as several independent forces.

Russian Officer

Left over from the Soviet Era, many mid-level officers are present on the field to ensure troops morale doesn't falter.
Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6
Skills: Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Command, Dodge, Loyal.
Gear: Body Armor, two RGD Frag Grenades, AK-108/GP-25
Ammo: Very High
Cost: 248

Motor Rifle Command Fireteam (4)

Motor Rifle Command teams are led by an NCO to maintain order, and are equipped with a radio for calling in support.

Motor Rifle NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Command, Natural Leader.
Gear: Body Armor, two RGD Frag Grenades, AK-108/GP-25

Motor Rifles

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two RGD Frag Grenades; **Rifleman and Radio Man:** AK-108; **Machinegunner:** RPK-74
Ammo: Very High
Cost: 442

Motor Rifle Fireteam (4)

By far the most common assignment for a soldier in the Russian Army is in the Mechanized Rifle unit, or Motor Rifles.

These troops are carried in and deployed from Infantry Fighting Vehicles such as the BTR or BMP series.
Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two RGD Frag Grenades;
Fireteam Leader: AK-108; **Rifleman:** AK-108;
Rifleman: RPG-16; **Machinegunner:** RPD-46
Ammo: Very High
Cost: 269

Spetsnaz Desant Command Fireteam (4)

VDV Command teams are led by an NCO to maintain order, and are equipped with a radio for calling in support.

 VDV NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d10, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Command, Hold the Line!
Gear: Body Armor, two RGD Frag Grenades, AK-108

VDV Soldiers

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two RGD Frag Grenades;
Rifleman and Radio Man: AK-108; **Rifleman:** RPG-16
Ammo: Very High
Deployment: Parachute
Cost: 419

Spetsnaz Desant Fireteam (4)

The Russian Airborne Assault Troops, or VDV, are considered, like the U.S. Army Airborne, to be an elite fighting force due to their specialized deployment and mission. Russians refer to them as Spetsnaz Desant (Airborne Spetsnaz). Unlike regular Russian soldiers, the members of the VDV are all selected from volunteers from the regular military. Trained for parachute deployment, they are also held to a higher training standard than regular troops.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two RGD Frag Grenades;
Fireteam Leader: Suppressed AK-74SU; **2 Riflemen:** AK-108; **Machinegunner:** RPD-46
Ammo: Very High
Deployment: Parachute
Cost: 298

Spetsnaz

The Spetsnaz (Spetsialnoye Nazranie, or Troops of Special Purpose) is a catchall term for Russian SpecOps units, used in the same manner Western armies refer to Special Forces. Spetsnaz troops were originally shrouded in secrecy, and although they were first discovered by outsiders in the 1970's, some Spetsnaz units claim to trace their history as far back as World War Two.

Alpha Group Fireteam (4)

The most famous Spetsnaz unit is Alpha Group, or Spetsgruppa Alfa, which was set up by the KGB to fill a counter-terrorist role similar to the American SFOD Delta or British SAS. Their ruthless methods are well-known, and, like all Spetsnaz, heavily focus training on hand to hand combat, knife fighting, and stealth, as well as mental and physical power.
Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10
Skills: Driving d6, Fighting d12, Shooting d10, Swimming d6, Throwing d6
Pace: 6; **Parry:** 9; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Block, Improved Dodge, Level-Headed, Loyal.
Gear: All: Body Armor, two RGD Frag Grenades, NRS-2; **Fireteam Leader:** Suppressed AK-74SU;
Operator: Suppressed AK-108 w/Scope; **Sniper:** VSS Vintorez; **Operator:** Scoped AK-108
Ammo: Very High
Deployment: HALO
Cost: 463

Vympel Group Fireteam (4)

Spetsnaz Group Vympel (Banner), or Spetsgruppa V, was created by the KGB to specialize in abduction and assassination, and has since been designated as a "supplementary counter-terrorist unit" specializing in hostage rescue.

Another role they were trained for was disruption of regular operation behind enemy lines, including many activities that would admittedly be described as "terrorism." This extensive training and experience in abduction, sabotage, and assassination allows them a unique perspective on counter-terrorism.
Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10
Skills: Driving d6, Fighting d12, Shooting d10, Swimming d6, Throwing d6
Pace: 8; **Parry:** 9; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Block, Fleet-Footed, Improved Dodge, Loyal.
Gear: All: Body Armor, two RGD Frag Grenades, NRS-2;
Fireteam Leader and Operator: Suppressed AK-74SU;
Operator and Sniper: Suppressed AK-108 w/Scope.
Ammo: Very High
Deployment: HALO
Cost: 458

Beta Group Fireteam (4)

Another enigmatic Spetsnaz unit is Beta Group, or Spetsgruppa B, which was designed by the KGB during the Cold War for the expressed purpose of assassination. Once Vympel changed its mission, Beta Group was necessary as the sole unit of its kind. Not much is known about this unit, except that they are the sister unit to Alpha Group and follow similar training standards.
Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10
Skills: Driving d6, Fighting d12, Shooting d10, Swimming d6, Throwing d6
Pace: 6; **Parry:** 9; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Block, Improved Dodge, Level-Headed, Loyal.
Gear: All: Body Armor, two RGD Frag Grenades, NRS-2; **Fireteam Leader:** Suppressed AK-74SU; **Operator:** Suppressed AK-108 w/Scope; **Sniper:** VSS Vintorez; **Operator:** Scoped AK-108/GP-25
Ammo: Very High
Deployment: HALO
Cost: 476

Black Berets Fireteam (4)

The Black Berets, officially the Special Operations State Militia, or OMON, are similar in organization and training to the U.S. Army Rangers: a corps of special operations capable forces able to perform in a larger scale than other Spetsnaz units.

They are charged with counter-terrorism, fighting large scale crime, and maintaining civil order. They are well known for their effectiveness and brutal tactics in putting down civil disobedience.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Driving d6, Fighting d10, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Marksman.
Gear: All: Body Armor, two RGD Frag Grenades; **Fireteam Leader:** AK-108; **Rifleman:** Suppressed AK-74SU; **Rifleman:** AK-108; **Machinegunner:** RPK-74
Ammo: Very High
Cost: 351

Naval Spetsnaz Fireteam (4)

Russia also has a corps of Navy Spetsnaz, filling a role similar to America's Navy SeALs who operate under their Fleet Commander.

Since the Soviet breakup, their command status was contested by many different districts, including breakaway states, resulting in a period of drastically reduced funding. As a result, their quality of training and equipment is currently far under par for a unit of their type.
Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8
Skills: Boating d8, Driving d6, Fighting d10, Shooting d8, Swimming d10, Throwing d8
Pace: 6; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman.
Gear: All: Body Armor, two RGD Frag Grenades; **Fireteam Leader and 2 Riflemen:** Suppressed AK-74SU; **Sniper:** Suppressed AK-108 w/Scope.
Ammo: Very High
Deployment: SCUBA
Cost: 409

Vehicles

Vehicle Crews

All vehicles must be crewed using the following profile for Russian Vehicle Crews:

Vehicle Crewman (1)

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4 ; **Toughness:** 5 (7 vs. crash damage)
Abilities: Dodge, Loyal
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12
Equipment: AK-74SU
Ammo: Low
Cost: Green: 41; Regular: 45; Seasoned: 49; Veteran: 53; Elite: 57

Transport Vehicles

BTR-60 Armored Transporter (1)

The BTR-60 (Bronyetransporter, or Armored Transporter) was the first Russian 8-wheeled Armored Personnel Carrier. It carries up to twelve men with a crew of two, and is fully amphibious.

Its armor is relatively thin by modern standards, and is vulnerable to small arms fire as well as fragmentation explosives. Another design flaw is the extremely vulnerable wheels, which often result in the vehicle being immobilized. It is armed with a turret mounted 14.5mm machinegun and a 7.62mm beside it. Similar to the BMP-1, there are side firing ports for the crew to shoot from.

Acc/Top Speed: 5/20 Land; 1/3 Water; **Toughness:** 14/14/14 (2/2/2); **Crew:** 2+12
Notes: Eight-Wheel Drive;
• **Large Tires:** Any Chassis critical hits count as Locomotion instead;
• **Firing Ports:** Passengers may fire to the sides without exposing themselves.
Weapons: Turret mounted 14.5mm and 7.62mm machineguns.
Cost: 104 + Crew

BTR-70 Armored Transporter (1)

The BTR-70 improves on many of its predecessor's faults, improving the acceleration of the relatively weak twin gasoline engines, slightly improving the armor, and making the wheels more protected. It still suffers from relatively thin armor, combined with the inability to utilize reactive armor. It is armed identically to the BTR-60.
Acc/Top Speed: 7/20 Land; 1/3 Water; **Toughness:** 15/14/14 (3/2/2); **Crew:** 2+8
Notes: Eight-Wheel Drive;
• **Firing Ports:** Passengers may fire to the sides without exposing themselves.
Weapons: Turret mounted 14.5mm and 7.62mm machineguns.
Cost: 106 + Crew

BTR-80 Armored Transporter (1)

This model BTR is a further improvement on the design, adding both size and armor to result in adequate protection, replacing the old engine design with a more powerful single diesel power plant, and retaining the high carrying capacity BTRs are known for. It still retains the original BTR-60 turret, however.
Acc/Top Speed: 7/24 Land; 1/3 Water; **Toughness:** 16/15/14 (3/3/2); **Crew:** 3+7
Notes: Night Vision; Eight-Wheel Drive;
• **Firing Ports:** Passengers may fire to the sides without exposing themselves.
Weapons: Turret mounted 14.5mm and 7.62mm machineguns.
Cost: 114 + Crew

BMP-1 Fighting Vehicle (1)

The BMP-1 (Boyevaya Mashina Pyekhota - Infantry Fighting Vehicle) was the first armored personnel carrier to make a move towards the role of an Infantry Combat Vehicle. Unlike typical APCs, it could also support the troops it carried in combat.

It is the earliest and most primitive of the BMP family, first fielded in 1967, and is now widely used throughout the Third World. It has a crew of three, and is armed with a 73mm main gun, as well as a launching rail above the main barrel for AT-3 Sagger antitank missiles.

Acc/Top Speed: 5/20 Land; 5/5 Water; **Toughness:** 16/14/14 (4/2/2); **Crew:** 3+7
Notes: IR Night Vision; Heavy Armor; Tracked;
• **Firing Ports:** Passengers may fire to the sides without exposing themselves.
Weapons: Turret mounted 73mm Gun (same as RPG-7) and AT-3 Sagger, coaxial 7.62mm machinegun.
Cost: 167 + Crew

BMP-2 Fighting Vehicle (1)

The BMP-2 was the primary personnel carrier for the Soviet military until it was replaced by the BMP-3 in 1990. It was successful in combat, and was the most widely exported of all the BMP family of vehicles, finding its way into the military of many countries around the world.

Armed with a turret-mounted 30mm autocannon, a 7.62mm machinegun, and five deadly Spandrel anti-tank missiles, the BMP-2 fills a role similar to that of the American M2 Bradley.
Acc/Top Speed: 5/20 Land; 5/5 Water; **Toughness:** 16/14/14 (4/2/2); **Crew:** 3+7
Notes: IR Night Vision; Heavy Armor; Stabilizer; Tracked.
Weapons: Turret mounted 30mm Autocannon and 7.62mm machinegun, 5 AT-5 Spandrel Missiles.
Cost: 210 + Crew

BMP-3 Fighting Vehicle (1)

The BMP-3 is a completely different design from its predecessors, boasting a powerful engine, with the new concept of being a battle tank with troop carrying capability, rather than being solely a personnel transport. To this end, in addition to better armor than the BMP-2,
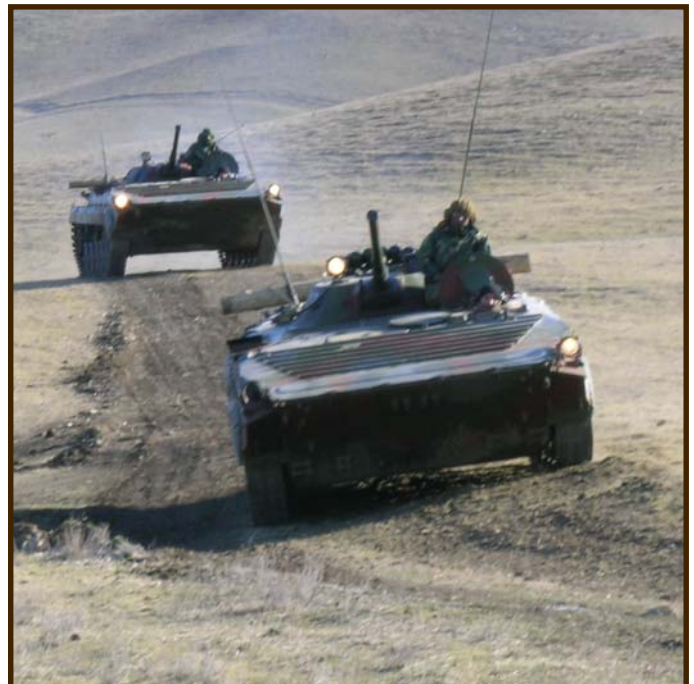
it boasts 100mm and 30mm autocannons as well as a 7.62mm machinegun in a turret array, and can fire anti-tank guided missiles from the 100mm barrel.

The BMP-3 is also fully amphibious, driven by a water jet propulsion system.

Acc/Top Speed: 5/17 Land; 5/8 Water; **Toughness:** 19/17/16 (7/5/4); **Crew:** 3+7
Notes: Night Vision; IR Night Vision; Heavy Armor; Improved Stabilizer; Tracked.
Weapons: Turret mounted 100mm Autocannon, 30mm Autocannon, and coaxial 7.62mm machinegun, barrel-launched AT-10 Basnya Missiles
Cost: 234 + Crew

Mi-17 Hip H

The Hip H is a second generation Soviet general purpose transport helicopter, able to transport up to thirty troops in adverse conditions, while maintaining comparable if not better speeds than its foreign competitors.

It carries an impressive armament for a transport helicopter, with the choice of either door-mounted 7.62mm machineguns or 23mm autocannons.

Acc/Top Speed: 17/60; **Climb:** 17; **Toughness:** 20(2); **Crew:** 3+30
Notes: Night Vision
Weapons: May add either two 7.62mm Machineguns for 48 points or two 23mm auto cannons for 64.
Cost: 92 + Weapons and Crew

Support Vehicles

Mi-24 Hind

The Mi-24 Hind was introduced to the Russian military in the mid 1960's, and was Russia's first Transport/Assault Helicopter, combining the roles of personnel transport and gunship, making for a single extremely lethal unit.

It has been widely exported, like many Russian military vehicles, and is used by roughly 40 countries worldwide, as well as some larger mercenary firms. Its armament, like most Gunships, is variable. Variants mount either twin 23mm autocannons to the front or a quad 12.7mm machinegun turret on a chin mount. The wings can house FFRAR pods or anti-tank missiles.

Acc/Top Speed: 20/80; **Climb:** 20; **Toughness:** 18(2); **Crew:** 2+8
Notes: Night Vision
Weapons: AT-6 Anti-Tank Missiles; Must add Quad 12.7mm Machineguns for 33 points or two linked 23mm auto cannons for 36, S5 Rocket Pods for 116 points or S7 Rocket Pods for 144 points.
Cost: 249 + Weapons and Crew

Mi-17 Hip H Gunship

The Hip H has, in addition to large troop carrying capacity, exterior hardpoints on which to mount rockets and anti-tank missiles, making it quite an effective gunship.

It is still able to carry its load of thirty troops, but can also mount AT-3 Sagger Anti-Tank Missiles, as well as S5 57mm Rocket Pods, or S7 80mm Rocket Pods, while retaining comparable speed to the regular Mi-17.

Acc/Top Speed: 17/50; **Climb:** 17; **Toughness:** 20(2); **Crew:** 3+30
Notes: Night Vision
Weapons: AT3 Sagger missiles; Must add S5 Rocket Pods for 116 points or S7 Rocket Pods for 144 points, and may add either two 7.63 Machineguns for 48 points or two 23mm auto cannons for 64.
Cost: 140 + Weapons and Crew

T-55 Main Battle Tank

The T-55 was the Soviet replacement for the venerable T-34 tank that served so well during WWII. Introduced formally in 1958, the T-55 is known for its 100mm main cannon and its sheer ruggedness. It was one of the most widely produced tanks in the world, made in Russia until the 1980's, and was also manufactured in several other countries under license. It is currently in use by nearly 60 countries worldwide.

Acc/Top Speed: 5/12; **Toughness:** 34/22/20 (18/6/4); **Crew:** 4
Notes: Infrared Night Vision; Heavy Armor; Stabilizer; Tracked.
Weapons: Turret mounted 100mm gun, turret pintle mounted 12.7mm machinegun, and coaxial 7.62mm machinegun.
Cost: 194 + Crew

T-72 Main Battle Tank

The T-72 was the Soviet Union's Main Battle Tank for much of the late Cold War period. It was also exported in large numbers, and can be found in the militaries of nearly thirty modern nations.

Acc/Top Speed: 5/20; **Toughness:** 61/31/26 (45/15/10); **Crew:** 3
Notes: Infrared Night Vision; Heavy Armor; Stabilizer; Tracked.
Weapons: Turret mounted 125mm Gun, turret pintle mounted 12.7mm machinegun, and coaxial 7.62mm machinegun.
Cost: 303 + Crew

T-80 Main Battle Tank

The T-80 replaced the T-72 as the Soviet Union's Main Battle Tank in the 1980's, and is still in service in Russia and many other countries around the globe. It

boasts a new gas turbine engine that provides increased speed in addition to improved armor. It is armed identically to the T-72, however.
Acc/Top Speed: 5/22; **Toughness:** 66/35/26 (50/19/10); **Crew:** 3
Notes: Infrared Night Vision; Heavy Armor; Stabilizer; Tracked.
Weapons: Turret mounted 125mm Gun, turret pintle mounted 12.7mm machinegun, and coaxial 7.62mm machinegun.
Cost: 313 + Crew

T-90 Main Battle Tank

The lackluster performance of T-72s in the deserts of Iraq and streets of Grozny, in addition to budget concerns, prompted the Russian military to begin development of the T-90. Rather than build an all-new design, the T-90 is built off of the T-72 design, incorporating aspects of both the T-72 and T-80, resulting in major upgrades in all areas of performance. While the main gun remains the same as the two previous T-series tanks, it also uses the AT-11 Sniper guided missile, which can engage both tanks and helicopters, as well as a remotely-controlled 12.7mm machinegun and a coaxial 7.62mm machinegun.
Acc/Top Speed: 5/22; **Toughness:** 76/40/30 (60/24/14); **Crew:** 3
Notes: Night Vision; Infrared Night Vision; Heavy Armor; Improved Stabilizer; Tracked.
Weapons: Turret mounted 125mm Gun, turret pintle mounted remote 12.7mm machinegun, coaxial 7.62mm machinegun, AT-11 Sniper
Cost: 335 + Crew

ZSU-23 Shilka

The ZSU (Zenitnaya Samokhodnaya Ustanovka, or Anti-aircraft Self-Propelled Gun) is a rugged vehicle sporting an advanced targeting and sensor suite that augments four linked 23mm autocannons. It is used primarily against low-flying aircraft, although it can also engage ground targets effectively. It is lightly armored, however, and needs to be protected from enemy fire.
Acc/Top Speed: 5/12; **Toughness:** 19/17/16 (4/2/1); **Crew:** 4
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked.
   • **Sensor Suite:** Gunner's Smarts roll gives +2 to hit aircraft
Cost: 132 + Crew

Weapon List

The following Gear is available to Russian military forces. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
• 9mm Pistol
• NRS-2

SMGs
AK-74SU

Assault Rifles/Attachments
• AK-47   • AK-74, 107, 108
• AS Val   • GP-25 Grenade Launcher

Machineguns
• RPD-46   • RPK-74
• DSchKM 12.7mm

Sniper Rifles
• Dragunov SVD   • VSS Vintorez

Explosives
• RGD-15 Frag Grenade   • SA-7 Grail
• RPG-16   • RPG-22
Support
• Light Artillery   • Medium Artillery
• Heavy Artillery   • Airstrikes

All Equipment Available

United Kingdom Military

The United Kingdom has always been known for the solid experience and grim determination that typifies the British soldier. Throughout history, British forces have been amongst the best in the world, and have always brought with them experience, professionalism, and unwavering resolve. In addition, their innovations in conventional and unconventional warfare have shaped the way all modern troops are trained.

Their once-vast empire ensures that they have interests all over the globe, resulting in their military being experienced and trained to operate in a huge variety of different climes. British forces have also been operating continuously around the world in recent times, ensuring that their troops have plenty of combat experience.

The British Armed Forces have a long and proud history, possibly most well-known for their staunch defense of England during World War II, as well as their formation of the Commandos, who were the predecessors for today's Special Air Service.

Similar to most Western countries, the United Kingdom's military is organized around several branches, those being divided into the Royal Army, Navy, and Air Force. Each of these is an independent organization specializing in different military tasks. Throughout the country's history, several Special Operations organizations have sprung forth.

British Officer

Mid-level officers are the men who lead their soldiers in the field and are responsible for maintaining order and morale amongst their troops.
Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6
Skills: Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Command, Dodge, Loyal.
Gear: Body Armor, two L2A2 Frag Grenades, SA80.
Ammo: Very High
Cost: 190

The Royal Army

The Royal Army mainly provides the rank and file troops for the British military, although it does have a large corps of Paratroopers, and, of course, the SAS.

Royal Army Paratroopers Command Fireteam (4)

Para Command teams are led by an NCO and are equipped with a radio for calling in support.

Para NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; T**oughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge, Loyal.
Gear: Body Armor, two L2A2 Frag Grenades, SA80.

Paras

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two M67 Frag Grenades;
Sergeant: SA-80; **Rifleman:** SA-80; **Radio Man:** SA-80
Ammo: Very High
Deployment: Parachute
Cost: 415

Royal Army Paratroopers Fireteam (4)

Like all other British Special Forces, the British Paras trace their origins to the Commandos of World War II, who were assigned by Winston Churchill to form an elite parachutist corps. The British Paras are not as highly trained as other British SpecOps units, but this is because it is the only one that recruits from both career regular Army soldiers and newly inducted civilians.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two L2A2 Frag Grenades; **3 Riflemen:** SA80; **Machinegunner:** Minimi
Ammo: Very High
Deployment: Parachute
Cost: 305

SAS Fireteam (4)

The SAS (22nd Special Air Service Regiment) is the one unit considered by many around the world to be the absolute best Special Operations unit in existence. Its organization is the template for nearly all of today's Special Forces, including such vaunted units as Delta Force and Alpha Group.

It was the unit that pioneered the four-man fireteam as an operational element, and stresses quality over quantity.
Attributes: Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d12
Skills: Boating d6, Driving d8, Fighting d10, Shooting d12, Swimming d6, Throwing d10
Pace: 6; **Parry:** 7; **Toughness:** 8 (10/12 vs. Bullets)
Abilities: Improved Dodge, Loyal, Level-Headed, Marksman
  • **Best of the Best:** Each SAS Fireteam gets a Benny that only it may use.
Gear: All: Body Armor, two L2A2 Frag Grenades;
Fireteam Leader and Operator: M16/M203;
Operator: M16; **2 Operators:** Minimi
Ammo: Very High
Deployment: HALO
Cost: 548

The Royal Navy

While the Navy's strengths truly lie in maritime operations, they project a force on land through the Royal Marines.

SBS Fireteam (4)

The SBS (Special Boat Service) is the main Special Operations unit of the Royal Marines, specializing in waterborne, underwater, and amphibious operations in a similar capacity to U.S. Navy SeALs. The SBS is very similar in training and organization to the SAS, borrowing many techniques and even sending each trainee along with the SAS for an extra year of instruction.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d12
Skills: Boating d10, Driving d8, Fighting d10, Shooting d12, Swimming d10, Throwing d10
Pace: 6; **Parry:** 7; **Toughness:** 8 (10/12 vs. Bullets)
Abilities: Improved Dodge, Loyal, Level-Headed, Marksman.
Gear: All: Body Armor, two L2A2 Frag Grenades;
Fireteam Leader: M16/M203; **Operator:** M16;
Sniper: L96A1; **Operator:** Minimi
Ammo: Very High
Deployment: SCUBA
Cost: 501

Commacchio Group Fireteam (4)

A branch of the Royal Marines, CG is comprised chiefly from volunteers out of the Royal Marine Commandos and Special Boat Service.

Trained extensively in counter-terrorist, underwater, and amphibious operations, Commacchio performed so well that they were transformed into a task force assigned to the protection of British nuclear assets and naval sub pens.
Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10
Skills: Boating d8, Driving d8, Fighting d10, Shooting d12, Swimming d10, Throwing d10
Pace: 8; **Parry:** 7; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Dodge, Fleet-Footed, Loyal, Marksman.
Gear: All: Body Armor, two L2A2 Frag Grenades;
Fireteam Leader: MP5; **Sniper:** Scoped M4; **2 Operators:** MP5
Ammo: Very High
Deployment: SCUBA
Cost: 430

The Royal Marine Commandos

Although the Royal Marines trace their history to the 1600's, the modern Royal Marine Commandos really began their existence in World War II, when it expanded to its current size.

Trained to an exceptionally high standard and large enough in scale to be the Royal Navy's main infantry force, the Royal Marine Commando is the soldier that the United States was emulating with the creation of its Rangers.

Royal Marine Command Fireteam (4)

Royal Marine Command teams are lead by an NCO to maintain order, and are equipped with a radio for calling in support.

Commando NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge, Loyal, Marksman.
Gear: Body Armor, two L2A2 Frag Grenades, SA80.

Commandos

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman.
Gear: All: Body Armor, two L2A2 Frag Grenades, SA80.
Ammo: Very High
Cost: 453

Royal Marine Commando Fireteam (4)

Royal Marine Commandos are the British Navy's primary infantry fighting force.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Dodge, Loyal, Marksman.
Gear: All: Body Armor, two L2A2 Frag Grenades;
Fireteam Leader and 2 Commandos: SA80;
Machinegunner: L86A1
Ammo: Very High
Cost: 348

Vehicles

Vehicle Crews

All vehicles are crewed using the following profile for U.K. Vehicle Crews:

Vehicle Crewman (1)

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

Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4 ; **Toughness:** 5 (7 vs. crash damage)
Abilities: Dodge, Loyal
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12
Equipment: MP5
Ammo: Low
Cost: Green: 38; Regular: 42; Seasoned: 46; Veteran: 50; Elite: 54

Transport Vehicles

Land Rover (1)

The Land Rover is a rugged off-road vehicle that the British used to replace their aging Jeeps in the 1950's, and they are commonly associated with SAS patrols. They are now the British military's primary light wheeled transport vehicle, and can be fitted with a dash-mounted Minimi and a rear pintle-mounted GPMG or Mk.19 Grenade Launcher.
Acc/Top Speed: 20/40; **Toughness:** 14(3); **Crew:** 1+6
Notes: Four Wheel Drive.
Weapons: May add a GPMG for 24 points or Minimi for 27 points, and may add a Mk. 19 for 26 points.
Cost: 46 + Weapons and Crew

AT 105 Saxon (1)

The Saxon is the British Army's primary Armored Personnel Carrier. Although it is lightly armed and armored, carrying only a single pintle-mounted 7.62mm machinegun, it has excellent speed for a vehicle of its type.
Acc/Top Speed: 10/28 Land; 1/3 Water; **Toughness:** 15/15/14 (2/2/1); **Crew:** 3+10
Notes: Night Vision; Heavy Armor; Eight-Wheel Drive
Weapons: 7.62mm machinegun
Cost: 82 + Crew

Warrior MCV (1)

Introduced to the British military in 1987, the Warrior MCV has proved itself throughout actions in the Middle East and Bosnia as a reliable personnel transport with a distinguished performance, filling a role similar to the American LAV 25 and Bradley.
Acc/Top Speed: 5/18; **Toughness:** 16/15/15 (4/3/3); **Crew:** 3+7
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked.
Weapons: Turret mounted 30mm Cannon and coaxial 7.62mm machinegun.
Cost: 112 + Crew

Cougar (1)

The Puma, also by Aerospatiale, was dubbed the Cougar for its military applications by the British armed forces. Relatively unremarkable in performance and design, it is a good all-round helicopter used for general utility and troop transport in many weather types, and is able to carry a robust cargo of twelve soldiers. It can be armed with door-mounted 7.62mm machineguns.
Acc/Top Speed: 15/50; **Climb:** 20; **Toughness:** 15(2); **Crew:** 2+12
Notes: IR Nightvision
Weapons: May be armed with 2 7.62mm Machineguns for 48 points.
Cost: 69 + Weapons and Crew

Gazelle (1)

The Aerospatiale Gazelle has been used successfully by many countries as a maneuverable light transport helicopter, noted for its speed and ability to carry up to four passengers. The Gazelle is perfectly suited to perform SAS insertions.
Acc/Top Speed: 20/55; **Climb:** 20; **Toughness:** 13(2); **Crew:** 2+4
Notes: IR Nightvision
Cost: 65 + Crew

Lynx (1)

The Westland Lynx was developed in a joint operation between the British and French, and is Britain's primary troop transport helicopter, combining speed, moderate troop capacity of nine, and the capacity to operate from seagoing vessels. It can be armed with door-mounted 7.62mm machineguns.
Acc/Top Speed: 15/50; **Climb:** 15; **Toughness:** 13(2); **Crew:** 2+9
Weapons: May be armed with 7.62mm Machineguns for 48 points.
Cost: 57 + Weapons and Crew

Support Vehicles

Challenger 2 (1)

The Challenger 2 is a redesign of the Challenger Main Battle Tank, and although it draws many of the very same parts from its predecessor, this new version features an entirely new turret and improvements in nearly every aspect of its operation.

The integration of new Chobham armor technology ensures that this tank is extremely durable, and its upgraded 120mm main gun provides it with some serious anti-tank capability. It is also armed with one turret coaxial and one turret pintle-mounted 7.62mm machinegun.
Acc/Top Speed: 5/20; **Toughness:** 79/63/33 (62/46/16); **Crew:** 4
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked.
Weapons: Turret mounted 120mm main gun, turret pintle and coaxial 7.62mm machinegun.
Cost: 310 + Crew

Scimitar CVR (1)

The Scimitar Combat Vehicle- Reconnaissance is a small, lightly armed and armored tracked vehicle used for scouting, and has served well, although it is now becoming increasingly dated and unreliable. It is armed with a 30mm cannon and turret coaxial 7.62mm machinegun.
Acc/Top Speed: 10/30 Land; **Toughness:** 16/14/13 (4/2/1); **Crew:** 3
Notes: Heavy Armor; Stabilizer; Tracked.
Weapons: Turret mounted 30mm autocannon, coaxial 7.62mm machinegun.
Cost: 107 + Crew

Scorpion CVR

The Scorpion is similar to the Scimitar CVR, although the main armament has been changed to a

Rarden 30mm autocannon. In all other aspects, it remains the same.
Acc/Top Speed: 10/30 Land; **Toughness:** 16/14/13 (4/2/1); **Crew:** 3
Notes: Heavy Armor; Stabilizer; Tracked.
Weapons: Turret mounted 76mm Cannon, coaxial 7.62mm machinegun.
Cost: 125 + Crew

Striker CVR

The Striker is the third member of the CVR family, mounting a set of deadly Swingfire anti-tank missiles. In all other aspects, it remains the same as the other variants.
Acc/Top Speed: 10/30 Land; **Toughness:** 16/14/13 (4/2/1); **Crew:** 3
Notes: Heavy Armor; Stabilizer; Tracked
Weapons: Turret mounted Swingfire Missiles, coaxial 7.62mm machinegun.
Cost: 208 + Crew

Gazelle Gunship

The Gazelle can be configured as a gunship with external weapon hardpoints, mounting a selection of front fixed 7.62mm machineguns, Russian AT-3 Sagger anti-tank missiles, or Hydra 70 Rocket pods. This large payload and quickness make the Gazelle a lethal and effective weapons platform.
Acc/Top Speed: 20/55; **Climb:** 20; **Toughness:** 13(2); **Crew:** 2+4
Notes: IR Nightvision
Weapons: Must add two of the following: Twin 7.62mm Machineguns for 48 points, AT-3 Sagger Missiles for 49 points, or Hydra 70 pods for 170 points.
Cost: 65 + Weapons and Crew

Lynx Gunship

The Lynx is, in its gunship configuration, very similar to the Huey "Hog," as it is simply a utility helicopter converted to serve in an attack role.

It has proved a fast and effective system, armed with Hydra 70 rocket pods and linked 7.62mm machineguns fixed forward.
Acc/Top Speed: 15/50; **Climb:** 15; **Toughness:** 13(2); Crew: 2+9
Weapons: Must add two of the following: Twin GAU/M138s for 62 points, Twin Hydra 70 Rocket Pods for 130 points, or Twin HOT Launchers for 70 points.
Cost: 57 + Weapons and Crew

Cougar Gunship

Like the Gazelle, the Cougar can also be refitted to function as a gunship for attack missions, similar to the American Huey "Hog."

Acc/Top Speed: 15/50; **Climb:** 20; **Toughness:** 15(2); **Crew:** 2+12
Notes: IR Nightvision
Weapons: Twin 7.62mm Machineguns and Hydra 70 pods.
Cost: 247 + Crew

Weapon List

The following Gear is available to United Kingdom military forces. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
• Browning 9mm

SMGs
• H&K MP5   • Uzi

Assault Rifles/Attachments
• M16 or "Armalite"   • M4
• M203   • M870
• M3 Shotgun   • SA80
• Steyr Aug

Machineguns
• Minimi   • GPMG (M60/M240)
• M2 "Ma Deuce"   • L86A1

Sniper Rifles
• M40 Sniper Rifle
• L96A1

Explosives
• L2A2 Frag Grenade   • FIM-92 Stinger
• MILAN   • M72 LAW
• LAW 80

Support
• Light Artillery   • Medium Artillery
• Heavy Artillery   • Airstrikes

Foreign Vehicles
• Scout Bike (p.34)
• Zodiac (p.34)
• Apache (p.37)

All Equipment Available

German Military

The German military has always been regarded by most to be among the best in the world, especially during the 20th Century. Heading into the 21st Century, this tradition continues. The German Army (or Bundeswehr) has been scaling down the size of its military since the 1990 agreements following the fall of the Berlin Wall, but still depends on conscripts who serve a nine-month tour for half of their military strength. Following several glaring examples of the lack of highly-trained counter-terrorist troops, including operations in Rwanda 1994, the Bundeswehr has added more flexible special operations- capable troops to its arsenal.

It has also continued to upgrade its renowned tanks and vehicles, making the Leopard II one of the most powerful tanks in the NATO arsenal. Since quite a large portion of their vehicle fleets had been sold off to meet the requirements of the de-escalation agreements, these upgrades were deemed necessary to maintain the combat effectiveness of the army as a whole.

German Officer

Mid-level officers are the men who lead their soldiers in the field and are responsible for maintaining order and morale amongst their troops.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6
Skills: Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Command, Dodge, Loyal, Marksman.
Gear: Body Armor, two DM-52 Frag Grenades, G36.
Ammo: Very High
Cost: 188

Fallschirmjäger Gruppe (8)

Fallschirmjäger Gruppen are 8 man squads lead by an NCO. The increased squad size results in higher firepower and survivability of German line infantry. German Fallschirmjägers, like all Airborne troops worldwide, are highly trained, one of their Brigades fulfill roles much like the US Rangers.

Fallschirmjäger NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d4, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 4; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge, Loyal, Marksman.
Gear: Body Armor, two DM-52 Frag Grenades, G36C.

Fallschirmjägers

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d4, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 4; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
Gear: All: Body Armor, two DM-52 Frag Grenades; **5 Fallschirmjägers and Radio Man:** G36; **2 Machinegunners:** MG3
Ammo: Very High
Deployment: Parachute
Cost: 644

Panzergrenadiere Gruppe (8)

Panzergrenadiere Gruppen are 8 man squads lead by an NCO. The increased squad size results in higher firepower and survivability of German line infantry. Panzergrenadiere are trained to support friendly tanks on the battlefield or take hostile ones out, on their own if necessary.

Panzergrenadiere NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d4, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 4; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge, Loyal, Marksman.
Gear: Body Armor, two DM-52 Frag Grenades, G36.

Panzergrenadieres

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

Skills: Driving d6, Fighting d4, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 4; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
   • **Support:** If deployed in a Marder, one Panzergrenadiere gets a free MILAN.
Gear: All: Body Armor, two DM-52 Frag Grenades; **5 Panzergrenadieres and Radio Man:** G36; **2 Machinegunners:** MG3
Ammo: Very High
Cost: 644

Gebirgsjäger Gruppe (8)

Gebirgsjäger Gruppen are 8 man squads lead by an NCO. The increased squad size results in higher firepower and survivability of German line infantry. German Gebirgsjäger are trained to fight in the Mountains to the South and East of Germany, regardless of weather and elevation.

Gebirgsjäger NCO

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d4, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 4; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge, Loyal, Marksman
   • **Mountaineer:** Ignores movement penalties for steep terrain.
Gear: Body Armor, two DM-52 Frag Grenades, G36.

Gebirgsjägers

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d4, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 4; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge, Loyal.
   • **Mountaineer:** Ignores movement penalties for steep terrain.
Gear: All: Body Armor, two DM-52 Frag Grenades; **5 Gebirgsjägers and Radio Man:** G36; **2 Machinegunners:** MG3
Ammo: Very High
Cost: 644

KSK Kommando Fireteam (4)

The Kommando Spezialkräfte, or KSK Kommando, forms the core of Germany's SpecOps force. They were formed after experiences in the 1994 Rwanda conflict, when Germany had to defer to French forces during the extraction of German nationals, as no capable Bundeswehr troops were available. Since then, the KSK Kommando has established itself as an effective counter-terrorist team, specializing in the rescue and evacuation of German citizens during wartime or crisis.
Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10
Skills: Boating d6, Driving d6, Fighting d8, Shooting d12, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Fleet-Footed, Improved Dodge, Loyal, Marksman, Rock and Roll!
Gear: All: Body Armor, two DM-52 Frag Grenades; **Fireteam Leader and 2 Operators:** G36;
Machinegunner: MG3
Ammo: Very High
Deployment: HALO
Cost: 424

KSK Swimmer Fireteam (4)

The Kampfschwimmer Kompanie, or KSK Swimmers (unrelated to KSK Kommando), were formed to fill a naval commando role very similar to U.S. Navy SeALs, although their quality is not quite on par with that unit.

Specializing in naval and amphibious operations, KSK Swimmers, like KSK Kommando, have access to the best weaponry Germany has to offer.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10
Skills: Boating d8, Driving d6, Fighting d8, Shooting d12, Swimming d10, Throwing d10
Pace: 6; **Parry:** 6; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Dodge, Fleet-Footed, Loyal, Marksman, Rock and Roll!
Gear: All: Body Armor, two DM-52 Frag Grenades; **Fireteam Leader and 2 Operators:** G36C;
Machinegunner: MG36
Ammo: Very High
Deployment: SCUBA
Cost: 435

Sniper Fireteam (4)

Bundeswehr Sniper Squads are arranged to provide long range accurate fire support for advancing troops, and are deployed with a pair of machinegunners for close-in security in the field. In an army of marksmen, these are the best shots available.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10
Skills: Driving d6, Fighting d6, Shooting d12, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (9/11 vs. Bullets)
Abilities: Dodge, Fleet-Footed, Loyal, Marksman, Rock and Roll!
Gear: All: Body Armor, two DM-52 Frag Grenades; **2 Snipers:** G3-SD1; **2 Machinegunners:** MG3
Ammo: Very High
Cost: 388

Vehicles

Vehicle Crews

All vehicles must be crewed using the following profile for German Vehicle Crews:

Vehicle Crewman (1)

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4; **Toughness:** 5 (8 vs. crash damage)
Abilities: Dodge, Loyal
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12
Equipment: MP7
Ammo: Low
Cost: Green: 29; Regular: 33; Seasoned: 37; Veteran: 41; Elite: 45

Transport Vehicles

Wolf

The Wolf fast attack vehicle is a Mercedes-Benz MB 290 that has been armored for resistance to small arms. It provides a lighter and faster transport than many of its foreign equivalents, and is capable of mounting a single MG3 7.62mm machinegun.
Acc/Top Speed: 15/35; **Toughness:** 15(4); **Crew:** 1+4
Notes: Four Wheel Drive.
Weapons: May add a pintle-mounted MG3 for 29 points.
Cost: 36 + Weapons and Crew

Marder 1

The Marder is Germany's premier armored troop carrier, filling their need for a Light Armored Vehicle to support infantry. It carries up to six passengers, and although armed with a 20mm autocannon and MG3 7.62mm machinegun, it lacks anti-tank capability. To counter this, it carries one MILAN weapon system to be used by its passengers.
Acc/Top Speed: 5/12; **Toughness:** 16/15/14 (4/3/2); **Crew:** 3+6
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked
   • **Support:** May provide a Panzergrenadiere Gruppe with one free MILAN. If this is done, the Marder loses its turret-mounted MILAN.
Weapons: 20mm Autocannon, coaxial MG3, and turret-mounted MILAN.
Cost: 159 + Weapons and Crew

Support Vehicles

Kamfpanzer Leopard I

The Leopard I was built in the 1960's as Germany's Kamfpanzer (or Main Battle Tank), although it is now a dated design and only serves in reserve units. Its appearance is similar to the T-series of Russian tanks, and it is often mistaken for one. It is armed with a 105mm cannon, one turret coaxial 7.62mm machinegun, and another in a turret pintle mount.
Acc/Top Speed: 5/20; **Toughness:** 35/23/20 (19/7/4); **Crew:** 4
Notes: Night Vision; Heavy Armor; Stabilizer; Tracked.
Weapons: Turret mounted 105mm cannon, turret pintle and turret coaxial 7.62mm machineguns.
Cost: 189 + Crew

Kamfpanzer Leopard II

The Leopard II is a complete redesign of its predecessor, and is widely considered one of the finest tanks in the world, so much so, in fact, that the U.S. and Germany compete for customers between the Leopard II and the M1A2 Abrams among their allies. While its performance is not quite on par with the Abrams, it is priced more competitively. Its armament consists of a Rheinmetall 120mm cannon, a turret coaxial MG3, and another in a turret pintle mount.
Acc/Top Speed: 5/20; **Toughness:** 72/55/24 (55/38/12); **Crew:** 4
Notes: Night Vision; IR Nightvision; Heavy Armor; Improved Stabilizer; Tracked.
Weapons: 120mm gun turret, pintle and turret coaxial MG3 7.62 machineguns.
Cost: 328 + Crew

Tiger

Built as a joint project between France and Germany, the PAH-2 Tiger is a next generation gunship designed to

fill a role identical to the American AH-64 Apache. The Tiger does this admirably, weighing in lighter and having a thinner frame, similar to the Cobra helicopter. Its armament consists of two hardpoints, each capable of carrying forward firing twin HOT anti-tank missiles, Hydra 70 rocket pods, or FIM-92 Stinger anti-aircraft missiles. **Acc/Top Speed:** 20/56; **Climb:** 20; **Toughness:** 14(4); **Crew:** 2
Notes: Night Vision;
Weapons: 30mm autocannon, must add 2 of the following: Twin HOT Launchers, Twin Hydra 70 Pods for 320 points, or Stinger Missiles for 40 points.
Cost: 96 + Weapons and Crew

Weapon List

The following Gear is available to Bundeswehr troops. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
• Sig-Sauer/Glock 9mm
• MP-7

SMGs
• H&K MP5
• H&K G36C

Assault Rifles/Attachments
• H&K G36
• H&K G3
• M3 Shotgun

Machineguns-
• MG3   • MG36

Sniper rifles
• G22 Sniper (L96A1)   • G3-SD1

Explosives
• DM-52 Frag Grenade   • FIM-92 Stinger
• MILAN   • Panzerfaust 3
• Panzerfaust Lanze

Support
• Light Artillery
• Medium Artillery
• Heavy Artillery
• Airstrikes

Foreign Vehicles
• UH-1 "Slick" (uses MG3 instead of M240/M138)

All Equipment Available

Mercenaries

Contemporary mercenaries are not the unscrupulous scoundrels that the term calls to mind, but rather are formed into Private Military Corporations, following a standard business model like any other private firm. They also provide goods and services, like any other company. It just so happens that those goods and services relate to the waging of war.

These corporate entities often specialize in one specific area, such as Airscan, an aerial reconnaissance corporation, although larger firms able to provide ground troops as well as artillery support and air cover do exist. The latter is the type that will most commonly be represented in *Modern Ops*, but some smaller ones that perform light infantry services could also show up.

These companies have flown under the political radar until recently, but are seeing more light due to the fact that the third largest source of international troops in Iraq are supplied by Private Military Corporations.

Getting Incorporated

Mercenary corporations give you an opportunity to build a unique army suited to your own style, likes, and dislikes. Feel free to come up with your own name, country of origin, and background for your troops. Good examples of real life firms are ArmorGroup, Global Risk International, Strategic Consulting International, Executive Outcomes, and Sandline.

The first choice you must make is whether your troops will be Loyal, Bloodthirsty, or neither. Former members of the U.S. and British military will probably be Loyal, while African or Eastern European rebels are most likely Bloodthirsty. A vast majority of corporations will be neither. Remember, ALL of your troops will have this ability.

The next step is to purchase the troops themselves from the list below. Then proceed to getting them equipped!

Gearing Up

Mercenary corporations purchase weapons through both legal means and otherwise. Multinational corporations have the most advanced weaponry available, while bands of African gunmen for hire have nothing more than a few AK-47s. The Equipment List below will let you know how many of each type of weapon or vehicle you are allowed to select for your customized list.

Remember, since you are responsible for equipping your troops, you must pay for each level of their Ammo!

Don't make the embarrassing mistake of showing up to the battle with no bullets! Because of the obvious possibility for abuse, you must have your army and weapon list approved by all of your opponents before fielding your forces. Be sensible, and try to model your forces after those listed in this book. Don't, for example, create a unit of 20 Elite soldiers with RPG-7s.

Mercenary Officer

While big decisions are ultimately made by a CEO or Board of Directors, choices on the ground need to be made by experienced combat professionals. Veteran officers fill this role, replacing the normal "middle management."
Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6
Skills: Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: Command, Dodge.
Deployment: May take Parachute for 8 points, or HALO/SCUBA for 20 points.
Cost: 120 + Weapons and Equipment

Mercenary NCO

Someone has to command the troops on the squad level, and that is the NCO. Often rising through the ranks, these are proven veterans who can get the job done.
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Abilities: Command, Dodge.
Deployment: May take Parachute for 8 points, or HALO/SCUBA for 20 points.
Notes: The NCO MUST be attached to a squad.
Cost: 105 + Weapons and Equipment

Irregulars

One of the most common jobs that mercenaries are hired to perform is to train indigenous people into a passable fighting force. Many firms will maintain training facilities of their own, fielding large numbers of poorly trained "grunts" to fill out their numbers.
Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Driving d4, Fighting d4, Shooting d4, Swimming d4, Throwing d4
Pace: 6; **Parry:** 4; **Toughness:** 5

Abilities: None.
Cost: 22 + Weapons and Equipment

Regulars

The most common trooper is the Regular, sometimes trained by the corporation, but he is often a former serviceman with one country or another.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Dodge.
Deployment: May take Parachute for 4 points, or HALO/SCUBA for 10 points.
Cost: 34 + Weapons and Equipment

Seasoned Troops

Usually only people interested in money and a life in the military join the companies, and these are usually troops with some experience under their belts. Ex-Rangers, Royal Marines, or VDV fall into the category of Seasoned Troops.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: Dodge, Marksman.
Deployment: May take Parachute for 4 points, or HALO/SCUBA for 10 points.
Cost: 44 + Weapons and Equipment

Veterans

Military Firms are always willing to pay top dollar for experienced soldiers who have distinguished service records, and have served with renowned units.
Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Driving d6, Fighting d10, Shooting d10, Swimming d6, Throwing d10
Pace: 6; **Parry:** 7; **Toughness:** 5
Abilities: Dodge, Marksman.
Deployment: May take Parachute for 4 points, or HALO/SCUBA for 10 points.
Cost: 50 + Weapons and Equipment

The Elite

The most sought after troops on the market are those that served in Special Forces, such as the Green Berets, Delta Force, Spetsnaz, or the SAS. These troops serve as commandos and are true professionals.
Attributes: Agility d6, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Driving d6, Fighting d12, Shooting d12, Swimming d8, Throwing d12
Pace: 6; **Parry:** 7; **Toughness:** 5
Abilities: Improved Dodge, Marksman.
Deployment: May take Parachute for 4 points, or HALO/SCUBA for 10 points.
Cost: 60 + Weapons and Equipment

Mercenary Sniper

While snipers are prized by militaries around the world, their value is even higher to military firms. Highly paid and highly skilled, these are some of the best troops in the company's roster.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d8, Fighting d8, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Abilities: Improved Dodge, Marksman.
Cost: 102 + Weapons and Equipment x2

Vehicle Crews

All vehicles must be crewed, use the following profile for Vehicle Crews:

Vehicle Crewman (1)

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)
Abilities: Dodge
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12
Cost: Green: 34; Regular: 38; Seasoned: 42; Veteran: 46; Elite: 50

Weapon List

The following table shows you which weapons, equipment, and vehicles you may choose to be your permanent Weapon List. Once you choose, you're stuck with it.

Unless otherwise stated, you may choose anything from any army list.

Sidearms
• Any one

SMGs
• Any two

Assault Rifles/Attachments
• Any three

Machineguns
• Any two

Sniper Rifles
• Any two

Explosives
• Any one Grenade   • Any two Anti-Tank

Support
• Light Artillery   • Medium Artillery
• Heavy Artillery   • Airstrikes

Vehicles
• Any three Transport   • Any two Support
Except: Apache, Cobra, Abrams, Leopard II, Challenger, and Tiger

All Equipment Available

Law Enforcement

In *Modern Ops* you can also play games using regular police forces fighting terrorists, criminals, or other enemies. These stalwart protectors of the law are city cops, SWAT, or similar paramilitary organizations all over the world. They all have one common goal: enforce the laws of their government and protect its citizens.

Police Lieutenant

While the Chief of Police usually calls the shots, it is these officers who manage the day to day operations of the department and oversee operations during a crisis.
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Driving d10, Fighting d8, Knowledge: Battle d6, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)
Abilities: Command, Dodge.
Gear: Body Armor, 9mm Pistol
Ammo: High
Cost: 138

Police Patrol (2)

Whether they are foot cops, riding in a squad car, or patrolling on bikes, the beat cops are the grunts who fight crime in the trenches day after day.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)
Abilities: Dodge.
Gear: Body Armor, 9mm Pistol, Baton (Str+1)
Ammo: High
Cost: 122

Riot Team (4)

Often officers will be assigned riot duty, dispatched to oversee demonstrations and other volatile situations, or to an area where civil disturbance is already occurring. They are armed with nonlethal weapons, and heavily armored to withstand the abuse of such hazardous duty.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (8/10 vs. bullets)
Abilities: Dodge.
Gear: All: Body Armor, Pepper Spray, Baton (Str+1), Riot Shield; **Grenadier:** M79 Grenade Launcher with Tear Gas Grenades.
Cost: 223

SWAT Team (4)

Most departments have a group of officers on call for the Special Weapons and Tactics team.

These are highly trained officers who are often ex-military and equipped to deal with any terrorist or criminal threats.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)
Abilities: Dodge, Marksman.
Gear: All: Body Armor, two Gas Mask, 2 Flashbang Grenades, 9mm Pistol; **Point Man:** M870 Shotgun; **SWAT Officers:** MP5.
Ammo: High
Cost: 337

SWAT Sniper

SWAT Snipers provide cover for entry teams from nearby positions in helicopters or on rooftops.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d8, Fighting d8, Shooting d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)
Abilities: Dodge, Marksman.

Gear: Gas Mask, 2 Flashbang Grenades, 9mm Pistol, M79 Grenade Launcher w/ Tear Gas Grenades, L96A1 Sniper Rifle
Ammo: High
Cost: 222

Vehicles

Squad Car (1)

Police cars are the principal method of transportation for Police, and usually contain a shotgun for extra firepower.
Acc/Top Speed: 20/50; **Toughness:** 12(3); **Crew:** 1+4
Notes: Airbags; A single officer riding in a Squad Car may have a free M3 Shotgun.
Cost: 54

SWAT Van (1)

SWAT Vans are used to transport entry teams to the scene and are often unmarked to avoid suspicion.
Acc/Top Speed: 20/40; **Toughness:** 14(3); **Crew**: 1+7
Notes: Airbags
Cost: 47

Patrol Bike (1)

Patrol Bikes are used to follow suspects into tight areas and are useful as high speed interceptors .
Acc/Top Speed: 20/56; **Toughness:** 8(2); **Crew:** 1
Cost: 34

Police Gear

Law Enforcement organizations have some special tools for carrying out their mission in environments sensitive to civilian presence. This includes weapons that are nonlethal in nature, but also tools that are geared toward the protection of officers involved in operations.

Riot Shield

Made from shatterproof materials and bullet resistant Kevlar, these shields are often used by counter-terrorist teams and police on riot duty. Riot Shields provide +2 armor to the front, +4 vs. bullets.
Riot Shields cost 10 Points.

Tear Gas Grenades

Tear gas is used to render suspects unable to resist arresting officers, inducing tightening of breathing passages, tearing eyes, and fits of coughing.
Tear Gas grenades have a range of 5/10/20 (although they may be launched from an M79 Grenade Launcher),

creating a cloud the size of a Large Burst Template. Anyone underneath not wearing a Gas Mask must make a Vigor check at -2 or become shaken. Models equipped with Gas Masks are immune to Tear Gas.
Tear Gas Grenades cost 3 points for two.

Pepper Spray

Police often resort to using this nonlethal spray to subdue suspects. It causes massive irritation if in contact with the face or eyes, similar to Tear Gas. It is fired as normal with a range of 2/4/8. Anyone hit must make a Vigor check at -2 or become Shaken.
Pepper Spray costs 12 points.

Flashbang Grenades

Counter-terrorist teams often use Flashbangs to blind and deafen enemies just before their entry. These are thrown like regular grenades with a range of 5/10/20. Anyone caught under the large burst template that is in line of sight must make an Agility check at -2 or become Shaken for 1d6 rounds.
Flashbang Grenades cost 6 points for two.

Weapon List

The following Gear is available to SWAT troops. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
• Glock 9mm

SMGs
• H&K MP5

Assault Rifles/Attachments
• M16
• M4
• M3 Shotgun
• Steyr Aug

Sniper Rifles
• L96A1
• M82A1 Barrett

Explosives
• Tear Gas Grenades • Flashbang Grenades

Equipment
• Extra Ammo   • Suppressor
• Gas Mask   • Radio

Vehicles
• Huey "Slick" (unarmed)   • Little Bird

Chapter 4:
The Opposition

Although the organized countries of the world are strong militarily, their adversaries throughout the world are strong in their resolve and hate for their enemies. Indeed, one must possess a grim determination to even raise a hand against those wielding such power, and those who do so are often religious zealots who believe that their actions serve a higher cause.

The United States remains the key target of most terrorists and the organizations supporting them, although the allies of America are always at risk due to their association with the U.S. A lack of central organization and command both their greatest strength and weakness: lack of effective communication and coordination is offset by the lack of importance of any one player. Like a Hydra, the loss of one head does not kill the beast.

Countries

The forces opposing the United States and its allies are grouped in this book according to the country they are based in, but they are almost always allied with each other to fight their common enemy in the West. This is, in fact, extremely common: Al-Qaeda terrorists aided the Somali warlords in Mogadishu in their ambush of Task Force Ranger and are even rumored to have sent commandos there.

Likewise, Al-Qaeda techniques for bomb-making and ambushes have been used by militants fighting in both Chechnya and Iraq. Fighters have also come from as far as Syria and Chechnya to fight the Americans in Iraq.

In game terms, this means that you may freely buy troops from any country. The only consideration is that you must have at least one Wild Card in your force who is designated as the leader.

Officers and Warlords

Among your available units are Officers, or sometimes Warlords and Warband Leaders amongst less organized forces. These are Wild Cards and may be deployed individually as normal, or attached to a squad. NCOs are also Wild Cards and are always attached to the squad they were purchased with.

Attached Officers and NCOs are not dealt an Action Card, but act on their squad's.

Afghanistan

Afghanistan is the war-torn home of both the Taliban regime and the Al-Qaeda terrorist network. It is a harsh and inhospitable land of barren deserts, rocky mountain crags, whipping dust storms, torrential blizzards, and searing heat. As if this weren't bad enough, it is also a land that has been conquered and bitterly fought over time and time again, giving it a bloody history that reaches far back to ancient times.

Afghanistan's location between Russia, Asia, and the Middle East surely contributes to this constant warfare, but it also results in the area being a melting pot of cultures. Before the Taliban came to power there were many squabbling warlords vying for power. It was this civil strife that allowed them to become so powerful in the first place. The Taliban's friendly relationship with Al-Qaeda made Afghanistan the perfect base of operations for the terrorist network.

Both organizations have been involved in wars for decades and have an unwavering faith in a skewed form of the Koran. This results in a regime that is highly

oppressive, putting down public outcry quickly and brutally. The regime is not recognized by most nations in the world and receives little in the way of external support, although Al-Qaeda receives donations from all kinds of organizations.

The Taliban's single biggest problem is the fact that it is mired by the lack of any sort of centralized military organization or system of command and control. They are not so much a unified force as a multitude of warbands, tribes, and small armies fighting alongside one another. The Taliban assigns certain warlords to govern areas of the country. They, in turn, maintain and equip local militias with weapons and ammunition streaming in from Russia, China, and other parts of the world.

If Al-Qaeda has a base of operations, Afghanistan is it. It is also where Al-Qaeda operates the most overtly. They cooperate with the Taliban and maintain several training camps throughout the country. Recruits from all across the globe journey here to become fully indoctrinated into the organization, learning all kinds of skills and ideology deemed necessary for their tasks. In contrast to their operations abroad, which are structured as terrorist cells, in Afghanistan their forces are organized more as commando raiders, focusing mainly on the military aspects of the organization.

Specialists

The Taliban and Al-Qaeda are used to being technologically and logistically outmatched. They have become specialists at guerilla warfare, and have built extensive cave complexes throughout their mountainous country from which they conduct their principal method of attack: the ambush.

If the Afghan player gets to make a choice due to Karma, he may opt to be the attacker in an Ambush Op. This only counts as one Karma choice.

Taliban

Taliban Warlord

Some Warlords prefer to leave the safety of their protected compounds in order to lead by example and keep their men in line. They are almost always veteran Mujahedeen of the Soviet War, and are tenacious fighters.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d10, Throwing d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Abilities: Bloodthirsty, Command, Natural Leader
• **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.
Gear: Two RGD Frag Grenades, M16.
Ammo: Very High
Cost: 176

Taliban Command Fireteam (4)

Taliban command teams are led by Warband Leaders, who are lower echelon nobles within the clans, serving as field commanders for their Warlord.

Taliban Warband Leader

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Knowledge: Battle d6, Shooting d8, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Abilities: Bloodthirsty, Command, Nerves of Steel
• **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.
Gear: 1 RGD Frag Grenade, AK-47.

Taliban Soldiers

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Bloodthirsty
• **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.
Gear: All: 1 RGD Frag Grenade; **Machinegunner:** RPK; **Soldier:** RPG-7; **Soldier:** AK-47
Ammo: High
Cost: 353

Taliban Fireteam (4)

The Taliban military is made up of volunteers and are often veteran Mujahedeen, a term used in Afghanistan to label the soldiers who fought against the Russians and who were often trained by the CIA,

Pakistan, and Saudi Arabia. Their devotion to such a violent incarnation of the Koran and their utter faith results in a very high morale level, as well as the capability to commit savage acts.
Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Shooting d6, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Bloodthirsty
   • **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.
Gear: All: 1 RGD Frag Grenade; **3 Soldiers:** AK-47; **Soldier:** RPG-7.
Ammo: High
Cost: 253

Taliban Sniper

Mujahedeen operations during the Soviet War in Afghanistan were largely ambushes. For this type of warfare they required skilled sharpshooters who could hide themselves in the rocky mountains of their country. The Taliban continues to use these soldiers today.
Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Shooting d8, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Bloodthirsty, Marksman
   • **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.
Gear: 1 RGD Frag Grenade, Dragunov SVD.
Ammo: High
Cost: 166

Al-Qaeda

Al-Qaeda Command Fireteam (4)

Osama Bin Laden, the son of a Saudi oil baron, fought the Soviets in Afghanistan, later forming the organization Al-Qaeda. He is responsible for countless acts of terrorism around the globe. He and his forces do not distinguish between civilian and military targets.

Osama Bin Laden

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d4, Vigor d4
Skills: Driving d6, Fighting d6, Knowledge: Battle d10, Shooting d8, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 4
Abilities: Bloodthirsty, Command, Dodge, Fervor, Harder to Kill, Inspire, Natural Leader
   • **Jyhad:** Automatically pass all Morale rolls.
Gear: 1 RGD Frag Grenade, AK-74.

Al-Qaeda Commandos

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Bloodthirsty
   • **Jyhad:** Automatically pass all Morale rolls.
Gear: All: 1 RGD Frag Grenade, AK-74.
Ammo: High
Cost: 387

Al-Qaeda Fireteam (4)

Al-Qaeda's agents are recruited from all over the world, primarily from the Middle East, although many members come from the Pacific Rim as well. They attend training camps to receive indoctrination and combat skills.
Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Bloodthirsty
   • **Jyhad:** Automatically pass all Morale rolls.
   • **Suicide Bombers:** 2 of the Commandos are strapped with dynamite that they may set off as an action, causing 4d6 damage to everything in a Large Burst Template.
Gear: All: 1 RGD Frag Grenade, **2 Commandos:** AK-74; **Commando:** RPG-7; **Commando:** RPK-74
Ammo: High
Cost: 302

Al-Qaeda Sniper

Al-Qaeda Snipers are recruited from the most promising marksmen, and brought into the fold of the Al-Qaeda elite..

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Shooting d10, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Bloodthirsty, Marksman
• **Jyhad:** Automatically pass all Morale rolls.
Gear: 1 RGD Frag Grenade, Dragunov SVD.
Ammo: High
Cost: 174

Vehicles

Vehicle Crews

All vehicles are manned using the following profile for Afghan Vehicle Crews:

Vehicle Crewman (1)

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4; **Toughness:** 5
Abilities: Bloodthirsty
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6.
Equipment: 9mm Pistol
Ammo: Low
Cost: Green: 27; Regular: 31.

Transport Vehicles

Technical (1)

Many less advanced third-world armies and militias have taken to creating Technicals, or modified civilian vehicles. They are often pickup trucks, with added machineguns and sometimes extra plating for protection. Technicals typically have one driver and one gunner, and can carry up to six passengers.
Acc/Top Speed: 20/40; **Toughness:** 14(3); **Crew:** 2+6
Weapons: May add a DSchKM 12.7mm Heavy Machinegun for 30.
Cost: 44 + Weapons and Crew

Support Vehicles

Technical (1)

Some Technicals are modified to fit an anti-armor role, and are equipped with whatever the owners can find to that purpose. Common armaments are field guns, recoilless rifles, and anti-aircraft guns. The back of the vehicle is taken up by the main weapon, so as to only leave room for the driver, gunner, and one passenger.
Acc/Top Speed: 20/40; **Toughness:** 14(3);
Crew: 2+1
Weapons: Forward facing 100mm Gun.
Cost: 97

Weapon List

The following Gear is available to Afghan Troops. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
• 9mm Pistol

SMGs
• Uzi

Assault Rifles/Attachments
• AK-47   • AK-74
• M16

Machineguns
• RPD-46   • RPK-74

Sniper Rifles
• Dragunov SVD
• M82A1 Barrett (Al-Qaeda Only, x2 Cost)

Explosives
• RGD Frag Grenade • FIM-92 Stinger
• RPG-7 Anti-Tank   • RPG-7 Anti-Personnel
• SA-7 Grail

Support
• Light Artillery

Foreign Vehicles
• T-55   • BMP-1
• BTR-60   • BTR-70
• BTR-80

Equipment
• Extra Ammo

Somalia

Somalia is a land that, like much of the rest of Africa, is torn apart by internal conflict. During the 1980's guerillas waged a grueling war against the country's failing government, which culminated in its 1991 collapse and the disbanding of the Somali National Army. The remnants of this tattered army and the guerillas they fought are now the Somali Warlords, the closest thing that the country has to a government. It is a place of chaos, with dozens of warlords each vying for power in the 15 different regions the country has been split into.

When the government fell, several warlords, including Muhammad Farrah Aidid, made bids to unite the country under their rule, committing the crimes that lead to the U.S. and U.N. interventions and, ultimately, the Blackhawk Down incident.

The following years brought nothing but more disorder, despite the efforts of other regional governments such as Egypt, Ethiopia, and Kenya. Over 25 different factions still fight over not only the capitol Mogadishu but the entire country.

The militias of the Somali warlords are often quite literally people off the street. They have next to nothing in the way of training or leadership, and fight with extremely poorly maintained weapons and equipment. What they lack in these areas, however, they make up for in sheer numbers.

Untrained

Except for some of the most elite of the militias, Somalis pick up an AK-47 at an early age and are self taught. They have never undergone firearm training, and will usually blaze away at their targets in hopes of hitting.

Unless otherwise stated on the Unit Card, Somalis may not make Aim actions or use Three Round Bursts.

Khat

Khat is a leaf that's chewed like tobacco, having euphoric effects on the user resulting in increased energy and a feeling of liberation from the restrictions of the world. In Somalia, nearly all adult males use khat daily.

Somali troops are almost always high on khat, and may therefore ignore their first failed morale check.

Somali Warlord (12)

While gangster-like Warlords control the big picture in Somalia, it is the minor ones on the streets that lead their fighters. These men are veterans of previous wars and are surrounded by an entourage of fierce fighters.

Warlord

Attributes: Agility d6, Smarts: d8, Spirit d6, Strength d4, Vigor d8
Skills: Driving d6, Fighting d6, Shooting d6, Throwing d6
Pace: 6; **Parry:** 4; **Toughness:** 6
Abilities: Bloodthirsty
• **Khat High:** May reroll a failed Morale Check.
• **Training:** May use Aimed Shots and Three Round Bursts.
Gear: Two RGD Frag Grenades, AK-47

Bodyguards

Attributes: Agility d6, Smarts: d4, Spirit d6, Strength d4, Vigor d6
Skills: Driving d6, Fighting d6, Shooting d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Bloodthirsty
• **Khat High:** May reroll a failed Morale Check.
• **Training:** May use Aimed Shots and Three Round Bursts.
Gear: 1 has an RPK-74; 3 have RPG-7s; 7 have AK-47s.
Ammo: High
Cost: 574

Somali Militia (10)

The militias are made up of gunmen for hire who are often former guerilla fighters or soldiers from the Somali National Army. Not completely unskilled, these fighters have received some firearms instruction.
Attributes: Agility d6, Smarts: d4, Spirit d6, Strength d4, Vigor d6
Skills: Driving d6, Fighting d4, Shooting d4, Throwing d4
Pace: 6; **Parry:** 4; **Toughness:** 5
Gear: 1 has an RPK-74; 3 have RPG-7s; 6 have AK-47s.

Abilities: Bloodthirsty
   • **Khat High:** May reroll a failed Morale Check.
Ammo: High
Cost: 517

Somali Armed Civilians (10)

Often armed mobs of Somalis will take part in the fighting. These are completely unskilled civilians who are armed only with rusty weapons and a khat induced rage.

Attributes: Agility d6, Smarts: d4, Spirit d4, Strength d4, Vigor d6
Skills: Driving d4, Fighting d4, Shooting d4-2, Throwing d4
Pace: 6; **Parry:** 4; **Toughness:** 5

Abilities: Bloodthirsty
   • **Khat High:** May reroll a failed Morale Check.
Gear: 1 has an RPK-74; 3 have RPG-7s; 6 have AK-47s.
Ammo: Low
Cost: 460

Vehicle Crews

All vehicles must be crewed using the following profile for Somali Vehicle Crews:

Vehicle Crewman (1)

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4 ; **Toughness:** 5
Abilities: Bloodthirsty
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6.
Equipment: 9mm Pistol
Ammo: Low
Cost: Green: 27; Regular: 31.

Somalia militia investigate a downed Blackhawk in the streets of Mogadishu

Weapon List

The following Gear is available to Somali Troops. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
• 9mm Pistol

Assault Rifles
• AK-47

Machineguns
• RPD-46
• RPK-74

Explosives
• RGD Frag Grenade
• RPG-7 Anti-Tank
• RPG-7 Anti-Personnel

Foreign Vehicles
• T-55
• BMP-1
• BTR-60
• Technical
• Heavy Technical

Equipment
• Extra Ammo

Iraq

Modern day pre-Operation Iraqi Freedom Iraq was one of the largest and most modern military powers in the Middle East, although severely weakened by the losses it incurred in the first Gulf War.

While the wealth of Iraq's army isn't in doubt, the same cannot be said of its training or morale. In fact, during the first Gulf War, the only soldiers to stand and fight their American attackers were those of the Republican Guard.

Prior to the mid-1980's, the Republican Guard was used as an elite praetorian guard for Saddam and his Baath party regime. These soldiers were fanatically loyal and recruited exclusively from Saddam's hometown of Tikrit. The unit remained this way for some time, although the lack of specially trained soldiers in his army prompted Saddam to expand the recruitment and form the Guard into an elite force that acted as a separate branch of the army.

Unlike the special forces of other countries, however, the Republican Guard's military doctrine and organization follows that of the regular army. The best of the Republican Guards are the Heavy Armored Divisions, which are supported by Russian-built tanks and APCs, such as the Al-Medina or Hammurabi Divisions.

Iraqi Lieutenant

Brutal leaders who keep their men in line through fear as a representative enforcer of Saddam's regime, these officers command from the front lines.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: Bloodthirsty, Command, Dodge, Natural Leader.
Gear: Two RGD Frag Grenades, AK-47
Ammo: Very High
Cost: 180

Republican Guard Command Fireteam (4)

Republican Guard Command teams are led by an NCO to maintain order and discipline, and are equipped with a radio for calling in support.

Republican Guard NCO

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)
Abilities: Command, Dodge
Gear: Body Armor, two RGD Frag Grenades, AK-47

Soldiers

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge.
Gear: All: Body Armor, two RGD Frag Grenades; **Rifleman and Radio Man:** AK-47; **Soldier:** RPG-7
Ammo: Very High
Cost: 420

Republican Guard Fireteam (4)

While organized like regular army units, these soldiers are the best equipped and trained in Saddam's army, and will fight to the last man.
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)
Abilities: Dodge.
Gear: All: Body Armor, two RGD Frag Grenades; **Fireteam Leader:** AK-47; **Soldier:** RPG-7; **Soldier:** RPD-46; **Soldier:** RPK-74
Ammo: Very High
Cost: 317

Vehicle Crews

All vehicles must be crewed using the following profile for Iraqi Vehicle Crews:

Vehicle Crewman (1)

Attributes: Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving dX, Fighting d4, Piloting dX, Shooting dX
Pace: 6; **Parry:** 4; **Toughness:** 5
Abilities: None.
Notes: Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8.
Equipment: AK-74SU
Ammo: Low
Cost: Green: 38; Regular: 42; Seasoned: 46

Weapon List

The following Gear is available to Iraqi Troops. You can switch your soldiers' starting equipment if you choose, but remember to alter the point values when you do so.

Sidearms
• 9mm Pistol

Assault Rifles
• AK-47

Machineguns
• RPD-46   • RPK-74

Explosives
• RGD Frag Grenade
• RPG-7 Anti-Tank
• RPG-7 Anti-Personnel
• MILAN

Support-
• Light Artillery   • Medium Artillery

Foreign Vehicles
• T-55   • T-72
• BMP-1   • BTR-60
• Little Bird   • Gazelle (and Gunship)
• Cougar (and Gunship)   • Mi-24 Hind
• Mi-17 Hip (and Gunship)

Equipment
• Extra Ammo   • Scope
• Suppressor   • Gas Mask
• Radio

Appendix 1: Armory

The following tables list the statistics and point costs for all weapons and equipment available in Modern Operations. Weapons and equipment may be added/swapped using the costs listed below.

Firearms

Weapon	Range	ROF	Damage	Notes	Cost
Sidearms					
Desert Eagle	15/30/60	1	2d8	AP 2	16
M9/9mm Pistol	12/24/48	1	2d6	AP 1	12
MP-7	12/24/48	1	2d6	AP 4; Suppressed	15
NRS-2 Combat Knife	3/6/12	1	2d8+1/Str+1	AP 2; 1 shot	12
Submachineguns					
H&K MP5	12/24/48	3	2d6	AP 1; 3 Round Burst	22
H&K G36C	15/30/60	3	2d8	AP 2	22
Uzi	12/24/48	3	2d6	AP 1	18
AK-47SU	12/24/48	3	2d8+1	AP 2; 3 Round Burst	26
AK-74SU	12/24/48	3	2d8	AP 2; 3 Round Burst	25
Assault Rifles/ Attachments					
M4	20/40/80	3	2d8	AP 2; 3 Round Burst	26
M16	24/48/96	1	2d8	Single Shot; 3RB; AP 2	23
M203/GP-25 GL/M79	24/48/96	1	4d8	Medium Burst; 4 Shots	24
M870/M3 Shotgun	12/24/48	1	1-3d6	See page 19	11
AK-47	24/48/96	3	2d8+1	AP 2; 3 Round Burst	29
AK-74/107/108	24/48/96	3	2d8	AP 2; 3 Round Burst	28
AS Val	15/30/60	3	2d6+1	AP 2; Suppressed; 3RB	30
FAMAS	24/48/96	3	2d8	AP 2	24
Steyr Aug	24/48/96	3	2d8	AP 2; Scope	29
SA80/ L86A1	28/56/112	3	2d8	AP 2; Scope	30
H&K G36/MG36	30/60/120	3	2d8	AP 2; Scope	31
H&K G3	28/56/112	3	2d8+1	AP 2	26
H&K G11	30/60/120	3	2d6+1	AP 1	23
Machineguns					
M249 SAW/Minimi	30/60/120	4	2d8	AP 2; Snapfire Penalty	27
M60/M240	30/60/120	3	2d8+1	AP 2; Snapfire Penalty	24
M2 "Ma Deuce"	50/100/200	3	2d10	AP 4; May not move; Heavy Weapon	30
RPD-46	24/48/96	4	2d8+1	AP 2; Snapfire Penalty; 3RB	30
RPK-74	24/48/96	4	2d8	AP 2; Snapfire Penalty; 3RB	29
MG3	30/60/120	4	2d8+1	AP 3; Snapfire Penalty; -2 to avoid Suppressive Fire	27
Sniper Rifles					
M40/L96A1	40/80/160	1	2d8+1	AP 2, Scope	26
M21/G3-SD1	35/70/140	1	2d8+1	AP 2, Scope	25
M82A1 Barrett	50/100/200	1	2d10	AP 6; Snapfire Penalty; Scope; HW	30
Dragunov SVD	50/100/150	1	2d8+1	AP 2, Scope	28
VSS Vintorez	15/30/60	1	2d6+1	AP 2; Suppressed; Scope	28

HW = Heavy Weapon   3RB = Three Round Burst

Explosives

Weapon	Range	ROF	Damage	Notes	Cost
Frag Grenade	5/10/20	1	3d6	Medium Burst; Thrown; 2 Shots	3
Smoke Grenade	5/10/20	1	-	Large Burst; Thrown; 1 Shot; See pg. 21	
Satchel Charge	3/6/12	1	4d6	LBT; Thrown; 1 Shot	
RPG-7 Anti-Tank (HEAT)	36/72/144	1	4d8+2	AP 33; Small Burst; Scope; HW; Snapfire Penalty; 1 round to reload; 3 Shots	25
RPG-7 Anti-Personnel	36/72/144	1	3d6	Medium Burst; Scope; Snapfire Penalty; 1 round to reload; 3 Shots	10
RPG-16 (HEAT)	40/80/160	1	4d8+2	AP 40; Small Burst; Scope; HW; Snapfire Penalty; 1 round to reload; 3 Shots	35
TOW/HOT Launcher	100/200/400	1	4d6	Medium Burst; AP 140; 2 actions to reload; HW; 2 shots; may not move	35
FIM-92 Stinger	24/48/96	1	3d8	AP 10; Anti-Aircraft only; HW; Snapfire Penalty; Smarts check gives +4 to hit Aircraft	20
SA-7 Grail	24/48/96	1	2d8	AP 5; Anti-Aircraft only; HW; Snapfire Penalty; Smarts check gives +1 to hit Aircraft; 3 Shots	10
M47 Dragon (HEAT)	50/100/200	1	4d10	AP 50; Medium Burst; Half Pace; HW; 1 Shot	17
M136 AT-4 (HEAT)	24/48/96	1	4d8+2	AP 40; Medium Burst; HW; 1 shot	13
M72 LAW/RPG-22 (HEAT)	24/48/96	1	4d8+2	AP 30; Medium Burst; HW; 1 shot	9
Carl Gustav (AP)	45/90/180	1	3d6	Medium Burst; Snapfire Penalty; 4 Shots; 1 round to reload	11
Carl Gustav (HEAT)	45/90/180	1	4d8+2	Small Burst; AP 58; HW; Snapfire Penalty; 4 Shots; 1 round to reload	46
MILAN (HEAT)	50/100/200	1	4d10	AP 60; Medium Burst; HW; 1 round to reload; 3 Shots	48
LAW 80 (HEAT)	30/60/120	1	4d10	AP 80; Medium Burst; HW; 1 shot	22
Panzerfaust 3	38/76/152	1	4d8+2	AP 45; Medium Burst, HW; 1 round to reload; 3 Shots	42
Panzerfaust Lanze	40/80/160	1	4d8+2	AP 35; Small Burst; Scope; HW; Snapfire Penalty; 1 round to reload; 3 Shots	32

HW = Heavy Weapon

Gear

Equipment	Cost
Suppressor	5
Scope	5
Ammo	5
Ghillie Suit	10
Nightvision Goggles	10
Infrared Nightvision Goggles	5
Gas Mask	5
Cold Weather Gear	5
Body Armor	10
Radio	10
Mine Plow/Dozer Blade(ground Vehicles with Heavy Armor only)	20

VEHICLE-MOUNTED WEAPONS

Weapon	Range	ROF	Damage	Notes	Cost
GAU/M134 Minigun	30/60/120	1	2d8+1	AP 2; SBT or MBT; +4 to hit/damage	32
Twin Miniguns	30/60/120	1	2d8+1	AP 2; SBT or MBT; +6 to hit/damage	62
Twin .50cal Machineguns	50/100/200	3	2d10	AP 4; +2 to hit/damage; HW	50
DSchKM 12.7mm Machinegun	50/100/200	3	2d10	AP 4; HW	30
Quad 12.7mm MG	30/60/120	1	2d10	AP 4; SBT or MBT; +3 to hit/damage	40
14.5mm Machinegun	50/100/200	3	3d6	AP 5; HW	33
7.62mm Machinegun	30/60/120	3	2d8+1	AP 2	24
H&K/Mk. 19 Grenade Launcher	24/48/96	2	4d8	Medium Burst	26
TOW Launcher	100/200/400	1	4d6	Medium Burst; AP 140; 2 actions to reload; HW; 2 shots	35
Twin TOW/HOT Launcher	100/200/400	2	4d6	Medium Burst; AP 140; 2 actions to reload; HW; 4 shots	60
20-25mm Autocannon/Chaingun	50/100/200	3	3d8	AP 4; Heavy Weapon	32
Twin 23mm Autocannon	50/100/200	3	3d8	AP 4; +2 to hit/dam; HW	55
Quad 23mm Autocannons	50/100/200	3	3d8	AP 4; +4 to hit/dam; HW; Antiaircraft.	80
30mm Chaingun	50/100/200	3	3d8	AP 6; HW	34
76mm Cannon HE	75/150/300	1	3d8	AP 6; HW	38
76mm Cannon HEAT	75/150/300	1	4d10	AP 12; HW	52
100mm Autocannon HEAT	75/150/300	2	3d8	AP 10; SBT; HW	45
100mm Autocannon HE	75/150/300	2	3d8	AP 4; MBT; HW	39
100-105mm Gun HE	75/150/300	1	4d8	Medium Burst; AP 12; 1 action to reload; HW	46
100-105mm Gun HEAT	75/150/300	1	5d8	AP 40; 1 action to reload; HW	58
120mm Gun HE	100/200/400	1	4d8	Medium Burst; AP 30; 1 action to reload; HW	70
120mm Gun HEAT	100/200/400	1	5d10	AP 68; 1 action to reload; HW	113
125mm Gun HE	100/200/400	1	4d8	Medium Burst; AP 25; 1 action to reload; HW	64
125mm Gun HEAT	100/200/400	1	5d10	AP 64; 1 action to reload; HW	112
FFAR/Hydra 70 Rocket Pods	75/150/300	See pg. 20	4d6+1	2x Medium Burst; AP 30; HW	130
Hellfire Missiles	75/150/300	4	5d8	Medium Burst; AP 150; HW	196
AT-3 "Sagger" Missile (HEAT)	75/150/300	1	5d8	Medium Burst; AP 58; HW; 4 Shots	49
AT-5 "Spandrel" Missile (HEAT)	100/200/400	1	5d8	AP 135; MBT; HW; 5 shots	92
AT-6 "Spiral" Missile (HEAT)	125/250/500	1	5d10	AP 115; MBT; HW	173
AT-10 "Basnya" Missile	100/200/400	1	4d8	AP 95; MBT; HW; 3 shots	70
AT-11 "Sniper" Missile	100/200/400	1	4d8	AP 102; MBT HW; 5 shots; May engage Tanks or Aircraft	73
S5 57mm Rockets	75/150/300	See pg. 20	3d8	2x Medium Burst; AP 25; HW	116
S7 80mm Rockets	75/150/300	See pg. 20	4d8	2x Medium Burst; AP 35; HW	144
Swingfire Missiles	100/200/400	1	4d6	Medium Burst; AP 100; 2 actions to reload; HW; 10 shots	135

HW = Heavy Weapon   SBT = Small Burst Template   MBT = Medium Burst Template

Appendix 2: Events

The following Events occur during the Savage Tales. Don't read them now or you'll spoil your fun! Only read an event when you're sent here by your scenario.

Event 1

The Defender has only a single model for every 10 men that his enemy fields. He is a Sniper, and begins play concealed in a Hide.

You may choose any model specified as a Sniper (such as a Delta Force Sniper) from your army list. He is upgraded to Wild Card status if he isn't already one. If your army has no snipers, use the SWAT Sniper profile and equip him from your Weapon List. You may choose ANY spot on the table that is in cover to deploy your Snipers.

While in his Hide, a sniper may not be targeted by ANY attacks, as his position is unknown, even though the model is on the table. Snipers may not move while in a Hide.

Whenever a sniper fires, there is a chance he will give away his position. Any unit within line of sight may immediately make a group Smarts check to spot the sniper. Any regular shooting modifiers such as cover or darkness apply to the roll. If the sniper's weapon is equipped with a Suppressor, the spot check is at -1. If the sniper is wearing a Ghillie Suit in a rural area, the spot check is at a further -1.

If successful, the sniper is spotted and no longer counts as being in a Hide.

Note: If an impartial judge or referee is present, some players may wish to keep the sniper model off the table until he is spotted by privately having the referee keep track of where the model is hiding.

This eliminates the risk of opponents purposely moving troops to avoid your sniper's firing arcs.

Event 2

Start by dividing the table into sections roughly one foot square, and deal a card face down onto the center of each from a spare deck. These mark Patrol Checkpoints. The players must investigate each by moving within 6" of it. Helicopters may NOT investigate Checkpoints.

Once all Checkpoints have been investigated, the players must exfiltrate via the table edge they entered from.

When a Checkpoint is investigated, flip the card over and consult the following table for the result:

Card	Result
1-2	All clear.
3-5	**Ambush:** A unit of enemy militants with members equal to the card number emerges from the nearest cover and attacks as if it were on hold. Use Al-Qaeda Commando stats.
6-10	**Angry Mob:** A crowd of angry militia attacks! The crowd's members are equal to the card's number. They move onto the board from the nearest table edge. Use Somali Militia stats.
Jack	**Booby-trap:** The soldier or vehicle closest to the Checkpoint must make a Smarts (-4) check. If he fails, he has triggered a Claymore Mine. The direction of the mine is pointing away from the Checkpoint, towards the soldier. If he succeeds, he successfully notices and disarms it.
Queen	**Roadside Bomb:** A crudely constructed but powerful explosive device has been detonated by remote. Place a Large Burst Template on the closest soldier or vehicle. Any models underneath take 4d8 damage, AP 10.
King	**Engagement:** 12 militia attack, supported by a Technical. They move onto the board from the nearest table edge. Use Al-Qaeda Commando Stats. The Technical has a Regular crew.
Ace	**Friendlies:** Players gain 4 more soldiers of any type as long as they cost less than 400 points.
Joker	Roll on the Freak Events Table.

Event 3

Swarms of Camel Spiders erupt from burrows and holes in the sand, seemingly appearing out of nowhere! There is one swarm of the creatures for each model in the players' patrol. Place them surrounding the models.

They will move to attack as fast as they can. Camel Spiders are treated like normal models, and cover an area equal to a Medium Burst Template and attack every model within every round.

Camel Spider Swarm

Attributes: Agility d10, Smarts: d4, Spirit d12, Strength d8, Vigor d10
Pace: 10; **Parry:** 5; **Toughness:** 7

Abilities:
- **Bite:** Camel Spiders inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in NBC or MOPP gear are immune)**.**
· • **Split:** Camel Spiders are sneaky enough to split up into two smaller swarms if their prey separates. The Toughness of these smaller swarms is 5 each.
- **Swarm:** Because the swarm is composed of hundreds of Camel Spiders, cutting and piercing weapons (bullets) do only half damage. Area-effect weapons work normally, and a model can stomp to inflict his damage in Strength each round.

Event 4

The Attacker begins the game with 4 Abrams Tanks and 2 Bradley Fighting Vehicles manned by Veteran Crews. The Bradleys each contain 8 soldiers with the same stats as US Airborne troops. The lead Abrams is equipped with a Dozer Blade.

The defender may field as many Somali Militia, Iraqi Republican Guard, or Al-Qaeda Commandos as he can. These represent civilian militias, Guardsmen of the Medina Division, and Syrian soldiers, respectively. They may also field Iraqi tanks and Technicals.

At the end of each round, move every piece of terrain, stationary vehicles, and any models on foot 10" towards the Attackers' table edge. Any terrain that moves off the edge is placed anew at the other end. This is to simulate the movement of the armored column through Baghdad. Destroyed Defending units return to the field exactly as they do in The Stand (see pg. 23). Enemy forces may deploy from any table edge.

Event 5

The column's orders have been changed: they are to halt and hold their ground until reinforcements arrive. The terrain ceases to move each turn. The game ends on turn 12. If half of the soldiers in the column are alive at the end of the game, the Attacker wins the game.

Event 6

The Attacker's force is composed of: 1 Blackhawk armed with two Miniguns and 1 Little Bird, both crewed with Elite pilots of the 160th Special Operations Aviation Regiment, "Night Stalkers."

The Blackhawk contains two Ranger Fireteams, while the Little Bird carries a Delta Force Fireteam. There are also three Humvees, two armed with .50 cal Machineguns, one armed with a Mk.19 Grenade

Launcher. Each carries a Ranger Fireteam, and the lead Humvee carries Col. McKnight.

The Defender begins the game with one group of Somali Militia. He also begins play with 5 Prisoners. Use the stats from the Rescue Op on page 21.

Event 7

The ambush has begun in full force now and a Blackhawk, Super 61, has been shot down. Place a crashed Blackhawk in the opposite corner of the battlefield from the Target Building. The Attackers now have the added objective of securing the crash site and rescuing survivors, if any. Place 2 wounded crewmen in the wreck. The Defender may now field as many Somali forces as he has miniatures for (except any Russian vehicles). Destroyed Defending units return to the field exactly as they do in The Stand (see pg. 23).

Event 8

Start by dealing a card face down onto the center of each 8" section of tunnel or each cavern from a spare deck.

These mark Checkpoints. The players must investigate each by moving within 6" of it. Once all Checkpoints have been investigated, the players must exfiltrate via a tunnel entrance. When a Checkpoint is investigated, flip the card over and consult the table from Event 2 for the result. However, the result for a **King** is:

Cave-in!: Place a Large Burst Template on the Checkpoint. Any models underneath suffer 2d10 damage. That tunnel is now sealed off with impassable terrain.

Appendix 3: Freak Events

Freak events are bizarre occurrences that can never be planned on. Roll 1d20 on the table below should such an event occur.

1) Check Your Fire!: Your troops are the victims of friendly fire. Supporting units have attacked the wrong coordinates or mistaken you for enemy forces. A random unit of yours is the victim of the attack.

Roll 1d4. 1: Airstrike; 2: Heavy Artillery; 3: Medium Artillery; 4: Light Artillery. Center the appropriate Burst Template over the unit.

2) Civilians: A group of 1d6 civilians has wandered into the battle. They enter the table from a random edge, attempting to cross to the opposite side.

Loyal troops may not harm the civilians, but Bloodthirsty troops may use them as cover. They have the same profile as Prisoners from the Rescue Op.

3) Ammo Crates: One of your soldiers from a random unit has discovered crates full of ammo and weapons. Roll 1d6 to see what he's found: 1-2: 2 Frag Grenades; 3-4: 1 Ammo level for the entire unit; 5-6: RPG-7 with 2 Anti-Personnel rounds.

4) Saddam's Revenge: Your soldiers have been drinking the local water and it is catching up with them! All their rolls are at -2 due to a case of dysentery.

5) Informant: You've gained some critical intel on your opponent's plans. You may choose to disallow your opponent from using bennies on a single roll.

6) Pack of Dogs: Warzones often leave animals without food, and they have turned savage in order to eat! 1d6 dogs attack a unit of your choice.

Feral Dogs

Attributes: Agility d8, Smarts: d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 8; **Parry:** 5; **Toughness:** 4
Abilities: Fleet-Footed
  • **Bite:** Str+1
  • **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it ignores armor.

7) Dust Storm: A vicious dust storm has engulfed the battlefield, tearing at the combatants as well as making navigation and target acquisition extremely difficult. All rolls to hit are at -2, and targets aren't visible beyond 10". In addition, all models suffer a -2 penalty on all rolls due to the effort of moving through the storm.

Crews of sealed vehicles are immune to the additional -2 penalty on all rolls. Units with Infrared Night Vision suffer only a -1 to hit and may see targets up to 15".

9) Cease Fire: Your troops have negotiated a temporary cease fire for an entire round. No attacks may be made by either side until after this unit's next turn.

9) Hardened: The unit has picked up some new skills and may pick an Advancement immediately.

10) Druggies: Your unit has gotten a hold of some contraband and is completely fearless for the rest of the battle, automatically passing Morale checks.

11) Rules of Engagement: You've just been informed that your opponents may have civilians among them. Your troops must pass a Smarts check before firing from now on to double check their targets. Troops that are not Loyal may ignore this result.

12) Cluster Bomb: Your unit has stumbled upon unexploded ordnance left by a cluster bomb. Place an Antipersonnel Minefield on the unit.

13) Embedded Journalist: Your unit is accompanied by an Embedded Journalist. He must be protected, and you lose 2 Victory Points if he is killed. He insists on getting a good shot and remaining within line of sight of an enemy unit.

Soldiers loyal to one of Somalia's many warlords storm through the streets of Mogadishu

Each turn he is not in line of sight of the enemy, he harasses your nearest Unit, rendering them unable to act. He has the same stats as a Prisoner from the Rescue Op.

14) Holy Site: The building nearest to this unit is a structure of spiritual significance. Loyal troops may not use Burst attacks on troops who take cover within.

15) Combat Fatigue: Choose one enemy unit. That unit is suffering from the stress of combat and is now at -2 on all Morale checks.

16) Blessed: All those Hail Mary's must have worked! The unit gains a free benny.

17) Blizzard: A swirling blizzard has covered the battlefield, raking exposed infantry, and making navigation and target acquisition extremely difficult. All rolls to hit are at -2, and targets aren't visible beyond 10".

All movement (except indoors) counts as Difficult Ground for all infantry as well as Wheeled and Tracked vehicles. Infantry suffer a -1 modifier to all rolls due to the cold and effort of moving through the storm.

18) It's Busted!: Your radios are broken, and no Medevacs or Support can be called from off-board.

19) AP Ammo: Your troops have snuck some armor piercing ammo into their kit and decide to break it out. Add 2 AP to all their shots for the rest of the battle.

20) Thousand Yard Stare: One of your Wild Cards has become completely acclimatized to warfare, and is permanently immune to Morale Checks.

Appendix 4: Vehicle Notes

Eight Wheel Drive

A vehicle with Eight Wheel Drive treats Difficult Terrain as regular terrain (unless the rules for an obstacle state otherwise).

In addition, the first critical hit to the Locomotion reduces the vehicle to Four Wheel Drive (treat each inch of Difficult Terrain as 1.5, instead of 2). A subsequent critical affects the vehicle as normal, halving its Top Speed immediately.

Appendix 5: Fieldworks, Mines, & Off-Board Support

Below is a list of all the generic battle dressing available to you. Except for support (which is listed in your army's equipment list), any army can buy the following gear.

Bouncing Betty Minefield (variable/1)

Bounding Fragmentation Mines, or Bouncing Betties, are designed to launch into the air when triggered, exploding and raining shrapnel down on victims from above. Bouncing Betty Minefields may be marked with a Large Burst Template (often it is easier to mark the center of it with a token of some sort).

For every two yards a model moves through a minefield, roll a Density Die (see below). On a roll of 1, he has set off a mine.

Center a Small Burst Template on the soldier that failed the check. All models under it suffer 3d6 damage, and get no armor bonus for cover or being prone unless it is full overhead protection.

Vehicles equipped with Mine Plows and Dozer Blades may move over bouncing betty fields and clear a path for friendly troops. Once the vehicle moves over the center of the template, the minefield is destroyed and should be removed from play.

The cost of each Bouncing Betty Minefield depends on the density. Costs are per minefield.

Density	Density Die	Cost
Low	d10	50
Medium	d8	75
High	d6	100
Very High	d4	125

Anti-Personnel Minefield (variable/1)

Anti-Personnel Minefields vary in their exact composition, but the most common AP mine causes an explosion sending metal shrapnel or pellets in all directions. These minefields may be marked with a Large Burst Template (often it is easier to mark the center of it with a token of some sort). For every two yards a model moves through a minefield, roll a Density Die (see below). On a roll of 1, he has set off a mine.

Center a Small Burst Template on the soldier that failed the check. All models under it suffer 2d6+2 damage. Vehicles equipped with Mine Plows and Dozer Blades may move over minefields and clear a path. Once the vehicle moves over the center of the template, the minefield is destroyed. Costs are per minefield.

Density	Density Die	Cost
Low	d10	30
Medium	d8	50
High	d6	70
Very High	d4	90

Anti-Tank Minefield (variable/1)

Anti-Tank Mines, like others, differ in exact operation, but are designed to penetrate the weaker armor on the bottom of tanks. They may be marked with a Large Burst Template (often it is easier to mark the center of it with a token of some sort).

For every two yards a vehicle moves through a minefield, roll a Density Die (see below). On a roll of 1, he has set off a mine. Center a Medium Burst Template on the vehicle that failed the check. All models under it suffer 4d6 damage, with AP 5 against half of the vehicle's weakest armor, rounded up. AT Mines count as Heavy Weapons.

Vehicles equipped with Mine Plows and Dozer Blades may move over minefields and clear a path for friendly vehicles. Once the vehicle moves over the center of the template, the minefield is destroyed.

Density	Density Die	Cost
Low	d10	50
Medium	d8	75
High	d6	100
Very High	d4	125

Claymore (25/1)

Claymores are shaped charges that detonate and lacerate the target(s) with a hail of steel pellets. Unlike other mines, they are bought as individual items. Mark where the mine is with a counter of some sort. Roll a d6 for each unit moving within two yards of the mine. On a roll of 1, the mine activates. Claymores can also be command detonated by the unit which placed them. In this case, mark which unit has the detonator.

The Claymore uses two Cone Templates side by side to indicate the killzone. Anyone within this area takes 2d6+2 damage. Since the soldier placing the mine would have done so in a place where the mine would do the most damage, the player who owns the mine may decide where the Cone Templates are placed on detonation. Claymores disappear after detonation.

Tank Traps (10/3)

Tank Traps are obstacles created specifically to block the approach of armored vehicles. Wheeled and Tracked vehicles may not move over Tank Traps. Tank Traps can be destroyed by explosives; they have Toughness 13 and can only take one wound before

An American Apache prepares to unleash hell on a band of Somalian rebels. Visible on the wing pylon are four Hellfire rockets and an FFAR pod.

being destroyed. Each tank trap measures 3" long and 1" wide.

Vehicles equipped with Mine Plows and Dozer Blades may push Tank Traps aside, but count as moving through Difficult Ground while doing so.

Dragons Teeth (15/3)

Dragon's Teeth are heavy concrete obstacles created specifically to block the approach of armored vehicles. Wheeled and Tracked vehicles may not move over Dragon's Teeth, but troops can destroy them with explosives. Each Dragon's Tooth measures 1" square.

They have Toughness 16 and can only take one wound before being destroyed.

Trenches/Sandbag Fortifications (15/5" section)

Trenches, sandbag walls, and other hastily prepared fieldworks can provide much needed cover where there

is none. These obstacles can be destroyed by explosives, however.

Each section is 5" and 1" wide, has Toughness 10, and can only take one wound before being destroyed. Vehicles equipped with Mine Plows and Dozer Blades may destroy trenches and sandbags by moving over them, but count as moving through Difficult Ground while doing so.

Barbed Wire (15/5" section)

Barbed Wire can be strung up in obstacles to prevent the advance of enemy infantry. Any soldiers attempting to move across barbed wire may only move at half Pace and must make an Agility check for each 1". Failure indicates that the soldier is hung up on the wire, cannot move, and is Shaken. Barbed wire can be destroyed by explosives, however, but not by small arms.

Each section is 5" in length and 1" thick, and has Toughness 8. It can only take one wound before being destroyed. Vehicles equipped with Mine Plows and Dozer Blades may destroy barbed wire by moving over it, but count as moving through Difficult Ground while doing so.

NATO Wire (20/5" Section)

NATO Wire can be strung up in obstacles to prevent the advance of enemy infantry and vehicles. It is identical to barbed wire, but NATO wire actually has a chance of stopping vehicles.

Any vehicle crossing it must make a Driving check. A failure indicates that the vehicle has become immobilized for the battle. NATO wire can be destroyed by explosives, however, but not by small arms fire.

Each 5" wide by 1" deep section has Toughness 10 and can only take one wound before being destroyed. Vehicles equipped with Mine Plows and Dozer Blades may destroy barbed wire by moving over it, but count as moving through Difficult Ground while doing so.

Air Support (60/1)

Your army has the benefit of air cover from friendly airplanes based on nearby airfields, aircraft carriers, or loitering nearby. While not as timely in their delivery as artillery, airstrikes deliver large payloads and are extremely effective at flushing enemy troops from cover, and are generally more accurate.

Place up to three Airstrike Counters on this card, removing them as you use the Airstrikes. An officer may spend his action relaying coordinates to his radio man, who must also spend his action to call in the strike.

As soon as it is called, place a Large Burst Template over the desired target to represent the smoke marker or IR Strobe and roll a Smarts check for the officer that called it in.

On a success, draw an initiative card for the airstrike at the beginning of the next turn and place it on the airstrike card. If the Smarts check is failed or a raise is rolled, draw two cards and choose the worse/better card respectively.

If the airstrike's card is a Jack or higher, then the strike arrives this turn on its card. If the card is a 10 or lower, then the aircraft are still in transit and a new card must be drawn next turn. When the airstrike's card comes up, check for deviation. If the officer's Smarts check failed, the explosion deviates 2d10" in a random direction (roll a d12 and read it like a clock face).

Anything under the template suffers 4d8 damage at AP 20. Even troops completely hidden by cover may be attacked as they can be detected by the aircrafts' hi-tech sensors.

Light Artillery Support (35/1)

Your army has the benefit of being supported by mortar batteries just off-board.

Artillery Fire Missions must be called in by an officer with access to a Radio Man. Place a token on this card for each fire mission purchased, removing them as they are used.

An officer may spend his action relaying coordinates to his radio man, who must also spend his action to call in the fire mission. Place 1d6 Small Burst Templates anywhere the officer can see, and roll his Smarts (-2) for each. On a success, the shell lands on target. On a failure, it deviates 2d10" in a random direction. Any models under the templates take 2d8 damage (AP 2).

Medium Artillery Support (41/1)

Your army has the benefit of being supported by heavy mortar batteries or light field guns behind the lines.

Artillery Fire Missions must be called in by an officer with access to a Radio Man. Place a token on this card for each fire mission purchased, removing them as they are used.

An officer may spend his action relaying coordinates to his radio man, who must also spend his action to call in the fire mission. Place 1d6 Medium Burst Templates anywhere the officer can see, and roll his Smarts (-2) for each. On a success, the shell lands on target. On a failure, it deviates 2d10" in a random direction. Any models under the templates take 3d6 damage (AP 5)

Heavy Artillery Support (70/1)

Your army has the benefit of being supported by howitzer batteries miles away.

Artillery Fire Missions must be called in by an officer with access to a Radio Man. Place a token on this card for each fire mission purchased, removing them as they are used.

An officer may spend his action relaying coordinates to his radio man, who must also spend his action to call in the fire mission. Place 1d6 Large Burst Templates anywhere the officer can see, and roll his Smarts (-2) for each. On a success, the shell lands on target. On a failure, it deviates 2d10" in a random direction. Any models under the templates take 3d8 damage (AP 10).

Appendix 6: Abilities

Most of the characters in *Modern Ops* have special Abilities. These are advantages or hindrances that allow them to break the rules, change their statistics, or alter their behavior in some way. Some Special Abilities are listed under unit types—these are unique and may only be used by those troops.

Abilities are listed alphabetically, except that "Improved" versions are listed right after the master ability.

• **Ace:** +2 to Driving and Piloting rolls. May spend bennies to make soak rolls for any vehicle they control, using their Driving or Piloting skill at -2 (cancelling their usual +2).

• **Ambidextrous:** Ignore -2 penalty for using off-hand. This has no effect for two-handed weapons, such as rifles or RPGs.
• **Block:** Parry +1.
   Improved Block: Parry +2.
• **Bloodthirsty:** Will shoot wounded enemies and always abandon their wounded.
• **Combat Reflexes:** +2 to recover from being Shaken.
• **Command:** Troops within 5" of the character are +1 to recover from being Shaken.
• **Dead Shot:** The figure doubles its ranged damage when dealt a Joker.
• **Dodge:** -1 to be hit with ranged attacks.
   Improved Dodge: -2 to be hit with ranged attacks.
• **Fervor:** Tropps under the figure's command are +1 to Fighting damage.
• **First Strike:** Your figure may automatically attack foes who move adjacent to it, interrupting their action. Such rolls are made at -2.
• **Fleet-Footed:** The figure has a d10 running die instead of a d6 and its base Pace increases by +2.
• **Hold the Line!:** Troops under the figure's command are +1 Toughness.
• **Inspire:** Troops within 5" of the character are +2 to recover from being Shaken. This replaces the bonus gained from Command.
• **Level Headed:** This unit gets two action cards and acts on the highest.
   Improved Level Headed: Act on best of three action cards in combat.
• **Loyal:** Always try to rescue wounded comrades.
• **Marksman:** The figure adds +2 his Shooting roll if he does not move during the round.
• **Master:** The hero's Wild Die is a d10 for one trait, listed in parentheses after this Ability.
• **Natural Leader:** The character may share his bennies with troops under his command so long as they are within 5".
• **Nerves of Steel:** Ignore 1 point of wound penalties.
   Improved Nerves of Steel: Ignore 2 points of wound penalties.
• **Rock and Roll!:** Full-auto penalty is -1 instead of -2.
• **Steady Hands:** Ignore unstable platform penalty for mounts or vehicles.
• **Tank Killer:** +4 damage when attacking vehicles.
• **Tough as Nails:** Toughness +1.
   Improved Tough as Nails: Toughness +2.
• **Trademark Weapon:** +1 Fighting or Shooting with one particular weapon.
   Improved Trademark Weapon: As above but bonus is +2.
• **Weapon Master:** +1 Parry.
   Master of Arms: +2 Parry.

Large Burst Template

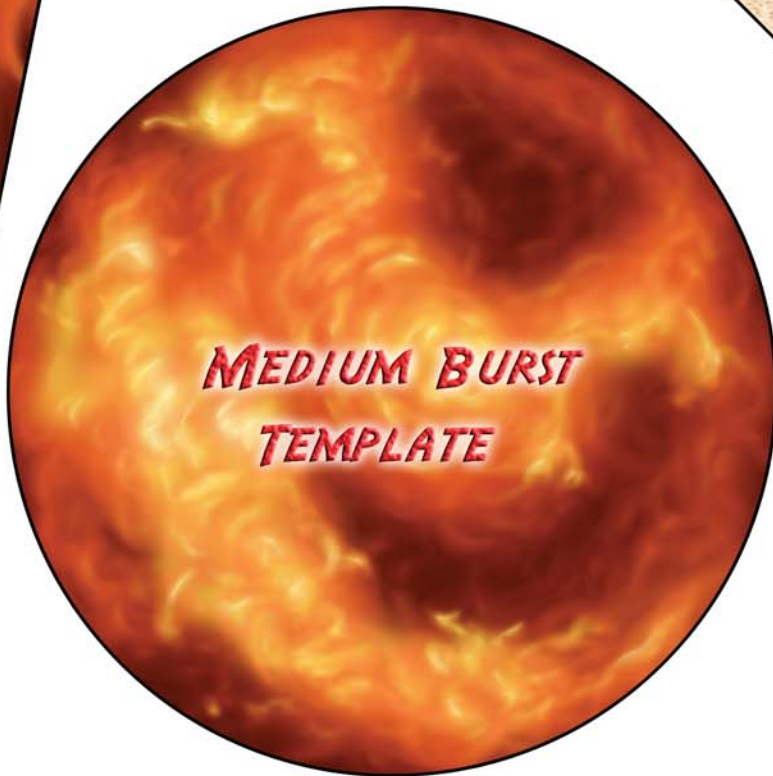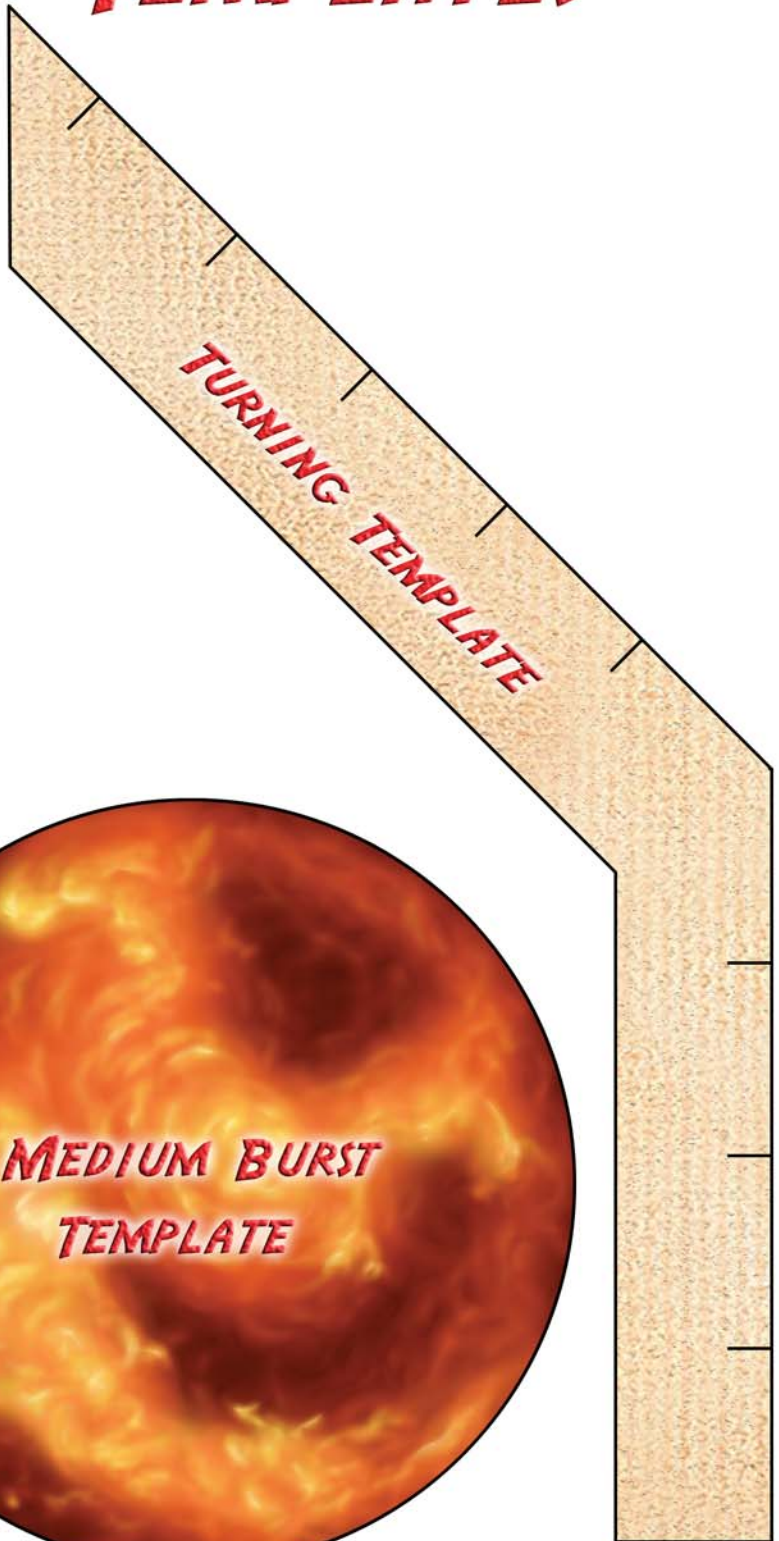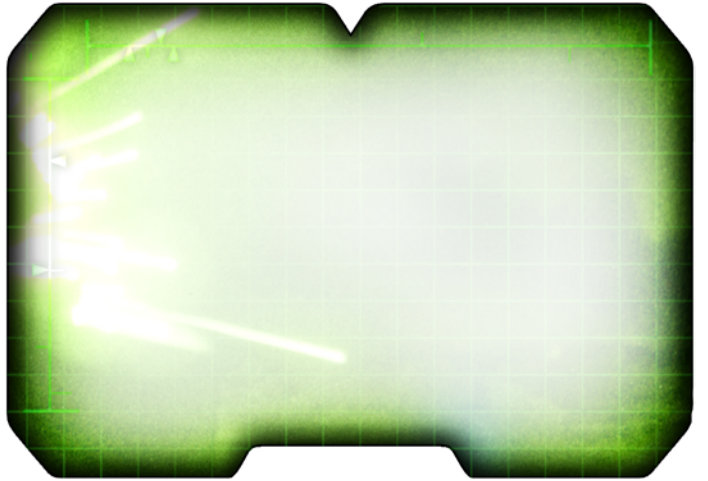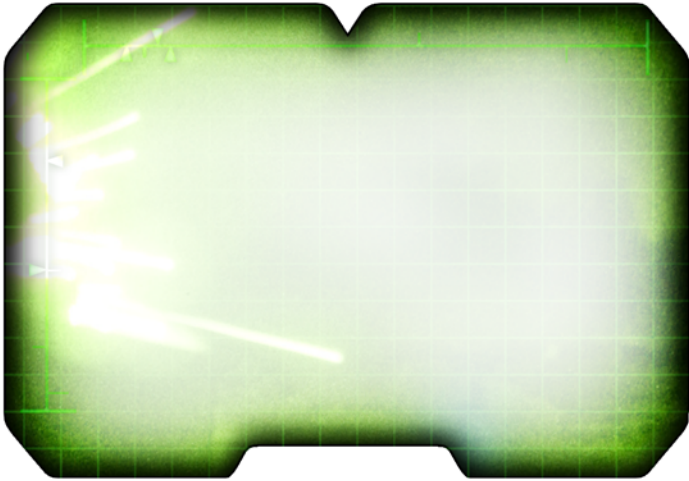Small Burst Template

Small Burst Template

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TEMPLATES

Cone Template

Turning Template

Medium Burst Template
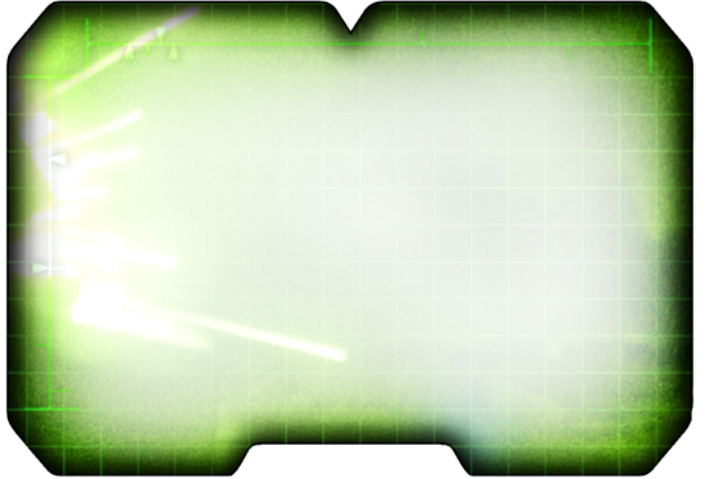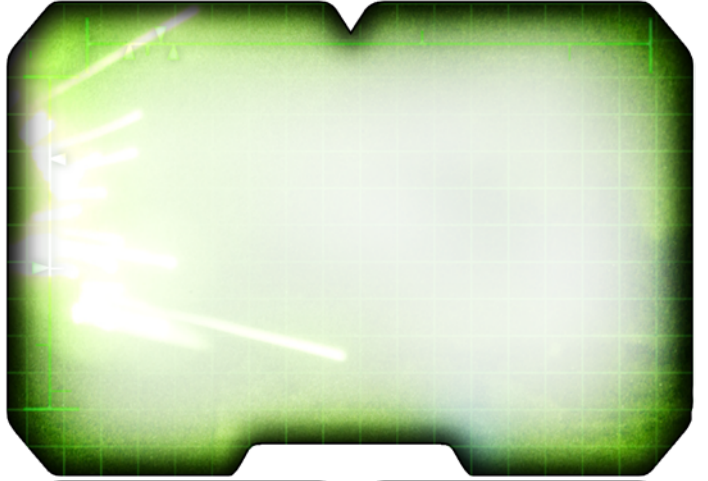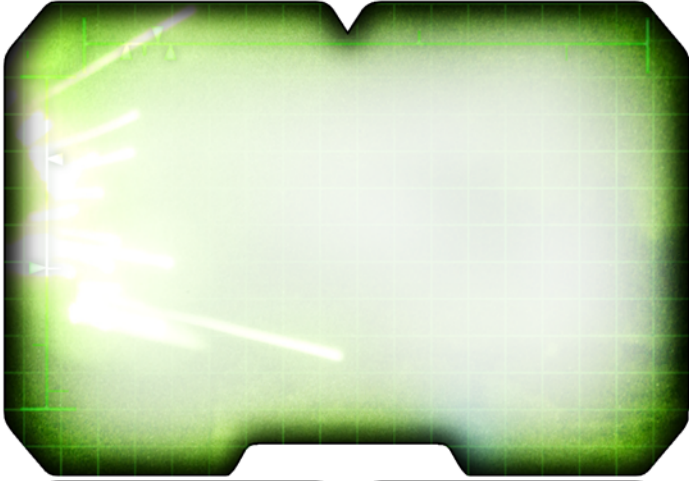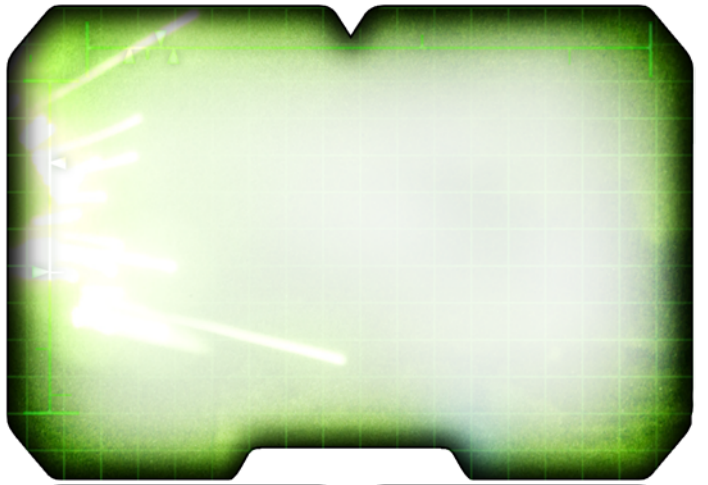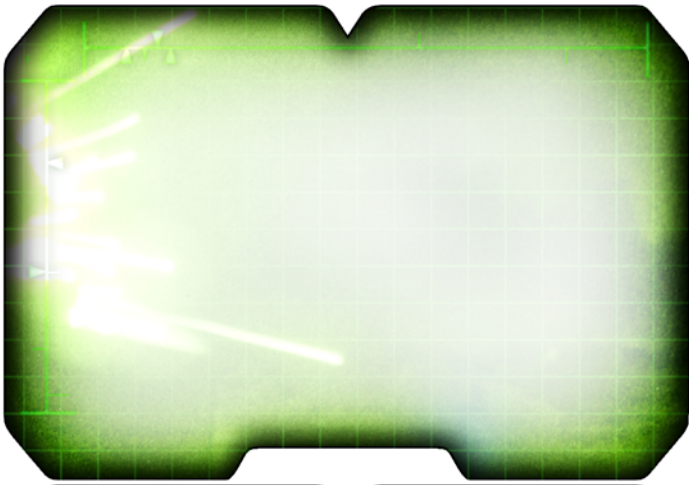
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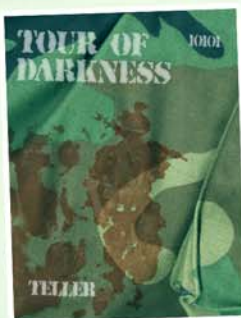
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