

SPECIAL OPERATIONS MANUAL

Role Playing U.S. Special Operations Military Soldiers in the modern era
A Monograph for the Basic RolePlaying System by Chaosium Inc.

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“We sleep soundly in our beds because rough men stand ready in the night to visit violence on those who would do us harm.”



This book is dedicated to the proud men and women of the U.S. Military

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INTRODUCTION

Special Operations soldiers are a unique breed. Determined, highly intelligent and specially trained problem solvers who train constantly to risk their lives protecting citizens who will never know who they are. These brave men, known as “Operators” do not expect parades for their service, in fact, they know that, should the worst happen, not even their loved ones will be given details of their final mission. This selfless sense of duty is only a small part of what makes these operators ‘special’.

Unconventional warfare is a term that is often associated with what the Special Operations Soldier is designed for but what exactly does that cover? Essentially, these operators specialize in all forms of warfare not covered by the standard definition of war, which is a pretty wide umbrella. Small teams of highly trained experts covertly operating behind enemy lines with little to no support is what most of us think of when we imagine a special operations mission, however this is only a small fraction of the actual duties and responsibilities that these soldiers perform. Training military forces of other countries, establishing infrastructure in war torn third world areas, relief missions to natural disaster stricken nations are only a few of the many ‘benign’ services that they perform. Direct action against enemy forces, overtaking strategic locations such as runways and hospitals, intelligence gathering, hostage rescue, counter intelligence and counter terrorism efforts are more of the ‘active’ duties that these highly skilled soldiers are capable of.

The purpose of the Special Operations Manual for Chaosium’s Basic Role Playing system is to provide keepers and players the opportunity to utilize these extreme soldiers in any situation they can imagine. This manual will provide all of the details and information needed to include Operators in

the most realistic way possible within the confines of the BRP system.

This supplement is intended for an action oriented campaign where the extra weapons and combat skills will be not only desirable but essential. The characters outlined here should be far above normal human characters in almost every aspect, combining the physical prowess of Olympic level athletes and the problem solving and critical thinking skills of a private investigator or a competitive chess player.

Specifically, this manual is set in the modern era, real world setting. However, it is perfectly suitable to apply these characters to a horror, sci-fi, or super hero or any other campaign from the Viet Nam war to a near future or alternate reality setting.

Another, less obvious benefit of using this supplement for your campaign is that it solves the age old keeper problem of “why?”

Why are these characters working together, why are they going on this mission, why are they continuing on despite heavy opposition and extremely dangerous odds? Because it is not only their jobs, but their sworn duty.

The starting funds and weapons and equipment selection process from standard BRP character creation is all but eliminated with Special Operations characters as the weapons, ammo and equipment are mission specific and assigned by the commanding unit.

The Special Operations Keeper can opt to choose the specific team that the players must be a part of (i.e. all players are SEALs) and then let them create their individual characters each with their own specialties (machine guns, explosives, tactics etc.), or the Keeper may allow the players to choose whichever type of operative they like, and then have them all work together as a part of a Special Mission Unit such as the real world Task Force 145 which featured

members of every branch of the Special Operations community as well as British and Canadian special forces troops.

Alternatively, the keeper may have each player create whatever type of operator he chooses, and then have all of the players be contractors for a Private Military Company.

Scenario fodder for Special Operations abounds on the 24 hour news networks and newspapers as well as books movies and television shows all around. Keepers may choose to run individual scenarios as isolated missions starting with the players boarding the C-130 or helicopter, and ending with returning to base for mission debriefing, such as Operation Gothic Serpent (Blackhawk Down) which took place over one very intense day with 19 Special Operations soldiers killed and over 1000 Somali deaths, or campaigns with extended linked scenarios with a broader mission, such as being deployed to Afghanistan for an 18 month tour of intel gathering and searching for high value targets.

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The origin of the Special Operations Manual dates back many years playing Chaosium Inc's Call of Cthulhu game where the recurring complaint by players was that the standard librarian and college professor character classes weren't powerful enough to adequately combat the Mythos. Wanting characters with more advanced weapon and combat training as well as heavier firepower, the idea of playing Special Operations soldiers came about, giving the players the opportunity to prove that no amount of firepower is ever enough vs. the Mythos.

For this supplement we assume the EDU characteristic will be used as well as the EDU multiplier for skill points (page 24 of the BRP rulebook)

Included in the Special Operations Manual are the major and most commonly known types of Special Operations soldiers, however many other types of operators exist within the Special Operations community. The keeper is encouraged to research these other specialties and utilize them as non player characters or even player characters. Most of these specific roles are equally Special Operations qualified and are fluent in the use of tactics weapons and unconventional warfare.

Air Force Combat Controllers - go behind enemy lines to coordinate air traffic and fire support.

160th Special Operations Aviation Regiment - provide helicopter support and transportation for the special operations soldiers

Air Force Special Operations Weathermen - give detailed meteorological intel from the combat zone for incoming air support.

Army Intelligence Support Activity - gather intel by working as translators and using technology.

Navy Special Warfare Combatant-craft Crewmen - provide support via a variety of small boat transportation to special operations units.

The Coast Guard Deployable Operations Group - provide anti-piracy boarding teams as well as rescue and relief efforts worldwide

Marine Corps Force Recon - provides deep reconnaissance information from deep within hostile territory.



A FEW GOOD MEN

Special Operations Unit Background and Character Creation



75th Army Ranger Regiment

Established:

The 1st and 2nd battalions were activated in 1974 and the 3rd battalion activated in 1984.

Organization /Bases:

Headquarters, 3rd Battalion and the Regimental Special Troops Battalion located at Fort Benning, Georgia., 1st Battalion at Hunter Army Airfield in Savannah, Georgia.; 2nd Battalion at Joint Base Lewis-McChord near Tacoma, Wash.

Troop strength:

Each battalion is composed of a Headquarters and Headquarters Command (HHC) and three rifle companies. Battalions are made up of no more than 580 Rangers: Each rifle company consists of 152 riflemen, and the remaining Rangers make up the fire support and headquarters staff.

Specialty:

The Regiment is composed of light infantry forces with specialized skills that enable them to perform a variety of special operations missions – airborne, air assault, and direct action operations, raids, infiltration and exfiltration by air, land or sea in addition to airfield seizure, recovery of personnel and special equipment, and support of conventional forces. Each Ranger battalion has the ability to deploy worldwide in 18 hours

Training/Recruiting:

Basic Training and Advanced Individual Training (14 weeks), Air Assault School (10 days), Basic Airborne Course (3 weeks), Army Ranger School (61 days), First Responder Medical Training (1 week), Warrior Leader Course (2 weeks)

Unit Highlights

From the period before the establishment of the United States of America through the Revolutionary War, 1812, Civil War, Korea, World War II and the Vietnam Era Rangers have been part of the US Army. The modern Rangers were established in the wake of the Vietnam War when General Creighton Abrams formed the first Battalion (Ranger) 75th Infantry in 1974. The Rangers participated in Operation Urgent Fury, the US invasion of Grenada seizing the Port Salinas Airfield and rescuing American Medical Students at the True Blue Medical Campus. In 1989 the Rangers took part in Operation Just Cause in Panama seizing several key airfields, taking General Noriega beach house and neutralizing elements of the Panamanian Defense Forces.

Elements of the Rangers were deployed to Saudi Arabia to support operation Desert Storm in 1990/91. In 1993 Rangers and First Special Forces Operational Detachment – Delta took part in operation Gothic Serpent in Mogadishu Somalia. The daylight raid resulted in an 18-hour firefight with Somali militia. The Rangers and Delta suffered 18 killed and most of the force wounded while estimated Somali losses range from 600 to 1200 dead. This battle was the largest urban combat operation since the Vietnam War.

Rangers took part in peacekeeping operations in Kosovo in 2000 and then less than a month after the September 11 2001 attacks, Rangers took part in an airborne assault in Afghanistan to take Objective Rhino in Kandahar in the opening maneuvers in Operation Enduring Freedom. At the start of the Invasion of Iraq in March 2003 Rangers took part in the first airborne assault on Objective Serpent in Iraq.

In the face of ten plus years of warfare in the Global War on Terror the Regimental Special Troops Battalion was activated in July 2006 to provide long-term support for counter insurgency missions that were previously conducted in the short term with elements of the three Ranger battalions. This long-term approach maintains the lethality and flexibility of the Rangers but in a long-term focus. While operating worldwide in the prosecuting of the Global War on Terrorism the Rangers continue to train with almost every other deployed special operation, conventional and coalition military force.

Army Rangers have the following minimum characteristic requirements in order to meet the standards of Ranger school.

STR 11 CON 11 INT 11 POW 10 DEX 11
EDU 12

Occupational Skill Points = EDUx25

Occupational Skills:

Climb, Command, First Aid, Handgun, Hide, Martial Arts, Navigate, Parachuting, Rifle, Status, Stealth, Spot, Submachine Gun, Survival: Desert, Woodland, Cold Weather, Strategy, Throw, Track. Plus one of the following as personal specialty: Demolition, Electronics, Machine Gun, Medicine, Heavy Weapons





ARMY Special Forces (Green Beret)

Established June 1952

Organization /Bases:

1st Special Forces Group

Pacific Rim 4 Battalions, Fort Lewis Wa
One battalion in Okinawa, Japan

3rd Special Forces Group

Sub-Sahara Africa, 4 Battalions
Fort Bragg, N.C.

5th Special Forces Group

Middle East, Horn of Africa
& Central Asia, 4 Battalions
Ft Campbell, Ky

7th Special Forces Group

Central & South America, 4 Battalions
Eglin AFB, Fl.

10th Special Forces Group

Europe, 4 Battalions Fort Carson, Co
One battalion in Stuttgart, Germany

19th Special Forces Group

Europe & SW Asia , 4 Battalions
Draper, Utah

National Guard Reserve Unit

20th Special Forces Group

Latin America & Caribbean, 4 Battalions
Birmingham, Ala.
National Guard Reserve Unit

The basic unit of Special Forces is the Operational Detachment Alpha or ODA. An ODA consists of 12 men, each of whom has a specific function on the team, however all members of an ODA conduct cross-training. The ODA is led by a Detachment Commander, usually a Captain, and an Assistant Detachment Commander who is his second in command, usually a Warrant Officer. The team also includes the following enlisted men: one team sergeant, usually a Master Sergeant, one Assistant Operations and Intelligence Sergeant, usually a Sergeant First Class, and two each, Weapons Sergeant, Engineer Sergeant, Medical Sergeant, and Communications Sergeant, usually Sergeants First Class, Staff Sergeants or Sergeants. This organization facilitates 6-man "split team" operations, redundancy.

Six ODA's make up a company, 4-6 companies in a battalion. While SF previously deployed 3 battalions per group the US military has recently increased the size to four battalions to deal with the increased need for ODA around the world.

Troop strength: approximately 5500 active duty and 1100 reserve members

Specialty: unconventional warfare, foreign internal defense, direct action, counter-insurgency, special reconnaissance, counters terrorism, information operations, counter proliferation of WMD, and security force assistance.

Training: Soldiers completed anywhere from 52 to 92 weeks of training, depending on their designated specialty and language requirements.

Phase I includes the Qualification Course lasting 25 days

Phase II land navigation, small unit training, and live fire training 48 days

Phase III involves training particular soldiers in their area of specialty.

Weapons training lasts 2 months, Engineering 2 months, medical training lasts 12 months, communication training lasts 4 months.

Phase IV the Robin Sage exercise lasts 19 days and takes place in 15 counties of North Carolina in a fictitious nation called Pineland during this time Soldiers infiltrate Pineland to prepare citizens to fight independently as guerrilla forces to support a resistance movement.

Unit Highlights:

The Special Forces trace their roots to the Second World War. The unit was created in 1952 and first saw action in the end of the Korean Conflict. The 1960's saw SF develop unconventional warfare techniques that would serve in South East Asia. SF took an active role in the Vietnam conflict from the early days as advisors to the end with direct action against North Vietnamese Army and Viet Cong units.

Since Vietnam SF has taken part in almost every US military engagement from Grenada in 1982 to securing important military targets and rescuing American prisoners in Panama in 1989. In Central America in the 1980's Special Forces assisted and trained militaries and rebel units. The Gulf War in 1991 SF units took part in hunting for SCUD launch sites as well as deep reconnaissance in enemy territory in advance of the Coalition invasion. In Somalia SF helped deliver humanitarian aid and took part in the capture of Somali warlords in 1993, the Balkans and Haiti in the 1990's saw SF humanitarian aid and military training of forces in those countries.

In the wake of September 11 '01 SF deployed to Afghanistan. Special Forces teams were instrumental in establishing the Northern Alliance coalition that ousted the Taliban government in Afghanistan in Operation ENDURING FREEDOM in 2001 and were critical to the success of the Coalition ground campaign in Iraq in 2003. In Operation IRAQI FREEDOM, Special Forces teams trained and fought with the Kurds in northern Iraq, cleared the western desert of SCUD missiles and provided long-range special reconnaissance to the Coalition ground forces on the drive to Baghdad.

In the last decade, Green Berets have deployed into 135 of the 195 recognized countries in the world. Successes in Afghanistan, Iraq, Trans-Sahel Africa, the Philippines, the Andean Ridge, the Caribbean, and Central America have resulted in an increasing demand for SF around the globe.

To be accepted into ARMY Special Forces, the soldier must possess certain minimum characteristic scores.

STR 11 DEX 11 INT 12 CON 11 POW 11
EDU 13

Occupational Skill Points = EDU x 30

Personal Interest Points = INT x 10

Occupational Skills:

Climb, Conceal, Demolitions, Drive, Hide, First Aid, Handgun, Martial Arts, Navigate, Other Language, Parachuting, Rifle, Sneak, Spot Hidden, Submachine Gun, Survival: Desert, Woodland, Cold Weather, Swim, Strategy, Throw, Track. Plus one of the following as personal specialty: Electronics, Machine Gun, Medicine, Heavy Weapons



Navy SEALS

Established May 1961

Organization /Bases

SEAL Team 1 Southeast Asia, 6 Platoons
Coronado, California

SEAL Team 2 Northern Europe, 6 Platoons
Little Creek, Virginia

SEAL Team 3 Middle East, 6 Platoons
Coronado, California

SEAL Team 4 South America, 6 Platoons
Little Creek, Virginia

SEAL Team 5 Korea, 6 Platoons
Coronado, California

SEAL Team 7 Worldwide, 6 Platoons
Coronado, California

SEAL Team 8 Africa, 6 Platoons
Little Creek, Virginia

SEAL Team 10 Worldwide, 6 Platoons
Little Creek, Virginia

A SEAL Team has a Staff Headquarters element and three 40-man Troops. Each Troop consists of a Headquarters element consisting of a Troop Commander, typically a Lieutenant Commander, a Troop Senior Enlisted, a Targeting/Operations Officer and a Targeting/Operations Leading/Chief Petty Officer. Under the HQ element are two SEAL platoons of 16–20 men (two officers, 14–16 enlisted SEALs, and sometimes two enlisted EOD Operators)

Each Troop can be easily task organized into four squads of eight 4–5 man fire teams for operational purposes. The size of each SEAL “Team” with Troops and support staff is approximately 300 personnel. The typical SEAL platoon has an OIC (Officer in Charge, usually a Lieutenant, an AOIC

(Assistant Officer in Charge, usually a Lieutenant (junior grade), a platoon chief, an Operations NCO/LPO (Leading Petty Officer) and other operators. The core leadership in the Troop and Platoon are the Commander/OIC and the Senior Enlisted NCO (Senior Chief/Chief).

Troop strength: approximately 2400

Specialty: special reconnaissance, training and direct action missions

Training:

SEAL training has a reputation as some of the toughest anywhere in the world. The dropout rate is sometimes over 90%. The average Navy SEAL spends over a year in a series of formal training environments before being awarded the Special Warfare Operator Naval Rating and the Navy Enlisted Classification (NEC) 5326 Combatant Swimmer (SEAL) or, in the case of commissioned naval officers, the designation Naval Special Warfare (SEAL) Officer. All Navy SEALs must attend and graduate from their rating's 24-week "A" United States Navy SEAL selection and training course known as Basic Underwater Demolition/SEAL (BUD/S) school and then the 28-week SEAL Qualification Training (SQT) program. SQT qualifies all BUD/S graduates in basic SEAL skill sets in MAROPS, Combat Swimmer, Communications, TCCC, Close Quarters Combat, Land Warfare, Static line/Freefall Parachute Operations, SERE and Combatives. All sailors entering the SEAL training pipeline with the Navy Hospital Corpsman rating or those chosen by Naval Special Warfare Command must also attend the 26-week Special Operations Combat Medic course and subsequently earn the NEC SO-5392 Naval Special Warfare Medic before joining an operational Team.

Once outside the formal schooling environment SEALs entering a new Team at the beginning of an operational rotation can expect 18 months of Professional

Development/Schools (PRODEV) and Troop unit level training (ULT) before each 6-month deployment. In total, from the time a prospective SEAL enters military service to the time he finishes his first pre-deployment training cycle, it can take as much as 30 months to completely train a Navy SEAL for his first deployment.

Unit Highlights:

Today's Naval Special Warfare operators can trace their origins to the Scouts and Raiders, Naval Combat Demolition Units, Office of Strategic Services Operational Swimmers, Underwater Demolition Teams, and Motor Torpedo Boat Squadrons of World War II. While none of those early organizations has survived to present, their pioneering efforts in unconventional warfare are mirrored in the missions and professionalism of the present Naval Special Warfare warriors. The Vietnam War was the first conflict that Naval Special Warfare operators played a major role.

The post Vietnam period saw re-organization within the SEAL teams with the lessons learned in Vietnam applied to operations in the 1970's and well into the 80's and 90's. SEALs took part in the US invasion of Grenada in 1983, the Persian Gulf in response to mining of the Strait of Hormuz between '87 and '90, the invasion of Panama in 1989 and operations in Kuwait and Iraq in 1990-91, as well as Somalia, Haiti, Bosnia and Liberia.

The September 11 attacks in New York and Washington DC placed the Naval Special Warfare community on the front lines of the Global War on Terror. In Afghanistan the first flag officer to set foot in Afghanistan at the start of the US led invasion in October '01 was a Navy SEAL in charge of Special Operations command for the entire country.

A Navy SEAL captain commanded the Combined Joint Special Operations Task

Force, commonly referred to as Task Force K-BAR in a joint Army, Navy, Air Force and coalition special operations unit that executed more than 75 special reconnaissance and direct action operations in the opening year Afghanistan campaign. More than ten years later Naval Special Warfare operators continue to conduct operations and train in Afghanistan.

The '03 invasion of Iraq saw the largest deployment of Naval Special Warfare Operators in the units history. Securing offshore gas and oil facilities, clearing waterways to deliver humanitarian assistance, capture high value targets, conduct raids on suspected chemical biological and radiological sites. Naval Special Warfare operators have taken part in operations and training in The Philippine Islands, Africa and other fronts on the global war on terror.

The following are SEAL team minimum characteristics.

STR 11 DEX 12 INT 12 CON 11 POW 11
EDU 14

Occupational Skill Points = EDU x 30
Personal Interest Points = INT x 10

Occupational Skills:

Climb, Conceal, Demolitions, Hide, First Aid, Handgun, Martial Arts, Navigate, Other Language, Parachuting, Photography, Pilot: Boat, Rifle, Sneak, Spot Hidden, Submachine Gun, Survival: Desert, Woodland, Cold Weather, Swim, Tactics, Throw, Track. Plus one of the following as personal specialty: Electronics, Machine Gun, Medicine, Heavy Weapons



Marine Corps Special Operations Command (MARSOC)

Established: February 2006

Organization /Bases:

1st Battalion at Camp Pendleton, CA

2nd and 3rd at Camp Lejeune, NC

Each battalion consists of 4 companies; each company consists of 4 fifteen-man Marine Special Operations Teams.

Troop strength: Approximately 1000

Specialty: Direct action, special reconnaissance, foreign internal defense, counter terrorism.

Training:

Individual Training Course is a 7-month course designed to produce Critical Skills Operators who can operate across the spectrum of special operations in small teams under spartan conditions. ITC is broken down into four training phases:

Phase 1 trains and evaluates the basic skill sets required of all special operators. Physical fitness, swimming and hand-to-hand combat are stressed in a PT program designed around endurance, functional fitness and amphibious training, field skills

including navigation, patrolling, Survival, Evasion, Resistance, and Escape (SERE), Tactical Combat Casualty Care (TCCC). Mission planning, Fire support training and communications round out the first phase.

Phase 2 builds upon the foundation of Phase 1, training in small boat and scout swimmer operations, crew served weapons, demolitions, and photography and information collection and reporting. Two Full Mission Profile exercises “Operation Raider Spirit”, a 2-week exercise focused on patrolling and combat operations, and “Operation Stingray Fury” focused on urban and rural reconnaissance round out phase 2.

Phase 3 includes rifle and pistol combat marksmanship and will then learn the tactics, techniques and procedures need to serve as a member of a Marine Special Operations Team during assault operations. In the final phase, Irregular Warfare training is conducted. The course culminates with “Operation Derna Bridge where the skill set established in training is put to the test in a practical environment.

All Marine special operators are required to undergo continual language training. However, based on ability, certain Marines will be sent to follow-on language training at an Advanced Linguistics Course.

Marines will continue training at their assigned battalion for another 18 months. In addition, the MSOS offers advanced-level courses in a number of subject areas: Special Reconnaissance, Close Quarters Battle, Sniper, Breaching, and weapons employment.

Marine special operators also attend U.S. Army Airborne School and the USMC Combatant Diver Course.

Unit Highlights:

The newest member of the Special Operations Command community the Marine Corps Special Operations Command (MARSOC) was created at Camp Lejeune North Carolina in February 2006. The 1st and 2nd Marine Special Operations Battalions were created along with the Marine Special Operations Advisor Group (MSOAG, the predecessor of the MSOR). The majority of the combat personnel assigned to the two battalions were drawn from the Marine Corps Force Reconnaissance community and the MSOAG personnel from the conventional infantry units. In April 2009, the MSOAG was re-designated the Marine Special Operations Regiment which then built in a new level of bureaucracy by making 1st and 2nd MSOB subordinate, and re-designated MSOAG's operational Marines the 3rd Marine Special Operations Battalion.

The Marine's pilot program consisted of Det One deploying to Iraq with Navy SEALs from Naval Special Warfare Group 1 in 2004. Det One formed into the Marine Special Operations Battalions and deployed to Afghanistan in 2007. This deployment was marked with controversy when elements from 2nd Battalion was ambushed. The Marines were relieved from their operational charter in the country by USSOCOM after claims were made that the Marines reacted inappropriately and caused excessive civilian casualties in the wake of the ambush. In September 2009, the 1st Battalion returned to Afghanistan, this time in command of a joint special operations task force in the northwest of the country.

A MARSOC Critical Skills Operator will be expected to possess the following minimum characteristics.

STR 11 DEX 11 INT 11 CON 11 POW 11
EDU 13

Occupational Skill Points = EDU x 30

Personal Interest Points = INT x 10

Occupational Skills:

Climb, Conceal, Demolitions, Hide, First Aid, Handgun, Martial Arts, Navigate, Other Language, Parachuting, Photography, Pilot: Boat, Rifle, Sneak, Spot, Submachine Gun,

Strategy, Survival: Desert, Woodland, Cold Weather, Swim, Throw, Track. Plus one of the following as personal specialty:
Electronics, Machine Gun, Medicine, Heavy Weapons





Army 1st SFOD-D (Delta Force)

Established: October 1977

Organization /Base: Fort Bragg, North Carolina

Delta Force was reportedly organized into 3 operating squadrons (A, B, and C), which were subdivided into small groups known as troops. By the end of '12 Delta will have established a fourth squadron to cope with the high operational tempo of the Global War on Terror. Delta also maintained support units, which handle selection and training, logistics, finance, and the unit's medical requirements.

These squadrons are based on the organization of the SAS "Saber Squadron" and each contains 75 to 85 operators. Each saber squadron is broken down into three troops, one recce/sniper troop, and two direct action/assault troops, that can operate either in teams or in groups as small as four to six men.

Troop strength: approximately 800 to 1000

Specialty: counter-terrorism, direct action, and national intervention operations,

although it is an extremely versatile group capable of assuming many covert missions, including, but not limited to, rescuing hostages and raids

Training:

Operator Training Course tests Delta recruits and is around 6 months long. Members are trained in a number of different skill sets including:

Marksmanhip

The students shoot stationary targets at close range until they are able to have almost complete accuracy. They will then move on to moving targets. Once shooting skills are perfected, they will move to a shooting house where they will clear rooms of "enemy" targets.

Demolitions

Students learn how to break into many different locks such as cars and safes.

Demolition and how to build bombs out of various commonly found materials.

Combined skills. The FBI, FAA, and other agencies were used to advise the training of this portion of OTC.

All trainees learn to set sniper positions. Although Delta has specialized sniper troops, all members go through this training.

Trade Craft – During the first OTC's and creation of Delta, CIA personnel were used to teach this portion. Students learn different espionage-related skills such as dead drops, brief encounters, pickups, load and unload signals, danger and safe signals, surveillance and counter-surveillance.

Executive Protection –Students take an advanced driving course learning how to use vehicles as defensive and offensive weapons. They then learn techniques developed by the Secret Service and

Diplomatic Security Service on how to cover a VIP and diplomatic protection missions.

Culmination Exercise:

A final test that requires the students to apply and dynamically adapt all of the skills that they have learned.

Delta occasionally trains with similar units from allied countries as well as DEVGRU. They have helped train other U.S. counter-terrorism units, such as the FBI's Hostage Rescue Team.

Unit Highlights:

Delta saw action shortly after their unit was certified. Operation Eagle Claw, the rescue of American Hostages in Iran was to be Delta's first operation. Bad weather and a helicopter crash at the landing site forced the operation to be aborted. In the '80's Delta saw operations in Nicaragua and in El Salvador fighting rebels. In Grenada in '82, Delta fast roped in to the Richmond Hill Prison to rescue prisoners.

In '91, Delta was operational in Saudi Arabia, providing protection for General Norman Schwarzkopf as well as hunting SCUD missile launch sites in Iraq along with British SAS units.

On October 3 '93, members of Delta and US Rangers assaulted a location in the Bakara Market in Mogadishu in Somalia. Operation Gothic Serpent, expected to last a few hours turned in to an all night firefight with Somali Militia. Five Delta operators were killed with a sixth killed the next day by a mortar shell at the base. Gary Gordon and Randy Shughart, both killed were awarded medals of valor for their actions that day in the effort to rescue downed aircrew. Estimates of Somali casualties range up to 1200.

Delta took part in the '94 Invasion of Haiti, Delta and SAS were deployed to Peru in January '97 to assist in planning the assault to take back the Japanese ambassador's

residence. Delta took part in security planning for the '99 WTO Conference in Seattle WA.

Delta Force was involved in the offensive against the Taliban in Afghanistan in 2001. Delta Force has formed the core of the special strike unit, which has been hunting High Value Target (HVT) individuals like Osama Bin Laden and other key al-Qaeda and Taliban leadership since October '01.

One of several operations in which Delta Force operators are thought to have played important roles was the '03 invasion of Iraq. They allegedly entered Baghdad in advance and undercover. Their tasks included guiding air strikes, and building networks of informants while eavesdropping on and sabotaging Iraqi communication lines. Delta was present in the siege in Mosul where Uday and Qusay Hussein were killed, and were involved in the hunt and eventual capture of Saddam Hussein. Since September 11 '01, Delta has remained active in prosecuting the Global War on Terror.

Delta Force operators have the following minimum characteristics.

STR 11 DEX 12 INT 12 CON 12 POW 13
EDU 15

Occupational Skill Points = EDU x 35

Personal Interest Points = INT x 10

Occupational Skills:

Bargain, Climb, Conceal, Drive, Demolitions, Hide, Fast Talk, First Aid, Handgun, Martial Arts, Navigate, Other Language, Parachuting, Photography, Pilot: Boat, Persuade, Psychology, Rifle, Sneak, Spot Hidden, Submachine Gun, Survival: Desert, Woodland, Cold Weather, Swim, Strategy, Throw, Track. Plus one of the following as personal specialty: Electronics, Machine Gun, Medicine, Heavy Weapons



Naval Special Weapons Development Group SEAL Team Six (DEVGRU)

Established: November 1980

Organization /Bases: Dam Neck Annex, Naval Air Station Oceana, Virginia

NSWDG is divided into color-coded line Teams, which are commanded by senior officers: Red Team (Assault), Blue Team (Assault), Gold Team (Premier Team) and a Silver Team (Assault) established in 2012. There is a Gray Team (Boat Crews) and a Black Team (Reconnaissance and Surveillance Team). Each Team of 50-75 men is divided into three troops with approximately 16 men each and troops are divided into smaller teams as needed according to the operational requirements.

Troop strength: approx 200-400 operators as well as admin and support staff

Specialty: When DEVGRU was created, it was devoted exclusively to counter-terrorism with a worldwide maritime responsibility; its objectives typically included targets such as ships, oilrigs, naval bases, coastal embassies, and other civilian or military bases that were accessible from the sea or inland waterways. As the organization has evolved, new missions have developed, counter-terrorist operations, primarily in the maritime environment,

intelligence collection, counter-intelligence, investigative, and national security work.

Training: Training for DEVGRU is conducted throughout the United States and abroad, both on military and civilian facilities. Exchange programs and joint training were expanded with the more experienced international teams such as Germany's GSG-9, Great Britain's Special Boat Squadrons (SBS), and France's combat divers. In all cases, emphasis was placed on realism in training, in accordance with the "Train as you Fight, Fight as you Train" philosophy popular amongst most of the world's leading special operations and counter-terrorism units.

Like all Special Operations Forces units that have an extremely intensive and high-risk training schedule, there can be serious injuries and deaths. DEVGRU has lost several operators during training, including parachute accidents and close-quarters battle training accidents. It is presumed that the unit's assessment process for potential new recruits is different from what a SEAL operator experienced in his previous career, and much of the training tests the candidate's mental capacity rather than his physical condition, as he will have already completed Basic Underwater Demolitions/SEAL training.

Candidates are put through a variety of advanced training courses led by civilian or military instructors. These can include free-climbing, advanced unarmed combat techniques, defensive and offensive driving, advanced diving, and Survival, Evasion, Resistance and Escape (SERE) training. All candidates must perform at the top level during selection, and the unit instructors evaluate the candidate during the training process. Selected candidates are assigned to one of the Tactical Development and Evaluation Squadrons; the others are

returned to their previous units. Unlike the other regular SEAL Teams, DEVGRU

operators were able to go to almost any of the best schools anywhere and train depending on the unit's requirements.

Unit Highlights:

While the organization's name has changed since its founding in 1980, the Naval Warfare Development Group has maintained the highest standards for a special operations capable unit in the US and the world. Unlike the plethora of open source material on other units in the US special operations community the DEVGRU and Delta's history is shrouded in secrecy and speculation. From its inception in the early 1980's operations, classified operations have been planned and executed all over the world. DEVGRU also took part in training other elite units around the world, as well as training with these units as well. In 1991, DEVGRU reportedly recovered Haitian President Jean Bertrand Aristide under cover of darkness following the coup that deposed him. The unit reportedly deployed to Atlanta, Georgia as part of a large US counter-terrorist contingency plan for the 1996 Summer Olympics.

During NATO's intervention in the Bosnian War in the 1990's, the DEVGRU operated alongside other members of NATO's Implementation Force, such as its Army counterpart Delta Force and the British SAS. These units were tasked with finding and apprehending persons indicted for war crimes and returning them to The Hague to stand trial.

On 1–2 May 2011 DEVGRU undertook Operation Neptune Spear, under the CIA's authority, and killed Osama bin Laden at his compound in the city of Abbottabad Pakistan. The attack itself lasted 38 minutes, and there were no casualties to the team. Stealth versions of the US Blackhawk helicopter from the U.S. Army's 160th Special Operations Aviation Regiment

carried DEVGRU operators and paramilitary operatives from the CIA's Special Activities Division. The raid force killed Bin Laden, an adult son, an unknown woman, 2 couriers and collected vast amounts of intelligence from the location before the team departed.

Later that year members of DEVGRU were among the 38 killed on Saturday, 6 August 2011 in Maidan Wardak province, Afghanistan, when a CH-47 was shot down by a Taliban-fired rocket-propelled grenade. The team members were acting as a quick reaction force, it was the largest single loss of U.S. life since the beginning of the 2001 Afghan War, and is the largest single loss ever suffered by the SEALs or DEVGRU.

The following are DEVGRU minimum characteristics.

STR 11 DEX 12 INT 12 CON 12 POW 13
EDU 14

Occupational Skill Points = EDU x 35
Personal Interest Points = INT x 10

Occupational Skills:

Climb, Conceal, Demolitions, Hide, First Aid, Handgun, Martial Arts, Navigate, Other Language, Parachuting, Photography, Pilot: Boat, Rifle, Sneak, Spot Hidden, Submachine Gun, Survival: Desert, Woodland, Cold Weather, Swim, Strategy, Throw, Track. Plus one of the following as personal specialty: Electronics, Machine Gun, Medicine, Heavy Weapons



Air Force Pararescuemen (PJ's)

Established March 1946

Organization /Bases

Active duty Units

720th & 23rd STG, Hurlburt Field, Florida,
24th STS, Pope AFB, North Carolina
320th STS, Kadena Air Base, Okinawa
321st STS, RAF Mildenhall, United Kingdom ,Kirtland AFB, New Mexico , Lackland AFB, Texas , 31st RQS, Kadena AB, Okinawa , 38th RQS, Moody AFB, Georgia ,48th RQS, Davis-Monthan AFB, Arizona, 56th RQS, RAF Lakenheath, United Kingdom , 58th RQS, Nellis AFB, Nevada,

Reserve Units

103rd RQS, Suffolk County, NY (ANG)
123rd STS, Louisville, KY (ANG)
131st RQS, Moffett Field, CA (ANG)
212nd RQS, Kulis ANGB, AK (ANG)
304th RQS, Portland, OR (AFRC)
306th RQS, Monthon AFB, AZ (AFRC),
308th RQS, Patrick AFB, FL (AFRC)
920th Rescue Wing, Patrick AFB
943rd Rescue Group, Monthon AFB, AZ

Troop strength: 400 total PJ's worldwide.
200 active duty, 100 Air National Guard and 100 Air Force Reserve

Specialty: Emergency medical treatment to save lives, Search and Rescue operations Recovery of downed aircrews and aerospace hardware, NASA Space Shuttle Launch Rescue Support, Special Tactics in support of Interservice Special Operations

Training:

With a 90% drop out rate, it's obvious why the 18 to 24 month long PJ training pipeline is called "Superman School". The indoctrination course will start with 80 to 100 applicants but due to the small size of the PJ program, the maximum graduates allowed is 8. There is no graduation qualification, just increasingly difficult challenges until all but 8 have dropped out. Those resilient 8 airmen will go on to the rest of the PJ training pipeline.

Pararescue Indoctrination Course 9 weeks, Lackland AFB, TX

Army Airborne Parachutist School 3 weeks, Fort Benning, GA

Air Force Combat Divers School 5.5 weeks, Panama City, FL

Navy Underwater Egress Training 1 day, Pensacola NAS, FL

Air Force Basic Survival School 2.5 weeks, Fairchild AFB, WA

Army Military Freefall Parachutist School 5 weeks, Yuma Proving Grounds, AZ

Pararescue EMT-Paramedic Training, Kirtland AFB, NM 22 weeks

Pararescue Recovery Specialist Course, Kirtland AFB, NM 24 weeks

Unit Highlights:

March 17th 1966 saw one of the most dramatic events involving PJ scuba action at the termination of the Gemini 8 space flight. When the decision was made to halt the mission due to difficulties encountered by

Astronauts David Scott and Neil Armstrong, rescue forces on alert at stations in the Far East went into action. A rescue crew from Naha Air Base, Okinawa, flew to the predicted splashdown area and arrived in time to see the spacecraft hit the water. Three PJ'S parachuted into the ocean and had flotation equipment attached within 20 minutes. The PJ'S stayed with the astronauts until a Navy destroyer arrived three hours later to take them all aboard.

In 1989, PJ'S were instrumental in recovering and treating injured motorists at a collapsed section of highway following a devastating earthquake in the San Francisco, California area. PJ'S were the only rescue people "on-scene" who would volunteer to crawl between the sections of collapsed highway to access conditions and recover casualties. In recognition of the selfless dedication to saving lives President Bush personally recognized the heroic actions of these men.

PJ'S were among the first U.S. combatants to parachute into Panama during operation "Just Cause" (1989). Their combat medical expertise was heavily utilized during this short, intense operation. In fact, using specially modified vehicles dubbed "RATT-V's" they recovered and cared for the majority of the U.S. casualties that occurred on the two Panamanian controlled airfields that were taken by the initial invasion forces.

PJ'S were tasked with rescue missions involving downed aircrew members and injured combatants during United Nations operation "Desert Storm". This action for the liberation of Kuwait again proved the value of the Air Force PJ'S. Among the missions performed by PJ'S was the rescue of a downed F-14 navigator in a very hostile area; involving the destruction of enemy forces in very close proximity to the survivor. PJ'S also provided extensive support for airlift operations providing

humanitarian relief to Kurdish refugees fleeing into northern Iraq. PJ'S were involved in the struggle to capture Somalia leader Mohammed Fhara Aidid. Assigned jointly with army Rangers, PJs were tasked to operate in a Search and Rescue (SAR) role on Army helicopters. After the initial assault began, two Army helicopters were shot down, PJs responded to the scene to assist survivors and treat the wounded. The helo crashes were in the middle of the battle zone. The PJs, along with a Combat Controller and additional Army Rangers, were inserted into the firefight, removed injured personnel from further danger and administered life saving emergency medical treatment. As a direct result of their actions, the mission was completed and many lives were saved in the process.

The minimum characteristics for Air Force Pararescuemen characters are.
STR 11 DEX 12 INT 13 CON 12 POW 13
EDU 16

Occupational Skill Points = EDU x 35
Personal Interest Points = INT x 10

Occupational Skills:
Climb, Conceal, Electronics, Demolitions, First Aid, Handgun, Hide, Machine Gun, Martial Arts, Medicine, Navigate, Parachuting, Pharmacy, Pilot: Boat, Psychoanalysis, Rifle, Sneak, Spot Hidden, Submachine Gun, Survival: Desert, Woodland, Cold Weather, Swim, Throw & Track.

Private Military Corporations (PMC)

Private Military Companies or Private Military Contractors as they are sometimes known provide very similar services as their government counterparts. Security services make up the bulk of the PMC role however direct action missions have been contracted out to PMC's. Available for hire to the highest bidder these contractors provide services to both governments and corporations owing allegiance only to the current contract holder.

PMC's are usually recruited from special operations soldiers either recently ending their enlistment or nearing the end of their service. With better pay (upwards of \$100k per year) and benefits, as well as less stringent regulations and bureaucracy, the PMC is a viable career alternative for the special operations soldier.

With the downsizing of the traditional military, the private military business has become a boom industry worth over \$100 billion a year. In the 1990's it was estimated that there was one private military contractor for every 50 soldiers, 20 years later it is now estimated to be 1 PMC per every 10 soldiers. With the troop withdrawal throughout the middle east, that number is likely to grow dramatically as PMC's will be serving as security, training the native military and operating drones.

The private military contractor may be deployed to any region of the world for any reason from providing security escort for VIPs or cargo, to orchestrating a coup in a third world country.

While standard military operators are usually assigned gear and weapons based on the mission, the PMC is usually responsible for his own supplies only firearms and weapons being provided by the company.

While the PMC is often found operating within the standard theater of war alongside traditional military units, they are not bound

by the same rules of engagement as their service counterparts. With little to no oversight, the PMC is left to handle whatever situation that may arise at his own discretion. Blatant and public transgressions have and do occur and usually result in the termination of the contractor's employment and possible civilian criminal prosecution.

The rise of pirate attacks in recent years has seen an increase in maritime security contractors on everything from cargo ships to oil platforms. Maritime security is estimated to be a nearly \$500 million a year industry as more and more companies are seeing the investment in armed security as a better value compared to the cost of potential ransoms or the fuel and time expense of avoiding the high risk areas.

To create a Private Military Contractor character, use any of the previous character templates.



ERIS WORLDWIDE

Example Private Military Contractor

Established: 2001

President / CEO: Harley Patton

Base: 4601 North Fairfax Drive
Arlington, Virginia 22203

Troop strength: approx 500 operators as well as admin and support staff

ERIS Worldwide brings to market, highly customized, all-inclusive security, risk assessment and mitigation, and asset protection and management solutions to support a global list of clientele encompassing government entities and domestic and foreign corporations in a multitude of world wide, high risk, austere, and multifaceted environments. Collectively, ERIS Worldwide executive staff and field operators deliver a vigorous combination of vision, leadership, operational oversight, exceptional skill-set expertise and execution unto every operation undertaken while providing both short-term and long-term, fiscally efficient programs; each detailed and personalized as per our customers' many needs and requirements.

ERIS Worldwide undertakes and performs a myriad of protective service and asset management-driven operations throughout the theaters of Latin America, West and Eastern Africa, Europe, and North America. ERIS Worldwide provides highly comprehensive protective service and risk assessment/mitigation solutions from conception to completion via the tailor design and execution of intelligence/counter intelligence operations, physical, geographical analysis and evaluation of investment, personnel, and asset risks, physical protection solutions, as well as facility and personal security planning and leadership, for a multitude of corporations,

high profile/high risk individuals and groups, and foreign and domestic governmental entities

ERIS Worldwide and its group of highly experienced operators bring to the table of every project and operation undertaken, the ability to provide exponentially reliable, real-time, intelligence and cutting edge operations planning via the human resources that comprise our firm. Each experienced personnel in ERIS Worldwide hails from successful careers in the fields of National Security, military special operations, intelligence services management, international risk assessment, mitigation, and recovery, and some with extensive years of executive protection management encompassing the planning, and oversight of operations ranging from the protection of personnel, to assets, and resource recovery.



www.erisworldwide.com



CIA Special Activities Division (SAD)

Organization:

SAD is organized into several sections: Ground Branch operatives are experts in field craft, surveillance, small arms, hostage rescue, CQB and advanced driving.

Maritime Branch's focus is on amphibious operations

Air Branch is tasked with flying everything from small light aircraft to large transport planes. Roles of Air Branch include covert insertion and extraction of CIA personnel, covert transportation of sensitive cargo and airborne surveillance / intelligence gathering, usually using aircraft registered to front companies - seemingly legitimate dummy corporations setup by the CIA.

Troop strength:

Several hundred operators of various specialties

Specialty:

Intelligence gathering, counter-intelligence, hostage rescue, personnel and material recovery, bomb damage assessment, counter terrorism, raids, ambushes, sabotage, kidnapping, targeted killings and other forms of "unconventional warfare"

Training:

The Special Activities Division consists of the most elite of the United States special mission units. Recruited from Delta Force and DEVGRU, the Paramilitary Operations Officers are then fully trained by the CIA as Clandestine Intelligence Operatives or "Case Officers."

SAD recruits must possess at least a Bachelors degree and many have masters and law degrees. Candidates are sent to Camp Peary Virginia, also known as "the Farm" for the 12 month long Clandestine Service Trainee program. Here they are trained to a high level of proficiency in the use and tactical employment of an unusually wide degree of modern weaponry, explosive devices and firearms (foreign and domestic), hand to hand combat, high performance driving (on and off road), apprehension avoidance (including picking handcuffs and escaping from confinement), improvised explosive devices, Military Free Fall parachuting, combat and commercial SCUBA and closed circuit diving, proficiency in foreign languages, entry operations and vehicle hot-wiring, Survival, Evasion, Resistance and Escape (SERE), extreme survival and wilderness training, combat EMS medical training, tactical communications and tracking.

The SAD operative is fully trained and equipped to operate in any environment under any circumstance, completely unassisted and deniable.

Unit Highlights:

In October of 1950, SAD operatives organized and trained Tibetan resistance fighters against the invading Chinese and assisted the Dalai Llama's escape to India.

During the Korean War SAD operations rescued American prisoners of war as well as provided training for South Korean Guerrillas.

In 1953 SAD agents orchestrated the successful coup d'état of Iranian Prime Minister Mohammad Mosaddegh

1954 CIA SAD teams organized and trained Guatemalan resistance fighters that deposed President Jacobo Árbenz Guzmán.

In 1967 the Bolivian army was trained and assisted by SAD team members. Also members of SAD and Special Forces team members tracked and captured Che Guevara.

Between 1968 and 1972, the CIA Phoenix Program captured 81,740 National Liberation Front of South Vietnam (NLF or Viet Cong) members, of whom 26,369 were killed.

In 1973 Operation Azorian recovered sunken Soviet submarine, *K-129* with help from SAD members

In 1979 SAD/SOG paramilitary teams were deployed to train and lead these forces against the Sandinista government

CIA paramilitary teams and U.S. Army Special Forces set up and trained counterinsurgency units during the Salvadoran civil war in the early 1980's

SAD/SOG teams were key in working with JSOC and tracking high value targets (HVT), known as "Tier One Personalities." Their efforts, working under extremely dangerous conditions with little to no support, led to several very successful joint JSOC/CIA operations in Somalia in the early 1990's

In 2001, SAD units were the first U.S. forces to enter Afghanistan following the 9/11 attacks.

In 2011, SOG members working with SEAL Team 6 on Operation Neptune Spear raided Osama bin Laden's compound in Abbottabad Pakistan.

The Special Activities Division consists of two separate groups, one for tactical paramilitary operations and another for covert political action. The Political Action Group handles all covert activities related to political influence, psychological, economic warfare and cyberwarfare. A large covert operation usually has components that involve many, or all, of these categories, as well as paramilitary operations.

The Special Operations Group within SAD is responsible for paramilitary operations. These operations include the collection of intelligence in hostile countries and regions, and all high threat military or intelligence operations with which the U.S. government does not wish to be overtly associated. As such, members of the unit (called Paramilitary Operations Officers and Specialized Skills Officers) normally do not carry any objects or clothing (e.g., military uniforms) that would associate them with the United States government. If they are compromised during a mission, the government of the United States may deny all knowledge.

The SAD/SOG is generally considered the most secretive special operations force in the United States. The group selects operatives from Delta Force, DEVGRU, 24th STS and other special operations forces from within the U.S. military.

All Special Operations Group Candidates must meet the basic minimum requirements of either the Army 1st SFOD-D or the Navy DEVGRU character templates and be made as such. Then, if the following minimum characteristics are met, they may be recruited to SOG.

STR 11 DEX 12 INT 13 CON 12 POW 14
EDU 15

Upon completion of training, the SOG Operative will receive an additional INTx10 points to spend on the following skills. Computer Use, Conceal, Disguise, Drive Auto, Library Use, Locksmith and Psychoanalysis

AROUND THE WORLD

Special Operations Forces From Around the World

While by no means complete, the following are a few examples of Special Operations teams from other countries that may be found working alongside the previous units on various missions and Task Force operations.

Canada

Responsible for securing Canadian interest domestically and abroad, Joint Task Force 2 (JTF2) –Ottawa, in process of moving to CFB Trenton ,Canadian Special Operations Regiment (CSOR) Petawawa, 427 Special Operations Aviation Squadron (427 SOAS) – CFB Petawawa, Canadian Joint Incident Response Unit (CJIRU) – CFB Kingston and Trenton.

China

Chinese Special forces branch of the Chinese People's Liberation Army Ground Force. It specializes in rapid reaction combat in a limited regional war under high-tech conditions, commando operations, counter-terrorism, and intelligence gathering. Although the size of the Special Operations Forces is classified, it is estimated to number 7,000 ~ 14,000 troops. Established in 1988, units include Guangzhou Military Region Special Forces Unit, Chengdu Military Region Special Forces Unit – Nickname “Falcon, Beijing Military Region Special Forces Unit, Shenyang Military Region Special Forces Unit, Nanjing Military Region Special Forces Unit - Nickname “Flying Dragon”, Nanjing Military Region Special Forces Unit - Nickname “Oscar”, Lanzhou Military Region Special Forces Unit and Hong Kong Special Ops Company - Nickname "5 minute Response Unit.

England

Special Air Service or SAS is a corps of the British Army Established May 1950. They are part of the United Kingdom Special Forces (UKSF) and have served as a model for the special forces of many other countries all over the world. The SAS together with the Special Boat Service (SBS), Special Reconnaissance Regiment (SRR), Special Forces Support Group (SFSG), 18 (UKSF) Signal Regiment and the Joint Special Forces Aviation Wing form the UKSF under the command of the Director Special Forces.

Australia

The Special Operations Command (SOCOMD) is a command within the Australian Defense Force (ADF). Special Operations Command (SOCOM) was established in May 2003, to unite all of the ADF Special Forces units. As of 2007 Special Operations Command is fully operational. Australia's Special Operations Command is of equivalent status to Australia's Maritime, Land and Air Commands. Units include Special Air Service Regiment Swanbourne, 1st and 2nd Commando Regiment at Sydney.

Egypt

Task Force 777 Egyptian military counter-terrorism and special operations unit created in 1977 in response to concerns of increased terrorist activity. TF 777 operates with the US and other Special Operations units from around the world.

Germany

Special Operations Division (*Division Spezielle Operationen*) is an airborne division of the German Army. Its staff is based at Stadtallendorf. Division Special Operations was created as 1st Airborne Division in 1956 and reflagged twice in 1994 and 2001 as Airmobile Forces Command/4th Division (*Kommando Luftbewegliche Kräfte/4 Division*) and eventually as Special Operations Division. The division leads three combat brigades and divisionary troops, all of which are fully air-mobile. Troops of this division or its respective predecessors have taken part in all overseas deployments of the German Army and were largely involved in their preparation. It is the most combat-proven unit of the German military.

GSG-9

As a result of the 1972 Munich Olympics and Israeli athlete massacre the German government moved to create a counter terror unit top better deal with situations like Munich. Many German politicians opposed its formation fearing GSG 9 would rekindle memories of the Nazi Party's *Schutzstaffel* (SS). The decision was taken to form the unit from police forces as opposed to the military as is the model in other countries on the grounds that German federal law expressly forbids the use of the military forces against the civilian population. Established in April 1973 as a part of Germany's federal police agency, the *Bundesgrenzschutz* or federal border guard service, renamed *Bundespolizei* or federal police in 2005. The name GSG 9 stood for

Grenzschatzgruppe 9 (border guard group 9) and was chosen simply because the BGS had eight regular border guard groups at the time. After the 2005 renaming, the abbreviation "GSG 9" was kept due to the

fame of the unit and is now the official way to refer to the unit.

Iran

The Quds Force (alternatively spelled Ghods or Qods) is a special unit of Iran's Army of the Guardians of the Islamic Revolution (Revolutionary Guard). It has been described as "tasked with exporting" Iran's Islamic revolution, or "responsible for extraterritorial operations" of the Revolutionary Guard. The Quds Force reports directly to the Supreme Leader of Iran Ayatollah Ali Khamenei. Its current commander is Major General Qassem Suleimani. While "little is reliably known" about the force by outsiders, as of 2007, its size was estimated at 15,000 troops and operatives.

Israel

Sayeret Matkal - The IDF's principal special operations/commando unit, used mainly to obtain strategic intelligence behind enemy lines and to perform hostage-rescue missions on foreign soil. It is directly subordinate to the Israeli Military Intelligence Directorate (Aman). Shayetet 13 - The naval commando unit is the equivalent to the US Navy SEALS or British Special Boat Service is also tasked with maritime hostage-rescue missions. Sayeret Shaldag - The Israeli Air Force commando unit, specializing in forward air control, aerial & special reconnaissance, and target designation outside of Israel's borders.

Italy

9th Parachute Assault Regiment "Col Moschin", an SAS-like force trained for special operations in all kinds of environments. It is descended from the *Arditi* (Brave) units that operated on the Italo-Austrian Front of the First World War. 4th Alpini Parachutist Regiment "Monte

Cervino" - a combination of elite mountain infantry and airborne troops. The 4th is best suited for *high-altitude operations*. It inherits the name from the *Battaglione Alpini Sciatori* (Alpine Skiers Battalion) "Monte Cervino", 185th Reconnaissance Target Acquisition Regiment "Folgore" (RAO - *Reggimento Acquisizione Obiettivi*) - its mission is to find and mark enemy objectives for bombers or artillery units. The regiment is divided into four batteries (BAOs), trained to operate in different environments: 1st "Draghi" (Dragons) - desert environment; 2nd "Aquile" (Eagles) mountainous and Arctic environment; 3rd "Diavoli" (Devils) amphibious environment; 4th for "special reconnaissance" and surveillance.

Japan

Japanese Special Forces Group is the Japanese Ground Self-Defense Force's counter-terrorist unit established by the former Japanese Defense Agency to counter terrorist activities and deter guerrilla-style attacks on Japanese soil and to conduct military operations, against guerrillas or enemy commandos. The unit is based in Narashino, Chiba garrison in Funabashi, Chiba with the 1st Airborne Brigade. The SFGp has been referred to as Japan's Delta Force, due to their specialized role in the Japanese Ground Self-Defense Force. Delta Force personnel had been responsible for assisting the Japanese Ground Self-Defense Force in raising the SFGp's foundations prior to its establishment.

Special Boarding Unit is a special forces unit established by the Japanese Maritime Self-Defense Forces on March 27, 2001 in response to a previous spy ship incursion that occurred on the Noto Peninsula in 1999. The unit was created to perform similar roles to those undertaken by American Navy SEALs and the British SBS. Their field involves maritime anti-terrorist duties, including operations where arms are known to be involved. Since the SBU is a special

forces unit, any kind of matters regarding acquisition of information on personnel, training and weapons are forbidden since they are highly classified.

Jordan

Special Operation Forces of the Jordanian Armed Forces were founded in 1963 on the orders of the late King Hussein. In the early 1970s, Jordan's Special Forces were developed and assigned the tasks of reconnaissance, counter-terrorism, search and evacuation, combat, and the protection of key sites. The Special Forces have also been charged with precision missions including the targeting of military convoys and the cutting off of enemy supply lines and communications. Members are equipped and trained to be able to operate behind enemy lines for long periods without any logistical support. Currently the Special Forces branch consists of two specially trained battalions (71 and 101), and two paratroop battalions (81 and 91). Attached to them several special operations units, equipped with advanced equipment to make them as mobile as possible.

ROK (South Korea)

Republic of Korea Army Special Warfare Command or Republic of Korea Black Beret Commandos is the military command of the Republic of Korea Army responsible for their special operation forces. It consists of 7 brigades, and its main tasks include conducting reconnaissance and other tasks, mostly behind enemy lines.

New Zealand

The New Zealand Special Air Service (NZ SAS) was formed on 7 July 1955 and is a special forces unit of the New Zealand Army modeled on the British Special Air Service (SAS). The New Zealand Government states that NZ SAS is the "premier combat unit of the New Zealand

Defense Force". Its key roles are to undertake overseas missions and respond to domestic terrorist attacks. The New Zealand SAS is held in high regard internationally, as demonstrated by the United States Presidential Citation which was awarded to the NZSAS on 7 December 2004.

Poland

GROM (full name: Polish: *Grupa Reagowania Operacyjno-Manewrowego* (Operational Mobile Reaction Group); the acronym itself means "thunder". It was officially activated on July 8, 1990. It can be and is deployed in a variety of special operations and unconventional warfare roles, including anti-terrorist actions and projection of power behind enemy lines.

Russia

Spetsnaz is an umbrella term for any special forces in Russia, literally "special purpose forces". The term can specifically refer to any elite or special purpose units under the command of the Federal Security Service (FSB), Internal Troops of Russian Ministry of Internal Affairs, and the units controlled by the military intelligence service GRU.

Currently, the term is also used to describe any special purpose units or task forces of other ministries (even the Emergency Situations Ministry special rescue unit). Foreign special forces are also commonly referred to as Spetsnaz on Russian television, with US special forces referred to as "American Spetsnaz" for example. Spetsnaz specialists have trained the Republican Guard of Syria, Angola, Cuba, Vietnam and Ethiopia and have been involved in training other special forces units across the world.

Spetsnaz carry out reconnaissance and "special warfare" missions in peacetime as well as in war. The primary function of Spetsnaz troops in wartime is

infiltration/insertion behind enemy lines (either in uniform or civilian clothing), usually well before hostilities are scheduled to begin and, once in place, to commit acts of and the assassination of key government leaders and military officers.

South Africa

South African Special Forces Brigade (popularly known as "Recces") is the only Special Forces unit of the South African National Defense Force (SANDF). On October 1, 1972, 1 Reconnaissance Commando was created at Oudtshoorn, South Africa. It was relocated a few years later to Durban, South Africa. This was the first South African Special Forces unit. The South African special forces played a significant role in the country's 30 year long border war in Namibia and Angola. South African Special Forces now consists of Special Forces Headquarters in Pretoria, a Special Forces Regiment in Langebaan, a Special Forces Regiment in Phalaborwa and the Special Forces School in Murrayhill. The Brigade is not a part of the South African Army; it is directly under the command of the Joint Operations Division of the SANDF.

IMPROVISE, ADAPT AND OVERCOME

New, Resurrected and Repurposed Skills

Artillery (01%)

This skill allows the character to use large military weapons that are usually assembled in place for use, mounted on vehicles, or towed. These weapons are almost always crew operated, meaning two or more soldiers with the Artillery skill are required to operate it using the lowest Artillery skill of the group. Weapons suited to this skill might include anti-aircraft, anti-tank, and tactical assault missiles.

Command (05%)

Squad leaders to Commanding Officers rely upon this skill to effectively lead, inspire and direct subordinate troops through tasks as mundane as cleaning barracks to complex strategic assaults on enemy compounds. Successful leaders will have Command at no less than 25% to be even remotely effective.

Demolition (01%)

This skill also includes knowledge of fuses, timing cord, electrical detonators, improvised explosives, plastic explosives, and det-cord as well as weather and safety considerations.

Massive amounts of explosives always disrupt a target, but precise demolition work can be complex. To collapse any sort of large civil or military structure such as an office building, a bunker, a highway bridge, or a dam, the initial chance for success is half of the blaster's Explosives skill (round up to the next whole number). For second and later attempts to demolish the same structure, the skill-holder has had the opportunity to see how the structure reacts: now the chance is the blaster's full Explosives skill. If a demolition team has the plans of the structure, and plenty of time to lay the charges, allow the blaster's full Explosives skill.

Heavy Weapons (15%)

Heavy Weapons covers the use of large weapons that push the limits of portability. Rocket launchers, heavy machine guns, flame throwers mortars and rocket propelled grenades. Most weapons of this type are disassembled for transport and assembled in place for use, many of which require more than one person.



Martial Arts Hand to Hand (01%)

Military hand to hand combat training is its own martial art style that utilizes Brawl, Grapple and Melee skills. Incorporating throws and submission holds from Judo, punches and kicks from Thai kickboxing, knife fighting and using the rifle as a melee weapon.

Parachuting (01%)

In the present day, parachuting is a widely practiced sport. The aerofoil design of modern parachutes and their adjustable air flow gives the parachutist considerable control over speed and range-depending on height of insertion and wind conditions, military parasail models can move a parachutist and quite a bit of equipment for 15- 20 lateral miles. Minimum height to

engage a chute is about 150 feet, depending on the actual design. With a little practice, a modern parachutist can steer precisely and touch ground almost at stall speed, almost a walk, usually not leaving his or her feet. Higher skill levels represent advanced parachuting techniques such as HALO (High Altitude, Low Opening).

Status (15%)

Status is used within the military as a designation of rank which includes pay scale as well as authority.

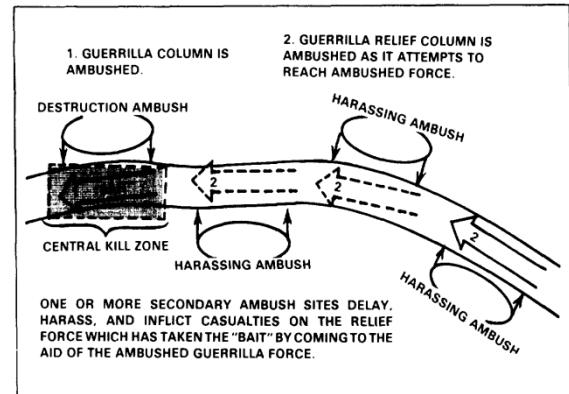
Status scores in the 15% to 29% range are enlisted men, E-1 to E-4 in pay grade. These are usually young soldiers with little to no combat experience. 30% to 49% would be Non-Commissioned Officers E-5 to E-9 in pay grade. These are usually older, battle hardened soldiers. Scores of 50% and above would include Officers and Warrant Officers.

A soldier with Status at 25% would hold a leadership position within the group, such as Assistant Squad Leader. A Status score of 30% or better would be a Non-Commissioned Officer (NCO). This player would typically be tasked as the Squad leader in the absence of any Officer characters or the Assistant Squad Leader under an Officer character. Status at 50% and above would be Officers and Warrant Officers who have completed specialized leadership school.

Strategy (01%)

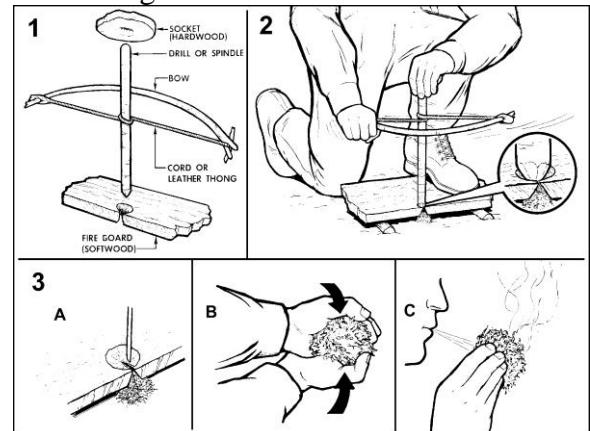
This skill represents the general knowledge of military small unit strategy. The Strategy skill is also the ability to know how to organize and mobilize the rest of the team for the most effective results. While all soldiers are trained in the very basic combat formations and situational strategies, the soldier with points in Strategy has a more thorough understanding of how to react to various situations as a team and minimize casualties.

Use this skill during a combat situation to help the player determine the best plan of attack for the team. When the players are at a loss for a strategy, they may request a Strategy roll by the team leader (highest ranking character present). Once the roll is made the keeper makes a suggestion based on how well the roll is made. The better the roll, the better the suggestion made by the keeper.



Survival (Type) (01%)

Characters with this skill know the fundamentals of surviving in extreme climates and locations. Each type of survival is listed as an individual skill. Examples of types of Survival include Desert, Arctic, Ocean and Woodland. Making shelter, safety techniques, hunting, and food preparation are just a few of the details involved in basic survival. Do not roll for this skill unless factors important to survival are missing.



Officer Candidate School

Officer Candidate School or OCS is a ten to twelve week long leadership course offered by each branch of the armed forces for soldiers with a Bachelors degree or higher. OCS candidates learn leadership skills and tactics via extensive classroom study and field exercises where they take turns leading the rest of the class through simulations and drills providing them with hands on experience in a variety of stressful situations. Soldiers with an EDU score of 16 or greater qualify to volunteer for Officer Candidate School. Officer status includes a pay increase and an additional 20% to the Status and Strategy skills. Officers provide the basic leadership and administration in all branches of the military.

Warrant Officers School

A soldier, who has a POW of 11 or better, Status of 20% or better and any occupational skill at 80%, qualifies to volunteer for Warrant Officers School. Six weeks of intense training in leadership, tactics, military history and survival skills.

Successful completion of Warrant Officers School gives the character 20% in Status and Strategy skills, a pay raise as well as responsibility as a working leader and technical expert providing valuable skills, guidance, and expertise to commanders and organizations in their particular field.

Pay Grade	Rank by Branch of Service			
	MARINES	ARMY	AIR FORCE	NAVY
E-1	Private	Private	Airman Basic	Seaman Recruit
E-2	Private 1 st Class	Private	Airman	Seaman Apprentice
E-3	Lance Corporal	Private 1stClass	Airman 1 st Class	Seaman
E-4	Corporal	Corporal	Senior Airman	Petty Officer 3 rd Class
E-5	Sergeant	Sergeant	Staff Sergeant	Petty Officer 2 nd Class
E-6	Staff Sergeant	Staff Sergeant	Tech Sergeant	Petty Officer 1 st Class
E-7	Gunnery Sergeant	Sgt 1 st Class	Master Sergeant	Chief Petty Officer
E-9	Master Gunnery Sergeant	Sergeant Major	Chief Master Sergeant	Master Chief Petty Officer
W-1	Warrant Officer	Warrant Officer	-	-
W-2	Chief Warrant 2	Chief Warrant 2	-	Chief Warrant 2
W-3	Chief Warrant 3	Chief Warrant 3	-	Chief Warrant 3
W-4	Chief Warrant 4	Chief Warrant 4	-	Chief Warrant 4
W-5	Chief Warrant 5	Chief Warrant 5	-	Chief Warrant 5
O-1	2 nd Lieutenant	2 nd Lieutenant	2 nd Lieutenant	Ensign
O-2	1st Lieutenant	1st Lieutenant	1st Lieutenant	Lieutenant (jr grade)
O-3	Captain	Captain	Captain	Lieutenant
O-4	Major	Major	Major	Lt. Commander
O-5	Lt Colonel	Lt Colonel	Lt Colonel	Commander
O-6	Colonel	Colonel	Colonel	Captain
O-7	Brigadier General	Brigadier General	Brigadier General	Rear Admiral
O-8	Major General	Major General	Major General	Rear Admiral
O-9	Lt. General	Lt. General	Lt. General	Vice Admiral
O-10	General	General	General	Admiral

HIT LOCATIONS

To determine the location of any successful attack, roll 1d10 on the table below to determine the area hit. If the total damage received to a specific location equals half the defenders total hit points, that limb or body part becomes useless. Select the appropriate results from the Major Wound table on page 207 of the BRP Rules book.

1D10	LOCATION
1	HEAD
2-3	CHEST/UPPER BACK
4-5	ABDOMEN/LOWER BACK
6	GROIN/REAR
7	LEFT LEG
8	RIGHT LEG
9	LEFT ARM
0	RIGHT ARM

ARMOR

Modern military body armor is designed to integrate protection and load carrying capabilities, commonly referred to as BALCS (Body Armor / Load Carriage Systems), providing a single unit of gear to replace the old system of 3 or 4 items worn by the soldier to serve the same functions. There are two main types of body armor vests available to Special Operations soldiers. The first is the Improved Outer Tactical Vest or IOTV, which provides excellent coverage of the torso from neck to groin, and the lighter, more maneuverable, Combat Integrated Releasable Armor System, or, CIRAS.

The Special Operations Manual incorporates the optional Random AP rules from BRP Rules book page 195. This accounts for the many very small openings between the ballistic plates that can and do pose opportunities for penetration.

After a successful attack role is made to a body part that is covered by armor and the damage is rolled, the defender will roll his armor AP and subtract the total from the damage received

IOTV

The Improved Outer Tactical Vest consists of the main outer vest lined with woven Kevlar M2 fiber, which provides protection from small arms fire up to and including 9mm rounds (1d10hp). This main outer vest provides coverage for the neck, chest, abdomen, back, lower back and groin areas. It is equipped with a grid of PALS (Pouch Attachment Ladder System) webbing on the front, back and sides of the vest, to attach modular pouches and accessories.

The second part of the IOTV is the front and back ballistic ceramic trauma plate inserts. These removable trauma plates provide protection from, up to and including 7.62 rounds (1d12hp).

The compromise for this level of advanced protection is the sacrifice of mobility. The weight (30lbs) and overall bulk of this armor vest results in a flat decrease in Climb, Dodge, Jump, Swim and Throw skills by -20%

CIRAS

Lighter and more maneuverable than the IOTV, the Combat Integrated Releasable Armor System, or CIRAS, provides the same level of protection to the chest, abdomen and back with trauma plates (1d12hp). It does not provide the small arms coverage without the plates, but also does not incur the skill percentile decrease.

Helmets

The Advanced Combat Helmet or ACH is the current military standard head protection for all ground troops. Its advanced Kevlar design weighs in at only around 3 lbs and provides ballistic, fragmentation, aural and impact protection, while being night vision, communications and Nuclear, Biological and Chemical (NBC) equipment compatible. The ACH is rated to protect the wearer from direct fire from up to and including 9mm rounds at close range (1d10hp).

BLUNT TRAUMA

When body armor and helmets do what they are designed for, they stop penetration by bullets, shrapnel and fragments by absorbing and dispersing the kinetic energy of the projectile across the surface area of the armor. What remains is concussive force transferred directly to the body of the wearer similar to being hit by a baseball bat. To account for this, use the following system to measure the effects on the character.

When all of the penetrating damage delivered by the projectile is absorbed by the armor, compare the rolled damage vs. the wearers CON on the resistance table. Failure indicates 1D6 rounds of stun, where the character may dodge or parry, but may not otherwise act. Critical failure results in 1D6 rounds of unconsciousness.

TELESCOPIC SIGHTS

Commonly called scopes, these optical devices provide enhanced accuracy at great distances with firearms. The primary telescopic sight used with the M-4 is the Advanced Combat Optical Gun sight (ACOG). The ACOG offers fixed 4X magnification, crosshair reticule and a bullet drop compensator that allows the operator to engage enemies at quadruple the normal base range without applying any skill penalties. Other types of sights include the variable power sniper scopes that offer 3.5X to 10X magnification and infrared night vision scopes that allow the shooter to operate at night without penalty

LASER SIGHTS

Laser sights are small laser beam projectors attached to firearms that enhance accuracy by displaying a visible red or invisible infrared dot on the target. With the infrared version, the target dot is only visible with the assistance of infrared night vision goggles or an infrared night vision scope. Laser sights provide an additional 5% bonus to the appropriate firearm skill when used as well as an additional +2 to DEX for the purposes of determining fire order.

SUPPRESSORS

Often called silencers, are tube-like firearm attachments that reduce the sound made from firing the weapon. The name silencer is misleading though, as these devices do not actually silence the weapon, merely reduce the sound of the bullet being fired (about 30db on average) and alter the sound to effectively camouflage the location and caliber of the weapon. There are two types of silencers, detachable, such as the Knights Armament Company Quick Detach Suppressor, and integral silencers like on the MP5SD. As the names imply, detachable suppressors are removable and may be used on other firearms, but only the same model and caliber weapon that also has the correctly threaded barrel.

Detachable silencers are not quite as effective as integral

suppressors, providing -10% to listen rolls, reducing base range $\frac{1}{2}$, and wearing out after 1d10 X 1000 firings. Integral suppressors are built into the firearm barrel and are not easily removed. Integral silencers provide -15% to Listen rolls, reduce the base range by only $\frac{1}{4}$ and wear out after 1d100 X 1000 firings.

NIGHT VISION

A variety of options exist allowing the user to see clearly in all but complete darkness. By incorporating light amplification and image intensifiers the current generation of night vision equipment can increase the ambient light 30,000 to 50,000 times. The military night vision equipment is offered as both, helmet mounted, flip down binocular goggles and rifle mounted night vision monocular scope. The use of night vision equipment negates the penalties for operating in near dark situations. Complete darkness such as deep underground or a sealed bank vault renders all night vision equipment useless. Supernatural creatures and deities are generally composed of extra terrene material and their visibility through night vision equipment is a matter left to the individual keeper.

Weapons	Skill	Damage	Range	Shots per Round	Ammo	Malfunction	Hit Points
HANDGUNS							
Baretta M9 9mm	20%	1D10	15	2	15	99	8
Colt M1911A1 .45	20%	1D10+2	15	1	7	99	8
H&K Mk 23 SOCOM .45	20%	1D10+2	15	1	13	00	8
Glock 22 .40 S&W	20%	1D10	20	2	15	98	8
MEU (SOCOM) .45	20%	1D10+2	15	1	7	00	8
Sig Sauer P226/P228 9mm	20%	1D10	15	2	15	98	8
ASSAULT RIFLES							
Colt M-4 CQBR 5.56	25%	2D8	90	1 or burst	30	98	11
HK 416 5.56	25%	2D8	110	1 or burst	30	98	11
MK 16 Mod OSCAR-L 5.56	25%	2D8	110	1 or burst	30	98	11
MK 17 Mod OSCAR-H 7.62	25%	2D6+3	110	1 or burst	20	99	11
HK417 7.62	25%	2D6+3	90	1 or burst	20	99	11
SNIPER RIFLES							
MK14 Mod 0 (EBR) 7.62	25%	2D6+3	110	1 or burst	20	99	11
MK11 Mod0 7.62	25%	2D6+3	110	1	20	99	11
M39 EMR 7.62	25%	2D6+3	110	1	20	99	11
MK12 SPR 5.56	25%	2D8	110	1	20	99	11
M24 SWS 7.62	25%	2D6+3	110	1/2	5	00	11
M40a3 7.62	25%	2D6+3	110	1/2	5	99	11
M107 / M82a1 .50	25%	3D10+5	250	1	11	98	11
SUBMACHINE GUNS							
H&K MP5 9mm	15%	1D10	20	2 or burst	15/30	97	10
Colt SMG 635 9mm	15%	1D10	20	2 or burst	32	98	10
M3A1 Grease Gun .45	15%	1D10+2	20	burst	30	98	10
Walther MP 9mm	15%	1D10	20	burst	32	98	10
SHOTGUNS							
Benelli M1014	30%	4d6/2d6/1d6	10/20/50	1	7	98	10
m26	30%	4d6/2d6/1d6	10/20/50	1	5	98	10
Mossberg M9200A1	30%	4d6/2d6/1d6	10/20/50	1	8	98	10
Mossberg M590A1	30%	4d6/2d6/1d6	10/20/50	1	9	98	10
M870	30%	4d6/2d6/1d6	10/20/50	1	8	98	10
MACHINE GUNS							
Browning M2HB .50	15%	3D10+5	200	burst	250	98	11
FN M249 SAW 5.56	15%	2D8	110	burst	200	99	11
M240 GPMG 7.62	15%	2D6+3	110	burst	200	98	11
HEAVY WEAPONS							
m203 40mm	15%	3D6/2YD	160	1/2	1	00	10
m224 60mm	15%	6D6/2YD	2000	1/2	1	00	10
Mk13 mod 0 40mm	15%	3D6/2YD	160	1/2	1	00	10
M32 40mm	15%	3D6/2YD	150	1/2	1	00	10
Mk19 40mm	15%	3D6/2YD	1500	1	50	98	11
M72 LAW 66mm	15%	8D6/1YD	200	1	1	98	10
M3 Gustav MAAWS 84mm	15%	8D6	1000	1/2	1	99	10
M136 AT4 84mm	15%	8D6	300		1	98	8
FGM-148 Javelin	15%	11D6	150		1	98	8
FIM-92 Stinger	15%	6D10	4000	1/6	1	98	8
EXPLOSIVES							
Claymore mine	1%	6d6+6/3d6+2/1d6	10/25/50		1	99	12
M112 C-4	1%	6D6/3YD			1	99	15

SPECIAL OPERATIONS



Name _____
Rank _____ Age _____ Ht _____ Wt _____

Branch _____ Specialty _____

Description _____

Characteristics & Rolls

STR	Effort roll	_____ %
CON	Stamina roll	_____ %
SIZ	Damage Bonus	_____
INT	Idea roll	_____ %
POW	Luck roll	_____ %
DEX	Agility roll	_____ %
APP	Charisma roll	_____ %
EDU	Know roll	_____ %

Hit Points

Major Wound	_____
DEAD(-)	_____
00 01 02 03 04 05	06 07 08 09 10 11
12 13 14 15 16 17	18 19 20 21 22 23
24 25 26 27 28 29	30 31 32 33 34 35

Skills

COMMUNICATION

	bonus ()
<input type="checkbox"/> Bargain (05%)	_____ %
<input type="checkbox"/> Command (05%)	_____ %
<input type="checkbox"/> Disguise (01%)	_____ %
<input type="checkbox"/> Etiquette (05%)	_____ %
<input type="checkbox"/> Fast Talk (05%)	_____ %
Language, Own (INT/EDUx5%)	_____ %
<input type="checkbox"/> Language, Other (00%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Perform (05%)	_____ %
<input type="checkbox"/> Persuade (15%)	_____ %
<input type="checkbox"/> Status (15% or var.)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Teach (10%)	_____ %

MANIPULATION

	bonus ()
Art (05%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
Craft (05%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Demolition (01%)	_____ %
<input type="checkbox"/> Fine Manipulation (05%)	_____ %
Heavy Machine (01%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
Repair (15%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Sleight of Hand (05%)	_____ %

MENTAL

	bonus ()
<input type="checkbox"/> Appraise (15%)	_____ %
<input type="checkbox"/> First Aid (30%)	_____ %
<input type="checkbox"/> Gaming (INT+POW)	_____ %
Knowledge (_____ %)	_____
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
Literacy (_____ %)	_____
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Medicine (_____ %)	_____ %
<input type="checkbox"/> Psychotherapy (_____ %)	_____ %
Science (01%):	_____
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Strategy (01%)	_____ %
Survival (type)	_____
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %

PHYSICAL

	bonus ()
<input type="checkbox"/> Climb (40%)	_____ %
<input type="checkbox"/> Dodge (DEX x02%)	_____ %
Drive (_____ %)	_____
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Fly (_____ %)	_____ %
<input type="checkbox"/> Hide (10%)	_____ %
<input type="checkbox"/> Jump (25%)	_____ %
Pilot (01%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Parachuting (01%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Projection (DEX x02%)	_____ %
Ride (05%)	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Stealth (10%)	_____ %
<input type="checkbox"/> Swim (25%)	_____ %
<input type="checkbox"/> Throw (25%)	_____ %

COMBAT

	bonus ()
<input type="checkbox"/> Artillery (01%)	_____ %
<input type="checkbox"/> Handgun (20%)	_____ %
<input type="checkbox"/> Heavy Weapons (15%)	_____ %
<input type="checkbox"/> Machine Guns (15%)	_____ %
<input type="checkbox"/> Martial Arts (01%)	_____ %
<input type="checkbox"/> Rifle (25%)	_____ %
<input type="checkbox"/> Shotguns (30%)	_____ %
<input type="checkbox"/> Submachine Guns (15%)	_____ %
<input type="checkbox"/> _____	_____ %

Weapons

weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
Brawl (25%)	_____ %	1D3+db	touch	1	close	1h	n/a
Grapple (25%)	_____ %	special	touch	1	close	2h	n/a

Armor

armor type	armor value
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %

Player

Name _____



SPECIAL OPERATIONS

Ammunition

Power Points

Power Points (_____) Battery (_____)

Fatigue

EXHAUSTED (-_____) **O** 01 02 03 04
05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23
24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42
43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61
62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80
81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Sanity

INSANE 0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15
16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34
35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91
92 93 94 95 96 97 98 99 100

GEAR

MISSION BRIEFINGS

Special Delivery

The players have been assigned to escort an Air Force C-17 to McMurdo Station in Antarctica while it delivers supplies and personnel and picks up outbound cargo and personnel. Recent expeditions to the interior of the continent have returned with biological samples to be examined further by research scientists at the Los Alamos National Laboratory in New Mexico. The trip there is an uneventful flight in a cargo plane with the barest of amenities. Upon arrival at McMurdo Station, the team is introduced to the expedition scientists who tell them only that the two crates in question, nearly 10' x 6' x 6' each, are to be guarded at all costs and that the contents are frozen biological samples discovered deep within the continent. All other details are on a need to know basis.

The team is housed in a barracks overnight while the C-17 is loaded and prepped for the return trip. Once the cargo, crew and team are loaded and ready, the long trip home begins.

Several hours into the flight, somewhere over the Pacific Ocean, the contents of the crates begin to stir.



The Devil and the Deep Blue Sea

This scenario assumes that the players are members of DEVGRU; however they could also be any type of Special Operations team the keeper chooses with little to no modification.

A distress call from the deep water drilling platform Copernicus II, owned by the PetroGlobal oil company based in Houston Texas, was received by the US Coast Guard. The transmission was so garbled however that it is unclear what the exact nature of the distress is. Satellite imagery shows extreme storms in the area of the South Pacific where the Copernicus II is located. The distress call would have launched a rescue mission by the coast guard, the sound of gunfire in the background and the lack of response from subsequent calls has turned this into a possible terrorist attack.

The team will be delivered via Coast Guard cutter to a location approximately 2 nautical miles away from the Copernicus II. There they will take a rigid hull inflatable to the oil rig.

The stormy sea tosses the team as they attempt to approach the platform. Swells toss the raft and a failed Pilot Boat roll results in team members who fail luck rolls being tossed in the ocean. Swim rolls to stay afloat in the turmoil and make way to the ladder on the leg of the platform.

The Copernicus II houses 15 crewmembers year round. Quarterly shipments deliver supplies and rotate crewmembers.

Seven well armed members of the eco-terrorist organization Mother Ocean Movement have taken the crew hostage and have planted explosives on the oil rig.

Operation White Lightening

Training Mission code named Operation White Lightening Sends a team of special operations soldiers into the heart of the Okefenokee Swamp in southern Georgia via MH-6B Little Bird helicopter to drop point designation Romeo, approx. 3 miles away from target designation Foxtrot. Foxtrot is the camp of Special Operations soldiers portraying the Red Flag Cartel.

In this training exercise, the characters are to land at drop point Romeo and proceed by foot and capture target point Foxtrot, retrieve any intel available, and capture as many Red Flag Cartel soldiers as possible for further interrogation. All soldiers will be wearing MILES gear (laser tag) and have MILES attachments for weapons. Live ammunition and weapon assignment is left to the individual keeper.

Dangerous wildlife of the Okefenokee Swamp includes 6 varieties of poisonous snake, alligators, black bears and bobcats. As the team approach drop point Romeo the weather turns dramatically. Still several miles away from drop point Romeo, dark clouds gather and strong winds pick up as the helicopter flies through the swamp between the trees following a stream. As the weather worsens, all navigation equipment suddenly goes out and a gust of wind forces the helicopter to clip a tree branch, sending the Little Bird, its crew and the team, spiraling out of control and crashing into the swamp below causing 1d6 damage to all on board and a party luck roll to avoid explosion.

As the team assesses the damage and tries to gain their bearings, the weather takes a turn for the worse as tropical storm Cheryl gains momentum.

Nearby, an even more dangerous problem grows in the swamp as a group of redneck methamphetamine dealers have set up a lab nearby in one of the many remote abandoned poachers' cabins. They are well armed and very paranoid.

Catherine Tad

As private military contractors, the group is hired to provide armed guard services on board the Catherine Tad, a container ship bound for Dubai. The ship will be travelling through the Indian Ocean bound for the Gulf of Aden. Due to recent pirate activity in the area, the shipping company has hired the players to ensure safe passage for the crew and cargo.

Somewhere in the Indian Ocean, the captain has spotted a yacht off the port side about 10 nautical miles drifting towards the Catherine Tad on an intersecting path. The captain says they've attempted to hail the boat multiple times with no response. Maritime courtesy requires them to investigate and alert the authorities in case the passengers of the boat are injured.

The captain has called for assistance to any nearby ships only to find that the nearest assistance is a day away.

Once on board, the players find the ship to be a scene out of a horror movie with gore and corpses strew about the interior of the boat. Obvious signs of drugs and alcohol are found throughout as well.

One life raft is missing and hiding inside the other the players find a frightened man in his 40's with a .38 revolver who says he was a guest on the yacht and that a crew member went on a killing spree.

Inside the walk in refrigerator they will find a young crew member with a butcher knife who claims that the guest is responsible for the massacre. Both men seem obviously distressed and they both are covered in blood, and accusing the other of being the real killer, but one of the men is more than he seems.

Operation Anaconda

Members of the 7th Special Forces Group in South America are sent into the Amazon to track down and stop a drug cartel cocaine processing operation. The cartel is well armed and the Special Forces operators will be outnumbered, but that may be the least of their worries. The Amazon jungle has its own set of threats including the tiny poison arrow frog, caiman, piranha, anacondas and jaguars.

The cartel processing operation is located deep within the jungle on protected Indian lands. The area is home to a variety of tribes including one previously unknown to western civilization.

The Honi Kuin tribe consists of nearly 200 individuals who have had no contact with modern society. They are officially protected by the local government and contact with them is strictly prohibited. The Honi Kuin people speak a dialect of Panoan which is unrelated to nearly all existing languages. They are aggressive towards outsiders and will attack with poison tipped darts spears and arrows, and possibly shamanistic magic, against military and cartel alike.

The jungle surrounding the tribes land is riddled with primitive traps designed to protect them from other tribes and jungle predators. While the Honi Kuin would make extremely valuable allies against the cartel, contacting them is both extremely difficult and dangerous.

The cartel employs 25 armed men who patrol the area surrounding the processing operation in 2 man teams day and night. Surrounding the operation is a web of electronic surveillance including motion detectors and cameras as well as land mines and tripwires.

CODENAME: HABOOB

Army rangers on patrol in Sudan get trapped in an unexpected sandstorm. When the dust settles 3 hours later, the team finds that the wind has uncovered ancient ruins buried beneath the sand for centuries.

Temporarily without communications and miles away from anyone, the team now stands among the lost city of G'harne. Monoliths surround them and entrances to subterranean chambers are marked with strange symbols. Beneath the once buried city is a labyrinth of tunnels leading deeper underground. The walls of these tunnels are covered with ancient pictographs of human-like figures worshipping and/or being devoured by giant tentacled worm like creatures.

If the group descends deep enough the tunnels become smooth as if melted by acid into perfect tubes.

Eventually, whether they enter the tunnels or not, the ground will shake with intense subsonic rumbling similar to an earthquake, signaling the approach of 1d4 ancient Cthonians from deep underground. They are attracted to the slightest vibrations of even footsteps on the stones of the city floor.

Assuming the players to be human sacrifice offerings they will attempt surface and devour whoever they can grab with their many tentacles.

Within a 2d6 hours another sandstorm will re-cover the lost city and with it, any evidence of the encounter.

Scenario Seeds

Shorter Mission Ideas for Keepers

- | | |
|---|--|
| <p>Army Rangers taking a Latin American air field at the start of an invasion</p> <p>Rangers/Delta Force mission to capture high level person of interest in Somalia</p> <p>Special Forces training mission goes badly in Latin America</p> <p>Seal Team 6 retaking a freighter ship held by pirates</p> <p>MARSOC Silent recon of enemy coast in advance of an invasion</p> <p>Army Rangers / Special Forces jump in to extract prisoner/ Hostage in a desolate area</p> <p>Special Forces team must restore rightful ruler to throne in western Africa</p> <p>Special Forces Training team caught in a natural disaster.</p> <p>Delta Force must rescue the hostages on a hijacked airliner</p> <p>Delta Force/SEAL TEAM 6 must retake a captured embassy</p> <p>Special Forces conduct guerilla ops with rebel forces in country.</p> <p>SEALs must take back American warship that has had a mutiny onboard.</p> <p>Army Rangers respond to natural disaster in the US</p> <p>Special Forces assist Latin American government in taking down a drug king pin.</p> | <p>Air Force PJ's must rescue downed spy plane pilot behind enemy lines</p> <p>Private Military Contractors must protect celebrity on tour</p> <p>SEAL team mission to recover US satellite that splashed down in hostile waters</p> <p>SOG team sent to 'encourage' Caribbean despot to relinquish control</p> <p>Army Rangers provide additional security during newly democratized countries first election</p> <p>Special Forces team must stop African warlord from stealing relief supplies</p> <p>Private Military Contractors hired to provide additional support for Central American rebel forces</p> <p>Army Rangers must rescue archeologists caught in border clash in Sudan</p> <p>Delta Force team sent to recover missing artifacts stolen from museum during conflict</p> <p>Army Rangers on relief mission to natural disaster torn Middle Eastern country encounter resistance from locals</p> <p>SOG team must capture and interrogate possible high ranking terrorist hiding in Central Europe</p> <p>Inserted deep behind enemy lines, MARSOC team must gather intel on enemy forces and equipment</p> |
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SPECIAL OPERATIONS MEDAL OF HONOR RECIPIENTS**GORDON, GARY I.**

Rank: Master Sergeant

Organization: U.S. Army

Company:

Division:

Born: Lincoln, Maine

Departed: Yes (10/03/1993)

Entered Service At:

G.O. Number:

Date of Issue:

Accredited To:

Place / Date: 3 October 1993, Mogadishu,
Somalia**Citation**

Master Sergeant Gordon, United States Army, distinguished himself by actions above and beyond the call of duty on 3 October 1993, while serving as Sniper Team Leader, United States Army Special Operations Command with Task Force Ranger in Mogadishu, Somalia. Master Sergeant Gordon's sniper team provided precision fires from the lead helicopter during an assault and at two helicopter crash sites, while subjected to intense automatic weapons and rocket propelled grenade fires. When Master Sergeant Gordon learned that ground forces were not immediately available to secure the second crash site, he and another sniper unhesitatingly volunteered to be inserted to protect the four critically wounded personnel, despite being

well aware of the growing number of enemy personnel closing in on the site. After his third request to be inserted, Master Sergeant Gordon received permission to perform his volunteer mission. When debris and enemy ground fires at the site caused them to abort the first attempt, Master Sergeant Gordon was inserted one hundred meters south of the crash site. Equipped with only his sniper rifle and a pistol, Master Sergeant Gordon and his fellow sniper, while under intense small arms fire from the enemy, fought their way through a dense maze of shanties and shacks to reach the critically injured crew members. Master Sergeant Gordon immediately pulled the pilot and the other crew members from the aircraft, establishing a perimeter which placed him and his fellow sniper in the most vulnerable position. Master Sergeant Gordon used his long range rifle and side arm to kill an undetermined number of attackers until he depleted his ammunition. Master Sergeant Gordon then went back to the wreckage, recovering some of the crew's weapons and ammunition. Despite the fact that he was critically low on ammunition, he provided some of it to the dazed pilot and then radioed for help. Master Sergeant Gordon continued to travel the perimeter, protecting the downed crew. After his team member was fatally wounded and his own rifle ammunition exhausted, Master Sergeant Gordon returned to the wreckage, recovering a rifle with the last five rounds of ammunition and gave it to the pilot with the words, "good luck." Then, armed only with his pistol, Master Sergeant Gordon continued to fight until he was fatally wounded. His actions saved the pilot's life. Master Sergeant Gordon's extraordinary heroism and devotion to duty were in keeping with the highest standards of military service and reflect great credit upon him, his unit and the United States Army.

SHUGHART, RANDALL D.

Rank: Sergeant First Class

Organization: U.S. Army

Company:

Division:

Born: Newville, Pennsylvania

Departed: Yes (10/03/1993)

Entered Service At:

G.O. Number:

Date of Issue:

Accredited To:

Place / Date: 3 October 1993, Mogadishu,
Somalia**Citation**

Sergeant First Class Shughart, United States Army, distinguished himself by actions above and beyond the call of duty on 3 October 1993, while serving as a Sniper Team Member, United States Army Special Operations Command with Task Force Ranger in Mogadishu, Somalia. Sergeant First Class Shughart provided precision sniper fires from the lead helicopter during an assault on a building and at two helicopter crash sites, while subjected to intense automatic weapons and rocket propelled grenade fires. While providing critical suppressive fires at the second crash site, Sergeant First Class Shughart and his team leader learned that ground forces were not immediately available to secure the site. Sergeant First Class Shughart and his team leader unhesitatingly volunteered to be inserted to protect the four critically wounded personnel, despite being well

aware of the growing number of enemy personnel closing in on the site. After their third request to be inserted, Sergeant First Class Shughart and his team leader received permission to perform this volunteer mission. When debris and enemy ground fires at the site caused them to abort the first attempt, Sergeant First Class Shughart and his team leader were inserted one hundred meters south of the crash site. Equipped with only his sniper rifle and a pistol, Sergeant First Class Shughart and his team leader, while under intense small arms fire from the enemy, fought their way through a dense maze of shanties and shacks to reach the critically injured crew members. Sergeant First Class Shughart pulled the pilot and the other crew members from the aircraft, establishing a perimeter which placed him and his fellow sniper in the most vulnerable position. Sergeant First Class Shughart used his long range rifle and side arm to kill an undetermined number of attackers while traveling the perimeter, protecting the downed crew. Sergeant First Class Shughart continued his protective fire until he depleted his ammunition and was fatally wounded. His actions saved the pilot's life. Sergeant First Class Shughart's extraordinary heroism and devotion to duty were in keeping with the highest standards of military service and reflect great credit upon him, his unit and the United States Army

MURPHY, MICHAEL P.

Rank: Lieutenant

Organization: U.S. Navy

Company: ALFA Platoon

Division: SEAL Delivery Vehicle Team 1

Born: May 7, 1976 in Smithtown, N.Y.

Departed: Yes (06/28/2005)

Entered Service At: Pensacola, Fla.

G.O. Number:

Date of Issue: 10/22/2007

Accredited To:

Place / Date: Near Asadabad, Afghanistan,
28 June 2005



Citation

For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty as the leader of a special reconnaissance element with Naval Special Warfare Task Unit Afghanistan on 27 and 28 June 2005. While leading a mission to locate a high-level anti-coalition militia leader, Lieutenant Murphy demonstrated extraordinary heroism in the face of grave danger in the vicinity of Asadabad, Konar Province, Afghanistan. On June 28th 2005, operating in an extremely rugged enemy-controlled area, Lieutenant Murphy's team was discovered by anti-coalition militia

sympathizers, who revealed their position to Taliban fighters. As a result, between 30 and 40 enemy fighters besieged his four-member team. Demonstrating exceptional resolve, Lieutenant Murphy valiantly led his men in engaging the large enemy force. The ensuing fierce firefight resulted in numerous enemy casualties, as well as the wounding of all four members of the team. Ignoring his own wounds and demonstrating exceptional composure, Lieutenant Murphy continued to lead and encourage his men. When the primary communicator fell mortally wounded, Lieutenant Murphy repeatedly attempted to call for assistance for his beleaguered teammates. Realizing the impossibility of communicating in the extreme terrain, and in the face of almost certain death, he fought his way into open terrain to gain a better position to transmit a call. This deliberate, heroic act deprived him of cover, exposing him to direct enemy fire. Finally achieving contact with his Headquarters, Lieutenant Murphy maintained his exposed position while he provided his location and requested immediate support for his team. In his final act of bravery, he continued to engage the enemy until he was mortally wounded, gallantly giving his life for his country and for the cause of freedom. By his selfless leadership, courageous actions, and extraordinary devotion to duty, Lieutenant Murphy reflected great credit upon himself and upheld the highest traditions of the United States Naval Service.

MONSOOR, MICHAEL A.

Rank: Petty Officer 2nd Class

Organization: U.S. Navy

Company:

Division: SEAL Team 3

Born: April 5, 1981 in Long Beach, Calif.

Departed: Yes (09/29/2006)

Entered Service At: Garden Grove, CA.

G.O. Number:

Date of Issue: 04/08/2008

Accredited To:

Place / Date: Ar Ramadi, Iraq, 29 September 2006



position. Element snipers thwarted the enemy's initial attempt by eliminating two insurgents. The enemy continued to assault the element, engaging them with a rocket-propelled grenade and small arms fire. As enemy activity increased, Petty Officer Monsoor took position with his machine gun between two teammates on an outcropping of the roof. While the SEALS vigilantly watched for enemy activity, an insurgent threw a hand grenade from an unseen location, which bounced off Petty Officer Monsoor's chest and landed in front of him. Although only he could have escaped the blast, Petty Officer Monsoor chose instead to protect his teammates. Instantly and without regard for his own safety, he threw himself onto the grenade to absorb the force of the explosion with his body, saving the lives of his two teammates. By his undaunted courage, fighting spirit, and unwavering devotion to duty in the face of certain death, Petty Officer Monsoor gallantly gave his life for his country, thereby reflecting great credit upon himself and upholding the highest traditions of the United States Naval Service.

Citation

For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty as automatic weapons gunner for Naval Special Warfare Task Group Arabian Peninsula, in support of Operation IRAQI FREEDOM on 29 September 2006. As a member of a combined SEAL and Iraqi Army Sniper Overwatch Element, tasked with providing early warning and stand-off protection from a rooftop in an insurgent held sector of Ar Ramadi, Iraq, Petty Officer Monsoor distinguished himself by his exceptional bravery in the face of grave danger. In the early morning, insurgents prepared to execute a coordinated attack by reconnoitering the area around the element's

PETRY, LEROY A.

Rank: Staff Sergeant
Organization: U.S. Army
Company: Company D
Division: 2d Battalion, 75th Ranger Regiment
Born: 29 July 1979, Santa Fe, NM
Departed: No
Entered Service At: New Mexico
G.O. Number:
Date of Issue: 07/12/2011
Accredited To: New Mexico
Place / Date: 26 May 2008, Paktya Province, Afghanistan

**Citation**

For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty: Staff Sergeant Leroy A. Petry distinguished himself by acts of gallantry and intrepidity at the risk of his life above and beyond the call of duty in action with an armed enemy in the vicinity of Paktya Province, Afghanistan, on May 26, 2008. As a Weapons Squad Leader with D Company, 2nd Battalion, 75th Ranger Regiment, Staff Sergeant Petry moved to clear the courtyard of a house that potentially contained high-value combatants. While crossing the courtyard, Staff Sergeant Petry and another Ranger were engaged and wounded by automatic weapons fire from enemy fighters.

Still under enemy fire, and wounded in both legs, Staff Sergeant Petry led the other Ranger to cover. He then reported the situation and engaged the enemy with a hand grenade, providing suppression as another Ranger moved to his position. The enemy quickly responded by maneuvering closer and throwing grenades. The first grenade explosion knocked his two fellow Rangers to the ground and wounded both with shrapnel. A second grenade then landed only a few feet away from them. Instantly realizing the danger, Staff Sergeant Petry, unhesitatingly and with complete disregard for his safety, deliberately and selflessly moved forward, picked up the grenade, and in an effort to clear the immediate threat, threw the grenade away from his fellow Rangers. As he was releasing the grenade it detonated, amputating his right hand at the wrist and further injuring him with multiple shrapnel wounds. Although picking up and throwing the live grenade grievously wounded Staff Sergeant Petry, his gallant act undeniably saved his fellow Rangers from being severely wounded or killed. Despite the severity of his wounds, Staff Sergeant Petry continued to maintain the presence of mind to place a tourniquet on his right wrist before communicating the situation by radio in order to coordinate support for himself and his fellow wounded Rangers. Staff Sergeant Petry's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service, and reflect great credit upon himself, 75th Ranger Regiment, and the United States Army.

MILLER, ROBERT J.

Rank: Staff Sergeant

Organization: U.S. Army

Company: Special Forces Operational
Detachment Alpha 3312

Division: Special Operations Task Force 33

Born: 14 October 1983

Departed: Yes

Entered Service At: Oviedo, Florida

G.O. Number:

Date of Issue: 10/06/2010

Accredited To: Florida

Place / Date: Konar Province, Afghanistan

**Citation**

Robert J. Miller distinguished himself by extraordinary acts of heroism while serving as the Weapons Sergeant in Special Forces Operational Detachment Alpha 3312, Special Operations Task Force-33, Combined Joint Special Operations Task Force-Afghanistan during combat operations against an armed enemy in Konar Province, Afghanistan on January 25, 2008. While conducting a combat reconnaissance patrol through the Gowardesh Valley, Staff Sergeant Miller and his small element of U.S. and Afghan National Army soldiers engaged a force of 15 to 20 insurgents occupying prepared fighting positions. Staff Sergeant Miller initiated the assault by engaging the enemy positions with his vehicle's turret-mounted Mark-19 40 millimeter automatic grenade launcher while simultaneously providing detailed descriptions of the enemy positions to his

command, enabling effective, accurate close air support. Following the engagement, Staff Sergeant Miller led a small squad forward to conduct a battle damage assessment. As the group neared the small, steep, narrow valley that the enemy had inhabited, a large, well-coordinated insurgent force initiated a near ambush, assaulting from elevated positions with ample cover. Exposed and with little available cover, the patrol was totally vulnerable to enemy rocket propelled grenades and automatic weapon fire. As point man, Staff Sergeant Miller was at the front of the patrol, cut off from supporting elements, and less than 20 meters from enemy forces. Nonetheless, with total disregard for his own safety, he called for his men to quickly move back to covered positions as he charged the enemy over exposed ground and under overwhelming enemy fire in order to provide protective fire for his team. While maneuvering to engage the enemy, Staff Sergeant Miller was shot in his upper torso. Ignoring the wound, he continued to push the fight, moving to draw fire from over one hundred enemy fighters upon himself. He then again charged forward through an open area in order to allow his teammates to safely reach cover. After killing at least 10 insurgents, wounding dozens more, and repeatedly exposing himself to withering enemy fire while moving from position to position, Staff Sergeant Miller was mortally wounded by enemy fire. His extraordinary valor ultimately saved the lives of seven members of his own team and 15 Afghanistan National Army soldiers. Staff Sergeant Miller's heroism and selflessness above and beyond the call of duty, and at the cost of his own life, are in keeping with the highest traditions of military service and reflect great credit upon himself and the United States Army.

Recommended Reading

Air Force

- Carney, John T and Schemmer, Benjamin F. *No Room for Error: The Story Behind the USAF Special Tactics Unit.* (Ballantine Books, 2002)
- Pushies, Fred. *Deadly Blue: Battle Stories of the U.S. Air Force Special Operations Command.* (AMACOM, 2009)

Army

Brinkely, Douglas. *The Boys of Point Du Hoc: Reagan and the USA 2nd Ranger Battalion.* (Harper Collins, 2005)

Clancy, Tom. *Special Forces: A Guided Tour of the US Army Special Forces.* (Penguin, 2001)

Clancy Tom, Steiner Carl & Koltz Tony. *Shadow Warriors: Inside the Special Forces.* (Penguin, 2003)

Durant ,Michael J., Hartov Steven , Johnson Robert L. *The Night Stalkers: Top-Secret Missions of the U.S. Army's Special Operations Aviation Regiment.* (Penguin, 2008)

Hanley, Eric. *Inside Delta Force, The Story of Americas Elite Counter-Terrorist Unit.* (Random House, 2003)

Robinson, Linda. *Masters of Chaos: The Secret History of the Special Forces.* (Public Affairs ,2005)

Navy

Couch, Dick. *The Warrior Elite: The Forging of SEAL class 228.* (Crown Publishing, 2003)

Kyle, Chris, McEwen, Scott & DeFlie, Jim. *American Sniper: The Autobiography of the Most Lethal Sniper in US Military History.*(Harper Collins, 2012)

Marcinco, Richard & Wiseman, John. *Rogue Warrior.* (Pocket Books, 1993)

Rogue Warrior II Red Cell. (Pocket Star, 2010)

Pfarrer, Chuck. *Seal Target Geronimo: The Inside Story of the Mission to kill Osama Bin Laden.*(St. Martins, 2011)

Warrior Soul: The Memoir of a Navy Seal. (Random House, 2004)

Marines

Pushies, Fred. *MARSOC: U.S. Marine Corps Special Operations Command.*(MBI, 2011)

Wright. Evan. *Generation Kill: Devil Dogs, Iceman, Captain America and the New Face of American War.* (Penguin, 2005)

General Reading

Bowden, Mark. *Black Hawk Down A Story of Modern War.* (Grove/Atlantic, 2010)
Killing Pablo: The Hunt for the World's Greatest Outlaw. (Penguin, 2002)

Hutchthausen, Peter. *Americas Splendid Little Wars: A Short History of US Military Engagements 1975-2000.* (Penguin, 2004)

Jones, Anthony James. *Urban Guerilla Warfare.* (University of Kentucky Press, 2007)

Kahane ,Larry. *AK-47: The Weapon that Changed the Face of War.* (Wiley Johnson, 2006)

Kaplan, Robert. *Hog Pilots, Blue Water Grunts: The American Military in the Air at Sea and on the Ground.* (Knoph Doubleday, 2008)

Kinney ,Mike and Ryah, Mike. *Chariots of the Damned: Helicopter Special Operations from Vietnam to Kosovo.* (St. Martin's Press, 2003)

Recommended Viewing***Air Force***

Peacemaker 1997
Battle of Los Angeles 2011

Army

The Green Berets 1966
Apocalypse Now 1979
Saving Private Ryan 1998
Band Of Brothers 2001
Black Hawk Down 2001
The Objective 2008

Navy

GI Jane 1997
Behind Enemy Lines 2001
Tears of the Sun 2003
Act Of Valor 2012

Marines

Heartbreak Ridge 1986
Jarhead 2005
Flags of Our Fathers 2006
Generation Kill 2008
Pacific 2010

Foreign Films

Battle of Algiers 1966
The Beast 1988
Stalingrad 1993
Downfall 2004
Wolves of Chechnya 2004

About the authors:

Jason Graham has been playing and running role playing games for over twenty years and served four years in the United States Army.

Stephen Baron has been paying and running role playing games for more than twenty years and has a Masters degree in National Security Studies from CSUSB.