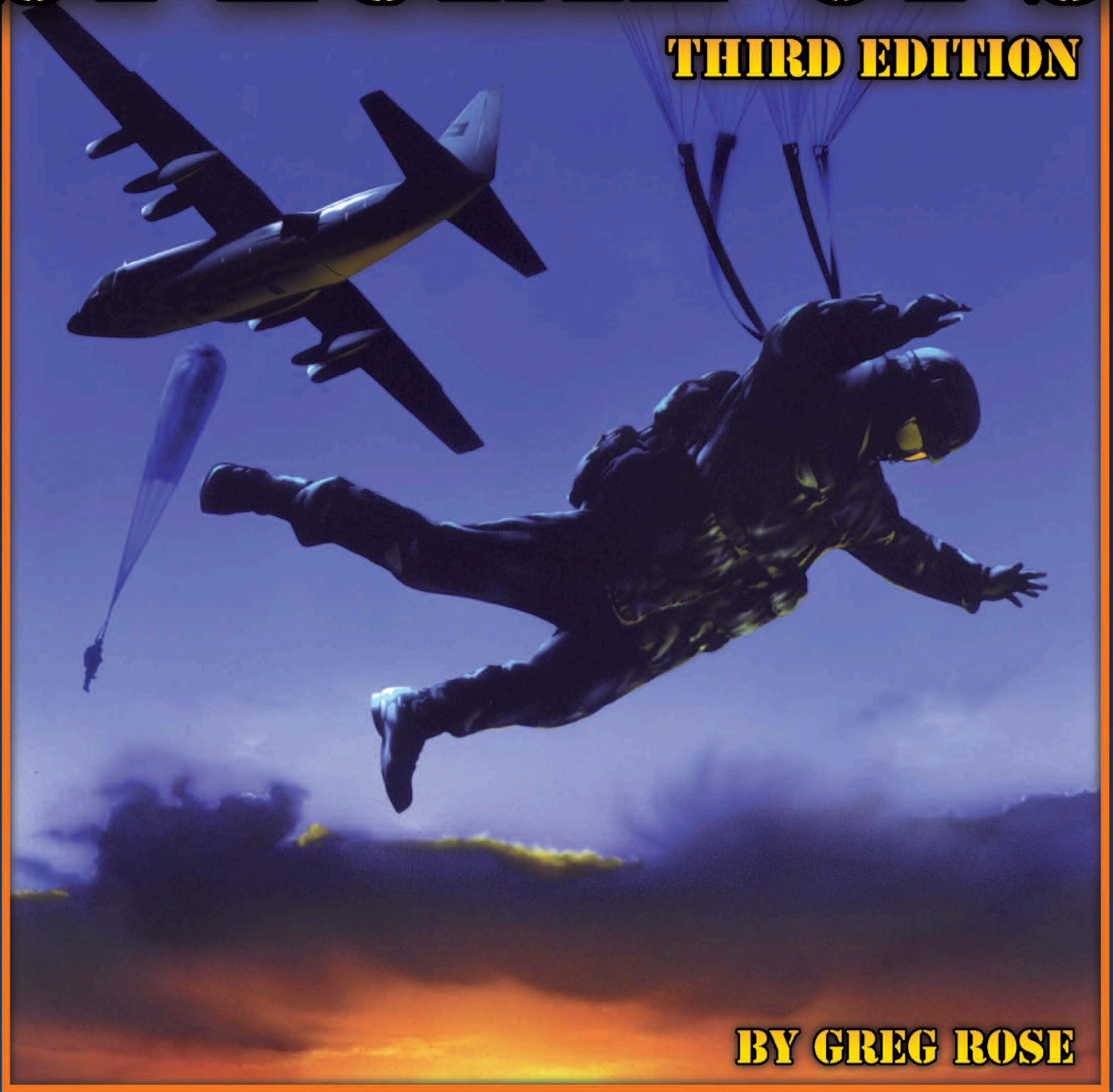


G U R P S[®]

SPECIAL OPS

THIRD EDITION



BY GREG ROSE

STEVE JACKSON GAMES

TOUGH JOBS FOR TOUGH TROOPS

There is a violent world on the edge of war – the world of special operations.

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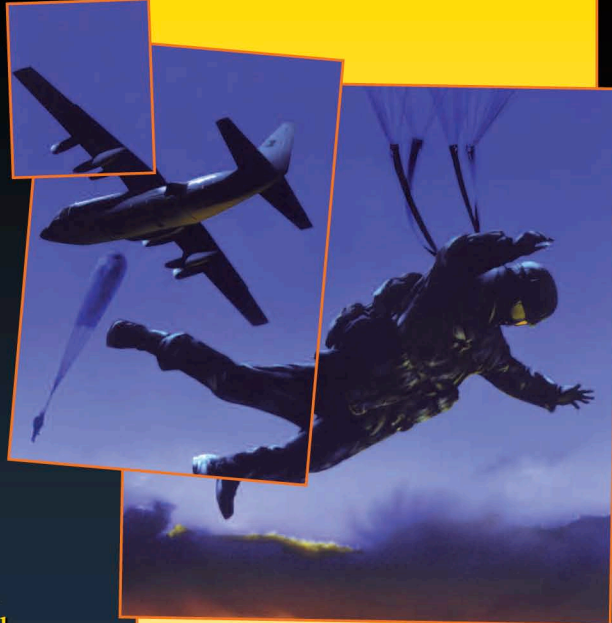
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Your life, the lives of others, the interests of the nation you serve . . . all depend on your skills, courage, and judgment. Will it be enough?



STEVE JACKSON GAMES
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GURPS Basic Set, Third Edition Revised and Compendium I: Character Creation are required to use this supplement in a **GURPS** campaign. **GURPS High-Tech, Third Edition** is highly recommended. The detailed history of special operations, descriptions of units, weapons and equipment, and advice on scenarios will be useful to *anyone* running a military campaign that focuses on special warfare.

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THIRD EDITION, FIRST PRINTING
PUBLISHED SEPTEMBER 2002

ISBN 1-55634-625-5



9 781556 346255

SJG02695 **6029**

Printed in
the USA

GURPS®

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

SPECIAL OPS

Third Edition

**Second Edition
Revised by
JOHN GOFF**

**By
GREG ROSE**

**Third Edition Revised by
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ISBN 1-55634-625-5

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

CONTENTS

TOP SECRET 4

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

1. WHAT ARE SPECIAL OPERATIONS? . . 5

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

PEACE AND WARTIME: CHANGING ROLES FOR SPECIAL OPS 10

- HISTORICAL EXAMPLES OF SPECIAL OPERATIONS 10
 - SWAT 10

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

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

2. UNITS AND PERSONNEL . . 21

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

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

3. CHARACTERS . . 48

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

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

4. OPERATIONS . . 86

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

5. EQUIPMENT . . 102

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

6. OPPOSING FORCES 128

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

About GURPS

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

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

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

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

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

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

Page References

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

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

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

BIBLIOGRAPHY . . 147

GLOSSARY 152

INDEX 159

TOP SECRET

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

TOP SECRET NOFORN

021225Z JUN 02

FM: SSO USSOCOM//SJC-COHS//

SUBJECT: SPECIAL OPERATIONS CAPABILITIES
AND SIMULATION DATA

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



REF: About the Author

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

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REF: About the Revisor of the *Second Edition*

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

REF: About the Revisors of the *Third Edition*

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

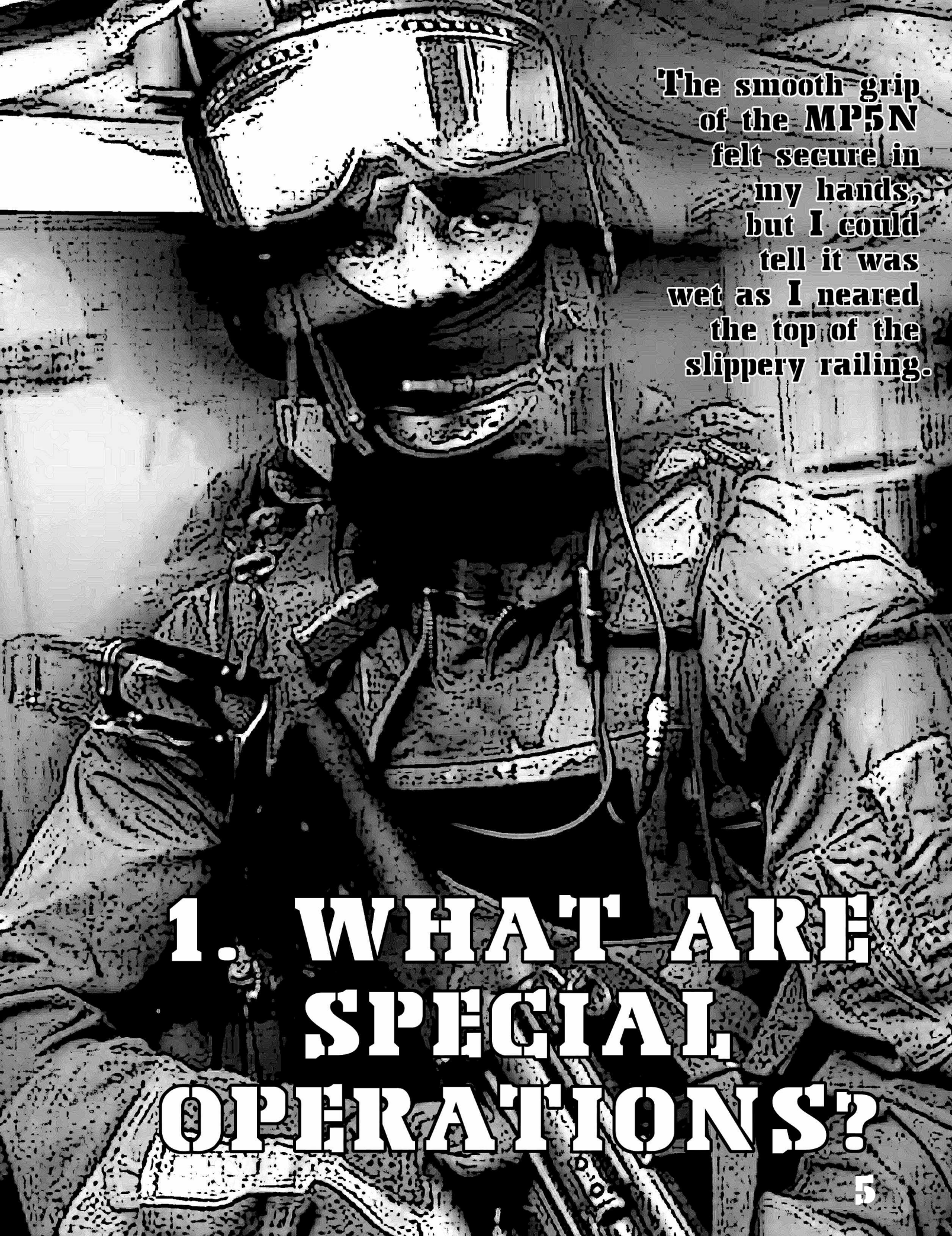
Hans-Christian “Grey Tiger” Vortisch is a linguist and military technology enthusiast. He is the author of *GURPS Modern Firepower* and numerous articles on related topics in *Challenge* and *Pyramid* magazines, as well as his fanzine, *The Armourer*. He also contributed to *GURPS Cliffhangers*, *GURPS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

Classified by: Jackson, Steve (BMIC)

Reason: Foreign Government Information; Military Plans

Declassify on: June 2, 2012

TOP SECRET NOFORN



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

1. WHAT ARE SPECIAL OPERATIONS?

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

He didn’t even know what hit him.

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

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

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

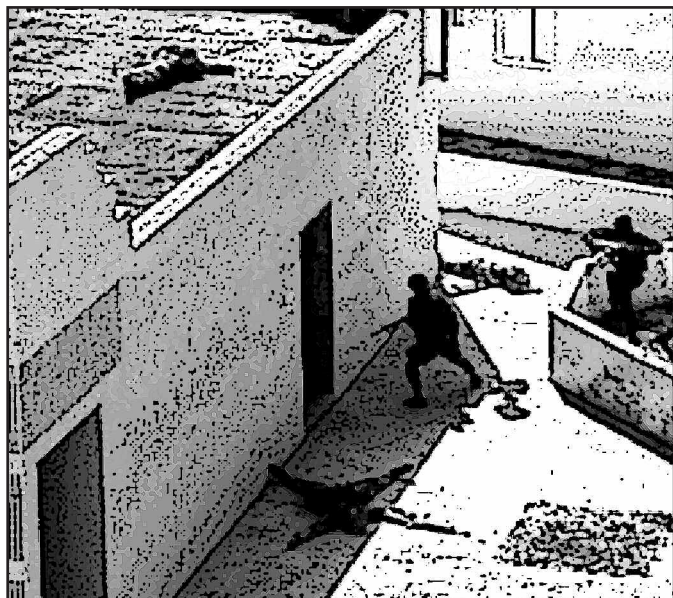
The key is that special operations forces either support conventional operations by doing what conventional forces cannot easily do for themselves, or replace conventional forces where such forces are inappropriate.

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

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

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

Special Operations Missions



Counterproliferation

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

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

Who Do I Send?

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

75th Ranger Regiment

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

Special Forces

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

Delta Force (1st SFOD-Delta)

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

Special Operations Air Units

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

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

Navy SEALs

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

Marine Corps Recon Battalion

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

Marine Expeditionary Unit (Special Operations Capable)

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

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

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

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

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

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

* Includes +2 for IQ.

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



1st SFOD-Delta (Delta Force) 185 points

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

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

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

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

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

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

Special Skills:

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

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

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

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

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

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

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

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

* Includes +2 for IQ.

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

automatic weapon such as the M2HB or MK19 MOD 3 in the bow and aft.

Dimensions: [L×W×Draft] 36'×10.5'×3'.

Weight: [Classified] (empty), 17,400 lbs. (loaded).

Speed: 52 mph (max.), 37 mph (cruising).

Range: 220 miles (max. payload).

Halter Marine MK5 Special Operations Craft (SOC)

The hydrojet-propelled MK5 (operational from 1999) is used by the U.S. Navy to transport SEAL teams into and out of hostile environments. It has a crew of five and can transport a fully equipped 16-man SEAL platoon or 6,400 lbs. of cargo. It is equipped with surface radar, GPS, and secure radio and satellite communications, including a laptop with fax and printer. Its four machine gun pedestals aft of the bridge can carry a mix of M2HB HMGs, MK19 MOD 3 AGLs, MK47 MOD 0 AGLs, MK43 MOD 0 GPMGs (200 ready rounds), or GE MK44 MOD 0 miniguns (use *M134* with 1,500 ready rounds). For air defense, the crew is provided with shoulder-fired FIM-92D Stinger SAMs. A ramp at the rear allows rapid launch and recovery of CRRCs, up to four of which can be carried on the rear deck and inflated using built-in air hoses. The MK5 can also tow two RIBs at speeds near its maximum. Two C-5B Galaxy transports can carry a complete detachment of two MK5s and their ground support vehicles and crews.

Dimensions: [L×W×Draft] 81.2'×17.5'×4.3'.

Weight: 114,000 lbs. (empty), 125,400 lbs. (loaded).

Speed: 57 mph (max.), 35 mph (cruising).

Range: 690 miles (max. payload).

Paramax MK8 MOD 1 Swimmer Delivery Vehicle (SDV)

This stealthy SDV (1992) is used by U.S. Navy SDV teams and the British SBS. It is crewed by two SDV team members and can move four divers or equipment (such as explosives and limpet mines) faster and over longer distances to their objectives than they could swim. It is of the wet type; everyone on board has to use scuba gear. The normal diving depth is 150'. It uses batteries (5 hours endurance) and an electric motor to power twin propellers. A Doppler sonar, compass, inertial navigation system and onboard breathing system are installed.

Dimensions: [L×W×Draft] 21.2'×4.3'×4.3'.

Weight: 3,500 lbs. (empty).

Speed: 9 mph (max.).

Range: 40 miles (max. payload).

Northrop Grumman Advanced SEAL Delivery System (ASDS)

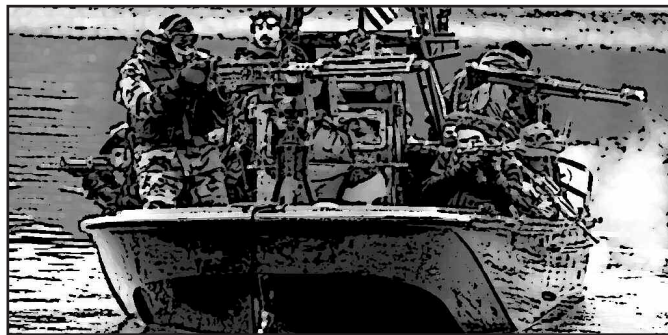
This is a minisubmarine (2000) in service with the U.S. Navy. It is crewed by two and can carry up to 16 divers and equipment inside, dry and warm. They can leave the vehicle through an airlock in the floor. The ASDS uses batteries and an electric motor to power a propeller. A Doppler sonar, compass, inertial navigation system, and GPS are installed.

Dimensions: [L×W×Draft] 65'×6.8'×8.3'.

Weight: 110,000 lbs. (empty).

Speed: 9 mph (max.).

Range: 125 miles (max. payload).



Remote-Piloted Vehicles

General Atomics RO-1B Predator

The USAF's RQ-1B (1997) is a medium-altitude, long-endurance unmanned airplane for reconnaissance, surveillance and target acquisition. It is remote-piloted from a ground control station (GCS) manned by a pilot and two sensor operators, who have image-intensifying, infrared, and radar cameras at their disposal. A satellite data link is used. Four RQ-1Bs together with the GCS and support equipment can be transported by C-130H. From 2001, it was upgraded to enable it to carry a single laser-guided AGM-114C Hellfire missile under either wing, adding search and destroy missions to its capabilities. RQ-1Bs have been used in Yugoslavia, and in Afghanistan from October 2001. It is also operated by the CIA.

Dimensions: [L×H×Wingspan] 27'×6.9'×48.7'.

Weight: 950 lbs. (empty), 2,250 lbs. (max. takeoff).

Speed: 140 mph (max.), 84 mph (cruising).

Service Ceiling: 25,000'.

Range: 450 miles (16 hours on station).

AeroVironment Interim Small Unit Remote Scouting System (I-SURSS) Dragon Eye

This tiny RPV resembles a remote-controlled toy model aircraft with two electric engines. It was developed for the USMC to provide intelligence at the battalion level and below. Tested since early 2001, the Dragon Eye is supposed to enter service in late 2002, and would be ideal for special ops units: It can be carried in a small backpack, is very quiet (Acoustic Signature +4) and requires no take-off runway – it is launched by hand. A 1-lb. sensor package can be fitted, e.g. a thermal imaging camera. Its batteries power it for 2 hours, and it can operate up to 6 miles away from the controller, who wears the control station with a sensor and moving map display on his MOLLE load-bearing vest (less than 10 lbs.). \$3,000, plus \$10,000 for the ground control unit.

Dimensions: [L×H×Wingspan] 4.5'×1.2'×3.8'.

Weight: 4.3 lbs. (max. takeoff).

Speed: 40 mph (max.).

Service Ceiling: 500'.

Range: 20 miles.

Index

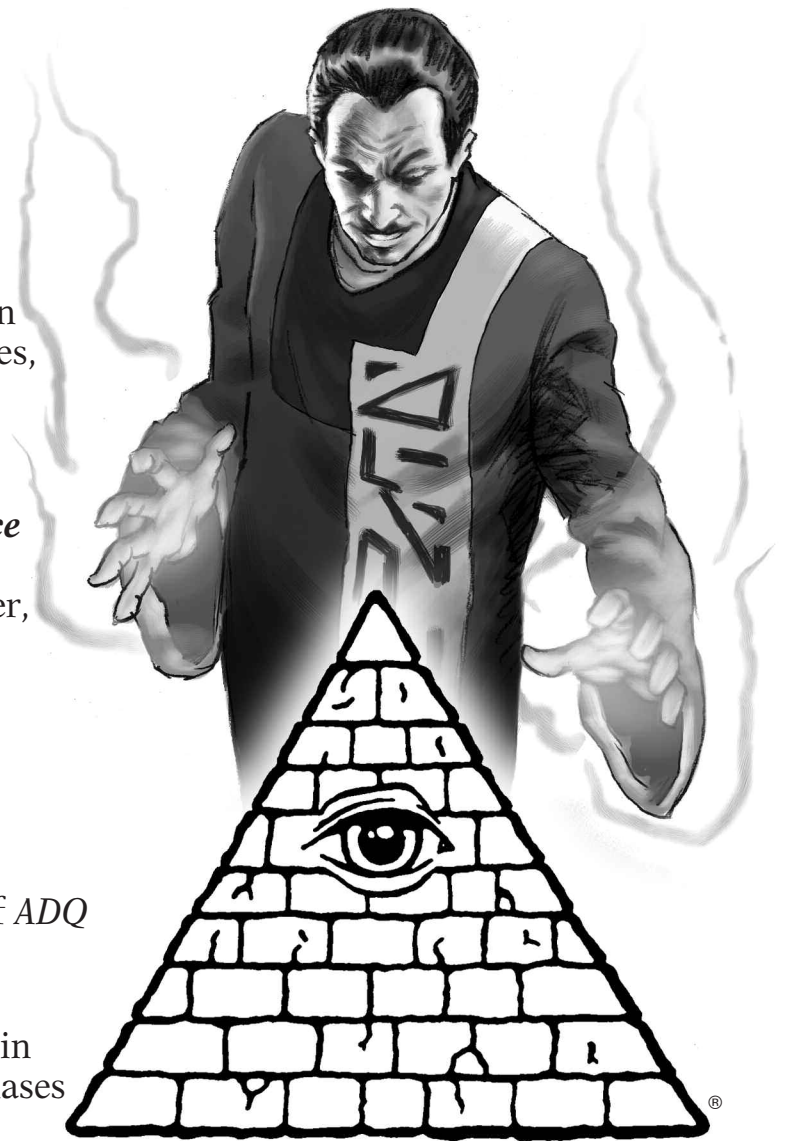
- 1st SFOD-Delta, 28; *template*, 65.
- 2e Régiment Étranger de Parachutistes, 35; *template*, 70.
- 3 Commando Brigade, 44, 88.
- 22nd Special Air Service Regiment, 42-43; *template*, 79.
- 160th Special Operations Aviation Regiment, 28, 87.
- 250GD Wolf, 123.
- A 109A, 124.
- A-Detachment, 28, 53.
- A-Team, *see A-Detachment*.
- Absolute Direction advantage, 51.
- Absolute Timing advantage, 51.
- Abu Nidal Organization (ANO), 132.
- AC-130 Gunship, 126.
- Acting skill, 33, 55, 60.
- Action heroes, 50.
- Acute Hearing advantage, 112.
- Addiction disadvantage, 55, 57.
- Administration skill, 23, 59, 93, 104, 105, 129, 138.
- Advantages, 51.
- Air Force Special Operations Command (AFSOC), 31, 89.
- Airborne Rangers, 25; *template*, 64.
- Aircraft, 123-127; *exfiltration via*, 98; *infiltration via*, 95-97.
- AK-47, 133.
- AK-74, 109.
- Al-Qaeda, 131, 137.
- Alcoholism disadvantage, 55, 57.
- Alertness advantage, 51, 112.
- Ambidexterity advantage, 51.
- American Revolution, 11.
- Amnesia disadvantage, 57.
- An-72, 126.
- Antiterrorism, 8.
- Architecture skill, 92.
- Arctic warfare, 23, 35, 43, 44, 45.
- Area Knowledge skill, 92.
- Armor and clothing, 102.
- Armoury skill, 23, 24, 115.
- Artist skill, 57.
- Assassination, 40, 41, 44, 131, 133, 134, 135, 141, 153.
- Attributes, 49, 50, 51, 63, 129; *lowering from skill degradation*, 83.
- Aviation skill, 22.
- Bad Back disadvantage, 57.
- Bad Sight disadvantage, 56, 57.
- Badges, 51, 52, 81.
- Bard skill, 55.
- Berserk disadvantage, 57.
- Bibliography, 147-151.
- Bin Laden, Osama, 9, 115, 131, 137.
- Blindness disadvantage, 57.
- Bloodlust disadvantage, 56.
- Boat, *see Watercraft*.
- Boating skill, 24, 43, 126.
- Bow skill, 126.
- Brawling skill, 22, 59.
- Breath Holding advantage, 51.
- Briefback, 92, 142.
- British Army, 42, 45, 124, 129, 157.
- Bundesgrenzschutzgruppe-9 (GSG9), 36; *template* 71.
- C-130H Hercules, 125.
- C-160, 126.
- C-5B Galaxy, 125, 127.
- Callous disadvantage, 56.
- Camouflage skill, 23, 24, 62.
- Campaigns, 140.
- Cannot Learn disadvantage, 57.
- Canoe, *see Kayak*.
- Carousing skill, 56.
- Carpentry skill, 9.
- Cartography skill, 92.
- Cell structure, 132.
- Character points, 58, 63.
- Character templates, 22, 83; *opposing forces*, 129-130; *PCs*, 64-80.
- Characters, 22, 47, 49, 50, 61, 141, 146.
- Charisma advantage, 51.
- Chemistry skill, 134.
- Chronic Depression disadvantage, 57.
- Chummy disadvantage, 56.
- Civil affairs, 9, 88.
- Classified material, 87, 106.
- Claymore mine, 119.
- Climbing skill, 23, 59.
- Coalition support, 7.
- COBRA, 13, 89.
- Code of Honor disadvantage, 56.
- Codes and ciphers, 109.
- Collateral activities, 7.
- Collected advantage, 51.
- Color Blindness disadvantage, 57.
- Comacchio Group, 45.
- Combat Paralysis disadvantage, 57.
- Combat Reflexes advantage, 51.
- Combat Rubber Reconnaissance Craft (CRRC), 126.
- Combat search and rescue, 18.
- Combating terrorism, 8, 12.
- Commissions, 82; *see also Officers*.
- Common Sense advantage, 51.
- Communications, *procedures*, 109; *systems*, 106-108.
- Composed advantage, 51.
- Compulsive Behavior disadvantage, 56.
- Compulsive Gambling disadvantage, 55, 56.
- Compulsive Lying disadvantage, 55.
- Compulsive Spending disadvantage, 55.
- Computer Operation skill, 62.
- COMSEC, 92, 108-109.
- Confused disadvantage, 57.
- Contacts advantage, 93, 94.
- Contras, 133.
- Cooking skill, 129.
- Counterdrug activities, 7, 142.
- Counterterrorism, 8, 88.
- Court-martial, 145; *see also Military Justice*.
- Cowardice disadvantage, 57.
- Cryptanalysis skill, 24, 58, 83, 109.
- Danger Sense advantage, 51.
- Deafness disadvantage, 57.
- Debriefing, 92, 99, 142.
- Decorations, 51-52, 82.
- Defense Language Institute (DLI), 23, 27.
- Degradation, *see Skill Degradation*.
- Delicate Metabolism disadvantage, 57.
- Delta Force, *see 1st SFOD-Delta*.
- Delusions disadvantage, 57.
- Demolition skill, 24, 59, 62, 119.
- Demotion, 53, 54, 82.
- Denied areas, 135, 136.
- Dependency disadvantage, 57.
- Dependent disadvantage, 12.
- Desert Patrol Vehicle (DPV), 123.
- Desert Storm, 14.
- Detect Lies skill, 59.
- Diplomacy skill, 93, 94.
- Direct action, 9, 15, 39, 92, 142.
- Direction finding, 109.
- Disadvantages, 22, 55-57.
- Discipline, 22, 146.
- Disease-Resistant advantage, 51.
- Disguise skill, 33.
- Double-Jointed advantage, 51.
- Driving skill, 59, 62, 129, 138.
- Drop Zone (DZ), 96.
- Dwarfism disadvantage, 57.
- Dyslexia disadvantage, 57.
- Ecology skill, 92.
- Edgy disadvantage, 57.
- Electronic warfare, 109.
- Electronics Operation skill, 22, 24, 59, 60, 62, 109, 110.
- Elite Soldier template, 129.
- Engineer skill, 60, 62, 92.
- Epilepsy disadvantage, 57.
- Equipment Selection, 144.
- Equipment, *civilian*, 134; *medical*, 108; *military*, 136; *terrorist*, 130.
- Executive officer, 88, 91.
- Executive Outcomes, 34.
- Exercise Robin Sage, 27.
- Exfiltration, 98.
- Explosive Ordnance Disposal skill, 58, 62, 119.
- Extra Fatigue advantage, 51.
- Extra Hit Points advantage, 51.
- Extra Life advantage, 146.
- Extremely Hazardous Duty disadvantage, 56, 63.
- FA-MAS, 112, 115.
- Fanaticism disadvantage, 56.
- Fast-Draw skill, 105, 112, 117.
- Fast-Talk skill, 92, 93, 104.
- Fat disadvantage, 57.
- Fearlessness advantage, 51.
- Field pack, 105.
- First Aid skill, 22, 24, 62, 108.
- Fit advantage, 51, 61, 63.
- Flashbacks disadvantage, 56.
- Force Recon, 29.
- Foreign internal defense, 8.
- Forward Observer skill, 24, 60, 62, 110, 129, 138.
- France, *L'Armée de Terre Deuxième Régiment Étranger de Parachutistes*, 35; *Réaction, Assistance, Intervention, Dissuader (RAID)*, 46; *Groupe d'Intervention de la Gendarmerie Nationale (GIGN)*, 35-36; *2e Régiment Étranger de Parachutistes*, 35.
- Freight Handling skill, 62.
- French and Indian War, 11, 103.
- Funny Platoon, 28-29.
- Gambling skill, 55.
- General Ground Mobility Vehicle (GMV), 122.
- Germany, *Bundesgrenzschutzgruppe-9*, 36; *Kommando Spezialkräfte (KSK)*, 37.
- Ghillie suit, 103.
- Gigantism disadvantage, 57.
- GION, 35.
- Glory Hound disadvantage, 57.
- Glossary, 152-158.
- Gluttony disadvantage, 57.
- GPS, 107, 108.
- Grade, 22.
- Greed disadvantage, 55, 57.
- Green Berets, 30.
- Grenades, 118.
- Groupe d'Intervention de la Gendarmerie Nationale (GIGN), 35-36; *template*, 70.
- GRU, 40.
- Grupa Reagowania Operacyjno Mobilnego (GROM), 39; *template*, 75.
- Guerrillas, 6, 134, 137; *support*, 133; *template*, 130.
- Gullibility disadvantage, 57.
- Gunner skill, 23, 62, 129, 138.
- Guns skill, 22, 23, 24, 60, 62, 138.
- GURPS Basic Set**, 58.
- GURPS Black Ops**, 141.
- GURPS Compendium I**, 58.
- GURPS Cops**, 10, 146.
- GURPS CthulhuPunk**, 141.
- GURPS Cyberpunk**, 146.
- GURPS Fantasy**, 145, 146.
- GURPS High-Tech**, 112.
- GURPS Martial Arts**, 59.
- GURPS Modern Firepower**, 103, 112.
- GURPS Myth**, 140.
- GURPS Ogre**, 145.
- GURPS Reign of Steel**, 145.
- GURPS Space**, 146.
- GURPS Traveller: Ground Forces**, 145.
- GURPS Traveller: Star Mercs**, 146.
- GURPS WWII: Hand of Steel**, 42.
- H&K, *USP*, 114; *G3KA4*, 115; *MP5*, 117.
- HALO, *see Parachuting*.
- Hard of Hearing disadvantage, 57, 112.
- Hard to Kill advantage, 51, 146.
- Hard-Hat Diving skill, 58, 61.
- Hemophilia disadvantage, 57.
- Hezbollah, 136.
- HH-60G Pave Hawk, 124.
- HH-60H Sea Hawk, 124.
- High Pain Threshold advantage, 51.
- Honesty disadvantage, 56.
- Hooah, 107.
- Humvee, 62, 101, 122.
- Hunchback disadvantage, 57.
- Il-76M "Candid-B," 126.
- Immunity to Disease advantage, 51.
- Imperturbable advantage, 51.
- Impulsiveness disadvantage, 57.
- Indecisive disadvantage, 57.
- Indian Wars, 11.
- Infiltration, 31, 34; *airborne*, 96; *overland*, 98; *waterborne*, 97.
- Insignia, 51, 52.
- Intelligence Analysis skill, 24, 33, 58, 60, 91, 92.

- Intelligence, 83, 87-89; *intelligence operations*, 142.
- Interim Fast Attack Vehicle (IFAV), 123.
- Interim Small Unit Remote Scouting System (I-SURSS) Dragon Eye, 127.
- Interrogation skill, 24, 33.
- Intolerance disadvantage, 57.
- Intuition advantage, 51.
- IRA, 18, 44.
- Islam, 19, 131.
- Israel, *Mossad*, 8, 38; *Sayeret Mat'kal*, 38-39; *Sayeret T'zanchanin*, 38; *Shayetet 13*, 39.
- Japanese Red Army (JRA), 132.
- Joint Special Operations Command (JSOC), 14, 31, 54.
- Jungle warfare, 27; *school*, 23.
- KA-29TB "Helix-B", 125.
- Kabul, 9, 19, 20.
- Kaskad, 19, 20, 41.
- Kayak, 126.
- KGB, 19, 20, 41, 154, 155, 158.
- Kleptomania disadvantage, 57.
- KLR250D8, 123.
- Knife skill, 24, 60, 62.
- Knife, 24, 40, 60, 104, 116.
- Kommando Spezialkräfte (KSK), 37; *template*, 72.
- KSK, 37; *template*, 72.
- LALO, *see Parachuting*.
- Lame disadvantage, 57.
- Language Talent advantage, 26, 51.
- Laser rangefinder, 110.
- Laziness disadvantage, 57.
- Leadership skill, 61, 91, 94, 129, 133, 135, 138.
- Lecherousness disadvantage, 57.
- Less Sleep advantage, 51.
- Liaison, 88, 91, 94.
- Light anti-tank weapons, 135.
- Load-bearing equipment, 105, 110.
- Lockpicking skill, 24.
- Logistics, 104-105; *bureaucracy*, 93.
- Low Empathy disadvantage, 57.
- Luck advantage, 51.
- Lunacy disadvantage, 57.
- M21, 116.
- M4, 110.
- MACV-SOG, 89.
- Makarov, 113, 116.
- Manic-Depressive disadvantage, 57.
- Manual Dexterity advantage, 51.
- Maps, 91, 95, 108.
- Marine Expeditionary Unit, 32.
- Marine Reconnaissance, 29.
- MC-130E/H, 125.
- Mechanic skill, 138.
- Medals, 51-52, 82.
- Megalomania disadvantage, 57.
- Mercenaries, 20, 83.
- MH-47E, 29, 124.
- MH-53J, 31, 123, 124.
- MH-53J/M Pave Low III/IV, 124.
- MH-60K Special Operations Aircraft (SOA), 124.
- MH-6J Little Bird, 123.
- Mi-24, 34, 125.
- Mi-24V "Hind-E", 125.
- Mi-8, 125.
- Mi-8MT "Hip-H", 125.
- Military grid, 108.
- Military justice, 82.
- Military occupational specialty (MOS), 22.
- Military Rank advantage, 52, 53, 54, 81, 104, 105, 129.
- Mines, 119; *removal*, 7, 158.
- Mossad, 8, 38.
- MRE, 25.
- Mujaheddin, 136.
- Mute disadvantage, 57.
- MVD, 41.
- Narco-terrorism, 133.
- National Command Authority (NCA), 88.
- National Liberation Army (ELN), 135.
- Naturalist skill, 92.
- Naval Special Warfare Rigid Inflatable Boat (NSW RIB), 126.
- Naval Special Warfare Unit (NSWU), 31.
- Navigation skill, 24, 111.
- Navigational equipment, 108.
- NAVSPECWARCOM, 89.
- NAVSPECWARGRU, 89.
- Navy SEALs, *see SEAL*.
- NBC Warfare skill, 22, 62.
- New Zealand Special Air Service, 35; *template*, 69.
- Night Blindness disadvantage, 57.
- Night Vision advantage, 51.
- Nightmares disadvantage, 56, 104.
- No Depth Perception disadvantage, 57.
- No-Landing Extraction skill, 58.
- Nomex flight suit, 103.
- Obsession disadvantage, 57.
- Odious Personal Habits disadvantage, 57.
- Office of Strategic Services (OSS), 9, 15.
- Officers, 25, 26, 29.
- OJT, 50.
- On the Edge disadvantage, 57.
- One Arm disadvantage, 57.
- One Eye disadvantage, 57.
- One Hand disadvantage, 57.
- Operation ENDURING FREEDOM, 9.
- Operation RESTORE HOPE, 101, 131.
- Operations order (OPORD), 94.
- Optical equipment, 110.
- Orienteering skill, 23, 24, 58, 108.
- Overconfidence disadvantage, 57, 83.
- Overweight disadvantage, 57.
- Pacifism disadvantage, 57.
- Palestine Liberation Organization (PLO), 133.
- Parachuting skill, 23, 37, 61, 62, 95.
- Parachuting, 23, 36-38; *HALO and LALO*, 61, 96.
- Paranoia disadvantage, 55, 57.
- Patron advantage, 54, 55, 104, 105, 141.
- Pay, 42, 82, 145.
- Peacetime missions, 10, 140.
- Pension, 83.
- Pentagon, 89, 131, 137.
- Peripheral Vision advantage, 51.
- Personnel file, 52, 81, 91.
- Phobias disadvantage, 57.
- Photography skill, 24.
- Physician skill, 62.
- Piloting skill, 11.
- Pistols, 93, 113, 130.
- Point totals, 49, 50.
- Posse Comitatus Act, 8.
- Post-Combat Shakes disadvantage, 57.
- Powerboat skill, 24, 61.
- Prefrontal Lobotomy disadvantage, 57.
- Primitive disadvantage, 101.
- Private security companies, 34.
- Promotion, 52, 53, 82.
- Protective mask, 105, 106, 129.
- Provisional Irish Republican Army (PIRA), 134.
- Psychological warfare, 9, 10, 94.
- Psychology skill, 92.
- Pyromania disadvantage, 57.
- Quadriplegic disadvantage, 57.
- Quirks, 57, 63.
- Ranger Special Operations Vehicle (RSOV), 123.
- Rangers, *Airborne*, 25; *Church's*, 11; *Darby's*, 14; *Irish*, 114, 115; *Rogers'*, 90.
- Rank, 28, 55.
- Rapid Healing advantage, 51.
- Rappelling, 59; *harness*, 106; *rape*, 110.
- Rebreather, 97, 108, 111.
- Reclusive disadvantage, 57.
- Recon Marine, 29; *template*, 66.
- Reputation advantage, 51, 52, 55, 91.
- Reputation disadvantage, 51, 52, 55, 91.
- Requisitions, 61, 93.
- Resistant to Poison advantage, 51.
- Retirement, 83.
- Rifles, 114.
- Rigid inflatable boat, 126.
- Royal Marine Commandos, 44-45; *template*, 78.
- Royal Marines, 42, 43, 44, 45.
- RPK-74, 117.
- RQ-1B Predator, 127.
- Russia, 6-8; *Spetsgruppa Alfa*, 41; *Spetsnaz*, 40.
- SA-330L Puma, 124.
- Sailor skill, 22.
- SATCOM, 106, 140.
- Savoir-Faire (Military), 61, 91, 93, 94, 104.
- Savoir-Faire skill, 22.
- Sayeret Mat'kal, 38-39; *template*, 73.
- Sayeret T'zanchanin, 38; *template*, 74.
- Scenarios, 142-145; *for large units*, 143; *for small units*, 142.
- Scrounging skill, 61, 93, 104, 105.
- Scuba skill, 24, 58, 61.
- SEAL, 30; *template*, 67.
- SEAL Team 6, 31, 82, 101.
- Secret disadvantage, 55.
- Security Clearance advantage, 55.
- Sense of Duty disadvantage, 56.
- SERE, 27.
- Shayetet 13, 39; *template*, 74.
- Short Attention Span disadvantage, 57.
- Shortsword skill, 61.
- SIGINT Collection skill, 24, 58, 83, 109.
- Skiing skill, 23.
- Skill degradation, 83, 146.
- Soldier skill, 60, 93.
- Spear skill, 22, 61.
- Spear Throwing skill, 61.
- Special Air Service (SAS), 42-43; *template*, 79.
- Special Boat Service (SBS), 45; *template*, 78.
- Special Forces, 28-29; *template*, 68.
- Special Operations Craft (SOC), 127.
- Special Operations Executive (SOE), 9.
- Spetsgruppa Alfa, 41; *template*, 76.
- Spetsnaz, 40; *template*, 76.
- Spies, 8.
- Split Personality disadvantage, 57.
- Staff officers, 54, 91.
- Stealth skill, 24, 60, 62.
- Stockholm Syndrome, 13, 130.
- Strategy skill, 61, 92, 93, 135.
- Streetwise skill, 81.
- Strong Will advantage, 26, 28, 51, 130.
- Stubbornness disadvantage, 57.
- Stun munitions, 13, 14, 103.
- Style Familiarity advantage, 60.
- Submachine guns, 130.
- Surgery skill, 62.
- Survival skill, 24, 92, 103.
- SWAT, 10.
- Swimmer delivery vehicle (SDV), 30.
- Swimming skill, 24.
- TACBE, 106.
- Tactics skill, 62, 91, 92, 93, 129, 133, 135, 138.
- Taliban, 9, 137.
- Telegraphy skill, 62.
- Temperature Tolerance advantage, 51.
- Templates, *see Character Templates*.
- Terminally Ill disadvantage, 57.
- Terrorists, 6, 8, 56, 130, 132, 137; *preferred weapons*, 115, 116; *template*, 130; *see also Combating Terrorism and Counterterrorism*.
- Texas Rangers, 11.
- Throwing skill, 22.
- Time-in-grade, 52, 54.
- TO&E, 104.
- Tonfa skill, 61.
- Top Secret security clearance, 87.
- Toughness advantage, 51.
- Tourette's Syndrome disadvantage, 57.
- Tracking skill, 23, 24.
- Tradition, military, 43, 50, 57.
- Traffic Analysis skill, 24, 58, 92.
- Training, *1st SFOD-Delta Operator's Course*, 28; *Advanced Individual (AIT)*, 22; *Airborne*, 23; *Basic Military (BMT)*, 22; *BUD/S*, 30; *Infantry*, 23; *on-the-job*, 50; *Ranger (RTP)*, 25; *SEAL*, 30; *Special Forces Qualification Course*, 26; *U.S. Military*, 22-30.
- Transportation, 94, 95; *see also vehicles by name and type*.
- Traps skill, 23, 24, 62.
- Trickster disadvantage, 57.
- Truthfulness disadvantage, 56.
- Typical Soldier template, 129.
- Tzitochmash SPP-1, 113.
- U-27A, 125.
- US Special Operations Command (USSOCOM), 88.
- UDTs, 30.
- UH-1H Iroquois, 123.
- Unconventional warfare, 130-131; *mission*, 9, 15.
- Underwater Demolition skill, 24, 58.
- Unit 269, 39.
- UNITA, 134.
- United Kingdom, *Royal Marines*, 42; *Royal Marine Commandos*, 44-45; *Special Air Service (SAS)*, 42-43; *Special Boat Service (SBS)*, 45.
- United States, *Air Force (USAF)*, 22, 31, 89; *Army*, 22, 31, 89; *Marines (USMC)*, 22, 89; *Navy*, 22, 31, 89.
- Unluckiness disadvantage, 57.
- Unvouchered funds, 103.
- Very Fit advantage, 51.
- Very Rapid Healing advantage, 51.
- Very Unfit disadvantage, 57.
- Viet Cong, 130, 135, 137.
- Voice advantage, 51.
- Voices disadvantage, 57.
- Warning order, 90.
- Warrant officers, 52, 61, 158; *in Spetsnaz*, 81.
- Waterborne operations, 30.
- Watercraft, 125; *exfiltration via*, 97; *infiltration via*, 97.
- Weak Immune System disadvantage, 57.
- Weak Will disadvantage, 130.
- Weapons, 112-122; *of choice*, 112-113; *of mass destruction*, 6-7; *table*, 120-122; *see also weapons by name and type*.
- White phosphorus, 105, 117.
- Women, 50; *in GROM*, 39; *in KSK*, 37; *in SFOD-Delta*, 29.
- Workaholic disadvantage, 56.
- World Trade Center, 131, 137.

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