

COVERT FORCES



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Requires the use of the d20 Modern Roleplaying Game,
published by Wizards of the Coast, Inc.



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CONTENTS

Chapter 1: An Introduction to Covert Forces	4
The Role of Covert Forces	4
Covert Forces in a Role-Playing Game	6
Chapter 2: The Covert Forces	6
Australia	
1st Special Air Service	7
Canada	
Joint Taskforce Two	9
The United Kingdom	
22nd Regiment Special Air Service	11
Special Boat Service	13
The United States of America	
1st Special Forces Operational Detachment - Delta	16
U.S. Navy Special Warfare Group, Sea Air Land Teams	19
Chapter 3: Covert Forces of the World	21
Chapter 4: Feats	35
Chapter 5: Fluid Situations	38
Chapter 6: Equipment	42
Appendix 1: Glossary	45
Appendix 1: Glossary of Weapons	47
Open Game License	50

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Chapter 1: An Introduction to Covert Forces

Barlowe sat near the edge of the outdoor café, affecting nonchalance, watching the street. He felt the lump of the SIG Sauer P228 at his back on his hip. He shifted his weight slightly to better obscure the weapon. Even with his Caucasian features and stylish sunglasses, no one paid much attention to him. He wore a loose safari jacket, which not only hid the P228 but also the tactical radio attached to his hidden earpiece and the miniscule microphone on his collar. His left hand rested on the small, black camera bag beside his untouched coffee. He had a couple of extra surprises in that camera bag and neither of them took pictures.

His glance quickly swept the others in the café. None seemed to pay him any attention or even note him. Maybe they thought he was a reporter or a tourist. The beggars and street kids somehow knew enough not to bother him. They probably had a better-honed sense of danger than the rest of the populace.

Just down the street, Dacks leaned against one of the squat, dirty buildings lining the road. He also wore a loose safari jacket. People wandered past him without a second look. Barlowe couldn't spare Dacks much attention. He didn't want someone to connect the two, though anyone with any sense should have noted the two similarly dressed men with the stylish sunglasses and camera bags. Somehow they disappeared in the crowd.

The hawkers and buyers in the market bartered loudly. Merchants shouted out to passersby, explaining the superiority and utility of their products. Adding the general noise of the crowd, the market proved a continuous assault on the ears. Barlowe knew how to tune that out, how to hear past the white noise. Nothing, though, had caught his attention.

That changed.

Something bothered Barlowe—a slight shift in the atmosphere of the market, a certain tension that seemed to come with an all but non-existent breeze, a chill that belied the heat and humidity of the late afternoon. Barlowe knew the target was in pocket even before he saw Dacks straighten.

Dacks' quiet voice came from Barlowe's earpiece. "Hold positions. Target approaching."

Barlowe betrayed nothing on his face. His body language didn't change. His left hand moved from the camera bag to the coffee cup, turning it, but never actually picking it up or drinking from it. He maintained the road in his peripheral vision, marking Dacks' position. The action in the market seemed to shrink from Barlowe's mind. The noise decreased. He focused, searching for danger, wondering if the target would have men in the crowd, watching for opposition.

The sound of a light truck engine intruded over the noise of the market. As Barlowe hadn't seen a vehicle near the market since he had begun his surveillance, that noise alone would have put him on alert. The people in the market reacted to the sound soon after Barlowe had noted it. A path on the street emerged and a small pickup truck entered the market.

A gunner manned a .50 machinegun on a makeshift ring mount in the bed of the pickup. Three other gunmen filled

the back while the target sat in the passenger's side of the cab. Barlowe couldn't tell, but he assumed the driver of the technical was also armed.

This could get messy.

The pickup slid to a halt before the three-story structure across the road from the café. Barlowe didn't stare, but he kept the truck in his peripheral. Dacks moved along the side of the road, approaching the rear of the technical. A small arch marked the entrance to the market, and Dacks paused there.

They would move when the target entered the building.

The target exited the cab and the three gunmen joined him. Barlowe focused on the man at the 50. He could see the 50-man looking through the crowd. The target had reached the door and one of the gunmen opened it for him. The driver got out of the cab. He toted an AKM. He must have stored that under the dash or seat. The driver pulled out a pack of cigarettes. He offered one to the 50-man.

Perfect.

The target entered the building.

Barlowe surged to his feet. He pulled a Heckler & Koch MP5K sub-machinegun out of his camera bag. He targeted the 50-man. He knew Dacks would target the driver, who stood on the opposite side of the cab from Barlowe. The 50-man didn't even see Barlowe move. He was reaching for a cigarette when the 3 shot burst struck him in the chest. Barlowe heard Dacks' weapon fire. The driver went down. From his camera bag, Barlowe pulled out a thermite charge and tossed it into the rear of the technical. He didn't want anyone using that 50.

From inside the building, Barlowe heard gunshots. He didn't worry about his team-mates. They had known who was coming. Crossing the street in front of the technical, Barlowe fired another burst into 50-man and then the driver. Neither would threaten the team.

The charge in the truck exploded just as Barlowe and Dacks entered the building.

The Role of Covert Forces

The role of the covert force in the modern military is an interesting one. These groups are secretive, to the point that sometimes governments deny their existence, however they are an open secret. The identity of the members and specifics of the capabilities of groups are vague for a reason. Their enemies do not attack in columns and battle groups. Covert forces act against an all but invisible foe. Terrorists are the main targets of these groups, but some governments have turned to the highly trained and highly motivated operators of the special operations community to attack organized criminal gangs that often act much like political terrorists.

Covert forces act secretly, all but invisibly. Their lack of an operational footprint is their greatest asset. During a mission, they are ghosts, but deadly ghosts. When they are seen, they are often not recognized. Is that individual in civvies, body armor and cradling a SOPMOD M4 part of a State Department protection detail, a private security contractor or Delta? Is the bloke in the Royal Marines Commando uniform with the cool sunglasses and a HK53 from the SBS? Sightings of these secretive operators are like



tales of the Loch Ness Monster or Bigfoot—plenty have stories but few have proof.

The reputation of operators is as much a weapon as the actual deployment of them. A hostage-taking incident in Northern Ireland in the 1970s ended without a shot fired when the radio news announced the SAS had been contacted. Rumors tell of almost superhuman abilities, missions accomplished that seemed impossible. Of course, no one save those involved can speak to the veracity of these stories.

The term often applied to the actions of covert forces is special warfare. This term was applied to the first of famous post-World War II special operations force, the US Army Special Forces (Airborne), renowned for their operations in Vietnam. Since that time, low-intensity or covert military operations, such as direct action, unconventional warfare and anti-terrorism, have been termed special warfare.

Special warfare is the bread, butter and drink to wash it down of covert forces.

The most common missions for covert forces involve terrorism. Groups like Delta and the SAS undertake extensive counter-terrorism (CT) training. Such training involves assaulting locations held by terrorists or hostile forces, with or without hostages being involved. The tactics developed by these groups for CT have become standard operating procedures for hostage rescue (HR) as well. Firearms practice is integral to this aspect of training, with extreme stress placed on identifying targets and engaging only the bad guys.

Counterterrorism is reactive, but covert forces, by their nature, are strongly proactive. As such, anti-terrorism (AT) has become a mainstay of these groups in recent history. AT missions involve hunting down terrorists or their supporters and neutralizing them. This may be through wetwork—the term for assassination in many a spy novel, but also applicable

to the special operations community—or through material degradation. Terrorists without training camps or equipment are much less of a threat.

Direct action is an important aspect of the AT tasking for covert forces. Direct action refers to an actual attack or raid, with the intent to destroy or degrade material or personnel. As the War on Terror commenced, the direct action capabilities of the covert forces became immensely important. The special operations forces of the United States and the United Kingdom had proved their capabilities operating inside Iraq during Operation Desert Storm. This capability to operate all but invisibly in territory an enemy considers secure offered a weapon against the entrenched terrorists and terrorist supporters inside Afghanistan. The success of these units has already been well-documented.

Along with CT and AT, operators from covert forces are often tasked to close personal protection (CPP). Operators are not usually tasked to the kind of political and diplomatic protection one sees in motorcades, rather CPP missions for covert forces usually involve military personnel or civilian personnel in high threat, unstable areas. General Schwarzkopf had Delta bodyguards during Desert Storm and Justice Louise Arbour had JTF-2 bodyguards when investigating war crimes in the Former Yugoslavia.

Too often, such missions are a waste of manpower, especially when there are existing and excellent assets for exactly this kind of task. With the operational tempo of covert forces reaching a level never previously encountered, other—more appropriate—assets are being used for protection details. However, covert forces are still called on in many cases. There is a mystique to having SAS bodyguards which adds to the sense of security. CPP missions are often a case of paying for having a sterling reputation.

In conflict situations, covert forces are regularly tasked to deep reconnaissance operations. Working in small groups, often four to six men, a covert force element can penetrate deep into enemy lines. With modern communications, it is easy for such a unit to broadcast back information, or place a laser on a target for guided munitions. The Australian SASR proved exceedingly capable of special reconnaissance activities during the Vietnam War, and the recent crises in the Middle East and Africa have again highlighted the extreme value of the reconnaissance and intelligence roles of special operations groups.

While not the main focus of covert forces, due to the reputation and extreme capabilities of special operations units, foreign internal defense (FID) and unconventional warfare are possible missions. FID involves training the military or police of a friendly foreign nation while

unconventional warfare involves training the opponents of a foreign nation, often inside the foreign nation.

For the UK, the SAS became a political force multiplier when demand for its services in FID proved a boon for the nation's foreign relations. In stabilizing Haiti in the mid-90s, Canada's JTF-2 made a contribution out of proportion to the manpower outlay in its work training the police and military of the elected government. The Army Special Forces (Airborne) of the US is specifically trained for FID and unconventional warfare, but the US has also tasked the Navy SEALs and Delta Force to such missions.

While these tasks are the main tasks of the covert forces, the beauty of such groups is that they are extremely adaptable. Tasked to a mission, the operators of special operations forces will find a way to complete it, no matter its nature. Such flexibility captures the imagination of politicians, civilians and even military leaders not experienced in special operations. This strength can easily become a weakness when a covert force is expected to be experts in all things and are not given the proper lead time or support.

Covert Forces in a Role-Playing Game

Given this wide variety of missions open to a covert force, its use in a modern role-playing campaign has obvious merit. Covert forces include experts in a variety of fields. Few are simply "good shots," rather these are intelligent, highly-capable, and adaptable individuals. Unlike spies, special operators regularly work in teams. It is not unknown for an operator to undertake an independent mission, but this is a rare exception rather than the rule.

For a role-playing campaign using covert forces, the characters could easily originate in different services or even different countries. Cross-training among the special operations forces of allied nations is extremely common. Joint operations have become common as well, such as the task forces created to hunt for bin Laden and Hussein in Afghanistan and Iraq. A campaign could have at its center an ad hoc special operations force, comprised of various operators based on their skills. Perhaps the characters are part of a NATO special action unit or a UN security response detail.

While the standard covert force campaign would be military in nature, due to the capabilities of most of these units, espionage missions would be possible. Consider the reconnaissance and intelligence-gathering completed by Delta Force operators while assigned to Task Force Ranger in Somalia, or the similar missions—questionable though they may be in some circles—of the SAS and SBS in Northern Ireland.

A covert force campaign might also have a variety of missions, all leading to a single goal. For example, a team might be tasked to reconnoiter a facility in a hostile, foreign country that turns out to have all the marks of a bio-weapons plant. In order to verify this information, the team is tasked to the snatch-and-grab of a scientist working there. With information in hand, the team is tasked to eliminating the plant. Unfortunately, some of the bio-weapons have

already been shipped and it's up to the team—already on the ground—to track the shipment and destroy it. Finally, the team must protect the scientist who helped them while secretly removing him from the hostile country. This campaign would offer a variety of scenarios, from combat to espionage to investigation, following a single storyline.

In a regular campaign, the information contained in this sourcebook could be used to help flesh out the backgrounds of military characters. Cinematic military characters are often given special operations backgrounds, and it is not uncommon for ex-operators to become involved in private military contracting companies and security firms.

Even when none of the characters in the campaign are military, military non-player characters may be met, and if these characters are of high levels, they will likely be operators from the special operations community. The group of player characters itself may even be directed by one of the covert forces referred to in this book, or may have a loose alliance with them, much like the CIA Special Activities Division has an arm's length relationship with contractors used for special operations.

Whether used as a basis for a campaign or simply to help add flavor to an existing campaign, covert forces have much to offer many modern games.

Chapter 2: The Covert Forces

This chapter explores some of the major covert forces of the world, though not necessarily the greatest. How can one actually make comparisons of worth or ability between the various special operations forces of the world? One cannot dispute the importance of the SAS or Delta Force, but no judgment on their worth in comparison to other groups is indicated by their inclusion here, rather the following units are of especial interest to the author.

The units are listed alphabetically by their country of origin. The descriptions include some specific information, found in the format shown below.

Mission Profile: Here, the types of missions the force regularly undertakes or can be tasked to are listed and explained.

Structure: This is an overview of how the force is divided or organized.

Weapons and Equipment: This is the standard equipment provided for the operators in the force. Anything listed here is readily available to all operators in the force and no Wealth check is needed to ascertain availability. Unless otherwise noted, body armor and satcom, squad and tactical radios are available to all operators.

Wealth: This is the score that is used when attempting to acquire equipment for the force through regular channels. No Wealth check is rolled. If the equipment requested is beyond the Wealth score of the force, the force is unable to acquire the equipment through regular, legitimate channels. In a case where the characters need equipment but the force's Wealth score is too low, the characters must go beyond regular channels. This may necessitate a Diplomacy check,

perhaps a Bluff check, quite possibly even an Intimidate check, depending upon how the characters attempt to acquire the equipment.

While a character's Wealth bonus will not affect this check, the character's Reputation bonus will. Therefore, when requisitioning equipment, it is in the force's best interest that the character with the best Reputation bonus makes the request. The Reputation bonus is applied as a modifier to the unit's Wealth when requesting equipment.

All the regular Requisition modifiers are included when making a wealth check in this manner.

Australia

1st Special Air Service Regiment

AKA: SASR

The Australian Special Air Service Regiment is not a cheap copy of the famed British SAS; it has its own history and has proved one of the finest covert warfare groups in the world. The SASR (as opposed to the SAS) has risen to every challenge presented it.

Officially operational on 25 July 1957, the SASR, like the SAS, cut its teeth with deep penetration operations in the jungles of Malaya and Borneo. While the SASR operated with efficiency and professionalism, the SAS overshadowed their successes. As with many special operations forces, the SASR did not seem cost effective for the government. That changed in 1966.

Australia joined the United States' involvement in South Vietnam. The perfect tool for counter-insurgency in the jungle was, of course, the SASR. The SASR used those tactics perfected during the Malayan Emergency and the Indonesian Confrontation, but the Viet Cong proved the most elusive foe faced up to that time. During its operations in Vietnam, the SASR perfected air mobile operations using helicopters and forged a close link with the US Navy SEALs.

The most vital resource the SASR could offer the military operations against the North Vietnamese and Viet Cong was intelligence. While the SASR had extensive offensive capabilities, its long range reconnaissance expertise made it invaluable. As the conflict continued, its operators were required to use their offensive capabilities more often, but their recce operations remained their most important. In the end, Vietnam proved a conflict too difficult for the tactics developed in Malaya and Borneo to succeed. Still, the crucible of Vietnam helped to insure the existence of the SASR.

Like the SAS, the SASR acted as a long-range reconnaissance force, acting in a direct fashion when necessary. The Counter-Revolutionary Warfare group of the SAS did not catch on with the SASR, though cross-training—as throughout the life of both groups—led to SASR operators having a more than passing familiarity with CT. When a car-bomb exploded in Sydney in 1978, it only made sense for the Australian government to turn to the SASR, and so the Tactical Assault Group was born.

The training of the Tactical Assault Group (TAG) was considered a success. When concerns regarding the safety of offshore oil platforms and fears of piracy led to a demand for

a maritime CT element, the Australian government again turned to the SASR. This led to the creation of the Offshore Assault Team (OAT), a maritime CT team crafted in the image of Great Britain's SBS and the United States' Navy SEAL Team 6 (now known as Dev Group or DEVGRU). The OAT was later renamed the Offshore Installation Assault Group (OAG or OIG, take your pick).

The SASR, TAG and OAG all have enviable reputations throughout the world, and the SASR has become an important resource for the governments of South East Asia in the creation and training of both long-range reconnaissance groups and CT teams. TAG has been split into East and West teams. While the SASR provides operators for the West group, 4th Battalion (Commando) provides operators for the East.

Recruitment for the SASR is as difficult as for any other elite force throughout the world. The recruitment methods bear a greater similarity to the methods of the SAS than of Delta Force. This may be a result of the relationship between the SAS and the SASR. However, the SASR maintains very close ties with both Delta Force and the U.S. Navy SEALs. A TAG operator is permanently assigned to Fort Bragg, the home of the U.S.'s 1st SFOD-Delta (Delta Force) while an OAG operator is always found working with the U.S. Navy's DEVGRU.

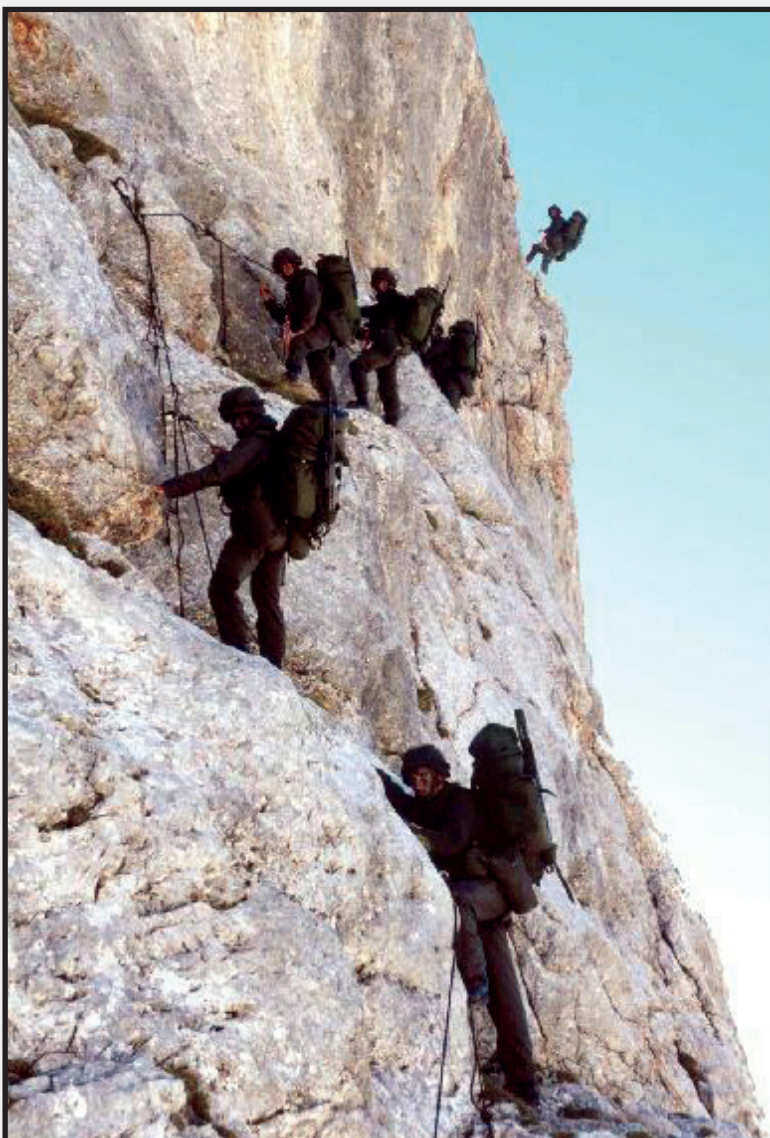
The number of operators in the SASR is smaller than the SAS or Delta Force, but their quality has never been questioned. Along with the standard SASR training, which focuses on longer-term reconnaissance and intelligence gathering, operators receive counter-terrorism instruction, including close quarters battle, urban assault, and hostage rescue. All operators are jump-certified and qualified combat divers. Of course, the most talented of the combat divers will be found with the OAG, which regularly cross-trains with Great Britain's Special Boat Service.

At Swanbourne, near Perth, the SASR maintains its training complex, complete with its "Killing House." The Killing House includes 360 degree shooting, which means targets (or innocents) could pop up anywhere in a room, not necessarily in front of the shooter. The CQB drills in the Killing House have been known to include live participants, such as some important political officials. The SASR have been known to use abandoned buildings (occasionally without notifying the neighbors) and Qantas passenger jets in their drills.

All operators are trained in HAHO and HALO, as well as fast-roping, rappelling, boating and various other insertion techniques. The troops are assigned to mobility, maritime, mountain mobility and aerial training. Each troop remains on an assignment—including the TAG or OAG teams—for a year and then is cycled into another training assignment.

The relationship between the SASR and the SAS encompasses more than cross-training. The SAS share intelligence and research. On more than one occasion, equipment has moved across hemispheres when necessary. This special relationship enhances both teams and is beyond any bond that connects any other groups.

Austrian Armed Forces Photo



Mission Profile: The SASR began as a covert reconnaissance force, but it has become so much more. However, its founding purpose informs the philosophy of its operators and the missions it undertakes. First and foremost, the SASR is a covert force. The operators in TAG and the OAG must also undertake CT missions, and since operators are cycled through these assignments, all operators in the SASR could end up on a CT mission. The SASR have also been used as a security resource for major events and, as with most covert forces, have been seconded for CPP duties.

The flowering of the SASR came during the Vietnam War. Their long-range reconnaissance and direct action capabilities had no match in that theater and their reputation grew from that. Operators would remain in enemy territory for months, living off the land and disappearing into it. Recently, the SASR has once again proved its mastery of these skills in the deserts and wastes of Afghanistan and Iraq. Acting as motorized strike forces, alongside the NZSAS, operators of the SASR took part in fierce fighting in Afghanistan. Returning to the Middle East at the request of the United States, operators from the SASR engaged in reconnaissance and pinpoint strikes in northern Iraq.

While TAG and OAG train endlessly for CT duties, there have been no actions to catch the public's eye. Still, groups like Delta Force have admitted to respecting the operators of Australia's two military CT forces. Joint training and exercises have allowed the other CT teams of the world to gauge the abilities of the SASR in the CT arena, and the judgments have all been favorable.

The Australian civil powers obviously have a high opinion of the SASR. For every international gathering of any size, the SASR has been involved in security consultations if not in providing security itself. SASR operators were on the grounds of the Sydney Olympics, insuring that the security procedures they had helped to perfect were satisfactory. TAG and OAG were, of course, on stand-by.

Structure: Like the team from which it derives its name, the basic operational unit of the SASR is the four-man patrol. Four such patrols are combined to form a troop, which is the most common operational unit. Four troops form a squadron. The SASR boasts three sabre squadrons—two assault squadrons and one squadron assigned to CT. The CT squadron, supplying operators for TAG, is rotated among the three sabre squadrons.

Along with the sabre squadrons, the SASR includes a 'HQ' squadron and a training squadron, as well as a signals/communications detachment and support personnel.

Weapons and Equipment: The equipment used by SASR operators is dependant on the type of mission they are tasked to. For CT, the standard weapons are Heckler & Koch MP5A3s or MP5Ks and SIG Sauer P228s. When involved in a hostage rescue, operators wear the standard CT suit, including body armor, Nomex suit and possibly a gas mask. CT operators carry concussion grenades, stun grenades or CS gas grenades, depending upon the assault plan.

For breaching—that is entering the target area—a shotgun, like the Franchi SPAS 15 can be used to blow the hinges off the door. Explosives are also used, and operators will certainly have a supply of detcord with which to work. Marksmen on CT missions usually use the Accuracy International Arctic Warfare rifle.

In the field, operators are equipped quite different. Body armor is still worn, but rather than a black, Nomex bodysuit, operators would have the standard Australian military battle dress uniforms (BDUs, often called 'fatigues' outside the military). SASR operators in Afghanistan were some of the first to receive Australia's new desert pattern Disruptive Pattern Camouflage Uniforms. For mobility, operators used heavily armed Land Rovers, often with a Browning M2 machinegun mounted in the back and at least two FN

Herstal MAG 58 machineguns mounted on other hard-points, such as on the front passenger side.

For personal weapons, the Colt M4 carbine is quite popular, often with a Colt M203 grenade launcher attached. Many operators in the field also use a locally produced version of the Steyr AUG, the standard assault rifle of the Australian army. As side-arms, most operators carry the FN Herstal Browning Hi-Power autoloader pistol.

Marksmen in the field have a choice of almost any rifle, but the most popular are the Accuracy International Arctic Warfare and the Parker-Hale 85. For fire support, patrols are supplied with the FN Herstal Minimi. At a troop level, one might find a FN Herstal MAG machinegun. For bunker-busting and other obstacles, operators have the Bofors M3 Carl Gustaf 84mm recoilless rifle and the Insys LAW 80 light anti-tank weapon.

As many operations take place at night, SASR operators are equipped with night vision devices, such as the AN/PVS-7D, and night vision scopes for their weapons. Each operator will have a tactical radio and at least one member of a patrol will have a satcom radio, while another will carry a squad radio. It is likely that the unit will have more than one squad radio or satcom. Redundancy is never a bad idea for communications, as a long-range patrol without communications has pretty much finished its mission.

Wealth: 30

Canada

Joint Task Force 2

Commonly Known As: JTF-2

AKA: Dwyer Hill Ski Team, DHTG (Dwyer Hill Training Group)

The Canadian Forces Joint Task Force 2 is the direct military descendant of the Royal Canadian Mounted Police's Special Emergency Response Team (SERT). There has never been a Joint Task Force 1. Furthermore, at its birth JTF-2 was a strictly Army operation, thereby belying the 'joint' in its name. There are various stories as to how the name came about, none of them terribly important.

JTF-2 is young as military covert units go. It went operational on April 1, 1993, three years to the day before Germany's KSK, though the KSK gained the April's Fools moniker "the Jokers." This may well be due to the fact that nobody really knew anything substantial about JTF-2—including its very existence—until October 8, 2001 when the Canadian government announced its special operations unit, Joint Task Force 2, would be sent to Afghanistan. Most Canadians had the same reaction as the rest of the world. Who?

The Canadian government has revealed almost nothing about JTF-2, though bureaucratic error has allowed three pictures of JTF-2 operators working CPP to reach the media. The budget for the group is black, meaning it is not listed on government financial documents.

Originally envisioned as a counter-terrorist unit, the lack of terrorist actions within Canada forced an expansion of its role to include special warfare and direct action when acting in the "national interests" of Canada. JTF-2 operators also

became the bodyguards of choice for Canadian politicians and military personnel in crisis zones. The training for JTF-2 continues to focus on its counter-terrorism foundation, though recently all its missions have been of the covert action variety.

Operators are recruited from the Canadian Forces, as is the support staff—including category B personnel (consisting of mobility and other combat support staff and specialists, such as signals experts, medics and maintenance personnel) and category C personnel (service support staff). JTF-2 only accepts volunteers who must sign on for a stipulated number of years (at the time of writing, four). The first part of the selection process tests the physical endurance and fitness of the volunteer. The second part tests reactions to stress, intelligence and emotional suitability. This includes multiple interviews culminating in an interview with the commanding officer.

Operators are trained in the usual special operations regime of parachuting, combat diving, CPP, CQB, infiltration/exfiltration, assault and marksmanship. The JTF-2 base, just outside of Ottawa in Dwyer Hill, includes the ubiquitous "killing house" for CQB drills. The Dwyer Hill CQB facility is completely configurable, so the operators can practice in the approximation of an actual location. With this system, the operators could test themselves to see if they could have assaulted the Iranian Embassy in London with the skill of the SAS.

While JTF-2 has ongoing exchanges with other covert teams, like the SEALs and Delta Force, they are the new kids on the block. They have served with distinction in Afghanistan and—if government denied rumors are to be believed—in Iraq. The ire of proven teams around the world was raised when a Canadian politician compared JTF-2 to the British SAS and Delta Force. JTF-2, though, has made no such claims. In fact, the Canadian public and the world at large have heard nothing from JTF-2.

Mission Profile: JTF-2 operators are tasked to two types of missions: black and green. The colors refer to the attire worn on the two types of missions. Black missions refer to CT when the operators wear the black Nomex bodysuit and balaclava. Green missions refer to special warfare missions, when the operators wear the attire of the CF Land Forces. To this could possibly be added khaki missions, as JTF-2 personnel on CPP duty are often seen wearing civilian garb, including khaki or tan chinos.

While JTF-2 trains diligently for black missions, to date they have not been tasked to one. In December of 1994, during the chaos of the disintegration of Yugoslavia, Serbian forces in the hopes of averting NATO air strikes detained UN personnel, including Canadian soldiers. JTF-2 was reportedly mobilized and made its way to the Balkans. However, the mission was extremely risky and could have imperiled the soldiers of other UN nations. Just before its launch date, the mission was scrubbed. As it turned out, Canadian personnel had not been detained. The Canadian soldiers had retained their weapons and continued to man their posts, even though the Serb forces, outnumbering and

outgunning them, maintained a close presence.

JTF-2 engaged in its first large scale green mission with Canadian involvement in the War on Terror. Reports out of Afghanistan indicate that the operators of JTF-2 acted with distinction. The Canadian government only recently released information indicating that the "special operations units" on site had eliminated multiple hostile threats without taking casualties. This is an extreme departure from standard government actions in two ways: Canadian politicians rarely remember that the particular purview of the CF, and JTF-2 in particular is to kill people and no information regarding JTF-2 operations had ever been willingly supplied to the public previously.

At the outset of the War in Iraq, the United States government requested the use of JTF-2 operators in that theater of operations. Though the government denied it, reports have claimed that operators from JTF-2 have seen action in that area.

By far, the highest visibility missions completed by JTF-2 operators has been of the khaki variety. Operators have been sighted protecting diplomats and generals in Zaire during the crisis of 1996, and Chief War Crimes Prosecutor Louise Arbour (as might be guessed, a Canadian national) and Governor-General Adrienne Clarkson in Kosovo in 1999. Operators have also been involved in protecting threatened foreign nationals such as Haitian President Rene Preval in 1996, when anti-democratic forces in that country threatened the president.

Structure: JTF-2 operators work in the four-man patrol, four-patrol troop structure made famous and perfected by the British SAS. The number of sabre squadrons, or combat/assault squadrons is unknown at this time. The group includes 350 personnel, though plans have called for an increase to 600. Combat and service support staff would make up a portion of this number. Whether the troops have specialized functions as in the British SAS is unknown. Due to the focus of the team, it is likely that all troops and all squadrons are constantly trained in CT.

JTF-2 has no place within the Canadian military hierarchy but is directed by the Chief of the Defense Staff. The Deputy Chief is the unit's operational liaison to the Chief, and all commands are relayed through the Deputy Chief. The commander of JTF-2 is usually a lieutenant-colonel or colonel.

Weapons and Equipment: The operator's kit varies depending on the type of mission in which he is engaged. For black missions, operators utilize one of the variants of the Heckler & Koch MP5, sometimes the silenced MP5SD. As a sidearm, operators carry the SIG-Sauer P228. A variety of special grenades are used in black missions, including the famed "flash-bang" stun grenades and tear gas grenades. Weapons have mounted illuminators for low-light conditions. Assault ladders of lightweight aluminum with rubber coating are used to access buildings and vehicles during a hostage rescue. The team has a specially designed Suburban light utility vehicle with a platform on its roof

that can fit six operators and equipment for an assault on an airliner.

Shotguns are used in breaching to remove door hinges. The favored shotgun is the Remington 870, though the Benelli Super 90 is being tested by the unit as a possible replacement. Marksmen have a choice of the Accuracy International Arctic Warfare Magnum, the Parker-Hale 85 or the McMillan Tactical .50, which proved its worth on operations in Afghanistan.

Operators on black missions would wear the standard CT assault suit, including helmet, trunk armor with trauma plates on the front and back and groin armor, which can easily be removed from the trunk armor.

The kit for a green mission is much more varied. Rather than the MP5, operators usually carry the Colt Canada C7 and C8, which are Canadian-built versions of the AR15/M16. Colt Canada was known as Diemaco before its recent purchase by Colt. While the use of the Colt Canada weapons is understandable as these are the standard weapons of the Canadian Forces, these versions are also considered by some to be superior in craftsmanship to the standard Colt models. The British SAS purchased \$5 million CAD worth of C7 and C8 weapons from Diemaco as its tests showed them to be more reliable than the Colt models. The newest weapon in the JTF-2 green arsenal is the Colt Canada Special Forces Weapon. The Norwegian military has already placed an order for SFWs. The weapon is based on the C8 carbine design, but has a special chamber configuration and barrel, a three-position telescoping stock and an ambidextrous fire selector.

To add firepower, operators can affix a M203 grenade launcher to either the C7 or C8. At least one operator in a troop will carry a C9A1 fitted with a scope. The C9A1 is a version of the FN Herstal Minimi, known in the United States as the M249 SAW. As a sidearm, operators on a green mission carry the SIG Sauer P226. Depending upon the mission, operators might need heavier armaments. JTF-2 has access to the spectrum of Canadian Forces weapons, and a troop or squadron needing fire support would likely use the C6 General Purpose Machine Gun, which is a version of the FN Herstal MAG. The C6 can be mounted on a tripod or bipod. For an even harder hit, JTF-2 has access to the Bofors M3 Carl Gustaf recoilless rifle.

The uniform worn on Green missions is the same as that worn by all other CF Land Warfare personnel, save that the weapons and body armor of the operators are usually customized to the operator's tastes and role. Operators working a green mission wear false unit identifiers and cap badges. In Bosnia, the two- and four-man teams that arrived and disappeared without a word wore the identifiers of the Royal Canadian Regiment, but were obviously not a part of the RCR. JTF-2 operators' confidence and attitude regarding standard military hierarchy tends to set them apart from the regular soldiers.

Green missions usually mean night operations, for which operators have the AN/PVS-7D night vision device. In conjunction with NVDs, operators can mount the PAQ-4 laser aiming device to an assault rifle. The PAQ-4 can project

an infrared laser that only shows up on NVDs. This allows the PAQ-4 to be used as an invisible laser aimer in darkness. The C6 can mount a MaxiKITE sight, which is an NV sight with a range of approximately 800 meters.

Every operator on a green mission has a tactical radio. Each patrol will have a squad radio and at least one—if not more—satcom radio linked to the Canadian Force's IRIS network, which includes voice and data encryption, fixed or rotating frequency and air-to-ground/ground-to-air capabilities.

Wealth: 30

The United Kingdom

22nd Regiment Special Air Service

Commonly Known As: the SAS

AKA: the Regiment

Legendary in the special operations community, feared by terrorists, and famous even among the general populace, the United Kingdom's Special Air Service is the paradigm of a covert force. Created in the Second World War by David Stirling, the SAS was originally a direct action force, operating deep behind enemy lines. While it grew into a long-range reconnaissance group, its initial missions were raids. Success after success allowed the mystique of the SAS to grow. As the mystique grew, so did the manpower on which it could draw. In North Africa, Italy and France, SAS squadrons gathered intelligence and destroyed hardware.

At the end of the Second World War, even though the SAS had created a legend, the British government could see no use for such a group, and the SAS all but disappeared. Only the 21st Regiment (Artists Rifles) Special Air Service, a reserve unit, remained. When communist insurgency threatened the British colony of Malaya, the SAS were reborn, and their era as modern legends began.

Living within jungles and swamps, the SAS patrols denied

the communist guerillas access to shelter. Cut off from regular supply and without support, the operators became attuned to life in the jungle. The experience gave birth to the independent attitude and scorn for rank endemic among special operations forces. The regular army had no idea how to treat these men who maintained no semblance of army discipline but so successfully opposed the insurgents. The SAS operators could not care less what the regular army thought.

Other situations around the world called upon the SAS operators' abilities to blend into a culture, all but disappear and to fight anywhere at anytime. The SAS was both a military asset and a political one. The successes of the SAS against communist insurgents in places like Malaya and Oman highlighted the United States' military failures to do the same. The government of the United Kingdom used the SAS as a type of foreign aid, training special units of a friendly government's military or police. The SAS also became famous as bodyguards. Governments friendly to the United Kingdom could count on training and support for their military and their diplomatic protection teams.

As the troubles in Northern Ireland increased, the SAS accepted another role. In the 1970s, as SAS squadrons became a permanent fixture in Northern Ireland, the operators realized they would sooner or later face a hostage-taking incident. Never one to train after the fact, the SAS began studying techniques for *house assault*. This led to the creation of the Counter-Revolutionary Warfare squadron—the United Kingdom's primary counter-terrorism and hostage-rescue force. While the actions of the CRW Squadron—known within the SAS as the Special Project Team—were not known by the general public, their reputation was fierce enough to induce hostage-takers to surrender to police on the basis of news reports that the SAS were about to become involved.



Photo Courtesy of U.S. Army

And then came May 5, 1980, the day that people around the world saw first-hand the skills and capabilities of the SAS. Terrorists had captured the Iranian Embassy in London, taking 22 hostages. After the murder of one of the hostages, the government released the SAS. They had waited and planned, unable to act until requested to do so by the police, and proved ready. While the plan did not go off without a hitch—embarrassingly enough, one of the operators got tangled in his own ropes as he rappelled down a wall—only one hostage was killed and two wounded. The only terrorist to escape alive had hid himself among the hostages. It truly was an awe-inspiring display of skill and audacity.

While the SAS would have preferred to melt back into anonymity, they could not. Too many young men who wanted to parade around in black and get on TV for killing terrorists applied to join. In some ways, the SAS could never be as covert as before the Iranian Embassy. Every special operation undertaken—or reported to have been undertaken—by the British military is regularly attributed to or blamed on the SAS. The public fascination with the SAS and the demand for information is not likely to diminish at any time in the future.

The SAS were able to return to their roots of long-range reconnaissance and direct action during the Gulf War. SAS operators in Iraq provided intelligence and support when they became the first of myriad special operations forces to target Iraq's Scud missiles. Then in 2001, the SAS returned to the Middle East and to the same quick, decisive actions so common in their storied history as they hunted down Al'Queada cells and struck at the Taliban. In 2003, they returned to the deserts of Iraq, participating in direct action but also aiding the United States' various combined task forces bent on capturing targets such as Saddam Hussein and his sons.

Though operators of the SAS have been tasked to everything from undercover work in Northern Ireland to jungle warfare in Malaysia to highly mobile desert raids in the Middle East, they have always proven more than capable. More than most special operations forces, the SAS has time and again illustrated an ability to adapt to the changing global situation and to the demands this changing situation places on a covert force.

Mission Profile: It might be easier to list what the SAS are not expected to do rather than that to which they are regularly tasked. If the SAS has not originated a specific role for a special operations force, it has perfected it. Beginning as a direct action group, the SAS has taken on the tasks of long-range reconnaissance, unconventional warfare, intelligence gathering, CPP, plainclothes covert operations and CT.

The primary roles of the SAS, though not the ones which made it famous, are long-range reconnaissance and direct action. SAS operators deployed to Afghanistan and Iraq were tasked to these missions. Highly mobile, either on the ground using modified Land Rovers or in the air using the Chinook helicopter, troops of SAS operators offered the regular military vital intelligence from deep within hostile territory. When necessary, the SAS could strike at

installations and even military or paramilitary formations. Able to maximize the use of the firepower available to them, SAS operators hit targets any regular military unit of similar size and equipment would never willingly hazard.

The role which has made the SAS famous is that of a counter-terrorism and hostage-rescue team. The CRW Squadron maintains constant preparedness for CT actions. Each squadron takes a turn as CRW Squadron, the period of which is usually six months. The success of the Iranian Embassy operation and the fearsome reputation the SAS maintains as a CT team is well-earned. When not training, elements of the CRW Squadron consult with other CT and HR teams around the world. The SAS is regularly requested to give operational advice on hostage and terrorist situations outside of the United Kingdom.

While the number of CPP missions assigned to the SAS is diminishing, they are still the bodyguard of choice among military officers and diplomats in crisis zones. Foreign diplomats are not as likely to have SAS bodyguards as in the past, but it is likely that member of their protection detail will have received training from the SAS. Foreign internal defense missions, once a cornerstone of the SAS overall philosophy, has declined in recent years, mostly due to the success at such missions by the United States Army Special Forces.

The SAS knows that "who trains wins" and operators make a point of trying to predict the future roles of special operations forces. In the past, the SAS has stood at the vanguard of development of special operations capabilities, and it is likely it will continue to do so in the future.

Structure: Along with the Special Boat Service, the SAS is a part of the United Kingdom's Special Forces Group, the military unit for special operations. The SAS is divided into *sabre squadrons*. These are assault squadrons, the largest of the SAS' operational formations. Each sabre squadron is sub-divided into a headquarters and four troops. Each troop is made up of a single officer and fifteen operators of other ranks. The troops are divided into patrols of four men. Early in the SAS' history, other sizes were considered for the patrol. It came down to either a five-man or a four-man patrol. The four-man patrol was chosen as it was likely at least one individual in a five-man team would end up as an 'odd man out.'

Each troop has a specialized function within its squadron. Troops are divided into air, boat, mobility and mountain troops. These names reflect the focus of their training. As can be guessed, air troops specialize in aerial insertions, including the dangerous and harrowing HALO and HAHO parachuting techniques. The boat troop focuses on maritime insertions, including combat diving and small boat handling. The mountain troop are trained for survival and extended operations, including overland navigation and mountain-climbing. The mobility troop harkens back to the SAS' origins as a quick hit-and-run direct action unit. The mobility unit maintains the famous Land Rovers—often nicknamed 'Pink Panthers' or simply 'Pinkies' due to their color—and train to move and fight with various vehicles,

including Land Rovers, Light Strike Vehicles and even outrider-fitted motorcycles.

One sabre squadron is always designated as the Counter-Revolutionary Warfare squadron or the Special Project Team. The CRW squadron trains much as other SAS squadrons train—and all SAS squadrons include CT and HR in their training—but when called upon to act in a CT capacity, the troops are divided into one containment/sniper patrol and three assault patrols. The containment team will maintain surveillance on the target location and prepare to support the assault patrols, while the assault team will actually enter the location and neutralize the threat.

Weapons and Equipment: As with other special operations forces, the kit of an SAS operator is based upon the mission profile. The standard picture of an SAS operator is likely culled from the TV footage of the Iranian Embassy operation of 1980. This is the SAS in their CT role. Clad in black Nomex with goggles and often gasmasks, the operator in a CT role will usually carry one of the variants of the Heckler & Koch MP5. Often, within any assault patrol, all the variants of the MP5 are likely to be present, save the Heckler & Koch MP5K. Usually the lead operators will carry the MP5SD6, the silenced version of the MP5. The third and fourth operator in an assault troop's patrol will often carry the MP5A3 or MP5A2. In Afghanistan, the SAS started to field test the Heckler & Koch MP7 personal defense weapon, a weapon smaller than the standard sub-machinegun but highly effective against armored targets.

The marksmen of the containment team will usually use the L96A1, known outside the British military as the Accuracy International Arctic Warfare. While the L96A1 is popular, the armory of the SAS also now houses the Barrett M82A1 and the Remington M24. Further, two or three operators in the assault team will carry the Franchi SPAS 15, used when breaching doors. All operators in the assault team will have a collection of grenades of the non-lethal variety. The SAS pioneered the use of the flash-bang stun grenade and it remains a ubiquitous item. CS gas grenades and other forms of irritant gas grenades can be used in many situations.

In the field, the weaponry and equipment of the SAS is quite different. The regular weapons for operators are M16 variants. The Special Forces Group has chosen the Colt Canada line of weapons as standard kit. In the field, operators might use the C7 assault rifle, C8 carbine, or the C8 Special Forces Weapon. In most cases, operators would carry carbines, and at least one operator in each patrol would have an M203 grenade launcher attached to his weapon. The sidearm issued to operators is the SIG Sauer P226. Marksmen may use the L96A1 or the L115A1 Long Range Large Caliber Rifle, the military variant of the Accuracy International Arctic Warfare Magnum, though the M24 and the Barrett M82A1 are available.

One operator in each patrol will carry an FN Herstal Minimi as a support weapon. In jungle and urban warfare situations, it is not uncommon for an operator to use a Remington 870 Combat Shotgun. If necessary, the FN

Herstal MAG machinegun is available. While the British military as a whole no longer uses the Talley M72 LAW, the SAS still regularly carry it due to its portability. If a heavier, bunker-buster or anti-tank weapon is necessary, the SAS still has access to the Bofors M3 Carl Gustaf recoilless rifle.

For mobility, the SAS are famed for their use of modified Land Rovers. This tradition dates back to their creation in North Africa in World War II. At that time, the image of the SAS was as wed to their *gun jeeps* as the image of the SAS today is wed to the CT outfit. The modern Land Rovers are high-performance off-road vehicles built to take punishment and abuse. They are mobile weapons platforms, with at least one main weapon and one secondary one, though most vehicles have hardpoints for up to three secondary weapons. The primary weapon is often a Browning .50 machinegun or an anti-tank weapon. The secondary weapon is usually the FN Herstal MAG machinegun. Others weapons often used include the FN Herstal Minimi and the Heckler & Koch 23E light machinegun.

Along with the Land Rovers, the modern SAS also use four-wheeled all-terrain vehicles as scout vehicles or even motorcycles as outriders. This proved a great success in the Gulf War, Afghanistan and Iraq. The ATVs and motorcycles are rarely armed but are modified to function in the often unforgiving environments in which operators find themselves. After the Gulf War, the SAS experimented with the Light Strike Vehicles used by American SOFs. These have not been adopted with the same enthusiasm as the modern Land Rovers.

In both CT roles and in the field, every SAS operator is equipped with a tactical radio. At least one—but usually two—operator in each patrol carries a satellite terminal equipped squad radio. Night vision equipment is ubiquitous and most field missions are executed at night. Body armor is mandatory, though usually this is much lighter armor than what regular soldiers are expected to wear.

Wealth: 32

Special Boat Service

Commonly Known As: SBS

Unfairly slighted for their more famous counterparts in the SAS, the operators in the Special Boat Service have proven to be the equal of any special operations force in the world. Culled from the elite Royal Marines Commando, the operators of the SBS actually consider themselves a cut above the SAS. It is said that the SBS can do anything the SAS can do—and do it from boats.

Created in World War II, alongside many other special operations forces, the SBS was tightly connected to the SAS. Both all but disappeared after the end of the war. The Korean War instigated the revival of the SBS in the form of the Royal Marines Commando Special Boat Wing. The operational units of the SBW were called Special Boat Sections or SBS. This new SBS was involved in both amphibious and land operations throughout the war.

The SBS was called on again in the Suez crisis and also participated in various colonial crises. By 1958, the Special Boat Wing had become the Special Boat Company and

had adopted the motto still used by the SBS today: "Not by strength, by guile." The SBC saw action in Brunei and in Borneo. Its operators distinguished themselves, gaining a reputation as skilled, tough combatants. Along with the SAS, the SBC was involved in action in Aden and Oman, proving as capable of disappearing into another culture as their SAS counterparts.

While the SBC had not trained specifically for CT duties, its ability to undertake that responsibility was illustrated when a bomb threat aboard the luxury passenger liner the *Queen Elizabeth II* forced a four-operator team to make a mid-ocean boarding by parachute. This cemented the reputation of SBC operators in the minds of the British public. By 1975, the SBC had become the Special Boat Squadron and the SBS became responsible for maritime CT.

In 1980, the SBS and the Royal Marine Commandos were involved in the creation of the Commachio Company, which became 5th Company Special Boat Squadron. This specialized assault company had the responsibility to protect and conduct CT and HR missions on or around the oil rigs in the North Sea. A large percentage of the SBS' CT assets were concentrated in Commachio. With the creation of the Special Forces Group in 1987, the operational command—if not the functional—passed from the Royal Marine Commandos. The name was finally changed back to Special Boat Service, by which the unit is still known.

The SBS were heavily involved in the Falkland Island conflict between Great Britain and Argentina in 1982. Their success in that mission presaged their work in the Gulf War, Afghanistan and Iraq. The SBS was one of the first groups into Iraq, leading the amphibious landings at Al-Faw Peninsula near the port of Umm Qasr. SBS operators also conducted reconnaissance and direct action missions in northern Iraq. In Afghanistan, the SBS worked alongside other special operations forces like the SAS, Delta Force and JTF-2 hunting terrorists and securing sensitive locations. The SBS also acted as the reconnaissance and the advance strike asset of the Royal Marine Commandos, as illustrated by their securing of Bagram Air Base for the arrival of 3 Commando Brigade.

It has been said, mostly by proponents of the SBS, that when the government of Great Britain wants to complete a truly covert operation, it turns to the SBS. While there have been some books by ex-SBS operators, on the whole, operational security has been high. The actions of the SAS are, by comparison, well-known to the public at large. The SAS and SBS train together and much of their rigorous selection process has been blended. Which team is tougher or better is a moot point. There is no judge or scorecard in the game of covert operations. Whatever one's opinion, though, one cannot deny the skill and daring of the SBS operators.

Mission Profile: In a nutshell, the SBS is responsible for any special operation that involves a maritime environment—as well as those that don't. While the SBS' primary role will always remain maritime, it has proven—often—that its operators are as competent on land as on sea.

Most individuals in the general public know the SBS—if they know it at all—as a CT group. This is based on the QEII event and the creation of Commachio Company. M Squadron of the SBS retains its CT and HR skills, cross-training regularly with the Special Project Team—the Counter-Revolutionary Warfare Squadron—of the SAS. It has often been said, and not just by SBS proponents, that M Squadron has the finest maritime CT element in the world, though this claim is certainly not accepted by the U.S. Navy SEALs (especially not by DEVGRU).

The main focus of the SBS is not CT, rather the SBS is a reconnaissance and direct action group specializing in amphibious and maritime operations. In wartime, the SBS would scout proposed landing sites and remove any obstructions or mines that could endanger the landing. Further, the SBS might be tasked with degrading the shore defenses at the landing site immediately prior to the landing.

Beyond this military mission, the SBS is also the long-range reconnaissance element of the Royal Marines Commando. This reconnaissance capability is both for aquatic and terrestrial environments. SBS operators are trained for operations in all types of terrain, including arctic and mountainous territory, as far from the sea as one might imagine.

While the SBS is a part—functionally—of the Royal Marine Commandos, its role as a direct action and special warfare unit is not impeded by overlap with its parent unit. The SBS operates in much smaller groups than the RMC, and is therefore tasked to different types of direct action missions. The SBS methods were more suited for terrorist hunting in Afghanistan than those of the RMC, while the RMC capabilities were better suited to strikes against large formations and bases of the Taliban and Al'Quaeda.

The SBS is prepared for the gamut of special operations, though they are not regularly used for CPP or foreign internal defense operations. Also, unlike some other special operations forces with CT responsibilities, the SBS concentrates its CT assets into a single squadron, M Squadron, and does not rotate that responsibility.

Structure: The SBS is divided into three squadrons. M Squadron, as has been mentioned, is the CT element within the SBS. The Commachio Company was incorporated into M Squadron in 1987, when the SBS came under the operational command of the Special Forces Group. C Squadron has expertise in operations involving swimmer/divers or un-powered maritime vehicles, such as canoes or kayaks. S Squadron has expertise in operations involving powered maritime vehicles and submersibles, including swimmer delivery vehicles. It is common for troops or patrols from the various squadrons to work together.

C and S Squadron are both made up of four sixteen-operator troops, while M Squadron has only three such troops. M Squadron's patrols are task-specific, based on methods of insertion. Black Troop, for example, specializes in aerial insertions into maritime situations, such as oil rigs or commercial ships.

While troops are functionally sub-divided into four-operator patrols, this is not always the case during operations. The beauty of the sixteen-operator troop, for the SBS, is that it breaks down neatly into two-operator canoe teams, four-operator patrols or eight-operator boat teams.

Though C and S Squadrons are separate entities, it is quite common for patrols or troops to work together on any single operation. M Squadron is much less interconnected, but it too trains and works alongside the other squadrons. As seen in Afghanistan and Iraq, all three squadrons are likely to insert assets into operations, based on the needs and objectives of said operations.

Weapons and Equipment: The standard kit of an operator in the SBS depends on both the squadron and the mission.

M Squadron—the CT element—provides the public's main image of SBS operators, with the standard black CT suit, including the goggles and often gasmask. While much of the equipment of operators in M Squadron is similar to that of any other CT group, due to the maritime nature of operations, certain differences naturally arise.

The standard weapon of M Squadron—as with almost any CT group worldwide—is the Heckler & Koch MP5. The most commonly used variants are the MP5N and the MP5SD6. The standard side-arm is the SIG Sauer P228. A variety of grenades, including flash-bang stun grenades and CS gas grenades, are used. The marksmen of M Squadron are equipped with the Accuracy International Arctic Warfare rifle, the L96A1.

Operators in M Squadron usually wear body armor, but this creates some problems. While Black Troop inserts from the air, Gold and Purple Troop specialize in maritime insertions. Whether swimming, using un-powered craft or powered vehicles, the extra weight of body armor not only increases fatigue, it could cause substantial risk. As such, most operators wear a special *dive vest*, which is similar to the standard load bearing equipment worn on which various implements are carried. The dive vest can be inflated to act as a buoyancy device, helping to offset the heavy load an operator must carry.

All operators are connected through waterproof tactical radios. The range of the tactical radio is usually all that is necessary in most CT operations.

Black Troop is trained for aerial insertion, which means by parachute or fast-roping from a helicopter. Gold Troop is trained for maritime insertion by divers or through the use of un-powered maritime transport. Purple Troop inserts using powered maritime vehicles, including swimmer delivery vehicles and mini-sub. Vehicles for insertion are readily available on missions and for training purposes.

Operators in C and S Squadrons

are not regularly tasked to CT. In an extreme circumstance, when all available CT assets have been committed, C and S Squadrons are capable of performing as a CT element, and would then use the equipment and weaponry of M Squadron, as needed.

In most cases, C and S Squadrons are involved in green operations. The standard weapon on such missions is the Colt Canada C7 assault rifle or C8 carbine. Like the SAS, the SBS has begun to use the Colt Canada Special Forces Weapon. The standard side-arm is the SIG Sauer P226.

Depending on the mission, some operators might carry the Heckler & Koch HK53 short assault rifle. Individuals identified as SBS operators in East Timor and Afghanistan have been noted with the HK53. Marksmen will regularly carry the Accuracy International Arctic Warfare or Arctic Warfare Magnum, though the Barrett M82A1 is becoming popular as an anti-material weapon and for extreme range sniping. For fire support, it is common for at least one operator to carry an FN Herstal Minimi.

Often, during green operations, heavier targets require heavier firepower. The SBS has access to the wide assortment of weapons in the arsenal of Great Britain. Common additions to weaponry include the Talley M72 LAW and the 'jimpy,' the FN Herstal MAG general purpose machinegun or GPMG. For heavy-hitting, bunker-busting action, the SBS has recourse to the Bofors M3 Carl Gustaf 84mm recoilless rifle.

Most covert operations take place in darkness, so night vision devices are a necessity. The SBS have developed a special waterproof NVD, allowing them to carry this necessary equipment submerged. Night vision sights for weapons are commonly carried sealed with the weapon. Water-tight bags are used to transport weapons and equipment when submerged.

Transport for C Squadron is usually un-powered. Divers



Royal Netherlands Army Photo

will be delivered into an area by means of larger ship or aircraft, and will proceed to the shore either under their own power or through the use of a canoe or kayak. The SBS regularly use two-man canoes and kayaks that can be disassembled for ease of transport. Part of the selection process for the SBS involves hikes with full gear and a disassembled kayak. Inserting larger groups can be done using combat rubber raiding boats, which are the only powered vehicles regularly used by C Squadron.

Divers in C Squadron also use closed-circuit rebreathers in order to allow covert infiltration. While the closed-circuit rebreather generates no bubbles, it is only safe to use at very minimal depths. This can create dangerous situations when the need to submerge lower must be measured against the possibility of health complications which may prove fatal.

S Squadron regularly infiltrates a target area using powered vehicles or submersibles. Rigid inflatable boats, some boasting water jet engines, are common. More exotic and rare are the swimmer delivery vehicles. Some are simplistic, appearing similar to modified torpedoes, with steering assemblies for divers who either ride or are pulled. Others are basically two-, four- or eight-man mini-submarines. Such mini-submers are very similar to the U.S. Navy's Advanced SEAL Delivery System, but are smaller.

When tasked to a mission on land, SBS operators will likely use the modified Land Rovers commonly associated with the SAS. Such vehicles will be equipped with a single heavy weapon—such as an anti-tank weapon or a Browning .50 machinegun. Secondary weapons are mandatory, and regularly a GPMG is fixed to the passenger-side hard-point. Also used are the FN Herstal Minimi and the Heckler & Koch 23E light machineguns.

Operators will invariably be issued body armor, and—depending on the method of infiltration—a dive vest. Each operator will be equipped with a waterproof tactical radio. At least a pair of squad radios with satellite communications terminals are carried, and special care is taken to ensure a sealed enclosure during immersion.

Wealth: 32

The United States of America **1st Special Forces Operational** **Detachment-Delta**

Commonly Known As: Delta Force

AKA: Combat Application Group (CAG), Delta, the D-Boys, the Dreaded D

No one in post-Vietnam United States seemed to notice the birth of the group that was destined to become one of the most dangerous, most feared and—ironically—most secretive of the world's covert action teams. The government doesn't speak of them, and within the military they are called "the Dreaded D" or simply "the D-Boys." In interviews, other soldiers simply refer to them as "the Commandos," though they are more likely to say "I don't think I'm supposed to talk about that."

Designed ostensibly as a counter-terrorism force, Delta Force's creator, Colonel Charles Beckwith, modeled it on the British SAS. While Delta did not immediately become

a covert team, and focused on CT, the use of the SAS model presaged Delta's destiny. Col. Beckwith himself had spent some time with the SAS and took lessons learned from them to heart.

Delta had some competition from another military CT group formed by the United States military in Europe called *Blue Light*. The fact that few people have ever heard of Blue Light attests to the fate of that group. Delta, however, did not earn mass acceptance on its first operation. In fact, through no fault of the Delta operators, the team's first action was a complete disaster.

In 1980, a force consisting of just about every branch of the military was assembled in an attempt to rescue the US citizens held hostage inside the US Embassy in Tehran, Iran. The plan was convoluted, the different groups involved never trained with each other and it only took a couple of equipment failures to put the mission in serious jeopardy. Finally, a collision at the refueling point called *Desert One* ended the mission, which cost the lives of eight servicemen and achieved nothing.

While Delta had actually done nothing to contribute to the disaster—the mission was FUBAR before the operators could even be put into action—the failure reinforced the negative image many military leaders had of special operations forces and elite teams. The military hierarchy had little or no idea how to properly use a group like Delta. Continued military blunders with regards to special operations forces led the US government to create the Special Operations Command, specifically to oversee the US' various SOFs.

By this time, Delta had evolved. There was little call for Delta's CT capabilities and, like the SAS on which it had been modeled, Delta had expanded its training to include parachuting, combat diving and other special warfare skills. In any case, as a military unit, Delta could not operate within the United States. When situations did arise in foreign countries, the governments of those countries would rarely even give permission for Delta to observe let alone participate. Delta remained ready for CT duties, but mission drift led it into the theatre of covert operations, and the highly trained, highly motivated operators started to put their skills to use in the military arena.

When not in the field, Delta operators undergo intense training at the area formerly known as Range 19 in the Security Operations Training Facility at Fort Bragg, North Carolina. Delta operators spend hours upon hours in the *House of Horrors*, Delta's CQB training facility with pop-up targets, moving robots and slide projected villains and innocents. To practice aircraft takedowns, they have a portion of an airliner suspended by steel cables in their aircraft room. The operators fire innumerable rounds of ammunition perfecting their *rapid aim fire* and *discriminate shooting* so that when the time comes, they'll fire first and fire at the right targets.

One does not volunteer for Delta; Delta invites one to try out. Searching through the personnel records, Delta finds individuals that appear to have the attitudes and abilities necessary to succeed. Sometimes, specific skills are necessary and so Delta will consider any army member, but

usually the records searched are those for the Special Forces and the Rangers. Those chosen will receive a telephone call inviting them to an interview. The brutal physical assessment tests only come if the individual passes the interview. To proceed past physical assessment, the individual must be jump qualified or can go no further until passing Airborne School.

A one-month selection and assessment course weeds out 90% of those considered. It is not uncommon to have no candidates succeed in completing the course. During the course, there are as many psychological tests as physical. Delta wants individuals who are stable, grounded self-starters, but no lone-wolves or *snake-eaters*. They need individuals who will kill but do not enjoy killing.

There are no grades. If an individual passes the course, that is all that matters. The records are sealed and stored. Still, the individual is not a Delta operator until the six-month Operator's Training Course is completed—which includes marksmanship, covert tactics and skills, emergency medicine, communications and CT—and even then, operators are considered rookies for a good five years.

Though few people have heard of their successes, Delta has had many, including the rescue of journalist Kurt Muse during Operation Just Cause in Panama. Due to its secrecy, the United States government has yet to confirm the existence of Delta, let alone brag about its accomplishments, but there was good reason to put Delta operators in the lead of Taskforce 20, hunting down Saddam Hussein in Iraq. Delta had paid a visit to Iraq previous, in the Persian Gulf War, and they've racked up an admirable reputation terrorist-hunting in Afghanistan.

Mission Profile: Delta Force operators are trained for two main missions and a third of secondary importance. Unlike the SAS, Delta is a covert team built on a CT core, rather than a CT team built on a covert core. As such, all Delta operators continue to prepare and hone their CT skills. However, the missions to which operators usually find themselves assigned are regularly of the covert, special warfare variety. Operators have also been irregularly tasked to CPP, but only in the most extreme and dangerous situations guarding persons of utmost importance. While Norman Schwarzkopf had a very low opinion of SOFs before the Gulf War, he had Delta operators as his bodyguards.

The training for CT is ongoing and forms the foundation of all of Delta's other training. Delta operators work in airports and with aircraft maintenance teams so that if they are ever called on to pose as airport workers during a hijacking, they will be believable. They study architecture and the construction of buildings. Anything that might give them the slightest advantage is considered.

Even when on military missions, Delta's CT foundation is often put to use. In Panama, HRT skills were used while freeing Kurt Muse. In Somalia, breaching and room-clearing were all part and parcel to arresting the lieutenants and supporters of Mohammed Farah Aidid. During actions in Afghanistan and Iraq, the Delta operators put their CQB skills to good use.

While it has applied its CT training to a variety of purposes, Delta has been used mostly as a covert weapon for direct action. Many of the so-called *black ops* that modern media attribute to the United States Army Special Forces, are more in the purview of Delta. As there is no official record of their action, it is hard to easily categorize Delta's military role, however rumor and speculation run toward intelligence gathering, reconnaissance, and snatches. Delta is rumored to have had a hand in capturing war criminals in the former Yugoslavia and had an enviable track record hunting down Taliban commanders in Afghanistan. While the official credit went to others, Delta had a very large hand in the capture of Saddam Hussein. Some also claim that Delta is involved in wet-work—the euphemistic term for assassination. The truth is, it is easy to claim that Delta is a part of any secretive mission, being as proof one way or the other is highly unlikely to ever surface.

The missions that one can substantively claim for Delta, based on the testimony of those involved outside the Dreaded D, include Grenada in 1983, Panama in 1989, Iraq in 1990, Somalia in 1993, Afghanistan since 2002 and Iraq since 2003. Their actions in these operations have done them credit. Some have called them the *silent professionals*, as they can't sing their own praises, but many others are more than willing.

Structure: Commanded by an Army colonel, Delta Force is divided into three assault squadrons, each led by a Lieutenant Colonel. The squadrons are divided up into four troops, each led by a Captain or Major. The troops are then divided into patrols of four to six operators. Patrols are led by the operator best able to lead, given the mission and the situation. All operators are senior NCOs, though rank means little in Delta. Part of the reason for the regular military hierarchy's caution when dealing with Delta is that the operators do not respect the chain of command. To a Delta operator, one leads because one is best suited to lead, not because one has the most bars or rings. This has led to many instances of tension between operators and regular military officers.

There is also an aviation squadron, formed in 1989, with about a dozen Little Bird AH-6 attack helicopters and MH-6 transport helicopters. These helicopters have false civilian numbers and are painted in civilian colors. Since Little Birds are based on the H-6/MD-500 civilian helicopter produced by Boeing, it is easy for the aviation squadron to stow weapons in hidden compartments and covertly infiltrate a target area. The aviation squadron is only used for covert operations. When involved in a major military operation, Delta hitches a ride with the legendary 160th Special Operations Aviation Regiment—the Nightstalkers.

Along with the assault and aviation squadrons, Delta Force includes directorates for administration—it's a dirty job, but someone's got to do it—intelligence, operations and logistics. There are also a group of detachments, including research and development, selection and training, medical, technical and electronics and intelligence.

The intelligence detachment—as opposed to the

Photo Courtesy of U.S. Army



intelligence directorate, which is responsible for intelligence assessment and analysis rather than gathering—is called the *Funny Platoon*. It is the only United States SOCOM combat unit to include females. Title 10 of the U.S. Military Code includes prohibitions on who may serve in a unit whose primary purpose is combat. The women in the Funny Platoon may not be considered full-fledged operatives, but they are vital to the work of the intelligence detachment.

Along with women, the Funny Platoon includes a cover support element, which houses the resources to create false foreign and domestic documents.

Weapons and Equipment: When working CT, Delta operators carry one of the many variants of the Heckler&Koch MP5 or silenced MP5SD sub-machinegun. The standard sidearm is the US military's M9, which is a version of the Beretta 92, though Delta rarely carries anything standard issue. Delta operators assigned to CT will also have a wide variety of specialty grenades, including flash-bangs, CS gas and other, more esoteric inclusions. Operators' weapons will have mounted illuminators, as CT procedure includes cutting power to the area. While it is possible that operators could attach laser aiming devices to their weapons, given that Delta operators have a reputation as the best shooters in the world, such devices would seem extraneous.

While working CT, Delta operators wear the standard CT assault suit, which includes a Nomex bodysuit, body armor with trauma plates and possibly a gas mask. While the CT assault suit is slightly different for each individual—for example, studies have shown the third man through the breach is the first to be shot at, due to reaction times, and so the third man needs more substantial body armor—the basics of the suit are consistent from country to country.

While on military missions, Delta operators are conspicuous for their black body armor and sunglasses.

Operators do not wear uniforms and when not in action, are often quite informal as to their attire. When on missions, each operator decides what kit is necessary. Operators often wear a standard issue Kevlar helmet, but black hockey helmets are sometimes used to protect the head from bumps when operating in confined quarters. All operators wear some form of body armor.

Like the kit, each Delta operator has a unique weapon. There is nothing standard for a D-Boy. A case that drastically illustrates this is the personal weapons of the two Congressional Medal of Honor winners, Randy Shughart and Gary Gordon. Randy Shughart carried a Colt Commando short assault rifle, a variant of the M16 assault rifle firing the standard 5.56 ×45mm NATO cartridge,

while Gary Gordon carried an M14, which fires the heavier and harder-hitting 7.62 ×51mm NATO, but is the weapon which the M16 replaced.

Gun manufacturers are thrilled to create whatever weapons the Dreaded D requires. Delta Force operators are reputed to be the finest combat shooters in the world, bar none—though the SAS might have something to say about that. In order to allow them to operate to their fullest potential, they are given wide latitude as to their personal sidearms and their personal kit. The most common weapons one will find, though, are those variants of the M16 created for SOF usage—the Commando and the M4.

Along with their side-arms, Delta operators have access to pretty much any weapon the army has in its stores. The mission usually dictates the choice of weaponry, and if the military can't supply it, Delta will find someone who can.

While the aviation wing is available to Delta for covert operations, the standard Army conveyance of the HMMWV is the regular mode of travel. Like the Land Rovers of the SAS, the HumVees used by Delta are heavily armed, armored, customized and tend to have plenty of cargo capacity. The Ground Mobility Vehicle is a version of the M1097 "Heavy Hummer" that is designed for easy storage on a MC-47 Chinook transport helicopter or C-130 cargo aircraft. A GMV can carry enough food, water and ammunition to sustain three operators for a week. While a large vehicle, camouflage has proven very effective in hiding it.

All operators in a team—be that a patrol, a troop, two troops or even a squadron acting together—will be linked with tactical radios. Every patrol will also have a squad radio and a satcom radio. The regular SOCOM satcom radio is the PRC-137F Special Mission Radio, while the squad radio would likely be the TRQ-43 HF Radio.

When aircraft need help finding things to blow up,

Delta can be tasked to Terminal Guidance. TG missions are a special category of reconnaissance mission in which operators locate a specific target and designate it for aerial attack. The PAQ-10 Ground Laser Target Designator can paint a target up to 6 miles away. The PAQ-10 can even coordinate with targeting systems over the radio, using GPS readings to deliver ultra-accurate coordinates.

Delta operators are fully equipped with all manner of NVDs and sights for their weapons. The standard issue is the PVS-7D that can be attached to a helmet mount, strapped to one's head or simply held in one's hands to peer through. Delta was one of the first units to receive the new PVS-14—which offers better resolution and depth of field—and PVS-13 Thermal Weapon Sights.

In the end, it is difficult to enumerate the equipment on which Delta operators can call, as they can ask and will likely receive anything that can be of use on a mission. Delta does not accept negative responses when equipment is considered key or of importance. If someone else has it, Delta can get it, one way or the other.

Wealth: 35

U.S. Navy Special Warfare Group, Sea Air Land Teams

Commonly Known As: U.S. Navy SEALs

AKA: the SEALs, the Teams

Like Great Britain's SAS and SBS, the U.S. Navy SEALs had their beginnings in World War II with groups like the Navy Scouts, Raiders and the Underwater Demolitions Teams. Interestingly enough, these groups were originally boat-borne units and only on personal initiative did the members become combat swimmers rather than boaters. Scouts and Raiders were reconnaissance teams while the UDTs removed obstacles that might impede an amphibious landing.

After World War II, the Navy reduced the number of its special operators and only the UDT remained. The Korean War revived the Navy's interest in the UDTs and the missions undertaken by its operators increased in scope. The UDTs began to work on land, joining South Korean commandos on raids into the North, destroying infrastructure and other direct action missions. It was around this time that the UDTs first started to experiment with breathing apparatus.

Based on John F. Kennedy's ardent support of special operations forces—he was especially proud of the U.S. Army Special Forces—the U.S. Navy decided to create its own special operations force, one that could conduct reconnaissance, direct action, unconventional warfare and foreign internal defence, much as the Special Forces did. This force could insert from the sea, air or land and thus were named SEALs. This did not end the UDT program, though many members of the UDTs joined the initial two SEAL teams.

The SEALs first saw action in Vietnam. Their initial operations, based on CIA information, were not great successes, but the SEALs learned from their errors. Once

the SEALs had indoctrinated their own intelligence assets, their success ratio increased dramatically. Operating mainly throughout river systems and the Mekong Delta, the SEAL operators interdicted supplies, captured officers and intelligence assets and disrupted Viet Cong operations.

Since proving themselves capable in Vietnam, SEAL operators have been involved in every major military operation undertaken by the United States. From Operation Urgent Fury—the invasion of Grenada in 1983—through to the War in Iraq, SEAL Teams have completed dangerous, secretive assignments that few—if any—other special operations forces could have tackled.

The skill and daring of the SEAL operators made them the perfect choice for maritime CT. Previous to the failed 1980 rescue of American hostages held in Iran, SEAL teams had taken the initiative and begun CT training. SEAL Team Two had created a dedicated CT platoon which was called MOB 6 for Mobility 6. In October of 1980, the Navy created SEAL Team Six, a team dedicated to CT and many of the former MOB 6 operators joined. SEAL Team Six went through different names, including the Marine Research Facility or MARESFAC before settling on DEVGRU or DEV Group, a short form of Naval Special Warfare Development Group.

In order to become a SEAL, a candidate must first pass selection and then succeed at the Basic Underwater Demolition/SEALs training, known as BUDS. BUDS is held at the Naval Special Warfare Center in Coronado, California, not far from San Diego. BUDS includes a 5-week Q-Course (Qualification Course) which acts as a test of physical ability. This is followed by Hell Week. More than anything else Hell Week tests a candidate's mental ability. Through sleep deprivation, grueling physical exertion and deprivation, Hell Week is an attempt to break candidates and see how they react under extreme stress. Of the few who pass the Q-Course, at least twenty percent are lost during Hell Week.

Given the arduous ordeal of BUDS, it is surprising that the Naval Special Warfare Center can turn out the 250 graduates a year necessary to maintain SEAL manpower at 2,500. Those that survive BUDS will never forget it and any SEAL operator can tell you his BUDS class number without searching his memory.

While linked in history to the UDTs, Scouts and Raiders of World War II, the SEALs have grown far beyond their beginnings. More than just a maritime special operations force, the SEALs have fulfilled their role as able to act in sea, air or land. Their actions in the land-locked nation of Afghanistan and in the deserts of the Middle East have proved they are not simply frogmen.

Mission Profile: Since its inception, the mandate of the SEALs has continually increased. It has become one of the most famous and respected special operations force in the world, and its mission profile is extensive, reflecting the professionalism and capabilities of its operators.

The roots of the SEALs lay with the UDTs, and as such, special reconnaissance is one of its tasking backbones. In a time of conflict, SEALs would be deployed before any amphibious landing in order to both scout the landing

locations and remove any obstacles or dangers that might impede the landing. Further, SEALs are trained to set up observation posts to track enemy activity and movements.

Along with its reconnaissance activities, the SEALs are often tasked to direct action. This may be small, such as a coastal raid to gain intelligence or prisoners, or to degrade the enemy's resources, or it may be an initial thrust followed by a regular force assault. The targets of these DA missions may be deep within hostile or denied territory, requiring covert insertion and extraction, or the targets may be nearby, along rivers or coastlines, the primary operational environment for the SEALs. Rumors indicate that SEALs have been involved in wet-work in the past, assassinating NVA and VC figures of importance during the war in Vietnam. This may carry through to the present day, though that aspect of direct action is not something that one would attach to the current SEALs.

SEAL combat training stresses light infantry, low intensity and special warfare tactics. For a SEAL, combat is fast and fluid. As such, when tasked to direct action, targets assigned are not expected to be held. Were the SEALs tasked to assault a coastal fortification, the unit would not be expected to hold the fortification, rather a regular force—likely Marines—would be given that mission.

As could be expected, when the United States looked to create a maritime counter-terrorism unit, the SEALs were the first on the list. Originally, the unit that is now known as DEVGRU, or the Naval Special Warfare Development Group, was SEAL Team 6, the team responsible for maritime counter-terrorism. While DEVGRU is now operationally, if not functionally separate from the Teams, it continues to act as an appendage of the SEALs, and its operators come through SEAL channels. The regular SEAL teams still train for counter-terrorism, as this is part and parcel to good close-quarters battle and structural assault training.

The SEALs are now extensively involved in the United States' anti-terrorism campaign. During combat operations in the land-locked country of Afghanistan, the SEALs proved extremely valuable. While sometimes linked to other units, such as Delta Force and US Army Special Forces, the Teams also took on independent missions, proving that the Land component of SEAL was no afterthought.

Finally, as with most special operations forces, the SEALs have been tasked to foreign internal defense. This aspect of the SEAL mandate is tied to unconventional warfare. During the Cold War, unconventional warfare, in which SEALs would train local insurgency against a government, was much more prevalent. Today, that experience has been channeled into FID, in which the SEALs accept an invitation from a US ally to train that allied government's forces. The SEALs were instrumental in standing up the Royal Navy SEALs of Thailand and the Marine Commando Regiment of Lebanon.

Structure: The SEALs belong to the Naval Special Warfare Command. The 2500 operators that make up the U.S. Navy SEALs are divided into eight Teams. This does not include DEVGRU, which is operationally removed from the

SEALs but often functions as a ninth team. Each Team has a specific geographic area for which it is primarily responsible. The teams are divided between the Atlantic and Pacific coasts. Teams on the Pacific coast are based in Coronado, California, are a part of Naval Special Warfare Group One, and are designated by odd numbers. SEAL Team 1 is tasked to Southeast Asia, Team 3 to the Middle East and Team 5 to Korea. The Atlantic coast SEAL teams belong to Naval Special Warfare Group Two based in Little Creek, Virginia and are designated by even numbers. SEAL Team 2 is tasked to Northern Europe, Team 4 to Africa and Team 8 to the Mediterranean and North Africa.

The smallest operational SEAL unit is the two-man swim team. It is more common for SEALs to operate in a four-man element or an eight-man squad. Each of this is a section of the 16-man SEAL platoon. Of the 16 SEALs in a platoon, two are officers, one is a chief petty officer and the rest are enlisted men. Each SEAL team includes six platoons as well as a headquarters platoon.

Weapons and Equipment: As with most special operations forces, there is no standard kit for the SEALs. Each operation requires different hardware and load-out. The SEALs, unlike some other covert forces, do have a certain amount of standardization in weapons.

As sidearms, two particular pistols are favored. The first is the Heckler & Koch Mk 23 MOD 0 autoloader pistol, which was specifically designed based on the stated requirements of the United States Special Operations Command. It is a large, heavy pistol, but extremely durable and accurate. The second is the Sig SAUER P226 autoloader pistol, a popular weapon within the special operations community.

The standard urban combat and close-quarters weapon is the Heckler & Koch MP5N sub-machinegun, designed based on the input of the SEALs. The Colt Commando short assault rifle is also popular for urban combat, but do to its high power rounds, it is not used for close quarters or hostage rescue missions. In the field, most SEALs use the Colt M4A1 carbine, often with a variety of accessories, such as laser sights, removable suppressors and electro-optical scopes.

Relatively common among the SEALs but rare elsewhere is the Springfield M14 battle rifle. While the M14 Designated Marksman Rifle has seen a surge in usage since the conflicts in Afghanistan and Iraq, the M14 battle rifle remains unpopular elsewhere. The SEALs have continued to use the M14 based on its full-powered round and its robust manufacture. Along with the M14, SEALs continue to use the M21, the sniper rifle based on the M14 and the precursor to the M14 DMR.

Other sniper weapon systems used by the SEALs include the Remington M24 sniper rifle and the McMillan Tactical .50 sniper rifle. The M24 is a standard sniper rifle while the McMillan Tactical is an anti-materiel weapon, also used for engagement at extreme ranges. The Barrett M82A1 sniper rifle has also seen use by the SEALs as an extreme long-range sniper system.

There are occasions in which the SEALs require a shotgun,

from breaching during a room assault or takedown, to urban or jungle warfare. In this case, the most common shotgun used is the Remington 870 combat shotgun. For support, the SEALs use a modified version of the FN Herstal Minimi squad automatic weapon and the FN Herstal MAG machinegun. When necessary, SEALs have access to a wider variety of heavy weapons, including the Talley M72 Light Anti-tank Weapon and the Bofors M3 Carl Gustaf recoilless rifle.

As SEALs are often involved in maritime insertions, aquatic craft and equipment are a necessary component of SEAL hardware. The most interesting of this equipment is the Grumman Advanced SEAL Delivery System. The ASDS is basically a mini-sub, crewed by two and designed to carry a platoon of SEALs and its equipment in a dry environment. The ASDS allows exit through an airlock, and thus can covertly deliver SEALs to a target. The ASDS is an improved version of the Swimmer Delivery Vehicle, still used by Naval Special Warfare Command. The SDV could only transport four divers and was a wet environment, meaning the two crew and four passengers required breathing apparatus.

Covert insertion into a coastal or riverine area often necessitates the use of SCUBA systems, either closed- or open-circuit. As closed-circuit rebreathers do not create bubbles from exhalation, they are favored for daytime covert insertions. The problem with rebreathers is that they restrict the depth to which the diver can descend. In clear water, a diver using a closer-circuit rebreather may be seen visually even though the rebreather releases no exhalation. Diving equipment, as with all other equipment, is dependent upon the mission.

As with all special operations forces, each SEAL will have a tactical radio, and if the unit is making an aquatic infiltration, waterproof tactical radios will be required. At least one and usually two operators in any unit will carry a squad radio with satcom abilities. Body armor is common, though is not used in every mission. When expecting to operate at night or when one extended deployment, the operators will have NVDs and night vision scopes for their weapons. Dive vests are common when making maritime insertions.

Wealth: 34

Chapter 3: Covert Forces of the World

Captain Waller sat at the table, booted feet up, a cup of coffee steaming in his hand. Across from him sat Master Warrant Officer Paris. The captain's office was spartan, with no personal touches, like pictures or mementos. Waller could gather up his papers, walk out that door, and little trace of his existence would remain.

"So we've got A troop doing CPP?" Waller asked Paris.

The Sergeant Major nodded. "El Presidente's boys weren't up to the task."

Though almost everyone else had a nickname, Paris was simply called 'the Sergeant Major.' It was a measure of respect,

as few of the operators cared for rank. The Sergeant Major, though, had earned his rank. Even the colonel who ran the show deferred to the Sergeant Major.

Captain Waller, simply called the Wall, smiled. "Why am I not surprised? Still, he's democratically elected and seems bent on real reform. Better than some missions I can remember. And the Coif? Where are he and B troop?"

"They're doing interdiction in the Golden Triangle."

The Wall chuckled. "That steamy jungle will do wonders for Paul's coiffure."

The Sergeant Major snorted as he let out a laugh. "I'm sure we'll hear stories. Last transmission we got indicated the Thais are proving capable and cooperative."

The Wall grunted his understanding as he took a sip of his coffee.

"We've got C Troop getting sunburned out in the desert following up on that last lead."

"With the Dreaded D?"

The Sergeant Major winked. "Check."

The Wall let out a slow breath through his nose as he considered the empty air. "Let's hope we tag the target this time. The D-Boys have got the last three."

"The Priest is leading C Troop, so I think the D-Boys will get a run for their money."

"What about our D? Where's D Troop?"

"They're on CT training, keeping the skills sharp," the Sergeant Major said.

"Who are we training with this time?"

The Sergeant Major leaned back in his chair. "Holtz and his boys from GSG-9 have dropped by to keep the Couch and his D-Crew company. Morin and the GIGN crowd are expected tomorrow. I expect a bit of a free-for-all with those three mixing."

"Should be a good session." The Wall put down his cup. "So, you're happy with Second Squadron? No need to cycle out?"

The Sergeant Major offered up one of his lop-sided, wry smiles. "And miss all this fun? Not a chance. Did the Boss ask you to move on?"

The Wall sighed and shrugged. "They want to cycle the officers out, Sergeant Major. What can I do?"

"Give up your commission." The Sergeant Major rose and went to the door, the brief over. "You'd make a good NCO."

The Wall's eyebrows rose. That was high praise from the Sergeant Major.

Listed below are various 'special warfare' and 'direct action' groups from around the world. The list is by no means exhaustive. New units with covert action capabilities arise and disappear regularly, especially as counter-terrorism has become an increasingly important role for both national militaries and police services.

The list is comprised mostly of those special operations forces that have the objectives, training or abilities to complete clandestine or covert, military or paramilitary missions. Many countries have special operations forces, but not all these have both covert and military capabilities. The U.S. Army Rangers, for example, are an elite force that is involved in special operations, but they have no covert

capabilities or training. France's GIGN (Groupement d'Intervention de la Gendarmerie Nationale) is a counter-terrorist group with no military objectives. Neither of these is included in this sourcebook as they do not have both covert and military capabilities.

Many of the groups listed below only slightly fit into the covert force model, but in the hopes of including units from as many nations as possible, the list includes teams that could quickly be tasked to a covert mission. For example, Argentina's Brigada Especial Operativa Halcon is a police unit, but it is made up mostly of military veterans and receives training in skydiving and combat diving, which is more in keeping with a covert action agenda than simple CT.

The information listed is intended for gaming purposes only. The sources used to gather this information were all readily available to the public and no confidential or "insider" information was used. Nothing presented here would compromise operational security. As such, the information may be incorrect, out-dated, or flat-out fanciful.

Covert Force Descriptions

Country: This indicates the country of origin or loyalty for the force. The term used for the country is not the official political designation of that country, rather the regular, colloquial term is used in order to minimize confusion.

Team: This is the name by which the force is known. If the force has an official name, it will be listed here while the nickname or colloquial designation will be listed in the *Description*.

Description: This section will offer some basic information to illustrate the type of force, its outlook and style.

Mission Profile: Here, the types of missions the force regularly undertakes or can be tasked to are listed.

Structure: This is an overview of how the force is divided or organized.

Weapons and Equipment: This is the standard equipment provided for the operators in the force. Anything listed here is readily available to all operators in the force and no Wealth check is needed to ascertain availability. Unless otherwise noted, all operators have access to some form of body armor and maintain contact with tactical radios.

Wealth: This is the score that is used when attempting to acquire equipment for the force through regular channels. No Wealth check is rolled. If the equipment requested is beyond the Wealth score of the force, the force is unable to acquire the equipment through regular, legitimate channels. In a case where the characters need equipment but the force's Wealth score is too low, the characters must go beyond regular channels. This may necessitate a Diplomacy check, perhaps a Bluff check, quite possibly even an Intimidate check, depending upon how the characters attempt to acquire the equipment.

While a character's Wealth bonus will not affect this check, the character's Reputation bonus will. Therefore, when requisitioning equipment, it is in the force's best interest that the character with the best Reputation bonus makes the request. The Reputation bonus is applied as a modifier to the

unit's Wealth when requesting equipment.

All the regular Requisition modifiers are included when making a wealth check in this manner.

Country: Algeria

Team: Saaykaa

Description: The Saaykaa or Commando units within the army of Algeria are trained in counter-terrorism tactics and work in coordination with groups such as the GIS and Brigade 127 (see below). The Saaykaa are rumored to have undertaken missions outside of Algeria, including intelligence-gathering duties. Due to the insurgency within the country, the Saaykaa maintain a cloak of utter secrecy, though some stories, mostly those of abused prisoners, have leaked out. The insurgency action in Algeria has created an atmosphere of excess, and the civilian groups, like the GIS and Brigade 127 have also been accused of abuse. Saaykaa operators are said to have been involved in the successful May 13, 2003 assault on a terrorist base in the Sahara Desert that freed 16 European citizenship hostages unharmed.

The GIS is the Groupe d'Intervention Spécial (Special Intervention Group), which is controlled by the Algerian Ministry of National Defense through the Research & Security Directorate or DRS. GIS is the quick reaction force under the Ministry of National Defense, though its training predisposes it to covert missions. Brigade 127 is a unit of the Détachement Spécial d'Intervention (Special Detachment for Intervention), which is primarily tasked to counter-terrorism duties. Operators of the GIS and Brigade 127 can be considered analogous to operators of the Saaykaa for training and equipment.

Mission Profile: The Saaykaa units have no mandated purpose though their use has been mostly counter-insurgency. Reports indicate that these units do undertake CT training, though hostage-rescue is not a great priority. The Saaykaa units seem to operate as hunters, tracking down insurgents. More often than not, Saaykaa units have been reported to shoot first and ask no questions.

Structure: No solid information regarding the structure of the Saaykaa units is available. It is reported that they are divided into patrols of ten to twelve men, but usually work in squads consisting of four or five patrols of five men.

Weapons and Equipment: The standard sidearm is the Browning Hi-Power. Most operators are equipped with Colt Commando short assault rifles.

Wealth: 25

Country: Argentina

Team: Brigada Especial Operativa Halcon

Description: When Argentina hosted the World Cup in 1978, fears arose of possible terrorism. Due to this fear, the Buenos Aires Police Department created the Special Counter-Terrorist Team. The Falcon Special Operations Brigade (Brigada Especial Operativa Halcon), as it is known today is made up mostly of veterans of the Argentine military. It is nicknamed the Falcon Brigade (Brigada Halcon), which is the name used most often by the public. Along with standard CT drills, such as CQB and marksmanship, the

Falcon Brigade is also trained in areas such as parachuting and combat diving which hints at a broader mandate.

Mission Profile: The Falcon Brigade is tasked to counter-terrorism. Operators of the Falcon Brigade are often used as bodyguards when a threat of kidnapping or assassination is perceived.

Structure: The unit has five 15-man teams. Each team includes eight operators, two marksmen and five specialists—a medic, a negotiator, a demolitions specialist, a communications specialist and an intelligence specialist.

Weapons and Equipment: The sidearm of the Falcon Brigade is the Browning Hi-Power. Operators also use Heckler & Koch MP5s, MP5Ks and MP5SDs. Marksmen use the Heckler & Koch G3/SG1.

Wealth: 25

Country: Bahrain

Team: Bahraini Special Forces

Description: Modeled after the SAS, and trained by them, as well as by the U.S. Army Special Forces, the BSF is tasked to special actions in situations “of national interest.”

Mission Profile: The BSF’s mandate is broad and its tasking is simply to special warfare operations with no other restrictions or boundaries. The Special Forces Company within the BSF has a mandate to implement direct actions. While it is not stated as such, the use of the term “national interest” often indicates that the group is tasked to foreign missions.

Structure: The BSF is rumored to have upwards of 350 personnel divided into six companies—headquarters, support, two Ranger companies, Special Forces and CT. Due to their SAS training, it can be assumed that the BSF operators work in patrols of four operators.

Weapons and Equipment: Operators of the BSF carry the Beretta 92 as a sidearm and use the various incarnations of the Heckler & Koch MP5 (including the MP5K and the MP5SD6). In the field, operators use the Colt M4 carbine.

Wealth: 27

Country: Belgium

Team: Long Range Reconnaissance Patrol Detachment

Description: The Long Range Reconnaissance Patrol Detachment is a part of the Belgium Army ostensibly tasked to reconnaissance and intelligence gathering, but which can act in a covert capacity. The Belgian LRRP allegedly worked undercover in the Former Yugoslavia and later in Kosovo gathering intelligence. The LRRP purview reportedly includes such varying tasks as diplomatic protection, embassy duty in crisis areas and assassination. LRRP trains specialists in the areas of demolitions, communications, survival and combat medicine. Units of the LRRP are also trained as combat divers, much in the tradition of the U.S. Navy SEALs and the United Kingdom’s Special Boat Service.

Mission Profile: The main mission of the LRRP is reconnaissance and intelligence gathering, though operators may be assigned to missions involving CPP, direct action and—if rumors are to be believed—wet-work. The LRRP

does not undertake CT duties.

Structure: LRRP operators work in four-man patrols, following the British SAS model, but in military operations, two patrols regularly work together to create an 8-man team. The LRRP boasts its own communications detachment along with its headquarters detachment and a single squadron of four troops, each with four patrols.

Weapons and Equipment: LRRP operators are equipped with the FN Herstal FNC Para and the Browning Hi-Power

Wealth: 29

Country: Brazil

Team: 1st Batalhão de Forças Especiais

Description: The Army’s Airborne Operations’ 1st Batalhão de Forças Especiais (1st Special Forces Battalion) was originally a military special operations group modeled after the U.S. Army Rangers, but was tasked with counter-terrorism duties in the late 1980s. Since that time, the SF Battalion training has included CQB, urban assault and hostage rescue, as well as continuing its military, special operations capable role. The SF Battalion is based in Villa Militar, Rio de Janeiro, with the Airborne Operations Brigade.

Mission Profile: The initial purpose of the 1st SF was long-range reconnaissance and intelligence gathering. It grew into a quick reaction force and finally into a CT team. The 1st SF can be tasked to direct action and CT, as well as its initial role of reconnaissance.

Structure: Operators in the 1st SF are divided into 12-man Operational Detachments (OD) based on the model of the U.S. Special Forces. Each operator is an NCO with specialization in psychological operations, intelligence, combat medicine, demolitions, communications or weapons. Usually, there are two experts in each area. As such, these ODs can be split into 6-man teams without impacting on the breadth of knowledge.

Weapons and Equipment: Operators in the 1st SF have a wide range of weapons to choose from. The standard pistols are the Colt M1911A1 and the Beretta 92. Operators have access to Heckler & Koch MP5s and MP5SDs. In the field, most operators carry the Colt M4 carbine. Marksmen favor the Heckler & Koch MSG 90.

Wealth: 25

Country: China

Team: Immediate Action Unit

Description: Little is known about the SOF capabilities of China, but one reported group is the Immediate Action Unit, which is allegedly China’s elite counter-terrorism and hostage rescue unit. Its operators are culled from the People’s Liberation Army’s many special operations units. Western intelligence sources indicate that the IAU is not heavily trained in HR tactics, rather it focuses on hand-to-hand combat, CQB, and military operations in built up areas.

Mission Profile: Operators in the IAU focus on urban assault. The complete capabilities, mandate and missions of the group are not known at this time.

Structure: While no firm data is available, it is believed

the IAU works in teams of up to 15 men, led by an officer and a senior NCO.

Weapons and Equipment: Operators in the IAU are believed to use the NORINCO Type 64 and likely carry the NORINCO Pistol Model NP 22, which is an unauthorized copy of the SIG-Sauer P226.

Wealth: 25

Country: Columbia

Team: Agrupación de Fuerzas Especiales Antiterroristas Urbanas

Description: Due to the country's instability, Columbia has a large number of military and paramilitary CT and HR teams, though no real dedicated covert military force. Units like the Unidad Antisecuestro y Extorsion (Anti-Kidnapping and Extortion Unit or UNASE) and the Grupo Operacional Contra Extorsion y Secuestros (Anti-Extortion and Kidnapping Operational Group or GOES) are focused mostly on criminal actions and narco-terrorism. Their operators are all trained in CT and CQB, but function more as police than as military or covert action units.

The closest group to a covert force in Columbia could be the Agrupación de Fuerzas Especiales Antiterroristas Urbanas (Urban Counter-Terrorist Special Forces or AFEAU). This military group, assembling operators from all the Colombian Armed Forces, is trained in CT and HR, but also in CQB, urban assault, aerial insertion and marksmanship.

Mission Profile: The main mission of the AFEAU is counter-terrorism, but it is also trained for airborne operations. Operators of the AFEAU have reportedly been tasked to diplomatic protection and assassinations.

Structure: The AFEAU is divided into 15-man teams, led by an officer supported by a senior NCO. There are 16 such teams in the AFEAU.

Weapons and Equipment: AFEAU operators are armed with Beretta 92 pistols, Heckler & Koch MP5 submachine guns and Colt M16 assault rifles.

Wealth: 25

Country: Croatia

Team: Anit-teroristicka jedinica

Description: While not truly a covert force, the premiere counter-terrorism unit in Croatia is the Anit-teroristicka jedinica (Anti-Terrorist Unit or ATJ) a branch of the Special Police Force—also known as the Specijalci. The ATJ is based in Lucko. Operators have training which mimics, in many respects, the training covert operators receive. Operators with ATJ are volunteer veteran police officers who undergo a rigorous selection process and are trained in CT and HR tactics, as well as CQB, combat diving, demolitions and marksmanship.

Mission Profile: ATJ is a counter-terrorism force and is primarily tasked to CT. There are rumors of its operators acting in a covert, intelligence gathering role within the borders of its former Yugoslav neighbors.

Structure: ATJ operators are divided into 8-man teams.

Weapons and Equipment: ATJ operators use a local variant of the AKS-74, the IMI Uzi and the Heckler & Koch G3K. The sidearm of ATJ operators is a local variant of the

CZ85.

Wealth: 22

Country: Cuba

Team: Comando de Misiones Especiales

Description: Under the jurisdiction of the Ministry of the Interior are the highly trained operators of the Direccion General de Tropas Especiales (General Directorate of Special Troops or DGTE). These are not counter-terrorism units but “black ops” units that use light weaponry and explosives. The covert action operators of the DGTE belong to the Comando de Misiones Especiales. CME operators have been involved in training Latin American guerrillas, fomenting insurgency and completing politically sensitive special operations.

Mission Profile: The CME is tasked to direct action and special warfare outside the borders of Cuba. Operators of the CME have been involved in wet-work and sabotage in Latin American and earlier in Africa.

Structure: The CME has a fluid structure, but the basic organization is founded on 12-man “action teams,” perhaps copies of the U.S. Special Forces’ alpha-team.

Weapons and Equipment: Operators of the CME regularly use the AKSU-74 and AKS-74, though when in the field have been known to use the Colt M4 carbine. Marksmen in the CME are equipped with Dragunov SVDs.

Wealth: 24

Country: Denmark

Team: Jaegerkorpset

Description: Within the Danish Army's Rangers is the elite Jaegerkorpset. Tasked as the primary counter-terrorism force in Denmark, Jaegerkorpset is also trained for covert actions. Very little is known about the highly secretive group, but they are reportedly jump-certified, have training in aerial insertion and are deadly marksmen. The Jaegerkorpset has connections with the United Kingdom's SAS and the U.S. Delta Force as well as GSG-9 of Germany and the GIGN of France.

Mission Profile: The Jaegerkorpset is primarily a CT force, but it is trained and is rumored to have been involved in direct action missions in the former Yugoslavia. As members of the Rangers, operators in Jaegerkorpset can be tasked to long-range reconnaissance.

Structure: Jaegerkorpset operators are divided into 5-man patrols.

Weapons and Equipment: Operators in Jaegerkorpset use the suppressed Heckler & Koch MP5SD and the Heckler & Koch HK53. They are also equipped with the Colt Canada C8 Special Forces Weapon carbine. Marksmen reportedly use the Heckler & Koch PSG-1 or MSG 90. For fire support, Jaegerkorpset operators are equipped with the Heckler & Koch 23E light machinegun.

Wealth: 30

Country: Denmark

Team: Froemandskorpset

Description: Due to Danish interest in North Sea oil, the military has created the Froemandskorpset (Royal Danish Navy Combat Divers). Like Jaegerkorpset, Froemandskorpset



is very secretive, and not even the total number of operators is known. Interestingly enough, the Danish Crown Prince Frederik qualified as an operator for Froemandskorpset. The Froemandskorpset regularly cross-trains with the United Kingdom's SBS and the U.S. Navy SEALs and saw action in the Gulf War.

Mission Profile: Froemandskorpset operators are tasked to naval reconnaissance, direct action, nautical CT and even search and rescue in peacetime.

Structure: The operators of the Froemandskorpset are rumored to work in 5-man teams, similar to those of the Jaegerkorpset.

Weapons and Equipment: Froemandskorpset operators involved in CQB carry the suppressed Heckler & Koch MP5SD, the Heckler & Koch MP5N or the Heckler & Koch HK53. In the field, operators are equipped with Heckler & Koch G41K or the Colt Canada C8 Special Forces Weapon carbine. Marksmen use the Heckler & Koch G3/SG-1 or MSG 90.

Wealth: 30

Country: Egypt

Team: Wehdat 777 Qataal

Description: Assigned to Qiyaadat quwaat al-Sa'iqa (the Headquarters of the Commando Forces) within the Egyptian Army is Wehdat 777 Qataal (Combat Unit 777, the Thunderbolt Force, also called Task Force 777 in some sources). The term "Thunderbolt Force" comes from the term "al-Sa'iqa," which means both thunderbolt and commando. Unit 777 is the primary counter-terrorism group in Egypt, but has also allegedly been involved in direct action within and beyond Egypt's borders. Unit 777 has trained alongside France's GIGN, Germany's GSG-9 and the US's Delta Force, however Unit 777 has not had a good record in CT. A mission in Cyprus ended in a firefight with Cypriot authorities and

an assault on an airliner in Malta caused the death of 57 hostages.

Mission Profile: Unit 777 is tasked to CT and HR duties both on land and in a maritime environment. Rumors link operators of Unit 777 to covert intelligence gathering missions against perceived internal and external threats, and there are even hints that operators have been involved in wet-work.

Structure: Unit 777 operators are grouped into 15-man units led by an officer and an NCO.

Weapons and Equipment: While there is no solid information on the equipment of operators in Unit 777, it is rumored that they are equipped with Colt M1911A1s, Colt M4 carbines and Heckler & Koch MP5s. Marksmen are reported to use Parker Hale 85s.

Wealth: 25

Country: El Salvador

Team: Comando Especial Anti-Terrorista

Description: The highly secretive Comando Especial Anti-Terrorista (Special Anti-Terrorist Command or CEAT) is an Air Force unit based in the Special Operation Command headquarters in Ilopango. The CEAT reputedly has 50 operators and works alongside a separate marksman unit.

Mission Profile: Operators of the CEAT are tasked primarily to CT, though their training in special warfare indicates that they may also be tasked to covert intelligence gathering or direct action missions.

Structure: There is no solid information on the structure of the CEAT, though based on its training by US Special Forces, it can be conjectured that operators are grouped into 12-man teams, similar to the Special Forces' operational detachment alpha teams.

Weapons and Equipment: It is rumored that the CEAT uses the same type of equipment as the US Special Forces, which would mean the Beretta 92, the Colt M4 carbine,

possibly some of the variations of the Heckler & Koch MP5 and likely the FN Herstal Minimi light machinegun.

Wealth: 22

Country: France

Team: 1st Regiment de Parachutistes d'Infranterie de Marine

Description: While France has two respected CT units—the Groupement d'Intervention de la Gendarmerie Nationale (National Police Intervention Group or GIGN) has a history of success in domestic and foreign situations while the “Black Panthers” (RAID, Reaction, Assistance, Intervention, Dissuasion) are gaining notoriety—its covert action group does not receive as much public recognition.

Within the 11th Parachute Division, one would find 1er RPIMa (1st Regiment de Parachutistes d'Infranterie de Marine or 1st Parachute Regiment, Marine Infantry), which is tasked to direct action, reconnaissance and special warfare operations, the catchphrases for covert action. 1er RPIMa has also been given the responsibility for CT on foreign soil. In this role, the Regiment has close ties with GIGN and RAID. The actual missions of the Regiment are classified, but rumors of special operations on foreign soil, especially in the Middle East and the Former Yugoslavia, circulate.

Mission Profile: Ostensibly, the 1er RPIMa is tasked to foreign CT in peacetime and long-range reconnaissance and direct action in war. The French government has neither confirmed nor denied rumors of its use in the Middle East hunting terrorists and in the Former Yugoslavia as snipers.

Structure: Operators of the 1er RPIMa are divided into 15-man teams, each led by an officer.

Weapons and Equipment: Operators in the regiment carry the FAMAS 5.56 assault rifle, though the various incarnations of the Heckler & Koch MP-5 are favored for CT and CQB. As a sidearm, many within the Regiment use the Beretta 92. The Remington 870 Combat Shotgun is also in use for urban assault and certain CQB situations. Marksmen may be armed with Accuracy International Arctic Warfare Magnum.

Wealth: 32

Country: Germany

Team: Kommando Spezialkraefte

Description: When discussing counter-terrorism forces around the world, no list is complete without Grenzschutzgruppe 9. However, GSG-9 does not engage in covert actions. In Germany, the group most closely tied to military special operations is the Kommando Spezialkraefte (KSK). Formed on April 1st in 1996—April Fools Day—the SAS quickly dubbed the KSK “the Jokers.” KSK is trained for counter-terrorism and hostage rescue missions outside of Germany, as well as deep penetration operations, long-range reconnaissance and non-combatant evacuation from crisis areas. All operators are airborne-qualified and trained in combat diving. Operators of KSK have seen action in Afghanistan hunting cells of Al'Queada and the US government requested KSK for use in Iraq.

Mission Profile: KSK operators are trained for long-range reconnaissance, direct action and foreign CT. Part of the

impetus for the creation of KSK was the need for German NEO (Non-combatant Evacuation Operation) capabilities, and so the training of KSK always has NEO capabilities as an underlying consideration.

Structure: The KSK has 4 Commando companies, each of which has 4 platoons. The platoons are tasked to specific situations. There is a ground infiltration, airborne, amphibious, and mountain/artic warfare platoon in each company. At least one platoon in each company is trained in counter-terrorism and hostage rescue. Platoons consist of four teams of four men each. Each team has an expert in demolitions, combat medicine, intelligence and communications.

Weapons and Equipment: Operators in KSK use Heckler & Koch G36K carbines, Heckler & Koch MP5SD6 submachine guns, Heckler & Koch MP7 personal defense weapons, and Heckler & Koch P7M8 pistols. Marksmen use the Accuracy International Arctic Warfare and the McMillan Tactical. For fire support, operators use the Heckler & Koch 23E light machinegun.

The tactical radio in use by KSK operators is the SEM52/SL. For mobility, they have access to Unimog trucks and Mercedes Benz “G-Wagons.”

Wealth: 32

Country: Greece

Team: Monada Ypovrixion Kastrofon

Description: As can be expected of a maritime nation, the covert operators of Greece are the descendants of Greece's UDT. Created in the early 1950s, the Monada Ypovrixion Kastrofon (Underwater Demolition Team) had close ties to the U.S. Navy SEALs, who trained the first two operators. Just as the SEALs evolved to match the needs of the changing world, Greece's MYK has evolved from a team of frogmen to a covert force tasked to long-range reconnaissance and special warfare. Operators from the MYK saw action in the Gulf War and are reported to still have a presence in the Gulf, supporting the hunt for terrorists.

Mission Profile: The MYK is tasked to direct action and special warfare. The operators of the MYK would scout any landing point before an amphibious assault. The MYK also has responsibility for maritime CT.

Structure: The MYK has four detachments of 25 men, and each detachment has a specific responsibility, such as intelligence or CT. The detachments are sub-divided into five-man patrols.

Weapons and Equipment: Depending on the mission profile, operators of the MYK carry the Colt M16 or the Heckler & Koch MP5N sub-machinegun. As a sidearm, most operators carry the Beretta 92. When fire support is required, operators have access to the Rheinmetall MG3 machinegun.

Wealth: 29

Country: India

Team: Marine Commando Force

Description: The outgrowth of an army unit assigned to maritime duty, the Marine Commando Force of the Indian

Navy tackles reconnaissance and direct action duties as well as maritime CT. The MCF or MarCos has become famous for blending into local populations while hunting terrorists. Each of the 10 MarCos squadrons has a Quick Reaction Section, which is the CT unit.

Mission Profile: MarCos operators are trained for direct action missions as well as long-range reconnaissance and intelligence operations. At present, their main focus is CT, both through HR and direct action.

Structure: The MarCos has 10 squadrons, each divided into 15-man groups.

Weapons and Equipment: MarCos operators make use of the Heckler & Koch MP5N, the Heckler & Koch MP5SD and a local variant of the FN Herstal FNC Para carbine. Most marksmen use the Heckler & Koch MSG 90. As sidearms, operators carry the Glock 17 or the SIG Sauer P226. In the field, operators have a locally produced version of the FN Herstal FNC. When heavier firepower is needed, the operators have recourse to a local variant of the FN Herstal MAG machinegun.

Wealth: 26

Country: India

Team: Special Action Group

Description: Within India's National Security Guards (NSG) is the Special Action Group (SAG), known as "the Black Cats." Originally tasked to CT, the SAG has grown into a covert force, and it may have seen action outside the borders of India. Members of the NSG, including SAG, are in high demand for CPP, though the government is trying to refocus the assets of the SAG back to CT and special warfare.

Mission Profile: Operators in SAG are regularly assigned to CPP, though their training emphasizes CT. SAG operators are also tasked to direct action, long-range reconnaissance,

and intelligence operations.

Structure: A SAG team consists of 20 operators and a captain. The team can be divided into four squads of five men each.

Weapons and Equipment: The standard weapons of SAG operators include the IMI Uzi and the Heckler & Koch MP5. As sidearms, operators carry the Glock 17 or the SIG Sauer P226. In the field, operators have a locally produced version of the FN Herstal FNC. When heavier firepower is needed, the operators have recourse to a local variant of the FN Herstal MAG machinegun.

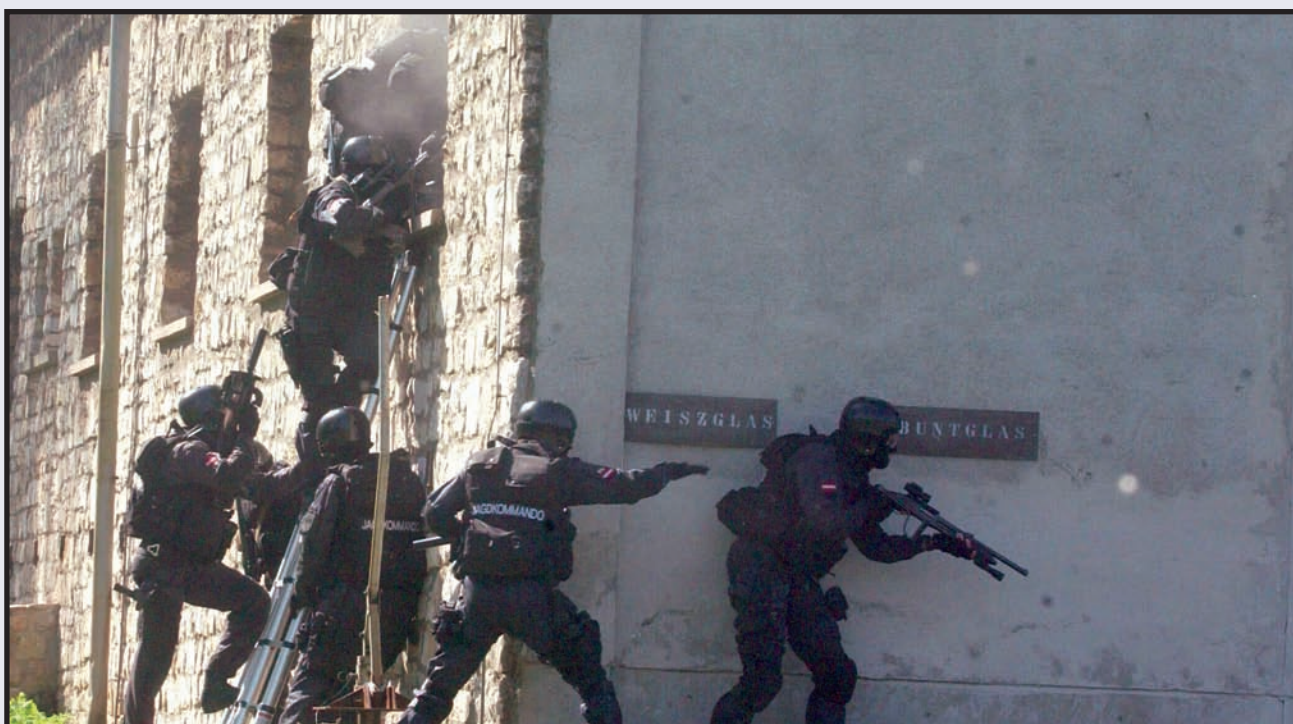
Wealth: 26

Country: Indonesia

Team: Intelligence Group of Kommando Pasukan Khusus

Description: The Intelligence Group—still known by its previous name: Group IV—is composed of the best soldiers from the other groups in the Kommando Pasukan Khusus (Special Operations Command or KOPASSUS). Group IV is reputed to be a dirty-tricks and infiltration squad involved in counter-insurgency and even covert actions within Indonesia itself. It works alongside the KOPASSUS Joint Intelligence Unit (SGI) and has been implicated—along with most of KOPASSUS—in illegal detentions, assassinations and torture. However, KOPASSUS teams have also performed various successful HR missions linked to the CT portion of their mandate.

Mission Profile: Group IV is tasked to long-range reconnaissance, intelligence gathering, direct action and special warfare. Though not a part of its official mandate, recent reports and criminal convictions indicate that Group IV is also involved in torture and wet-work. The targets of Group IV's operations have mostly been within Indonesia, and specifically separatist provinces of that state. Group IV



Austrian Armed Forces Photo

is not involved in CPP or maritime operations to any great degree.

Structure: It is believed that Group IV consists of approximately 200 operators, reportedly grouped into twelve- to fifteen-man teams, reminiscent of the organization of the US Special Forces. The leader of Group IV is a Colonel.

Weapons and Equipment: Operators in Group IV are armed with Colt M1911A1s and FN Herstal Browning Hi-Powers. They use Colt M-16s and FN Herstal FNC in the field and for CT and CQB, use the Heckler & Koch MP5 or MP5K and the IMI Uzi. Marksmen regularly use the Parker-Hale 85. For fire support in the field, Group IV is supplied with the FN Herstal Minimi.

Wealth: 24

Country: Ireland

Team: Sciathán Fianóglach an Airm

Description: Just as their namesakes, the legendary Irish heroes of ancient times, the Sciathán Fianóglach an Airm of the Óglaigh na hÉireann (Irish Defense Forces) are exceptional warriors. Known in English as the Army Ranger Wing (ARW), this unit is trained in both covert action and counter-terrorism roles. Operating out of Curragh Camp in the County Kildare, the ARW have trained alongside the US Delta Force and the United Kingdom's SAS, as well as GSG-9, GIGN and the US Army Rangers. While the ARW is tasked to CT, its mandate is for foreign CT as the National Police Service's Special Branch C3 Section is legally responsible for domestic CT and HRT. In practice, the C3 Section defers to the ARW.

Mission Profile: In wartime, the ARW would act as a deep penetration commando force. Missions would include direct action, long-range reconnaissance and special warfare. In peacetime, it acts as an elite unit of the military, provides CPP for VIPs in conflict and threat zones and acts as the primary foreign CT and HR team for Ireland.

Structure: The smallest unit in the ARW is the assault team, made up of four operators. An assault platoon is made up of five assault teams. The ARW has two assault platoons and one support platoon, which includes detachments for logistics, administration and training and recruitment.

Weapons and Equipment: ARW operators carry the SIG Sauer P226, the Heckler & Koch MP5 and the Remington 870 combat shotgun. In the field, the ARW carry the Colt M4 carbine. More than half of the ARW operators are qualified marksmen, and they have a choice of weapons. The two weapons most commonly used by marksmen in the ARW are the Accuracy International Arctic Warfare and the Heckler & Koch G3/SG1.

Wealth: 29

Country: Israel

Team: Sayeret Mat'kal

Description: As can be imagined, Israel has some of the top covert action units in the world. Based on the operational conception of Unit 101--Israel's first real Special Forces group--Sayeret Matkal was created in 1957. Rather than create another Unit 101, the Israelis copied the structure

and format of Great Britain's SAS, already the pinnacle of special operations groups worldwide. After the tragedies of the Munich Olympic massacre of 1972 and a failed hostage rescue mission at an Israeli high school in 1974, Sayeret Matkal—and all Israeli Defense Force special operations units—increased its level of CT training, which included a heavier emphasis on hostage rescue and CQB.

Matkal became a specialized CT team for use in foreign or hostile environs, with access to the finest weapons and equipments available to the IDF. Along with its CT duties, Sayeret Matkal remains a long-range reconnaissance and intelligence-gathering group. Its operators are considered by some to be the premiere covert action unit within the Israeli Defense Forces.

Mission Profile: Sayeret Matkal has three distinct though related roles. It is, first and foremost, a reconnaissance and intelligence-gathering force, expected to operate in hostile territory for extended periods of time. Second, it is tasked to covert, direct action. Israel is unflinching in its admission that it can and will target individuals for assassination. This is also a part of Sayeret Matkal's direct action mandate. Finally, Sayeret Matkal is tasked to foreign CT. In practice, Matkal rarely undertakes CT of the hostage rescue variety and rather is involved in anti-terrorism operations. Sayeret Matkal is often tasked to preventative AT, finding threats and neutralizing them in the most efficient and certain manner.

Structure: It is reported that Sayeret Matkal is made up of approximately 200 operators. These operators are divided into 28-man platoons, further divided, at an operational level, into four- to five-man patrols. Operators are assigned to specialized tasks. A platoon will include assaulters, rappellers, snipers and spotters.

At any given time, one platoon will be on call for CT and HR duties. It is likely that up to fifty percent of Matkal's assets will be tasked to operations. Those teams not in the field are in constant training and are on ready status to support the CT team.

Weapons and Equipment: When performing intelligence missions, covert operators are often disguised as a member of the local populace or terrorist supporters. As such, usually the only weapon from the Sayeret Matkal armories an operator could carry unnoticed would be the standard side-arm, the SIG Sauer P226. All operators are heavily trained with the standard weapons of terrorists—the AKM or AK-74.

While performing the HR functions of their CT mandate, Sayeret Matkal operators wear the standard CT suit, including Nomex fire-retardant body suit and body armor. All operators in an HR mission will be linked with tactical radios. They will be equipped with CS and stun grenades of the famed 'flash-bang' variety. Operators will use the IMI Uzi, Mini-Uzi or Micro-Uzi.

In the field, operators of Sayeret Matkal carry either the Colt Commando or the Colt M4A1 carbine. Depending upon the mission, M203s may be attached to the rifles. Marksmen are usually equipped with the Remington M24. A single operator in a patrol might carry the Remington 870 Combat Shotgun, but this is usually only in an urban or

wooded environment.

Wealth: 30

Country: Italy

Team: 9th Reggimento D'Assalto

Description: The 9th Reggimento D'Assalto (9th Para-Raider Regiment called the Col. Moschin Regiment) of the Folgore Parachute Brigade are the Italian military's special operations unit. The purview of the Para-Raiders includes those terms used to refer to covert operations, such as special warfare and direct action. Within the Regiment, the 110th "Incursori" (meaning Intruders) and 120th companies are the direct action teams while the 111th "Guastatori" Company is tasked to long-range reconnaissance and is part of the Rapid Reaction Corps of the Allied Command Europe. All the Regiment is trained for mountain and arctic warfare, HALO/HAHO parachuting, and combat diving.

Mission Profile: The Para-Raiders are trained for long-range reconnaissance, intelligence gathering and direct action. It is rumored, though unverified, that the Intruders are also trained to eliminate command elements within an enemy force, and therefore might be considered a wet-work team. The Para-Raiders are also tasked to CT, though their mandate specifies these tasks are for foreign situations, as the Italian GIS—a section of the federal Carabinieri—have proved more than capable in domestic CT and HR. Operators of the Para-Raiders are also expected to take the lead in any non-combatant evacuation operation (NEO) of Italian citizens, such as the 1991 NEO in Ethiopia.

Structure: The Para-Raiders are divided into brigades comprising 60 operators. Operators work in teams of eight.

Weapons and Equipment: Operators in the Regiment are equipped with standard Italian military hardware, but are also supplied with Beretta 92s and Heckler & Koch MP5 sub-machineguns. In the field, operators are equipped with Steyer AUG assault rifles. Marksmen have been reported to have used the Mauser SP-66 and the Barrett M82A1. Other weapons available to operators include the Franchi SPAS 15 shotgun and the FN Herstal Minimi.

Wealth: 29

Country: Italy

Team: Gruppo Operativo Incursori **Description:** Within the Italian Commando Raggruppamento Subacqui ed Incursori (known as COMSUBIN) is the Gruppo Operativo Incursori (Underwater Operations Group). COMSUBIN evolved from a UDT to the Italian Navy's special operations group, tasked with direct action, reconnaissance and maritime CT. The GOI is supported by the Gruppo Navale Speciale (Special Naval Group)—providing logistical support for the GOI—and the Ufficio Studi (Study & Research Center)—which deals with research and development of weapons and equipment.

Mission Profile: GOI is tasked to the regular maritime combat roles given to naval special operations groups, such as pre-landing reconnaissance, mine-clearing and naval sabotage. GOI operators are also trained for long-range reconnaissance, direct action and special warfare.

Along with these combat roles, the GOI is responsible for maritime CT and HR in peacetime. They are also trained to work alongside the 9th Reggimento D'Assalto during non-combatant evacuation operation (NEO) procedures.

Structure: The organization of the GOI is very similar to that of Great Britain's SBS. GOI operators work as two-man teams within four-man patrols. Four patrols make up a troop.

Weapons and Equipment: GOI operators have a vast arsenal from which to choose, and have been known to customize their personal weapons to better suit their skills and roles within the team. The overwhelming choice for personal sidearm is the Heckler & Koch USP 45. On CT missions, operators use all of the variants of the Heckler & Koch MP5 sub-machinegun. In the field, operators carry the Colt M4 carbine or the Heckler & Koch G41K. Weapons reportedly used by its marksmen include the Mauser 86 SR and the Barrett M-82A1. GOI operators use the FN Herstal Minimi for fire support and have access to the HK MPZ-1 40mm grenade launcher. The shotgun of choice, both for breaching doors and for use in the field, is the Franchi SPAS 15.

Wealth: 29

Country: Kazakhstan

Team: 35th Airborne Brigade

Description: The Kazakhstan military's special operations group is the 35th Airborne Brigade, called the Spetznaz Brigade. This unit is trained for special operations, such as deep penetration in wartime and long-range reconnaissance. It is also tasked to render aid to local civilian governments in times of natural disaster and is the premier Combat Search and Rescue team in the Kazakhstan military. The Spetznaz Brigade trains with Spetznaz units from the Russian Federation and U.S. Special Forces.

Mission Profile: The Spetznaz Brigade is trained to act behind enemy lines during wartime and would conduct direct action operations as well as targeting the enemy's command element. In peacetime, operators of the Brigade act to supplement the civil authorities in the areas of disaster relief and Search and Rescue, both on land and at sea.

Structure: While there is little firm data, it is believed that the Brigade is broken down into three Recon Units of approximately twelve to fifteen men each.

Weapons and Equipment: As a sidearm, most operators carry a variant of FN Herstal Browning Hi-Power or Česká Zbrojovka CZ85 autoloader pistol. In the field, the weapons of choice are the AKS-74 assault rifle and the AKSU-74 short assault rifle. Marksmen usually carry the Dragunov SVD.

Wealth: 22

Country: Kyrgyzstan

Team: Scorpion Company

Description: Based in Bishkek, the elite Scorpion Company is the special operations branch of the Kyrgyzstan military. The operators in Scorpion are jump-certified and trained in counter-terrorism as well as intelligence gathering. A mission into Afghanistan in 2002 to arrest a

Kyrgyz terrorist was rumored to be the work of Scorpion operators. Due to its border with Afghanistan, the Kyrgyz military has organized a Quick Reaction Force based in the mountainous border region. Reports have surfaced of operators of Scorpion Company working alongside and leading the Border QRF.

Mission Profile: Operators of the Scorpion Company are trained for long-range reconnaissance, direct action and special warfare. They have also been given responsibility for foreign and domestic CT and HR. Since the beginning of the war in Afghanistan, Scorpion operators have been tasked with counter-insurgency against a rising militaristic Islamic extremist organization called the Islamic Movement of Uzbekistan, based in Uzbekistan and Afghanistan.

Structure: Little is known about the organization of Scorpion Company, but it is reported that operators work in teams of fifteen, led by an officer.

Weapons and Equipment: Scorpion operators carry a variant of FN Herstal Browning Hi-Power or Česká Zbrojovka CZ85 autoloader pistol as a sidearm. The Russian AKSU-74 is the main weapon, though some operators have begun to switch to the Colt M4. Marksmen usually carry the Dragunov SVD.

Wealth: 22

Country: Latvia

Team: Special Intervention Group

Description: Operating as a civilian CT team, the Special Intervention Group of the Government Security Service is also trained as a special operations unit. While it is under the control of the Ministry of the Interior, the SIG includes veterans of the Spetsnaz, the KGB and the MVD. SIG operators are trained in demolitions, CQB and marksmanship at the Spetsnaz Polygon in Adazi, Latvia. Small and secretive, this unit has had success in actions against organized crime in Latvia.

Mission Profile: While the legal mandate of the SIG is for civilian CT and HR, its training and its choice of operators would allow its units to undertake covert military missions. Most of the operators are jump-certified, and training for aerial insertions is ongoing in a joint program with the military.

Structure: SIG operators work in teams of twelve. It is not known how many such teams are active.

Weapons and Equipment: While most equipment in the Latvian military is from the Soviet era, SIG boasts a more modern arsenal. Operators are supplied with Heckler & Koch P7M8s and MP5s. Marksmen have access to Dragunov SVDs and Heckler & Koch G3/SG1s.

Wealth: 23

Country: Lebanon

Team: Marine Commando Regiment

Description: Little known but highly touted by many observers is the Marine Commando Regiment of the Lebanese Navy. This small, special operations unit has received training from DEVGRU (previously known as SEAL Team 6) and has priority access to equipment within

the Lebanese military. The MCR's level of training and dedication has made it arguably the most respected special operations team in the Arabic world.

Mission Profile: The MCR is tasked to maritime CT, but its primary mandate is direct action and long-range reconnaissance. MCR operators are trained for both aerial and maritime insertion, as well as having land mobility capabilities.

Structure: The smallest team for MCR operators is the two-man "swim team." Usually, operators are divided into 12-man platoons.

Weapons and Equipment: MCR operators often carry the Colt M1911A1 or—if they are very lucky—the Heckler & Koch Mk 23 Mod 0 SOCOM. The favored sub-machinegun of the MCR is the Heckler & Koch MP5N. Operators also have access to the Colt M4. Marksmen may use the Springfield M21 or the Dragunov SVD.

Wealth: 22

Country: Lithuania

Team: Aras Team

Description: Like its Baltic neighbor Latvia's SIG, Lithuania's Aras Team (Eagle) is a civilian counter-terrorism force that has training in military special operations. Under the Ministry of Interior, Aras is divided into 30-man companies. The elite within the elite is the 32-man Special Team, based in Vilnius, the capital.

Mission Profile: Aras is a dedicated, paramilitary CT and HR team. It has no other mandate. Its training, alongside military personnel, indicates that Aras operators might have the capability of undertaking a covert mission.

Structure: Aras is comprised of 250 operators and support personnel. The operators work in 30-man teams, save for the Special Team, which has 32 operators.

Weapons and Equipment: Aras operators use the Heckler & Koch MP5 sub-machinegun and the Česká Zbrojovka CZ85 pistol. Operators also have access to AK-74 and AKS-74 assault rifles.

Wealth: 23

Country: Netherlands, the

Team: 108th Korps Commandotroepen

Description: The responsibility for covert actions, counter-terrorism and other special operations within the Royal Netherlands Army goes to the 108th Korps Commandotroepen. The Commandos undergo strenuous training and rotate through a variety of specialty teams, such as the parachute team, the maritime team, the mountain warfare team and the counter-terrorism team. The rotation allows operators to become experts in a wide range of skills. The teams include specialists in combat medicine, demolitions and signals. Each team includes at least one marksman.

Mission Profile: The operators within the Commandos are expected to be versatile. Trained and tasked to special warfare in the national interests of the Netherlands, the Commandos are also the primary military CT group, with responsibility for foreign CT. In a conflict environment, they

would be involved in long-range reconnaissance and direct action.

Structure: The Commandos are organized along the lines of the SAS, in four-man patrols, four patrols to a troop and four troops to a squadron.

Weapons and Equipment: In the field, operators in the Commandos are equipped with the Colt Canada C8 Special Forces Weapon carbine and the Colt Canada C7 assault rifle. The standard sidearm is the Glock 17. When operating in a CT capacity, the Commandos use the Heckler & Koch MP5A2 or the Heckler & Koch MP5SD6. Marksmen have a wide choice of weapons, though the Accuracy International Arctic Warfare and the Remington M24 are popular. For fire support, operators have the FN Herstal MAG machinegun and the FN Herstal Minimi available.

Wealth: 30

Country: New Zealand

Team: NZ Special Air Service

Description: Like Australia and the United Kingdom, the main special operations force in New Zealand is the Special Air Service. The NZSAS is built upon the British model of operators rotating through various specialized teams with various specific tasks, such as mountain warfare, mobility and counter-terrorism. Operators are regularly seconded to the British SAS, and the NZ operators are famous for their tracking skills.

The NZSAS has had a long history of covert operations within the Pacific and South-East Asia. Operators and marksmen were reported to have seen action in Bosnia and the Gulf War. An NZSAS squadron operated in Afghanistan working alongside Australia's SASR.

Mission Profile: Operators are involved in diplomatic CPP and act as consultants for the civilian powers in security situations. The NZSAS is the primary CT team for New Zealand. In conflict, the NZSAS would be tasked to long-range reconnaissance and surveillance of enemy units.

Structure: The NZSAS operate in teams of four- to six-man patrols. Four patrols make up a troop and each squadron has three assault troops and one headquarters troop.

Weapons and Equipment: For CT missions, NZSAS operators use the standard Heckler & Koch selection of MP5 sub-machineguns. The SIG Sauer P226 is available as a sidearm. Marksmen regularly choose the Parker-Hale 85, the Accuracy International Arctic Warfare Magnum, or the Barrett M82A1. In the field, operators carry the Colt M16 or the Colt M4 carbine, often with an M203 grenade launcher mounted. For fire support, operators have the FN Herstal Minimi and regularly carry the M72 LAW.

Wealth: 30

Country: North Korea

Team: The Reconnaissance Bureau

Description: Little is known about Stalinist North Korea and even less is known about its special operations capabilities. What is known is that the Ministry of People's Armed Forces oversees the Reconnaissance Bureau, which is the command section for the People's Armed Forces special

operations teams. These teams are trained specifically for covert actions within South Korea and Japan, against military and civilian targets of these nations and the United States. It is believed that many such North Korean covert teams are already in place in South Korea and possibly even Japan.

Mission Profile: Operators in the Reconnaissance Bureau are tasked to only one thing: direct action. This may mean assassination, sabotage or possibly even PSYOPs. Operators in the Reconnaissance Bureau are not trained and are not interested in CT or CPP—they are the reason *other* countries need CT and CPP teams.

Structure: There is no set structure for the Reconnaissance Bureau. Some teams have up to 24 operators while others are a single individual.

Weapons and Equipment: Operators in the Reconnaissance Bureau are trained with Chinese and Soviet-era Russian weapons, but they are also trained to use the weapons of their enemies. As such, on a mission, an operator with the Reconnaissance Bureau is as likely to carry a Colt M16 as a NORINCO Type 64 or AKS-74.

Wealth: 19

Country: Pakistan

Team: Special Services Group

Description: Originally known as the 19th Battalion of the Baluch Regiment, 19 Baluch has evolved into the Special Services Group. Operators in the SSG have training in CQB, combat diving, skydiving and CPP as well as desert, mountain, maritime and urban combat. The SSG includes the Musa Group, Pakistan's elite CT unit. SSG operators have worked in a covert capacity in Afghanistan, as air marshals and in diplomatic protection. The Musa Group CT force has received training from the British SAS.

Mission Profile: SSG operators are trained mostly for combat missions, including direct action and long-range reconnaissance. While the Musa Group is a dedicated CT team, all SSG operators have CT training. It is rare for SSG operators to work CPP, but in crisis situations, they are called upon.

Structure: SSG operators work in 10-man teams within 30-man platoons.

Weapons and Equipment: As with most CT groups, the SSG has Heckler & Koch MP5s, and when on CPP, operators regularly carry MP5Ks concealed in special harnesses. The sidearm of the SSG for CT and urban situations is the Glock 19. In the field, operators carry the Heckler & Koch G3K and the Beretta 92. Marksmen are supplied with Heckler & Koch G3/SG1s.

Wealth: 26

Country: Poland

Team: GROM

Description: Recruiting from Poland's Special Forces elements in the Land Force and the Navy, GROM has become a respected player in the international military field. Activated in 1991, GROM burst into the Western media with its successful and capable performance in Haiti during 1994's

Operation Restore Democracy. Since that time, GROM has continued to cross-train with other SOFs. Operators from GROM were active in both Afghanistan and Iraq. GROM is one of the few covert forces to include women in its ranks, though it is not known in what capacity these women serve. Most of the operators in GROM are qualified in combat medicine.

Mission Profile: While GROM is primarily a CT team, its operators are tasked to a wide range of covert actions, including but not limited to reconnaissance and direct action. GROM operators have also acted in a CPP capacity with great success.

Structure: GROM operators work in four-person teams. A platoon consists of four such teams.

Weapons and Equipment: The most popular weapon among operators is the Heckler & Koch MP5A3. Operators are also supplied with the Colt M4 carbine or a local variant of the AKS-74. Marksmen usually carry the Heckler & Koch PSG1.

Wealth: 24

Country: Portugal

Team: Destacamento de Accoes Especias

Description: A very small, elite reconnaissance force of the Portuguese Marines, the Destacamento de Accoes Especias (Special Actions Detachment or DAE) is Portugal's military CT and covert action team. Not only are the operators in the DAE jump-qualified, they have been known to use hang-gliders for their own unique brand of aerial insertion. DAE operators train with the U.S. Navy SEALs and the United Kingdom's SBS.

Mission Profile: DAE operators are tasked to maritime reconnaissance, CT and direct action. Their wartime mission is to pave the way for amphibious landings. Operators are tasked to special warfare in the national interest during peacetime and are the primary maritime CT unit in Portugal but are not burdened with CPP responsibilities.

Structure: The DAE works in four-man combat teams consisting of a petty officer, a leading seaman and two regular seamen. There are six combat teams in operation within the detachment.

Weapons and Equipment: Operators in the DAE are issued Colt M4 carbines—at least one member of a combat team with an M203 40mm grenade launcher attached—and the Heckler & Koch USP 45. When necessary, the Rheinmetall MG3 machinegun is available.

Wealth: 28

Country: Russian Federation

Team: Voiska Spetsialnogo Naznacheniya

Description: Though once a hotbed of special operations groups and covert action units, the degradation of the Russian military has also affected the Russian SOFs. Many of the elite units have been moved through differing branches and even between civilian and military authorities. The groups that remain well-trained are the Military Intelligence Spetznaz troops and the Naval Spetznaz.

The GRU (Glavnoe Razvedyvatel'noe Upravlenie or

Military Intelligence Directorate of the Army General Staff) created Spetznaz—an abbreviation of Voiska Spetsialnogo Naznacheniya (Forces of Special Designation)—in the 1970s as a first-strike weapon. Specifically designed for covert actions within enemy territories, Spetznaz operators numbered in the tens of thousands by the mid 1980s. In today's Russia, the GRU still maintains Spetznaz operators and these operators are tasked to missions similar to those tasked to Delta Force in the U.S. or the SAS in the United Kingdom. The main difference is that Spetznaz operators are not trained in CT and do not undertake CPP. Russia's Spetznaz troops remain solely covert action operators.

Mission Profile: Spetznaz operators are trained to infiltrate enemy territory to target strategic weapon launchers, command and control sites and personnel and to commit any sabotage or assassination deemed necessary. Their use in peacetime is regularly tied to military intelligence.

Structure: The structure of Spetznaz regiment is highly fluid and changes depending upon the mission. Functionally, the regiment is divided into six or seven companies of 100 men and is then subdivided into platoons and those platoons into action units.

Weapons and Equipment: Spetznaz operators regularly use AKS-74 assault rifle and the PSM pistol, but are trained in a wide variety of foreign weapons.

Wealth: 26

Country: Serbia

Team: Anti-Teroristicki Bataljon "Sokolovi"

Description: Within the elite 72nd Specijalna Brigada (Special Brigade) is the secretive Anti-Teroristicki Bataljon "Sokolovi"—the "Hawks" Anti-Terrorist Battalion. Drawn from the ranks of the 72nd, the Hawks' training of aerial insertion, deep penetration and special warfare is supplemented with CT, covert action and anti-personnel action. Operators in the Hawks maintain an identity as a member of the 72nd, and the government releases no information—officially—about the actions of the group.

Mission Profile: Officially, the Hawks are trained for CT. Unofficially, the unit has been involved in direct action and special warfare of a questionable nature. Training for the Hawks is extensive and allows them to engage in almost any conceivable mission.

Structure: Operators in the Hawks work in 12-man units.

Weapons and Equipment: Operators in the Hawks use the Heckler & Koch MP5 as well as a local variant of the AKS-74 assault rifle and the PSM pistol. Marksmen in the Hawks are equipped with the Heckler & Koch G3/SG1 or a local variant of the Dragunov SVD.

Wealth: 23

Country: Singapore

Team: Special Operations Force

Description: The 1st Commando Battalion of the Singapore Armed Forces is an elite unit within the Singapore military, trained for deep penetration during wartime. Within 1st Commando is the secretive Special Operations Force, which gained notoriety for its quick, deadly and



successful rescue of all the passengers and crew of a hijacked Singapore Airlines flight in 1991. Famous in Singapore for their CT capabilities, the operators of SOF are also trained in airborne assault, combat diving and covert operations.

Mission Profile: The SOF, along with the rest of 1st Commando, is tasked to long-range reconnaissance and direct action, though only the SOF is trained in CT.

Structure: The SOF operators work in 12-man teams which are often sub-divided into four-man groups during operations.

Weapons and Equipment: Operators in the SOF regularly carry a local variant of the Colt M4 carbine, though on CT missions, the Heckler & Koch MP5 is standard. In the field, at least two men in every team carry a FN Herstal Minimi. M203 40mm grenade launchers are also common.

Wealth: 30

Country: Slovakia

Team: 5th Pluk Specialneho Urcenia

Description: Highly trained and motivated, the operators of Slovakia's 5th Pluk Specialneho Urcenia (5th Special Forces Unit or 5 PSU) have trained with and competed against some of the world's greatest SOFs and have performed extremely well. 5 PSU operators are jump-qualified, certified combat divers and experts in long-range reconnaissance. The equipment of 5 PSU is of Soviet design, though all operators are trained to use any weapons available to the military's of the world.

Mission Profile: 5 PSU operators perform direct action and special warfare missions in the national interest. Also, 5 PSU is tasked to intelligence gathering and may be assigned foreign CT. Rumors circulate about wet-work assignments.

Structure: The operators of 5 PSU are divided into ten-man teams, with two officers, 3 NCOs and 5 enlisted men per team. The NCOs are all specialists, one each in demolitions, communications and combat medicine. Usually each team has two marksmen and a support-weapon operator.

Weapons and Equipment: While the operators of 5 PSU have mostly Russian equipment, such as the AKSU-74, this equipment is slowly being replaced, and some lucky operators carry the Heckler & Koch G36C. Personal sidearms vary greatly, but the Heckler & Koch USP 45 is quite popular. Most marksmen still use the Dragunov SVD.

Wealth: 24

Country: South Africa

Team: Special Forces Brigade

Description: Due to the politics of South Africa's past, the SOFs of that country have been held in disrepute internationally. To combat this, the names of many units and groups have been regularly changed. Many of the older special operations groups and long-range reconnaissance units were cannibalized to create the South African Special Forces Brigade. The mandate of the SA Special Forces indicates that the unit can act outside the borders of the country to achieve national objectives. The mandate does make mention of international law, but the purpose of the SFB is quite clear. The SFB is one of the few covert actions groups that have not been tasked to CT, though urban assault is part of the training for its operators.

Mission Profile: SFB operators are trained for deep penetration raids, long-range reconnaissance and direct action. Historically, the SOFs of South Africa, under whatever name they have operated, have been famous for their success in long-term special warfare operations behind enemy lines.

Structure: While operators in the SFB are grouped in 12-man teams, most operations are carried out by two- or four-man teams.

Weapons and Equipment: While operators in South Africa traditionally used Russian or Israeli weapons—like the Russian State Arsenal's AKS-74 or the IMI Galil

Sniper—due to shifts in the political winds, United States and European weapons are now the norm. Most operators in the field carry a version of the Colt Commando or the Colt M4 carbine—the latter equipped with a M203 grenade launcher. While marksmen still use the IMI Galil Sniper, it is just as likely that one might use the Remington M24 or the Heckler & Koch MSG 90.

Wealth: 26

Country: South Korea

Team: 707th Special Mission Battalion

Description: Technically still at war with North Korea, South Korea has a large, well-equipped and well-trained military, but none so much so as the 707th Special Mission Battalion. Created initially for CT duties, the purview of 707 has expanded to include special operations of the sort the South Korean government disavows. 707 operators also provide CPP during high visibility events, always aware of the danger posed by North Korea. The training of the operators of 707 is notoriously difficult and physically grueling. Operators in 707 are drawn from the ranks of South Korea's Special Forces units and proudly wear the black beret as a mark of honor and distinction.

Mission Profile: While the avowed mandate of 707 is CT, it trains for clandestine operations and has a conflict role of direct action.

Structure: Operators are grouped into 14-man platoons. Each company—of which there are six—has four such platoons.

Weapons and Equipment: Operators of 707 carry a local variant of the Colt M1911A1 and the Heckler & Koch MP5. Marksmen use the Heckler & Koch G3/SG-1 or the Springfield M21. In the field, operators carry the Colt M16 or the Colt M4 carbine.

Wealth: 28

Country: Spain

Team: Unidad Especial de Buceadores de Combate

Description: Within the Tercio de Armada—the quick reaction force of the Infanteria de Marina Espanola (Spanish Marine Infantry)—is the Unidad Especial de Buceadores de Combate (Special Combat Divers' Unit or UEBC). While the UEBC is principally tasked to CT, like many other military CT units the operators of UEBC would undertake covert action missions in wartime. Operators in the UEBC are trained in aerial insertion, combat diving, demolitions and marksmanship.

Mission Profile: While the UEBC is specifically mandated as a maritime CT force, operators are also tasked to special warfare and direct action missions. In wartime, operators would reconnoiter landing sites, clear aquatic mines and would engage in sabotage and reconnaissance missions on land.

Structure: UEI operators are divided into 12-man teams and 4-team companies.

Weapons and Equipment: UEBC operators are regularly equipped with Heckler & Koch MP5 submachine guns. In the field, operators are equipped with the Heckler & Koch

G33K and HK53.

Wealth: 27

Country: Sweden

Team: Fallskärmsjägarkåren

Description: Though maintaining a very small military, Sweden has a large number of light infantry units that fit the Ranger concept of the United States. The Fallskärmsjägarkåren (the Airborne Ranger Company) is an airborne deep penetration, special warfare unit. Trained to operate for long periods of time in enemy-held territory while completing reconnaissance and sabotage duties, the ARC is the closest entity to a covert force that the Swedish military fields.

Mission Profile: The ARC is tasked to long-range special warfare operations, including direct action and reconnaissance.

Structure: ARC operators are divided into four- to six-man teams during operations, though functionally they are grouped into 18-man platoons.

Weapons and Equipment: The standard weapon of the ARC is a locally produced variant of the FN Herstal FNC. Operators also usually carry a Glock 17. Marksmen regularly use the Heckler & Koch MSG 90. At least one operator in every team carries a FN Herstal Minimi for fire support.

Wealth: 29

Country: Thailand

Team: Royal Thai Navy SEALs

Description: While boasting no less than three CT groups within its Armed Forces, the Royal Thai Navy SEALs are a true covert action team. Maintaining close ties with the U.S. SEAL teams, the RTN SEALs are tasked to maritime CT, but are also trained for long-range reconnaissance and deep penetration in wartime. This training makes the RTN SEAL operators quite capable of acting in a covert, military capacity. The Thai government has denied reports that they have been used in just this manner, dealing with criminal activity originating in Burma/Myanmar.

Mission Profile: RTN SEALs are tasked to maritime CT in peacetime. They are also used to support civilian authorities in the tense Myanmar border-area. Due to the movement of insurgent factions and drug-smuggling, the region has become unstable and many of Thailand's SOF assets are active in that area.

During a conflict situation, RTN SEAL operators would be tasked to maritime reconnaissance as well as amphibious assault preparation. At a platoon level, the operators would use waterways and coastlines as avenues for penetration to perform direct action operations.

Structure: RTN SEALs operators are divided into 16-man platoons. During operations, these platoons are often broken into four-man teams or even two-man swim teams.

Weapons and Equipment: RTN SEAL operators carry many of the same weapons as their U.S. counterparts. The most popular sidearm is the Heckler & Koch Mk 23 MOD 0 SOCOM and the Heckler & Koch MP5N is the favored CQB weapon. It is also common for operators to carry the Colt

Commando short assault rifle.

Wealth: 26

Country: Ukraine

Team: Spetznaz Brigade

Description: While the Ukraine maintains a large number of SOF troops, these troops are trained and tasked to domestic missions rather than foreign. Within Ground Forces Command is the Spetznaz Brigade. Originating in the Soviet era, the Spetznaz operators continue to train for special operations and are the Ukraine's only real military group that could carry out covert actions on foreign soil. Due to budgetary concerns, Ukrainian covert operators are still using Soviet-era weapons and equipment.

Mission Profile: Operators in the Spetznaz Brigade are tasked to special warfare and direct action in conflict and covert actions in the national interests of the Ukraine in peacetime.

Structure: Operators are grouped into platoons of 24 men, though for operations the number of operators in a team is quite fluid.

Weapons and Equipment: Operators of the Spetznaz Brigade are issued AKS-74 carbines and PSM pistols. Marksmen have access to the Dragunov SVD.

Wealth: 23

Chapter 4: Feats

The freezing wind encrusted his goggles and wrist altimeter with ice. It didn't matter, he knew how long to wait before pulling. He counted out his descent with his steady heartbeat. Always one to verify, the operator with the call-sign Kilo Two-Seven scrapped the ice from the altimeter and checked.

His canopy opened and dragged him back. The wind continued to howl, but much of its fury abated. He craned his neck. The three other operators hung in the air just behind him. Further back, Kilo Two-Seven saw K-One-One's patrol. To his left and right, K-Three-Two's and K-Four-Niner's patrols respectively.

They entered the clouds and lost sight of each other. It wouldn't matter. They would hold the pattern as they always did. This was old hat.

Passing the cloud barrier, Kilo Two-Seven got his bearings. He had a GPS, but he liked to verify. He recognized landmarks, considered his height, figured his rate of descent and smiled.

Like gravy.

The dark world around him slept silently. The moon had set and the sun had yet to rise. The wasteland below him rose up slowly to embrace, cold, devoid of all but the most hardy of life. Those things natural to this place, Kilo Two-Seven respected for their endurance and determination. Those things that made their home here to hide from retribution, Kilo Two-Seven could only scorn.

He didn't hate them. They didn't deserve that much passion.

Using his night vision device, he saw the tents off in the distance. The troop could have dropped down right in the middle of that camp without waking the targets. They could

have eliminated the tents before they even touched down. While that might look nice and save a walk, too much could go wrong with that kind of insertion.

It didn't matter. It was a fine night for a jog.

He landed easily. Once he had stowed everything, his patrol formed up, squatting on the hard, rocky surface, scoured by sand and wind of almost all but the most tenacious of vegetation. K-Two-One, who carried the satcom, reported their readiness.

K-Two-One signed off the satcom and glanced up at Kilo Two-Seven. "Uniform One-One and the mobility troop are ready for exfiltration."

Kilo Two-Seven glanced at the other patrol leaders. Everyone gave the thumbs up.

"Let's move."

No one ran. They jogged, weapons ready, NVDs on, scanning ahead of them for guards or traps. Intel had reported that the target residents wouldn't expect company. It didn't matter. No one trusted Intel.

They reached the ridge overlooking the camp without incident. Kilo Two-Seven saw the guards, splayed out on the ground, wrapped in blankets, cradling their AKs. K-Two-One, who also happened to be the patrol's marksman, set up on the ridge. He flipped up his NVDs and removed the covers from his H&K MSG 90's scope. Marksmen from the patrols surrounded the camp from three sides, the fourth being a gully—what looked like a dried up river. Spotters lay alongside the marksmen.

Kilo Two-Seven, team leader on-site, gave the signal and the assaulters advanced, weapons at the ready. One of the guards shifted in his blankets and then started to rise. Kilo Two-Seven dropped to one knee and raised his Colt Commando carbine. The guard's eyes went wide as he saw the black-clad, armed men advancing on the camp.

The suppressor on the carbine—so long it almost doubled the apparent barrel length—contained the sound of the firing and most of the flash. Three rounds struck the target's chest, none more than an inch apart. He dropped.

It was the most resistance the team met.

Accurate Burst

You have been trained extensively in the use of automatic weapons. Using short, controlled bursts is second nature to you.

Prerequisites: Burst Fire, Double Tap

Benefit: Lessens the attack roll penalty on Burst Fire and Double Tap by 2 so that the attack penalty for Burst Fire becomes -2 and the attack penalty for Double Tap is 0.

Adopt Identity

When working in a covert capacity, you regularly assume a false identity. Often, the false identity is of an individual with a professional background, such as a reporter, travel writer or aid worker. You have become adept at answering questions relating to the occupation of the cover.

Prerequisite: Int 13+

Benefit: The character can glibly answer most questions relating to the profession of the adopted identity. For

extremely specific or arcane questions (the natural habitat for a species of rare bird, the assistant foreign news editor of a certain newspaper), the character applies +4 to all Bluff checks regarding the answers offered. The character has either guessed correctly or is able to persuade the questioner that the questioner's information is false.

Special: If the character has a Knowledge or Craft skill that relates to the adopted identity, the character can first try to use that skill to answer a question. If he/she fails his/her skill check, a Bluff check can still be made using the bonus for Adopt Identity.

For each Knowledge, Craft or Profession skill which relates to the adopted identity, the character can add an additional +1 to the bonus granted by Adopt Identity.

Combat Sense

Your extensive training and experience has attuned you in such a way that you can sense opponents even when you cannot see them. This is sometimes called a 'sixth-sense.'

Prerequisites: Alertness, Combat Reflexes

Benefit: When the character is attacked by a hidden, unnoticed or invisible opponent, the character can make an opposed Willpower save against the attacker's Move Silently or Hide, whichever is most applicable. Success indicates the character is not considered flat-footed for that attack.

Compressed Sleep

Your need for sleep is minimal.

Benefit: The character only needs one-half the regular amount of rest, requiring only needs four hours of uninterrupted sleep per day. This amount of time is also considered a full evening of rest when healing or otherwise recovering. This does not affect the rate of healing while undergoing complete bed rest.

Communications

You know how to use communications equipment effectively, and you know how not to use it. You understand all about special frequencies, encryption, and detection avoidance.

Prerequisites: Computer Use 4 ranks

Benefit: A character with this feat can use communications equipment never studied or seen previously without instruction with a successful Computer Use skill check against DC 10. A character can make a Computer Use skill check (at DC 20) to properly use communications equipment even when the character cannot read the language of the equipment.

A character with the Communications feat is also knowledgeable regarding direction finding (DF) equipment, used to discover the direction a signal originates from or—when using groups of DF equipment and triangulating—the position of the source. Due to this knowledge, a character can either use DF equipment to track a signal or avoid detection with an opposed Computer Use skill check. At the very least, the character will be aware that the signals can lead opposition to the position from which the communications originate.

Jamming and eavesdropping are common problems when

using communications equipment in a conflict environment. A character with the Communications feat can jam or eavesdrop—if the proper equipment is available—or avoid the same with a successful opposed Computer Use skill check.

Normal: A character without the Communications feat suffers a -4 penalty when attempting to use communications equipment without training.

Crisis Driving

You are not simply a capable driver, you are a machine. Even the most dire of situations behind the wheel cannot crack your cool.

Prerequisites: Drive 4 ranks, Vehicle Expert

Benefit: The character applies +4 to any check involving driving a car or truck, including vehicle combat.

Special: If the character has Vehicle Dodge, the character's bonus for that feat is increased to +2.

Death Strike

In a situation where the target needs to die but you don't have a weapon, your bare hands are sufficient. Be it a twist of the neck, a strike to a pressure point or some other deadly attack, you use your hands like others use lethal weapons.

Prerequisites: Great Cleave, Improved Combat Martial Arts

Benefit: Any critical success with an unarmed melee attack against a flat-footed opponent necessitates the opponent to make a Massive Damage Threshold save, with the attendant penalties to failure.

Special: When obtaining a critical hit with Death Strike, the character must still make a roll to confirm the critical hit. An unconfirmed critical does not allow use of the Death Strike feat.

Drone Zone

You have learned to suppress your need for sleep. In fact, sometimes you prefer the calm, detached sensation that comes after a day without rest.

Prerequisites: Concentration 4 ranks.

Benefit: The character can operate for up to 72 hours without sleep and without penalties. To recover, the character must sleep for 10 hours without interruption.

Special: Once the 72-hour period has passed, the character starts to incur the penalties for lack of rest. The point at which the penalties begin to accumulate is the moment after the 72 hours have passed.

Entry

You have been trained in dangerous entries. During the breaching procedure, your body and mind are keyed to danger.

Prerequisite: Combat Reflexes

Benefit: When moving through a portal or entry-way of some kind, like a window or hole, the character is not considered flat-footed.

Special: An opponent may gain the benefits of surprise in the surprise round, but the character with the Entry feat is

not considered flat-footed.

Find Cover

When in combat, taking cover can make all the difference. You are able to effectively use even the most limited cover.

Prerequisite: Dodge

Benefit: The character's degree of cover is moved up one level, so one-quarter cover acts as one-half, one-half as three-quarters, etc. If there is one-eighth cover, the character can use that as one-quarter cover.

Face In A Crowd

When on a covert mission, you easily blend into different cultures. You have an uncanny ability to disappear in a crowd and to make yourself innocuous.

Prerequisite: Hide 4 ranks, Knowledge (streetwise) 4 ranks

Benefit: The character can hide among other people, even when the character's dress or appearance would usually preclude this. If the character is being actively sought by another, the character can make a Hide check at +2 as long as there are at least 10 other people within 30 ft of the character.

Special: If there are no other people around, but the character is in a public area, such as a market, café or restaurant, the character can make a Hide check without the bonus.

Helicopter Insertion

You have training and experience moving from a rotary wing or vertical take-off and landing aircraft, including fast-roping and rappelling.

Prerequisite: Climb 4 ranks, Tumble 4 ranks

Benefit: The character receives a +4 modifier when making any skill checks required while inserting by helicopter or other hovering aircraft.

Interrogation

You understand the intricacies of extracting information from an unwilling subject. You have various means at your disposal and understand when and how much pressure should be applied.

Prerequisite: Knowledge (behavioural sciences) 4 ranks, Sense Motive 4 ranks.

Benefit: The character may use the Bluff, Diplomacy or Intimidate skill to attempt to extract information from an unwilling subject. If the character has 5 or more ranks in either of the two skills not used during the interrogation, the character can apply a +2 synergy bonus to the check.

Normal: A character may use Bluff, Diplomacy or Intimidate to attempt to question another character. A -4 modifier is applied to all checks. Any such attempt is opposed by the questioned character's Willpower save. Further, when a character without the Interrogation feat questions a subject, the subject receives a modifier equal to the difference between the subject's character level and the interrogator's character level. Thus, if a 4th level character interrogated a 2nd level character, the subject would receive -2 modifier ($2 - 4 = -2$).

If a 5th level character interrogated an 8th level character, the subject would receive a +3 modifier ($8 - 5 = 3$).

Kill Shot

Killing from a distance is usually safer, if not subtler than the up-close and personal approach. But most of the time, you only get one shot, and you make that shot better count.

Prerequisites: Dead Aim, Focused, Precise Shot

Benefit: Any critical success with a ranged attack against a flat-footed opponent necessitates the opponent make a Massive Damage Threshold save, with the attendant penalties to failure.

Special: When obtaining a critical hit with Kill Shot, the character must still make a roll to confirm the critical hit. An unconfirmed critical does not allow use of the Kill Shot feat.

Skydiving

You have training and experience with parachutes and the use of freefall equipment, such as high altitude jump suits. You are versed in the use of a variety of skydiving techniques

Prerequisites: Balance 4 ranks, Tumble 4 ranks

Benefit: When using a parachute or other freefall equipment, the character does not require a check to deploy the parachute and a regular landing requires a Balance or Tumble check (the player's choice) against DC 5. A failed check allows a Reflex save against DC 5 to avoid damage. If the character fails this check, he or she will take damage from a 20-foot drop.

When attempting any special skydiving technique, like a canopy jump or HAHO, the DC for any check is lowered by 10.

Normal: Unless the character is making a static line jump, when skydiving a character must make a Dexterity check against DC 5 to deploy the parachute. Failure of this check indicates the parachute has not deployed. In this case, the character has two options: attempt to deploy the emergency parachute or try to deploy the main parachute again.

Failure to deploy the main parachute does not necessarily mean that the parachute is useless; it may mean the character made a mistake. The character can make a second Dexterity check against DC 15 to deploy the main parachute. If the main parachute again fails to deploy, the character can attempt to deploy the reserve parachute

An attempt to deploy the reserve parachute necessitates a Dexterity check against DC 10. If this check fails, the character may retry against DC 15. If this also fails, the character has been unable to deploy either main or reserve parachute.

If neither the main nor the reserve parachutes are deployed, all will continue as normal until the character reaches the ground. At that time, the character must make a Fortitude save against DC 40 or die. If the save is successful, the character is at -1 and is dying.

When landing under deployed canopy, the character must make a Reflex save against DC 15. If the character fails this check, he or she will take damage from a 20-foot drop. A

failure by 10 or more indicates the character has broken a leg and moves at three-quarter regular speed.

When inserting by air into a combat zone, the character is flat-footed and both hands are occupied, so the character cannot engage in combat.

Slightest Hint

When on protection detail, you note the smallest clues that might indicate danger. Your mind processes warnings you don't even realize you've received.

Prerequisites: Spot 4 ranks, Sense Motive 4 ranks, Attentive.

Benefit: The character applies a +4 to any Listen, Spot or Sense Motive check when protecting another individual against a threat.

Steely Eyes

A simple gaze, the slightest of eye contact leads others to fear your actions. They can see that you mean business, and that you take your business very, very seriously.

Prerequisites: Frightful Presence, Slightest Hint.

Benefit: The character automatically rolls an Intimidate check against any individual intending to do harm or threaten in any way the character, an individual the character is protecting, or a member of the character's party/team/unit.

True Lies

You can beat the polygraph without even thinking. You spin false tales so well, sometimes even you believe them.

Prerequisites: Bluff 4 ranks, Concentration 4 ranks, Cha 13.

Benefit: The character doubles any ability modifiers and synergy bonuses applied to any Bluff check.

Chapter 5: Fluid Situations

Insertions

By its very nature, an insertion is dangerous. Often, the exact situation at the target area is unknown. If it is known, all the immediate factors are rarely calculable. The enemy force may have grown or shrunk. Enemy positions may have changed. A safe landing zone may have become hot. Real time intelligence is almost always faulty due to a lack of time for analysis. As such, in most insertion situations, a character is considered surprised, with all the penalties attached to being surprised, including the inability to act in the surprise round.

Airborne Insertions

Insertion By Hovering Aircraft

It has become common to use rotary wing aircraft to deliver airborne and airmobile troops to targets. In many cases, the aircraft lands to allow its passengers to disembark. In many special operations missions, landing is not an option. In some cases, the area onto which the operators transfer is too small, too unstable or too mobile to allow a landing. In these cases, there are a variety of options for

inserting into combat or into a target area.

Dropping/Jumping: The character may simply jump from the aircraft to the target location. A helicopter might be hovering mere feet above a rooftop, or over a ship at sea. In such a situation, the character must make a Tumble check against DC 15. If the jump or drop is from any distance higher than 10 feet, the DC is increased to 20. A failed Tumble check indicates the landing is faulty. The character must make a successful Balance check against DC 20 or suffer an extra 1d6 in damage and is prone.

This Tumble check is only for the character landing safely at or on the target. In order to lower falling damage due to distance dropped, a regular Tumble check is necessary.

Fast-roping: Fast-roping is a special skill used by the Ranger Regiments of the US Army. It is now spreading through the special operations community, but the Rangers are the only regular, military force that uses this type of insertion. Fast-roping requires the use of very thick rope. The character will need special, heavy gloves in order to avoid damage to his or her hands. No other equipment is used. The character simply grabs the rope and descends. It may sound easy, but it is not, and accidents are common.

When attempting to Fast-rope, the character must make a Climb check against DC 20. If the distance traversed is over 50 feet, the DC is increased to 25. The character fast-roping can descend 60 feet in a single round. When fast-roping, the character is flat-footed and both hands are occupied, so the character cannot engage in combat.

Rappelling: Rappelling is very similar to fast-roping, yet it requires a special harness. Consider the special harness similar in weight and cost to climbing gear. Rappelling still requires a certain amount of skill, but not near the level of proficiency required by fast-roping.

When rappelling, a character must make a Climb skill check against DC 5. If the distance traversed is over 50 feet, the DC is 10. If the distance is over 100 feet, the DC is 15. A failure at above 50 feet can be retried if the character makes a Reflex save against DC 15. If there are individuals below the character who failed her Climb check, they will collide, and both must make a Reflex save against DC 15 or both will fall. A success with the save still necessitates another Climb check at DC 15.

When rappelling, a character can descend 60 feet in a single round. While rappelling, the character is flat-footed and at least one hand is occupied. The character can engage in combat, but only with one hand.

Canopy Jumps

A canopy jump refers to skydiving into the upper canopy of a dense forest, such as jungle or rainforest. This was first used by the SAS during the Malayan Emergency, however due to the inherent dangers of attempting a landing amid a multitude of branches, it has fallen out of use. While canopy jumps are occasionally necessary, a bad landing in an upper canopy usually leads to broken bones and has killed plenty of those who have attempted it.

When making a canopy jump, regular checks are necessary as per any Skydiving attempt. A special check is



necessary on landing. The landing check requires a Tumble check against DC 25. A failure of the landing check means that the character must make a Reflex save against DC 20 or take damage for a 30 foot fall and an extra 1d8 of damage from the branches and other obstacles. This damage cannot be minimized by a second Tumble check. If the Reflex save is successful it means that the character only takes damage as for a 10 foot drop. This damage also cannot be minimized by a second Tumble check. A critical failure on the save indicates the character has broken his/her legs and is immobilized.

HAHO

This refers to the High Altitude High Opening skydiving technique. When attempting a HAHO jump, the character leaves the aircraft at an altitude of over 30,000 feet and opens the parachute soon after exiting. The parachute is then used to glide to a destination. On radar, the jumper will offer a slight profile. Operators can use HAHO to depart an aircraft in a commercial air lane and glide to the target. Operators from DEVGRU have reportedly used the HAHO technique to travel almost 10 miles and land on an island near Puerto Rico. Operators in the SAS reportedly made a HAHO jump over Great Britain with a landing in France.

Due to the high altitude of the jump, a character attempting a HAHO requires a high altitude jump suit. Further, only characters who have the Skydiving feat should attempt to complete a HAHO jump. Along with the high altitude and navigational challenge of the HAHO, discipline and experience are required when deciding when to deploy one's parachute. Deliberation and calm are necessary when addressing a failure on the part of one's equipment.

The first check is necessary when deploying one's canopy. A Concentration skill check against DC 15 is necessary when calculating the time to deploy the parachute. Please note, as

per the description of the Skydiving feat, this DC is 5 for character's who have the Skydiving feat. If the parachute is deployed at the wrong time, the character's navigation will be effected. All checks necessitating a Navigation check after a poorly timed deployment receive a modifier of -4.

Characters without the Skydiving feat must make a Dexterity check against DC 10 to successfully deploy the parachute. Characters with the Skydiving feat do not make this check. Failure is dealt with as per the Skydiving feat description. If the character is landing using the reserve parachute, navigation becomes more difficult. The reserve parachute will not allow the same degree of control as the main parachute, and all required Navigation checks receive a modifier of -2, which stacks with the above modifier for deploying the parachute at the wrong time.

If neither the reserve nor the main parachute have deployed, due to the altitude involved in a HAHO jump, the character has a chance to recover. The assumption is that failure does not necessarily indicate equipment malfunction, rather that the character—who has neither the training nor the experience necessary—has made a mistake. The character may make a Willpower save against DC 10. Success allows the character the chance to compose thoughts, calm nerves and access the situation. The character can make a further attempt to deploy the main parachute and a final attempt to deploy the reserve parachute. Each check is a Dexterity check against DC 15. At this point, the character has no chance to reach the target, and will land one to four miles from the departure point in a random compass direction (roll 1d8: 1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west, and 8 = northwest).

Even if the character fails the Willpower save, the character may attempt a last Dexterity check against DC 25 to deploy the reserve parachute. Failure to deploy the canopy is as described in the Skydiving feat, and is not pleasant.

Beyond simply skydiving, HAHO jumps require the character to actually find the target. In order to find the target, the character must control the parachute—in essence, steering it. Characters with the Skydiving feat are considered to have training in this area. Characters without the Skydiving feat must make a Balance, Concentration or Pilot skill check, at the player's choice, against DC 10 to control the direction of the parachute. A failure with the check may be re-tried against DC 15 and even a third attempt may be attempted at DC 20. If all these fail, the character lands two to eight miles (2d4) from the target in a random compass direction.

With the parachute under control, the character must now navigate to the target. The usual DC for the Navigation skill

check is 15, however, this presupposes visual landmarks. A jump into a desert or rainforest is not the same as a jump over farmlands or even hilly, forested areas. With noticeable but not regular or sizeable landmarks (a particularly high hill, a small copse of trees, an oasis), the DC is 20. With no obvious landmarks, but some differentiation in topographical features (a forest bordering a field, a lake or river, a highway or road), the DC is 25. In even worse situations, the DC is 30. Conversely, if the character knows the area well or has had time to study it (has flown over it numerous times, has jumped to the target previously, has observed from air and ground) the DC is 10. Remember, the Skydiving feat lowers all DCs by 10.

When navigating a HAHO jump, the character cannot take 10 while using the Navigate skill.

A failed Navigation check cannot be re-tried unless the character recognizes the mistake. How the character recognizes this varies from case to case, but a character could make a Spot check against DC 15 to note that the rest of the team are moving away, or to note a tower not seen previously. The DC for a recovery from a failed Navigate skill is check is 5 higher than the original DC.

If the target is over 15 miles from the departure point, the DC for Navigation is increased by 5. If the target is over 25 miles, the DC for Navigation is increased by 10. If the target is over 30 miles, the DC for Navigation is increased by 15. For game purposes, the upper limit of distance traveled for a HAHO jump can be set at 35 miles.

HALO

A HALO jump is a High Altitude Low Opening parachute jump and is very dangerous. Like the HAHO jump, the character leaves the aircraft at over 30,000 feet. Unlike the HAHO jump, the character's parachute is not to be deployed until the character is under 4,000 feet—sometimes much, much lower. That's a long drop and not much time to correct any mistakes. The benefit of the HALO technique is that on a radar screen, the skydiver plummeting to the ground appears no larger than a bird, and may not even track. This was one method used by the SAS to insert operators into Iraq to search for Scuds during the Gulf War.

The first check is necessary when deploying one's canopy. A Concentration skill check against DC 20 is necessary when calculating the time to deploy the parachute. Please note, as per the description of the Skydiving feat, this DC is 10 for character's who have the Skydiving feat. The DC for this check is increased by 1 point for every 100 feet of altitude below 2000 feet. This means that if a character attempts to deploy the main parachute at an altitude of 1000 feet, the DC is 30. The DC for any attempt below the altitude of 500 feet is 35.

Please note that the speed of a falling body can range between 165 feet per second and 500 feet per second. The first is the regular, terminal velocity for a skydiver, the second is the maximum terminal velocity for a skydiver, without special equipment.

If the character succeeds with the Concentration check, if she does not have the Skydiving feat, she must make a

Dexterity check against DC 10 to successfully deploy the parachute. If the character fails to successfully deploy the parachute, she must make a Concentration check against DC 15 in order to remain calm enough to attempt to deploy the reserve parachute. Only this second attempt is allowed, as there is not time to make the various attempts as per the Skydiving feat description. If the Concentration check fails, the character may still make a Willpower save against DC 25 to calm her fears and attempt to deploy the reserve parachute. To deploy the reserve parachute, the Character must make a Dexterity check against DC 20.

If the character fails the Concentration check, the character must make a Willpower save against DC 15. A successful save allows a second Concentration check against DC 10. A successful check allows the character to attempt to deploy the parachute. If the character has the Skydiving feat, the deployment is automatic. If the character does not have the Skydiving feat, further checks for the deployment are required as above.

If the character fails Willpower save, this indicates the character has panicked. If panicked, the character must make a Dexterity check against DC 20 to open the parachute. Characters with the Skydiving feat must still make a Dexterity check to deploy the parachute, though the DC would be 10.

Failure to deploy either main or reserve parachute leads to the result described in the Skydiving feat description.

LALO

A LALO jump is a Low Altitude, Low Opening parachute drop. In a LALO jump, the character exits the aircraft at an altitude no higher than 500 feet and usually no lower than 300 feet. This is a very dangerous maneuver as the speed of the jump when the parachute is deployed is on the threshold of tolerable for the parachute, and the character has little time to deploy the parachute. This is usually done when the aircraft must remain low to avoid detection or when jumping from a rotary wing aircraft.

When making a LALO jump, the character must make a Concentration check against DC 15 to have the presence of mind to act in time. If the character fails, she may make a Reflex save against DC 20 to attempt to deploy the parachute before impacting on the surface.

If the character does not have the Skydiving feat, the character must make a Dexterity check against DC 10 in order to deploy the parachute. There is no way to recover from a failed check, as the character will not be able to deploy the parachute in time to decelerate the descent to a safe speed. If the character fails the Dexterity check, deceleration will occur immediately when the character encounters the ground. At that time, the character must make a Fortitude save against DC 40 or die. If the save is successful, the character is at -1 and is dying.

If the character successfully deploys the parachute, a Tumble check against DC 15 is necessary. Failure will indicate the character is off balance when landing. If the character is off balance on landing, the DC for the check in landing is increased by 10 and an extra 1d8 damage is

applied to a failed check.

For the landing under deployed canopy, a Balance or Tumble check—the player's choice—against DC 15 is necessary. If the character fails this check, he or she will take damage from a 20-foot drop. A failure by 10 or more indicates the character has broken a leg and moves at three-quarter regular speed.

Para-Gliding

Para-gliding is a safer, usually recreational form of the HAHO jump, save that neither the altitude nor the opening is particularly high. Para-gliding does allow for a character to cover up 10 miles in distance. Only those checks referred to in the Skydiving feat are necessary. Navigation skill checks are necessary, just as for HAHO jumps, though the DCs for the checks should be lowered by 5, as the altitude at which navigation begins is more conducive to visual verification.

Static Line Parachute Drop

This is the only kind of skydiving an individual without the Skydiving feat should attempt solo. In a static line jump, the character's parachute is attached to a rig on the aircraft which automatically opens the parachute immediately after the character leaves the aircraft. No check is necessary to deploy the parachute, even for characters without the Skydiving feat. A check on landing, as per the Skydiving feat, is necessary.

Tandem Parachute Drop

In a tandem jump, an experienced skydiver is attached to an inexperienced or untrained skydiver. The experienced skydiver is in control of the jump, but the untrained skydiver can cause problems. As such, the experienced skydiver must make a Dexterity check against DC 5 to deploy the parachute.

This DC is not affected by the Skydiving feat. On landing, the experienced skydiver must make a Balance or Tumble check (the player's choice) against DC 15. This check is not affected by the Skydiving feat. If the attached character has 5 ranks or more in Balance or Tumble, the experienced skydiver gains a +2 synergy bonus. These synergy bonuses are stackable. If the character fails this check for landing, both the skydiver and the attached character will take damage from a 20-foot drop.

Surface Insertion

Entry

This refers to an assault on an enclosed area, such as a room, the interior of a vehicle or a cave with few entrances. A character moving through a portal or entryway of some kind, like a window or hole, is normally unaware of any threat that might wait beyond the portal, and is thus both vulnerable to surprise and being caught flat-footed. A character entering an area without knowledge of what lays beyond is not able to surprise those inside, unless those inside are distracted in some way. If the character is aware that opponents are awaiting her, she may gain surprise as per normal rules, but if she loses surprise or initiative, she is—as per usual—flat-footed.

Waterborne Insertion

Surface Vehicle Delivery

It is common to insert operators through the use of surface vehicles. In an aquatic environment, the surface vehicle may be powered or unpowered. In a situation in which a stealth approach is necessary, unpowered vehicles are most common. While the rigid inflatable boat (RIB) is the most common unpowered waterborne vehicle, kayaks are also used. Powered vehicles range from a RIB with an outboard motor, to a small patrol vessel, such as the hydrojet propelled U.S. Navy Mk. 5 Special Operations Craft. The benefit of using a surface vehicle is the ability to deliver a large amount of equipment along with the operators. Approach to a target area, even with a powered craft, is slow and careful. A high speed approach could easily draw unwarranted and unwelcome attention.

Underwater Vehicle Delivery

The underwater delivery of operators is usually done using swimmer delivery vehicles (SDV). SDVs range in size from small, one-man devices that are basically a motor and steering system, to mini subs carrying six to eight divers. Most necessitate the use of rebreather or SCUBA equipment, though some are sealed. SDVs have the benefit of being able to carry extra equipment, as with surface vehicles, but have the added benefit of operating below the surface of the water and therefore remaining, for the most part, unseen. However, the equipment carried must be



Austrian Armed Forces Photo

protected against immersion in water, even when on board a sealed, dry SDV.

Swimmer Insertion

Having operators swim to a target is still a viable method of insertion. Usually the swim is not far. Character may be delivered by surface vehicle or aircraft to a safe or secret point near the target area. From that point, the character could swim to the target. Usually, this swim is done below the surface, requiring SCUBA equipment. Swimming on the surface is only an option when there is no chance of being seen or encountering any resistance.

Even when a character is delivered by a vehicle, unless that vehicle has a dock it can use, or it is a vehicle that can be beached—such as the RIB—the character will usually be required to do at least some swimming during a waterborne infiltration.

Questioning

The Bluff, Diplomacy and Intimidate skills all may be used to attempt to extract information from unwilling subjects. Each represents a method of questioning or interrogation. Bluffing is used to fool a subject into surrendering information. Diplomacy is used to persuade a subject to cooperate. Intimidate is used when the interrogator is using fear to motivate the release of information.

Skill checks involving interrogation attempts are opposed against the Willpower save of the interrogation subject. All interrogation attempts made without the use of the Interrogation feat incur a -4 penalty. Further, when being interrogated by an individual without the Interrogation feat, the subject of the interrogation receives a modifier equal to the difference between the subject's character level and the interrogator's character level. Thus, if a 4th level character interrogated a 2nd level character, the subject would receive -2 modifier (2 - 4 = -2). If a 5th level character interrogated an 8th level character, the subject would receive a +3 modifier (8 - 5 = 3).

Bluff

A character may use Bluff in order to extract information from an unwilling subject. The character may threaten harm to the subject or the subject's family, or make the subject believe giving the information is, in fact, the right thing to do.

Bluff is also an important skill to have when undergoing interrogation. If a character is successful in resisting an opponent's interrogation attempts, the character may want to spread some disinformation. However, Bluff can only be used if a character is successful in resisting the interrogation. In such a case, the character can make an opposed Bluff skill check against the interrogator's Sense Motive. If successful, the interrogator will believe the character has revealed true information.

Diplomacy

While attempts to interrogate are too often brutal affairs that involve the threat of punishment, intelligent

interrogation involves persuading the subject that revealing the information is in the subject's best interest. The finest of interrogators will extract information without even asking for the information directly. In such interrogations, the check will involve the Diplomacy skill.

Intimidate

In most cases, an untrained interrogator will use the threat and/or application of physical violence to extract information. While this means of interrogation has proven ineffective when compared to techniques based on psychology, physically violent interrogations remain the norm in most places in the world. In such an interrogation, the check will involve the Intimidate skill.

When the Intimidate skill is used in an attempt to interrogate an individual, that individual may add his or her Intelligence modifier to the Willpower save.

Chapter 6: Equipment

assault ladders

These are specially designed ladders with no-slip rungs and having all exposed surfaces coated in rubber to contain noise.

bag, water-tight

These bags are used to protect equipment against water. They are proofed against liquid up to a depth of 200 feet. Beyond this depth, there is a 25% chance per round (1-5 on a d20) that water seeps into the bag, causing damage to equipment and possibly rendering it inoperable. For each 10 feet below 200, the chance of failure increases by 5%. Therefore, a diver carrying a water-tight bag at a depth of 250 feet would have a chance of failure, per round, of 50%, or 1-10 on a d20.

dive vest

A dive vest acts in a load bearing capacity and therefore weapons and equipment can be attached to it for ease of access. A dive vest provides a +1 equipment bonus to Strength for the purpose of determining carrying capacity. The dive vest is inflatable and acts as a buoyancy device while floating on water, removing 150 pounds of weight from the user.

dry/wet suit

This is the full body suit used when immersed in water. A dry suit maintains a dry interior while a wet suit allows in water.

helmet (jump)

A jump helmet protects the wearer's head during skydiving. If this is not worn, a bad landing could result in damage to the individual's head.

high altitude jump suit.

This suit is used when attempting any kind of high altitude parachute activity, such as HALO and HAHO. The suite

includes a coverall-style suit with liner, gloves and over-gloves, boots and over-boots, balaclava, helmet, goggles, oxygen mask and an oxygen bottle and carrier.

laser target designator

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

night vision device, waterproof

This is the same in all technical aspects as the night vision goggles as presented in the *d20 Modern Roleplaying Game*, however the waterproof NVD can be carried in water. The NVD will function submerged and is proofed against liquid. It can be carried in depths of up to 25 feet. Below this depth, there is a 25% chance per round (1-5 on a d20) that water seeps into the assemblage, causing damage and therefore, the unit will fail when used. For each five feet below twenty-five, the chance of failure increases by 5%. Therefore, a diver carrying a waterproof NVD at a depth of 50 feet would have a chance of failure, per round, of 50%, or 1-10 on a d20. To prevent damage at great depths, waterproof NVDs could be carried in water-tight bags.

oxygen canister, large

An oxygen canister is a catch-all designation for any canister, pack or cylinder that is used to provide breathable air for an individual. This may be for high altitude skydiving or it may refer to SCUBA equipment. A single, large canister provides 180 minutes of breathable air.

oxygen canister, small

An oxygen canister is a catch-all designation for any canister, pack or cylinder that is used to provide breathable air for an individual. This may be for high altitude skydiving or it may refer to SCUBA equipment. A single, small canister provides 45 minutes of breathable air.

oxygen canister, standard

An oxygen canister is a catch-all designation for any canister, pack or cylinder that is used to provide breathable air for an individual. This may be for high altitude skydiving or it may refer to SCUBA equipment. A single canister provides 90 minutes of breathable air.

parachute (free fall)

This is a standard parachute which includes a reserve parachute. The maximum weight of skydiver and equipment (not counting the parachute itself) is 300 lbs. Descent rate is between 2 to 14 feet per second. The parachute cannot be deployed any higher than 25,000 feet or at speeds in excess of 100 mph.

parachute (ram-air para-flight free fall)

This is the parachute used for high altitude skydiving. The maximum weight of skydiver and equipment (not counting the parachute itself) is 350 lbs. Descent rate is between 2 to 14 feet per second. The forward speed is 10 to 25 mph. The parachute cannot be deployed at speeds in excess of 100 mph. The standard ram-air para-flight parachute cannot be deployed at an altitude higher than 35,000 feet, but specially designed models can be made to do so. Such specially designed models would have a Purchase DC of 25.



Photo Courtesy of U.S. Army

parachute (static line)

This parachute is the same as the free fall parachute save that it is attached to a line tied to the aircraft that automatically opens the main parachute. The maximum weight of skydiver and equipment (not counting the parachute itself) is 300 lbs. Descent rate is between 2 to 14 feet per second. The parachute cannot be deployed any higher than 25,000 feet or at speeds in excess of 100 mph.

Precision Lightweight GPS Receiver (PLGR)

This is the military variant of the GPS receiver listed in the *d20 Modern Roleplaying Game*. The PLGR uses satellites to verify position to within 20 feet. It has a variety of data outputs, including longitude and latitude, and military coordinates. The PLGR has an in-built anti-countermeasures system and can link to the computers in other vehicles to allow targeting or exfiltration.

radio, satcom

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

radio, squad

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

radio, squad with satcom

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

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

radio, waterproof tactical

This is the same in all technical aspects as the tactical radio, however, the waterproof tactical radio can be used in water. The waterproof tactical radio is sealed against liquid and can be used up to a depth of 100 feet. Below this depth,

Object	Size	Weight (lbs.)	Purchase DC	
Assault ladders	L	5	12	--
Bag, water-tight	M	1	8	--
Dive vest	M	1.5	12	--
Dry/wet suit	M	3	13	--
Helmet (jump)	S	1	8	--
High altitude jump suit	M	17	18	
Laser target designator	L	10	28	Lic (+1)
Night vision device, waterproof	S	3	24	--
Oxygen canister, large	M	40	15	--
Oxygen canister, small	S	20	18	--
Oxygen canister, standard	M	30	13	--
Parachute (free fall)	M	45	18	--
Parachute (ram-air para-flight)	M	45	20	--
Parachute (static line)	M	45	18	--
Precision lightweight gps receiver (plgr)	T	2	17	--
Radio, satcom	M	8	25	--
Radio, squad	M	18.5	23	--
Radio, squad with satcom	M	15	26	--
Radio, tactical radio	T	1	15	--
Radio, waterproof tactical	S	2	23	--
Rebreather, closed circuit	M	10	18	--
Rope, nylon (100 ft)	M	2	3	--
Scuba system	M	25	15	--
Scuba system, deep diving	M	30	18	--

Appendix 1: Glossary

there is a 25% chance per round (1-5 on a d20) that water seeps into the radio assemblage, causing failure. For each five feet below one hundred, the chance of failure increases by 5%. Therefore, a diver using a waterproof tactical radio at a depth of 125 feet would have a chance of failure, per round, of 50%, or 1-10 on a d20.

rebreather, closed circuit

This is the device used to allow divers to breath underwater. It includes an integral oxygen canister. A closed circuit rebreather does not create bubbles. Such a system can usually be used for up to four hours but a diver using a closed circuit rebreather cannot descend lower than 30 feet or health problems, possibly fatal, can ensue. Short duration dives of no more than 15 minutes can be made up to a depth of 50 feet, but this is only for extreme emergencies. If a character using a closed circuit rebreather remains at a depth greater than between 31 and 40 feet for more than 15 minutes, a Fortitude save must be made against DC 15. If a character remains at a depth between 41 and 50 feet for more than 10 minutes, the DC is 20. If the character remains at a depth between 51 and 60 feet for 5 minutes, the DC is 25. If the character dives deeper than 61 feet for any length of time, the DC is 30.

Failure of the Fortitude save indicates a health problem that necessitates immediate care and the character will not be able to continue. The character is considered *exhausted* until given proper medical care. A natural 1 on the save indicates a fatal complication and the character is at -1 hp and is dying. If a character successfully saves and remains below 30 feet, Fortitude saves must be made every round with the DC of each save increased by 5. If the character fails the first save and is therefore considered *exhausted*, but continues at a depth greater than 30 feet, the next failure indicates a fatal complication and the character is at -1 hp and is dying.

rope, nylon (100 ft)

Also known as 550-line, this type of rope has been tested for 550 pounds. Very useful as well as lighter and more compact than regular rope.

SCUBA system

SCUBA stands for self-contained underwater breathing apparatus. This system includes buoyancy compensators, breathing apparatus and tank brackets to allow divers to breath underwater. Oxygen canisters attach to the tank brackets. The breathing apparatus releases exhalation into the water, creating bubbles. The maximum depth to which a diver using a SCUBA system may dive is 130 feet. In water, a SCUBA system is buoyancy neutral, meaning its weight disappears when in water.

SCUBA system, deep diving

This system is the same as a SCUBA system, but it allows dives to depths of 250 feet. In water, a SCUBA system is buoyancy neutral, meaning its weight disappears when in water.

anti-terrorism: This refers to operations or training involving hunting down terrorists or their supporters and neutralizing them.

AT: anti-terrorism/terrorist

close personal protection: This simply means acting as a bodyguard. Also called CPP, this form of protection may not be quantitatively close, as some bodyguards can operate as marksmen or even circulate within a crowd to attempt to detect threats to the individual being protected.

close-quarters battle: This refers to the training and techniques developed to deal with combat in enclosed environments, such as buildings, trains or aircraft. It is substantially different than regular combat training and focuses as much on target designation and reaction as accuracy. CQB is also known in the United States as CQC or close quarters combat.

close-quarters drill: This is a specific training regime created for close quarters battle. It is often the cornerstone for any hostage rescue or counter-terrorism training.

counter-revolutionary warfare: This term is used to designate techniques or strategies for use low-intensity conflicts, usually against insurgents. In the realm of covert forces, this term was initially applied to a special squadron of the SAS, trained to deal with terrorism. The term used in the United States was counter-insurgency or COIN.

Counter-Revolutionary Warfare Squadron: The CT squadron within the SAS. Also known as the Special Project Team.

counter terrorism: This refers to operations or training involving assaulting locations held by terrorists or hostile forces, with or without hostages being involved.

CPP: Close Personal Protection.

CQB: Close Quarters Battle

CQD: Close Quarters Drill

cross-training: Cross-training is the process of one or more groups from different units training together to enhance the overall preparedness of both. As an example, the Counter-Revolutionary Warfare Squadron of the SAS regularly trains with M Squadron of the SBS. As well, civilian CT groups—like GSG-9—often train with military groups—like Delta Force. This practice allows new techniques to progress through the various teams and quickly transfer to the entire CT community.

CRW: Counter-Revolutionary Warfare

CT : Counter-Terrorism/Terrorist

black missions: Missions involving CT or HR. This term refers to the black Nomex bodysuit worn on such missions.

detcord: Detcord is an abbreviation of detonation cord. Rather than a cord, this is a flexible plastic tube packed with high explosives. Detcord is not really a weapon, though it could be used as part of an improvised explosive device. Detcord is used to remove obstacles or objects.

DEVGRU: Or Dev Group. An abbreviation of Naval Special Warfare Development Group. This is the name under which the U.S. Navy SEALs CT team operates. DEVGRU was previously known as SEAL Team Six.

FUBAR: F#\$&ed (or fouled) up beyond all recognition. Really screwed up. This is bad. Very bad.

GIGN: France's civilian CT team. Highly trained in CT, GIGN has proved very successful in its operations.

GSG-9: Germany's civilian CT team. This is arguably the finest CT team in the world, and is certainly the top civilian CT group in operation.

green missions: Missions in the field—standard military missions. This term refers to the olive-drab military uniforms worn on such missions.

hostage rescue: This refers to operations or training involving the assault and capture of locations in which hostages or other innocents are held or surrounded by hostile forces. In such an operation, the hostile forces must be neutralized without causing harm to the hostages or innocents.

HR: Hostage Rescue

JTF-2: Canada's Joint Task Force 2

NCO: Non-Commissioned Officer

NEO: Non-combatant Evacuation Operation

Night Vision Device: A scope, eye-piece or goggles that amplify light. While this allows the user to virtually see in the dark, night vision devices (or NVDs) show everything in shades of green. Fine details may be lost and the light or the reflection of light from even something like a flashlight can overwhelm the optics.

non-combatant evacuation operation: In times of war or crisis, it is necessary to evacuate a nation's citizens from dangerous foreign countries. This operation is called a Non-combatant Evacuation Operation or a NEO. In the U.S., the Marine Expeditionary Unit has proved valuable and highly capable in conducting such operations. Many other

countries do not have NEO capabilities.

non-commissioned officer: The ranks of non-commissioned officers, or NCOs, include corporal, sergeant, warrant officer and petty officer, of various classes and designations. These individuals are leaders, but have not been awarded a commission.

NVD: Night Vision Device

PSYOP: Psychological Operations

SAS: The United Kingdom's Special Air Service.

SASR: Australia's Special Air Service Regiment

SAW: Squad Automatic Weapon

SBS: The United Kingdom's Special Boat Service

SEALs: An acronym for Sea, Air Land, the special operations force of the U.S. Navy.

SOF: Special operations force

special operations force: A unit, section, group or other military command that undertakes special warfare operations. The term Special Forces originated with, and in the US is specific to the US Army Special Forces (Airborne). While outside the US, the term is used more frequently—the United Kingdom's special operations command is the Special Forces Group—the term special forces is open to confusion and so special operations force is more precise and common.

Special Project Team: The CT squadron within the SAS. Also known as the Counter-Revolutionary Warfare Squadron.

Squad Automatic Weapon: A light machinegun used by the smallest force within a group (which may be a section, squad, patrol or chalk) for fire support. At this time, the Squad Automatic Weapon, or SAW, is synonymous with the FN Herstal Minimi or its M249 variant used by the United States military. This weapon has a high rate of fire, but is compact and portable.

UDT: Underwater Demolition Team

underwater demolition team: This term refers to a type of maritime special operations force. The acronym, UDT, is often used. The UDTs of the United Kingdom and the United States evolved into the SBS and the US Navy SEALs. Monada Ypovrixion Kastrofion of Greece and the secretive Froemandskorpset of Denmark had their beginnings in those countries' UDTs.

network: A convenient euphemism for assassination.

Appendix 2: Glossary of Weapons

Please note, for most weapons, the listing includes a possible alternative weapon from the available weapons listed in the *d20 Modern Roleplaying Game*. While in many cases, these alternatives do not realistically represent the listed weapon, for the purposes of the action-adventure flavour of the *d20 Modern Roleplaying Game*, they should be adequate.

Accuracy International Arctic Warfare rifle: This is a 7.62mm NATO sniper rifle from the United Kingdom. For game purposes, the stats for the HK PSG1 in the *d20 Modern Roleplaying Game* can be used.

Accuracy International Arctic Warfare Magnum rifle: This is a .338 Lapua Magnum sniper rifle from the United Kingdom. For game purposes, the stats for the HK PSG1 in the *d20 Modern Roleplaying Game* can be used.

Barrett M82A1 sniper rifle: This is the Barrett Light Fifty presented in the *d20 Modern Roleplaying Game*.

Benelli Super 90 shotgun: This is a 12 gauge shotgun from Italy. For game purposes, the stats for the Benelli 121 M1 presented in the *d20 Modern Roleplaying Game* can be used.

Beretta 92 autoloader pistol: This is the Beretta 92F as presented in the *d20 Modern Roleplaying Game*.

Bofors M3 Carl Gustaf recoilless rifle: This is an 84mm recoilless rifle from Sweden. For game purposes, the stats for the M72A3 LAW presented in the *d20 Modern Roleplaying Game* can be used.

Ceská Zbrojovka CZ85 autoloader pistol: This is a 9mm Parabellum pistol produced in the Czech Republic. For game purposes, the stats for the Beretta 92F as presented in the *d20 Modern Roleplaying Game* can be used.

Colt Canada C7 assault rifle: The C7 is a Canadian-made variant of the M16. For game purposes, the stats for the M16A2 presented in the *d20 Modern Roleplaying Game* can be used. For more information on the C7, please see *Big Bang 9: Weapons in Albenistan*, available from Alternate Realities Press.

Colt Canada C8 Special Forces Weapon carbine: This is a Canadian-made 5.56mm carbine assault rifle with semi-automatic and automatic fire modes. A three-round burst setting is available but not standard. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used. For more information on the C8, please see *Big Bang 9: Weapons in Albenistan*, available from Alternate Realities Press.

Colt Commando short assault rifle: This is a very compact version of the M16 from the United States. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used.

Colt M1911A1 autoloader pistol: This is the Colt M1911 presented in the *d20 Modern Roleplaying Game*.

Colt M16 assault rifle: This is the M16A2 presented in the *d20 Modern Roleplaying Game*.

Colt M203 40mm grenade launcher: This is a 40mm grenade launcher that can be attached to an assault rifle or carbine and is from the United States. There is no comparable weapon presented in the *d20 Modern Roleplaying Game*. For game purposes, the stats for the M79 grenade launcher presented in the *d20 Modern Roleplaying Game* can be used though the weight should be reduced to 4 pounds and the weapon must be attached to an assault rifle or carbine.

Colt M4 carbine: This is the M4 carbine presented in the *d20 Modern Roleplaying Game*.

Dragunov SVD: This is a 7.62 Russian sniper rifle from the Russian Federation. For game purposes, the stats for the HK PSG1 presented in the *d20 Modern Roleplaying Game* can be used.

FAMAS 5.56 assault rifle: This is a 5.56mm NATO assault rifle from France. For game purposes, the stats for the M16A2 presented in the *d20 Modern Roleplaying Game* can be used.

FN Herstal Browning Hi-Power autoloader pistol: This is a 9mm Parabellum pistol from Belgium. For game purposes, the stats for the Beretta 92F presented in the *d20 Modern Roleplaying Game* can be used.

FN Herstal FNC assault rifle: This is a 5.56mm NATO assault rifle from Belgium. For game purposes, the stats for the M16A2 presented in the *d20 Modern Roleplaying Game* can be used.

FN Herstal FNC Para carbine: This is a 5.56 NATO carbine assault rifle from Belgium. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used.

FN Herstal MAG machinegun: This is a 7.62mm NATO machinegun from Belgium. For game purposes, the stats for the M-60 presented in the *d20 Modern Roleplaying Game* can be used.

FN Herstal Minimi squad automatic weapon: This is a 5.56mm NATO squad automatic weapon from Belgium. There are no comparable weapons presented in the *d20 Modern Roleplaying Game*. The stats for the M-60 presented in the *d20 Modern Roleplaying Game* could

be used by the damage should be reduced to 2d8 and the weight should be reduced to 15 pounds.

Franchi SPAS 15 automatic shotgun: This is a 12 bore automatic shotgun from Italy. For game purposes, the stats for the Beretta M3P presented in the *d20 Modern Roleplaying Game* can be used.

Glock 17 autoloader pistol: This is the Glock 17 as presented in the *d20 Modern Roleplaying Game* can be used.

Glock 19 autoloader pistol: This is a smaller version of the Glock 17 and is a 9mm Parabellum pistol from Austria. For game purposes, the stats for the SITES M9 presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch G3K carbine: This is a 7.62mm NATO carbine assault rifle from Germany. For game purposes, the stats for the HK G3 presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch G3/SG1 rifle: This is a 7.62mm NATO sniper rifle from Germany. For game purposes, the stats for the HK PSG1 presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch G36K carbine: This is a 5.56mm NATO carbine assault rifle from Germany. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch G41K carbine: This is a 5.56mm NATO carbine assault rifle from Germany. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch HK23E light machinegun: This is a 5.56mm NATO machinegun from Germany. There are no comparable weapons presented in the *d20 Modern Roleplaying Game*. The stats for the M-60 presented in the *d20 Modern Roleplaying Game* could be used by the damage should be reduced to 2d8 and the weight should be reduced to 19 pounds.

Heckler & Koch HK53 short assault rifle: This is a 5.56mm NATO short assault rifle from Germany. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch Mk 23 Mod 0 SOCOM autoloader pistol: This is a .45 ACP pistol from Germany. For game purposes, the stats for the Colt Double Eagle presented in the *d20 Modern Roleplaying Game* can be used, though the Mk23 Mod 0 SOCOM has a removable suppressor and a 12-round box magazine.

Heckler & Koch MP5 sub-machinegun: This is HK MP5 as presented in the *d20 Modern Roleplaying Game*. The variants

are as follows: the MP5A2 has a fixed stock and can be fired in semi-automatic or full automatic mode; the MP5A3 has a retracting stock and can be fired in semi-automatic or full automatic mode; the MP5SFA3 is a duplicate of the MP5A3 except that it only has semi-automatic fire mode; the MP5A4 is a duplicate of the MP5A2 except that it has semi-automatic, three-round burst and full automatic fire modes; the MP5A5 is a duplicate of the MP5A3 except that it has semi-automatic, three-round burst and full automatic fire modes; the MP5N can accept a removable suppressor and has semi-automatic and full automatic fire modes; the MP5SD6 has an integral suppressor, a retractable butt stock and can fire in semi-automatic, three-round burst or full automatic modes; the MP5SD3 has an integral suppressor, a retractable butt stock and can fire in semi-automatic and full automatic fire modes.

Heckler & Koch MP5K sub-machinegun: This is the HK MP5K as presented in the *d20 Modern Roleplaying Game*.

Heckler & Koch MP7 personal defense weapon: This is a 4.6 x30mm personal defense weapon from Germany. For game purposes, the stats for the HK MP5K presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch MPZ-1 40mm grenade launcher: This is a 40mm grenade launcher that can be attached to an assault rifle or carbine and is from Germany. There is no comparable weapon presented in the *d20 Modern Roleplaying Game*. For game purposes, the stats for the M79 grenade launcher presented in the *d20 Modern Roleplaying Game* can be used though the weight should be reduced to 4 pounds and the weapon must be attached to an assault rifle or carbine.

Heckler & Koch MSG 90 rifle: This is a 7.62mm NATO sniper rifle from Germany. For game purposes, the stats for the HK PSG1 presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch P7M8 autoloader pistol: This is a 9mm Parabellum pistol from Germany. For game purposes, the stats for the SITES M9 presented in the *d20 Modern Roleplaying Game* can be used.

Heckler & Koch PSG-1 rifle: This is the HK PSG1 as presented in the *d20 Modern Roleplaying Game*.

Heckler & Koch USP 45 autoloader pistol: This is a .45 ACP pistol from Germany. For game purposes, the stats for the Colt Double Eagle presented in the *d20 Modern Roleplaying Game* can be used, though the USP 45 has a 12-round box magazine.

IMI Galil Sniper rifle: This is a 7.62mm NATO sniper rifle from Israel. For game purposes, the stats for the HK PSG1 presented in the *d20 Modern Roleplaying Game* can be used.

IMI Uzi sub-machinegun: This is the Uzi as presented in the *d20 Modern Roleplaying Game*.

Insys LAW 80 light anti-tank weapon: This is a 94mm anti-tank rocket system from the United Kingdom. For game purposes, the stats for the M72A3 LAW presented in the *d20 Modern Roleplaying Game* can be used.

Izhevsk PSM autoloader pistol: This is a 5.45mm PSM pistol from the Russian Federation. For game purposes, the stats for the Walther PPK presented in the *d20 Modern Roleplaying Game* can be used.

Izhmash Druganov SVD rifle: This is a 7.62mm Russian sniper rifle from the Russian Federation. For game purposes, the stats for the HK PSG1 presented in the *d20 Modern Roleplaying Game* can be used.

Izhmash Kalashnikov AK-74 assault rifle: This is a 5.45mm Russian assault rifle. For game purposes, the stats for the AKM presented in the *d20 Modern Roleplaying Game* can be used.

Izhmash Kalashnikov AKS-74 carbine: This is a 5.45mm Russian carbine assault rifle from the Russian Federation. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used.

Izhmash Kalashnikov AKS-74U short assault rifle: This is a 5.45mm Russian short assault rifle from the Russian Federation. For game purposes, the stats for the M4 carbine presented in the *d20 Modern Roleplaying Game* can be used.

Mauser 86 SR rifle: This is a 7.62mm NATO sniper rifle from Germany. For game purposes, the stats for the Remington 700 presented in the *d20 Modern Roleplaying Game* can be used.

Mauser SP-66 rifle: This is a 7.62mm NATO sniper rifle from Germany. For game purposes, the stats for the Remington 700 presented in the *d20 Modern Roleplaying Game* can be used.

McMillan Tactical .50: This is a .50 sniper rifle from the United States. For game purposes, the stats for the Barrett Light Fifty presented in the *d20 Modern Roleplaying Game* can be used.

NORINCO Pistol Model NP 22 autoloader pistol: This is a 9mm Parabellum pistol from China. For game purposes, the stats for the Beretta 92F presented in the *d20 Modern Roleplaying Game* can be used.

NORINCO Type 64 sub-machinegun: This is a 7.62mm Tokarev sub-machinegun from China. For game purposes, the stats for the HK MP5K presented in the *d20 Modern Roleplaying Game* can be used, though the Type 64 has an

integral suppressor.

Parker-Hale 85 rifle: This is a 7.62mm NATO sniper rifle from the United Kingdom. For game purposes, the stats for the Remington 700 presented in the *d20 Modern Roleplaying Game* can be used.

Rheinmetall MG3 machinegun: This is a 7.62mm NATO machinegun from Germany. For game purposes, the stats for the M-60 presented in the *d20 Modern Roleplaying Game* can be used.

Remington 870 combat shotgun: This is a 12 gauge shotgun from the United States. For game purposes, the stats for the Benelli 121 M1 presented in the *d20 Modern Roleplaying Game* can be used.

Remington M24 rifle: This is a 7.62mm NATO sniper rifle from the United States. For game purposes, the stats for the Remington 700 presented in the *d20 Modern Roleplaying Game* can be used.

SIG Sauer P226 autoloader pistol: This is a 9mm Parabellum pistol designed in Switzerland and from Germany. For game purposes, the stats for the Beretta 92F presented in the *d20 Modern Roleplaying Game* can be used.

SIG Sauer P228 autoloader pistol: This is a 9mm Parabellum pistol designed in Switzerland and from Germany. For game purposes, the stats for the Beretta 92F presented in the *d20 Modern Roleplaying Game* can be used, though the P228 has a 13-round box magazine.

Springfield M14 battle rifle: This is a 7.62mm NATO battle rifle from the United States. For game purposes, the stats for the HK G3 presented in the *d20 Modern Roleplaying Game* can be used.

Springfield M21 rifle: This is a 7.62mm NATO sniper rifle from the United States. For game purposes, the stats for the Remington 700 presented in the *d20 Modern Roleplaying Game* can be used, though the M21 has a Rate of Fire of semiautomatic and a 20-round box magazine.

Steyer AUG assault rifle: This is the Steyr AUG as presented in the *d20 Modern Roleplaying Game*.

Talley M72 Light Anti-tank Weapon: This is the M72A3 LAW as presented in the *d20 Modern Roleplaying Game*.

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