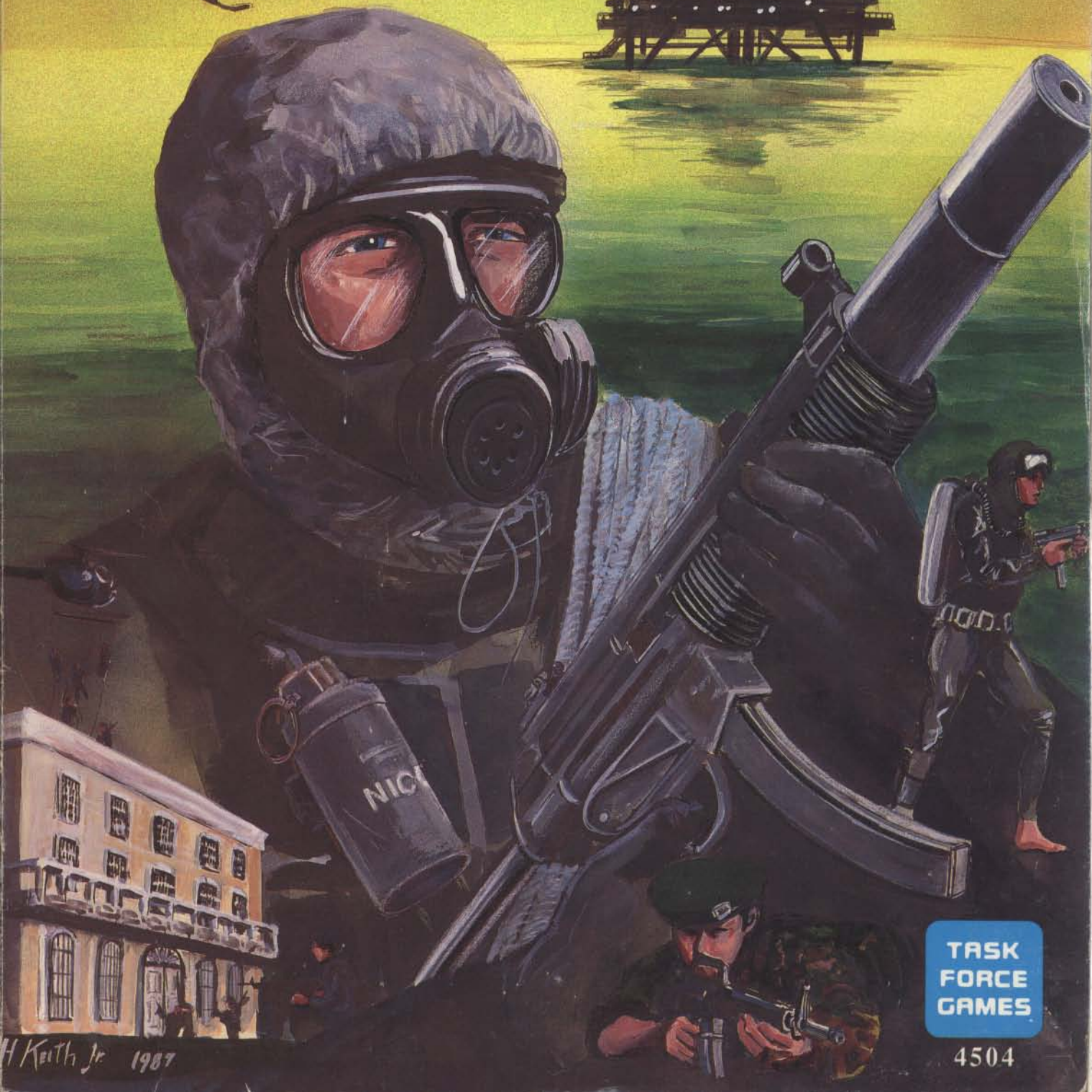


Delta Force

*America Strikes Back!*TM

COMPANION



H Keith Jr 1987

**TASK
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GAMES**

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INTRODUCTION

Delta Force Companion is intended as a supplement for use with Delta Force, the counter-terrorist roleplaying game from Task Force Games. Delta Force Companion contains expansions on rules from the Delta Force basic game, as well as new rules, new Warbook weapons and new game scenarios.

Delta Force Companion is made up of three components:

Rules Supplement—This book presents new and expanded Delta Force rules including new character rules, revised combat rules and rules for strategic operations.

Warbook Supplement—As in the Warbook of the basic game, this part of the book is a presentation of statistics for a variety of new weapons, vehicles, aircraft and equipment. A discussion of several additional anti-terrorist units from around the world is also included, as well as updated information on countries and organizations involved in the terrorist wars.

Scenarios—This part of the book includes several new scenarios which may be played separately or may be combined to form a mini-campaign.

SECTION I CHARACTER RULES

This section presents new rules to expand the basic Delta Force character creation system. These include rules for rank and background, for gaining experience and earning new skills and for creating more detailed player characters.

All of these rules are optional, to be used at the discretion of both the players and the referee. They are intended to round out the backgrounds of player characters used in on-going Delta Force campaigns, but are not necessary for individual missions—nor do they need to be applied to nonplayer characters.

TERTIARY CHARACTER STATISTICS

This section describes a third category of statistics called 'Tertiary Character Statistics.' Although these optional rules are not necessary to create a roleplaying character for most scenarios, they allow players and referee to create additional background and detail to 'flesh out' the character's personality.

The six Tertiary Character Statistics are described below:

Perception (PER): Based on the character's intelligence and training, this statistic measures the character's powers of observation. With the introduction of this statistic, the character's INT will be used in situations requiring quick thinking or improvisation, while his PER will be used to determine his ability to make fast and accurate observations or to notice obscure or unobtrusive details or clues. A character with high levels (twelve to fifteen) of PER misses nothing. A character with low levels (five or less) may miss the obvious.

Determination (DET): This is a measure of the character's will power. Although in most roleplaying situations, it will be up to the player to determine his character's willingness to continue in the face of adversity, this statistic allows the player to form a mental image of his character's perseverance.

At low levels (seven or less) of DET, the character is likely to be easily discouraged or try to find an easier way around an obstacle. At high levels (twelve to fifteen), he will let nothing get in his way.

It should be noted that the selection process for all elite military units (such as the U.S. Special Forces and the British



SAS) are specifically designed to 'weed out' applicants who lack a powerful will to succeed. With this in mind, the referee may allow players to reroll DET results of eight or less.

Speech (SPE): This is a measure of the character's wit and quickness of speech. At low levels (eight or less), the character speaks slowly or is laconic, a 'man of few words.' At high levels (twelve to fifteen), he is glib and sharp, with a quick wit and a ready tongue.

Low levels of SPE do not imply a slow mind. Rather, this statistic should be viewed in relation to the character's INT to form an accurate picture. A high INT with a low SPE means the character thinks carefully before speaking...or may hold his thoughts to himself and speak little. A low INT with a high SPE would mean the opposite: the character talks with little thought or substance behind his words.

Appearance (APP): This statistic has little to do with the game mechanics of Delta Force, but is provided to give players an idea of their character's physical appearance.

Low values (zero to five) of APP indicate that the character has an ill-favored or disagreeable appearance—or that he is downright ugly. Male characters who have high APP values (twelve to fifteen) have the traditional appeal of Hollywood leading men; in women, high values indicate stunning beauty. The range of values from six to eleven indicates more or less average appearance, with values of nine or more tending towards good looks or attractiveness and eight or less indicating a plain or homely appearance.

Rationality (RAT): A character's rationality is a general index of his level-headedness. High levels (nine to fifteen) indicate cool thoughtfulness, logic and rationality in any situation. Low levels (zero to six) indicate impulsive behavior, wild or scatterbrained illogic, or outright irrationality. Middle values are average, but can suggest a tendency towards one extreme or the other—suggesting whether the character thinks first or acts first, for example.

Section I: Character Rules — Delta Force Companion

Note that a character with a low RAT is not necessarily insane, but may *act* insane as a part of his basic personality. It is also possible the character suffers from some deep-seated psychological problem...though the referee should bear in mind that the training which members of elite military units go through is designed to 'weed out' misfits, troublemakers and those with actual psychological problems. With this in mind, the player may use his own discretion in roleplaying a character with a low RAT.

Attitude (ATT): This statistic indicates the character's general charm and personality. High values (twelve to fifteen) suggest a friendly, outgoing and agreeable nature, while low values (zero to five) indicate a surly or disagreeable attitude. Middle values (six to eleven) are average, but can indicate a tendency towards one extreme or the other.

Tertiary Character Statistics are created as follows:

PER = (INT+TRA)+2 (Range: 5-15)

DET = 3D6-3 (Range: 0-15)

SPE = 3D6-3 (Range: 0-15)

RAT = 3D6-3 (Range: 0-15)

APP = 3D6-3 (Range: 0-15)*

ATT = 3D6-3 (Range: 0-15)

* Because our culture persists in linking weight with a person's physical attractiveness, overweight characters should be restricted to an APP range of zero to nine. It is left to the discretion of the players and referee to define the term 'overweight.'

USING TERTIARY STATISTICS

Tertiary Character Statistics are intended to be indicators of the character's personality. In some situations, the referee can use these statistics directly during play. For instance, does the character notice that that door to the left just moved slightly? The player can roll 2D6 against his PER and if the result is higher than his character's PER value, he may not realize someone is hiding in that room until it's too late.

Use of tertiary statistics is always at the referee's discretion.

Note: These optional, additional statistics should encourage true roleplaying in a Delta Force scenario, with the players thinking not 'what would I do in this situation?', but 'what would my character do?' How strictly the referee enforces these rules depends entirely on his philosophy. Although game groups where every character has statistics of twelve to fifteen should be avoided at all costs, the referee should remain flexible, allowing players to reroll characters with whom they are uncomfortable.

RECENT EXPERIENCE

Although the Delta Force basic game stresses individual missions and scenarios, some players and referees will want to create characters they will use again and again in an on-going campaign involving a number of missions. Since characters who survive these missions can be expected to acquire new skills and polish old ones over the course of many missions, the following optional rules are presented to allow player characters to acquire new or additional skills.

REX

Experience (EXP) in Delta Force represents the character's total time in service and his previous combat experience. His TRA represents the time he has spent in training.

To show a character's increase in experience and training from one campaign to another, a new Secondary Character Statistic, called 'Recent Experience' (REX), has been created.

A new character's REX is initially set at one quarter of his EXP, with fractions rounded up. This gives the new character a range of REX values from two to four. This value represents his recent and current training in the elite unit with which he is serving.

A character's REX will improve with continued training. It may also improve with the training and experience gained during particular missions.

IMPROVING REX WITH TRAINING

Anti-terrorist units are never inactive. They are constantly training to sharpen their present skills and learn new ones, even if they are not training for a particular mission. Certain 'typical' missions—such as boarding a hijacked airliner—are rehearsed again and again, until each member of the team can find his way through the aircraft blindfolded (as he might effectively have to do if the cabin is filled with smoke at night and the power to the plane has been cut).

For each four months of regular training, a character's REX may be increased by one. The referee may also allow characters to gain REX points through Instruction skill.

Characters who devote two months towards extensive training with an instructor may gain a number of REX points in that skill equal to the instructor's Instruction skill level. An instructor must have a minimum skill level of three in any skill he teaches.

At the end of the training period, the 'student' character rolls 2D6 plus the level of the skill in which he is being instructed against his TRA plus the Instruction skill level of his instructor. If the modified diceroll is less than or equal to the student's TRA plus the instruction DM, the character gains the REX points. If the modified diceroll is higher, no progress was made toward that skill.

Example: Tom Smith has a Climbing skill level of two. He has been taking additional instruction from another member in his unit. His instructor has an Instruction skill level of two and a Climbing skill level of four.

Tom listens to his instructor and faithfully practices in his spare time for two months. At the end of two months, his 2D6 roll equals eight. Since '8+3' (he is working toward Climbing skill level three) is less than '11+2,' he has made progress and gains two REX points toward another level of Climbing skill.

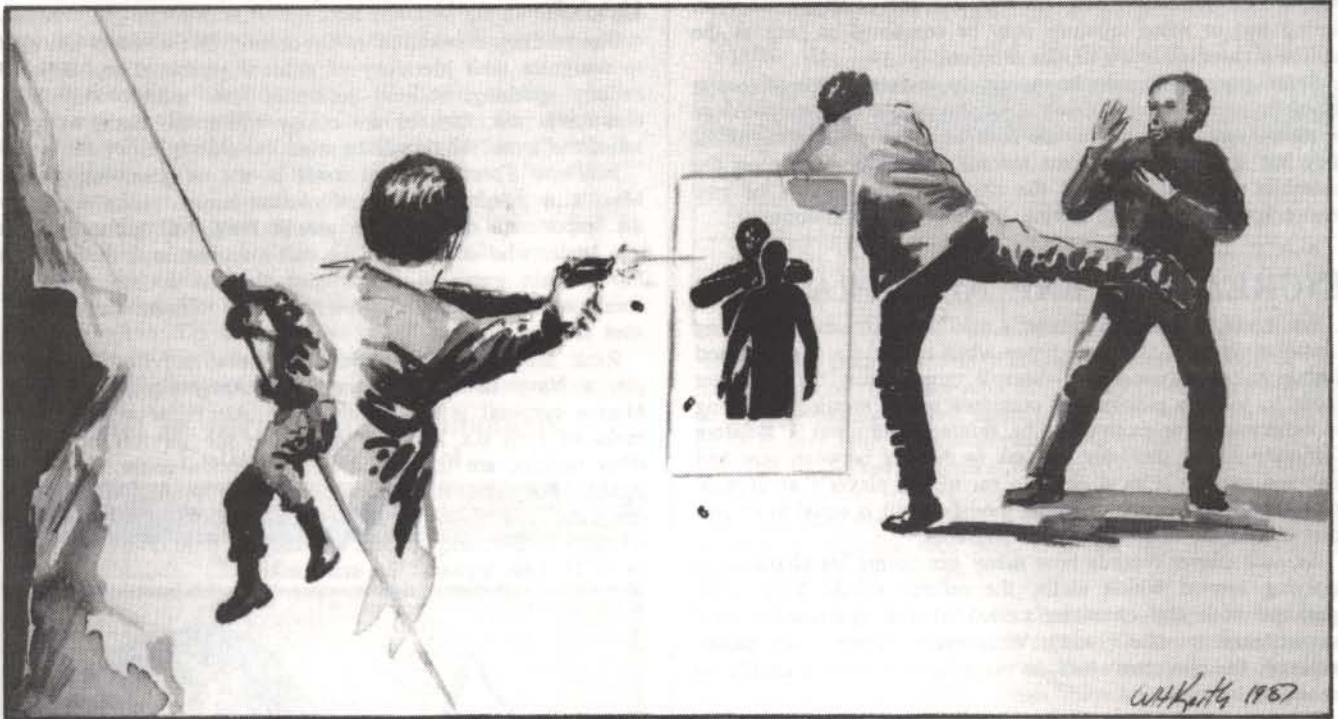
This instruction is generally one-on-one, whenever time permits between regular unit training sessions. A character cannot benefit from instruction in a skill unless his instructor's level in that skill is higher. The referee should limit the opportunities for this kind of training to prevent characters from gaining skills too easily.

How much time passes from the point of view of the players and referee is up to them—but the referee should be careful to also increase each character's age by one for each twelve months of training. However, remember that a character's STR and END start downhill at the rate of one point per five years once the character reaches age thirty-five.

Some Delta Force referees prefer to have time in the game world pass at the same rate as it does in the real world. This prevents the creation of a team of very old, very good player characters all at once.

IMPROVING REX ON MISSIONS

When an elite unit is given a 'go' for a particular mission—or even if there is only a strong possibility that a mission will be ordered—the team begins a period of intensive training aimed at letting the team function smoothly as a unit in the upcoming operation. This specific training will markedly boost a character's level of proficiency in skills he is called



upon to use in the mission, and the mission itself will serve to strengthen and sharpen those skills.

Immediately before a mission, the referee may, at his discretion, allow each player to add two to his character's REX to simulate this intensive training. Immediately after a mission, the character (if he survived) may add *another* two to his REX.

Sometimes, in cases where a player character has performed with special and remarkable distinction, the referee may reward him with additional REX points upon completion of the mission. Such rewards should be made with great care, however, and should never total more than one or two additional REX points beyond the four points the character has already received for the mission.

The player should distinguish between REX points which are gained during regular training (one point per four months) and REX points won during mission training. This may be done by recording the number of REX points earned during regular training, followed by a slash, followed by the number of points won during a mission. For example, a character who begins with a REX of two, trains for one year, then wins four points during a mission would record his recent experience point-total as 'REX: 5/4.'

While the player records his character's REX, the referee should note that character's *total* acquired REX, or 'T-REX.'

REX points are recorded for player characters only. They are not recorded for NPCs.

SKILLS FOR REX POINTS

REX points may be used to purchase additional levels of current skills, or, in some cases, to purchase new skills. Once every four months, and again immediately before and after a mission, each player has the opportunity to purchase additional skill levels.

The following restrictions apply to purchasing new skills or skill levels with REX points:

New Skills: Skills the character does not yet possess can be purchased *only* with points acquired during regular, four-

month training periods. For example, the character described above, with a REX total of '5/4' could apply only five points (those won for regular, day-to-day training) toward new skills.

Improving Skills: Characters may use their entire REX point-total to purchase additional levels of skills they already possess. Thus, the character with a REX of '5/4' could spend up to nine points on improving skills he already has.

Note, however, that he may only use points won during specific missions to improve skills he can reasonably be assumed to have used during that mission. For instance, a mission requiring a HALO drop into the desert might provide a character with REX points he could apply towards HALO, Free Fall, Parachute or Area Survival (Desert) skill, but could not reasonably provide REX points to be applied towards new levels of Small Boat Handling or SCUBA skill. The referee is the final arbiter of which skills might be applicable on a given mission.

Saving REX Points: The player may elect to save REX points towards a future purchase rather than acquiring new skills immediately. If he does, he should record some particular skill or skills which were practiced during that mission and reserve the points acquired for those skills and no others.

Points acquired during the HALO drop into the desert above, for example, cannot be applied a year later towards the purchase of SCUBA skill. Furthermore, the character should acquire the additional level of the chosen skill as soon as he has enough REX points to do so.

Most weapons and general combat skills, such as Hand-to-Hand Combat or Sniper skill, may be acquired with any combination of REX points; there is no need to record them this way.

Making the Purchase: When a skill level is purchased, the total number of points necessary to make the purchase is deducted from the character's REX. The player does not have to use all of his character's REX points at one time. Purchases of skill levels are made at the Specialist skill cost. Remember that level two of a skill costs twice the basic cost for that skill, and level three costs twice *that* (four times the basic cost).

REX points for normal training may be combined with those acquired during a mission as long as the purchase is of a skill

which the character used on that mission. REX points won during two or more missions may be combined as long as the skill was used on each of the missions.

Some paperwork may be necessary to keep track of points acquired during various operations, but the simplest procedure is for players to decide, at the time of the mission, what skills they are acquiring REX points toward and make a note on the character's record sheet of the skill and the number of REX points applied toward it during that and later missions.

INCREASING EXP AND TRA

While EXP and TRA are primarily used to purchase skills during character creation, there are times when EXP or TRA may be used during an adventure—as a diceroll target when the character needs to solve a problem or complete a task requiring training or experience, for example. The referee determines a Relative Difficulty Factor (RDF) for the task (a number between zero and ten) and applies it as a positive DM to the player's attempt to roll against his EXP or TRA. If the modified roll is equal to or less than his EXP or TRA, his attempt succeeds.

As each player records how many REX points his character is applying toward which skills, the referee should keep track (perhaps with the character's STA) of the character's total acquired REX to date (T-REX). With every fifteen T-REX points acquired, the character's EXP or TRA (player's choice) should be increased by one.

This gradual increase in the character's EXP and TRA reflects his increasing ability to solve problems in the field and face unexpected difficulties, thanks to his specialized training and experience in facing such difficulties.

Note: A character's EXP and TRA are not recalculated when his TRA is increased.

DETAILED CHARACTER BACKGROUNDS

The military ranks of player characters in *Delta Force* are not developed in the *Delta Force* basic rules, for the simple reason that, by and large, rank is less important in elite or special-operations units than it is in the regular services.

Teams such as the United States Delta Force and Special Forces are generally made up entirely of senior NCOs (non-commissioned officers), with an officer (often a lieutenant or captain) in command of the assault team, and a higher-ranking officer (major or colonel) in command of the overall operation. In the case of Britain's SAS, NCOs transferring from other units actually give up their rank and revert to trooper for the privilege of serving with this distinguished unit.

Those *Delta Force* players who are interested in 'fleshing out' the details of their characters' lives and histories, however, may wish to work out the following optional information for their characters.

TIME IN SERVICE

The *Delta Force* basic rules describe this means of determining a character's age: add half of the character's EXP (fractions rounded up) plus half of his TRA (rounded up) to eighteen. The usual range for a character's age will be from twenty-four to thirty-four. Referees should feel free to vary this as they see fit. However, increasing the character's age should not be allowed to change his TRA and EXP levels.

In order to fill out character backgrounds in *Delta Force*, players may wish to determine their characters' rank as part of their service history.

RANK

The military services of every country in the world use rank to designate their hierarchy of enlisted personnel and officers. Strictly speaking, enlisted personnel have ratings while officers have rank, but for the clarity within the limits of these rules, the term 'rank' will be used exclusively.

In *Delta Force*, rank of itself is not of great importance. Most elite combat forces and counter-terrorist units downplay the importance of rank. An assault team will generally have one leader who coordinates the unit's actions, and, in the *Delta Force* basic game, it is assumed that an assault team will consist exclusively of non-commissioned officers (NCOs) or of NCOs and one officer.

Rank designations vary from service to service. For example, a Navy lieutenant outranks an Army lieutenant, and a Marine corporal is equivalent to an Air Force sergeant. The ranks of each U.S. service, as well as the services of several other nations, are listed later in this section under 'Equivalent Ranks.' For now, it is enough to say that enlisted ranks are designated as E-1 (the lowest rank possible, that of new recruits) to E-9, and officers are designated as O-1 (the lowest) to O-11 (the highest, five-star ranks.)



Enlisted Rank: The rank of a *Delta Force* enlisted character can be determined as follows:

Determine the character's time in service. He enters the service as an E-1 and, when he completes basic training, automatically advances to E-2. Most personnel automatically advance to E-3 after about six months and, after another year, reach E-4. While this routine can vary depending on the needs of the service, and while a soldier can lose rank as a result of disciplinary action, *Delta Force* assumes that all enlisted characters will have reached E-5 at the end of their first four years of service.

In year six, the player rolls 2D6+2 against his character's EXP. If the modified diceroll is equal to or less than his EXP, the

character is promoted to E-6. If the roll fails (is more than his exp), he may roll again two years later, and again two years after that.

An E-6 may try for promotion to E-7 after having been an E-6 four years. The player rolls 2D6+4 against the character's exp. If the roll is successful, he is promoted. If the roll fails, he may try again in two years, and again two years after that.

Upon reaching E-7, the character will remain at that rank for six years. After six years as an E-7, he may try for E-8 by rolling 2D6+6 against his exp. If the roll fails, he may try again two years later.

An E-8 can try for promotion to E-9 after eight years as an E-8. The roll is 2D6+8 against his exp. If the roll fails, he may try again every two years thereafter.

The following is presented to simplify the above procedure.

Time in Service and Promotions: Enlisted Personnel

Years in Service	Promotion	PreReq	Roll
1	E-1 to E-2	None	None
2	E-2 to E-3	None	None
3	E-3 to E-4	None	None
4	E-4 to E-5	None	None
6	E-5 to E-6	None	2D6+2
10	E-6 to E-7	4yrs as E-6	2D6+4
16	E-7 to E-8	6yrs as E-7	2D6+6
24	E-8 to E-9	8yrs as E-8	2D6+8

In all cases, if a player character fails a diceroll for promotion, he may try again (using the same dm) in another two years. He may continue rolling every two years until he gains the promotion for as long as he remains in the service. All ranks above E-6 require a certain minimum period of time at one rank before promotion to the next rank is allowed.

The highest possible enlisted rank is E-9 (staff sergeant-major in the Army, sergeant-major or master gunnery sergeant in the Marines).

Officer Rank: The procedure for determining an officer's rank is similar to that for enlisted personnel. The officer's time in service should be determined. He will have begun his career as an O-1 (a second lieutenant in the Army or Marine Corps). After two years, he will more or less automatically have advanced to O-2.

During his fourth year, he may roll 2D6+2 against his exp in an attempt to reach O-3. If the roll is successful, he becomes an O-3. If it fails, he remains an O-2, and the fact that he failed is noted. He may roll again in two years.

The next roll is made after he has been an O-3 for at least four years. A roll of 2D6+4 is made against his exp. If the roll succeeds, he is promoted to O-4. If it fails, he remains at his current level, and the fact that he failed is noted. He may roll again in two years.

The next roll, for O-5, is made after four years as an O-4, by rolling 2D6+6 against the character's exp. A successful roll advances him to O-5. A failure is noted, and the player may roll for his character again in two years.

He can try for O-6 after four years as an O-5 by rolling 2D6+8.

If a character fails a roll for promotion, he may try for the promotion once again two years later, using the same dm. If, however, he fails in this second consecutive roll, he will receive no further promotions during his career. He may fail any number of times and continue to advance, as long as the failures are not consecutive.

The following table is presented to simplify the procedure.

Time in Service and Promotion: Officers

Years in Service	Promotion	PreReq	Roll
2	O-1 to O-2	None*	None*
4	O-2 to O-3	None*	2D6+2
8	O-3 to O-4	4 yrs as O-3	2D6+4
12	O-4 to O-5	4 yrs as O-4	2D6+6
16	O-5 to O-6	4 yrs as O-5	2D6+8
24†	O-6 to O-7	8 yrs as O-6	2D6+8

* Enlisted personnel who successfully reach the rank of O-1 may attempt to reach the rank of O-2 after two years of being an O-1 by rolling 2D6+2 against their exp. After two years as an O-2, they may attempt to reach O-3 in the usual way.

† The promotion of general officers (O-7 through O-11) has little in common with promotions among lower ranks. In any case, generals and admirals will be involved in *Delta Force* missions as offstage NPCs only, if at all, and their creation is left entirely to the referee.

Note that through these rules, it is virtually impossible for a character to advance beyond the rank of O-5. In the real world, advancements above the rank of O-4 are governed more by selection panels and politics than they are by the amount of time a person has spent in the service or his merit; and in any case, one will rarely encounter a colonel leading an assault team personally.

The referee should always feel free to make allowances for individual exceptions to this, however. In general, a small assault team will be led by an NCO—perhaps a lieutenant or a captain, with a colonel or lieutenant-colonel in overall command of the operation. Modern-day generals (those with a rank of O-7 and up) will never be found personally leading an assault, the legends of such great leaders as Patton and MacArthur notwithstanding.

The referee is encouraged to use the guidelines presented above as examples to suggest appropriate periods of time which should pass between a character's promotions. He may, at his discretion, favor some characters with more rapid advancement by allowing early or extra rolls or allowing for meritorious or field promotions during wartime. Alternatively, he might decide to hold a certain character back (disciplinary action would be one possible reason), especially if he feels an assault team is becoming 'top heavy' and needs some followers to go with the leaders.

TERMS OF SERVICE

Delta Force Companion refers from time to time to a character's 'terms of service.' This phrase is used to indicate the character's enlistment periods.

A character's first term or service is four years long. If, however, the player is developing an infantryman who was drafted during the Vietnam War period, he may choose to have the character's first term of service be only three years long.

The character's second term extends from the end of his first term to his tenth year of service.

Subsequent terms are measured from the end of the last term of service to the next year in which the character must make a diceroll for promotion. For example, an enlisted man who had failed none of his rolls for promotion would consider his third term of service to be from his tenth to his sixteenth year of service, and his fourth term as his sixteenth to his twenty-fourth year of service.

Section I: Character Rules — Delta Force Companion

TIME IN SERVICE/SKILLS TEMPLATES

The world's elite military units draw their volunteers from the ranks of the military. The Skills Templates in the *Delta Force* basic rules reflect the progress of a character from a recruit (Basic Military) through various levels of specialist training (Airborne, Special Forces).

Most counter-terrorist units listed in the *Delta Force* War-book have two templates only: 'Native' and 'Basic Military.' As a general rule, recruits may be considered to have acquired their Basic Military skills within their first term of service.

SAs characters acquire military skills in two stages. Basic Military skills are acquired during their first term of service, by which time the characters will have at least achieved the rank of sergeant. At the beginning of their second term, the characters may revert to the rank of trooper and transfer to the SAs. The characters' Specialist skills will be acquired the following year.

U.S. Delta Force characters may follow a somewhat more complex path. Their Basic Military skills are acquired during the first year of service. If a character then chooses an airborne unit, he acquires the skills listed in the 'Airborne Special Training' template during the following two years. Ranger training may be substituted for Airborne training, or may be added during the final year of the character's first four-year term of service.

Special Forces training cannot be acquired until the character has been in the service three full years. Generally, the player will have to choose between having his character be a member of the Special Forces or the Rangers. His Delta Force training begins no sooner than his fifth year (the beginning of his second term), with the assumption that he has completed both Airborne training and either Ranger or Special Forces training.

SEALS acquire their Basic Military skills during their first term of service, and acquire their Specialist skills at the beginning of their second term.

The referee may always allow exceptions to the above rules. However, these rules will serve as guidelines for determining where during each character's terms of military service he acquired his various skills.

EQUIVALENT RANKS

The following tables list equivalent ranks for each major U.S. military service. The first gives enlisted ranks for the Army, Marines and Navy. The second gives enlisted ranks for the Air Force. The third lists officer ranks for all four services.

U.S. Enlisted Ranks

	Army	Marines	Navy
E-1	Private	Private	Seaman Recruit
E-2	Private	Private 1st Cl.	Seaman Apprentice
E-3	Private 1st Cl.	Lance Corporal	Seaman
E-4	Corporal	Corporal	Petty Officer 3rd Class
E-5	Sergeant	Sergeant	Petty Officer 2nd Class
E-6	Staff Sergeant	Staff Sgt.	Petty Officer 1st Class
E-7	Sgt. 1st Class	Gunnery Sgt.	Chief Petty Officer
E-8	1st Sgt./ Master Sgt.	1st Sgt./ Master Sgt.	Senior Chief P.O.
E-9	Staff Sgt.-Major	Sgt.-Major	Master Chief P.O.

Air Force

E-1	Basic Airman	E-6	Technical Sergeant
E-2	Airman	E-7	Master Sergeant
E-3	Airman 1st Class	E-8	Senior Master Sergeant
E-4	Sergeant	E-9	Chief Master Sergeant
E-5	Staff Sergeant		

Officers

	Army/Marines/Air Force	Navy
O-1	Second Lieutenant	Ensign
O-2	First Lieutenant	Lieutenant J.G.
O-3	Captain	Lieutenant
O-4	Major	Lieutenant-Commander
O-5	Lieutenant-Colonel	Commander
O-6	Colonel	Captain
O-7	Brigadier General	Commodore*
O-8	Major General	Rear Admiral
O-9	Lieutenant-General	Vice Admiral
O-10	General	Admiral
O-11†	General of the Army General of the Air Force	Fleet Admiral

* 'Commodore' is a wartime rank, not open during peacetime.
† 'General' is the highest rank attainable in the Marine Corps. There is no five-star Marine general.

EQUIVALENT RANKS FOR OTHER NATIONALITIES

It is difficult to precisely equate rank structures of other nations with those of the U.S. To further confound things, Germany's GSG-9 and Italy's *Carabinieri* are arms of the respective national police forces, with rank structures which are, at times, at odds with those of the military. British NCOs actually take voluntary demotions—giving up rank and the pay that goes with it—and become ordinary troopers to join the SAs.

In general, however, the ranks of the armed forces of other nations may be suggested by the system presented above.

The following tables give some basic and approximate equivalents of U.S. military ranks in several foreign armies.

Foreign Rank Equivalents: Enlisted Ranks

Rank	Britain/ Israel	Germany	France	Italy
E-2	—	Schutz	Soldat de 2eme Cl.	Soldato
E-3	Trooper/ Private	Oberschutz	Soldat de 1ere Cl.	—
E-4	Corporal	Unteroffizier	Caporal	Corporale
E-5	Sergeant	Unterfeld- webel	Sergent	Sergente
E-6	Platoon Sgt.-Major	Feldwebel	—	—
E-7	Cpny Sgt.-Major	Oberfeld- webel	Sergent- Chef	Sergente Maggiore
E-8	Rgtl. Sgt.-Major	—	—	—
E-9	Staff Sgt.-Major	Stabsfeld- webel	—	—

Foreign Rank Equivalents: Officer Ranks

Rank	Britain/ Israel	Germany	France	Italy
O-1	2nd Lieu- tenant	Leutnant	Sous-Lieu- tenant	Sotto- tenente
O-2	Lieu- tenant	Ober- leutnant	Lieu- tenant	Tenente
O-3	Captain	Hauptman	Capitaine	Capitano
O-4	Major	Major	Chef de Bataillon	—
O-5	Lieuten- ant-Colonel	Oberst- leutnant	Lieuten- ant-Colonel	Tenente- Colonnello
O-6	Colonel	Oberst	Colonel	Colonnello

FROM ENLISTED RANKS TO OFFICER

Special military programs allow enlisted personnel to become officers. Such officers are referred to as 'mustangs.' Characters attempting to become officers from the enlisted ranks must reach at least E-7. When making their next roll for promotion, they roll 2D6+5 against their TRA. If the roll is successful (less than or equal to their TRA), the characters then become O-1s.

Characters who fail to become officers may roll again to attempt to be promoted to E-8. They may also make two subsequent rolls to become officers, but may make no more than a total of three attempts.

Referees should bear in mind that there will rarely be room for more than one officer in a *Delta Force* assault. While the players may be encouraged to trade off the responsibilities of leadership among themselves from game to game, an established counter-terrorist unit will be made up of experienced NCOs—not officers—and the opportunities to create officers should be sharply limited in order to maintain realism in the scenarios.

OTHER TYPES OF CHARACTERS FOR OTHER TYPES OF OPERATIONS

The basic *Delta Force* rules describe the creation of role-playing characters who are members of various elite counter-terrorist units. Typical missions in which such units might engage include the following:

Hostage Rescue: The unit storms an embassy, airliner or other building, position or vehicle which has been taken over by terrorists in order to free hostages held inside.

Pre-emptive Strike: The unit attacks a terrorist headquarters, training camp, bomb factory or other site to stop or delay a terrorist operation.

Intelligence Raid: The unit penetrates hostile territory to capture personnel or records to be used to gain intelligence on terrorist plans.

All of the units described in the basic rules are military units and their characters are active-duty military personnel. These optional rules allow players and referee to create other characters for participation in other types of counter-terrorist operations. Examples include the following:

Fictional Counter-Terrorists: There are several elite units or individual characters depicted in popular series fiction.

The usual premise upon which this is based is that these individuals or units have been called in to solve unusual counter-terror problems which other, more formal units cannot solve, or to engage in operations which the government either cannot officially sanction or with which it cannot afford to be officially involved. These individuals or units are generally civilians, although they are often presumed to be working under orders from and at the direction of a (usually unnamed or anonymous) government agency. The players may, if they wish, create their own counter-terrorist characters, either patterning them after favorite fictional groups or books or basing them on ideas of their own.

Assassins: Although it is neither officially admitted nor even widely known, all governments have, from time to time, employed professional assassins as the instruments of covert international policy. Such assassins may operate either as a team or as individuals, and may be either members of a government agency or freelance mercenaries. Assassins may be approached by government personnel to undertake such special operations as the elimination of a high-ranking terrorist organizer or agent. Such operations might be undertaken to attempt to weaken a terrorist organization or might instead be undertaken as a form of retribution or retaliation for some recent terrorist atrocity.

The best known and most widely publicized case in point of a politically sanctioned assassination was the elimination of the men responsible for the planning and organizing of the 1972 terrorist massacre of eleven Israeli Olympic athletes in Munich. At least one of the teams which was responsible for this assassination of the terrorists was made up of men who had officially resigned from Mossad, the Israeli secret intelligence service. However, these men were, in fact, still working under Mossad's direction.

Mercenaries: Members of regular military units have often been known to remain professional soldiers once they retire, continuing to soldier in the employ of those who are willing to pay their price. Although mercenaries have received a bad name (this is perhaps primarily because of certain atrocities which were committed during the 1960s civil war in Zaire), the military profession is and always has been honorable one, and most mercenaries are, in actuality, fighting for their own ideals at least as much as they are fighting to continue receiving their paycheck.

As examples, several small, rich Middle Eastern sheikdoms have security forces which are made up entirely of former SAS troopers. Mercenaries are also frequently employed as bodyguards or security specialists for wealthy businessmen (who are often popular targets for terrorists who want to strike an easy blow or raise some quick cash), and some mercenaries are employed covertly by Western governments as assassins in the endless shadow war against terrorists and their KGB paymasters. Mercenaries might also be hired by the government—or by some wealthy, independent backer—to investigate reports of MIAs or POWs who are still being held prisoner in southeast Asia, with the ultimate goal of organizing and staging a rescue attempt to free the prisoners.

Intelligence Agents: Even though *Delta Force* is not designed to be used as a game for roleplaying espionage encounters, there are certain intelligence operations that may involve, either extensively or peripherally, counter-terror work. More importantly, however, in the context of *Delta Force* is the fact that traditional elite counter-terrorist units may often require the use of special covert agents and espionage tactics in order to gain the required intelligence prior to the planning and execution of an operation.

SECTION II CHARACTER SKILLS

GENERAL SKILLS

With these expanded rules, skills may be acquired as 'general skills,' in addition to those acquired as 'native skills' (acquired before the age of eighteen) and 'basic military' and 'specialist' skills (those picked up during military service).

General skills may be acquired by characters after they leave the military (in a post-military civilian career), in a career chosen as an alternative to military service or as a general category of skills (such as gambling or fast talk) which could reasonably be developed while they were in the service.

Career Skills: In the basic rules, native skills included both skills acquired by characters before they turned eighteen and joined the military and those they acquired in civilian careers. The addition of general skills to the *Delta Force* rules, however, makes a distinction between native skills (those acquired before age eighteen) and general skills (those career skills acquired either *after* or *instead* of military service). The cost for a general skill is usually the same as the cost for the native skill. Most of the skills below are career skills as well. In most cases, the career skills from the basic *Delta Force* rules are available now as general skills.

The player may determine in advance which profession his character will be following, and may choose his skills from among those related to his career.

RESTRICTIONS

Although some skills can only be acquired through military service or in certain professions, the referee may allow some leeway in acquiring career-related skills.

For example, Mountain Climbing skill has only 'Sport' listed as a career, and suggests that the skill might be acquired through the sport of mountain climbing. A player might argue successfully that his character worked as an Alpine guide, however, and acquired mountain climbing that way. Bomb Disposal skill, formerly offered only as a military skill, can now be acquired as a general skill, but only by law enforcement personnel—with the assumption that they served for a time on a police or FBI bomb disposal squad.

If the designation '(Only)' appears, the indicated career or careers are the only ones offering the chance of acquiring that skill outside of military service. A few skills are only possible for characters in the military. These career lines are given as 'Military (Only).' Any skill listed as a basic military or specialist skill can, of course, be acquired by military characters.

Note, however, that characters who engage in espionage as a career can learn almost anything, as necessary, including such military-oriented skills as Foreign Weapons and Bomb Disposal skill. They will always pay the specialist cost for that skill. If the skill does not list a cost for specialist training (Electronics skill is an example), such characters can acquire the skill at the cost for a general skill. Creating characters skilled in espionage is discussed in greater detail in the section entitled 'Espionage.'

NEW CHARACTER SKILLS

The following skills are added to the list of skills given in the basic *Delta Force* rules. As in the basic rules, the cost listed is for the first skill level. The second level costs twice what the first did, the third costs twice that, and so on.

ABSEILING

This is the ability to descend on a free-hanging rope from a helicopter or other high point. The skill level allows DMS toward completing the descent without injury or mishap. A Climbing skill of level two allows an automatic Abseiling skill of level one.

Prerequisite: Climbing skill.

Career: Military.

Specialist Cost: Three.

BRIBERY

The character has experience in judging the reaction of an NPC to the offer of a bribe, and a good idea of how much to offer. The skill is useful for gaining information, and for dealing with officious and/or corrupt government officials.

Career: Any.

Native or General Cost: Two.

CONTACTS

Though listed as a skill, this represents a network of individuals which the character knows and with which he has worked in the past.

In a government bureaucracy, these may be bureaucrats who owe the character favors. In the criminal or espionage underworlds, contacts could be 'fences' or sources of information used in the past. The referee and player should work out the specific area where these contacts may be found and used.

The skill level allows rolls to gain information or arrange meetings with new contacts. It will generally be restricted to a specific career area, though one career might logically overlap another (e.g., government contacts will be within that government's bureaucracy, while criminal contacts will be within the criminal underworld, with some overlap into law enforcement).

Career: Criminal, Espionage, Government, Law Enforcement, Business, Journalist.

General Cost: Three.

CRYPTOGRAPHY

This skill allows the character to decode encrypted messages—both those intended for the character (using code books or devices) and those for someone else which have been intercepted.

Career: Diplomat, Espionage.

General Cost: Three.

DECEPTION

This skill allows the character to carry off impersonations or scams by lying, trickery, and/or assuming an appropriate personality or manner.

Career: Criminal, Diplomat, Entertainment, Espionage.

Native or General Cost: Three.

DIPLOMACY

The character is skilled in the art of international diplomacy. He may use this skill to establish communications with certain contacts within a particular foreign government to make requests or suggestions. A character with this skill has an understanding of how government and bureaucracies in general work (and the government and bureaucracy of one specific country in particular).

At skill levels of two or higher, he knows whom to approach in a government to get something done, whom to talk to to get straight information or to deliver a message and can win inside information on the current plans and thinking of that government's leaders.

Career: Diplomat, Government.

Native or General Cost: Three.

DISGUISE

The character is skilled in using disguise to change his features and avoid recognition. At skill levels of three or more, he can ignore the use of makeup or disguise kits and use common, everyday items to accomplish this (for example, putting a stone in his shoe to change his walk or cotton or paper in his gums to change the shape of his face).

Career: Criminal, Entertainment, Espionage.

Native or General Cost: Two.

FAST TALK

The character is extremely glib. He can confuse a listener with rapid-fire speech or even meaningless doubletalk. He can think quickly in conversations or interviews and come up with convincing excuses or stories when confronted or challenged.

Prerequisite: SPE of nine or higher.

Career: Criminal, Entertainment, Journalist, Professional (Law).

Native or General Cost: Two (one with SPE of fourteen or higher).

FINANCE

The character has experience handling money. He understands ledger books, debits and credits. Higher levels may indicate skill in making money as well.

Career: Administration, Business, Criminal, Professional.

General Cost: Two.

GAMBLING

The character has skill at various games of chance. Generally limited to one or a few specific games (such as poker), this skill can be used to win money or applied to detect cheating in others during a game.

Career: Criminal, Hobby, Military.

Native or General Cost: One.

GUNSMITH

The character has skill repairing or manufacturing firearms. This skill can be applied towards disassembling and repairing various weapons. It could also be applied toward such activities as reloading spent shell casings or using gun mechanisms to create mechanical booby traps or other devices. It should be noted that Delta Force personnel do their own firearm adaptations and reloads.

Career: Hobby, Trade.

Native or General Cost: Two.

HAHO

'High Altitude—High Opening' skill is similar to HALO skill. HAHO allows characters to drop from aircraft at extreme altitude (generally over thirty-three thousand feet) and deploy a specialized, airfoil-type parachute (parafoil or 'stealth parachute') which allows them to glide over long distances. This is a favored type of airdrop for inserting lone agents or special forces operatives across hostile borders without entering enemy airspace. It is not favored as a means of mass assault because of the difficulty of keeping a large group together.

This skill allows DMS towards accuracy in this type of drop. Note that HAHO skill level can never be greater than the character's Free Fall skill level.

Prerequisites: Parachute, Free Fall, and HALO skill.

Career: Military (Only).

Specialist Cost: Three.

IMPERSONATION

This skill represents the ability to use disguise or deception to impersonate some specific individual. The skill level allows

DMS toward attempts to fool anyone who might know the impersonated character, from strangers (relatively easy) to family (difficult).

Career: Entertainment, Espionage.

Native or General Cost: Three.

INSTRUCTION

This skill allows the character to pass on skills to other characters. Instruction skill level allows DMS toward the specific task of allowing characters to receive new or improved skills, while being instructed over a period of time by the skilled character.

Characters who devote two months toward extensive training with an instructor can gain his Instruction skill level in REX points toward that particular skill (see 'Improving REX with Training').

Career: Education, Military, Professional (medical), various sports (Martial Arts, Pilot, SCUBA, Skiing, Skin Diving).

General Cost: One.

MANAGEMENT

The equivalent of Leadership skill in civilian life, Management is the skill required to direct the activities of others. This skill includes an understanding of human nature and the ability to provide guidance for a business or project requiring several people to work together.

Career: Any.

Native or General Cost: Two.

MEDICAL

Medical skill allows the character to diagnose and treat (or recommend treatment for) wounds or illness in other characters. At a skill level of four, the character is assumed to be a medical doctor. Characters with lower levels are paramedics, nurses or Navy Hospital Corpsmen.

Medical skill can be used in exactly the same way as First Aid skill during Delta Force scenarios. Medical skill may also be applied toward a wounded character's long-term recovery (see 'Healing and Recovery').

Career: Professional (Doctor).

General Cost: Three.

NUCLEAR WEAPONS

The character is familiar with electronics and detonation devices used in various nuclear devices or warheads. This allows the character DMS in attempts to bypass and safely disarm booby traps or arming mechanisms in warhead detonators.

This skill also allows characters to assess whether warheads are armed, damaged, safe or dangerous. The character can arm bombs and set booby traps, timers or other detonators for nuclear devices.

Prerequisites: INT of eight or higher, Electronics skill level two; Bomb Disposal skill level one is required for Nuclear Weapons skill level two.

Career: Military (only).

Specialist cost: Three.

PERSUASION

The character has the ability to persuade other characters to do what he wants. This skill may be applied in combination with Fast Talk skill to confuse other characters for purposes of deception, or with bribery to get an uncertain NPC to accept a bribe. This skill includes a knowledge of psychology and human nature.

Career: Business, Criminal, Diplomat, Entertainment, Professional (law), Sales.

Native or General Cost: Two.

PICKPOCKET

This skill allows DMS for removing objects (watch, wallet, papers) from the person of another character without being detected.

Career: Criminal, Espionage.

General Cost: Three.

PUBLIC SPEAKING

The character is able to deliver speeches or otherwise address large numbers of people. At high skill levels, he will impress them with his manner of speaking. If this skill is used in conjunction with Persuasion or Fast Talk skill, the character may be able to manipulate crowds by using emotional or other methods to sway them.

Career: Entertainment, Government, Journalist, Professional (Law).

General Cost: Two.

QUESTIONING

Similar to Interrogation skill, in the basic rules, Questioning skill allows the character to gather information from an NPC by interviewing him or simply by knowing which questions to ask. This skill implies an understanding of human behavior, but has nothing to do with interrogation techniques used on uncooperative NPCs.

Career: Any.

Native or General Cost: One.

READ PERSONALITY

The character has the ability to 'read' or understand what another person is thinking. The skill level allows DMS toward rolls to detect lying, insincerity, truthfulness, greed, fear or other emotions or behavioral patterns in an NPC.

This skill should be used in conjunction with Culture skill (from the *Delta Force* basic rules) to understand the behavior or mood of a character belonging to a different culture than the skilled character.

Career: Any.

Native or General Cost: Two (one with PER of twelve or higher).

RECONNAISSANCE

This skill reflects the ability to observe activities from a distance, interpret them and describe them in detail later. Skill levels allow DMS on rolls towards noticing insignificant details or activities and may also allow DMS towards attempts to get in a good position to observe such activities, and to withdraw unseen afterwards.

Career: Criminal, Espionage, Law Enforcement, Military.

Native or General Cost: Two.

RESEARCH

This skill allows DMS toward attempts to learn specific information which may be recorded and stored. Examples include a journalist's ability to find significant information on a subject NPC in old newspaper office files, or a law enforcement officer's ability to learn about a criminal from his dossier. This skill means the character knows where to look or to whom to talk to gain the information.

Career: Administration, Business, Espionage, Journalist, Law Enforcement, Professional (Medical or Law).

Native or General Cost: One.

SEDUCTION

The character knows how to make himself or herself attractive to the opposite sex and can use the skill to establish a personal relationship with a particular NPC. This skill can be

used (together with skills such as Persuasion or Fast Talk) to win information from an NPC of the opposite sex or to establish him or her as a contact.

Career: Any.

Native or General Cost: Two (one with APP of twelve or higher).

SAFE CRACKING

This is a relatively specialized skill which allows the character to open locked combination safes. This skill can be used in conjunction with Demolitions skill as an understanding of where to place explosives for best effect, or by itself in an attempt to discover the lock's combination.

Career: Criminal, Espionage.

General Cost: Three.

SURGERY

The character can perform surgery on a wounded NPC. In *Delta Force* situations, this would usually be applied in an attempt to open a breathing pathway or to stop serious internal bleeding. In such situations, a character may add his Surgery skill to his First Aid or Medical skill in attempts to stop a wounded character's bleeding.

Surgery skill levels one and two represent the knowledge of emergency surgery possessed by such characters as Navy Hospital Corpsmen or paramedics. Skill level three and higher represents the skill possessed by surgeons. Surgery skill may also be applied toward a character's long-term recovery (see 'Healing and Recovery').

Prerequisites: DEX of twelve or higher, INT of ten or higher, EXP of twelve or higher and TRA of twelve or higher.

Career: Professional (Medical).

General Cost: Three.

SURVEILLANCE

This skill represents the ability to watch or follow another character while remaining unseen. Like reconnaissance, it may be used as a DM in attempts to notice insignificant details, and may also be used in rolls to stay on a subject's tail despite the subject's efforts to lose the follower.

Career: Espionage, Law Enforcement.

General Cost: Three.

WEAPONS

Prerequisite: DEX of five or higher.

Career: Law Enforcement, Sport.

Native Cost: Three (Rifles, Handguns, Shotguns only).

General Cost: Two (Rifles, Handguns, Light Auto Weapons, Shotguns).

Basic Military or Specialist Cost: Two.

CAREERS

The following are general career categories which civilian characters may follow. The skills characters in each profession might be expected to acquire are listed on the 'Careers Chart.' Note that characters who assume a given career will not necessarily receive *all* of the listed skills, but will have the opportunity of acquiring them.

Administration: The character works as a director, administrator, or in the upper-level management levels of a business, corporation or facility such as a hospital or a charity organization.

Business: The character works in the business sector, either owning his own business or working at lower to middle management levels.

Computers: The character works in the computer field as a programmer, designer or systems analyst.

Construction: The character works in the construction field. This could encompass anything from architects to heavy equipment operators.

Criminal: The character is a criminal or underworld figure. This encompasses a wide range of criminal activity, depending on the skills possessed. Con artists and characters who work scams will have such skills as Fast Talk, Deception and Persuasion. Members of organized crime syndicates might have such skills as Contacts, Finance and various weapons skills.

Diplomat: The character is an ambassador or other high-ranking member of a U.S. or foreign embassy. He will have numerous contacts with other diplomats within the government to which he is accredited, and may have contacts with his government's foreign intelligence service as well.

Education: The character is an educator. The position could be as a school teacher, a university professor or an instructor associated with a particular company or organization in government or business.

Entertainment: The character works in the entertainment industry. He or she could be a movie or TV star, a radio personality, a writer, producer or director or any of the thousands of technicians, assistants or tradespeople behind the scenes.

Espionage: The character is a member of the intelligence community, working for a government, a large corporation or as a 'free lance' for hire. This career is discussed in greater detail in the section entitled 'Espionage.'

Government: The character is a government employee. The post can be almost anything, from a postal worker to a lower- to upper-level government worker at an embassy or in a government agency.

Hobby: This category covers any activity which could be construed as a hobby or leisure activity. It will generally allow only one highly specialized skill, but will be allowed only at the referee's discretion. A hobby may be held in addition to a regular career.

Industrial: The character is employed in industry. This can be anything, at the discretion of the referee and players, from mining to textiles to manufacturing to auto plant assembly.

Journalist: The character is a member of the news media. He or she could be a writer, a newspaper reporter or editor, a TV reporter or newscaster or anyone else concerned with gathering and reporting the news.

Law Enforcement: The character is a member of the law enforcement profession. He or she could be a police officer or an agent for an organization such as the FBI, the Border Patrol, U.S. Customs or the Bureau of Tobacco and Firearms.

Some law enforcement personnel may be members of SWAT (Special Weapons and Tactics) teams. Such characters will have training in various skills normally reserved for military personnel, such as Sniper and Tactics skills.

Military: The character is a member of the armed forces.

Production: The character is a farm worker, fisherman or member of another industry which produces food or other raw materials.

Professional: The character is a member of one of the traditional professional fields—legal or medical—including lawyers, judges and doctors. The player should designate the particular professional field he is choosing for his character.

Sales: The character is a salesman, either working for himself or for a company.

Service: The character is a member of a service-oriented career. Examples are barbers, cooks, caterers, dog trainers, airline pilots, stewardesses and waiters. The career may also apply to characters who provide a specific, skilled service to customers, such as locksmiths or truck drivers.

Sport: A general category for a variety of sports related to a particular skill, such as SCUBA. This category may overlap with the hobby category, but is applied specifically to activities which are competitive or traditionally referred to as sports. A sport may be held in addition to a regular career.

Trade: This career category refers to the various trades, such as mechanics, bricklayers and carpentry. Generally, the referee will allow one skill related to a particular chosen trade career—for example, Mechanic skill for a garage mechanic.

For a complete listing of the skills available with various careers, see the 'Careers Chart' at the top of page twelve.

CHANGING CAREERS

Characters may pursue one career then switch to another. After the player begins purchasing skills for his character from those for a career, he may elect to change careers. The number of points spent so far is calculated, divided by two and rounded up. This is the number of years spent at the first career so far.

Next, 2D6 plus the number of years spent on the first career are rolled against the character's TRA. If the modified roll is less than his TRA, he may switch to another career. If the roll is greater, he is not able to change and must remain where he is.

If the character successfully changes careers, he may continue purchasing skills from among those available to his new career, but he may only use the TRA plus EXP points remaining after the purchase of skills for his first career.

ESPIONAGE

The most vital element of any counter-terrorist operation is intelligence. While a counter-terrorist unit may rely on sophisticated listening devices or surveillance gear, the best information often comes from covert agents already in place or agents who win information about a terrorist group's future plans.

At Entebbe, Mossad agents had already infiltrated the area around Entebbe airport before the airborne forces arrived, and were able to provide the Israeli command with information on Ugandan and terrorist positions and preparedness. The attempt to rescue the U.S. hostages in Iran was initially sorely hampered by a lack of good intelligence, though just before the raid a small team of Special Forces troops were able to scout the embassy and determine which of several possible buildings the hostages were held in, as well as the numbers and locations of sentries and other pertinent data.

The addition of new skills to the *Delta Force* character creation rules allows the introduction of rules for espionage and covert reconnaissance.

Covert agents can be created and introduced to *Delta Force* operations in two ways.

SCOUTS

This refers to any members of the armed forces trained to infiltrate behind enemy lines to report on enemy positions or movements. Examples are the Navy SEAL teams developed during the Vietnam War, Marine Recon and LRRPs (Long-Range Reconnaissance Patrol) and Special Forces Recon teams. The Special Forces troopers who infiltrated Teheran before

Section II: Character Skills ——— Delta Force Companion

Careers Chart

Career	Skills
Administration	Finance, Leadership, Management, Research.
Business	Computer Programming, Contacts, Driving (Truck), Finance, Management, Negotiation, Persuasion, Research.
Computers	Computer Programming, Computer Repair, Electronics.
Construction	Demolitions, Driving (Heavy Equipment), Driving (Truck), Tracked Vehicle Operator.
Criminal	Various, including Contacts, Deception, Disguise, Fast Talk, Finance, Gambling, Hand-to-Hand Combat, Knife Fighting, Lockpick, Persuasion, Pick Pocket, Safecracking, Weapons Skills.
Diplomat	Contacts, Cryptography, Deception, Diplomacy, Negotiation, Persuasion.
Education	Instruction, Persuasion.
Entertainment	Deception, Disguise, Electronics, Fast Talk, Impersonation, Persuasion, Public Speaking.
Espionage	See the separate section entitled 'Espionage.'
Government	Contacts, Diplomacy, Negotiations, Public Speaking.
Hobby	Various, including Boat Handling, Commo Operator, Computer Programmer, First Aid, Martial Arts, SCUBA, Swimming and others.
Industrial	Driving (Heavy Equipment), Driving (Truck), Mechanic.
Journalist	Computer Operator, Contacts, Electronics, Fast Talk, Public Speaking, Research.
Law Enforcement	Various, including Bomb Disposal, Climbing, Contacts, Dog Handling, Driving (Motorcycle), First Aid, Hand-to-Hand Combat, Interrogation, Leadership, Martial Arts, Negotiation, Night Ops, Orienteering, Pilot, Reconnaissance, Research, SCUBA, Sniper, Stealth, Surveillance, Tactics, Tracking and various Weapons skills.
Military	Various.
Production	Boat Handling (Fisherman), Driving (Heavy Equipment), Mechanic, Tracked Vehicle Operator.
Professional	Finance, First Aid, Instruction, Medical, Negotiation, Persuasion, Public Speaking, Research, Surgery.
Sales	Persuasion, Public Speaking.
Service	Various, including Dog Handling, Driving (truck), Lockpick (locksmiths).
Sport	Various, including Boat Handling, Hand-to-Hand Combat, Instruction, Martial Arts, Mountain Climbing, Orienteering, SCUBA, Skiing, Skin Diving, Stealth (Hunters), Swimming and Tracking (Hunters).
Trade	Computer Repair, Electronics, Gunsmith, Mechanic.

'Operation Eagle Claw' went in dressed as Iranians and speaking Farsi—and the operation could not even have been attempted without the intelligence they gathered.

Players may specify that the characters they create served with LRRP or Recon teams in Vietnam. A player's character may also acquire, through the normal process through which skills are purchased, those skills which could prove to be useful in such operations—such skills as Reconnaissance and Surveillance—and apply those skills as the need arises during *Delta Force* scenarios.

COVERT AGENTS

Members of various government agencies—such as the CIA (Central Intelligence Agency), the DIA (Defense Intelligence Agency) and (within U.S. territory) the FBI—often have occasion to make use of covert agents to collect various types of intelligence information. A substantial number of these covert agents are employed in watching various terrorist organizations—themselves covert groups which operate within the fabric of open, Western society.

Contrary to the archetypes which have long been established by popular fiction, most members of governmental intelligence agencies are ordinary government employees whose work consists of the unglamorous but essential activities of gathering, assessing and filing information from sources as

diverse as a Pakistani newspaper story or a Cuban exile informer. The 'field agents' who actually gather the information are, more often than not, locals paid by the government for their services.

There are exceptions, though the most free-wheeling of U.S. agents have received a bad reputation in recent years as 'cowboys.' Such agents might well have training in any skill listed in the *Delta Force* rules and could possibly have served in a paramilitary capacity in Vietnam or elsewhere. These covert agents may be considered to have access to a wide array of surveillance equipment at least as sophisticated as anything used by 007.

Such agents may be created by rolling for the various statistics of a character and then determining his time in service in the usual way (TRA+EXP+2). For each five years of the character's service, he may receive his TRA plus EXP points towards the purchase of any skills. If desired, the referee and player may agree to divide the character's time in service between one or more terms of military service and his time as an agent.

The actual skills acquired by an intelligence agent may well be enormously varied. Realistic CIA characters will have one or more languages in addition to English and a mix of skills (known as 'tradecraft') that will include Surveillance, Interrogation, Hand-to-Hand Combat, Commo Operator, Contacts and Cryptography. Characters who are created as Military Intel-



ligence personnel would have all of the skills associated with their usual military career in addition to such skills as Contacts, Cryptography, Interrogation, Surveillance and one or more languages in addition to English.

If desired, the players may create less realistic (but definitely more colorful) characters who mimic the spies or covert agents of fiction. Such characters would be given a wide variety of espionage-related skills, as well as such skills as Disguise, Impersonation, Safe Cracking and Fast Talk. The referee should be the arbiter of which skills would be acceptable and which would not.

Characters which are created as covert agents of this type may require extra points for purchasing skills. This should be controlled by the referee, who might allow the characters 2D6+TRA+EXP additional points for each five-year period.

Most Espionage characters in *Delta Force* scenarios will be NPCs—local Mossad or CIA agents available to provide the assault team with needed intelligence about an objective or situation. Occasionally, however, the referee and players may want to put together a more involved scenario which requires the characters to use espionage and surveillance skills to track down an enemy in some foreign clime. These rules are provided for that purpose.

USING COVERT AGENTS IN DELTA FORCE

Although the primary thrust of *Delta Force* scenarios will continue to be hostage rescue and intelligence-gathering assaults, the referee may choose to introduce some variety into play sessions by incorporating one or more covert agents for various purposes.

SECTION III COMBAT RULES

This section presents new combat rules, including a simplified personal combat system, a rules system for allowing the characters to participate in large-scale battles and the introduction of heavy support weapons in *Delta Force* combat.

SIMPLIFIED COMBAT

The *Delta Force* combat rules are designed to allow the referee and players to factor in a large number of the variables which face military personnel in actual combat. The penalty for this realism is, of course, a combat system which can overwork the referee during a complex action and slow a twenty-second firefight into a long and drawn-out campaign.

The simplified combat system presented below is designed to allow referee and players to resolve firefights quickly, with only two dicerolls for each exchange. It should not be used in sniper situations or in combat which is resolved at long or extreme range. It does not take into account factors such as whether the target is under cover or the firing character is wounded. It is useful, however, for the sharp, short firefights common in many *Delta Force* situations.

SIMPLIFIED COMBAT FACTORS (SCF)

Two Simplified Combat Factors (scfs) can be rapidly calculated at the beginning of play and recorded with each player character's record sheet. The first scf is based on the close range of any weapon the character is familiar with, the second on its medium range.

The character's scfs begin with the basic To-Hit numbers for close (9+) and medium (12+) range. The character's skill level with that weapon type (handgun, light auto weapon, rifle, etc.) is subtracted from this number. Thus a character with Light Auto Weapons skill level four would have an scf (Close) of five, and an scf (Med) of eight.

The firing character will hit his target by rolling his scf (either close or medium, depending on the range to the target and on the weapon he is using) or higher. As combat begins, the referee tells the player whether he is at close or medium range, the player rolls 2D6 and if the roll is equal to or greater than the character's scf for that range, the target has been hit.

The referee may add the following modifiers as they apply:

Simplified Combat Modifiers

Condition	Dm
Three-Round Burst	-1
Full Auto Fire	-2
Firing Character Takes Stance	-1
Target Is Under Cover	+3
Target Is Moving	+2
Firing Character Is Moving	+2
Difficult Shot	+3

These seven modifiers are easier to keep track of than the full list of modifiers presented in the *Delta Force* basic rules.

Three-Round Burst: The firing character is using the three-round burst feature available on certain weapons. Calculation of the number of rounds which hit is unnecessary.

Full Auto Fire: The character is using full automatic fire. Calculation of the number of rounds which hit is unnecessary.

Firing Character Takes Stance: The firing character takes at least half of a combat round to assume a proper combat stance and take aim with his weapon.

Target Is Under Cover: The target character is at least partly concealed, with only part of his body visible to the firing character. This modifier would be applied, for example, to a target character firing around a corner or through a window.

Target Is Moving: The target character is moving at any pace faster than a slow walk. This modifier would be applied, for example, to fire directed at an NPC diving for cover.

Firing Character Is Moving: The firing character is moving faster than a slow walk, either on foot or in a vehicle. It could be applied, for example, to a character who fires as he bursts into a room.

Difficult Shot: This is applied, at the referee's discretion, to any situation which might put the firing character at a disadvantage. Examples include a shot from such an awkward position as on the floor or while hanging from a rappelling line on the side of a building.

This modifier should also be applied to aimed fire which is directed at the target character's head. The referee may apply this modifier several times for compounded problems (e.g., firing at a target NPC's head from an awkward position on the floor would have a DM of '+6').

These Combat Modifiers (CMS) are based on the list of modifiers presented in the *Delta Force* basic rules. They represent the most common and most important of the various CMS. The referee should feel free to draw on the CMS in the basic rules to further modify the Simplified Combat Factor, but with the understanding that with many more modifiers, the SCF will no longer be simplified.

SIMPLIFIED HIT DETERMINATION

The process for determining the effects of hits can also be simplified to speed play. To retain the flavor of the game, this simplification should not be applied to hits on the player characters—if only because no player wants to see a favorite character expire with a single throw of 2D6.

To determine the effects of a hit, roll 2D6, add the appropriate DMs from the 'Simplified Hit DMs' chart, below, and check the result on the 'Simplified Hit Results Table' immediately following.

Simplified Hit DMs

Condition	DM
Three-Round Burst	+2
Shotgun	+2
Full Auto	+3
Aimed Shot at Head	+5
Each Previous Light Wound	+1
Each Previous Moderate Wound	+2

Simplified Hit Results Table

Modified 2D6	Result
2-4	Light Wound
5-7	Moderate Wound
8-9	Severe Wound
10+	Killed

SIMPLIFIED HIT RESULTS

Light Wound: The target character is hit but not badly wounded. He will not complete any further actions during this

combat round, but he is not knocked down and does not drop his weapon. Apply a DM of '+1' to future rolls for hit results.

Moderate Wound: The target character drops his weapon and is knocked down. He may take no further actions during the current combat round. His next combat round will be spent retrieving his weapon or standing up or surrendering...but he will be able to attempt only one action. Apply a DM of '+2' to future rolls for hit results.

Severe Wound: The character is incapacitated and may take no further actions in the battle. Any further wounds will kill him.

Killed: A self-explanatory result.

USING SIMPLIFIED COMBAT AND HIT RESULTS

Simplified Combat Factors and hit results can be used in any combat action where:

- Combat occurs at close or medium range—which will be most of the time in typical *Delta Force* encounters. Combat at long or extreme range requires the use of factors such as special training or knowledge (Sniper skill or Favored Weapon), special equipment (sniper scope or bipod) and random factors (optional lucky shot) to make the combat resolution realistic.

- Combat is relatively straightforward: the targets are not making unusual moves and are not well concealed, wearing armor or behind solid cover. Targets who are well hidden and are being fired on by characters who are moving or wounded and using their off hand are not likely to be in much danger; but simplified combat does not take these factors into consideration. The simplified combat system also ignores such complications as how many rounds fired with full auto or burst fire actually hit the target and whether missed or penetrating shots hit other characters instead or as well.

- The encounter itself is relatively routine and does not involve the terrorist leaders, hostages in the line of fire or a critical climax to the entire mission. For encounters which may greatly affect the Victory Conditions for the scenario (Were any hostages hit? Was the terrorist leader captured?) play will be more exciting—and less arbitrary—if the referee uses the full range of combat factors provided in the *Delta Force* basic rules. This also applies, of course, to combat results applied against player characters.

The referee should feel free to use either the simplified combat system or the simplified hit results system independently or use them together. An NPC hit using the basic rules for resolving combat can have the hit results quickly and simply determined by making a single roll on the 'Simplified Hit Results' table.

A character who is hit using the simplified combat system can have the extent of his wounds determined using the 'Character Hits and Wounding' section of the basic rules. The referee should determine (based on the player's statements and his own judgment) how many three-round bursts were fired if full-auto fire was used and then make the usual rolls for the number of wounds the target character received, their locations and their severity.

NOISE

The *Delta Force* basic rules gives a table (under 'Communications') for determining the likelihood that a whisper, normal conversation or shout will be understood. The following optional rules expand on this table and allow the referee to more accurately determine the ranges at which various types of sound might be heard by enemy NPCs.

Noise Table (Ranges in Meters)

Type of Noise				
Whisper, Silenced Weapon				
Range Heard	0-2	2-3	4-6	7-12
Range Understood	0-1	1-2	3-5	6-10
Roll	2+	5+	7+	9+
Snapped Twig or Other Short, Sharp Sound				
Range Heard	0-5	6-10	11-20	21-40
Roll	2+	5+	7+	9+
Groan, Creaking Board				
Range Heard	0-5	6-8	9-12	13-20
Roll	2+	5+	7+	9+
Normal Conversation				
Range Heard	0-5	6-12	13-20	21-30
Range Understood	0-2	3-8	9-12	13-20
Roll	0+	2+	5+	7+
Shout, Scream				
Range Heard	0-10	11-25	26-100	101-200
Range Understood	0-10	11-25	26-50	51-100
Roll	0+	2+	3+	5+
Small Engine				
Range Heard	0-30	31-100	101-200	201-400
Roll	2+	5+	7+	9+
Boat Engine				
Range Heard	0-50	51-150	151-300	301-600
Roll	2+	5+	7+	9+
Helicopter				
Range Heard	0-250	251-500	501-1000	1001-2000
Roll	2+	5+	7+	9+
Silenced Helicopter				
Range Heard	0-20	21-40	41-100	101-200
Roll	2+	5+	7+	9+

Modifiers

Condition	DM
Single Word (Warning Understood)	+4
Silence	+6
Light Background Noise	0
Heavy Background Noise	-2
Rain or High Wind	-4
Combat	-5
Through Open Window	-2
Through Light Walls	-4
Through Heavy Walls	-8

EXPLANATION OF DMs

Single Word: A single, sharp word is more easily understood than a complete sentence, especially when the speaker is forced to compete with some sort of background noise. Consequently, a DM of '+4' is applied to attempts to make a warning or other simple message understood by using a single word such as "Hey!" or "Down!"

Silence: Complete silence is rare, but when it exists, the slightest sound seems much louder than might be expected.

Background Noise: Light background noise (traffic, nearby conversation, the rustle of papers in a room) is considered to be normal and not distracting. A heavy background noise (loud traffic, construction work, gunshots, a helicopter passing close by) will distract a listener and may drown out even nearby noises or render conversation momentarily impossible. In general, normal sound levels are considered 'light,' while unusual or obviously loud sounds are considered 'heavy.'

Rain or High Wind: This DM is reserved for a heavy storm, with winds over forty kilometers per hour and loud, drumming rain. Lesser winds or storm noises can be handled under 'Light Background Noise.'

Combat: The normal sounds of battle make hearing *anything* else extremely difficult. This DM can also be applied to other extraordinarily loud noises, such as jets passing closely overhead or the roar of a waterfall.

Windows/Walls: Any wall or similar barrier will reduce the sound which passes through it. An open window allows sound to pass through, but the surrounding wall will still reduce that sound somewhat.

For any particular sound or noise, determine the range between the cause of the noise and each potential listener, add the appropriate DMs to a 2D6 roll and consult the appropriate table. If the modified roll is greater than or equal to the indicated roll, the sound has been heard. For speech, two rolls are possible, one to determine if the speech (conversation, whisper or shout) was heard, and another to determine whether the words were understood. This second roll is used to determine if characters can pass information during combat, and to determine the success of attempts to eavesdrop from a distance.

Note that certain surveillance devices, such as shotgun microphones, can pick up sounds at ranges much greater than those listed on this table. However, loud background noises close by or combat noise will render most microphones (long-range or hidden) useless.

The referee should use this table as a general guide only. Strange sounds heard by nervous or half-asleep sentries are always subject to those sentries' interpretations, and innumerable factors can affect the way sound travels. The referee should endeavor to remain flexible in his rulings on what might or might not be heard.

LARGE-SCALE COMBAT

Most *Delta Force* scenarios will involve a handful of elite troops—the player characters—and perhaps a few NPCs under their command. Occasionally, however, the need arises for large numbers of soldiers in a massive assault. Examples of this include the operation at Entebbe—where over one hundred Israeli paratroopers took part in the ground assault—and 'Eagle Claw' in Iran—where the *Delta Force* ground unit was to have numbered ninety-three. It is possible, too, that a typical *Delta Force* scenario (such as 'Operation Lightning' in the *Delta Force* basic game) could end with large numbers of troops entering the engagement as reinforcements for either side.

Firefights in such large-scale operations will be too complex to be portrayed using the basic *Delta Force* rules. The following optional rules are presented as a means for resolving combat involving tens or hundreds of combatants, and for incorporating the player characters' actions into the engagement.

Note: These large-scale combat rules are similar to those presented in the *Delta Force* game module, *Operation Desert Sun*. These rules have been expanded, however, to allow for new terrain types and other factors.



INTRODUCTION

Large scale combat in *Delta Force* is a tactical simulation carried out in a series of combat rounds called 'engagements,' each representing one minute of time. The positions of units representing groups of ten or more men are marked on a tactical combat map.

Generally, one or more of the players will determine the activities of those troops allied with the player characters (such as U.S. Marines operating in support of a Delta Force team), while the referee determines the activities of units on the other side (such as local soldiers operating in support of a terrorist band). The combat simulation can become what amounts to a game within a game—a board game played out between the players and the referee. However, since the referee is responsible for making all judgment calls, and since he will (usually) be aware of what the player characters are attempting to do, he should keep in mind that his purpose in the game is to create a realistic and logical background to the scenario, not win against his board-game opponent.

The outcome of the tactical simulation has a direct bearing on the *Delta Force* scenario in progress. Player characters can be numbered among the casualties taken by a unit they are with. The player characters' plans may depend on the successful outcome of a large-scale combat action, such as the capture of an airfield or the blocking of a large, hostile ground unit.

PREPARATIONS

The referee uses the player's plan of assault and determines the forces which are to be engaged on both sides. The numbers of troops, support weapons and vehicles on each side may be given in a scenario description, or the referee may determine these factors for himself.

The referee must determine how much detail he wants to present in the simulation. It is possible to resolve a large battle by taking all of the men on one side and setting them against all the men on the other, with few factors such as machine guns or fortifications to complicate the calculations. It is also possible to resolve the battle in meticulous detail,

with separate combats for various strongpoints and allowances for reinforcements, the skills of various leaders and the morale effects of nearby battles. A highly detailed simulation will take time to set up and resolve, but can add convincing and realistic background to the unfolding narrative of the assault.

MAPPING AND RANGE

The area where the battle will take place should be mapped in sufficient detail to show features which will have tactical importance in the engagement—hills, buildings, natural or man-made cover (such as trees, fences, vehicles or ditches) and strongpoints such as bunkers, foxholes or machine gun nests.

In situations where the player characters' forces have limited intelligence concerning enemy positions, the referee should make two maps. One of these maps will have all applicable features and the locations of all forces for his own reference; the other, the play map itself, will show only those forces and features which the player character forces can be expected to see from their positions.

The scale of the map will depend on how much detail the referee wants to incorporate into the engagement. Twenty meters to the centimeter is usually convenient. At this scale, house-sized buildings will be a centimeter or so across, and a typical firefight will take place at a range of between five and thirty centimeters. Larger scales (five or ten meters to the centimeter) show more detail but require larger maps. The paper should be large enough to incorporate ranges of at least six hundred meters.

Generally, individual NPCs or characters need not be located precisely. Instead, the general area they occupy at a given time can be indicated by an oval drawn in with a pencil, with a number representing the number of men in the indicated area. Individual ovals should not represent areas of more than fifty to one hundred meters, and should be divided into smaller groups when those groups are covering larger areas.

Some groups may prefer to use cardboard game counters or other convenient markers to represent bodies of troops instead of circles drawn and erased on the map.

EXCHANGES

Movement is in tactical segments called 'exchanges,' each lasting one minute. During any exchange, a unit may move, fire, move *and* fire or hold its position. The movements of each side during each one-minute period are marked on the map.

Fire is determined by noting relative positions of opposing units and measuring the range—using a ruler and the tactical map's scale key—between the approximate center of one force and the approximate center of another. Features drawn on the map are used to determine whether one side or the other wins certain tactical advantages for cover, terrain or other factors.

INITIATIVE

During each exchange, one side or the other has the initiative, meaning, roughly, that that side acts first, forcing the other side to react to the move of the first. At the beginning of each exchange, the attacker has the initiative. If it is not clear which side is the attacker and which the defender (if, for example, an attack has stalled and both sides are under cover, firing at one another), 2D6 are rolled for both sides. The Tactical skill of each side's leader is added to his side's diceroll. The side with the higher roll has the initiative.

The force which wins the initiative may choose whether to be the attacker or the defender. If a force chooses to go on the defensive, it allows the other side to move first and it automatically gives up the initiative for the *next* exchange.

The referee may again choose the level of detail at which the combat will be resolved. The simplest means is for all units on one side or the other to have the initiative and be attacking or defending at once. A more realistic resolution would be to determine the initiative for each separate unit, with all attackers moving first and all defenders moving after all attacking units have completed their movement.

MOVEMENT

Units may move during any exchange. The following chart is used to suggest distances covered in one minute. Note that a force may move up to the distance listed, but may move less.

The factors here are somewhat less than those given on the 'Tactical Movement Table' on page fourteen of the *Delta Force* basic rules. This is because, in combat, there are inevitable delays—caused by confusion, by delays in giving orders, by men who pause to catch their breath behind some convenient bit of cover, etc.—which increase the time necessary for a unit to move from one point to another. Note that these distances may be greatly reduced if heavy enemy fire is encountered.

Movement is recorded by the referee on the tactical map, by erasing an indicated oval and redrawing it in its new position—or by moving the appropriate counters or markers.

Type of Movement	Terrain	Distance Covered in One Minute
Vehicle	Clear	Calculated by Speed
Run	Clear	200m
	Difficult	100m
Slow Run	Clear	100m
	Difficult	50m
Walk	Clear	50m
	Difficult	30m
Slow Walk	Clear	40m
	Difficult	30m
Crawl	Clear or Difficult	20m

Difficult Terrain: This is defined as any type of terrain which would slow progress, including the slope of a hill, wooded or broken land and mud or sand. The referee may further reduce movement rates for combined terrain factors (a heavily wooded hillside, for example) or for extreme factors (knee-deep mud which would prevent any running at all, and slow walking to the pace of a crawl).

FIRE

During any given exchange, each unit may fire on (attack) any other unit. One unit may fire on any number of enemy units which are in range, but the casualties it inflicts will be reduced by every additional target it chooses. A unit may fire while moving, but, again, the casualties it inflicts will be reduced.

A unit may fire at any time during an exchange, but may only fire once. If it is dividing its fire among a number of enemy units, all of its attacks are resolved at the same time.

A number of separate units may all concentrate their fire on one single enemy unit. In this case, each attack will be calculated separately and each attacking unit will inflict casualties on the enemy unit separately.

A unit may defend with its full current value against any number of attacks during an exchange. Units which come under fire have their casualties determined immediately. The combat results may require the unit to stop and seek cover or retreat.

COMMAND CONTROL

In combat, units rarely do exactly what is ordered of them. Troops are especially reluctant to move out into enemy fire when ordered to do so. This is suggested in these rules by giving each unit a number, called the 'Command Control Number,' against which 2D6 must be rolled each time the unit is ordered to move.

The number will always be a value between one and ten. Ordinary units begin with a Command Control Number of seven. Elite units (such as Delta Force, Special Forces or Marine units) begin with a Command Control Number of ten. The referee or a scenario may set other values for various units. In such a case, high numbers are used for elite or well disciplined units, and low numbers are for militia, green troops or untrained rabble.

The player in command of one side's forces may roll for his side's units. The referee rolls for the opposing side. If a 2D6 roll is equal to or less than the unit's Command Control Number, that unit may move.

A unit may always fire as long as its Command Control Number is five or higher. A unit with a Command Control Number of four or less may not fire unless a separate, 2D6 roll of six or higher is successfully made for that unit. If this roll fails, the troops might be hiding, waiting for reinforcements, considering surrender, etc.

Command Control Numbers are reduced by the following:

Condition	DM
Unit Under Fire for Current Exchange	-2
Unit Suffered 5% Casualties or Higher in the Previous Exchange	-2
Unit's Morale is Level Two to Five	-2
Unit's Morale is Level One	-4

In any given unit, a leader's Leadership skill may be added to that unit's Command Control Number to increase it. Only the skill level of the highest-ranking leader in the unit may be applied in this way.

COMBAT FACTORS

Several factors will influence combat, including the morale of the troops, tactical factors, whether the defenders are caught by surprise and whether the attackers find themselves facing alerted troops in prepared positions. For each exchange, it is important to note which side is the 'attacker' and which is the 'defender' (see 'Initiative').

Combat factors for both the attacker and the defender are located on the following tables and totaled, creating separate Combat Factors for each. The referee will determine which factors may apply in a given situation. (Obviously, a unit consisting of ten or more men will have some of its men more exposed to hostile fire than others, and whether or not that unit should receive benefit for various combat factors will always require a more or less arbitrary judgment call on the part of the referee.) These factors are intended as guidelines for establishing the feel of a specific combat situation.

To simplify matters, larger bodies of men can be broken into smaller units so that, for example, those men inside a building can be dealt with separately from those outside.

Combat Factors: Attacker

Condition	Cf
Tactical Skill Level of Leader	+1/Each
Attackers Win Surprise	+4*
Attackers Have Support Weapons	+1/Each
Attackers Have Support Aircraft	+3/Each
Attackers Have Support Artillery	+1/Each
Attackers' Morale Level Over Six	+1/Each Level
Attackers Under Cover	+1
Attackers on Hill	+1
Attackers in Rough Terrain, Woods	+2
Defenders Surrounded	+2
Desperation	+2
Reinforcements	+2

Combat Factors: Defenders

Condition	Cf
Tactical Skill Level of Leader	-1/Each
Defenders in Good Defensive Position	-2
Defenders Win Surprise	-4*
Defenders Have Support Weapons	-2/Each
Defenders Have Support Aircraft	-3/Each
Defenders Have Support Artillery	-1/Each
Defenders' Morale Over Level Six	-1/Each Level
Defenders on Hill Above Attacker	-4
Defenders in Rough Terrain, Woods	-3
Defenders Under Cover	-2
Attackers Surrounded	-2
Desperation	-2
Reinforcements	-2

* First exchange only.

COMBAT FACTORS EXPLANATION

Tactical Skill: The tactical skill of the attackers' leader will be particularly valuable in carrying out an assault. For the defenders, the tactical skill of the leader is applied to finding advantageous cover and fields of fire. The respective leaders'

Tactics skill levels can be directly applied as cfs—positive for the attacker, negative for the defender. A Tactical skill level of one can be assumed for units without a designated leader.

Support Weapons: For the purpose of these rules, all weapons larger than personal rifles and grenades are considered to be support weapons (including machine guns, mortars or portable rocket launchers).

For this purpose machine guns are considered to be mounted, belt-fed machine gun nests or similar setups, although the referee may, in some cases, allow characters to use them 'Rambo-style' (but should allow only a Combat Factor of '+1' or '-1'—as appropriate—in such cases).

One exchange is required to set up or break down a machine gun nest. Defenders receive a Combat Factor of '-2' for each nest established before combat begins. This reflects the amount of readily available ammunition and repair parts needed for continuous firing and the optimal placement of the nest. This category does not include other auto-fire weapons because few of them can provide continuous fire over long periods of time.

Support aircraft are considered to be conducting strafing runs against a specific group. If an aircraft is also using bombs, missiles, napalm, etc., include a factor of support artillery for that aircraft (giving it a total Combat Factor of '+5' or '-5').

These combat factors are added to the calculations only when they can reasonably be applied. An advantage for aircraft is not received until those aircraft are airborne over the battlefield, for example, and the defender will receive an advantage *only* from machine guns brought to bear on an attacker, not for every machine gun in his arsenal.

Morale: Morale is explained in the *Delta Force* basic rules, where it is applied to terrorist NPCs. Morale can be applied to friendly forces as well. Elite troops (such as Delta Force or the SAS) will have morale values of eight to ten. Veterans and regular forces will have morale values ranging from four to eight. Morale may be lowered by specific combat results.

When a side's morale reaches zero, that side may (at the referee's or players' option) surrender or flee. If they keep fighting, an additional factor of 0.5 is multiplied against all casualties incurred by the enemy. If, however, the referee declares that troops with a Morale Value of zero have become desperate (see below), the effects of all morale loss is ignored.

Good Defensive Position: The Defender wins an advantage for having prepared defenses. These include anything from barbed wire and trenches to half buried concrete bunkers or fortifications to guard towers or other positions with a commanding view of the battle. The factor represents the hesitation with which attacking troops face any such defenses.

This factor is applied only as long as the defender is inside the defenses and the attacker is outside. Once the attacker reaches, say, a bunker, and enters or destroys it, the defender loses all psychological advantage for having it.

Surprise: Surprise may be won by either side, but not both at the same time. An attacker achieves surprise if his troops launch an attack without being sighted according to normal sighting rules. A defender wins surprise if he stages a successful (not sighted) ambush on approaching attackers.

Surprise only effects the first exchange. If one side or the other can introduce a *new* element of surprise (reinforcements brought against the enemy's rear, for example, or the unexpected appearance of aircraft) the referee may allow surprise again for one exchange during the middle of a battle.

Cover: This refers to how well hidden one side or the other is, and to the quality of their cover. The factors are applied if, in the referee's opinion, that side is well enough concealed to be able to fire without being easily seen or hit by return fire. This benefit is worth more to the defender than to the attacker,

who must move to press his attack. It is not applied with the advantages won for digging in, having good defenses or being in a building unless extraordinary measures are taken. For example, a defender would not receive the added benefit for cover if his troops were firing from the windows of a house, but he would receive benefit for both the house and cover if those troops were in the attic firing through gaps in the shingles or behind solid walls firing through slits prepared for the purpose.

Hill: The defender gains a very large advantage from occupying a hilltop. He loses this advantage if the attacker occupies the same hilltop or if the attacker is on a higher hill elsewhere, firing down on him. The attacker also wins an advantage for being on a hill, but not as much as does the defender. The psychological disadvantage of attacking an enemy dug in on top of a hill can be tremendous.

Terrain: Both sides derive an advantage from heavily broken or rocky terrain, woods or jungle. It is harder to see the enemy and casualties will be fewer. However, the advantage is again with the defender.

Surrounded: One side or the other may be surrounded. That side may actually be surrounded, with enemy troops on all sides, or may only think it is surrounded with the unexpected appearance of enemy troops from behind. This factor is applied at the referee's discretion as long as the surrounded force, whether attacker or defender, believes there are enemy troops to its rear or flanks.

Desperation: One side or the other (usually the defender, especially if he is surrounded and cut off) fights with a ferocity born of desperation, ignoring all previous morale loss. This is allowed only by the referee in very special situations.

Reinforcements: One side or the other receives reinforcements. These may be troops arriving from another part of the battle or fresh troops newly arrived on the field. Their arrival infuses tired or hard-pressed troops with new will.

COMBINED COMBAT FACTOR

The Combat Factors for both the attacker and the defender are added together to give a single 'Combined Combat Factor' (ccf), which may be positive (attacker's favor) or negative (defender's favor).

COMBAT RATIO

The total number of attacking troops is divided by the total number of defending troops. Non-combat personnel do not count toward combat totals. Terrorists do count, however, regardless of their backgrounds. If the entire group is made up of non-combat personnel, they will immediately surrender.

The final result, the 'Combat Ratio,' is rounded to the nearest tenth: for example, 0.13 becomes 0.1, and 0.15 becomes 0.2. Results falling between numbers listed on the table are rounded to the nearest table listing. Results less than 0.1 are treated as 0.1. Results greater than ten are treated as ten.

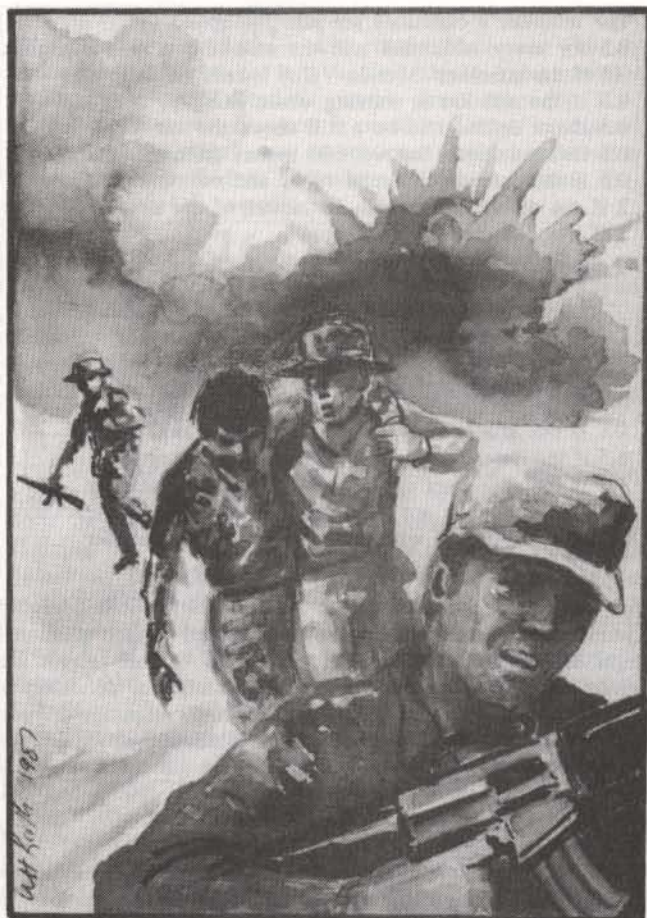
COMBAT CALCULATIONS

The Combat Ratio is found on the 'Combat Calculations Table,' to give a diceroll and modifier (e.g., '2D6+4'). The ccf is added to this modifier. Thus, '2D6+4' with a ccf of '-5' becomes '2D6-1.'

The referee rolls 2D6 and applies the final modifier. He then looks up the result on the list of Combat Results.

CASUALTIES

Basic Combat Results: The 'Combat Results' listing describes casualties as percentages of the original force. Gener-



ally, about one quarter to one third of the casualties are killed, and two thirds to three quarters are wounded. The exact number is set by the referee and adjusted to include prisoners (there will be fewer killed and wounded and more prisoners if troops have low morale) or to reflect the possibility that the other side is not taking prisoners.

Example: The casualty result is '2D6+4.' The result is '8+4 = 12,' so casualties are 12%. Twelve percent casualties with a force of one hundred and forty-five means seventeen people have been hit ($145 \times 0.12 = 17.4$). The referee decides five (between one third and one fourth) are killed and twelve are wounded. If the force was already demoralized, results might instead be set at two killed, seven wounded and eight captured.

Combat results also list whether one side or the other retreats, whether the forces remain engaged in combat and whether large numbers of troops on one side or the other are likely to surrender. The referee should interpret these results in a logical way, taking into consideration the overall situation. For example, a unit which receives a scatter-or-surrender result is unlikely to do either if large and powerful friendly units are positioned close by.

Final Combat Results: The number of casualties which are suffered by the attacker and defender is affected by various factors. These factors include how well dug-in the defenders are and how badly the attackers outnumber them. The following calculations are made to the percentages yielded by the basic combat results.

Defender: Multiply the defender's casualties by the Combat Ratio. Casualties will be higher if the defenders are badly outnumbered, and will be significantly lower if the defenders instead outnumber the attacker.

The defender's casualties are also multiplied by:

- 0.5 for every additional unit the attacking unit is engaging.
- 0.5 if the attackers' Morale Value is reduced to one.
- 0.5 if the attacker is moving while firing.
- 0.5 if the defender is on a hill above the attacker.
- 0.5 if the defender is over 300 meters from the attacker.
- 0.5 if the defender is under cover and not moving.
- 2 if the defender is within 50 meters of the attacker.
- 2 if the defender is retreating.

Attacker: Multiply the attacker's casualties by:

- 0.5 for every additional unit the defender is engaging.
- 0.5 if the defender's Morale Value is one.
- 0.5 if the defender is moving while firing.
- 0.5 if the attacker is over 300 meters from the defender.
- 0.5 if the defenders were completely surprised.
- 0.5 if the attacker has stopped and has taken cover.
- 1.5 if the defenders are dug in and well prepared.
- 1.5 if the defenders are on a hill above the attacker.
- 2 if the defenders are in a building, bunker or fortification.
- 2 if the attacker is within 50 meters of the defender.
- 2 if the attacker is retreating.

A unit inflicts fewer casualties on the enemy if it is engaging a number of different units at the same time. For each additional target engaged by the unit, the casualties for all targets are halved. For example, if a unit (either attacker or defender) is engaging two enemy units and inflicts 10% casualties on one and 5% casualties on the other, both values are multiplied by 0.5, resulting in 5% for one and 3% for the other. If the unit is engaging three enemy units, inflicting 10%, 10%, and 5% casualties, the casualties for all three are reduced by 0.5x0.5, resulting in 3%, 3%, and 2%.

The advantage for surprise lasts only for the first exchange. The defender's advantage for being in prepared positions is applied only for the defenders inside those positions and only for as long as the attackers are outside.

Casualties are rounded to the nearest whole number (e.g., 1.2% of one hundred becomes one). Results of less than 0.5% mean no casualties were incurred.

COMBAT

Each time a unit comes under fire, casualties are calculated for that unit and subtracted from the total. For simplicity, the total number of casualties (killed and wounded) is subtracted from the total number of troops. The next time the unit fires or is fired on, the new number of troops is used for the calculations.

Each time a unit takes casualties, its morale value may drop as directed by the Combat Result. Changes in morale may affect the unit's Command Control Number. Its Combat Factor may change, both from casualties and from a change in position. All such changes should be marked in pencil onto the map with the unit's current location.

Combat will continue until one side or the other elects to withdraw, surrenders, or is destroyed.

MELEE

If, according to the movements recorded on the map, two opposing units occupy the same general area (or if an attacking force overruns a defending unit), a hand-to-hand melee occurs. Combat continues for each subsequent exchange, but no DMs or combat factors are allowed for hills, cover, support weapons or other factors. Combat results are determined strictly by dividing the attacker's troop strength by the defender's and rolling 2D6 plus the indicated DM for that combat ratio. Casualties, however, will be three times those listed in the combat results.

DETAIL OF THE BATTLE

If the referee wants to create additional detail, he can break the battle for an entire area into a number of separate, large-scale exchanges. Obviously, it will be easier to resolve a large-scale battle with only two units, one on either side. On the other hand, a battle involving a large number of separate units on each side, though more difficult to resolve, will have a more realistic flavor.

In general, individual units should be no smaller than about ten men, and all of the men engaged in a particular task (such as assaulting a specific bunker or defending a particular hill) should be combined into a single unit. Large units may be broken into smaller units to show greater detail (for example, to represent a number of small units placed in a number of various positions holding the top of a hill), but only at the referee's discretion.

ORDER OF COMBAT

If only two separate units are involved in a particular large-scale combat, the sequence of events is easy to determine: the attacker moves or fires first and the defender goes second. If a number of units are involved on each side of the combat, the referee may elect to simplify matters by having all of the units on one side or the other to be considered to be attacking or defending, regardless of what is actually happening to individual units in the overall scope of the combat.

If great realism is desired (including a realistic simulation of the confusion which is inherent in all real-life combat), the referee and players may arbitrarily declare each individual unit to be attacker or defender as desired. The various attacking units in the battle are then moved and/or fired one after another, in any order desired. If two or more opposing units are moved in such a way that they will collide, movement stops when they enter one another's line of sight, and an initiative roll must then be made to determine which of the opposing units is the attacker and which is the defender.

Defending or attacking units may interrupt the movement of any enemy unit at any time to fire at it. After all attacking units have been moved and have fired, all defending units which have not yet fired in the current exchange may fire. Finally, defending units which desire to do so may move, but not in a direction which the referee interprets as towards (i.e., attacking) an enemy unit.

Combat Calculations Table

Combat Ratio	Roll and Modifier	Combat Ratio	Roll and Modifier
0.1	2D6-25	1.1	2D6+1
0.2	2D6-20	1.2	2D6+2
0.3	2D6-15	1.3	2D6+3
0.4	2D6-10	1.4	2D6+4
0.5	2D6-8	1.5	2D6+5
0.6	2D6-5	2.0	2D6+6
0.7	2D6-3	3.0	2D6+7
0.8	2D6-2	4.0	2D6+8
0.9	2D6-1	5.0	2D6+9
1.0	2D6	10.0	2D6+10

COMBAT RESULTS

The diceroll and modifier for the appropriate Combat Ratio is also modified by the Combined Combat Factor. The result is checked on the table on the following page.

-16 or less: Complete disaster. The attack is thrown back with heavy losses to the attacker and no casualties to the defender. The attacker's morale is reduced to zero. Many or all of the attacker's casualties may be troops who surrendered. The entire attacking force may surrender if enemy troops are behind them. Survivors in the attacking force may flee or seek shelter where they are. **Attacker:** (2D6+12)% casualties; **Defender:** No casualties.

-15 to -11: The attack is thrown back completely, with heavy losses. The attacker's morale level is reduced to zero. Elite troops will maintain order and retreat. Others will flee in disorder, seek cover where they are or surrender. **Attacker:** (2D6+10)% casualties if retreating in good order or (2D6+12)% if retreating in disorder; **Defender:** (1D6-3)% casualties.

-10 to -6: The battle continues, but the attacker is falling back. Attacker's morale level drops by 1D6. If the attacking force is made up of elite troops and still has a morale value above level two after this drop, the attacker will fall back in an orderly fashion. Otherwise, the attacker will retreat in disorder. **Attacker:** (2D6+8)% casualties if withdrawing in an orderly fashion or (2D6+10)% casualties if retreating in disorder; **Defender:** (1D6-2)% casualties.

-5 to -4: The battle continues. The attack is broken and the attacker is falling back with heavy casualties. Attacker's morale level drops by 1D6. **Attacker:** (2D6+8)% casualties; **Defender:** 1D6% casualties.

-3 to -2: The battle continues. Attacker's morale level drops by 1D6 and any advance is stalled, with the attacker seeking cover rather than continuing to advance. A successful roll against the attacker's Command Control Number must be made before the unit will continue. **Attacker:** (2D6+8)% casualties; **Defender:** 1D6% casualties.

-1 to +1: The battle continues. Attacker's morale level drops by one and any advance is stalled, with the attacker seeking cover rather than continuing to advance. A successful roll against the attacker's Command Control Number must be made before the unit will continue. **Attacker:** (2D6+6)% casualties; **Defender:** 1D6% casualties.

+2 to +3: The battle continues. Attacker's morale drops by one point, but the unit may continue to advance as long as its morale remains above level five. **Attacker:** (2D6+2)% casualties; **Defender:** 1D6% casualties.

+4 to +5: The battle continues. The attacker may advance as long as its morale remains above level five. **Attacker:** 2D6% casualties; **Defender:** 1D6% casualties.

+6 to +8: The battle continues. The attacker may advance as long as its morale remains above level four. **Attacker:** 1D6% casualties; **Defender:** 1D6% casualties.

+9 to +10: The battle continues. The attacker may advance as long as its morale remains above level four. **Attacker:** 1D6% casualties; **Defender:** 2D6% casualties.

+11 to +12: The battle continues. Defender's morale drops by one level. The attacker may advance as long as its morale remains above level four. **Attacker:** 1D6% casualties; **Defender:** (2D6+2)% casualties.

+13 to +14: The battle continues. The attacker may advance as long as its morale value remains above level four. Defender's morale level drops by 1D6. Defender will retreat if retreat is possible. Troops in exposed or untenable positions may surrender if their morale value drops below level four. **Attacker:** 1D6% casualties; **Defender:** (2D6+4)% casualties.

+15 to +16: The battle continues. The attacker may advance as long as its morale value remains above level four. Defender's morale level drops by 1D6+2. Defender will retreat if retreat is possible. Troops in exposed or untenable positions may surrender if their morale value drops below level four. **Attacker:** (1D6-2)% casualties; **Defender:** (2D6+6)% casualties.

+17 to +18: The battle ends. Defender's morale value drops to zero; survivors surrender or seek to save themselves. Troops driven by desperation may keep fighting at the referee's option. **Attacker:** (1D6-3)% casualties; **Defender:** (2D6+6)% casualties, of which some or most may be troops who surrender.

+19 or More: The battle ends. Defender's morale value drops to zero and survivors surrender or flee. **Attacker:** No casualties; **Defender:** (2D6+6)% casualties, all or most of which may be troops who surrender. This result overrides any use of desperation as a combat factor.

Either side may elect to withdraw from combat at any time. However, a successful roll against a unit's Command Control Number is necessary for any movement which would subject that unit to enemy fire.

SPECIAL ACTIONS

Troops on either side may single out special targets which confer tactical advantages on the other side. These targets include bunkers, machine gun nests and other strongpoints, as well as aircraft and armored vehicles.

Such actions are handled separately from the rest of the combat exchange. For example, an attacker may be directing fire at a defending unit which includes a machine gun nest, but he may also attempt to destroy the machine gun with grenades or by directing fire at the gunners. These attempts are made using the applicable *Delta Force* basic rules for determining success in sighting and combat.

Players determine at what point their character's actions take place, and the referee then works those actions into the narrative of the battle. Twelve five-second combat rounds can be incorporated into each one-minute large-scale combat exchange. Different characters within any group can attempt different special tasks or choose different targets within the limitations of the basic rules and the time required to accomplish their chosen actions.

Casualties inflicted by these actions are in addition to other casualties inflicted during that exchange.

MESHING LARGE-SCALE COMBAT WITH ROLEPLAYING

The purpose of these large-scale combat rules is to allow a small *Delta Force* play group to participate in battles involving tens or hundreds of troops on each side. Player characters may be allowed to take part in a large-scale exchange by using the following guidelines.

Section III: Combat Rules — Delta Force Companion

Each player identifies to which unit his character is assigned. A player character who is in command of a unit may apply his Tactics and Leadership skills, as described earlier in these rules.

Each time a unit takes casualties, there is a chance that player characters in that unit may be hit.

The referee determines the percentage of casualties in the unit by the usual means. This percentage is also the chance that any given character will be hit in that exchange. Percentile dice may be rolled if they are available. If only six-sided dice are available, the following table may be used.

Percentage	2D6	Percentage	2D6
98%-100%	Automatic	29%-39%	8+
93%-97%	3+	17%-28%	9+
84%-92%	4+	9%-16%	10+
73%-83%	5+	4%-8%	11+
59%-72%	6+	1%-3%	12
40%-58%	7+		

Example: If a unit suffers 5% casualties during an exchange, all player characters within that unit immediately roll 2D6. Any who roll an eleven or a twelve will be hit.

If a character is hit, the referee should refer to 'Section VII, Character Hits and Wounding' in the *Delta Force* basic rules to determine if the character is killed or wounded and, if wounded, where and how badly.

The activities of the characters can be superimposed on the background of the larger combat going on around them. To do so, the referee keeps track of the passage of time and calculates the results of a new exchange every minute. The referee should bear in mind that the results of an exchange taking place at some distance from the characters' locations should not be revealed to them unless they are in communication with one of the combatants.

In other words, the characters may know a terrible battle has been taking place for control of an airfield several kilometers away and may even know (by listening) that the battle there is over; but they won't know who won or lost until they talk to one of their people engaged there...or until they walk into an enemy trap where they expected victorious friendly forces.

SUPPORT WEAPONS

The weapons described in the *Delta Force* basic rules range from knives and broken bottles to military assault rifles, grenades and squad machine guns. Numerous heavy or support weapons, however—including vehicle-mounted rapid-fire cannon, air-to-ground missiles, mortars and anti-tank grenade launchers—are ignored. This is primarily because such weapons are rarely encountered in typical anti-terrorist assaults.

There are situations, however, where such weapons might be encountered. The Soviet-made RPG-7 has been found in increasing numbers in the hands of Palestinian, European and Latin American terrorist groups. There are times, too, when counter-terrorist forces must face arsenals considerably more powerful than those generally encountered in terrorist hands.

Two examples of this stand out. This first is the occasion when Israeli paratroopers at Entebbe found themselves in action against elements of the Ugandan army and used jeep-mounted recoilless rifles and heavy machine guns to silence Ugandan strong points and destroy the Ugandan MiG aircraft which could otherwise have attacked the transports ferrying the rescued hostages back to Israel. The second example is the reported presence of a pair of Soviet-made ZSU-23-4 anti-aircraft vehicles in Teheran, which caused considerable concern

for the planners of 'Operation Eagle Claw,' the U.S. hostage-rescue mission in Iran.

This optional rules section describes how support weapons—including helicopter-mounted cannon and rockets and such explosive ordnance as mortars and recoilless rifles—can be incorporated into *Delta Force* scenarios.

EXPLANATION OF SUPPORT WEAPONS DESCRIPTION

Various support weapons are listed in the Warbook section of this book. The listings for these support weapons are identical to the listings given for personal weapons and other weapons, with the exception that the support weapons listings have three additional lines: 'Target Area,' 'Burst' and 'Area Hit Probability.' These additional lines are used as follows:

Target Area: Direct-fire weapons (such as machine guns) can be aimed at a specific target (e.g., a particular man). Combat resolution is carried out as usual in such cases, with the range determining a To-Hit number modified by various factors.

More often, however, support weapons are fired at a general area rather than at an individual. The minigun, for example, was designed specifically to saturate an area with fire.

The Target Area line describes the area affected by fire from the weapon. In the case of mortars or other explosive projectiles, the Target Area line will be similar to the Burst Effects lines describing hand grenades and explosives. In the case of such rapid-fire weapons as the minigun, the Target Area line gives a formula by which the size of the target area can be determined. In the case of the minigun, this formula is the range to the target divided by fifty (or 'Range+50'). Thus, if the range is two thousand meters, the size of the target area will be '2000+50 = 40m.' Target areas less than two meters across are treated as two meters.

Weapons which are both rapid fire and have an explosive effect list the blast and fragmentation effects of the round in addition to the formula for determining the target area.

Burst: This line defines one 'burst' for the weapon. In the case of the minigun, this is fifty rounds. The referee uses this figure to calculate the number of dicerolls necessary for player characters or NPCs within the target area.

Area Hit Probability: This line gives the diceroll target which determines whether or not a burst from this weapon hits a given character or NPC within the target area.

DETERMINING AREA HITS

The referee determines the size of the target area and the number of bursts being fired. The firing character rolls 2D6 against the To-Hit number for that range. As usual, the To-Hit number is modified as necessary for skill, movement and other factors—treating the target area itself as the target, rather than possible targets within it.

If the result is a miss, the character's fire has either missed the target area or done no significant damage (referee's choice). The referee may use a scatter diagram to determine where the fire actually hits, but this is necessary only when there is a chance that some other target nearby might be hit. The scatter table on page thirty-one of the *Delta Force* basic rules can be used for this purpose. The distance from the target to where the fire actually hits is determined by 'Target Area+10x2D6.'

Example: Fire directed at a forty-meter-wide area misses. A roll of four on the scatter diagram indicates that the fire fell short. It will miss the edge of the target area by $40+10 = 4 \times 2D6$ meters. The 2D6 roll is a five, indicating the fire fell twenty meters short of the target.

If the result is a hit, the target area has been hit, and the referee rolls 2D6 for each NPC within the area. The Area Hit Probability gives the minimum roll for that character to be hit.

The referee rolls once for each burst, as determined by the 'Burst' line. If the target characters are under cover, he must take this into account, applying the appropriate DMS for characters who are partly protected and comparing the Penetration Number of the fire to the Armor Value of the target's shelter.

WALKING FIRE

For weapons (such as the minigun) which direct a stream of automatic fire at the target, the weapon's aim may be corrected by watching the impact of the rounds and 'walking' the stream of bullets into the target. This is possible only when tracer rounds are used or the impacts of the bullets can be seen and noted by the firing character.

At the referee's discretion, player characters may use this technique to adjust the aim of their weapon. One roll is made for each burst (as defined on the burst line of the weapon listing) in a continuous period of fire. The first roll against a To-Hit number is made without DMS except for skill and cover.

The second roll has an additional DM of '+2,' the third a DM of '+3' and so on to a maximum DM of '+6' (if six or more bursts are fired in one continuous stream). This has the effect of increasing the accuracy of each additional burst, making more and more hits to the target area likely with longer streams of fire. The increasing DMS are applied only for continuous periods of fire. If the character fires short bursts, each is targeted independently of other, separate bursts.

Example: Phil is firing an M134 minigun mounted in the doorway of a Bell UH-1 helicopter. His target is a patch of jungle from which automatic fire has been directed at the aircraft. The range to the target is eight hundred meters, which is long range for this weapon. The referee determines that the target area is $800+50 = 16$, or sixteen meters wide.

Although Phil doesn't know the details, the referee decides there are three enemy soldiers in that patch of jungle. One has a PKM machine gun and the other two have AK-47s. The enemy soldiers are hidden by the trees, but are not protected by shelter strong enough to deflect bullets with a PEN of seventeen.

Phil opens fire, explaining to the referee that he is firing a two-second burst. In game terms, that two-second burst is actually four fifty-round bursts.

The basic To-Hit number of '14+' is modified by a '-2' for Phil's skill (Machine Gun level two) and by a '-1' for full auto fire at long range. Since Phil is shooting at an area rather than at the NPCs themselves (whom he can't see), no modifiers are applied for visibility.

If the helicopter was moving swiftly over the treetops, the referee might also apply a DM of '+1' for a moving vehicle. In this case, however, he decides that the helicopter is moving slowly enough that this is not a factor.

Phil must roll eleven or better to hit the target area, but he may roll four times (once for each of the four bursts) and he plans to try walking the fire into the target area. His four dicerolls result in eight, four, twelve and six. The rules for 'walking fire' change these to eight, six, fifteen and ten. One of his fifty-round bursts hits the target area.

The referee rolls once for each of the three NPCs in the target area. Since they are at long range, each will be hit on a roll of ten or more. He rolls a six, a four and a ten. One of the enemy soldiers is hit and the referee uses the usual dicerolls to determine that the man is severely wounded.

If one of the enemy troops had been under partial cover—for example, inside a bunker with only his head exposed in a window—the referee would have applied a DM of '+3' or '+4' to

the To-Hit number (from the 'Combat Modifiers Table' on page twenty-three of the basic rules), making it impossible (in this case, at least) to hit him at all.

Suppression Fire as an Alternative Method: The referee could instead resolve this encounter, if he preferred, by using the rules for suppression fire given in the *Delta Force* basic rules. Rather than applying all the rounds fired toward the suppression fire table, however, he should make the player attempt to hit a given target area—in the instance above, the sixteen-meter-wide region determined by dividing the eight-hundred-meter range by fifty.

In the example, one fifty-round burst hit the target area. Using the rules for suppression fire, the referee could calculate the effects by the formula $'(50+5)+2D6.'$

With a 2D6 roll of six, the formula would yield a suppression factor of sixteen. This indicates that the enemy soldiers in the target area are pinned, and the referee rolls 2D6 for each, with a hit occurring on a nine or higher. This To-Hit number would be modified if the character was under partial cover, but not for such factors as movement.

DIRECT FIRE WEAPONS

Direct fire weapons are those which direct a projectile at a target within the firing character's line of sight. While autofire cannon such as the minigun are, technically, direct fire weapons, the definition here is restricted to weapons which fire a single missile or round at a time. This includes such weapons as recoilless rifles and various man-portable anti-tank weapons.

EXPLANATION OF DIRECT FIRE WEAPONS DESCRIPTIONS

There are several lines in the listings for direct fire weapons which are different from those in standard weapons listings. An explanation of these lines follows.



Weight: This lists the weight of the projectile itself.

Launcher Weight: The weight of the launching system.

Backblast: This refers to the vented exhaust behind the weapon, which will injure characters within the given range. Characters who are within the stated range and within an arc of approximately 45° behind the weapon (the referee may use his own discretion in determining a given character's vulnerability) will suffer 1D6 wounds when the weapon is fired. Some other missile weapons will list specific rolls for wounds at various distances behind the weapon.

Speed: When available, this lists the speed of the projectile. This figure is used whenever it is necessary to determine the flight time for the projectile.

Target Area: If the round or missile misses its target, the 'Target Area' listing gives the general area within which the round or missile will hit. The precise point of detonation, in such cases, is entirely up to the referee. He may, however, decide to use the scatter diagram on page thirty-one of the *Delta Force* basic rules to determine the direction of the miss, and then use the formula $(\text{Target Area} + 10) \times 2D6$ to determine the distance of the miss from the target itself. The target area will be based on range, and the weapon's listing may include a minimum target area.

Aiming DMS: Special factors which may affect targeting are listed here.

Range: The range table for these weapons is different than the range tables of other weapons. This is because of differences inherent in the aiming systems of these weapons. The differences are self-explanatory.

A new To-Hit number is given for each range for these weapons. These To-Hit numbers may be favorably modified by the operator's skill, and may be modified favorably or unfavorably by such factors as target size and movement.

Penetration: The penetration number indicates the *AV* this weapon can penetrate, as described in the *Delta Force* basic rules on armor and penetration.

Burst Effects: Two sets of burst effects ranges are given for each of these weapons. The first is applied to characters who are caught in the blast radius of the weapon and outside of the vehicle or barrier it hits. If a set of range values is given in parentheses, these are the ranges on the far side of a penetrated barrier at which characters could be affected. This value is based on the weapon's *PEN* minus the Armor Value of the target.

For example, if a row *M* missile is fired at a steel door (with an *AV* of seventy), the blast effects inside the barrier are restricted to '(90-70)+2,' or ten meters beyond the impact point. This is the Outer Blast Zone on the far side of the barrier. The Inner Blast Zone is half of the Outer Blast Zone, or five meters. Point Blank effects are always applied within two meters.

Other Effects: Other possible effects are listed here.

INDIRECT FIRE WEAPONS

Indirect fire refers to fire which is directed in a high trajectory, in such a way that it comes down on top of the target. Indirect fire will pass over buildings, trees, hills or other obstacles between the firing character and the target. Indirect-fire weapons include howitzers, grenade launchers and—most importantly in modern, small-unit combat—mortars.

EXPLANATION OF INDIRECT FIRE WEAPONS DESCRIPTIONS

These descriptions have several new lines in addition to those common to all *Delta Force* weapons.

Ammunition Types: This line indicates which of numerous types of rounds the weapon is capable of firing. These



types include 'HE,' for 'High Explosive'; 'HEAP,' for 'High Explosive Armor Piercing'; 'HEAT,' for 'High Explosive Anti-Tank'; 'APERS,' for 'Anti-Personnel'; 'WP,' for 'White Phosphorous'; 'IL,' for 'Illumination' and others. The effects of specific types of ammunition are described in the Warbook listings.

Target Area: This line gives a formula, based on range, by which the precise point at which the round detonates can be determined. This information is applied as described in 'Targeting Indirect Fire,' below.

Minimum Range: In the range listing for indirect-fire weapons, 'Point Blank' range is replaced by 'Minimum Range.' Under normal conditions, the weapon cannot be fired at targets closer than the stated minimum range.

Blast and Fragmentation Tables: These tables are used in the same way as the tables given in the basic *Delta Force Warbook* for various grenades. The referee determines whether characters are in the Point Blank, Inner or Outer blast zones of the exploding round and notes the DMS for 'B' (blast) and 'F' (fragmentation) effects at those ranges. He rolls 2D6 twice (once for blast effects and once for fragmentation effects) for each character in those areas, applying the appropriate DMS.

Results for blast effects will be 'D' (Dazed), 'S' (Stunned), 'U' (Unconscious) or 'K' (Killed). Fragmentation effects results will indicate one or more 'WND' (Wound) or 'K' (Killed). The location and severity of wounds resulting from fragmentation effects are determined using the 'Wound Location Table' and 'Hit Damage Table' in the *Delta Force* basic rules. If a character suffers several wounds (e.g., a result of 'WNDX2,' indicating two wounds), each wound is rolled for separately.

TARGETING INDIRECT FIRE

In many cases, the referee may use the various tables and modifiers to allow players to roleplay mortar or other forms of indirect fire (either as firing characters or targets) without having to use great detail or precision. If, for example, the

player group is under fire, the referee may use rolls against basic To-Hit numbers to determine that a round hits or misses, with the assumption that a 'hit' lands close enough to injure characters or damage equipment, and a 'miss' does not.

However, there may be times when a precise target for indirect fire must be chosen. In such cases, the following rules will determine the exact point at which indirect fire lands.

The formula under 'Target Area' in the weapon listing determines the diameter of the target area. If the formula is 'Range +50' and the range is three thousand meters, the target area is sixty meters, with the weapon aimed at the center of this circle.

A minimum target area is also listed. For an M-29 mortar, for example, the target area is never less than twenty meters.

A roll is made against the To-Hit number for the range. The To-Hit number may be modified, as usual, by the firing character's skill. This roll will indicate either a hit or a miss.

Miss: If the roll indicates a miss, the referee rolls '1D6x Target Area' to determine the distance from the aiming point to the impact point. He then rolls 1D6 and consults the scatter diagram on page thirty-one of the basic rules to determine the direction of the round's impact point from the target point.

Hit: If the roll indicates a hit, the round is within the target area. However, it may not land precisely on the aiming point.

The referee rolls '1D6-1.' If the modified result is zero, the round has landed precisely on target.

If the modified result is one through a five, the referee multiplies the result by two and divides the target area by this figure ('([1D6-1]x2)+Target Area'); this final result gives the distance from the aiming point. Direction is given by rolling on the scatter diagram on page thirty-one of the basic rules.

Correcting Aim: If the firing character is trained in the use of the weapon (e.g., the character has Mortar skill in the case of an M-29 mortar) and if he or an observer in communication with him is in a position to observe where each round falls, the firing character can adjust aim until he is on target. This is accomplished by adding one to each shot *after* the first to an accumulating DM applied to the diceroll for the next shot.

This targeting DM is increased by one with each round, to a maximum of '+5.' Once the target is hit, the targeting DM is increased to five immediately, regardless of the previous DM. It will remain at five even if subsequent shots miss. If the target moves out of the target area or aim is switched to another target, the DM is reduced to zero and the process begins again.

The DM for aim is also subtracted from rolls for distance if the round misses, to create the impression that shots are getting closer. Results of less than one are considered to be one.

The referee should keep track of character and NPC positions on a map as the impact points of rounds are plotted. Note that the burst radius of many rounds is larger than the target area, and that rounds which miss the target area could still land close enough to kill or wound characters inside the target area.

HEAVY SUPPORT WEAPON COMBAT

Individual support weapons can be incorporated into *Delta Force* scenarios in the same way as personal sidearms. Often, however, the scope of the combat action will be too large to easily allow this. The following optional rules can be applied to determine the results of attacks by aircraft and/or heavy weapons acting in support of ground infantry.

AIR COMBAT/GROUND SUPPORT

These rules may be used to derive the results of air or support weapon attacks on enemy forces in a simple manner. Typical attacks include airstrikes, long-range artillery, mortar barrages, naval bombardment or tank fire called in by combat troops.

Airstrikes: When a ground unit calls in air support, the referee determines what type of aircraft are present and how long it will be before they reach the battlefield from their base. This is determined from the statistics of each aircraft type (range and speed) and the location of the nearest base. In some cases (e.g., aircraft carriers just offshore or aircraft arriving to support a mission according to a previously-established timetable), appearance of the aircraft will be almost immediate.

For each aircraft during each exchange, the referee determines the target (if a particular target is present), rolls 2D6 on the 'Support Weapons To Hit Table' and applies the appropriate accuracy modifiers from the 'Support Weapons DM Table' for the weapon being used.

If this roll results in a hit, roll 2D6 again and apply the effect modifier for the weapon from the 'Support Weapons DM Table.' The modified diceroll yields a lettercode ('A'-'E') on the 'Support Weapons Results Table.' These lettercodes can be found in the 'Air and Support Combat Results Table,' which lists the results against any of several types of targets.

Support Weapons: The 'Support Weapons' tables can also be used for other types of close support, including naval bombardment, artillery support and fire from tanks or other armored vehicles. The referee determines the range for the weapon type then applies any appropriate accuracy modifiers from the 'Support Weapons DM Table' to a 2D6 roll. If this roll indicates a hit on the 'Support Weapons To-Hit Table,' follow the same procedure listed in 'Airstrikes,' above.

One roll represents one minute's fire from one weapon.

SUPPORT WEAPONS DM TABLE

This table gives applicable DMs for various types of weapons which may be used for ground support in combat. Two DMs are listed. The first is for accuracy and is applied to the 'Support Weapons To-Hit Table.' The second is for effect and is applied to the 2D6 roll on the 'Support Weapons Results Table.'

Support Weapons DM Table

Factor	Accuracy DM	Effect DM
Extreme Range	-2	—
Poor Visibility	-3	—
Air Weapons		
Machine Guns	—	-4
Auto-Cannon	+1	-2
AC/Explosive Shells	+1	+1
Chain Guns	+1	-2
Aircraft Rockets	-1	—
Bombs	-3	+4
Laser-Targeted Bombs	—	+4
TOW	+1	+1
Hellfire	+2	+2
Ground Weapons		
Machine Guns	—	-4
Auto-Cannon	+1	-2
AC/Explosive Shells	+1	+1
Mortars	-3	+2
Recoilless Rifles	+1	—
SP Artillery	-1	+2
Heavy Artillery	-2	+3
Naval Bombardment	-1	+5

Section III: Combat Rules — Delta Force Companion

Support Weapons To-Hit Table

Modified 2D6	Results
2-6	Miss
7+	Hit

Support Weapons Results Table

2D6	Results	2D6	Results
2-4	A	9-10	D
5-6	B	11+	E
7-8	C		

The effects of fire will depend on the nature of the target. Several general target types from the 'Air and Support Combat Results Table' are described below:

Suppress: This is not a target at all, but an attack designed to keep an unseen enemy's head down. The target may be an area from which there has been fire or an area known to be occupied by an enemy in large-scale combat. Success in this type of attack may indicate that the enemy has scattered or has taken severe casualties.

Troops: This refers to enemy soldiers on the ground rather than in vehicles. Percentage of casualties refers to the indicated percentage of the number of troops (which may be estimated by the referee) in a general attacked area rather than a percentage of all of the enemy troops in a battle.

Casualty percentages should be tripled if the troops are marching in close formation on a road, doubled if they are in a camp or building and halved if they are spread out and under cover. Casualties of less than 0.5% are considered to be zero, while 0.5% or greater indicates at least one casualty.

The greatest effect on troops attacked by air or from heavy weapons will be psychological. A successful roll against the troops' morale value or the unit's Command Control Number may be necessary before the unit will reform and move forward again. Poorly trained troops may flee and never regroup.

Vehicles: This refers to a column of vehicles on the road or a single vehicle. Percentage results indicating less than one vehicle hit are interpreted as one vehicle.

Damage to vehicles may be determined by using the 'Vehicle Critical Hit' tables with a DM of '+2' for non-explosive ordnance, and a DM of '+4' for explosive ordnance. Vehicles which are destroyed or burning may block a narrow road.

Whether the road can be quickly cleared depends on the availability of road-clearing machinery or tanks, as well as the nature of the terrain. Generally, this can be estimated by the referee, or a result of 2D6x5 minutes can be applied. Troops riding in vehicles which are hit may suffer casualties at the rate given for troops under the same lettercode, multiplied by five.

Buildings: This refers to any man-made structures, from sheds to bridges. Generally, however, this refers to houses. Casualties are usually indeterminate, since the effect of weapons fire on personnel hidden inside cannot be noted.

At the referee's discretion, the likelihood of a fire will be greater in some buildings (old wooden structures, ammunition storage sheds, etc.) than the diceroll targets indicate. Several results of 'severe damage' indicate the building is destroyed.

Damaged bridges may be blocked for 2D6x5 minutes or more until temporary repairs are made and wreckage is cleared.

Fortifications: This refers to any type of hardpoint—from trenches, dugouts and bunkers through large, concrete forts. The nature and severity of damage inflicted on such hardpoints will always depend on the size and nature of the fortification, as well as on the nature and armor-piercing qualities of the weapons being used.

Air and Support Combat Results Table

Target: Results

A Suppress: No effects noted. Fire from area continues. **Troops:** Momentary scattering, no casualties. **Vehicles:** Miss. **Buildings:** Miss. **Fortifications:** Miss.

B Suppress: No effects noted. Fire continues. **Troops:** Troops in open suffer 1D6% casualties. Troops scatter and may take 1D6 minutes to move again. **Vehicles:** Miss. Some stall or leave road, but soon be move again. Armored vehicles unaffected. **Buildings:** Large buildings may be hit with indeterminate results. Small buildings missed. Troops in area suffer 2D6% casualties. **Fortifications:** Fortifications hit with no apparent damage or slackening of fire.

C Suppress: Slackening of fire from target area noted. Enemy may abandon area or resume attack in 2D6 minutes. **Troops:** Troops in open suffer 2D6% casualties. Troops take cover and will not move for 2D6 minutes after attack. **Vehicles:** 1D6% hit. Nature of hits determined by 'Vehicle Critical Hit Tables,' with a DM of '+2' for non-explosive ordnance and '+4' for explosive rounds or missiles. Destroyed or burning vehicles block narrow roads until wreckage cleared. **Buildings:** Building is hit. With explosive ordnance there is considerable damage and a fire begins on a roll of eight or more. Casualties indeterminate. Large bridges take heavy damage, lighter bridges destroyed. **Fortifications:** Fortifications hit. Enemy fire slackens and damage to structure is noted. Casualties indeterminate.

D Suppress: Fire from area halted. Enemy troops may abandon area or resume attack in 2D6+5 minutes. Air-strike causes heavy casualties on troops in area. **Troops:** Troops in open suffer (2D6+3)% casualties. Survivors scatter and may refuse to press attack (requiring a roll against morale or Command Control Number). Reorganizing requires 2D6+5 minutes. **Vehicles:** 2D6% hit. It takes 2D6+5 minutes to get column advancing after wrecked vehicles cleared from road. Vehicles may leave area on 2D6 of eight or more. **Buildings:** Buildings hit and sustain massive damage. If struck by explosive ordnance they catch fire on 2D6 of six or more. Personnel in buildings sustain heavy casualties. Light bridges destroyed. Large bridges blocked 2D6 hours by debris and damage. **Fortifications:** Heavy damage noted. Personnel in open within target area suffer heavy casualties.

E Suppress: Enemy activity in area suppressed or dispersed. Enemy forces suffer heavy casualties. **Troops:** Troops suffer (2D6x3)% casualties. Advance halted, and troops flee or retreat on 2D6 of seven or more. **Vehicles:** (2D6x5)% hit. Advance stops. May retreat on 2D6 of six or more. Some may be abandoned as drivers and crew flee. **Buildings:** Small buildings destroyed. Large buildings take severe damage; fires on 2D6 of six or more. Subsequent hits destroy large buildings. Personnel suffer heavy casualties. Bridges destroyed. **Fortifications:** All but the heaviest severely damaged. Small structures (bunkers, hardened gun positions) destroyed. Heavy casualties among personnel.

Referee's Notes: The assessment of damage and casualties is based on the nature of the attack and types of weapons used. If immediate results cannot be noted by observers, exact casualties are not noted, but can be determined randomly if necessary. Likely reactions are noted, but may be changed to fit a given situation.

Effects of hits on vehicles must also be adjusted, based on the types of vehicles (tanks are harder to destroy than Volkswagens) and the types of weapons being used (a tank can be destroyed by a row missile, but not by an M-60 mg).

SECTION IV: Vehicles

The *Delta Force* basic rules include a section covering vehicle combat. The optional rules below expand on these basic rules, allowing more detail in encounters involving vehicles.

ARMOR

Each vehicle listed in the basic Warbook has an armor value listed for it. For example, the AV for a 6x6 truck is nine, while the AV for an M-113 APC is thirty-five. These values are intended as an average armor value for any given side of the vehicle.

In these expanded rules, each vehicle has an armor value for each of five possible areas: front, rear, left and right sides (the same for both sides), top and bottom. These areas are coded 'F' (front), 'R' (rear), 'S' (sides), 'T' (top) and 'B' (bottom.)

Each vehicle also has two new hit numbers. The 'Window Hit Number' allows the referee to determine the likelihood of a shot or burst aimed at the vehicle hitting a window. The 'Critical Hit Number' indicates the likelihood of a critical hit in combat.

The 'Warbook' section of this book lists a number of common vehicles, including those originally described in the *Delta Force* basic rules.

DRIVING VEHICLES

Characters must possess the appropriate skill to drive a vehicle. Driving (Car) applies to any passenger vehicle and small trucks (e.g., pickup trucks). Driving (Truck) applies to two-and-a-half-ton trucks and larger vehicles, including tractor-trailer rigs. Driving (Motorcycle) applies only to motorcycles.

Skill levels are used when difficult or dangerous maneuvers must be performed. The referee sets difficulty DMS to fit the current situation. The 'Driving Difficulty DMS Table' enumerates some possible situations and the DMS which represent them.

In each case, 2D6 plus the difficulty DM are rolled against the character's REA plus Driving skill level. If the modified roll is equal to or less than the modified REA, the maneuver is successful and the driver maintains (or regains) control of his vehicle.

For the maneuvers listed in the 'Driving Difficulty DMS Table' the driver must roll twice: once to maintain control of his vehicle, and once to determine if the maneuver was completely successful. The results of a failed maneuver are left to the referee and will depend on the exact situation.

If the roll to maintain control fails, the vehicle may crash. If the referee judges that time permits, the character may be given a chance to regain control of his vehicle.

For the vehicle to crash, there will normally need to be obstacles (other vehicles, trees, buildings, etc.) into which it may crash. A crash will occur on a 2D6 roll of twelve or more. The following DMS are added to this roll.

Crash DM Table

Factor	Crash DM
A Tire Is Blown	+3
The Driver Is Wounded	+5
For Every 10kph Over 40kph of Speed	+1
For Every 10kph Under 40kph of Speed	-1

The following table can be used to approximate the distance required to come to a complete halt. These figures are based on quick reaction time, good brakes and dry pavement. If the vehicle is heavily loaded (referee's discretion), for each 16kph of speed add two meters to the distance required to stop.

Speed kph (mph)	Distance to Stop m (ft)	Speed kph (mph)	Distance to Stop m (ft)
16 (10)	8 (26)	96 (60)	83 (272)
32 (20)	13 (43)	112 (70)	113 (371)
48 (30)	23 (75)	128 (80)	148 (486)
64 (40)	38 (125)	144 (90)	188 (616)
80 (50)	58 (190)	160 (100)	233 (764)

The referee may require a saving throw against a character's REA in order to react in time to some sudden danger.

Results of a Crash: Though the referee may impose results on a situation, in general, every character in a crashed vehicle rolls 2D6. A character is stunned on a '10+' and injured on a '12+'. The following are applied to the roll.

Factor	DM
For Each 5kph of Closing Speed Over 40kph	+1*
Character Is Not Wearing Seat Belts	+5
Unrestrained Objects in Vehicle	+1

Characters have a light wound on a modified '12-14,' a moderate wound on '15-17,' a severe wound on '18-20' and are killed on '21' or more.

* *Note:* Closing speed is the relative speed at impact. In head-on collisions, this is the combined speed of both vehicles. A stationary object (or one moving perpendicular to the impacting vehicle) is considered to have a speed of zero. If vehicles are moving the same direction, closing speed is the difference in the speeds (e.g., if a car moving 40kph hits a car moving 30kph and they're traveling the same direction closing speed is '40-30 = 10kph').

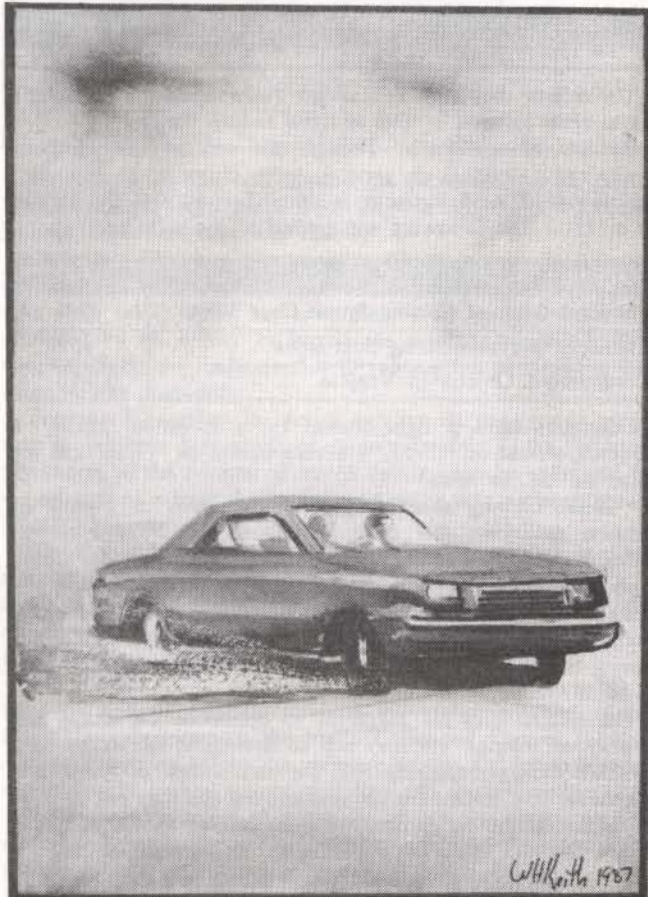
The referee uses his judgment to determine the extent and severity of injuries. He may roll to determine the extent of a vehicle's damage, applying '+2' for each 10kph of speed over 40kph. A '10+' means the car is destroyed and may not be driven further. If the car is destroyed, the referee should roll 2D6, with a fire and explosion occurring on an unmodified '12.'

Driving Difficulty DMS Table

Situation	Difficulty DM
To Regain Control of a Car in a Skid	+4
To Regain Control of a Truck in a Skid	+5
For Each 500kg Cargo Over 2000kg	+1
Rear Tire Blows or Is Shot Out	+2
Front Tire Blows or Is Shot Out	+3
For Each 10kph Over 40kph in Any Emergency	+1
Explosion in Front of Vehicle	+6
Explosion Under Vehicle	+8
Front Window Shattered	+8
Controlling Vehicle While Lightly Wounded	+8
Controlling Vehicle While Moderately Wounded	+10
Maneuvers	
Ramming	
For Success	+5
To Maintain Control	+4
Right-Angle Turn (90°)	+4
Bootlegger's Turn (180°)	+5

EXPLANATION OF FACTORS

Skid: The referee may decide that a skid has occurred during any difficult—and failed—maneuver in a rapidly moving vehicle. Two rolls may be required at the referee's discretion: the first to avoid skidding into a tree or other obstacle (more likely in traffic or among buildings or trees) and the second to regain control of the vehicle without being forced to stop.



Cargo: The more weight a vehicle is carrying (especially trucks), the harder it is to stop it in a skid or to handle it in a difficult maneuver. This factor is added to appropriate factors such as speed in attempts to control skids.

Tires: These factors are applied as necessary if the referee determines that a vehicle's tire has been blown out by gunfire or other factors.

Speed: The faster a vehicle is traveling, the harder it is to stop it. This factor is added to all other appropriate factors; for example, the total factor in a roll for a truck carrying twenty-five hundred kilograms of cargo which is trying to avoid a crash in a skid at sixty kilometers per hour would be '4 (for the skid) + 1 (for the cargo) + 2 (for the speed).' This gives a total DM of '+7.'

Explosions: An explosion immediately in front of or under a moving vehicle could cause the driver to lose control. These factors are applied to rolls by the driver to maintain control of his vehicle.

Windshield: Even if the driver is not hit by gunfire (or other objects), the disintegration of the vehicle's windshield could make him lose control of his vehicle. This factor is applied to rolls to attempt to regain control.

Wounded: If the driver is wounded, he may lose control of his vehicle. These factors are applied as necessary to attempts to maintain control of the vehicle when this occurs.

MANEUVERS

Ramming: A favorite tactic used by would-be kidnappers is to create a roadblock by using one or more vehicles parked across the road. The best means of foiling such an attempt is to ram one of the blocking cars near the front or rear and at an angle. This allows momentum to carry the ramming car through the roadblock.

Characters with Driving (Car) skill of level three or better may have learned this technique in a special driving class designed for people who might have occasion to attempt to avoid terrorist roadblocks.

Right-Angle Turn: This factor is applied to any sudden or high-speed attempts to turn the vehicle by 90°. Such attempts are usually made in an attempt to avoid a roadblock or to lose a pursuing vehicle.

Bootlegger's Turn: This is a tactic which is taught in special classes for drivers who may have occasion to attempt to escape a terrorist roadblock. This tactic involves throwing the vehicle into a controlled skid which ends with the vehicle pointing back in the direction from which it came. The factor is applied to an attempt to keep from hitting the roadblock or other obstacle and to keep the car from stalling.

VEHICLE COMBAT

Combat involving characters in vehicles remains much the same as in the system presented in the basic game rules. The '+2' factor* listed for 'Aimed Shot at Particular Target' is applied to any attempt to hit a specific part of the vehicle, including a window, a tire, the driver or the gas tank.

** Note: This is a misprint in the original basic rules. The '-2' modifier listed in the rules should be '+2,' making hitting the smaller target more difficult.*

VEHICLE HITS

Window Hits: If a vehicle is hit, the referee rolls 2D6 against the vehicle's 'Window Hit Number.' If the roll is equal to or greater than the given hit number, the bullet or burst has hit the vehicle's window. Unless the vehicle is equipped with armored glass (which has an armor value of nine), the glass will have an armor value of only one.

Each passenger in the car (unless it has been previously stated that a particular character is lying down below the level of the windows) must roll 2D6. The target for this diceroll is the Window Hit Number for that vehicle (for most passenger cars this will be '9+'). If that number or higher is rolled, the character has been hit. Wound location is determined by the referee, using the 'Partial Cover' line on the 'Wound Location Table' of the basic rules.

If more than one of the passengers rolls a nine or more and only one shot has been fired into the car, the referee may determine that only the highest diceroll of the results of those characters rolling nine or more was actually hit. Alternatively, he may explain the multiple hit in any one of a number of various ways. For example, the bullet could have passed through one character and hit another, or other passengers could have been hit by pieces of a ricochet. The explanation of such a multiple hit is at the referee's discretion, but will depend partly on the situation (such factors as the relative positions of characters wounded in the car and whether the round could have penetrated one or more targets).

Critical Hits: If the vehicle is hit, the referee rolls 2D6 against the vehicle's 'Critical Hit Number.' If the roll is greater than or equal to this number, a critical hit may have occurred.

Roll again on one of the following tables.

Civilian Vehicle Critical Hit Table

2-6: No apparent effect. Depending on the situation, there may be some dramatic (but not immediately dangerous) effect (e.g., windows shot out, gas leaking from the tank or the radiator punctured—damage which will incapacitate the vehicle in a few miles). The nature depends on the situation (e.g., from which side fire came) and the referee's discretion.

7-9: Passenger hit. Each character—including the driver—rolls 2D6 and is hit on nine or more. The referee allows for armor values and from which side the bullets entered and determines each character's wounds using the 'Basic' line on the 'Wound Location Table.'

If the driver is wounded, he must roll 2D6 plus the appropriate DM from the 'Driving Difficulty Dms Table' against his DEX plus driving skill. If the modified roll is greater than his modified DEX, he loses control. The results of this depend on the surroundings—whether the car is in open country or on a city street. The driver may have opportunity to regain control if a crash does not occur immediately.

10: Engine hit. The engine suffers a major malfunction (resulting in immediate and obvious problems) on a second 2D6 of eight or more. On a seven or less, the engine is damaged but continues to run for a time. In either case, the damage is at the referee's discretion. Possibilities include a loss of gasoline or water, loss of brakes (requiring rolls for control at the first turn or stop), a fire (no explosion, yet) or a drastic increase in engine temperature.

11: Tires hit. One or more tires have been blown by gunfire and the driver must roll to maintain control.

12+: Explosion. The gas tank has ignited and the car is destroyed. That any occupants will survive is extremely unlikely, although the referee may allow them to notice a fire first, giving them time to escape.

A critical hit on a military vehicle (such as a tank or an APC) is different. The following list can be used instead.

Military Vehicle Critical Hit Table

2-6: No apparent effect; either no critical damage or the damage is not immediately noticed. Possibilities include rapid loss of fuel or oil through a severed line or mechanical damage which will cripple the vehicle in a few more kilometers. Other important but non-vital damage (e.g., the loss of a weapon or radio aerial) may be introduced. This could also mean serious damage to wheels, tracks or suspension system.

7-8: Personnel hit. Shrapnel from a penetrating round or concussion from a non-penetrating round wounds one or more of the passengers or crew. The number hit depends on where the vehicle is hit and how many people are aboard; but at least one character will be seriously wounded. Roll 2D6 for each character. A wound will result on a roll of nine or more.

9-10: Engine hit. The vehicle's engine is immediately put out of action.

11+: Fire/explosion. The vehicle catches fire or (depending on the circumstances) explodes. Most military vehicles carry large quantities of explosive ordnance, from HE cannon rounds to the cartridges carried by individual soldiers. This result could (referee's discretion) indicate multiple internal explosions as ammunition stores 'cook off.'

AIRCRAFT COMBAT

The support weapons in this book add a new dimension to *Delta Force* combat. Some of these are designed to be mounted aboard and fired from aircraft. Others, such as the Stinger and the Strella, are designed to shoot aircraft down. These optional rules deal with these aspects of aircraft combat in *Delta Force*.

ANTI-AIRCRAFT WEAPONS

The Warbook section introduces several ground-to-air defense systems. Listings give the basic chance of hitting various types of aircraft at various speeds and altitudes. Dms representing aircraft type and pilot's skill are applied to this roll. If this roll indicates a hit, the following table is used.

Certain large SAM weapons (such as the Strella) may list DMS which are added to the 'Aircraft Hit Results Table.'

Aircraft Hit Results Table

Modified 2D6	Results
4 or Less	No Effect
5-6	Minor Damage to Hull/Tail
7-8	Engine Hit
9-11	Hull Hit
12+	Severe Hit

HIT RESULTS EXPLANATION

Minor Damage to Hull/Tail: The aircraft suffers damage to its fuselage, tail or wing. The pilot must roll 2D6+3 against his EXP plus Pilot skill level to avoid a crash. He must also roll once for each situation which applies from the 'Air Travel Modifier Table' of the *Delta Force* rulebook, with an additional DM of '+2.' A crash or malfunction occurs on a modified '13+.'

Engine Hit: Severe damage to engine or exhaust. On 2D6 of seven or more, the aircraft crashes. On six or less, it is badly damaged but continues to fly with an immediate successful 2D6 plus an RDF of 1D6 against the pilot's EXP plus Pilot skill level.

A roll of '2D6+3' must be made for each applicable circumstance of those listed in the 'Air Travel Modifier Table.' A crash or malfunction occurs on a modified thirteen or more.

Hull Hit: Damage to fuselage. In single-seat aircraft, this is the same as 'Minor Damage to Hull/Tail,' above. The pilot must roll eight or less on 2D6 to avoid one wound. In aircraft with passengers—including passenger-carrying helicopters, air liners and transports—each passenger in the fuselage must roll 2D6. On a ten or more, that passenger receives one wound. Wound location and severity is determined in the usual manner, treating injuries as shrapnel wounds (a PEN of four).

Severe Hit: The aircraft takes extremely serious damage. A second 2D6 damage roll is made on the following table:

Severe Aircraft Damage Table

2D6	Results
2-8	Damage/Forced Landing
9-10	Severe Damage
11+	Aircraft Destroyed

SEVERE HIT EXPLANATION

Damage/Forced Landing: Each character must roll nine or less on 2D6 to avoid one wound. The aircraft is damaged but under control. Keeping it under control and landing it requires rolls against the pilot's EXP plus Pilot skill, with '1D6-1' applied to each roll. One roll is made each five minutes, and upon landing. Failure of any roll means the aircraft is in trouble and the pilot must make another, immediate roll to regain control.

If this roll, too, fails, the aircraft crashes. Whether there are survivors is determined by the referee, who bases his decision on how high and fast the plane was traveling.

Severe Damage: Critically damaged. Helicopters crash immediately. There may be time for troops in a transport to parachute. Each character must roll nine or less on 2D6 to avoid one wound. If the aircraft is higher than two thousand feet, all characters will get clear. Below two thousand feet, the referee rolls 2D6 just before each character leaves the aircraft. His first roll of twelve means no more characters get clear before the crash. The referee determines where parachutists come down, basing his decision on the plane's location when it was hit.

Aircraft Destroyed: Explodes midair with no survivors.

Referee's Note: If player characters are in an aircraft which suffers an 'Aircraft Destroyed' result, the referee will use his discretion about slanting events to allow the character's survival. These rules are presented to increase realism in play. How the referee uses them is up to him.

DEPRESSURIZATION

Aircraft designed to travel above ten thousand feet (about three thousand meters) and all commercial aircraft have their cabins pressurized. Certain types of damage (such as that from a severe hit or a bullet that penetrates the hull) will cause the cabin to depressurize.

The referee determines the effects and severity of depressurization. The effects are more severe at higher altitudes or with a larger hole in the aircraft's structure. For example, depressurization caused by a bullet hole is relatively slow, depressurization from a blown-out window occurs rather quickly and that from a gaping hole from a bomb blast is almost instantaneous. Depressurization at ten thousand feet is startling but not fatal. Depressurization at thirty-five thousand feet is fatal within a few minutes unless oxygen masks are available.

Characters suffering depressurization have their END and REA reduced by one or more during each combat round in which the depressurization continues. For drastic or explosive depressurization, this loss can be increased to as much as twelve or may be made random by a roll of 2D6. Once a character is unconscious, his STA will decrease at the same rate until he is dead or until pressurization (or oxygen from a mask) is restored.

Other effects are determined by the referee. Sudden depressurization may break eardrums, causing loss of hearing. Characters near a large hole blown in the side of a plane may be pulled out through the hole. Decompression in an airliner with civilians may result in additional injuries caused by panic.

AIRCRAFT COMBAT SUPPORT

Aircraft—particularly attack helicopters—play a larger and larger part in ground support in modern combat. Delta Force missions may be planned around such support aircraft. 'Operation Eagle Claw' depended on a number of attack helicopters over Teheran, for example, to counter the presence of large numbers of Iranian militia, armored vehicles and army troops.

The Warbook section lists new aircraft and the weapons they normally carry. Utilizing these weapons in a Delta Force scenario is usually just a matter of looking up the range and burst radius information for the appropriate weapons.

Often, gunships or other heavily armed aircraft overhead will have a major—but peripheral—importance to the scenario. The aircraft may be circling to provide covering fire for a Delta Force withdrawal, for example, but it is neither necessary nor desirable to calculate the target and accuracy of every shot.

Optional rules in 'Section III,' under 'Large Scale Combat,' cover incorporating attack aircraft into Delta Force scenarios.

SECTION V: Behind-the-Scenes Politics

A vitally important aspect of any hostage-rescue or anti-terrorist operation is the political climate of the area where the operation takes place. Depending on the combatants, some nations will be willing to allow military forces of other nations to operate freely on their soil, some will permit such activity only under protest or if the activity can be carried out covertly and some countries are actively pro-terrorist and will actively help the terrorist group in every way possible.

The ways in which a given nation responds during a terrorist crisis varies with a number of factors. In 'Section IX' various countries where terrorist activities may take place are described in detail. Included for each of these countries are lettercodes referred to as 'Political Assessment Codes' (PACs).

The referee may use these lettercodes to help shape the political situation and background of the scenario as it develops. In some situations, a nation's PAC may be established by rolling 2D6. In others, the PAC will always be the same.

While a nation's PAC will remain the same through the course of a scenario (at least until the final assessment), that nation's response to requests and inquiries through diplomatic channels (a request by U.S. military forces to operate inside that country's territory, for instance) may be described by the same PAC letters. The nature of a nation's response is suggested by the PAC table results listed for each Political Assessment Code.

Political Assessment Codes

A. Openly Friendly: The nation is pro-West and openly friendly with the U.S. and other Western powers. In certain circumstances, U.S. forces may be allowed to operate openly or covertly on that nation's soil and to use that nation's military bases for resupply, reconnaissance purposes or forward operations. In some cases (such as NATO allies), U.S. bases may already be present. In others, treaties or a 'gentleman's agreement' may exist to allow the presence of foreign military forces during times of crisis. The nation is a solid ally of the U.S. in its fight against terrorism.

Examples of this PAC include Israel and Great Britain.

PAC Table Results: The nation's government will respond favorably and generously to any request made of it, including use of bases or airfields and the use of its own anti-terrorist forces in joint operations.

B. Nominally Friendly: The U.S. maintains outwardly friendly relations with the nation. Treaties (e.g., with NATO allies) may permit U.S. military bases on that nation's soil. However, for various reasons (often an unwillingness to antagonize the Arab world) military operations against terrorists are not permitted within that nation's territory. The local government insists on handling terrorist crises in its own way and will view U.S. attempts to intervene as a violation of national sovereignty. Cooperation between local and U.S. anti-terrorist forces may be hampered by bureaucracy or government corruption. Mishandling of the situation could lead to a PAC of 'S,' at least temporarily.

One example of a nation with this PAC is Italy.

PAC Table Results: The nation will cooperate up to a point, though requests may be mishandled because of bureaucratic bungling or corruption. Requests to use U.S. forces will be denied, but requests for information or cooperation by local police or anti-terrorist forces will generally be granted.

C. Covertly Friendly: The nation is often willing to cooperate with the u.s., and may share certain political views or goals with the West. However, for various reasons—such as an unwillingness to antagonize the Arab world or Moslem extremist groups within its own population—the nation cannot openly admit the relationship. It may normally ignore the u.s. or even engage in anti-u.s. rhetoric. U.s. forces are not allowed to operate openly within that nation's territory. In times of crisis—and when it would benefit that nation's political self-interest—it might accept covert military help, however. For example, an Arab country which allowed Arab terrorists to land might allow a u.s. Delta Force team to carry out a rescue disguised as Arab forces. They might also accept u.s. forces as advisors for their own operations, but only if their presence is kept secret.

An example of a nation with this PAC would be Morocco.
PAC Table Results: Requests are generally granted, but only if the u.s. promises to keep the nation's cooperation secret. Depending on the situation, cooperation may be limited to access to information or may extend to permission for u.s. forces to deploy in that nation's territory.

D. Friendly/Neutral: The nation maintains its neutrality in the world community. Accepting foreign troops is a violation of that neutrality and is not tolerated. Terrorist situations within its borders are handled by local forces.

However, an understanding exists between various members of the nation's government and security forces and certain u.s. officials or officers. Some forms of covert operations might be tolerated or ignored. Local anti-terrorist forces or government agencies might pass information on terrorist movements or plans to u.s. operatives. In a crisis, a friendly/neutral country could become covertly friendly after successful negotiations. A failure in negotiations, however, could shift it to hostile/neutral or to a PAC of 'S.'

Examples of this PAC are Switzerland and Austria.
PAC Table Results: The nation's outward neutrality must be respected. However, certain favors may be granted behind the scenes. Such favors might include access to information (the whereabouts of a terrorist) or the turning of a blind eye to some illegal operation (such as transporting a captured terrorist leader across the nation's border).

E. Hostile/Neutral: A hostile/neutral nation is not openly aligned for or against the u.s., but will not generally cooperate with the West even on a covert basis. Such a nation may—in its own self-interest—secretly cooperate with terrorists. Western military forces are not allowed to operate within that nation's territory under any circumstances. Requests for assistance of any sort will be denied or become sidetracked by red tape and bureaucratic inefficiency.

An example of a nation with this PAC is Yugoslavia.
PAC Table Results: The nation may not openly support terrorists, but may covertly help them by turning a blind eye to their movements and allowing them to disappear. Covert u.s. operations will be thwarted if possible. This result could indicate corruption or gross inefficiency in the terrorists' favor in an otherwise friendly (PAC of 'A,' 'B' or 'C') nation.

F. Moderately Hostile: The nation is openly antagonistic and may publicly or covertly support terrorists. Most often, it will permit terrorists to pass freely through its territory and may supply them with weapons, safe houses and money. Occasionally, terrorism is a state-sponsored political tool against both foreign and domestic enemies.

Continued in Next Column.

Generally, the u.s. maintains diplomatic relations with the nation, and communication (if not cooperation) is usually possible. Foreign military operations within its borders are, of course, forbidden. Discovery of u.s. personnel operating covertly would cause a major diplomatic incident. Under rare circumstances (only when the nation's interests are clearly served), some form of covert cooperation may be possible.

Examples of nations with this PAC include most Communist countries—such as Bulgaria, East Germany or the Soviet Union—and such Arab nations as Iraq and Syria.

PAC Table Results: The nation cooperates with the terrorists, allowing them to vanish or reach a safe haven, providing them with passports, weapons or money. The nation works actively against u.s. counter-terrorist operations. Information on u.s. anti-terrorist activities (e.g., monitored radio communications) are passed on to the terrorists.

G. Openly Hostile: The nation is outwardly and vociferously anti-American. No cooperation with the government is possible (although covert contact may be made with individuals operating contrary to their government's policy or interests). Most such nations openly support terrorism, and may use terrorism as an instrument of state policy. U.s. forces detected in their territory will be shot or captured for propaganda show trials. Often, these nations insist they are already at war with the United States and generally all diplomatic links between the two have been severed.

Examples of this PAC include Libya, Iran and Nicaragua.
PAC Table Results: Openly gives terrorists troops, supplies, weapons, money or other support (e.g., Uganda's support of the hijackers with troops at Entebbe in 1976).

S. Strained Relations: Relations are badly strained, often as a result of badly handled diplomatic exchanges or an international incident. This PAC is a special case to reflect the difficulties of international diplomatic relationships and as a penalty for badly-handled operations. For example, a poorly handled hostage-rescue mission in a nation with a PAC of 'B' or 'C' could result in a severe strain on relationships.

Strained relations exist (or are just under the surface of apparently friendly relations) with several countries because of long-standing diplomatic disagreements. An example is the u.s.'s relationship with Greece over membership in NATO, the presence of u.s. bases and the Greek dispute with Turkey.

PAC Table Results: As the outcome of a single request through diplomatic channels, this suggests considerable confusion and/or anger at a high level. Subsequent requests are likely to be regarded in an unfavorable light.

T. Broken Relations: If diplomatic relations exist, those relations will be broken unless quickly improved. Ties between the countries could be permanently broken, treaties could be revoked, and open war could result.

PAC Table Results: As the outcome of a single request through diplomatic channels this could mean a request has been sharply rebuffed. Representatives of the nation are quite angry over recent developments and are unlikely to regard future requests in a favorable light.

W. War: An open state of war exists. This is a special case to reflect the shifts and twists of international political realities and as a penalty for badly-handled Delta Force operations. For example, a badly botched hostage-rescue mission in a nation with a PAC of 'G' could degenerate into a state of war.

This result is possible only as the result of a final roll on the PAC table at the end of a scenario.



Note: The table on the preceding pages describes the attitudes of various nations toward the U.S. In most cases, these will be the same towards any pro-West government, including Great Britain, West Germany and Israel. Scenarios involving the SAS, GSG-9 or the Sayaret Matkal can use the same general framework of responses to requests for cooperation.

There may be some differences, however. For example, Israel shares a close relationship in anti-terrorist operations with both West Germany and the U.S.; but England (or, rather, individuals within England's government and counter-terrorist organizations) still bears a marked animosity towards Israel—an unofficial hostility probably grounded in the anti-British activities of the Jews in Palestine, which led to Israel's independence. Likewise, many moderate Arab nations (Saudi Arabia, Morocco, Jordan) might cooperate—at least secretly and unofficially—with Germany, Great Britain or the U.S., but would never cooperate (or even communicate) with Israel.

Referees planning Delta Force operations involving the counter-terrorist forces of nations other than the United States should bear this in mind and change the PACs given for various countries as necessary.

INTERPRETING PAC TABLE RESULTS

Every game situation in which the players find themselves and every political or diplomatic situation in which they become embroiled will be different. The PAC table results are intended as guidelines to aid the referee in creating the narrative background for the unfolding situation. They must be interpreted by the referee in the light of the nation's basic PAC. Such factors as the seriousness of the situation and the nature of the request (e.g., a nation like Egypt might be more willing to help

U.S. forces find and disarm a terrorist atomic bomb in Cairo than it would be to help arrest a notorious PLO leader), as well as the referee's desire to aid or hinder the player characters' plans, must be taken into account in interpreting the PAC table results.

In general, PAC table results may be viewed as a series of responses ranging from very favorable to very unfavorable. The referee must use his discretion to weave the outcome of a particular request into a smooth, continuous narrative.

In the same way, a change in the PAC of a country during assessment must be worked logically into the narrative, although the nature of the change is generally fairly obvious.

If, for example, Italy's PAC changes from 'B' to 'E' as the result of an operation on Italian soil, the referee might explain that Italy's government coalition collapsed and a Communist (or extremely Socialist) government has assumed power. Such an event would likely mean Italy's withdrawal from NATO—and a serious change in the balance of military power in Europe.

If Libya's PAC is reduced to 'W,' one can only assume Libya has declared war on the United States. Whether this war remains limited to the Gulf of Sidra and Gadhafi's terrorism or drags other nations (Syria and the Soviet Union) into a general, world-wide conflict is beyond the scope of this game system.

APPLYING PACs IN DELTA FORCE

Each nation in the 'Dossiers' section has been assigned a PAC. In addition, a table is assigned to each country, allowing dicerolls which might change that nation's PAC during a crisis.

USING THE PAC TABLES

There are two PAC tables—one for use during the scenario and another for use at the end, during Assessment.

Diplomatic Requests: The referee rolls on the 'PAC Diplomatic Table' any time players want to put pressure on a country to achieve a concession or cooperation.

For example, assume the players want to mount an operation in Italian territory—not permitted in a with a basic PAC of 'B.' Through their military command, the team can request the U.S. government (through the State Department) to apply pressure against the Italian government (through the U.S. embassy).

Various factors may allow DMS to the roll. These may be determined by the referee or presented as scenario background. If the PAC is changed because of these attempts, that change will yield DMS toward future requests. These DMS are indicated on the country's 'PAC Diplomatic Table.'

The result is not a change in the country's basic PAC, but a general guideline to how the country regards the request.

Assessment: At the end of a scenario, the 'PAC Final Assessment Table' is used to determine if the mission has affected the relationship between the countries. Results of previous rolls on the 'PAC Diplomatic Table' are ignored. A roll of 2D6 is made, with DMS applied (either arbitrarily by the referee, or as directed by a game module) to represent factors which affect the nation's attitude. The result reflects the nation's new basic PAC with the country carrying out the mission. A deterioration in relations (e.g., a drop in the basic PAC from 'D' to 'E' or a result of 'S' or 'W') adversely affects victory point totals.

Note that the players' actions may change a country's basic PAC. In future scenarios, the referee may use his discretion as to whether or not the country's policies are still changed to reflect an earlier scenario's events.

Time and Diplomacy: Red tape being what it is, player characters cannot expect immediate response to their inquiries through diplomatic channels. The length of time between a specific request and an answer to that request varies widely and depends on such factors as communication (is the nation in

immediate contact with Washington via satellite or a local embassy?) and the willingness of the politicians and bureaucrats of the country in question to consider the request.

Generally, the referee may determine the length of the delay, basing it on the need to keep the game fast-paced and exciting. If greater realism and detail is desired, he may elect to use an offstage NPC (see 'Diplomacy') and establish a Relative Difficulty Factor (RDF) for the task of convincing the government.

However, if a quick and random method is desired, roll 2D6 and consult the table below.

Time Lag in Diplomatic Requests*

Basic PAC	Result
A	2D6x10 minutes
B or C	2D6x30 minutes
D	2D6x1 hour
E, F or G	Response is often immediate (within one hour) with a negative answer—or there is no response at all. In many cases, there are additional delays of hours or days as the government deliberates with the Soviet Union or other allies over the American request.

Remember, a PAC of 'G' generally means no regular diplomatic contacts, and official requests must be routed through another government's embassy.

* All delays assume reasonable communications between the unit and the government involved, and represent a basic period for government leaders to consider the request and act upon it.

An example of good communications is a request relayed from a team leader to an operational headquarters by radio, then via satellite directly to the appropriate U.S. embassy. If the players have arranged a direct channel of communications with the government in question, a reply could be received almost immediately. If the request must travel a more circuitous route—for example, via courier to a CIA station to a U.S. embassy to the State Department in Washington to a foreign embassy—the time lag could be extended almost indefinitely as various bureaucrats make decisions about the message's priority.

Note: Players should not know how long a response will take. They should make their request (describing the means by which the request is to be made), then proceed with planning or other elements of the operation. The referee notes when a reply will be made and makes it at the appropriate time in the game.

DIPLOMACY

Many hostage situations are resolved against the background of diplomatic negotiations carried out as the assault force prepares for the operation. In some cases, the player characters may have suggestions or requests which must be put through diplomatic channels. A common example would be getting the government where, say, a hijacked airliner is being held on the ground to cooperate with U.S. officials and allow a U.S. military team (Delta Force, SEAL or the Marines) to carry out a combat mission in that country's territory.

In many cases, the referee may make a determination of the amount of cooperation the team is likely to receive from a particular country. In other cases, the country's response is spelled out in the module. At times, diplomacy may be fairly automatic, using the rules for Political Assessment Codes.

The referee may wish to create non-player characters (or they may be described in a module) referred to as 'offstage NPCs.' These are NPCs with specific skills not normally encountered in the course of the scenario who will influence its outcome. Examples are national leaders, important terrorist leaders, U.S. and

foreign diplomats and government or other negotiators talking with the terrorists as the assault team makes its preparations.

These NPCs need not be created in great detail. Generally, for example, they have no military skills and such skills as Swimming or Driving are unimportant at the time. Only those skills necessary to the scenario are listed for the character.

The referee may buy skills for the character in one of two ways: he may roll the character's primary and secondary stats and purchase skills the usual way, using the total of TRA and EXP to make a one-time purchase; or, for less important NPCs, he may roll '2D6+6' and use this to make the purchase.

For negotiators, necessary skills are likely to include one or more languages, Culture and, of course, Negotiation. Diplomatic offstage NPCs who may bring pressure to bear on a foreign government have these skills and Diplomacy skill.

When a specific plan requiring the cooperation of a foreign country is created, the referee may arbitrarily decide whether the country in question will go along with the plan or base his determination on the nation's basic PAC. When rolling on a PAC table, a diplomat's Diplomacy skill level may be applied to the diceroll to represent his efforts on the mission's behalf.

If greater detail is desired, the referee can assign a long-term RDF to convincing the government to go along with the plan (see the basic rules). The RDF is based on the following:

Long-Term RDFs: Diplomatic Negotiations

PAC	RDF	PAC	RDF
A	10	D	2D6+20
B	2D6+10	E or F	2D6x20
C	2D6+15		

The referee should feel free to alter these basic values up or down to suit the needs of the adventure.

As described in the basic rules, an RDF is progressively reduced by subtracting segments added as DMS to rolls against the appropriate statistic of the character attempting the task.

In diplomacy, rolls may be made against the NPC's EXP hourly, up to eight times a day. Applicable skill levels, such as Culture and Diplomacy, are subtracted from each roll. The referee sets each task segment at any size he desires, allowing himself to be guided by the requests of the player characters.

For example, with an RDF of twenty, the referee might divide the task among five rolls (five hours) with a DM of '+4' to each roll, ten rolls (ten hours) with a DM of '+2' or even twenty rolls with a DM of '+1.' Each time a roll is successful (the modified roll is equal to or less than the character's EXP), the RDF DM applied for that roll is subtracted from the total remaining RDF.

If the player characters are urging the diplomat NPC to hurry things up, he can use higher DMS in an attempt to make fewer rolls (in fewer hours), but with a higher likelihood of failure.

The consequences of a failed roll are left to the referee and should be based on the needs of the scenario. Generally, a failed roll simply means no progress was made or some other delay occurred. In some cases (especially with unfriendly nations or governments afraid of terrorist reprisals) a failed roll may mean talks have broken off or the request has been refused outright.

Note—Using Diplomacy in Delta Force: The referee is always free to shape events and dicerolls to fit the flow of the story. If an aircraft has been hijacked to Mongolia, there's no time for a covert, overland mission; the only option is to fly an assault force across the People's Republic of China to get there. A point-blank refusal by China to consider granting permission could lead to a very short and boring game session.

On the other hand, difficulties in the diplomatic background to an adventure may force players to organize plans in new and different ways. If a country refuses to allow an independent U.S.

operation in their territory, players may suggest working with the forces of that country as the basis for a new request. Refusal to allow a large, overt operation may force players to think in terms of a small, covert mission. Unwillingness to allow U.S. aircraft to use bases or refueling facilities may force players to consider using U.S. Navy ships or an airfield in another nearby country. The Delta Force Companion rules for diplomacy are designed not to frustrate the players, but to increase the realism of the game and create additional problems for them which will make them think in order to arrive at new tactical solutions.

NEGOTIATIONS

It is generally not the place of an assault force to negotiate with terrorists. Negotiations is included as a *Delta Force* skill for those situations where an assault force member *must* negotiate with a particular terrorist (one using a hostage as a shield, for example). In most cases, however, trained negotiators working for the government involved try to talk the terrorists out...and send in the assault team if they fail.

In some circumstances, a government faced by a terrorist threat will use negotiations to buy time or distract the terrorists as an assault force prepares to move in. This principal was used by the Israelis during the Entebbe raid, both to make terrorists extend their deadline and to trick them into believing that an aircraft approaching Entebbe, loaded with paratroopers, was carrying Palestinians freed in response to terrorist demands.

The usual procedure is for the government involved to open negotiations as soon as possible. This is to determine what the terrorists want and to try to preserve the lives of hostages. Meanwhile, a counter-terrorist force moves in and prepares an emergency assault plan which can be put into effect immediately if necessary. As negotiations continue, and if time allows, the team holds the emergency plan in reserve and works out a more detailed plan based on additional intelligence, the interrogation of released hostages and penetration of the target area by agents in disguise or special surveillance gear.

Some countries (notably Israel) refuse to deal at all with terrorists and any negotiations they engage in are cover for the assault team's preparations. Other nations may negotiate with terrorists and base the decision to send in a combat force on the success or failure of negotiations and the overall situation.

Situations where one government is handling negotiations while the forces of another government prepare to make an assault are more complex. This situation could arise, for example, if a hijacked plane is on a runway in a country which agreed to allow a foreign counter-terrorist team to resolve the crisis. The government may hope to resolve the crisis peacefully. There may be misunderstandings and the possibility of betrayals or security leaks within the host government.

A classic example of a bungled operation is the hostage crisis in Cyprus in 1978. The Cypriot government was in the midst of negotiations, and it appeared an agreement had been reached to allow the hostages to be released. In the meantime, however, fifty-four members of Egypt's Unit 777 arrived to conduct an assault. Unfortunately, Cyprus had been informed the Egyptians were negotiators, not commandos. In the confusion, a firefight which left fifteen Egyptians dead broke out between the Egyptians and the Cypriot National Guard.

Negotiations in *Delta Force*: The use of these negotiations rules in any *Delta Force* scenario is entirely at the referee's discretion. In some scenarios, these rules will not be applicable, or using them would slow the pace of the game.

If the situation is one where negotiations could add to detail and realism, however, these rules can be introduced, allowing the referee to work both sides of the process of negotiations between a government negotiator (usually an offstage NPC) and

the terrorists. These rules are intended as guidelines only; the referee should not feel bound by dice rolls or indicated results which distort the course of the game in a manner which is not to his liking.

The referee is responsible for fleshing out results given, based on the situation and the dictates of the scenario. The results described should be used merely to suggest the course of the story line based on other events which have occurred in the scenario to that point.

The referee may decide to simply use this as a device to move the story line along: a *Delta Force* crisis which is resolved peacefully as the player characters sit and watch on the sidelines is liable to be rather dull from the point of view of a roleplaying adventure. The device could be some last-minute snag in the narrative—the spiritual leader of the terrorists appears on TV, urging his comrades to stand firm against the Zionist imperialists, for example...or one of the terrorists balks at the last minute, shoots his comrades and begins firing wildly at local police and reporters. Details depend on the situation and the referee's discretion, but events should move toward a rapid and exciting conclusion.

Terrorist Negotiation Factor: Changes in the terrorists' attitudes may be represented by a 'Terrorist Negotiation Factor' (TNF). A terrorist's TNF generally starts at the same level as his morale value, which will be in the range of from one to ten. (Most fanatical terrorists begin an operation with a morale value of seven or eight.)

In general, if the TNF is from level one to five, the terrorists will be willing to make major concessions (for example, releasing large numbers of hostages) without receiving concessions in return. If the TNF falls to level zero, the terrorists surrender without a fight. On the other hand, if the TNF reaches level ten or higher, the terrorists are extremely unstable and could begin killing hostages to put pressure on the government or simply out of panic.

There is no upper limit to a terrorist's TNF. The referee should simply use the number as a basic indicator: the higher the TNF, the more unstable the terrorist has become.

The Negotiation Process: The referee represents changing attitudes of terrorists during negotiations by the following tables. For each hour of negotiations, he rolls on both the 'TNF Change Table' and the 'Negotiations Result Table.'

Note that some results on the roll for the TNF Change Table affect the TNF for the next roll. On each roll, the negotiator tries to roll higher than the current TNF. His Negotiations skill level, if any, is applied to the roll as a positive DM.

The referee rolls 2D6, adds the DM for skill, if any, and consults the following table:

Negotiations Result Table

Modified 2D6	Result
Five or More Less Than Current TNF	Critical Point in Negotiations*
Less Than Current TNF	TNF Increases by One Level
Equal to Current TNF	Critical Point in Negotiations*
Greater Than Current TNF, But Less Than 12	Negotiations Continue
12	TNF Reduced by One Level
13	TNF Reduced by Two Levels
14+	Critical Point in Negotiations*
Doubles (Unmodified)	Critical Point in Negotiations*

*Critical Point In Negotiations: If this result is obtained, the table at the top of the next page is consulted.

Critical Negotiations Results

Modified 2D6	Terrorist Response
Less Than TNF, Roll Was Doubles	A
Less Than TNF, Not Doubles	B
Equal to TNF, Roll Was Doubles	C
Equal to TNF, Not Doubles	D
Greater Than TNF, Not Doubles	E
Greater Than TNF, Roll Was Doubles	F
Roll = 14+, Not Doubles	G
Roll = 14+, Roll Was Doubles (+DM)	H

In each case, 'doubles' refers to the basic diceroll (e.g., a roll of three and three, for a six) before a DM for Negotiation skill is added. A doubles roll of fourteen or higher includes a roll of six and six with a DM of '+2' or a similar combination.

TERRORIST RESPONSES

Response A: The terrorists have made an extremely strong demand for a serious concession—probably backed by a specific, extremely serious threat; roll 2D6 on the 'Terrorist Demands Table,' with a DM of '-5.' At the same time, the situation has grown extremely tense. The terrorists appear panicky or violent and the hostages, if any, are in serious danger. One or more hostages may be executed—or their execution may appear imminent—to back the terrorists' demands. The terrorists' TNF is increased by three.

Standard counter-terrorist procedure in such cases is generally to launch an immediate assault.

Response B: Much the same as 'A,' but the terrorists appear more in control of themselves. Roll 2D6 on the 'Terrorist Demands Table' with a DM of '-2.' The terrorists may make additional threats against the hostages, but the level of tension will not be as high as in 'A.'

The terrorists' TNF will be increased by two.

Response C: The negotiations are deadlocked with neither side willing to give in. The terrorists appear extremely nervous, agitated or violent. They may (at the referee's discretion) break off talks entirely for an unspecified period of time, make additional threats or make new demands for concessions; roll 2D6 on the 'Terrorist Demands Table.' The danger to hostages, if any, will be serious, but not critical. The terrorists' TNF increases by one.

Response D: Negotiations have become deadlocked. The terrorists may (at the referee's discretion) break off the talks entirely for an unspecified period of time. Their TNF remains at its current level.

Response E: Negotiations continue, with no immediate danger to hostages and no change in the terrorists' basic demands. The terrorists do seem willing, however, to talk and to negotiate about negotiable items.

Response F: Negotiations continue and the negotiators have scored some initial success. The terrorists are willing to make an important concession in exchange for some minor, negotiable concession on the part of the authorities. An example would be their willingness to release all women and children in exchange for access to the news media. The terrorists' TNF is reduced by one.

Response G: Negotiations continue and the negotiators have scored a major success. The terrorists may drop some of their original demands and are willing to make a major concession to demonstrate their willingness to cooperate. For example, their original demands for the release of political prisoners and a jet to fly them and their hostages to another country are changed. They now want only a chance to address the news media and a jet to fly them to safety; in exchange, they will release all but two hostages. Their TNF is reduced by two.

Response H: Negotiations continue. There is a real chance of complete success for the negotiators, with the terrorists willing to surrender in exchange for minor, negotiable concessions. Their TNF is reduced by three.

Terrorist Demands Table

Modified 2D6 Roll	Terrorist Demand Is
4 or Less	Non-Negotiable.
5-7	A Negotiable Major Concession.
8-11	A Negotiable Minor Concession.
12+	A Negotiable Demand With Concessions By the Terrorists in Return.

TYPES OF TERRORIST DEMANDS

The exact definitions of 'negotiable' and 'non-negotiable' demands will often depend on the governments who are doing the negotiating. One country may be willing to negotiate over items such as food or medical treatment for the terrorists, while another is more than willing to provide the terrorists with safe passage and transportation to an airfield and a fuelled airliner if only to be rid of them. Some few nations (such as Israel) refuse to negotiate at all other than as a means of buying time.

In general, however, terrorist demands will be broken down into the following categories.

NON-NEGOTIABLE DEMANDS

- Weapons of any kind or materials which might be constructed into a weapon.

Note: The terrorists could have used fake weapons to seize hostages initially or could be armed with relatively ineffective combat weapons (e.g., small-caliber pistols rather than assault rifles). New or additional weapons, explosives or flammable liquids are never negotiable.

- Additional or replacement hostages.

Note: While exchanging military personnel for civilians is theoretically a good way to remove innocent civilians from danger, there are several arguments against it. First, more valuable hostages (a police chief, a unit commander) will put negotiations at a disadvantage. Second, military personnel are likely to be more carefully guarded than civilians. Third, new hostages have not had a chance to develop a rapport with their captors and are more likely to be killed or abused than the original hostages. Finally, it is always difficult to guarantee compliance on both sides in such an exchange and it would be possible (even likely) that the terrorists would seize the new and more valuable hostages without releasing the original hostages. Though seemingly callous, the usual stance taken is that swapping hostages will never be permitted.

- Physical contact with other individuals.

Note: Requests to see and speak privately with other individuals could lead to the capture of additional hostages or,

if the named individuals are themselves terrorists or terrorist supporters, could result in the terrorists getting new weapons, additional forces or important information about a rescue attempt. In any case, the situation could drastically change, and such communications are generally non-negotiable.

- Demands which the negotiators have no power to meet. For example, terrorists might demand that American negotiators have PLO prisoners held by Israel released. Obviously, neither terrorist nor American demands will influence Israel, a sovereign nation and one with a firm policy of not yielding to terrorist demands.

NEGOTIABLE MAJOR CONCESSIONS

- Freedom, amnesty or immunity from prosecution for the terrorists involved in the current situation.

- Transportation away from the hostage site; for example, a vehicle made available for transport to a nearby airport.

- Fuel, service or runway clearance for a hijacked airliner.

- Monetary ransom for hostages.

- Freedom for political or other prisoners (especially other terrorists) held by the government.

- Police, military or other official personnel or civilians are to move back. Helicopters or other official vehicles in the area are to move back or leave the area entirely.

- Alcohol or drugs.

Note: If terrorists have access to such items, the danger to any hostages they hold may be substantially increased.

- Access to the news media.

Note: This is a common demand. Terrorists are often more interested in capturing and holding world attention than they are in their original, basic demands (such as the release of prisoners, money, etc.).

NEGOTIABLE MINOR CONCESSIONS

- Food, water, cigarettes.

- Books, writing materials.

- Medicine or medical treatment.

- Utilities (water or electricity, which may have been cut off during the initial confrontation).

- Radios or television sets.

- Communication with specific individuals (such as relatives or spiritual advisors of the terrorists, political leaders or other terrorists).

Note: Such communications will not be at close quarters or even face-to-face, but must be restricted to telephone or other long-distance means.

- An open communications channel (radio, telephone, or closed-circuit TV) to the negotiators, to a high government official, to the press or to other groups or individuals with which the terrorists wish to communicate.

There may be exceptions made in the classification of these demands. Authorities may deem any negotiable major concession to be non-negotiable if the situation warrants it. A demand for runway clearance for a hijacked aircraft could become non-negotiable if there was a likelihood that the hijackers were going to escape with their hostages to a hostile country where organizing a rescue would be impossible. Even access to a television could become non-negotiable if there was a danger that the terrorists would see counter-terrorist preparations on a news broadcast. Obviously, in the face of a serious enough threat (such as an entire city held hostage) any demand will be negotiable.

The referee should feel free to develop other demands that may arise during the course of a particular scenario. Those listed above can serve as guidelines as to whether they should

be considered major concessions, minor concessions or non-negotiable.

TIME PASSAGE FOR NEGOTIATIONS

The principle reason for carrying out negotiations, after securing the safety of any hostages, is to drag out the crisis as long as possible. The more time which passes after the crisis begins, the more intelligence a counter-terrorist unit can gather, the more fatigued the terrorists are going to become and the more likely the terrorists will be to make mistakes.

As time passes, the negotiating team will gain a number of advantages:

- Counter-terrorist units can reach the site themselves, or have time to secure such equipment, needed for the operation, as surveillance devices, vehicles or special weapons.

- Counter-terrorist units can gain additional intelligence about the situation through observation, surveillance and the interrogation of released hostages.

- The terrorists become fatigued and are more likely to make mistakes.

- The high tension of the time immediately after the crisis begins to pass. The terrorists will become more reasonable and more willing to exchange concessions with the negotiators. A psychological relationship between the negotiator and the terrorists can sometimes be created to the point that the terrorists believe the negotiator is on their side.

- The hostages and the terrorists will become better acquainted as time passes, a fact which seems to make it less likely that the terrorists will kill their prisoners.

The passage of time during negotiations is left entirely to the referee's discretion. Generally, one roll on the 'Negotiations Result Table' should be made every hour that negotiations continue. In most cases, negotiations will not be carried on for more than six to eight hours each day, though negotiation periods may be broken into segments throughout the day and night.

If a negotiations result indicates that talks have been broken off, it is up to the referee to determine how much time passes before negotiations are resumed. He should keep various factors in mind: the negotiators may be trying to delay the terrorists and therefore will stall the resumption of talks; the terrorists may decide the government is not moving fast enough and increase their demands or threaten their hostages, in effect upping the ante in order to force the government to act.

OPTIONAL TNF CHANGES

The referee should feel free to adjust the TNF at times and in ways which he feels are appropriate to the situation. There are no set rules for applying these changes since every situation will be different. However, the following table gives a few examples which might be used.

TNF Change Table

Condition	TNF Change
Negotiators Make a Major Concession	Reduced By Two
Negotiators Make a Minor Concession	Reduced By One
Talks Remain Deadlocked	Increased By One
Talks Broken Off	Increased
Major Confrontation	Increased
Time Passes	Reduced
Terrorists or Negotiators Worn Down	Changed

Section V Continued on Page 61

SECTION VIII: Delta Force Companion Warbook

HANDGUNS

.357 Desert Eagle

Nationality: Israel
Weapon Type: Automatic pistol
Caliber: .357
Muzzle Velocity: 1100fps
Length: 26cm (with 15cm [6in] barrel)
Weight: 1.7kg
Type of Fire: Semi-automatic
Rate of Fire: 40rpm
Feed Device: 9-round magazine
Magazine Weight: .3kg
Load Time: 3 seconds



Range:					
Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)	
2m	20m	40m	70m	140m	
Damage DM:					
+2	+1	—	—	—	
Penetration: 8					
Recoil: —					
Failure: —					

Users: This Israeli semi-automatic combat pistol is in use by various Israeli forces and special forces. It is also available to Western special forces operating in desert environments.

Notes: The Desert Eagle has been described as the most significant development in handguns since the introduction of the Colt M1911. Its design gives it a particularly low recoil, which allows easy reacquisition of the target after each round. Designed as a marksmanship pistol, it has a safety switch which can be operated by either hand, and the operator can adjust the sensitivity and the pressure of the trigger pull. These factors are reflected in the range data, which is slightly higher than for most weapons of this type.

As with some other automatic pistols, this weapon can be carried loaded with a nine-round magazine and a tenth round in the chamber in emergency or combat situations.

.44 Desert Eagle

Nationality: Israel
Weapon Type: Automatic pistol
Caliber: .44
Muzzle Velocity: 1600fps
Length: 26cm
Weight: 2kg
Type of Fire: Semi-automatic
Rate of Fire: 40rpm
Feed Device: 8-round magazine
Magazine Weight: .4kg
Load Time: 3 seconds

Range:					
Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)	
2m	25m	50m	80m	160m	
Damage DM:					
+3	+2	+1	—	—	
Penetration: 14					
Recoil: —					
Failure: —					

Users: Israeli and Western special ops forces.

Notes: This is a hard-hitting, .44 magnum version of the .357 Desert Eagle. It has only recently been released by Israeli Military Industries. Like the .357, this weapon has already won a reputation for being an exceptionally well made and accurate military handgun.

Glock 17

Nationality: Austrian
Weapon Type: Automatic pistol
Caliber: 9x19mm
Muzzle Velocity: 1200fps
Length: 18.75cm
Weight: .6kg
Type of Fire: Semi-automatic
Rate of Fire: 40rpm
Feed Device: 17-round magazine
Load Time: 3 seconds



Range:					
Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)	
2m	10m	20m	50m	90m	
Damage DM:					
+1	+1	—	—	—	
Penetration: 9					
Recoil: —					
Failure: 12+					

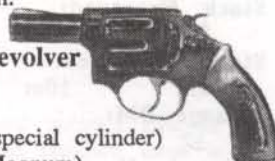
Users: Military forces of Austria, Norway and Sweden; and the Swedish police.

Notes: The Glock-17 received considerable notoriety in the American press when it was first introduced to the U.S. in 1986. Its plastic frame was at that time supposed to make the weapon invisible in airport X-ray security scanners and metal detectors, and it was widely feared that the weapon would become a 'terrorist's special.' In fact, the early alarms are proving to be merely the products of uninformed hysteria. Except for the plastic frame of the weapon, the pistol is constructed almost entirely of steel and is as visible under X-ray imaging as any other handgun.

The Glock-17 utilizes a unique double action in which the slide action places the weapon on half-cock and the first part of the trigger squeeze then completes the action. It is a reliable, lightweight and quite accurate handgun.

Manurhin MR 73 Magnum Revolver

Nationality: French
Weapon Type: Revolver
Caliber: .357 Magnum (9mm with special cylinder)
Muzzle Velocity: 1500fps (.357 Magnum)
Length: 25.2cm (5.25-inch barrel); 19.5cm (3-inch barrel)
Weight (5.25-inch barrel): 1.1kg
(3-inch barrel): .9kg
Type of Fire: Double action revolver
Rate of Fire: 24rpm
Feed Device: 6-round cylinder
Load Time: One combat round (3 seconds with speed-loader)



Range:					
Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)	
5.25-inch barrel:					
2m	20m	40m	80m	180m	
3-inch barrel:					
2m	15m	30m	60m	150m	
Damage DM:					
+1	+1	—	—	—	
Penetration: 11					
Recoil: —					

(Referee's Option: Roll 2D6 against STR plus DMS for stance and bracing to avoid a DM of +2 to the To-Hit number.)

Failure: —

Users: The Manurhin MR 73 is currently standard-issue to the French GIGN HRU and counter-terrorist unit. It is commercially available in Europe and may be found in the hands of both police and terrorists.

Notes: This weapon is typical of magnum revolvers. Because of its stopping power, it has replaced 9mm semi-automatic pistols in GIGN service, making GIGN one of the very few HRUs in the world to use revolvers as a standard sidearm. French counter-terrorist units routinely use the 5.25-inch barrel Manurhin, but use the version with a three-inch barrel for undercover work or when the weapon must be concealed. Special magnum ammunition loads are provided to ensure reliability even when the ammunition is wet (as when it is used by combat swimmers). It can also fire .38 Special rounds.

The cylinder is designed to be easily removed and replaced by a cylinder chambered for 9mm parabellum rounds. (Ranges are lowered by 25%, and PEN is reduced to eight.)

The MR 73 is a rugged, reliable and accurate handgun.

LIGHT AUTOMATIC WEAPONS

M3A1

Nationality: U.S.

Weapon Type: Submachine gun

Caliber: 11.43mm (.45 ACP)

Muzzle Velocity: 910fps

Length (Stock Extended): 76cm

(Stock Retracted): 58cm

Silenced Version: Add 21.5cm to length

Weight: 3.7kg

Silenced Version: 4.4kg

Type of Fire: Full-auto

Rate of Fire: 450rpm

Feed Device: 30-round magazine

Magazine Weight: 1kg

Magazine Emptied: 4 seconds

Load Time: 3 seconds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
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Stock Extended:

2m	15m	40m	90m	180m
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Stock Retracted:

2m	10m	25m	50m	120m
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Damage DM:

+2	+1	—	—	-1
----	----	---	---	----

Silenced Version:

+1	—	—	-1	-2
----	---	---	----	----

Penetration: 8

Silenced: 7

Recoil: +2

Silenced: +1

Failure: M3: 11+; M3A1: 12+

Users: Introduced during World War II, the M3 'grease gun' remained in front-line service with the u.s. military until 1960. Large numbers were exported to or produced under license in other countries, and the design has been copied by nations world-wide. It is still a first-line weapon for the armed forces of some of the world's smaller countries.

The silenced version was produced for use by the oss in World War II, and later by the CIA and various clandestine agencies of u.s. allies. Because large numbers have been sold or produced abroad, some may have found their way into the armories of terrorists and guerrillas almost anywhere in the world.

One source reports that the M3A1 was used extensively by the u.s. Delta Force, at least in the early years of its existence.



In recent years, Delta Force appears to be relying much more heavily on foreign weapons such as the Israeli Uzi and the H&K MP5SD3.

Notes: The M3, introduced in 1942, was subject to frequent jams due to a poorly designed magazine feed mechanism. The M3A1 was accepted by the Army late in 1944. The weapons are similar in most respects, the principal difference being in the lack of a bolt retraction mechanism in the M3A1; the firing character cocks the weapon by inserting his finger into a recess in the bolt and pulling back. The M3A1 is considered somewhat more reliable than the original M3. Both weapons are simple, easily mass-produced, and despite the magazine feed problems, they have the reputation for functioning even under extraordinarily adverse conditions. The unusually low cyclic fire rate means that the firing character can fire two- or three-round bursts, or—with practice—even single shots, by snatching the trigger.

Colt 9mm SMG

Nationality: U.S.

Weapon Type: Submachine gun

Caliber: 9mm

Muzzle Velocity: 1300fps

Length (Stock Extended): 73cm

(Stock Retracted): 55cm

Weight: 2.6kg

Silenced Version: 3.2kg

Type of Fire: Selective, single shot, three-round burst, or full-auto

Rate of Fire: 800rpm

Feed Device: 20- or 32-round magazine

Magazine Weight: 20-round: .4kg; 32-round: .6kg

Magazine Emptied: 20-round: 1.5 seconds; 32-round 2.4 seconds

Load Time: 3 seconds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
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Stock Extended:

2m	30m	80m	150m	250m
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Stock Retracted:

2m	25m	60m	120m	200m
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Damage DM:

+1	—	—	—	-1
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Silenced Version:

+1	—	—	-1	-2
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Penetration: 9

Silenced: 7

Recoil: +1

Failure: —

Users: Various u.s. law-enforcement organizations. The Colt 9mm SMG is reportedly under evaluation by the u.s. military and by several 'unnamed government agencies.' The design lends itself to use by anti-terrorist units and SWAT teams. A small number have already been sold to an unidentified Middle East nation.

Notes: The u.s. government has had little interest in sub-machine gun designs for a number of years. As a result, u.s. anti-terrorist units have been forced to rely on old designs (M3A1) and foreign models (Uzi, MP5SD3) in situations where an SMG's short length, light weight and concentrated firepower are required. This Colt design is the first major effort by a u.s. arms manufacturer in seventeen years to produce an SMG to be used for government service. In appearance, the Colt SMG is very much like the XM177E2 Commando. In fact, many of its parts are identical to those used in the M-16, Commando and the semi-automatic AR-15. Test reports indicate that the Colt



is highly accurate for an SMG, with low recoil and an extremely low failure rate.

The silenced version has a built-in sound suppressor which appears to be an elongated hand guard extending all the way to the weapon's muzzle.

MAS Assault Rifle

Nationality: French

Weapon Type: Automatic rifle

Caliber: 5.56x45mm

Muzzle Velocity: 3100fps

Length: 76cm

Weight: 3.4kg

Type of Fire: Selective, single shot, three-round burst, or full-auto

Rate of Fire: 1000rpm

Feed Device: 25-round magazine

Magazine Weight: .5kg

Magazine Emptied: 1.5 seconds

Load Time: 3 seconds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	80m	180m	350m	700m

Damage DM:

+2	+1	—	—	—
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Penetration: 14

Recoil: —

Failure: —

Users: The MAS is now entering service with the French Army, and may be employed by the GIGN. It is possible that some of these guns may have been captured by Moroccan terrorists and the French Direct Action group and, because of the international links between various terrorist networks, could now be found in the hands of various European terrorist groups and the PLO.

Notes: The MAS is a modern-looking 'bullpup' design which has the magazine placed behind the trigger. A built-in bipod allows the usual DM of -2 for firing with a bipod, and the design allows fire from either right- or left-handed positions. This weapon is currently replacing the MAS 49/56 as the standard rifle of the French military.

Styer AUG Rifle

Nationality: Austrian

Weapon Type: Automatic rifle

Caliber: 5.56x45mm

Muzzle Velocity: 3100fps

Length: 79cm

Weight: 2.8kg

Type of Fire: Selective, single shot or full-auto

Rate of Fire: 680rpm

Feed Device: 30-round magazine

Magazine Weight: .5kg

Magazine Emptied: 2.6 seconds

Load Time: 3 seconds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	90m	180m	400m	800m

Damage DM:

+2	+1	—	—	—
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Penetration: 14

Recoil: +1

Failure: 12+

Users: The Styer AUG (Armee Universal Gewehr) is the standard military rifle for the Austrian Army. It is also used by the armed forces of Malaysia as well as by several Middle



Eastern countries, and is currently being evaluated for use by the Australian armed forces. German forces, including GSG-9, have tested the AUG extensively, and it has been used by such forces as GSG-9, the SAS, U.S. Navy SEALs and by numerous U.S. police tactical units.

Notes: Described by some as a space-age rifle, the AUG represents a revolutionary development in assault rifles. It has a magazine-behind-the-trigger 'bullpup' design which radically reduces its overall length while still maintaining both barrel length and accuracy. The weapon is made largely of aluminum and plastic—for instance, the magazine is constructed of transparent plastic, allowing the number of remaining bullets to be seen—which helps to keep the weight of this weapon down. A built-in 1.5x scope is designed to prevent its being snagged in brush or branches.

The weapon has also been produced as a carbine (which is sixty-nine centimeters long, weighing 3.1kg, with a 25% reduction on the range figures listed above), and as a light, bipod-mounted machine gun (which is eighty-nine centimeters long, weighing 3.4kg, with a 30% increase in the range figures listed above).

RIFLES

Fusil FR-F1

Nationality: French

Weapon Type: Sniper rifle

Caliber: 7.62mm

Muzzle Velocity: 2800fps

Length: 114cm

Weight: 5.2kg

Type of Fire: Bolt-action repeater

Rate of Fire: 15rpm

Feed device: 10-round internal magazine

Magazine Weight: .46kg

Load Time: One combat round

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	150m	300m	800m	1200m

Damage DM:

+1	+1	—	—	-1
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Penetration: 17

Recoil: —

Failure: —

Users: This has been the standard sniper's rifle in the French Army since 1965. It is also standard issue to all members of the French counter-terrorist unit GIGN.

Notes: The FR-F1 is designed to be individually adapted to the user, with a variety of butt spacers and cheek pads, an adjustable trigger and a number of different day or night optical devices. Standard-issue weapons include a 4x telescopic sight and a built-in bipod.

Barrett's M82

Nationality: U.S.

Weapon Type: Sniper rifle

Caliber: 12.7x99mm (.50 caliber)

Muzzle Velocity: 2800fps

Length: 164cm

Weight: 15.9kg (including scope)

Type of Fire: Semi-automatic

Rate of Fire: 20rpm

Feed Device: 11-round magazine

Magazine Weight: 0.9kg

Load Time: One combat round



Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	200m	500m	1000m	2300m

Damage DM:

+5	+3	+2	+1	—
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Penetration: 28

Recoil: —

Failure: —

Users: The M82 is a privately manufactured semi-automatic weapon only recently on the market. It is marketed as an anti-terrorist weapon for police SWAT and government CT teams. It has also been suggested as an anti-terrorist weapon for civilians—for example, for boat owners in the Caribbean who may have to hold off pirates.

Notes: The .50 caliber bullet was originally designed as an anti-tank round. Its high velocity and high penetration give it an unsurpassed stopping power, and can prove devastating against lightly armored or unarmored vehicles. The Barrett M-82 is a sniper's rifle designed to fire the .50 caliber round. A 12x scope is recommended for the weapon, and the range information above is based on this scope's resolution.

The weight and design of the rifle reduce what could be a hefty recoil into a smooth, gentle shove. Torque produced by the heavy bullet does require the firing character to reacquire his target each time he fires, however.

The M82 is light enough to be handled and fired unsupported from a standing position. The weapon comes with its own bipod, and the bipod (or another suitable brace) must be used to fire the weapon accurately at long range. For this reason, extra DMS for a braced stance or bipod are not applied to To-Hit attempts with this weapon. The weapon can also be mounted on the tripod for an M-60 machine gun, though this confers no extra advantage over the bipod mount.

Springfield M1903
Nationality: U.S.

Weapon Type: Rifle

Caliber: 7.62x33mm (.30)

Muzzle Velocity: 2700fps

Length: 100cm

Weight: 4.1kg

Type of Fire: Bolt-action repeater

Rate of Fire: 15rpm

Feed device: 5-round clip

Clip Weight: .13kg

Load Time: One combat round

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	75m	250m	500m	1000m

Damage DM:

+1	+1	—	—	-1
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Penetration: 16

Recoil: —

Failure: 12+

Users: The M1903 Springfield is long obsolete, though it is still found as a training rifle in military recruit training centers. Thousands of these found their way into various pro-West armories in the years after World War II, and this weapon may still be found in the arsenals of some nations.

Notes: The Springfield rifle has the reputation of being one of the most accurate mass-produced military weapons in history. Various models were manufactured between 1903 and World War II: M1903 Mark I (the original 1903 model), M1903A1 (adopted in 1929), M1903A3 (adopted 1942), M1903A4 (sniper rifle adopted in 1942), and Model 1942 (a Marine Corps version of the A1 fitted with a sniper scope).

The M1903 is included here as representative of a broad range of obsolete, bolt-action rifles which might be found in the hands of desert tribesmen, impoverished Third World nations and native guerrillas.

MACHINE GUNS

RPK
Nationality: USSR

Weapon Type: Machine gun

Caliber: 7.62x39mm

Muzzle Velocity: 2400fps

Length: 104cm

Weight: 5kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 600rpm

Feed Device: 30- or 40-round magazine, 75-round drum

Magazine Weight: 30-round: .8kg; 40-round: 1.2kg; Drum: 2.1kg

Magazine emptied: 30-round: 3 seconds; 40-round: 4 seconds; 75-round: 7.5 seconds

Load time: Magazines: one combat round; Drum: two combat rounds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
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Hand Held:

2m	70m	150m	300m	600m
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With Bipod:

2m	80m	250m	500m	1000m
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Damage DM:

+2	+1	—	-1	-2
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Penetration: 15

Recoil: — (+1 if fired without bipod)

Failure: 12+

Users: USSR, Soviet client states, numerous terrorist groups and militias.

Notes: The Ruchnoi Pulemyet Kalishnikov, or RPK, is a modification of the old, reliable AK-47 and was intended to replace the outdated RPD as a squad automatic weapon. It can take a standard thirty-round AK-47 magazine, simplifying a squad's logistical requirements. Like the AK-47, the RPK has been sold to Soviet clients all over the world, and is found in the arsenals of the Warsaw Pact nations, Cuba, Libya, Syria, Shi'ite and Amal militias in Lebanon, the PLO and many others.

M2HB Machine gun
Nationality: U.S.

Weapon Type: Heavy machine gun

Caliber: 12.7x99mm (.50 caliber)

Muzzle Velocity: 2800fps

Length: 145cm

Weight: 30kg; 70kg with tripod

Type of Fire: Selective, single shot or full-auto

Rate of Fire: 800rpm

Feed Device: 110-round belt

Ammunition Weight: 13kg per 110-round belt

Ammunition Expended: 8.2 seconds per belt

Load Time: Two combat rounds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	200m	500m	1000m	2000m

Damage DM:

+5	+3	+2	+1	—
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Penetration: 28

Recoil: — (Mounted only)

Failure: —


Users: Used by the U.S. and numerous allies throughout the world. Because of this weapon's widespread use in so many countries, it is entirely possible that some of them may have fallen into terrorist hands.

Notes: The .50 caliber heavy machine gun was originally developed (adopted 1933) as an anti-tank weapon. Ineffective against armor in World War II, this weapon nonetheless proved to be a very rugged and reliable (if very heavy) machine gun. It is still in service after many years, and promises to continue in service for many more years. Most Western tanks and many armored vehicles mount .50s as anti-aircraft weapons or for use against ground targets of opportunity. To date, over two million of these machine guns have been manufactured.

SPECIAL WEAPONS

Anschutz Model 380

Nationality: West German

Caliber: 5.56mm (.22 caliber)

Muzzle Velocity: 700fps

Length: 95cm

Weight: 3.0kg

Type of Fire: Single-shot CO₂ gas fired

Feed Device: Bolt-action chamber

Ammunition Weight: .1kg per 5 rounds

Load Time: Two combat rounds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	E(18+)
2m	15m	30m	60m	80m

Damage DM:

—	—	—	—	—
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Penetration: 1

Recoil: —

Failure: 11+

Users: This weapon has seen limited use by various police and counter-terrorist units world-wide.

Notes: Anschutz manufactures several match-quality precision air rifles. This is a .22 caliber air rifle used to fire hypodermic darts designed to deliver thorazine or another tranquilizer to a human target. It may be equipped with infra-red or starlight sights for night shooting. It is completely silent and has no muzzle flash to give away the firing character. Its primary disadvantages are its low rate of fire, its lack of penetration, and its short range; but it is an ideal weapon for silently incapacitating sentries.

Crossman Model 1322

Nationality: U.S.

Caliber: 5.56mm (.22 caliber)

Muzzle Velocity: 500fps

Length: 25cm

Weight: .6kg

Type of Fire: Single-shot pump action

Feed Device: Bolt-action chamber

Ammunition Weight: .1kg per 5 rounds

Load Time: Two combat rounds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	10m	20m	40m	50m

Damage DM:

—	—	—	—	—
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Penetration: 1

Recoil: —

Failure: 11+

Users: Police and paramilitary units in special situations (such as animal control).

Notes: This is a pistol designed to fire a single, .22 caliber tranquilizer round. A manual pump provides the air pressure. It is extremely short-ranged, but is silent and lacks a muzzle flash.

Panzer II

Nationality: U.S.

Weapon Type: Crossbow

Bolt Velocity: 210fps

Length: 79cm

Width: 63cm

Weight: 2.2kg

Type of Fire: Single shot

Rate of Fire: One per two combat rounds

Ammunition Weight: Less than 0.1kg (27 grams) each

Ammunition Length: 40cm

Load Time: One combat round

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	20m	30m	70m	110m

Damage DM:

+1	—	-1	-1	-2
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Penetration: 5

Recoil: —

Failure: +10 if dropped or subjected to adverse conditions without maintenance.

Users: Various forces on special or clandestine operations. Its use has been documented in El Salvador on government Special Operations Group missions.

Notes: This listing represents one of a number of commercially available crossbows which have been employed in military applications. Range and penetration figures for this model are less than those given for a generic crossbow in the *Delta Force Warbook* because this weapon uses light, aluminum bolts rather than heavier steel quarrels. Armor-piercing tips are not available. Wind will add a DM of -1 to the To-Hit roll for every five kilometers per hour of windspeed over ten kilometers per hour.

Special Weapons Skill, specified as 'Special Weapons (Crossbow),' is necessary to use this weapon.

M134 Minigun

Nationality: U.S.

Weapon Type: Gatling-type machine gun

Caliber: 7.62x51mm

Muzzle Velocity: 2900fps

Length: 80cm

Weight: 16kg

Type of Fire: Full automatic

Rate of Fire: Variable cyclic rate up to 6000rpm

Feed Device: 1500-round belt

Ammunition Weight: 45kg per 1500-round belt

Ammunition Expended: 15 seconds at 6000rpm

Load Time: Two combat rounds

Target Area: Range+50, Minimum = 10m

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
20m	200m	500m	1000m	3000m

Damage DM:

+3	+1	—	—	—
----	----	---	---	---

Burst: 50 rounds (0.5-second burst)

Area Hit Probability:

2+	6+	8+	10+	12+
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Penetration: 17

Recoil: —

Failure: 12+

Users: U.S. and NATO allies. The M134 may be found on vehicles such as the M2 Bradley, in the weapons pods or turret mounts of attack helicopters such as the AH-1G HueyCobra or in doorway mounts of helicopters such as the UH-1.

Notes: The M134, or GAU-2 minigun, is a six-barreled, electrically-powered, rapid-fire machine gun developed during the early 1960s. It was designed to be a small-caliber helicopter weapon similar in concept to the 20mm Vulcan cannon, which is itself a modern version of the multi-barreled machine gun concept pioneered over a century ago by Richard Gatling.

M230 Chain Gun

Nationality: U.S.

Weapon Type: Vehicle-mounted auto-cannon

Caliber: 30mm

Type of Fire: Full automatic

Rate of Fire: Variable from single shot to 700rpm

Typical Ammunition Load: 1200 rounds

Target Area: Range+100; Minimum = 10m

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
30m	200m	500m	1000m	1800m

Area Hit Probability:

3+	6+	8+	10+	12+
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BURST EFFECTS (30mm HE; applied for each 50-round burst fired)

Point Blank	Inner Blast	Outer Blast
2m	5m	10m

Roll DM:

B/F+5	B/F+2	B-2/F
-------	-------	-------

BLAST ROLL:

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL:

5 or less	6-7	8-9	10+
NE	WND	WNDx2	K

Users: U.S.

Notes: A single-barreled, variable-fire cannon designed to be mounted aboard attack helicopters. It is slung from an under-fuselage turret on the Hughes AH-64 Apache. Its name derives from the electrically powered bicycle-type chain which drives the gun mechanism. Blast information is provided for a fifty-round burst into a target area determined by the 'Range+100' formula. Weight, length and other statistics are not included since the weapon is only mounted aboard vehicles.

Special Note: Both 25mm and 7.62mm chain guns have been adopted or are currently being developed for various applications. Combat tables for the M230 may be applied to the 25mm chain gun mounted aboard the M-2 Bradley.

M159 Rocket Pod

Nationality: U.S.

Weapon Type: Helicopter-mounted rocket pod

Rocket Diameter: 7cm (2.75in)

Rocket Load: 7 or 19 folding-wing rockets per pod

Target Area: Range+100; Minimum = 10m

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
70m	500m	1000m	1800m	2400m

Area Hit Probability:

3+	6+	8+	10+	12+
----	----	----	-----	-----

BURST EFFECTS

Point Blank	Inner Blast	Outer Blast
2m	5m	10m

Roll DM:

B+1/F+4	B/F+2	B-2/F
---------	-------	-------

BLAST ROLL:

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL:

5 or less	6-7	8-9	10+
NE	WND	WNDx2	K

Users: U.S., mounted on AH-64, AH HueyCobra, Hughes 500M and other helicopter gunships. Similar devices are used by the USSR, America's NATO allies and others.

Notes: These statistics represent any of several rocket launchers which are carried by U.S. and Soviet attack helicopters. The rockets are unguided and generally fired in salvos, in rapid succession.

M20 Recoilless Rifle

Nationality: U.S.

Weapon Type: Recoilless rifle

Caliber: 75mm

Muzzle Velocity: 990fps

Length: 208cm

Weight: 76kg

Type of Fire: Single shot

Rate of Fire: One per combat round

Feed Device: Single round, breech-loaded

Ammunition Types: HEAT, HE, WP

Ammunition Weight: 9.5kg (AT); 10.1kg (HE); 10.5kg (WP); case of 2 rounds: 25kg

Target Area: Range+50; Minimum = 5m

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
20m	250m	500m	1000m	6000m

Area Hit Probability:

3+	6+	8+	10+	12+
----	----	----	-----	-----

BURST EFFECTS (75mm M310A1 HEAT)

Point Blank	Inner Blast	Outer Blast
2m	7m	15m

Roll DM:

B+2/F	B/F-1	B
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BURST EFFECTS (75mm M309A1 HE)

Point Blank	Inner Blast	Outer Blast
2m	10m	25m

Roll DM:

B+5/F+2	B+3/F+1	B/F
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BLAST ROLL:

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL:

5 or less	6-9	10-11	12+
NE	WND	WNDx2	WNDx1D6+1

Penetration: (HEAT): 85; (HE): 25

Recoil: —

Backblast: 0 to 3m: WNDx1D6+2 (PEN 4)

4 to 8m: WNDx1D6 (PEN 2)

In closed room: One additional WND (PEN 2)

Ignore all Bleeding results.

Failure: 11+

Users: This rifle, adopted by the U.S. Army at the end of World War II, was used as light artillery by small infantry units—although it has since been replaced by more modern weapons in U.S. service. This weapon is typical of recoilless rifles still in use by many armies worldwide, however, including such countries as Vietnam, Turkey, Israel and many Third World countries. It is possible that small numbers of recoilless rifles are in terrorist hands in the Middle East.

Notes: This weapon is obsolete but may be encountered in various foreign armies, as described above.

M40 Recoilless Rifle

Nationality: U.S.

Weapon Type: Recoilless rifle

Caliber: 106mm

Muzzle Velocity: 1600fps

Length: 340cm

Weight: 127kg

Type of Fire: Single shot

Rate of Fire: One per two combat rounds

Feed Device: Single round, breech-loaded

Ammunition Types: HEAT, HEP-T

Ammunition Weight: 17kg (AT); 17.2kg (HE)

Target Area: Range+100; Minimum = 10m

It is assumed the .50 caliber spotting rifle is used to sight vehicle or building targets before an HE or HEAT round is fired.

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
50m	300m	800m	1200m	7500m

Area Hit Probability:

3+	6+	8+	10+	12+
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BURST EFFECTS (106mm M344 HEAT)

Point Blank	Inner Blast	Outer Blast
2m	10m	20m

Roll DM:

B+3/F	B+2/F-1	B
-------	---------	---

BURST EFFECTS (106mm M346A1 HEP-T)

Point Blank	Inner Blast	Outer Blast
2m	5m	15m

Roll DM:

B+3/F+2*	B+3/F+1*	B/F*
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* Fragmentation effects are to the far side of an armor barrier with an AV up to 85. Blast effects apply to both sides.

BLAST ROLL:

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL:

5 or less	6-9	10-11	12+
NE	WND	WNDx2	WNDx1D6+1

Penetration: (HEAT): 95; (HEP-T): 85

Recoil: —

Backblast: 0 to 5m: WNDx1D6+2

6 to 10m: WNDx1D6

In closed room: One additional WND

Ignore all Bleeding results.

Failure: 11+

Users: This rifle has been replaced by the row as the U.S. anti-tank weapon. It is still produced by Brazil, Israel, Japan and Spain and may be encountered in numerous other nations.

Notes: The HEP-T round smashes a mass of plastic explosive against the armor of the target. The detonation does not pierce armor, but produces 'spalling'—fragments of armor bursting from the far side of the barrier at high speed. The effect is deadly to tank crews. There are few or no fragmentation effects on the near side, but blast effects are felt on both sides.

The 106mm recoilless rifle is sighted by firing a special .50 caliber spotting rifle attached to the barrel. The tracer round is easily tracked, and explodes in white smoke. Once the rifle is sighted in on a target (using the table above), the 106mm round is fired for a near-certain hit (roll of three or more).

M174E3

Nationality: U.S.

Weapon Type: Automatic grenade launcher

Caliber: 40mm

Muzzle Velocity: 250fps

Length: 71cm

Weight: 7.3kg

Type of Fire: Selective, single shot or full auto

Rate of Fire: 300rpm

Feed Device: 12-round drum magazine

Magazine Weight: 4.5kg

Magazine Emptied: 2.4 seconds

Load Time: Two combat rounds

Target Area: Range+50; Minimum = 2m

Range (DM of +2 for hand-held fire):

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
14m*	50m	150m	300m	400m

Area Hit Probability:

3+	6+	8+	10+	12+
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*Minimum range figure for M406

BURST EFFECTS (40mm M406 HE, M381 HE)

Point Blank	Inner Blast	Outer Blast
2m	5m	10m

Roll DM:

B+2/F+2	B/F+1	B/F
---------	-------	-----

BURST EFFECTS/AREA (Three-round burst within target area)

Point Blank	Inner Blast	Outer Blast
3m	8m	15m

Roll DM:

B+3/F+2	B/F+1	B/F
---------	-------	-----

BLAST ROLL:

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL:

5 or less	6-9	10-11	12+
NE	WND	WNDx2	WNDx1D6+1

Penetration: 5

Recoil: —

Failure: 10+

Users: U.S. and NATO allies.

Notes: This is a 40mm selective-fire grenade launcher. Normally fired from an M-60 tripod mount, the weapon can be hand-held with a DM of +2 to the To-Hit roll. It may also be found mounted on APCs or other vehicles. The minimum range figure is for the M406 HE round, which arms itself after fourteen meters of flight as a safety feature. The M381 arms itself after only three meters of flight, making it more useful for close-in street-fighting, but also more dangerous to the firing character.

The penetration figure is given for the round itself at close range. The round is capable of penetrating windows or thin (six centimeter) sheets of wood. Shrapnel has a PEN of four.

The 'Burst Effects/Area' table allows the referee to calculate the effects of a three-round burst of grenade fire (M406 or M381) which is targeted on an area. The size of the target area is determined by 'Range+50,' with a minimum target size of two meters. A number of grenades fired into a given area can be divided into three-round bursts centered on the middle of the area to reduce the number of dice rolls.

RPG-7

Nationality: USSR

Weapon Type: Anti-tank rocket launcher

Caliber of Tube: 40mm

Caliber of Projectile Warhead: 85mm

Muzzle Velocity: 984fps

Length: 99cm without projectile

142cm with projectile

Overall Projectile Length: 100cm

Weight: 7kg (without projectile)

Weight of Projectile: 2.25kg

Type of Fire: Single shot reloadable



Rate of Fire: 2rpm

Load Time: Five combat rounds

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
—	100 m	300 m	500 m	1000 m

The firing character may apply his skill level with the RPG-7 as a DM towards attempts to hit the target. The RPG-7 is a Special Weapon as described in the *Delta Force* rulebook.

Penetration (HEAT): 50

Recoil: —

Backblast: 0 to 5m: WNDx2

6 to 10m: WND

In closed room: One additional WND

Ignore all BLEEDING results.

Failure: 11+

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
	2m	8m	20m

Roll DM:

B+8/F+2	B+2/F	B/F-2	B+2 + other DMs
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BLAST ROLL:

3 or less	4-6	7-8	9-10	11+
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Results:

NE	D	S	U	K
----	---	---	---	---

FRAGMENTATION ROLL:

6 or less	7-8	9-11	12+
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Results:

NE	WND	WNDx2	WNDx1D6
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Users: This weapon is extensively used by Soviet client states, and in recent years it has made its appearance in the arsenals of terrorist groups throughout Africa, the Middle East and Europe, including Northern Ireland. It is used by both Libya and Syria, and has found its way in large numbers to terrorist arsenals through these countries and possibly through direct arms shipments from the USSR and Warsaw Pact countries. Large numbers were captured by U.S. forces on Grenada in 1983, and they are found in the armories of both Cuba and Nicaragua. Twice, the infamous international terrorist Carlos used them in attempts to destroy El Al jetliners at Orly in Paris, but failed. In 1981, a hit team of the presumed defunct Baader-Meinhof Gang missed by inches in their attempt to kill the commander of all U.S. forces in Europe with an RPG-7 grenade fired at the General's car. It exploded on the car's trunk, rather than penetrating the vehicle's armored passenger compartment.

The RPG-7 is becoming well known as one of the deadliest weapons provided to terror groups by the Soviets.

Notes: The RPG-7 has been the standard anti-tank weapon of the Soviet military since 1962, when it replaced the RPG-2. The launcher uses a propellant charge to boost the projectile ten meters, after which an internal rocket fires to carry the warhead to the target. This gives the projectile a peculiar trajectory—descending, then accelerating and rising towards the target—but the sighting system takes this into account and makes the weapon highly accurate. The effective range is generally given as five hundred meters for stationary targets and three hundred meters for moving targets.

The RPG-7 eliminates recoil by discharging a stream of gas out the rear of the launch tube.

This is among the most formidable of weapons available to terrorists. It is a large and clumsy weapon, not well suited to hijackings or hostage-taking, but it carries with it an image of sheer frightfulness which makes it an effective—to terrorists' minds—terror weapon.

The RPG-7 is most likely to be encountered by Delta or other anti-terror commandos during assaults on prepared terrorist positions, bases, or headquarters.

SA-6

Nationality: USSR

Weapon Type: SAM anti-aircraft missile

Diameter of Projectile: 33.5cm (13in)

Wingspan: 12.45cm (49in)

Length of Projectile: 6.2m (20ft 4in)

Weight: 550kg (1200lb)

Maximum Velocity: Mach 2.8 (About 3400kph)

Launcher: Generally mounted on a mobile chassis in threes.

Range: The SA-6 can lock onto air targets at altitudes above five thousand feet at ranges out to sixty kilometers (thirty-six miles). At altitudes below five thousand feet, the SA-6 can lock onto targets at ranges up to thirty kilometers (eighteen miles).

The firing character must roll eight or more on 2D6 to get a successful lock. There are no special modifiers for skill, since target acquisition and firing are largely automatic.

Penetration: 50

Recoil: —

Backblast: Any characters standing within fifteen meters of the rear of SA-7 missiles when they are launched is killed.

Users: The SA-6, known as 'Gainful' to NATO intelligence, was introduced by the Soviets in 1967. Since then, it has been shipped to Soviet client states worldwide. Users include Bulgaria, Cuba, Czechoslovakia, Egypt, Iraq, Libya, Mozambique, Nicaragua, Poland, the USSR, Syria and Vietnam.

Notes: The SA-6 was first used in combat during the 1973 Yom Kippur War, where it received the reputation of always achieving a kill no matter what the target did in the way of ECM or evasion. It carries a devastating eighty-kilogram warhead with impact, proximity and (possibly) RF fusing, and its range and speed make it a formidable air defense system.

The effects of hits on target aircraft are determined using the rules for such attacks given in this book.

SA-7 Strella

Nationality: USSR

Weapon Type: Portable SAM rocket launcher

Diameter of Projectile: 7cm

Length of Projectile: 135cm

Weight: 20kg (without projectile)

Weight of Projectile: 9.2kg

Maximum Velocity: Mach 1.5 (About 1900kph)

Range: The Strella can lock onto targets flying at speeds up to nine hundred and twenty kilometers per hour, at altitudes up to forty-five hundred meters (13,944 feet), and at ranges up to ten kilometers. It cannot engage targets closer than about one hundred meters, or at altitudes below twenty-five meters.

The firing character must roll eight or more on 2D6 to get a successful lock. He may apply as a DM his Skill Level with the SA-7 launcher, which is a Special Weapons skill, as described in the *Delta Force* rulebook on page ten.

Penetration: 30

Recoil: —

Backblast: 0 to 5m: WNDx1D6+2 (PEN 4)

6 to 10m: WNDx1D6 (PEN 2)

In closed room: One additional WND (PEN 2)

Ignore all Bleeding results.

Failure: 10+

Users: It is estimated that something on the order of fifty thousand SA-7s have been spread all over the world. Large numbers are in terrorist hands. A Libyan-supplied Strella was the weapon used by a band of five Palestinian commandos directed by Carlos in an attempt to shoot down an El Al jetliner

Delta Force Skills Chart

Skill	Prerequisites	Cost of First Level			
		N	G	BM	S
1 Abseiling	≤ #8	—	—	—	3
2 Area Survival*		1	2	2	2
3 Boat Handling*		3	3	2	2
4 Bomb Disposal		—	2	2	2
5 Bribery		2	2	—	—
6 Camouflage		—	—	2	2
7 Chemical Warfare		—	3	—	3
8 Climbing*	AGI 7+, END 8+	3	3	—	2
9 Commo Operator		2	1	1	1
10 Commo Repair		2	2	2	2
11 Computer Programming		2	2	2	—
12 Computer Repair	#11	2	2	2	—
13 Contacts		—	3	—	—
14 Cryptography		—	3	—	—
15 Culture	See Skill Description	2	2	2	2
16 Deception		3	3	—	—
17 Demolitions		3	3	2	2
18 Diplomacy		3	3	—	—
19 Disguise		2	2	—	—
20 Dog Handling		3	2	2	—
21 Driving (Car)		1	1	1	—
22 Driving (Heavy Equipment)		2	2	2	—
23 Driving (Motorcycle)		1	1	1	—
24 Driving (Truck)		1	1	1	—
25 Electronics		2	2	2	—
26 Fast Talk	SPE 9+	2†	2†	—	—
27 Finance		—	2	—	—
28 First Aid		2	2	2	2
29 Free Fall*	#51	3	3	2	2
30 Gambling		1	1	—	—
31 Gunsmith		2	2	—	—
32 HAHO	#29, #33, #51; but ≤ #29	—	—	—	3
33 HALO	#29, #51; but ≤ #29	—	—	—	3
34 Hand-to-Hand Combat		2	2	2	2
35 Impersonation		3	3	—	—
36 Instruction		—	1	—	—
37 Interrogation	INT 10+	2	2	2	2
38 Knife Fighting	DEX 8+	2	2	2	2
39 Language		†	†	†	†

40 Leadership		—	3	2	2
41 Lockpicking	DEX 8+	2	2	—	2
42 Management		2	2	—	—
43 Martial Arts	AGI 8+, END 10+	2†	2†	2†	2†
44 Mechanic		1	1	1	—
45 Medical		—	3	—	—
46 Mountain Climbing*	AGI 7+, END 8+	3	3	—	2
47 Negotiation		—	3	—	2
48 Night Ops		—	3	2	2
49 Nuclear Weapons	See Skill Description	—	—	—	3
50 Orienteering		1	1	1	1
51 Parachute		—	—	2	2
52 Persuasion		2	2	—	—
53 Pickpocket		—	3	—	—
54 Pilot (Fixed or Rotary Wing)	INT 7+	3	3	—	2
55 Public Speaking		—	2	—	—
56 Questioning		1	1	—	—
57 Read Personality		2†	2†	—	—
58 Reconnaissance		2	2	—	—
59 Research		1	1	—	—
60 Safecracking		—	3	—	—
61 SCUBA*	END 8+, #69 of 2+	3	3	2	2
62 Seduction		2†	2†	—	—
63 Skiing	END 10+	2	2	—	2
64 Skin Diving*	END 8+, #69 of 2+	1	1	—	1
65 Sniper	DEX 8+, Rifle 3+	—	3	2	2
66 Stealth		—	2	2	2
67 Surgery	INT 10+; DEX, EXP & TRA each 12+	—	3	—	—
68 Surveillance		—	3	—	—
69 Swimming		1	1	2	2
70 Tactics		—	3	2	2
71 Tracked Vehicle Driver		—	2	2	—
72 Tracking		3	3	2	2
73 Traps		—	—	2	2
74 Tree Jumping	#29, #51	—	—	—	2
75 Weapons Skills	DEX 5+	3◊	2◊	2	2

Refer to the description of the skill if any of the following special conditions were noted above.

* Proficiency in this skill may allow acquisition of a related skill.

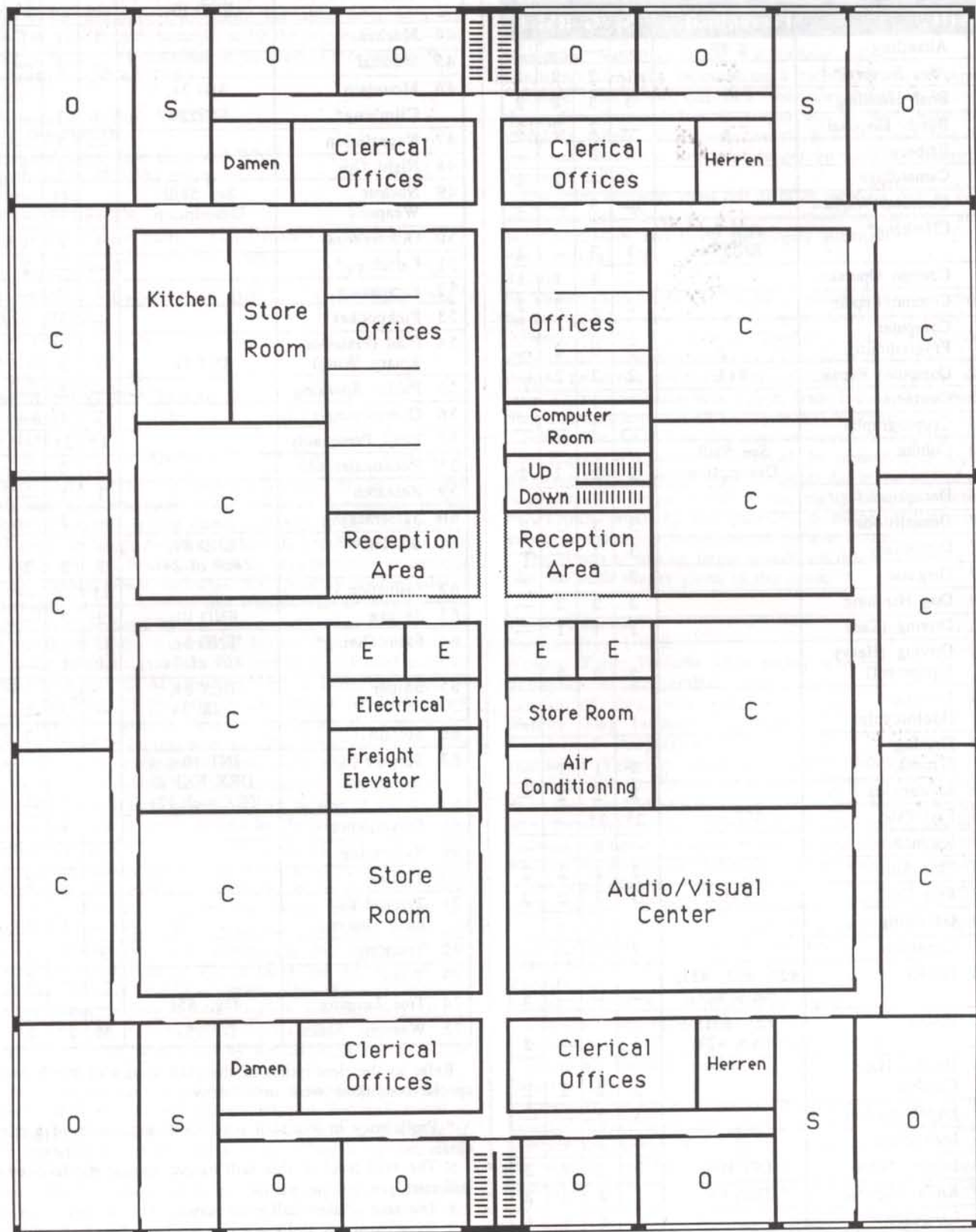
≤ The skill level of this skill cannot exceed the level of the indicated prerequisite skill.

† The cost of this skill may vary.

◊ Some weapons skills are not available here.

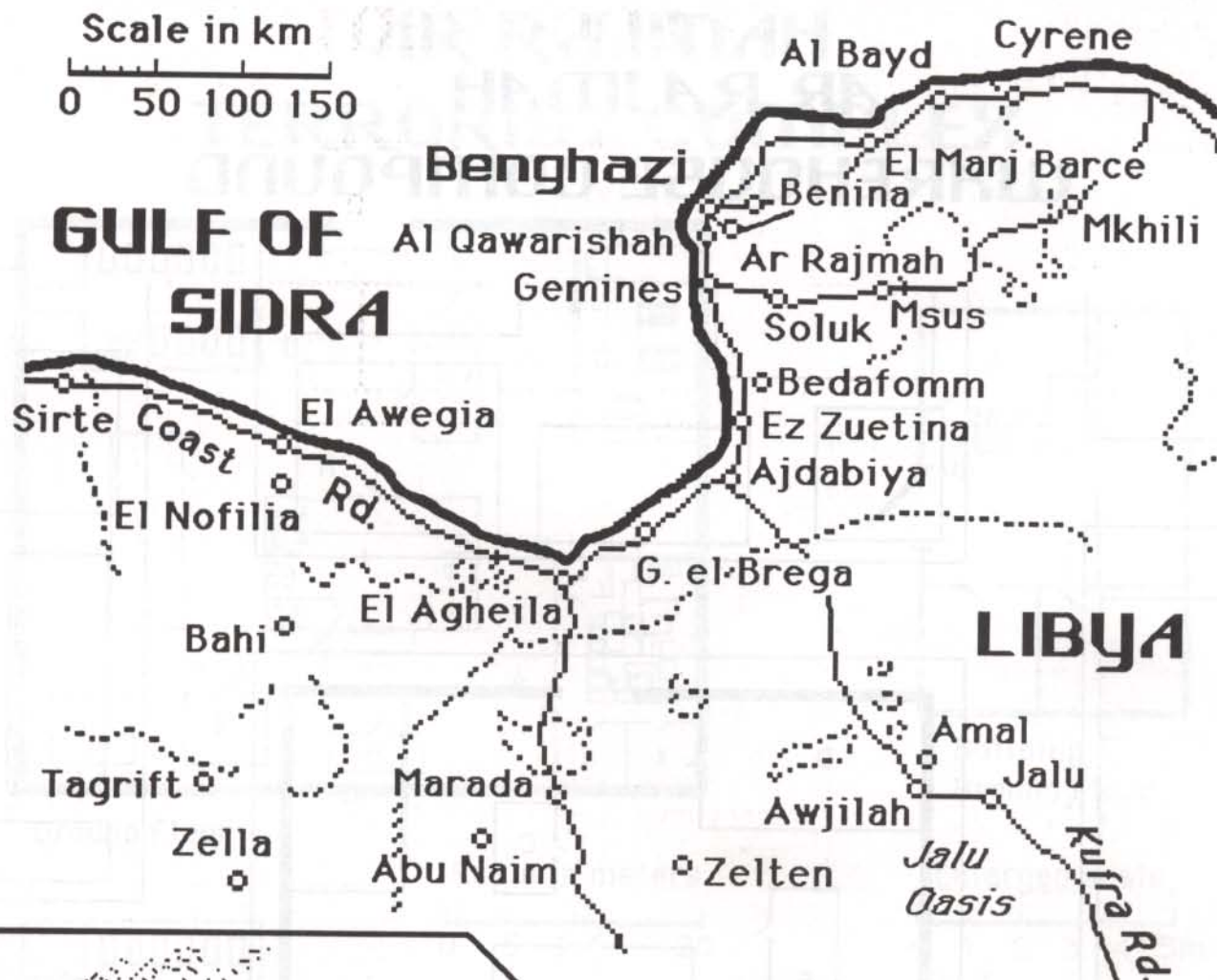
VIENNA CONFERENCE CENTER, FIFTH FLOOR

Scale
0 5m



Scale in km

0 50 100 150

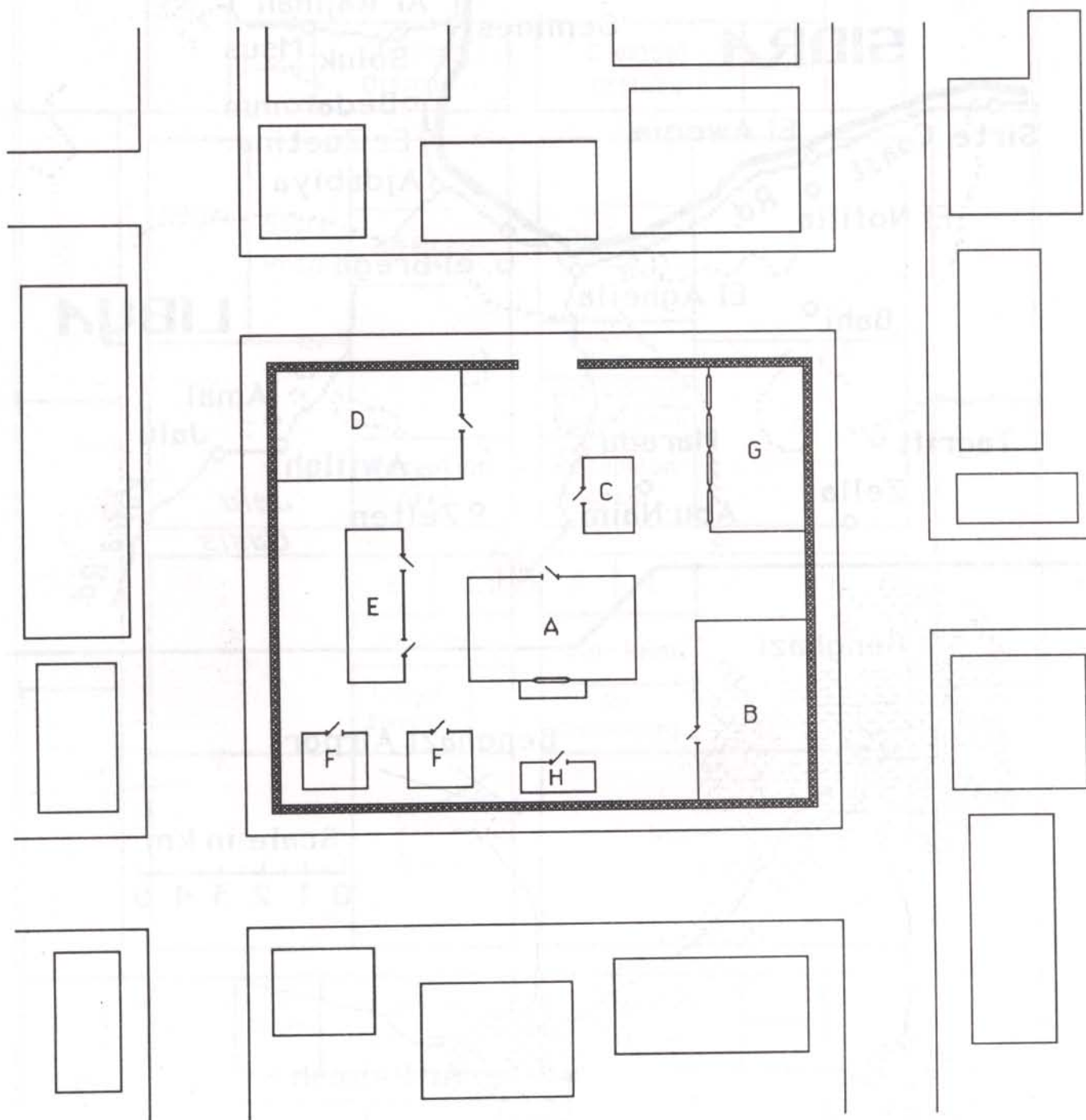
**GULF OF
SIDRA****Benghazi****Benghazi Airport**

Scale in km

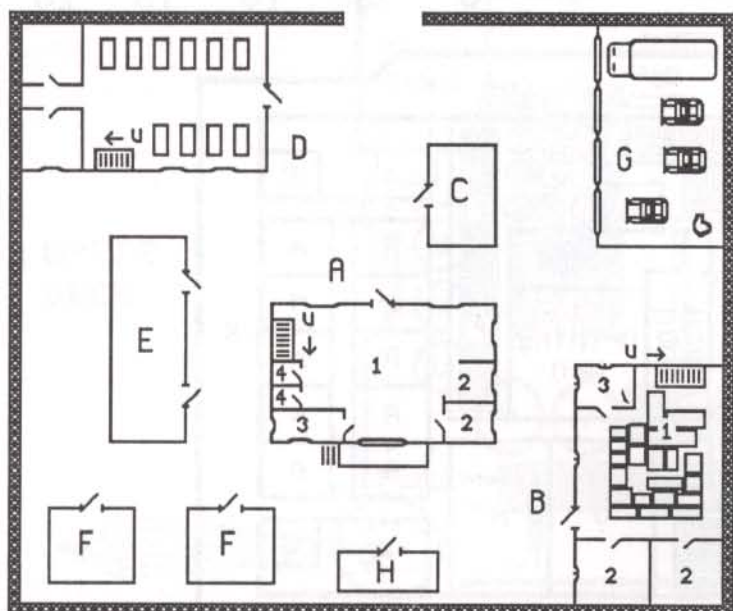
0 1 2 3 4 5

Ar RajmahWarehouse
Compound**Al Qawarishah**

AR RAJMAH WAREHOUSE COMPOUND

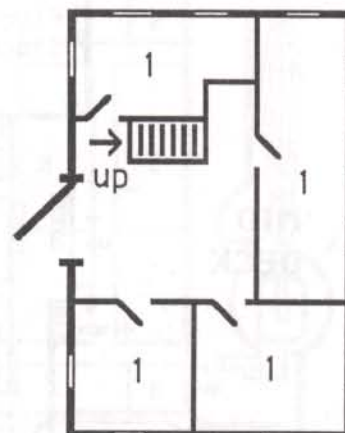
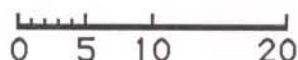


AR RAJMAH TERRORIST COMPLEX



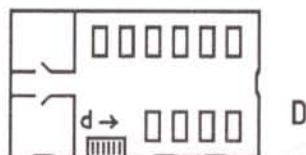
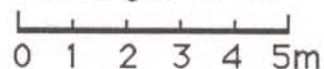
Ground Floor

Scale in meters

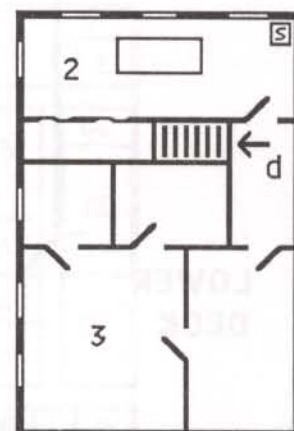
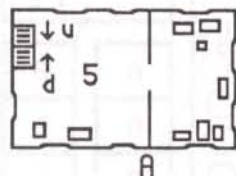


Building C,
Ground Floor

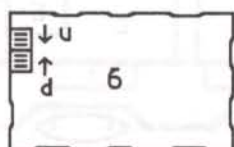
Enlarged scale



Second Floors



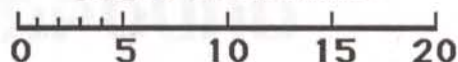
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Second Floor



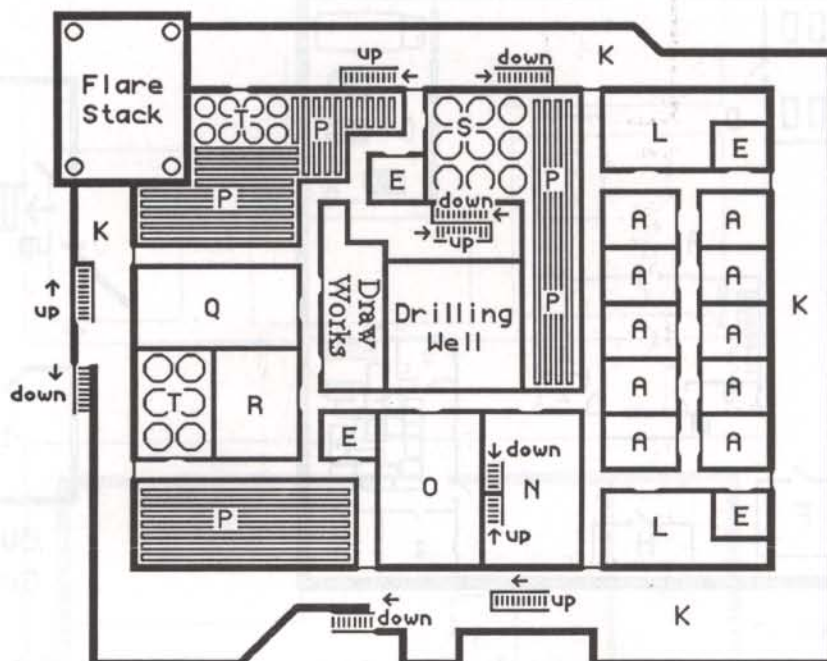
Building A,
Third Floor

GULFSTAR 10

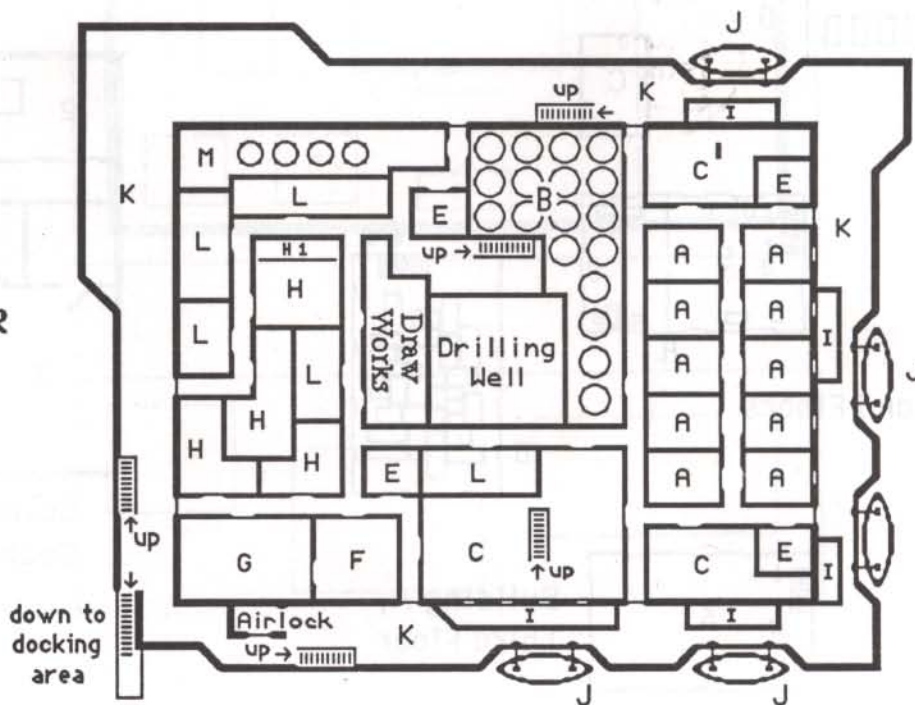
scale in meters

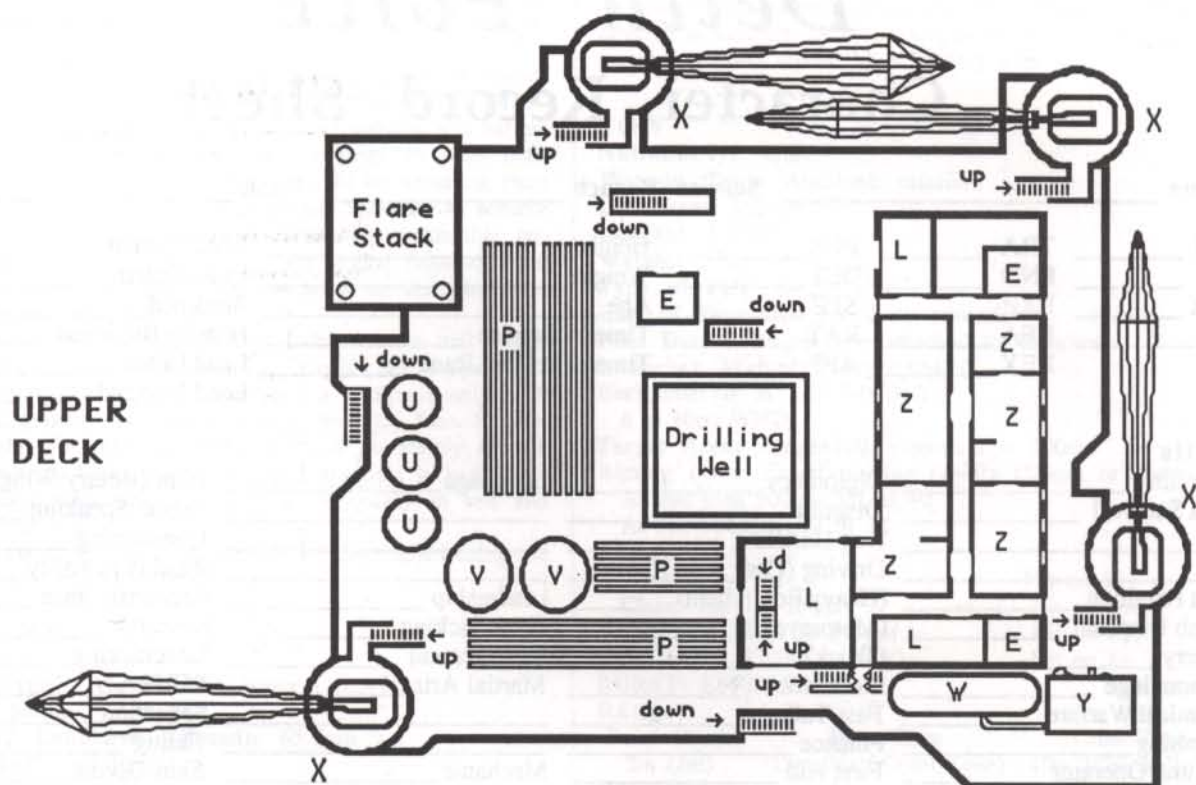


**MID
DECK**

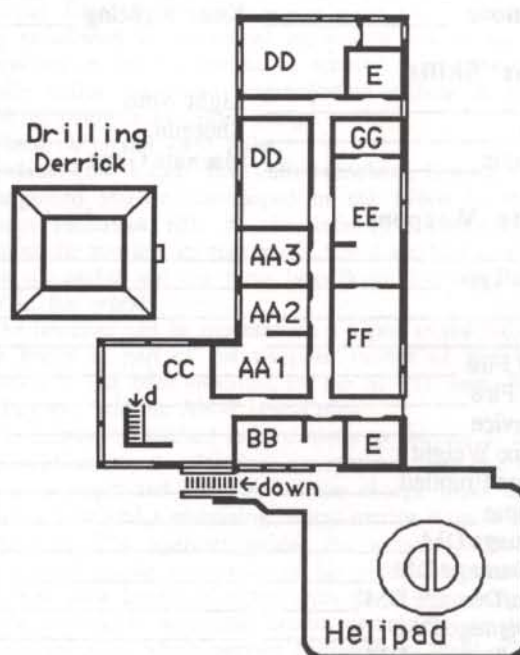


**LOWER
DECK**





**Above
UPPER
DECK**



Delta Force

Character Record Sheet

Name _____ Service Branch _____ Rank _____

STR _____	TRA _____	PER _____	Height _____	Load Carried _____
AGI _____	END _____	DET _____	Weight _____	Unburdened _____
DEX _____	EXP _____	SPE _____	Age _____	Burdened _____
INT _____	REA _____	RAT _____	Time in Service _____	Heavily Burdened _____
	REX _____	APP _____	Time at Present Rank _____	Load Lifted _____
				Load Dragged _____

Skills

Abseiling _____	Diplomacy _____	Language _____	Pilot (Rotary Wing) _____
Area Survival _____	Disguise _____		Public Speaking _____
	Dog Handling _____		Questioning _____
	Driving (Car) _____		Read Personality _____
Boat Handling _____	(Heavy Equipment) _____	Leadership _____	Reconnaissance _____
Bomb Disposal _____	(Motorcycle) _____	Lock Picking _____	Research _____
Bribery _____	(Truck) _____	Management _____	Safecracking _____
Camouflage _____	Electronics _____	Martial Arts _____	SCUBA _____
Chemical Warfare _____	Fast Talk _____		Seduction _____
Climbing _____	Finance _____		Skiing _____
Commo Operator _____	First Aid _____	Mechanic _____	Skin Diving _____
Computer Prog. _____	Gambling _____	Mountain Climbing _____	Stealth _____
Computer Repair _____	Gunsmith _____	Negotiation _____	Surgery _____
Contacts _____	HAHO _____	Night Ops _____	Surveillance _____
Cryptography _____	HALO _____	Nuclear Weapons _____	Swimming _____
Culture _____	Hand-to-Hand Combat _____	Orienteering _____	Tactics _____
	Impersonation _____	Parachute _____	Tracked Vehicle Driver _____
	Instruction _____	Persuasion _____	Tracking _____
Deception _____	Interrogation _____	Pickpocket _____	Traps _____
Demolitions _____	Knife Fighting _____	Pilot (Fixed Wing) _____	Tree Jumping _____

Weapons Skills

Exotic _____	Light Auto _____	Mortars _____	Special Weapons _____
Foreign _____	Shotgun _____	Rifles _____	
Hand Guns _____	Machine Guns _____		

Favorite Weapons

Name _____			
Weapon Type _____			
Length _____			
Weight _____			
Type of Fire _____			
Rate of Fire _____			
Feed Device _____			
Magazine Weight _____			
Magazine Emptied _____			
Load Time _____			
PB/Damage DM _____			
Close/Damage DM _____			
Medium/Damage DM _____			
Long/Damage DM _____			
Extreme/Damage DM _____			
PEN _____			

Equipment listings continued

from a balcony near Rome's Fiumicino airport. Fortunately, the Italian police, tipped off by Israeli intelligence, captured the five before they could fire.

Notes: The SA-7 is believed by the West to be named *Strella* (Arrow). It is known by Western intelligence as 'Grail.' *Strella* was designed as a copy of the u.s. Redeye, and suffers from a number of that weapon's shortcomings. Its chief deficiency lies in the fact that the target should be departing from the attacker to give the missile's IR sensors a chance to achieve a lock. Helicopters, however, are particularly vulnerable targets, for the *Strella* can home on their engine exhausts from several directions, or, failing this, can home on the glint from the helicopter's canopy.

The *Strella* also leaves a highly visible smoke trail which warns of its approach, pinpoints the launcher and helps pilots outmaneuver the missile. The warhead is equipped only with impact and grazing fuses, rather than a proximity fuse. Finally, it is possible for pilots to outfly them or to simply throttle back in order to break the approaching missile's IR lock.

Its greatest advantage is that it is very easy to use and requires little training.

The effects of hits on target aircraft are determined using the rules for such attacks in this book.

M72A2 LAW

Nationality: U.S.

Weapon Type: Light anti-tank weapon (LAW)

Caliber: 66mm

Length of Launcher (Closed): 65.5cm

(Extended): 89.3cm

Weight: 2.15kg (4.75lb)

Weight of Rocket: 1kg (2.2lb)

Type of Fire: Single shot, discardable

Backblast: 0 to 2m: WNDx2

3 to 5m: WND

Target Area: Range+50; Minimum = 10m

Aliming DMs: Target moving rapidly (50kph or more)

At 99m or less: DM of -2

At 100m or more: DM of -1

Range:

Point Blank	C(9+)	M(12+)	L(14+)	Ex(18+)
2m	30m	100m	200m	350m

BURST EFFECTS

Range:

Point Blank	Inner Zone	Outer Zone
2m	5m	10m

Roll DM:

B+2/F+2	B/F+1	B-1/F

BLAST ROLL:

4 or less	5-7	8-9	10-11	12
NE	D	S	U	K

FRAGMENTATION ROLL:

4 or less	5-8	9-12	13+
NE	WND	WNDx1D6	K

Penetration: 85

Other Effects: Vehicles which have their armor successfully penetrated are destroyed on a 2D6 roll of nine or more. Characters on the far side of an armor barrier penetrated by a missile suffer blast and fragmentation effects at the ranges given in parentheses under 'Range.'

Users: U.S. and numerous Western allies world-wide.

Notes: This is the standard Light Anti-tank Weapon of the u.s. Army. To fire, the infantryman removes two safety pins, telescopes the tube from the closed to extended position, positions the weapon over his shoulder and fires. The tube is

then discarded. The HEAT warhead will penetrate three hundred millimeters of armor, though the angle and composite design of modern tank armor reduces its effectiveness. It can also be directed at bunkers, pillboxes and other fortifications. Three are routinely carried aboard M-2 Bradley APCs.

TOW

Nationality: U.S.

Weapon Type: Anti-tank missile

Diameter: 152mm

Length: 1.17m

Weight: 21kg (46lb)

Type of Fire: Single shot

Rate of Fire: One per thirty seconds

Feed Device: Sealed tube attached to launcher

Launcher Weight: 84kg (184lb)

Backblast: 0 to 5m: WNDx2

6 to 10m: WND

Target Area: Range+100, minimum = 100m

Aliming DMs: Target moving rapidly (50kph or more)

At less than 500m: DM of +2

At 500-1000m: DM of +1

Range:

Minimum: 70m	Hit on 11+
Close: 70m to 300m	Hit on 9+
Effective: 300m to 3700m	Hit on 6+
Maximum: 3700m to 4100m	Hit on 8+

BURST EFFECTS

Range:

Point Blank	Inner Zone	Outer Zone
2m (2m)	15m (Half Outer Zone)	40m [(90-AV)+2m]

Roll DM:

B+3/F+4	B+2/F+1	B/F

BLAST ROLL:

4 or less	5-7	8-9	10-11	12
NE	D	S	U	K

FRAGMENTATION ROLL:

4 or less	5-8	9-12	13+
NE	WND	WNDx1D6	K

Penetration: 90

Other Effects: Vehicles which have their armor successfully penetrated are destroyed on a 2D6 roll of six or more. Characters on the far side of an armor barrier penetrated by a missile suffer blast and fragmentation effects at the ranges given in parentheses under Range.

Users: U.S. and NATO allies.

Notes: Tow stands for Tube-launched, Optically-tracked, Wire-guided missile. Developed in the 1960s to replace the 106mm recoilless rifle as the infantry's standard anti-tank weapon, the tow and its successors, tow II and tow III, may be the most successful and the most heavily produced anti-tank missiles in the world.

The launcher can be mounted on a tripod in the field. Usually it is found as part of the weapons system of any of several vehicles. It has been mounted on the M-151 Jeep, M113 APC, Bradley APC, and the AH-1 HueyCobra.

The missile is attached in its canister to the rear of the launch tube, with automatic electrical connections. The operator takes aim at a target and fires. A booster charge kicks the missile from the tube and a sustaining charge carries it up to a speed of Mach 1.05. The operator guides the missile by keeping the target fixed in the crosshairs of his sights. A microprocessor compares data from the sights with the IR signature from the missile and feeds automatic course corrections to the missile through the wire which unreels behind it in flight. The system is highly accurate, with trained operators achieving 90% hit

rates. Accuracy at close ranges (less than three hundred meters) is reduced because the flight time is too short for human reactions to provide adequate feedback.

MORTARS

M19 Mortar

Nationality: U.S.

Weapon Type: 60mm lightweight mortar

Caliber: 60mm

Length: 82cm

Weight: 19kg

Type of Fire: Single shot

Rate of Fire: Two per combat round for one minute or one per three combat rounds for sustained firing

Feed Device: One round, muzzle-loaded

Ammunition Types: HE, WP, IL

Ammunition Weight: 1.45kg (M49A2E2 HE round), 25kg for case of 12

Load Time: One-half combat round

Target Area: Range+50; Minimum = 20m

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
50m	300m	700m	1500m	2000m

BURST EFFECTS (60mm HE round)

Point Blank	Inner Blast	Outer Blast
2m	15m	25m

Roll DM:

B+4/F+3	B+2/F+1	B/F
---------	---------	-----

BLAST ROLL

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL

4 or less	5-8	9-11	12+
NE	WND	WNDx1D6+1	K

Users: The M19 was the standard platoon mortar for the u.s. Army from World War II through Vietnam. It was favored over the 81mm M29 because of its low weight, but its short range was considered a handicap. It has since been replaced by the M224 60mm company mortar, but may still be found with mechanized infantry and other units.

This mortar is also representative of a broad class of light-weight mortars encountered all over the world, including in the hands of the IRA, the PLO and other terrorist organizations.

Notes: The rules for correcting aim can be applied to this mortar to acquire a target. An Arab trick which was used during the various Arab-Israeli wars, however, was to secretly bury a number of mortars of this type with only the muzzle visible above ground, aimed in the general direction of a town or kibbutz. At night, Arabs would sneak to the site, fire a number of rounds, then retreat, only to strike again when the area was clear. Weapons fired in this way cannot acquire a target, and every round is fired as though at a new target.

M224 Mortar

Nationality: U.S.

Weapon Type: 60mm lightweight mortar

Caliber: 60mm

Length: 100cm

Weight: 21kg (46lb) (8kg if hand-held, with special base-plate)

Type of Fire: Single shot

Rate of Fire: Two per combat round for one minute or one per three combat rounds for sustained firing.

Feed Device: One round, muzzle-loaded

Ammunition Types: HE, WP, IL

Ammunition Weight: 1.4kg each; 25kg for case of 12

Load Time: One-half combat round

Target Area: Range+50; Minimum = 20m

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
70m	400m	1300m	2200m	3500m

BURST EFFECTS (60mm HE round)

Point Blank	Inner Blast	Outer Blast
2m	15m	25m

Roll DM:

B+4/F+3	B+2/F+1	B/F
---------	---------	-----

BLAST ROLL

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL

4 or less	5-8	9-11	12+
NE	WND	WNDx1D6+1	K

Users: U.s. at company level with Marines, non-mechanized infantry, Airmobile and Airborne forces.

Notes: This is the current u.s. replacement for the older, short-ranged M19 company mortar. This mortar is also intended to replace the 81mm M29 in Marine Corp, Airmobile, and Airborne units. The unit may be equipped with the M-8 baseplate (which substantially reduces its weight) and held and fired by hand. Mortars which are fired in this way may not be ranged, however.

The M224 may be used in conjunction with the AN/GVS-5 laser rangefinder. This device changes the target area to 'Range+100' with a minimum target area of ten meters. This allows the weapon to open fire on a target without the necessity of ranging.

M29 Mortar

Nationality: U.S.

Weapon Type: Mortar

Caliber: 81mm

Length: 130cm

Weight: 52kg

Type of Fire: Single shot

Rate of Fire: Two per combat round for one minute or one per three combat rounds for sustained firing

Feed Device: One round, muzzle-loaded

Ammunition Types: HE, WP, IL

Ammunition Weight: 4.2kg each; 23kg for case of 3

Load Time: One-half combat round

Target Area: Range+50; Minimum = 20m

Range:

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
50m	500m	1500m	2500m	4000m

BURST EFFECTS (81mm M374 HE round)

Point Blank	Inner Blast	Outer Blast
2m	10m	35m

Roll DM:

B+5/F+4	B+1/F+2	B/F
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BLAST ROLL

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL

4 or less	5-8	9-11	12+
NE	WND	WNDx1D6+1	K

Users: U.s. and NATO allies.

Notes: This mortar and 81mm mortars similar to it are found in use throughout the world as company-level support weapons. It generally has a crew of three, though it can be fired by a single man. It can be broken down and carried as three loads (thirteen kilograms, eighteen kilograms, and twenty-one

kilograms) which can be assembled and ready to fire in five minutes or less. The M125 mortar carrier is an M-113 APC carrying an 81mm mortar behind the cab.

Stinger

Nationality: US

Weapon Type: Shoulder-fired infantry surface-to-air missile

Diameter of Projectile: 7cm (2.7in)

Length of Projectile: 152cm (60in)

Launcher Weight: 4kg (8.8lb)

Weight of Projectile: 10kg (22lb)

Maximum Velocity: Mach 1.2 (about 1500kph)

Range: The Stinger can lock onto targets flying at speeds of up to one thousand kilometers per hour, at altitudes of up to four thousand eight hundred meters (fourteen thousand eight hundred feet), and at ranges of up to five kilometers. It cannot engage targets closer than about one hundred meters.

The firing character must roll eight or more on 2D6 to get a successful lock. He may add as a DM his skill level with the Stinger, which is a Special Weapons skill as described in the *Delta Force* rulebook.

Penetration: 40

Recoil: —

Backblast: 0 to 5m: WNDx2

6 to 10m: WND

In closed room: One additional WND

Failure: 11+

Users: The Stinger was developed in the 1960s to replace the unreliable Redeye shoulder-fired anti-air missile. It is used by the U.S. and various U.S. clients and allies, including NATO countries. The sale of Stingers to various moderate Arab powers makes it likely that the Stinger could appear in terrorist arsenals as well.

Notes: The Stinger was designed specifically to provide infantrymen with anti-aircraft protection at low altitudes and short ranges. Its IR homing seeker latches onto the exhaust plume from a jet engine rather than onto hot metal; however, the Stinger is still useful against helicopters or turbo-prop aircraft as well as against jets. The guidance system employed in the Stinger is useless against ground targets, however, unless the target happens to be an aircraft already warming up on the runway.

The effects of hits on target aircraft are discussed under 'Vehicle Combat' in the *Delta Force Companion* rules.

VEHICLES

NAME: Compact Car

Weight: 1000kg (1.1 tons)

Range: 720km (450mi)

Maximum Speed: 160kph (100mph)

Average Speed: 80kph (50mph)

Fuel: 38 liters (10 gallons)

Passengers: Driver and three passengers

Cargo: 400kg (640lb)

Armor Values: F: 12; R: 9; S: 9; T: 8; B: 6

Window Hit Number: 9+ (All sides)

Critical Hit Number: 10+

Description: A typical, small two-door or four-door automobile.

NAME: Sports car

Weight: 900kg (1 ton)

Range: 720km (450mi)

Maximum Speed: 224kph (140mph)

Average Speed: 80kph (50mph)

Fuel: 40 liters (10.5 gallons)

Passengers: Driver and one passenger

Cargo: 230kg (0.25 tons)

Armor Values: F: 12; R: 9; S: 9; T: 0; B: 8

Window Hit Number: 9+

Critical Hit Number: 9+

Description: A two-door sports car or small convertible.

NAME: Van

Weight: 1600kg (1.75 tons)

Range: 352km (220mi)

Maximum Speed: 128kph (80mph)

Average Speed: 80kph (50mph)

Fuel: 112 liters (30 gallons)

Passengers: Driver and one passenger

Cargo: 250kg (0.27 tons) or four to six passengers

Armor Values: F: 14; R: 9; S: 9; T: 7; B: 8

Window Hit Number: 9+ (front and sides of cab)

Critical Hit Number: 10+

Description: A van with two doors in the cab, rear doors and (occasionally) a sliding door on one or both sides of the cargo compartment.

NAME: Limousine

Weight: 1400kg (1.5 tons)

Range: 352km (220mi)

Maximum Speed: 190kph (120mph)

Average Speed: 80kph (50mph)

Fuel: 56 liters (15 gallons)

Passengers: Driver and two to four passengers

Cargo: 450kg (0.5 tons)

Armor Values: F: 14; R: 9; S: 9; T: 7; B: 8

Window Hit Number: 9+ (all sides)

Critical Hit Number: 10+

Description: A typical stretch limousine used by VIPs and government officials.

NAME: Armored Limousine

Weight: 2000kg (2.2 tons)

Range: 192km (120mi)

Maximum Speed: 120kph (70mph)

Average Speed: 80kph (50mph)

Fuel: 56 liters (15 gallons)

Passengers: Driver and two to four passengers

Cargo: 450kg (0.5 tons)

Armor Values: F: 20; R: 18; S: 18; T: 12; B: 20

Window Hit Number: 9+ (all sides)

Windows are armored glass with an AV of 12

Critical Hit Number: 11+

Description: A typical armored limousine used by VIPs and government officials. The interior is armored and can protect the occupants even if the front or back end of the vehicle is completely destroyed.

NAME: Bus

Weight: 7300kg (8 tons)

Range: 512km (320mi)

Maximum Speed: 100kph (60mph)

Average Speed: 65kph (30mph)

Fuel: 150 liters (40 gallons)

Passengers: Driver and 50 passengers

Cargo: 1000kg (1.1 tons)

Armor Values: F: 14; R: 9; S: 9; T: 7; B: 8

Window Hit Number: 9+ (front)

10+ (Side and rear windows)

Critical Hit Number: 10+

Section VIII: Warbook ————— Delta Force Companion

Description: A typical civilian passenger bus. Some have doors at the right front and right center. Others (school buses and older models) have doors only at the right front. School buses have (by law in the U.S.) an emergency door in the rear.

NAME: M-32/6x6 truck

Weight: 3200kg (3.5 tons)

Range: 352km (220mi)

Maximum Speed: 112kph (70mph)

Average Speed: 50kph (30mph)

Fuel: 150 liters (40 gallons)

Passengers: Driver and 10 to 12 passengers

Cargo: 2300kg (2.5 tons)

Armor Values: F: 14; R: 9; S: 9; T: 7; B: 8

The cargo area is generally covered by canvas (AV=0).

Window Hit Number: 9+ (front and sides of cab)

8+ (troops in back)

Critical Hit Number: 10+

Description: The 2.5-ton cargo truck of World War II is still in use throughout the world today in both military and civilian versions. The M-32 is the military version.

NAME: M-34/4x6 Five-ton truck

Weight: 5000kg (5.5 tons)

Range: 563km (350mi)

Maximum Speed: 100kph (60mph)

Average Speed: 50kph (30mph)

Fuel: 189 liters (50 gallons)

Passengers: Driver and 16 to 24 passengers

Cargo: 4300kg (4.75 tons)

Armor Values: F: 14; R: 9; S: 9; T: 7; B: 8

The cargo area is generally covered by canvas (AV=0)

Window Hit Number: 9+ (front and sides of cab)

8+ (troops in back)

Critical Hit Number: 10+

Description: A modern-day transport which is available in both civilian and military models. The M-34 is the military version of this vehicle.

NAME: Five-ton Tank Truck

Weight: 5000kg (5.5 tons)

Range: 570km (360mi)

Maximum Speed: 96kph (60mph)

Average Speed: 65kph (40mph)

Fuel: 280 liters (73 gallons)

Passengers: Driver and one passenger

Cargo: 5000 liters of fuel or water

Armor Values: F: 14; R: 9; S: 9; T: 8; B: 8

Fuel tank, all sides: 8

Window Hit Number: 9+ (all sides of cab)

Critical Hit Number: 9+

Notes: This is a five-ton truck with a five thousand liter sealed tank mounted on the cargo bed. It may be encountered at airports, where it transports aviation fuel, or in a military version which carries gasoline or diesel fuel in Army convoys or near military bases. It may also be encountered as a water transport in desert regions.

NAME: M-37/Pickup truck

Weight: 2400kg (2.6 tons)

Range: 362km (226mi)

Maximum Speed: 112kph (70mph)

Average Speed: 100kph (60mph)

Fuel: 91 liters (24 gallons)

Passengers: Driver and six to eight passengers

Cargo: 820kg (0.9 tons)

Armor Values: F: 12; R: 9; S: 9; T: 7; B: 7

Window Hit Number: 9+ (all sides of cab)

8+ (troops in back)

Critical Hit Number: 10+

Description: A two-door pickup truck. The M-37 is the military version of this vehicle.

NAME: M-151 Jeep

Weight: 900kg (1 ton)

Range: 480km (300mi)

Maximum Speed: 104kph (65mph)

Average Speed: 80kph (50mph)

Fuel: 45 liters (12 gallons)

Passengers: Driver and three passengers

Cargo: 450kg (0.5 tons) or passengers and 200kg

Armor Values: F: 12; R: 9; S: 9; T: 0; B: 5

Window Hit Number: 9+ (all sides)

Critical Hit Number: 10+

Weapons (Military Vehicles Only): Usually unarmed, but may mount any one of the following:

.50 caliber MG M20 75mm recoilless rifle

M60 MG M40 106mm recoilless rifle

Description: This is the General Purpose ('GP' or 'jeep') vehicle made famous in World War II. It is still found throughout the world. 'Jeep' may also refer to any of several civilian versions of this vehicle.

NAME: HMMWV

Weight: 1800kg (2 tons)

Range: 800km (500mi)

Maximum Speed: 112kph (70mph)

Average Speed: 80kph (50mph)

Fuel: 150 liters (40 gallons)

Passengers: Driver and four passengers

Cargo: 2300kg (2.5 tons)

Armor Values: F: 12; R: 9; S: 9; T: 8; B: 8

Window Hit Number: 9+ (front and sides of cab)

Critical Hit Number: 10+

Weapons: Often unarmed, but may mount any one of the following:

.50 caliber MG 25mm chain gun

M60 MG row launcher

Description: The High Mobility Multi-purpose Wheeled Vehicle is replacing the jeep in U.S. Army service as a 4-WD scout and light utility vehicle. This vehicle is popularly known as the 'hum-vee.'

NAME: M-2 Bradley

Weight: 22,680kg (25 tons)

Range: 384km (300mi)

Maximum Speed: 80kph (50mph)

Average Speed: 56kph (35mph)

Speed in Water: 8kph (5mph)

Fuel: 338 liters (90 gallons)

Passengers: Driver, commander, gunner and six passengers

Cargo: 1300kg (1.4 tons)

Armor Values: F: 50; R: 45; S: 45; T: 25; B: 25

Critical Hit Number: 11+

Weapons: Mounts the following in the overhead turret:

25mm chain gun and 900 rounds (use M230 stats)

Two row launchers and 5 reloads

The turret also mounts one M60 7.62mm machine gun, coaxial with the main armament, and carries two thousand three hundred and forty rounds. In addition, the M-2 has two rifle ports on either side and two in the rear for infantry to fire through from inside. These have been adapted to fire the M231

weapon—a specially developed, cut-down version of the M-16, set in a ball mount (use M-16 stats and tables for fire). Three M72A2 anti-tank weapons (LAWS) are also carried.

Description: The M-2 entered service with the U.S. Army in 1983. Plagued by design problems and bureaucratic fumbling, the Bradley will replace some but not all of the current M113 APCs. It is designed to carry one infantry squad (six men), who enter and leave the vehicle through a ramp/door in the rear of the vehicle.

NAME: M3 Cavalry Fighting Vehicle

Statistics are identical to the M2 Bradley except as follows:

Weapons: One 25mm chain gun and 1800 rounds

Two row launchers and 10 reloads

One M60 MG and 2340 rounds

Passengers: Driver, commander, gunner and two passengers

The M231 firing-port weapons are not used. The M-3 is used by armored cavalry units.

NAME: M-113

Weight: 11,000kg (12.1 tons)

Range: 483km (300mi)

Maximum Speed: 80kph (50mph)

Average Speed: 67kph (42mph)

Speed in Water: 8kph (5mph)

Fuel: 137.5 liters (37 gallons)

Passengers: Driver, commander and nine passengers

Cargo: 1800kg (2 tons)

Armor Values: F: 30; R: 25; S: 25; T: 18; B: 18

Window Hit Number: 9+ (front and sides of cab)

Critical Hit Number: 10+

Weapons: Often unarmed, but may mount any one of the following:

One .50 caliber MG and 2000 rounds

One M60 MG and 2000 rounds

One or two row launchers (no reloads) and one MG and 2000 rounds

One Vulcan 20mm auto-cannon

M163 Vulcan Air Defense System and 1100 rounds

Description: The M-113 has been serving as the U.S. APC since 1960 and is currently in service in sixty other countries, including Canada, Japan, Italy, Israel and numerous South American and Central American nations. Unable to keep up with the M1 tank, it was scheduled to be replaced by the M-2 Bradley. Design and production problems with the Bradley have dictated that not all M-113s will be replaced and the vehicle will probably remain in service for many years more.

Numerous variants exist. The M163 Vulcan ADs is an anti-aircraft vehicle which first saw use in Vietnam, but which was used extensively in a ground-support role against infantry. The M125 carries an 81mm mortar. The M577 is a command module with no weapons, a high roof and long-range radio gear. There are more variants of the M-113 than of any other armored vehicle in service today.

The M-113 APC is designed to carry a squad of soldiers (nine men). Entry and exit is through a ramp in the rear hull, or through a roof hatch over the troop compartment. It has proven to be an extraordinarily rugged and reliable vehicle. There are questions as to whether the Bradley can do as well.

NAME: ZSU-23-4

Vehicle Type: Quadruple self-propelled AA gun system

Weight: 14,000kg (15.4 tons)

Range: 260km (162mi)

Average Speed: 44kph (27mph)

Fuel: 1300 liters (350 gallons)

Passengers: Driver, gunner, commander, radar observer

Cargo: 680kg (.75 tons)

Armor Values: F: 45; R: 20; S: 30; T: 20; B: 35

Critical Hit Number: 11+

Weapons: Quadruple 23mm cannon, and 1000 rounds

Target Area: Range+100, minimum = 10m

Aiming DMs (Aircraft):

Gunner's skill level	+1 for each
Aircraft speed under 500kph	+3
Aircraft speed under 200kph	+5
Aircraft at 200-500m altitude	+2
Aircraft under 200m altitude	-3
Ground target	+4

Range (Aircraft or specific targets):

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
30m	200m	800m	2000m	3000m

Area Hit Probability (for each 50-round burst):

3+	6+	8+	10+	12+
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BURST EFFECTS (50 rounds HEAT)

Point Blank	Inner Blast	Outer Blast
2m	10m	20m

Roll DM:

B+3/F+3	B+1/F+2	B/F
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BLAST ROLL:

4 or less	5-6	7-8	9-11	12+
NE	D	S	U	K

FRAGMENTATION ROLL:

5 or less	6-9	10-11	12+
NE	WND	WNDx2	WNDx1D6+1

Penetration: 40

Description: Known to its Soviet designers as 'Shilka,' the ZSU-23-4 is in use by all Warsaw Pact countries, and has been exported to nations such as Syria, Libya and Iran. The suspected presence of several ZSU-23s in Teheran greatly complicated plans for Operation Eagle Claw in 1980.

The ZSU-23-4 mounts its own fire-control radar for target acquisition and tracking. Each of its four liquid-cooled cannon is capable of sustaining a cyclic rate of eight hundred to one thousand rounds per minute—although in practice this is reduced to two hundred rounds per minute by firing in controlled fifty-round bursts. First used against the Israelis in 1973, it proved deadly to aircraft at altitudes of up to two thousand meters. It has also been used against ground targets.

The ZSU-23's radar suffers from severe interference from ground clutter when attempting to track targets at altitudes of under sixty meters (two hundred feet).

NAME: T-55

Vehicle Type: Main Battle Tank

Weight: 36,500kg (40.2 tons)

Range: 500km (310mi)

Average Speed: 48kph (30mph)

Fuel: 1300 liters (350 gallons)

Passengers: Driver, gunner, commander, loader

Cargo: 680kg (.75 tons)

Armor Values: F: 90; R: 80; S: 85; T: 60; B: 50

Critical Hit Number: 11+

Weapons: 100mm cannon with 43 rounds

7.62mm coaxial MG and 3000 rounds

Target Area (100mm cannon): Range+200; Minimum = 10m

Range (100mm cannon):

Minimum	C(9+)	M(12+)	L(14+)	Ex(18+)
50m	300m	1000m	5000m	15,000m

Area Hit Probability:

3+	6+	8+	10+	12+
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BURST EFFECTS (HEAT)

Point Blank 2m	Inner Blast 10m	Outer Blast 20m
Roll DM: B+5/F+2	B+3/F	B/F-1
BLAST ROLL: 4 or less NE	5-6 D	7-8 S
FRAGMENTATION ROLL: 5 or less NE	6-9 WND	9-11 WNDx2
		12+ K
		10-11 WNDx1D6+1

Penetration: 85

Description: The T-55 is a Soviet main battle tank which first appeared in 1961. Since that time, it has been shipped to all of the Warsaw Pact nations and to numerous Soviet client states, including Syria, Libya, Iraq, Vietnam and Egypt. It is included in this Warbook listing as a representative of those MBTs which may be encountered among the forces of various hostile countries during *Delta Force* scenarios.

Blast and fragmentation information is given for the tank's 100mm gun.

AIRCRAFT

NAME: Antonov An-26 'Curl'

Nationality: Soviet Union and clients

Type: Freight transport

Crew: Two to three

Passengers: 40

Cargo Loading: 'Beaver tail' rear door for airdrops or cargo loading

Runway: 800m minimum

1070m with full load

Maximum Payload/Range: 5500kg/645km (12,125lb/400m)

Average Range: 900km (560m) with 4500kg (9900lb) cargo

Typical Cruising Speed: 430kph (267mph)

In-Flight Refueling: No

Notes: This short-haul transport, code-named 'Curl' by NATO, entered service in the Soviet military in 1969. Since that time, it has been exported to numerous Warsaw Pact and Soviet client states. It can be fitted to carry up to forty paratroops, who exit through the rear doors, or can accommodate light vehicles or five tons of cargo. A field conversion requiring about thirty minutes allows the An-26 to carry up to twenty-four stretcher patients. Users include Bangladesh, Cuba, Hungary, Yugoslavia, Peru, Poland, Romania, Somalia and others.

NAME: Ilyushin IL-76 'Candid'

Nationality: Soviet Union and clients

Type: Heavy freight transport

Crew: Three to four

Passengers: 90

Cargo Loading: Clamshell rear doors for airdrops or cargo loading

Runway: 850m minimum

1400m with full load

Maximum Payload/Range: 40000kg/5000km (88000lb/3100m)

Average Range: 6000km (3600m)

Typical Cruising Speed: 970kph (600mph)

In-Flight Refueling: No

Notes: Known as 'Candid' to Western intelligence, the IL-76 first appeared in 1971. Produced in both military and

civilian versions, Candid is designed to operate from semi-prepared runways and has been invaluable in opening transport between remote sites in Siberia and in carrying Cuban troops and Soviet equipment to desert or rugged LZs in Africa. Candid has appeared in the service of Iraq and some Warsaw Pact countries. They may appear in Marxist or Third world nations anywhere in the world where the Soviet Union has interests.

HELICOPTERS

NAME: Hughes 500 MD

Nationality: U.S.

Type: Light multi-role, ultra quiet helicopter

Crew/Passengers: Two crew/four troops

Typical Range: 611km (380mi)

Maximum Speed: 241kph (150mph)

Rotor Diameter: 8m (26ft 4in)

Length W/Rotors: 9.24m (30ft 4in)

Armament: Standard version mounts an MG, grenade launcher and/or other weapons. The Defender version, manufactured in South Korea, carries four row missiles. The ultra-silent 500MD described below is generally unarmed.

Users: U.S. Army. Several foreign nations, including Spain, Pakistan and South Korea are producing various versions. The 500MD has been envisioned as a silent helicopter especially suited to covert and anti-terrorist missions.

Notes: The OH-6A Cayuse—popularly known in Vietnam as the 'Loach' from its original designation of LOH—is one of the smallest and most maneuverable flying machines ever designed. It is used as a Light Observation Helicopter. Several hundred specialized versions have been built by Hughes.

The 500MD is one such version: a specialized, ultra-silent light troop transport with a silenced tail rotor. The machine can hover nearly silently to put troops down on a building rooftop or other dangerous LZ. While there is some noise from the main rotors, the 500MD is virtually silent at ranges greater than fifty to one hundred meters, and is difficult to hear at all through building walls, loud conversation or rain or wind. (See 'Noise' in the *Delta Force Companion* rules.) The cockpit dome is equipped with infra-red gear to permit the pilot to maneuver in total darkness. A typical combat assault requires four troops to approach the target standing on the helicopter's skids, two to a side. They 'debuss' as the helicopter performs a touch-and-go or by abseiling on lines attached to the aircraft's hull.

NAME: Hughes AH-64

Nationality: U.S.

Type: Attack helicopter

Crew: Two—pilot, gunner

Maximum Range: 611km (380mi)

Ferry Range with Extra Fuel: 1800km (1120mi)

Typical Payload: 6000kg (13,200lb)

Maximum Speed: 309kph (192mph)

Rotor Diameter: 14.63m (48ft)

Length W/Rotors: 17.39m (57ft)

Armament: One 30mm chain gun with twelve hundred rounds ammunition. Four wing hardpoints carry four pods with four Hellfire missiles each (sixteen total) or four pods with nineteen rockets each (seventy-six total) or any mix of these weapons. Optional anti-aircraft weapons include two Sidewinder AA missiles or eight Air Stinger missiles.

Notes: The Apache is an attack helicopter designed to serve in an anti-tank role on the battlefield and to fly escort for attack transport helicopters such as the Huey. Stats are provided under 'Special Weapons' for the 30mm chain gun and

rocket pods. The Hellfire is an anti-tank missile which will hit on a 2D6 plus weapons skill level roll of five or more at a range of up to five thousand meters. A hit will automatically destroy the tank or vehicle it is aimed at and will penetrate AVs of up to ninety-eight.

NAME: Bell 209 HueyCobra

Nationality: U.S.

Type: Attack helicopter

Crew: Two—pilot, gunner

Maximum Range: 574km (357mi)

Maximum Speed: 352kph (219mph)

Rotor Diameter: 13.4m (44ft)

Length W/Rotors: 16.4m (53ft)

Armament: One 7.62mm Minigun and one 40mm grenade launcher in separate turrets, plus any combination of four weapons pods: rocket pods (up to four, with nineteen rockets each), four miniguns or 20mm cannons, or eight row missiles in tandem launchers.

Users: U.S. Army and Marines. Some were delivered to Iran before the Shah's fall and may still be in service.

Notes: This is a deadly attack helicopter designed to carry a wide variety of armament in close-support, escort or tank-killer roles. The AH-1Q, also called the Tow Cobra, is an anti-armor version carrying eight row missiles.

NAME: Mil Mi-8 'Hip'

Nationality: Soviet Union and clients

Type: General utility/transport helicopter

Crew: Two to three

Passengers: 28 troops and their equipment

Maximum Payload/Range: 5184kg/480km (2356km/768mi)

Typical Payload/Range: Same

Maximum Speed: (Empty): 260kph (161mph)

Rotor Diameter: 21.29m (69ft 10in)

Length W/Rotors: 25.2m (82ft 9in)

Armament: Mounts for optional external pylons, fitted outboard of the main fuel tanks, may hold rockets or anti-tank missiles (use data for air-to-ground rockets or rows). Some Mi-8s are fitted for infantry support roles by mounting twin machine guns under the nose (use information for M-60).

Notes: 'Hip' is the NATO code name for this Russian general utility helicopter which first appeared in about 1960 as a civilian craft, and in 1967 as a military version. It has been in production ever since that time and is still the chief utility helicopter of Warsaw Pact Forces and of numerous other Soviet clients. The craft is fitted with clamshell rear doors through which vehicles and troops can be loaded and unloaded, as well as a front/left side doorway with a sliding door.

NAME: Mil Mi-24 'Hind'

Nationality: Soviet Union

Type: Multi-role tactical helicopter

Crew: Four—pilot, copilot, gunner/navigator, observer

Passengers: Six to eight troops and their equipment

Maximum Payload/Range: 5000kg/240km (11,000lb/144mi)

Typical Payload/Range: Same

Maximum Speed: (Empty): 275kph (170mph)

Rotor Diameter: 17m (55ft 9in)

Length W/Rotors: 17m (55ft 9in)

Armament (Hind A): One 12.7mm (.50 caliber) machine gun in the nose. Stub wings provide attachment points for four wire-guided missiles plus four additional weapons types: bombs, missiles, rocket pods or gun pods.

Users: Soviet military only.

Notes: The Mi-24 series first appeared in 1974 and marked the beginning of Soviet efforts to strengthen one area in which they had been lagging behind the West: the use of helicopters as assault transports and gunships. Called 'Hind' by NATO, this helicopter series is deadly and heavily armed.

There are at least five variants of the Hind. Of these, Hind A is an assault transport for a role similar to the Bell HueyCobra, and Hind D is a gunship for a role similar to the Apache. When determining individual weapons effects, the tables for similar U.S. weapons (U.S. row anti-tank missiles, rocket pods, .50 caliber MG) can be substituted for the Russian weapons.

Since the Hind has not been shipped to any Soviet allies or clients yet, it is unlikely that a Delta Force team will encounter this machine in combat. It is included in this Warbook listing, however, since it is possible (if unlikely) that the players could encounter one in a scenario set in some country where Soviet military 'advisors' are stationed, such as Cuba or Syria.

MISCELLANEOUS EQUIPMENT

Tranquilizer Darts

Weight: .5kg for case of 10

Description: These are hypodermic darts carrying several cc's of thiazine or a similar anaesthetic. They are designed for use with tranquilizer airguns.

Tranquilizer darts do not cause damage to their targets as do conventional rounds. The following table is used when firing tranquilizer darts at a human.

Tranquilizer Dart Table						
Target's	END	5 or less	6-8	9-10	12-14	15+
Hit location:						
Head/neck		U/K	U/K	U2	S	S
Torso		U/K	U1	U2	S	S
Arm		U/K	U1	U3	S	NE
Leg		U/K	U1	U3	S	NE

Results:

U/K—Unconscious/Killed: The character has received a possibly lethal dose of thiazine for his size and strength. The character immediately becomes unconscious for 2D6x30 minutes. If the die roll is nine or higher, he will die.

U1—Unconscious: The character will become stunned immediately, and will become unconscious 1D6 seconds later. He will remain unconscious for 2D6x20 minutes.

U2—Unconscious: The character becomes stunned immediately, and will become unconscious 1D6x2 seconds later. He will remain unconscious for 2D6x10 minutes.

U3—Unconscious: The character will become stunned in 1D6 seconds. He will remain stunned for 2D6 seconds, then become unconscious for 2D6x5 minutes.

S—Stunned: The character will become stunned in 1D6 seconds. He will remain stunned for 2D6x10 minutes.

NE—No Effect: The anaesthetic dosage was not strong enough to affect the character.

Each succeeding hit on one character delivers more thiazine to his system. The second hit on the character is determined by moving one column to the right on the table. The third hit is determined by moving two more columns to the right.

Hand Mirror

Weight: .2kg

Description: A lightweight hand mirror used during house assaults to see around corners and into rooms without exposing the user to hostile fire.

Synchronized Fire System**Weight:** 11kg**Size:** 0.5m x 0.5m x 0.3m

Description: This is a suitcase-portable, internally powered, computerized fire control system allowing a unit commander to insure a large number of snipers fire simultaneously to minimize risk to hostages or assault team members.

The system is easy to use. Two-way radios are used to assign targets to the snipers. Each sniper aims at his assigned target and squeezes the trigger. A locking device attached to each weapon prevents it from firing, but transmits a 'ready to fire' signal to the central computer through the sniper's personal radio. If he loses his target, he releases the trigger, and the fact is noted by the computer, which continually displays the status of all snipers and their targets on its control panel.

When all assigned targets are in view and all triggers are depressed, the computer releases the locking mechanism on all weapons, allowing them to fire. All targets are hit as closely to simultaneously as possible. The Master Control Unit can be programmed to transmit the fire order only when, for example, three weapons are trained on the leader and two on each other terrorist, insuring that each target will be hit by several rounds. Range is limited only by the range of the radios used to transmit the signal; thus snipers at separate locations could be coordinated through the same device.

Controls allow the unit commander to send the signal to fire the weapons himself, or the unit can be set to allow all weapons to fire the moment all targets are acquired. Another mode allows the unit commander to give a verbal order to fire, rather than electronically. There are sufficient circuits for thirty-two weapons to be tied into the system at the same time, with up to four weapons directed at up to eight separate targets.

The unit is designed to operate over standard police or military tactical radios. Signals are filtered to prevent stray radio signals from accidentally triggering the weapons. A disable switch enables the commander to prevent all weapons from firing should the tactical situation suddenly change.

The system is designed for use with the M-16, but other weapons can be adapted instead. Weapons must be specially converted for the system, and must be prepared in advance of a *Delta Force* scenario. If necessary, the weapons can be instantly reset by the firing character to operate manually.

Game Notes: The weight added to the rifle by the synchronized fire unit is negligible. To-Hit rolls and DMS are the same as for normal fire. However, the referee can assume that all rounds fired will be virtually simultaneous, allowing the terrorists neither warning nor time to open fire on their hostages.

Mark V Electronic Point Sight**Weight:** .15kg

Description: This is a new electronic sight designed to mount on any standard rifle, pistol or shotgun. It uses a pair of tiny mercury batteries to illuminate a red dot inside the scope. A simple adjustment, once the sight is mounted, causes the dot to align where the bullet will strike in the twenty-five to one hundred meter range. There is no magnification to the scope.

This sight allows a DM of +1 towards the To-Hit number against targets within twenty-five to one hundred meters.

Open Circuit SCUBA Gear**Weight:** 40kg (neutral buoyancy underwater)

Description: This is the standard, twin-tank SCUBA rig, which holds one hundred and seventy cubic yards of air when fully charged. SCUBA 1 is necessary to use this equipment.

Referee's Notes: The principal disadvantage of this unit is that it leaves a trail of bubbles with each of the diver's

exhalations. Whether an enemy sights these bubbles depends on a wide variety of factors, including the enemy's Alertness Factor, whether it is day or night, how calm the water is and how close the enemy is to the water. Generally, the referee can make his own judgment as to whether or not an NPC is likely to see the bubbles. In any case, the range limit for sighting them will be less than ten meters.

Portable Radio Jammer**Size:** 0.7m x 0.5m x 0.4m**Weight:** 45kg**Range:** 10km

Requirements: Power supply from boat or portable power pack.

Availability: 5+, from any SEAL, Delta or military base.

Description: This is a small, semi-portable radio device which jams radio frequencies within a local area. It can be used to frustrate terrorist attempts to communicate with one another by walkie-talkies or with their leaders ashore. It can also be used to prevent detonation of explosives by a radio transmitter.

It will *not* prevent the detonation of explosives wired directly to a mechanical detonator or burning fuse. It also has the disadvantages of blocking communications between members of the assault force and alerting enemy forces using radio transceivers that an assault may be under way. The positions of characters using the device can easily be pinpointed.

Laser Target Designator**Size:** 12cm dia x 30cm long**Weight:** 2kg

Availability: 9+, from any SEAL or Delta base

Description: A low-powered laser used to designate targets for airstrikes or for sighting by units equipped with the laser finder scope described above. It is attached to a military assault rifle and is powered by batteries, which are good for about five minutes' worth of 'painting.' The laser light from this projector is not normally visible at the target, but laser light has special qualities which make it highly visible to properly equipped observers or instruments.

While theoretically capable of line-of-sight range, the practical range of a laser target designator is about two hundred meters or less.

Padded Grapples**Size:** 0.5m long, 0.25m diameter**Weight:** .5kg

Description: These are grappling hooks which are padded in plastic. They can be thrown or fired from rifles which are equipped with special launchers, and are attached to lightweight rope ladders or nylon climbing ropes. A grapple can be thrown straight up to a distance of half the thrower's STR in meters (fractions rounded up).

Launchers (the stats for the M-79 grenade launcher can be used for this weapon class) can fire a grapple a set range—usually twenty meters.

A 2D6 roll of the thrower's DEX or less is necessary for the grapple to become firmly secured around a railing, cleat or other obstruction. If the grapple is fired from a launcher, the roll should be against the firing character's TRA or EXP.

Climbing a rope requires a saving throw against the character's EXP or TRA plus his Climbing skill level for each five meters climbed. The difficulty of the climb (for example, the wall is wet, the climber is tired or similar factors) contributes to the usual RDP of one to ten added to the diceroll. Failing this saving throw means the character has fallen or become tangled in the line.

Section V Continued—

TNF CHANGE EXPLANATIONS

Major Concession: The negotiators make a major concession. Tensions are eased considerably, though it should be noted that too large a concession by the negotiators will be perceived by the terrorists as weakness and may encourage additional demands.

Minor Concession: The negotiators make a minor concession which eases tensions somewhat.

Deadlocked: The talks are deadlocked if no progress is made—even on minor concessions—for a considerable period of time. The length of this period is up to the referee but will generally be a number of hours or the course of several negotiating sessions. A deadlock will somewhat increase tensions and make the terrorists harder to deal with. It can be broken by a concession on the part of the negotiators.

Talks Broken Off: A serious deadlock or a loss of patience on the part of either side could lead to talks being suspended—at least temporarily. Tensions will generally be increased, reflected by an increase of one or more in the TNF. There will be a tendency for tensions to ease somewhat (TNF reduced) once talks begin again.

Major Confrontation: A major confrontation involves a deadlock in negotiations with a very short time limit. For example, the terrorists might demand fuel immediately, backed by the threat that they will begin killing hostages in ten minutes. Obviously, the terrorists are going to be extremely tense and unwilling to be reasonable. The referee could increase their TNF by one, two or even more to reflect this.

Time Passes: The amount of time which must pass for tensions to ease is set by the referee, and will vary from situation to situation. The amount by which the TNF is reduced will also vary and must be set by the referee.

Terrorists or Negotiators Worn Down: The goal of many negotiation teams is to wear the terrorists down with small talk and discussions over minor concessions. Some terrorist groups will be vulnerable to this strategy while others will be expecting it. It is up to the referee to determine whether long, drawn-out negotiations—perhaps lasting for ten or more hours a day—will result in the terrorists losing their resolve and in a subsequent reduction of their TNF by one, two or more.

Conversely, impromptu negotiating teams—especially teams representing governments interested only in getting the terrorist crisis out of their own back yard—may not have the backbone to stand up to terrorist demands. They will make concessions too soon, will make large concessions which encourage the terrorists to make further demands and could be anxious to resolve the issue *before* a foreign counter-terrorist force arrives on the scene to attempt a rescue. Again, the referee decides whether the weakening of the negotiators' resolve should lead to an increase in the TNF by one or more.

CARRYING ON NEGOTIATIONS

The process of negotiating will continue as a part of the background as the Delta Force assault team makes its preparations. If the player characters are in communication with their superiors or with a tactical command center, they can be kept apprised of recent developments in the negotiations.

In some cases, the assault force may elect to make use of the negotiations to achieve their own ends. For example, a demand by the terrorists to participate in a network tv interview, to have their aircraft fuelled or to have food delivered could be agreed to by the negotiators at the assault team leader's suggestion. The assault team could then use the situation to their tactical advantage, posing as tv reporters, as airfield

maintenance personnel or as police volunteers carrying sacks of groceries. Such opportunities could also be used by assault team members to scout out terrorist positions, numbers and strengths, by allowing, for example, one Delta Team member to include himself in a group of reporters in order to get a close look at terrorist positions.

Hostage negotiations have been described as an attempt to gain the release of the hostages with the smallest concessions possible from the authorities involved. The referee should bear this in mind as he handles both sides of the negotiations, by having the negotiators attempt to drag things out for as long a time as possible and get the terrorists to settle for small concessions on the part of the government, while the terrorists are attempting to force the government's hand in order to win major concessions.

RESULTS OF NEGOTIATIONS ON COMBAT

As previously discussed, player characters may use negotiations to gain a tactical advantage prior to staging an assault. However, negotiations may have other effects as well. The following are examples. All are optional and at the referee's discretion. Their application would always be based on the situation at the time.

- Terrorists who have been kept negotiating for long periods of time might become tired and be prone to making mistakes. This can be simulated by lowering their Alertness Factors during sighting rolls through which they could spot the player characters. The referee might also somewhat handicap their reactions in combat.

- Terrorists who have become keyed to a high pitch (their TNFs have been raised) by failed negotiations, the point-blank refusal of their demands or other factors will have their morale values raised. Those terrorists who have been 'talked down' (their TNFs have been reduced) will have their morale values lowered. Generally speaking, a terrorist's morale value will be equal to his current TNF. His morale value will never be made higher than ten by changes to his TNF, however, or reduced lower than two.

- Terrorists who have had time to establish some sort of rapport with their hostages will be less likely to open fire on those hostages. At the very least, the referee might have the terrorists hesitate before firing on the hostages during an assault. This reaction should usually be applied only to terrorists with TNFs of seven or lower. Higher TNFs (and morale values) suggest a fanaticism, frustration or anger which would ignore such niceties.

- Terrorists who have had their TNFs raised to extremely high levels (ten or more) will fight with ruthless fanaticism. Such terrorists will not surrender, could make suicidal attacks against hopeless odds and are capable of such reckless and dangerous actions as detonating explosives or booby traps even though the action means their own deaths.

Referee's Note: In game terms, the referee should use the progress of negotiations with the terrorists to help set the pace of the game. If he feels the players are taking too much time debating the merits of various alternative strategies, the referee might decide to hurry things along by rolling on the 'Negotiations Result Table' more frequently—in effect telling the players that events are moving on without them. On the other hand, if the players have worked out a splendid strategy but are awaiting the arrival of some vital piece of equipment, the referee might deliberately have the negotiations with the terrorists become deadlocked in order to avoid having the players' plan—and the game—torpedoed by a single unfortunate roll of the dice.

SECTION VI: Strategic Play

Delta Force is intended primarily as a tactical game which allows the players to plan and carry out combat assaults against terrorist forces. Often the hardest and most frustrating part of any actual mission, however, is closing with the enemy in the first place. As an example, an aircraft hijacked over Greece might be routed first to Lebanon. The Lebanese government wants no part of the terrorists or their captives (Lebanon has more than enough similar problems of its own) so they allow the plane to be refuelled and to depart. It flies west, eventually landing in Algeria where it is refuelled again. A Delta team preparing an assault in Algeria might arrive in time to see the plane departing once more, this time for Somalia.

Short Delta Force scenarios may be developed which ignore the strategic aspects of play. The referee may prefer to introduce strategic aspects to an unfolding situation, but to control each step himself. He may, for example, already be planning to allow the assault force to catch up with the terrorists in, say, Kuwait, so he has the hijacked aircraft fly to various points around the Middle East as the Delta unit prepares its plans and equipment, then has it land and remain in Kuwait.

The following optional rules can be used to create random movement on the part of a hijacked ship or aircraft.

AIRCRAFT

For a hijacked aircraft, the procedure begins with the referee choosing three likely destinations. These destinations are not revealed to the players and must be in range. In the case of an aircraft hijacked in flight, the referee should determine how much of the aircraft's fuel remains and adjust its range accordingly. Each of these possible destinations is assigned a number: one, two or three.

The referee rolls 1D6. On a roll of one through three, the hijackers' course will be towards the indicated destination. On a roll of four through six, the hijackers have not decided on a destination and remain on their current course or at their current location, whichever is appropriate.

The referee should consult the dossier for the country to which the aircraft is flying. Where indicated, he rolls 2D6 to determine that country's response to the approach of the terrorists. Some countries will welcome the hijackers, providing them with fuel, a safe haven or more troops and weapons, while others will refuse to allow them to land.

If permission to land is denied, the referee must choose three other possible destinations, again keeping in mind the aircraft's current reserves of fuel and possible range. He should then roll again. On a die roll result of one through three, the aircraft will change course towards the indicated destination. On a result of four or five it will circle, with the referee making additional rolls every few minutes. During this time, the terrorists could attempt to make radio contact with airports in other countries, looking for a place to land, and the rules for negotiations could be brought into play.

On a die roll result of six, the aircraft will continue towards the original destination and attempt to land despite that country's refusal to cooperate. Again, the referee could use negotiations to simulate the exchange between the terrorists and the government with which they are negotiating.

The referee should be flexible in applying these rules. Airliners have a limited amount of fuel, and a scenario which ends with the a hijacked plane crashing into the sea because no

country would allow it to land will prove to be a short, frustrating and boring game. Generally, the referee can have stubborn government officials back down and allow the aircraft to land when it is known that the plane's fuel supply is low. It could also be that foreign governments (such as the U.S.) are bringing pressure to bear on that government to allow the plane to land, either for humanitarian reasons or because they are planning an assault. The rules for diplomacy can be brought to bear in this situation.



OCEAN LINERS

The procedure for randomly determining the course of a hijacked ship at sea is similar to that for aircraft. The referee secretly determines three possible destinations for the ship and assigns each a number: one, two or three. He then rolls 1D6.

On a die roll result of one through three, the ship will set course for the indicated port. On a result of four or five, it will maintain its current course. On a result of six, it will reduce speed or stop, at the referee's discretion.

Once the ship is underway towards a specific port, the likelihood of it changing course is determined by the referee. Terrorists with a particular plan in mind will probably hold to that original plan, and no further rolls are necessary until the ship reaches the territorial waters of the country towards which it is sailing. At that time, the referee consults the dossier of that country, makes die rolls as necessary and determines that country's reaction towards the terrorists' demands that the hijacked vessel be allowed to dock.

If their demands are refused, the referee should choose three new destinations and make another roll. On a die roll result of one through three, the ship will change course for a new destination, as indicated. On a result of four or five, it will circle offshore, carrying on negotiations with various countries, including the country of its original destination. On a result of six, it will maintain its original course, ignoring orders to turn back.

Details can be arranged to suit the story line. A country which refuses to allow a hijacked ship to approach may try to warn the terrorists off with naval craft or aircraft. If the terrorists remain determined, the government will usually back down rather than have the ship run aground or smash unpiloted into a busy port. As with aircraft, negotiations may shape the course of the terrorists' decisions and diplomatic pressures may force a stubborn government to change its mind.

Referee's Note: The referee must balance the situation between playability and uncertainty. Clearly, the players will not enjoy spending the entire game session chasing terrorists back and forth across the Middle East. On the other hand, historical situations have frequently resulted in anti-terrorist forces following elusive prey across thousands of kilometers for several days before finally catching up with them—or having the prey escape them entirely. In such cases, it is standard operating procedure for the counter-terrorist force to follow a hijacked aircraft in an aircraft of its own and for a hijacked ship to be closely shadowed and boxed in by Naval air and sea elements.

In setting up the game situation, the referee should allow players to attempt to catch the hijackers by working out for themselves the details of deploying counter-terrorist units. This should include suggestions to U.S. embassies or other diplomatic or government agencies to use diplomacy (see 'Section V') to convince countries to offer landing or port facilities to the hijackers (in order to trap them) or to get those countries to refuse the terrorists haven (in order to force them to go to a place of the counter-terrorist team's choosing).

AIRBORNE ASSAULTS

'Section IX' of the *Delta Force* basic rules presents basic rules for airdrops. The following optional rules provide additional detail.

SKILLS

There are three types of airborne drops in the basic *Delta Force* rules: static line jump, free fall jump and HALO. (HALO is, in fact, a free-fall jump but requires additional training and skills.) The rules list four basic skills associated with airdrops: Parachute, Free Fall, HALO, and Tree Jumping skills.

A fifth parachute-related skill is listed with the new skills in this book: HAHO (High Altitude-High Opening) skill. Rules for using this new skill are presented later in this section.

HALO ASSAULTS

The referee can use these optional rules for determining the exact landing point of each character during a HALO operation.

The player chooses a particular Drop Zone, or 'DZ.' Generally, this will be a fairly large area—a valley or airfield—but in some cases the character may designate such specific targets as the deck of a ship or the flat roof of a building.

The referee determines whether the DZ is visible from the altitude of the aircraft. This depends on the weather, darkness, the presence of lights at the target if it is in darkness and the use of various technological aids (such as IR goggles or special optical trackers used in connection with beacons or a laser painting device at the target). If the character cannot see the site, he may not attempt to parachute directly onto it.

The player makes an initial roll of 2D6 plus his HALO skill level to get into the best position for steering his chute. If the modified diceroll result is nine or more, the character receives a modifier of '+1' for subsequent rolls. If the result is five or less, he receives a modifier of '-2.'

Next, the player announces that he is opening his chute at the previously stated altitude. He takes the modifier (if any) for his position and adds to this modifier all of the following which apply:

HALO Drop Accuracy DMS

Condition	DM
For Each Level of Free Fall or HALO Skill (Not Both)	+1
For Each Level of Windspeed (1 Level = 5kph)	-1
For Landing in Darkness With No Beacons	-4
For Each 100ft Under 800ft Chute is Deployed	-1
Use of Steerable Parafoil-Type Chute	+4
Dz Is Less Than 10m Across	-2
Dz Is 100m to 499m Across	+2
Dz Is 500m to 1km Across	+5
Dz Is Over 1km Across	+8

These modifiers are combined into a single die modifier which the player adds to a single 2D6 roll. The results are checked on the table below:

HALO Landing Accuracy

Modified 2D6	Result
5 or Less	Miss. Consult the 'Missed Target Tables.'
6+	Character lands in target area.

If the character successfully lands in his target area, he must still make the usual 2D6 roll for a landing mishap. This roll is modified by the following factors:

Landing Mishap DMS

Condition	DM
For Each Level of HAHO or HALO or Free Fall or Parachute Skill	-1
For Each 100ft Under 800ft Chute Is Deployed	+1
Ground is Rocky or Rough	+2
Character is Burdened	+3
Character is Heavily Burdened	+5

A landing mishap occurs on a modified roll of ten or more for HALO, twelve or more for HAHO or Free Fall and fifteen or more for a static line jump. The results of a mishap are listed on page forty of the *Delta Force* basic rules.

If the character misses his chosen target, check the 'Missed Target Tables' to determine where he actually lands. He must still roll for a landing mishap, as above.

Missed Target Modifiers

Condition	DM
For Each 5kph of Windspeed	+1
For Each 100ft Over 3000ft Chute Is Opened	+1
For Each 100ft Under 800ft Chute Is Opened	-1
Use of Parafoil-Type Chute	-5

MISSED TARGET TABLES

Roll 2D6 plus the appropriate DMS to determine the distance downwind from the center of the DZ at which the character lands. Next, roll 2D6 without modifiers to determine the direction.

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Modified 2D6	Distance	Modified 2D6	Distance
2 or Less	25m or Less	9	200m
3	30m	10	250m
4	50m	11	300m
5	75m	12	400m
6	100m	13	500m
7	125m	14+	1D6x500m
8	150m		

These ranges assume the target itself is small (less than ten meters across), and are measured from the dz's center. Note that it is possible to successfully parachute into a large dz (such as a valley) but miss a precise bullseye in the middle of the dz.

Direction is determined by rolling 2D6 again. If the wind is blowing towards the south, for example, a roll of five indicates 20° to the left of due south. Left of south would be towards the southeast; 20° left would be a heading of 160°, which can be plotted on a game map, if necessary, with a protractor.

2D6	Angle from Downwind	2D6	Angle from Downwind
2	50° left	8	10° right
3	40° left	9	20° right
4	30° left	10	30° right
5	20° left	11	40° right
6	10° left	12	50° right
7	Directly Downwind		

DETERMINING MISSED DROP ZONES

Specific *Delta Force* scenarios will give information on wind and weather as necessary. The referee can determine these for himself in scenarios which he designs. This information is used both for determining whether or not the drop is on target and for learning how far off target a missed drop actually is.

If, for example, the windspeed is level three (fifteen to nineteen kilometers per hour) and the direction is south, a player character who has missed the drop zone would roll 2D6 for a missed target. If he has a HALO skill level of two, he would add three for the wind and subtract two for his skill, for a total DM of '+1.' His die roll of eight is changed to nine, which means he has landed two hundred meters from the center of his dz.

Direction of the landing from the center of the dz would then be determined by rolling 2D6 again. With a result of eight, the direction would be 10° to the right of downwind. If the character was aiming for the center of a certain crossroads, his actual landing zone could be plotted at two hundred meters from the crossing at a bearing of 190°.

RANDOM DIRECTION

To determine random direction, roll 1D6 on the following:

Random Direction Table

1D6	Direction	1D6	Direction
1	1° to 60°	4	181° to 240°
2	61° to 120°	5	241° to 300°
3	121° to 180°	6	301° to 360°

More precise directions can be determined by dividing each 60° arc into six 10° arcs and rolling another 1D6. As needed,

finer determinations can be made in the same way, although a general direction is usually sufficient. In determining cardinal points on a compass, north is 000° (or 360°), east is 90°, south is 180°, and west is 270°.

Note: Sometimes the referee will have to determine the exact landing site within a general Drop Zone. For example, a character may choose a kilometer-wide valley as his dz, but be aiming for the roof of a particular building within that dz. The referee may elect to roll twice, first using dms with the valley as the target (which the character will almost certainly hit), and again using the house as the target (which will be difficult unless the character is highly skilled and there is little wind). The referee would note first that the character successfully landed inside his first dz—the valley—but missed the building. He would then use the 'Missed Target Tables' to determine just where in the valley the character landed.

In most cases, such precision will not be required, since it is only necessary to get the assault team down in the general target area without injury, have them all rendezvous at a particular point, then proceed with the mission from there. Great accuracy will be necessary only for highly precise (and desperate!) jumps, such as onto the deck of a ship at sea or onto the roof of a particular building in the middle of a hostile city.

HAHO ASSAULTS

HAHO assaults are carried out much the same as HALO assaults. Each player character must identify a specific drop zone, or 'dz.' Various factors, including the character's skill, the visibility and the wind speed will affect the accuracy of the drop.

MAKING A HAHO ASSAULT

To attempt a landing in a specific area, the character must state what he is attempting to do before leaving the aircraft. The procedure for steering towards a precise dz is as follows.

Characters attempting HAHO assaults generally cannot see their target. If they can see the target or if special technology is employed (such as painting the target with a laser beam or marking it with a beacon and having the parachutist use special optical gear to home in on it) the drop is carried out in exactly the same way as a HALO assault.

Most HAHO assaults are carried out by lone operatives who simply want to get across a hostile border rather than find a specific dz, or by small groups who will land independently of one another and join together at a convenient rendezvous. Precise landing points can be determined as follows.

HAHO RANGE

While the parachutists leave the aircraft in the general area of the target in a typical HALO assault, HAHO assaults can begin many kilometers from the target.

The basic range of a HAHO assault is four times the altitude at which the jump takes place. Thus, a drop from ten kilometers (thirty-two thousand feet) can reach a landing site forty kilometers away (twenty-four miles).

HAHO LANDING

As with HALO assaults, a dz is chosen. This is usually a general area (such as a valley) rather than a precise point (such as a building's roof). For aiming, the referee selects a precise point at the center of the area. Whether or not the character makes an accurate landing, he must roll for a landing mishap.

The character rolls 2D6 for accuracy. The dms at the top of the next page are applied to the roll.

HAHO Accuracy DMS

Condition	DM
For Every Level of HAHO Skill	+1
For Every 5kph of Wind	-1
For Darkness With No Landing Beacon	-5
For Every 10km of Range from Aircraft to Dz	-1

The modified 2D6 roll is checked against the table below.

HAHO Accuracy Results

Modified 2D6 Results	
3 or Less	Complete Miss. See Result 'A.'
4-6	Near Miss. See Result 'B.'
7-8	Landing in General Area. See Result 'C.'
9+	Highly Accurate Landing. See Result 'D.'

HAHO Landing Results

A: The character misses the drop zone completely. Direction is determined randomly, as for HALO landings. The distance from the center of the dz is determined by dividing the range (in kilometers) from the jump point to the dz by twenty, and multiplying the result by 1D6 plus the Wind Level (each level equals five kilometers per hour). This can be given by the formula $(\text{Range} + 20) \times (1D6 + \text{Wind Level})$.

Example: The range is thirty-five kilometers and the windspeed is eighteen kilometers per hour. The calculation is $(35 + 20) \times (1D6 + 3)$. If the diceroll is a four, the result is $1.75 \times 7 = 12.25$, or twelve and a quarter kilometers. The character comes down over seven miles from his target.

B: The character comes down close to his drop zone. The direction from the center of the dz is determined using the direction rules given for a HALO landing. The distance is determined by the referee, based on the size and prominence of the dz itself. This result generally means the character lands within sight of his chosen dz. If a precise figure is required, the referee can use 1D6 kilometers as the range.

C: The character lands in his drop zone. The exact landing point is determined by the referee, using the rules given for a missed target HALO landing. Since the dz for a HAHO drop will usually be larger than that for a HALO drop (as much as a kilometer or more across), the exact landing point will usually be somewhere within the HAHO dz or very close to it.

D: The character makes a highly accurate landing. This result indicates that the character approaches the dz at a speed and altitude, and with sufficient control, to land within a meter or two of any spot he desires.

The referee may combine and adapt both sets of rules—those for HALO and HAHO assaults—to fit a particular situation. A wide range of factors may be involved, including the range to the target, the use of parafoils, darkness and windspeed and the size of the chosen dz. These rules are intended only as guidelines for determining where the character actually sets down.

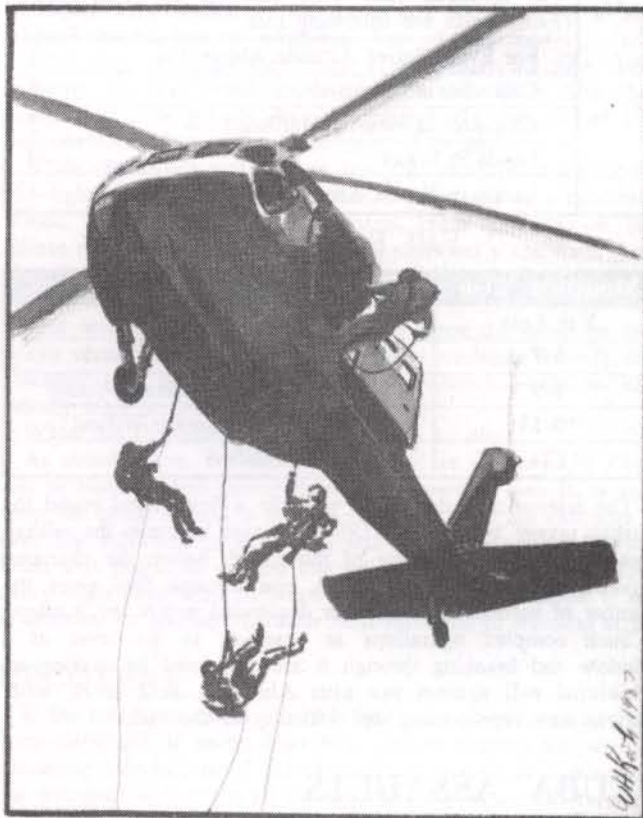
HELICOPTER ASSAULTS

Airborne assaults may also be carried out by helicopter. Various helicopters are described in the *Delta Force Warbook* and the Warbook section of this book. No special skills are required to jump out of a helicopter on or near the ground.

ABSEILING

In the basic rules, abseiling was part of Climbing skill. These optional rules separate the two skills, though they are still related.

Specifically, Climbing skill allows a character to rappel down a cliff or building (a process in which he kicks off from the wall while supported by a line and harness arrangement, drops several meters, then kicks off and drops again). Abseiling Skill allows the character to lower himself from a tree, helicopter or other high point while hanging freely suspended by means of a line and harness. In other words, abseiling might be used to descend from a hovering helicopter onto a flat roof, while rappelling would then be used to descend rapidly down the face of the building from its roof.



ABSEILING PROCEDURE

Up to four characters may abseil at one time from the same helicopter. If desired, the referee may roll 2D6 plus an RDF of one to ten (higher values for high wind, close quarters or other difficult conditions) against the pilot's TRA or EXP plus Pilot skill level. A failure to keep the helicopter steady could cause a DM of '+2' to be applied to the abseiling attempts. It should be stated how far the helicopter is above the surface towards which the characters are abseiling before the attempt begins.

A character can descend his Abseiling skill level times two meters per second. At the beginning of each combat round during which the character is descending, he must roll 2D6 against his TRA plus Abseiling skill, with the following DMS:

Condition	DM
For Every 10m of Altitude Over 5m	+1
For Each Level of Windspeed (1 Level = 5kph)	+1
For Failure of Helicopter Pilot's Diceroll	+2

If the modified roll is greater than TRA plus skill level, a mishap occurs. Roll 2D6 on the 'Abseiling Mishap Table.'

Abseiling Mishap Table

2D6	Result
2-8	The character becomes entangled in his line. He must roll '10+' on 2D6 plus his Abseiling skill, with one roll each combat round, to free himself. He also continues rolling for a mishap at the beginning of every round, with DMS for altitude, wind speed and the pilot's attempts to hold steady. If he fails another mishap roll while attempting to disentangle himself, he could remain entangled or fall.
9+	The character falls. Roll 2D6 on the 'Fall Result Table' with the following DMS:
	For Every 2m of Altitude Above 3m +1
	Character is Burdened +3
	Character is Heavily Burdened +5
	Lands in Water -3
	Lands in Brush, Sand, Dirt, Treetops -1

Fall Result Table

Modified 2D6	Result
5 or Less	No Injury
6-7	Character Suffers Light Wound
8-9	Character Suffers Moderate Wound
10-11	Character Suffers Severe Wound
12+	Character is Killed

The referee may determine when in a five-second round the mishap occurs by rolling '1D6-1.' A zero indicates the mishap was at the very beginning of the round, before the character travelled any distance at all. A one through five gives the number of seconds the character descended before the mishap.

Such complex operations as abseiling to the level of a window and breaking through it are attempted by making an additional roll against TRA plus Abseiling skill level, with various RDFS representing the difficulty of the task.

SCUBA ASSAULTS

The basic rules indicate characters with SCUBA skill can swim at a speed of two times their skill level underwater. These optional rules add more detail to the use of SCUBA skill.

THE APPROACH

The referee must calculate the range from the point where the diver enters the water to the target. For divers swimming without sea sleds or other vehicles, the basic speed of two times skill level gives the distance in meters covered each five seconds. This may be multiplied by twelve for the distance covered in one minute or by seven hundred and twenty for the distance covered in one hour.

Note that each diver must check his END every fifteen minutes, as described in the *Delta Force* basic rules under 'Endurance Loss.'

A character may carry equipment with him with the assumption that he can adjust it for neutral buoyancy; however, this equipment will still create drag in the water. Each END roll should have a DM of '+2' per ten kilograms of additional equipment applied to it. This restriction does not apply to the character's tanks or other SCUBA gear.

SECTION VII: Healing and Recovery

These rules provide for long-term recovery from wounds for players who have characters they want to maintain over a number of scenarios or the course of an on-going campaign.

STATISTICS

A character's original statistics, including any permanent modifications, are considered to be his base statistics. Wounds lower a character's base statistics to varying degrees. The following guidelines may be used to allow a character to recover statistics lost through wounds or other injuries.

ENDURANCE LOSS

Exertion may cause a character to lose END points, as described in the basic *Delta Force* rulebook. END lost through exertion is recovered automatically through rest. Lost points are recovered at the rate of one point per twenty minutes or are completely recovered after six hours of rest. Rest does not affect END or other points lost through wounds.

LIGHT WOUNDS

Characters recover statistics at the rate of one point for each affected statistic every five days. Thus, a character who lost four DEX points in his right arm would recover full use of that arm in twenty days.

MODERATE WOUNDS

Characters recover statistics at the rate of one point for each affected statistic every eight days. Thus, a character whose greatest loss was a reduction of his AGI from twelve to zero would be fully recovered after ninety-six days. Moderate wounds include such maladies as torn muscles, broken bones and wounds requiring only minor surgery.

SEVERE WOUNDS

A severe wound heals at the same rate as a moderate wound: one point for each statistic every eight days. However, severe wounds represent extreme damage, generally requiring major surgery and often causing permanent disability. The following guidelines may be used to determine the extent of the damage.

Severe Arm/Leg Wound: The arm or leg is severed or so badly mangled that it requires amputation on a 2D6 roll of five or less. On a diceroll result of six or seven, the limb will remain useless and paralyzed. On a roll of eight through ten, the character will eventually recover 1D6 points of the appropriate statistic in that limb. A roll of eleven or more results in total recovery of the use of the limb.

Severe Torso/Head Wound: There may be grave damage to the character's nervous system or internal organs. On a 2D6 roll of five or less, the character is paralyzed and helpless—from the site of the wound down in the case of severe torso wounds, and either completely paralyzed or in a coma for a severe head wound. On a roll of six or seven, there is severe internal damage which will require extensive surgery and repeated stays in the hospital over a period of 2D6+2 months, and the character's STR and END will never rise above half their former values. On a roll of eight through ten, the patient will recover as for a moderate wound, but his STR and END will return

only to their former levels minus 1D6. On a roll of eleven or more, the character will recover as for a moderate wound, eventually recovering completely.

SURGERY

If the player and referee agree, the Surgery skill of an attending surgeon may be applied to the roll to determine the outcome of treatment for any severe wound.

Furthermore, the necessary surgery will have an RDF of the total number of statistic points lost by the patient (excluding STA). Each time the patient undergoes surgery, this RDF is reduced by 2D6 plus the surgeon's skill level. However, if the unmodified diceroll is two (exactly), the patient will die.

When the patient's RDF is reduced to zero, recovery can begin.

TREATMENT

Recovery from a light or moderate wound does not begin until a character's wound is treated by a character with First Aid or Medical skill. Treatment has an RDF equal to 1D6 times the total number of statistic points lost (excluding STA).

Half of the attending character's First Aid skill (rounded up) or all of his Medical skill may be applied to each treatment roll. One roll is made every minute, with the treatment complete when the accumulated results of all rolls plus skill levels exceeds the RDF.

Severe wounds will always require surgery. Recovery will not begin until the character is placed in a hospital and can be attended by a surgeon.

Treatment also has an effect on whether a character's wound will become infected.

INFECTION

Any wound which breaks the skin (other than wounds resulting from falls or blows to the head) may become infected. The player consults the following table of DMs and combines all of those which are applicable into a single DM.

Infection DM Table

Factor	DM
Wound is Untreated	+2 per Day Untreated
Antibiotics Not Available	+2
Medical or First Aid Skill	-1 per Level
Moderate Wound	+2
Severe Wound	+3
Lower Torso Wound	+5

EXPLANATION OF FACTORS

Wound is Untreated: If, for any reason, a wound is not attended by a character with First Aid or Medical skill, it runs a serious chance of infection. This chance increases each day the wound remains untreated. If it is three days before a wounded character has someone attend his wound, for example, there will be a DM of '+6' applied to his roll for infection.

Antibiotics Not Available: Antibiotics are drugs which combat infection. Field combat gear includes First Aid pouches with antibiotics, and medics' kits have large amounts of these drugs. If, for any reason, antibiotics are not available (the wounded character has escaped from captivity, for example), the chances of infection are increased.

Medical or First Aid Skill: The skill level of the character treating the wounded character can be applied each day towards prevention of infection. Even if antibiotics are not

available, the attending character can change dressings and keep the patient quiet. Medical or First Aid skill is the most important factor (after initial treatment) in preventing infection, or in preventing an infected wound from becoming worse.

Moderate, Severe or Lower Torso Wound: Moderate and severe wounds cause progressively more damage and tissue trauma than light wounds, and are more likely to become contaminated by dirt and foreign matter. Wounds to the lower abdomen can perforate the intestines, causing extraordinarily dirty wounds. These DMs represent the greater likelihood of such factors causing infection.

All applicable DMs are combined and applied to a 2D6 roll against the character's current END. If the modified roll is greater than the END, the wound is infected. An infection creates an additional light wound to the same part of the body as the original wound, and an additional loss of statistics.

Each day, the character rolls 2D6 against his new END, applying the DMs listed above to each roll. Each time the modified roll is greater than the character's END, all of his statistics (excluding STA) will be reduced by one.

If the character's END reaches zero, he becomes unconscious. The light wound from the infection is increased to a moderate wound, with a further loss of statistics. From this point on, the referee rolls 2D6 each day against the character's STA. Each time the roll is greater than the STA, the STA is reduced by one.

Symptoms of an infection are fever, redness around the wound and drainage from the wound. Once the infection becomes severe (the light wound becomes a moderate wound), the character will be conscious only intermittently, with an extremely high fever and frequent delirium.

When the character's STA reaches zero, he dies.

As stated above, a character's chances are improved by First Aid or Medical skill among those taking care of him. If, at any time, the modified roll is five or more *less than* the character's END, the infection is stabilized and he stops getting worse. From that point, he regains one point in each statistic he lost every eight days until he recovers. This is only possible if he is attended by another character with First Aid or Medical skill.

RECOVERY

If the condition of an infected light or moderate wound has been stabilized, if seven days have passed without the wound becoming infected, or if the character is placed in a hospital, the character will begin to recover. The character will recover one point in each lost statistic every five days (for a light wound) or eight days (for a moderate wound). Recovery proceeds until the lost statistics have returned to normal.

The entire period will not actually be spent in the hospital. In most cases, the character remains in the hospital less than half the total recovery time. The remainder of the time is spent regaining his strength, with occasional visits to the hospital or to a doctor for further checkups and treatment.

RETURN TO DUTY

Characters with light wounds are usually discharged in a few weeks fit for duty. Characters with moderate wounds may return to duty, may be given a medical discharge or may be assigned non-combat duties, depending on the nature of their wound.

For character's belonging to an elite combat team, psychological factors will have a great deal to do with whether they are assigned combat duty again. The referee has some leeway, in this case, in determining what happens to the character after he recovers. Characters with severe wounds will almost always be discharged from the service, though they do receive free medical care for the rest of their lives.

SECTION IX: Dossiers

This section lists the Political Assessment Codes (PACs) of various nations where *Delta Force* scenarios might take place, templates for several additional anti-terrorist units and updates on many known terrorist organizations.

POLITICAL ALIGNMENT

The following countries are grouped by their geographic location (Africa, Europe and the Middle East).

AFRICA

ALGERIA Basic PAC: D				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	F and S	Dm of +2 After B	3 or Less	E
3-7	D	Dm of -2 after S	4-10	D
8-11	C		11+	B
12+	B			

Capital: Algiers.

Government: Led by a president and the National Popular Assembly, a 281-member legislative body.

Leaders: President Chadi Benjedid, Prime Minister Abdelhamid Brahimi.

Geography: On the Western Mediterranean coast, between Morocco to the west, and Tunisia and Libya to the east.

Languages: Arabic (official), French.

Notes: Formerly part of the French African empire, Algeria became independent in 1962. Though a member of the Arab League and the Arab forces arrayed against Israel in 1967, Algeria maintains close diplomatic and economic ties with the United States. During the Iran hostage crisis, Algeria acted as intermediary between Iran and the U.S., and ultimately helped win the release of the hostages. Some 40% of Algeria's crude oil production is purchased annually by the United States.

CHAD		Basic PAC: C		
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	F and T	DM of +3 After B	-4 or Less	F
3-5	E and S	DM of -2 After S	-3 to -1	G
6-11	C	DM of -3 After T	0 to 3	E
12+	B		4-10	C
			11+	B

Capital: N'djamena.

Government: Ruled by a president who assumed the position after overthrowing Goukouni Oueddi, in 1982.

Leaders: President Hissen Habre.

Geography: Chad is a landlocked nation of north central Africa. Its most powerful neighbor is Libya, to the north.

Languages: Arabic (official), French, Sara, Kanembou and other tribal languages.

Notes: Once part of the French African empire, Chad became independent in 1960. The country has been torn by civil war and factional divisions since 1975. Extensive involvement in Chad's civil war by Libya led to several periods of sharp fighting in northern Chad, the seizing of the Aozou Strip (the northern border region) by Libya—possibly because the area may have uranium deposits—massive French aid to southern Chad and a 1981 proposal by Moammar Gadhafi that

Libya and Chad merge. As of mid 1987, the 'on-again, off-again' war with Libya had decidedly turned in Chad's favor with a massive and dramatic defeat of Libyan armored forces at the hands of lightly armed Chadian troops.

EGYPT		Basic PAC: C		
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	E and T	Dm of +3 After B	-4 or Less	G
3-5	E and S	Dm of -2 After S	-3 to -1	F
6-11	C	Dm of -3 After T	0 to 3	E
12+	B		4-10	C
			11+	B

Capital: Cairo.

Government: The president holds executive power and can appoint one or several vice presidents. The legislative body is a parliament. In 1984, Egypt held the first free, multi-party elections since 1952. The principal parties are the majority National Democratic Party and the New Wafd.

Leaders: President Hosni Mubarak, Premier Ali Lutfi.

Geography: Egypt lies in the north eastern corner of the African continent. It is bordered by Israel and the Red Sea to the east, the eastern Mediterranean to the north, the Sudan to the south and its sometime enemy, Libya, to the west.

Language: Arabic.

Notes: One result of the 1967 Arab-Israeli War was Egypt's reliance on Russian military equipment and advisors. By 1970, there were an estimated eighteen thousand Russians in the country, working at everything from the Aswan High Dam to flying Russian warplanes with Egyptian markings and manning missile batteries. President Gamal Abdel Nasser, the nation's volatile and violently anti-Israeli president, died in 1970. His successor, Anwar Sadat, expelled the Russians in 1972.

After yet another Arab defeat by the Israelis in 1973, Sadat won a name as a peacemaker. He did this by traveling to Jerusalem at the invitation of Menachem Begun, in 1977, and initiating a series of peace talks. In 1979, Egypt became the first Arab nation to recognize Israel and sign a peace treaty—the Camp David Accords—ending thirty years of war.

Sadat was assassinated in 1981 by Egyptian extremists within the army. Evidence suggests that the murder was orchestrated by Gadhafi, though the Camp David Accords had alienated much of the Arab world. Sadat was succeeded by Vice President Mubarak. During the past six years, Mubarak has had to contend with Gadhafi's threats and saber-rattlings, as well as with pressure from fundamentalists within Egypt to implement strict Islamic law within the country.

Egypt and the U.S. maintain overall good relations, though Egypt is sensitive to attacks by other Arab nations and vulnerable to the upsurge of Islamic fundamentalism promoted and financed by Iran and Libya. The U.S. holds regular military maneuvers with Egypt as part of America's Rapid Deployment Force training and staging; and Egypt remains a likely staging area for certain covert military actions in north Africa.

ETHIOPIA Basic PAC: E				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	F and T	Dm of +2 After D	0 or Less	F
3-5	E and S	Dm of -2 After S	1 to 3	F
6-11	E	Dm of -3 After T	4-10	E
12+	D		11+	D

Capital: Addis Ababa.

Government: Ethiopia is a socialist state ruled by a 120-member officer's committee, called the Dergue.

Leader: Mengistu Haile Mariam.

Geography: Ethiopia lies along the southern end of the Red Sea, between Somalia and the Sudan and north of Kenya.

Language: Amharic (official), Galligna, Tigrigna.

Notes: The last of Earth's emperors, Haile Selassie, was deposed in 1974, after fifty-eight years of rule. The military government which took power from him was unable to handle rapidly escalating famine, a war with Somalia and revolt in the northern province of Eritrea; it eventually turned to the Soviet Union for help. Brigadier General Teferi Benti was killed during factional fighting within the Dergue, and was replaced by Lt. Colonel Mariam in 1977. Soviet aid and an influx of Cuban soldiers turned the tide for Ethiopia in the losing war with Somalia (which also was being aided by the USSR) in 1978.

Ethiopia formally became a communist country in 1984, with Mariam as party leader. The country continues to be plagued by Eritrian rebels and a devastating famine. Worldwide efforts to aid famine victims have been hindered by the Marxist government's corruption and its use of food as a means of controlling the people of dissident or suspect tribes.

KENYA Basic PAC: C				
PAC	Diplomatic Table	PAC DMS	Final Assessment	
2 or Less	F and T	DM of +3 After B	-4 or Less	G
3-5	E and S	DM of -2 After S	-3 to -1	F
6-11	C	DM of -3 After T	0 to 3	E
12+	B		4-10	C
			11+	B

Capital: Nairobi.

Government: A one-house National Assembly with 171 members, elected for five year terms by universal suffrage, elects the president. There is one political party, the Kenyan African National Union, headed by the president.

Leaders: President Daniel Arap Moi.

Geography: In East Africa, on the Indian Ocean. It is bordered by Somalia, Tanzania, the Sudan and Uganda.

Language: Swahili (official), Bantu, Kikuyu, English.

Notes: This former colony of Great Britain became independent in 1963. It is only six percent Moslem; the majority of the population is either Protestant or Roman Catholic.

Kenya figured in the 1976 raid to free Jewish hostages held by PLO terrorists at Entebbe Airport in neighboring Uganda. Kenya granted the Israelis permission to refuel aircraft, a move which drew considerable fire from some quarters, but eased the logistics of the complex and risky 'Operation Thunderball.'

LIBYA Basic PAC: F (Socialist People's Libyan Arab Jamahiriya)				
PAC	Diplomatic Table	PAC DMS	Final Assessment	
2 or Less	F and T	DM of +3 After E	-2 or Less	W
3-6	F and S	DM of -2 After S	-1 to 0	F and T
7-11	F	DM of -5 After T	1 to 2	F and S
12+	E		3+	F

Capital: Tripoli.

Government: The country is ruled by a revolutionary council, which in 1977 changed its name to the 'General Secretariat of the General People's Congress.' Though claiming to be only a colonel in the service of his country, the *de facto* head of state is Colonel Moammar el-Gadhafi.

Leaders: Colonel Moammar Gadhafi. The Secretary-General of the General People's Congress is Muhammad al-Zarruq Rajah. The Premier is Jadallah Azzuz et Talhi.

Geography: Libya lies in central north Africa, on the Mediterranean coast. It borders Egypt to the east, Tunisia and

Algeria to the west and Chad, Niger and the Sudan to the south.

Language: Arabic.

Notes: Libya has a well deserved reputation as the 'bad boy' of international politics. Gadhafi's penchant for supporting any and all revolutionary movements anywhere in the world is well known and well documented. Libya is a useful surrogate for the Soviets in spreading terror and destabilization across Europe, Africa and the Middle East, though it is difficult to assess how pleased the Kremlin is with Gadhafi's antics. Of particular concern to the world—East and West alike—is Gadhafi's determination to acquire nuclear weapons—the 'Islamic Bomb'—by whatever means he can. Towards this end, Gadhafi has financed Pakistani nuclear research, has purchased reactors from the Soviet Union capable of producing weapons-grade fissionable material and annexed the Aozou Strip in Chad, apparently in an effort to secure uranium supplies.

And while the world waits to see if Libya can build an atomic bomb, Libya's reign of hijackings, bombings, assassinations and the financing of terror groups around the world in the name of Islamic Revolution continues.

Special Note: Terrorist incidents in Europe and Africa have abated to a remarkable degree since the U.S. air strike retaliation against Libya, which followed the bombing of a West German discotheque linked to Libyan 'diplomats.' While the Terror Wars are not over, perhaps this is an indication that it is possible to fight back against terrorism and win.

MOROCCO Basic PAC: C				
PAC	Diplomatic Table	PAC DMS	Final Assessment	
2 or Less	F and T	DM of +3 After B	-4 or Less	G
3-5	E and S	DM of -2 After S	-3 to -1	F
6-11	C	DM of -3 After T	0 to 3	E
12+	B		4-10	C
			11+	B

Capital: Rabat.

Government: Morocco is a monarchy ruled by a King and a 306-member Chamber of Deputies.

Leaders: King Hassan II, Prime Minister Karim Lamrani.

Geography: Morocco lies in the northwest corner of Africa, across the Strait of Gibraltar from Spain. It borders Algeria, Mauritania and the Atlantic Ocean.

Language: Arabic.

Notes: Morocco has traditionally been a pro-Western Arab state, and was, in fact, one of only four Arab nations to support Egypt's peace initiative with Israel. U.S.-Moroccan relations took an unexpected turn in 1984, when Hassan unexpectedly signed a treaty with Libya's Moammar Gadhafi, apparently in an attempt to end Libyan support of the anti-government Polisario guerrillas. Future developments remain to be seen.

SOMALIA Basic PAC: D				
PAC	Diplomatic Table	PAC DMS	Final Assessment	
2 or Less	F and T	DM of +3 After C	-4 or Less	G
3	E and S	DM of -2 After S	-3 to -1	F
4-5	E	DM of -3 After T	0 to 3	E
6-11	D		4-10	D
12+	C		11+	C

Capital: Mogadishu.

Government: The country is ruled by a revolutionary council, which in 1976 changed its name to the 'Somali Socialist Party.' A new constitution, adopted in 1979, allowed the election of a 171-member People's Assembly.

Leaders: Major General Mohamed Siad Barre.

Geography: Somalia lies along the strategic Horn of Africa, bordering the Indian Ocean and the Gulf of Aden, with Ethiopia to the west and Kenya to the southwest.

Language: Somali.

Notes: After Barre's rise to power in 1969, Somalia became a Soviet client state, heavily dependent on the Soviet Union for money and military equipment. In 1977, Somalia openly backed rebels in western Ethiopia, in the Ogaden Desert. The resulting war between two of the USSR's best Marxist clients deeply embarrassed the Soviets and resulted in a cutting off of aid and arms to Somalia and an increase of 'defensive' weapons to Ethiopia. Somalia in turn kicked out fifteen hundred Soviet military and civilian advisors and broke off diplomatic relations with Cuba, which had been furnishing troops to the Ethiopians. Somalia subsequently acknowledged defeat in the eight-month Ogaden War.

In 1978, Somalia turned to the U.S. for aid. By 1980, the U.S. had agreed to exchange economic aid and arms for a naval base at Berbera, the ex-site of a Soviet naval base.

Special Note: As of mid 1987, Berbera remains a U.S. naval base, and is available to Delta units for staging operations in Africa and the Middle East.

In 1977, Mogadishu, Somalia was the site of a hostage crisis when a Lufthansa airliner hijacked by four Palestinians landed there after a chase across north Africa and the Middle East. The crisis was resolved by a GSG-9 unit, under the personal command of the unit's commander, Colonel Wegener. The Somalis cooperated with the Germans, granting them permission to land and stage the assault and even helping by building a bonfire some distance in front of the hijacked airliner to create a diversion. The diversion was successful in luring the hijackers to the nose of the plane. Wegener and his commandos broke in, using stun grenades provided by the SAS. The assault was successful, resulting in the deaths of three terrorists, the capture of the fourth and the release of all seventy-nine hostages.

SUDAN Basic PAC: D				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	F and T	DM of +3 After C	-4 or Less	G
3-5	E and S	DM of -2 After S	-3 to -1	F
6-11	D	DM of -3 After T	0 to 3	E
12+	C		4-10	D
			11+	C

Capital: Khartoum.

Government: The country has been under military rule since a coup in 1969.

Leaders: General Abdel Rahman Siwar el-Dahab, Prime Minister Al-Gazouly Dafallah.

Geography: The Sudan lies south of Egypt, in northeast Africa. Other bordering nations include Ethiopia, Chad, Zaire and Uganda. The Sudan is the largest nation in Africa, with an area roughly one fourth that of the United States.

Language: Arabic, English, tribal dialects in the south.

Notes: Formerly a colony of Great Britain, became independent in 1956. A military coup overthrew the government in 1969. Major General Mohamed Nimeiri became Prime Minister.

Eight Palestinian terrorists took over the Saudi Arabian embassy in Khartoum in 1973, killing one Belgian and two American diplomats after their demands were refused. The terrorists were captured, convicted of murder, then—incredibly—handed over to the PLO for 'justice.' The U.S. withdrew its ambassador in protest. Relations were resumed later, when the Palestinians were again imprisoned in Egypt.

In 1976, violent fighting resulted after an attempted coup, which Nimeiri claimed had been instigated by Gadhafi. In

1985, another coup launched while Nimeiri was out of the country succeeded; Nimeiri's Defense Minister, General el-Dahab came to power.

Sudan remains linked by trade and economics to the West—particularly western Europe. Sudan was one of four Arab nations which supported Egypt after the Camp David Accords.

TUNISIA Basic PAC: C				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	F and T	DM of +3 After B	-4 or Less	F
3-5	E and S	DM of -2 After S	-3 to -1	G
6-11	C	DM of -3 After T	0 to 3	E
12+	B		4-10	C
			11+	B

Capital: Tunis.

Government: The country is ruled by a president and a democratically elected legislative National Assembly.

Leaders: President Habib Bourguiba, Premier Mohamed Mzali.

Geography: Tunisia lies in north central Africa, on the Mediterranean coast between Libya and Algeria.

Language: Arabic, French.

Notes: Tunisia became independent from France in 1956. It maintains a pro-West stance in most matters, and earned bitter enemies throughout the Arab world by refusing to break ties with the U.S. during the Six-day War and by arresting anti-U.S. demonstrators. However, Tunisia sided with other Arab nations in condemning Egypt's peace treaty with Israel. Tunisia is a particular target of the machinations of Libya's Gadhafi.

EUROPE

ALBANIA Basic PAC: F				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	F and T	DM of +3 After E	-2 or Less	W
3-6	F and S	DM of -2 After S	-1 to 0	F and T
7-11	F	DM of -5 After T	1 to 2	F and S
12+	E		3+	F

Capital: Tirana.

Government: A Stalinist Communist state ruled by a politburo. Ramiz Alia took power in 1982, on the death of Enver Hoxha, the absolute dictator of Albania for forty years.

Leaders: President Ramiz Alia, Premier Adil Carcani.

Geography: On the Adriatic Sea, with Yugoslavia to the east and north and Greece to the south.

Language: Albanian.

Notes: Violently Stalinist, Hoxha broke relations with the Soviet Union in 1961, formed close relations with the People's Republic of China and then broke them on the death of Mao Tse Tung, in 1978. Since then, Albania has pursued a policy of isolation, having nothing to do with either East or West.

The potential for terrorist actions or outright war exists because of border disputes with both Yugoslavia and Greece.

AUSTRIA Basic PAC: D				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
4 or Less	D and S	DM of +4 After A	-4 or Less	E and S
5-10	D	DM of +3 After C	-3 to -1	D and S
11-13	C	DM of -6 After S	0 to 3	S
14+	A		4-11	B
			12-13	C
			14+	A

Capital: Vienna.

Government: Austria is a federal republic, ruled by a president and a two-house legislature made up of the 58-member Bundesrat and the 183-member Nationalrat.

Leaders: President Kurt Waldheim.

Geography: Austria lies in central Europe, south of West Germany and Czechoslovakia, north of Italy and Yugoslavia, east of Switzerland and west of Hungary.

Language: German.

Notes: Austria was occupied by the Allied powers at the end of World War II. Despite Soviet delays, Austria concluded a treaty with the USSR and the Western powers which established its independence in 1955. The price of freedom from the Soviets was a promise of complete neutrality in world affairs.

Austria has honored that promise. It is building a reputation as a neutral meeting place in Europe for East and West, with Vienna as a truly international city. The capital is the headquarters for various international organizations—including the International Atomic Energy Agency and OPEC—and was host to Carter and Brezhnev for the signing of SALT II.

Relations with the U.S. were strained in 1986, over negative U.S. reaction to the election of Kurt Waldheim—accused of Nazi war crimes committed during World War II—as president.

BELGIUM Basic PAC: B				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	D and S	Dm of +4 After A	-6 or Less	E and S
3-4	D	Dm of +2 After C	-5 to -1	D and S
5-10	B	Dm of -3 After D	0 to 3	S
11-13	C	Dm of -5 After S	4-11	B
14+	A		12-13	C
			14+	A

Capital: Brussels.

Government: A parliamentary democracy under a constitutional monarch. A bicameral legislature, made up of a 181-member Senate and a 212-member Chamber of Representatives. Universal suffrage, with fines on those who do not vote.

Leaders: King Baudouin, Premier Wilfried Martens.

Geography: Belgium lies in northwest Europe, between France, West Germany, the Netherlands and Luxembourg.

Language: Dutch (56%), French (32%), bilingual (11%), German (1%).

Notes: Belgium continues to suffer crises over divisions between French- and Flemish-speaking citizens. It has also had numerous and frequent peace demonstrations and disarmament protests aimed at NATO and the presence of nuclear missiles—especially the March, 1985 deployment of cruise missiles. Suggestions that some, at least, of these groups are funded and organized by Soviets continue to surface, and it is possible that the more radical groups could turn to terrorism.

Terror groups already well established in Belgium include Onkrut, a Dutch anti-NATO group, and the anti-NATO CCC, or Belgian Fighting Communist Cells, which are almost certainly controlled by the KGB.

FRANCE Basic PAC: D				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
4 or Less	S	Dm of +4 After A	-4 or Less	E and S
5-10	D	Dm of +3 After C	-3 to -1	D and S
11-13	C	Dm of -6 After S	0 to 3	S
14-15	B		4-11	B
16+	A		12-13	C
			14+	A

Capital: Paris.

Government: A president, elected by universal suffrage, appoints the premier. The legislative body is a two-house Parliament consisting of a Senate and a National Assembly.

Leaders: President Francois Mitterrand, Premier Laurent Fabius.

Geography: In western Europe, across the English Channel from Great Britain. Spain to the southwest. Italy, Switzerland, West Germany, Luxembourg and Belgium to the east.

Language: French.

Notes: Formerly a member of NATO, France withdrew in 1967 and all foreign troops were expelled. Though still a Western ally, France is no longer a NATO member.

Francois Mitterrand's surprising Socialist victory in the elections of 1981 and his determination to lead France into a new era of left-wing Socialist government led to several years of serious economic difficulties: inflation, nationalization of industries and increased taxation, followed by an unpopular austerity program, unemployment and yet more taxes. By 1985, cuts in taxes and government spending stabilized the economy somewhat, but dissatisfaction was rising everywhere.

France's economic problems are compounded by increased incidents of terrorism, principally by the left-wing Direct Action and the French Red Brigades—both of which are allied with Germany's Red Army Faction and the Italian Red Brigades. Other terror groups include the ARC, the Marxist separatist Breton Liberation Front (FLB), and the Gauche Proletariene.

WEST GERMANY Basic PAC: A (Federal Republic of Germany)				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
0 or Less	C and S	Dm of +3 After A	1 or Less	B
1-2	B and S	Dm of -2 After S	2+	A
3+	A			

Capital: Bonn.

Government: A parliamentary democracy. Parliament consists of an upper house, or Bundesrat, and a lower house, or Bundestag. Parliament elects the president to a five-year term; the Bundestag chooses the Chancellor.

Leaders: President Richard von Weizsacker, Chancellor Helmut Kohl.

Geography: In central Europe. To the east is East Germany and Czechoslovakia, to the south lies Switzerland and Austria. To the west is France, Luxembourg, Belgium and the Netherlands and to the north lies Denmark and the North Sea.

Language: German.

Notes: West Germany has been the center of stormy relations between East and West since the end of World War II, when a conquered Germany was divided among the Allied powers and the eastern portion became a Soviet satellite.

Chancellor Willy Brandt's government fell in 1974, when a top advisor was discovered to be an East German spy. A moderate Social Democrat, Helmut Schmidt, succeeded him.

Schmidt was an outspoken and determined supporter of U.S. military strategy in Europe, urging that nuclear weapons be installed on West German soil unless the Soviets reduced their own theater nuclear forces. He also strongly opposed the nuclear freeze movement which was steadily gaining support in his own country and throughout Europe. His defeat in 1982 was caused, in part, by opposition from the anti-nuclear 'Greens.' He was succeeded by the Christian Democrat Helmut Kohl.

West Germany has been the target of KGB-led, funded, and/or inspired terrorist cells for decades. The Red Army Faction (formerly the Baader-Meinhoff Gang) had been largely crushed by the end of the 1970s and its leaders killed or imprisoned; but

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the RAF is still active. Another German terrorist group is the German Revolutionary Cells.

GREECE Basic PAC: B				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	E and T	DM of +2 After A	-2 or Less	F
3-4	E and S	DM of +1 After C	-1 to 0	E
5-6	D	DM of -2 After S	1 to 4	D
7-10	B	DM of -3 After T	5-10	B
11-12	C		11+	A
13+	A			

Capital: Athens.

Government: Greece is a republic, with a President who holds ceremonial executive power and a Premier who leads the government and the 300-member unicameral Parliament.

Leaders: President Christos Sartzetakis, Premier Andreas Papandreou.

Geography: Greece lies at the southern end of the Balkan Peninsula, across the Aegean Sea from Turkey. It is bordered to the north by Bulgaria, Yugoslavia and Albania. Its island possessions include Crete, the southern and western portions of Cyprus and numerous islands in the Aegean and Ionian Seas.

Language: Greek.

Notes: Greece and the United States have had serious difficulties in their relations during the past few years. Papandreou's leftist Socialist government came to power in 1981, and called almost immediately for the removal of U.S. bases on Crete and mainland Greece, as well as for the withdrawal of Greece from NATO. Subsequent negotiations led to Papandreou retracting his demands, and an agreement was signed in 1983 which extended the leases by U.S. bases until 1988. As of mid-1987, it seems unlikely that Greece will allow the American bases to remain after 1988. Membership of Greece in NATO also remains in doubt, primarily because of continued friction between Greece and another NATO member, Turkey, over the question of Cyprus (currently divided between the two) and various islands in the Aegean Sea.

Greece has been sharply criticized by the Western community for the notorious laxness of security at Athens airport. Several airliner hijackings and bombings in recent years—including the 1985 Shi'ite hijacking of a TWA airliner to Beirut—have been made possible by inadequate Greek security precautions.

Greece has been a battleground in the Terrorist Wars involving the PLO and other Palestinian groups and the Libyans. One local terror group is the Ethniki Organosis Kypriakou Agonistov (EOKA), dedicated to the 'liberation' of Cyprus.

ITALY Basic PAC: B				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	S	DM of +6 After A	-6 or Less	E and S
3-4	D	DM of +3 After C	-5 to -1	D and S
5-10	B	DM of -4 After D	0 to 3	S
11-13	C	DM of -6 After S	4-11	B
14+	A		12-13	C
			14+	A

Capital: Rome.

Government: The Italian government is led by a President, who is elected by a two-house Parliament. The President nominates a Premier and members of a Cabinet. Parliament consists of a 315-member Senate and a 630-member Chamber of Deputies.

Leaders: President Francesco Cossiga, Premier Bettino Craxi.

Geography: Italy is a long, boot-shaped peninsula extending south from Europe into the central Mediterranean Sea. Its neighbors are France, Switzerland, Austria and Yugoslavia. The islands of Sicily, Sardinia and the tiny Lampedusa, Linosa and Pantelleria also belong to Italy.

Language: Italian.

Notes: Italy has been savaged by the Terrorist Wars since the early 1970s. A succession of weak, venal and vacillating governments have provided the confusion, corruption and misdirection necessary for the proliferation of a bewildering array of terrorist groups, all seeking to destroy Italy in the name of left-wing or right-wing brotherhood. Noted terrorist incidents included the kidnapping and murder of former premier Aldo Moro in 1978 and the kidnapping and eventual rescue of U.S. Brigadier General James Dozier in 1982. A crackdown by Italian police and commando units during the 1980s resulted in the deaths and arrests of hundreds of known terrorists, and the terrorist onslaught seems to be at bay for the moment.

A weakness in Italy's stand against terrorism, however, is each Italian government's unwillingness to offend the Arab world in general (with which Italy has numerous economic ties) and Libya in particular (a former Italian colony). When a jetliner carrying the hijackers of the *Achille Lauro* was forced to land by U.S. naval fighters at the Sigonella airbase in Sicily, Italian *Carabinieri* commandos and U.S. SEALs came close to engaging in a firefight when the Italians demanded custody of the aircraft's passengers. Ultimately, the masterminds of the *Achille Lauro* hijacking, Abu Abbas and Ozzudin Badrak Kan—both captured with the hijackers aboard the plane—were freed by Italian authorities despite the protests of U.S. officials.

While Italy is a member of NATO, the shaky nature of the government (there have been over forty separate governments since the end of World War II), Italy's dependence on the good will of Arab states for oil and revenue and the strength of the Communist party in the Italian Parliament make Italy an uncertain ally. On a local level, the inefficiencies of the bureaucracy and the greed of some corrupt government officials frequently complicate relations between U.S. and Italian forces.

Major terrorist groups are widespread and numerous. They include the Palestinian-trained GAP, the anti-NATO Italian Front for the Liberation of the Proletariat, the right-wing Nuclei Armati Rivoluzionari (NAR) and, of course, the Red Brigades.

MALTA Basic PAC: A				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
4 or Less	S	DM of +2 After A	-3 or less	C and S
5	B	DM of -3 After S	-2 to 0	C
6+	A		1-2	B
			3+	A

Capital: Valetta.

Government: Malta is run by a Prime Minister and a 65-member House of Representatives.

Leaders: President Agatha Barbara, Prime Minister Carmelo Mifsud Bonnici.

Geography: Malta consists of a cluster of five small islands (their combined area is less than that of Philadelphia) laying south of Sicily in the central Mediterranean Sea.

Languages: Maltese, English.

Notes: This former colony of England became independent in 1964. Britain withdrew her last troops and bases in 1979.

Malta has been the scene of several terrorist incidents. In September, 1985, a hijacked Egyptian airliner was diverted to Malta. Egypt's Force 777 received the government's reluctant permission to carry out an assault. The result was a disaster, resulting in the deaths of fifty-seven hostages.

The NETHERLANDS Basic PAC: B				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	D and S	DM of +4 After A	1 or Less	D and S
3-9	B	DM of +2 After C	2-10	B
10-13	C	DM of -3 After D	11+	A
14+	A	DM of -4 After S		

Capital: Amsterdam; Seat of Government: The Hague.

Government: A constitutional monarchy which consists of the Netherlands and a former colony, the Netherlands Antilles, ruled by a Queen and a two-house Parliament.

Leaders: Queen Beatrix, Premier Ruud Lubbers.

Geography: The Netherlands lie in northwest Europe, on the North Sea, bordered by West Germany and Belgium.

Language: Dutch.

Notes: As with Belgium, the Netherlands are the center of controversy over the placement of nuclear missiles for NATO defense; numerous groups have rallied, marched and threatened the destruction of the government. Such groups as the Palestinian-trained Dutch Help and the anti-NATO Onkruid have operated in concert with other Communist-inspired and -supported forces across Europe. In addition, the Republik Maluku Selatan, a group of South Moluccans seeking a homeland among the former Dutch colony islands of Indonesia, has been responsible for numerous kidnappings, bombings and hijackings.

SPAIN Basic PAC: B				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	D and S	DM of +6 After A	-6 or Less	E and S
3-4	D	DM of +3 After C	-5 to -1	D and S
5-10	B	DM of -4 After D	0 to 3	S
11-13	C	DM of -6 After S	4-11	B
14+	A		12-13	C
			14+	A

Capital: Madrid.

Government: The 39-year reign of Generalissimo Francisco Franco Bahamonde ended in 1975, with his death. King Juan Carlos I succeeded him. The Cortes, or Parliament, is a 350-member Chamber of Deputies and a 208-member Senate.

Leaders: King Juan Carlos I, Prime Minister Felipe Gonzalez Marquez.

Geography: Occupies the majority of the Iberian Peninsula, in southwest Europe. Neighbors are Portugal and France.

Language: Spanish (Regional: Basque, Catalan, Galician).

Notes: Spain's membership in NATO was questioned by radical elements of the population during the late 1970s. The 1982 victory of the moderate Gonzalez as Prime Minister seems to have stabilized the situation, however, as has entry into the European Common Market. Basque separatist terrorism has been lessened (but not eliminated) by Madrid's granting of self rule to Basque and Catalan nationalists.

Spain has been the center of widespread terrorism, especially fostered by Basque separatists; the Euzakadi Ta Askatasuna (ETA) is the most notorious of these groups. Other leftist, anti-NATO groups include Leninist FRAP and the Grupo de Resistencia Antifascista Primo de Octubre (GRAPO). The Guerrilleros Del Cristo Rey are a neo-Nazi, ultra right wing terror group.

SWITZERLAND Basic PAC: D				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
4 or Less	D and S	DM of +3 After C	3 or Less	D and S
5-11	D	DM of -3 After S	4-11	D
12+	C		12+	C

Capital: Bern.

Government: The Swiss Confederation consists of twenty-three sovereign states, or cantons. They are ruled by a two-house legislature consisting of a 46-member State Council and a 200-member National Council.

Leaders: President Kurt Furgler, Vice President Alphons Egli.

Geography: Switzerland lies in central Europe, bordered by West Germany, Austria, Italy and France.

Languages: German (65%), French (18%), Italian (10%), Romansch (1%).

Notes: Switzerland's neutrality was first guaranteed by the Treaty of Vienna in 1815, and the nation has grown wealthy as a result of that neutrality. Geneva was headquarters of the League of Nations and of a number of international corporations. Switzerland's banking system is well known as the world's principal repository for international accounts.

Switzerland has also figured rather prominently in the continuing Terror Wars. Several Swiss groups provide money, passports, arms and other services to international terror forces. The Anarchistische Kampforganisation (AKO) was especially active in the 1970s.

UNITED KINGDOM Basic PAC: A				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	B and S	DM of +3 After A	1 or Less	B
3+	A	DM of -2 After S	2+	A

Capital: London.

Government: The United Kingdom is a constitutional monarchy, with a Queen and a two-house Parliament. Parliament consists of the House of Lords and the House of Commons. The executive branch of the government is the Cabinet, headed by the Prime Minister.

Leaders: Queen Elizabeth II, Prime Minister Margaret Thatcher.

Geography: The United Kingdom consists of England, Wales, Scotland and Northern Ireland. It lies to the northwest of the European continent, separated from the mainland by the English Channel.

Language: English (Regional: Welsh and Gaelic).

Notes: England is, possibly, the United States' closest ally in the world today. Certainly, the two nations share a common history and heritage and their current military alliance, forged during World War II, is the basis of NATO today. It is worthy of note that England permitted U.S. F-111 bombers based in England to participate in the 1986 retaliatory raid against Libya, while Spain and France refused the U.S. permission to fly through their airspace.

Social and economic unrest in England have been largely stabilized by the conservative administration of Prime Minister Margaret Thatcher. England's principal terrorist problems stem from the continuing disintegration of Northern Ireland under the attacks of the Marxist-oriented, Soviet-supported PIRA. Other terrorist organizations in the UK include the long-standing IRA (from which the PIRA has broken away); the ultra-militant, pro-IRA Irish National Liberation Army (INLA); the Protestant, anti-IRA/PIRA Ulster Defense Association (UDA); and the Ulster Freedom Fighters.

England is home of the world's finest anti-terrorist units, the Special Air Service (SAS), and the related Special Boat Service (SBS). The SAS continues to hone its skills (first publicly demonstrated during the spectacular rescue of hostages held in the Iranian Embassy in London, in 1980) on the battlefield of northern Ireland. The SBS is responsible for the security of England's North Sea oil platforms.

WARSAW PACT NATIONS			Basic PAC: F	
Pac	Diplomatic Table	Pac Dms	Final Assessment	
2 or Less	F and T	Dm of +3 After E	-2 or Less	W
3-6	F and S	Dm of -2 After S	-1 to 0	F and T
7-11	F	Dm of -5 After T	1 to 2	F and S
12+	E		3+	F

Notes: The Warsaw Pact nations consist of the Soviet Union and her eastern European satellites: East Germany, Poland, Czechoslovakia, Hungary, Romania and Bulgaria. Specific descriptions of their governments and separate PAC tables for each are not listed since, to a greater or lesser degree, all are directly ruled from the Kremlin and reflect Soviet policies.

Though the USSR does not openly support international terrorism, it is no longer a secret that they train, fund and arm terrorist groups around the world with the goal of destabilizing and weakening the Western democracies. Patrice Lumumba University, outside Moscow, is run by the dreaded KGB, and promising 'students' from around the world are selected and trained there in terrorist and guerrilla tactics. In numerous instances, various Warsaw Pact nations have knowingly allowed terrorists, their weapons and their money to cross their borders and have even aided them in crossing to the West. It is known that the Bulgarian Secret Police, operating under the direction of the KGB, provided money, papers and weapons to a Turkish right-wing assassin in order to kill the Pope. The East Bloc nations have also offered safe havens after terrorist missions: the notorious terrorist Carlos, for instance, is believed to be living now in a comfortable retirement in Russia.

YUGOSLAVIA			Basic PAC: E	
Pac	Diplomatic Table	Pac Dms	Final Assessment	
2 or Less	T	Dm of +3 After C	-6 or Less	W
3-5	S	Dm of +1 After D	-5 to -1	F and T
6-10	E	Dm of -4 After S	0 to 3	E and S
11-13	D	Dm of -9 After T	4-11	E
14+	C		12-13	D
			14+	C

Capital: Belgrade.

Government: Yugoslavia is administered by a Federal Executive Council. This Council is unusual for a Communist country in several respects. It has maintained its independence from the Soviet Union and it allows several political parties: the League of Communists and the Socialist Alliance are two. A rotating presidency which assures each Yugoslavian republic of representation has averted the long-feared breakup of the country after the death of Marshal Tito, in 1980.

Leaders: President Radovan Vlackovic, Premier Milka Planinc.

Geography: Yugoslavia is a Balkan country on the Adriatic Sea. It borders Italy, Austria, Hungary, Romania, Bulgaria, Greece and Albania.

Languages: Serbo-Croatian, Slovene, Macedonian.

Notes: Yugoslavia is a federal republic consisting of six socialist republics. This federation is something of an anomaly in Balkan history, since the dozens of ethnic groups and minor nationalities which compose the current entity known as Yugoslavia have a long and bitter history of warfare and hatred against one another. The First World War began in the powder keg of Balkan politics; the Third World War could begin there as well, as rival groups struggle for autonomy and the Soviet Union seeks to establish control over this wayward client.

Yugoslavia has been struggling with internal terrorism as various of these groups vie with one another. Large numbers of

Albanians live in Kosovo Province and seek autonomy—and eventual unification with Albania.

Yugoslavia has contributed to international terrorism, as have other Communist bloc nations. The *Achille Lauro* masterminds, Abu Abbas and Ozzudin Kan, after their release by the Italians, were granted asylum in Yugoslavia, from which they made their way (probably) to Yemen.

MIDDLE EAST

GULF STATES			Basic PAC: D	
(Kuwait, Qatar, United Arab Emirates, Oman)				
PAC	Diplomatic Table	PAC Dms	Final Assessment	
2 or Less	F and S	Dm of +2 After C	0 or Less	E and S
3	E	Dm of -2 After E	1-2	D and S
4-8	D	Dm of -3 After S	3-8	D
9+	C		9+	C

Notes: The nations which have been grouped here under the heading of 'Gulf States' include Kuwait, Bahrain, Qatar and the United Arab Emirates. They have not been described separately since all are similar in their politics, location and outlook. All are located along the west coast of the Persian Gulf, next to Saudi Arabia and across the Gulf from Iran. All are extremely wealthy, with small populations and enormous revenues from oil. All are Arab nations, but all are closely linked with the West, with their populations financially independent enough that Communist or Islamic fundamentalist revolutionary groups have been unable to establish a firm foothold as yet.

The Gulf States are nonetheless linked, to a greater or lesser degree, with terrorism. The PLO has acquired billions of dollars over the past decade, most of it as 'contributions' from oil-rich Arab rulers. Each now fears becoming the target of terrorism as the tide of Islamic revolution sweeps out from Iran and Libya, seeking new victims. Of particular concern to these nations—especially Kuwait—is the possibility of an Iranian victory in the on-going Iran-Iraq War.

IRAN			Basic PAC: G	
Pac	Diplomatic Table	Pac Dms	Final Assessment	
2 or Less	G and T	Dm of +3 After F	-2 or Less	W
3-6	G and S	Dm of -2 After S	-1 to 2	G and T
7-11	G	Dm of -5 After T	3-8	G
12-13	F		9-12	F
14+	C		13+	C

Capital: Teheran.

Government: Since the fall of the Shah, in 1979, Iran has been ruled by a popularly elected president, an appointed Prime Minister and a one-house National Assembly. In fact, a so-called 'shadow government' of the Revolutionary Government continues to rule all aspects of life in Iran. The Council was originally established to insure obedience to Islamic Law. Though it handed its powers over to the National Assembly in 1980, the Mullahs of the Ayatollah Khomeini continue to rule with a dictatorial hand.

Leaders: President Hojatolislam Sayed Ali Khamenei, Prime Minister Mir Hussein Moussavi.

Geography: Iran lies along the Persian Gulf and the Indian Ocean. It is bordered by Iraq, the Soviet Union, Afghanistan and Pakistan.

Language: Farsi (Regional: Kurdish, Azerbaijani).

Notes: Iran is notable as one of the chief exporters of terrorism in the world today. Its population is made up primarily of Shi'ite Moslems. Iran has been seeking to export its

Islamic revolution to the Shi'ite minority populations of other Arab countries since 1979. Because the former Shah was strongly supported by the United States as an ally in the Cold War against the Soviets, America is now identified as 'The Enemy' and 'The Great Satan' by most Iranians. Iran's role in the occupation of the U.S. Embassy in Teheran and the holding of fifty-two U.S. Embassy staff members for four hundred and forty-four days, in 1979 through 1981, is well known.

Of serious concern to the West is the continuing Iran-Iraq War, which threatens to spread to other Mid-East nations and could be used by the Soviets as an excuse to invade the oil-rich Persian Gulf region.

IRAQ Basic PAC: F				
Pac	Diplomatic Table	Pac Dms	Final Assessment	
1 or Less	F and T	Dm of +3 After E	-2 or Less	W
2-3	F and S	Dm of -2 After S	-1 to 0	F and T
4-9	F	Dm of -5 After T	1 to 2	F and S
10-12	E		3-8	F
13+	C		9-12	E
			13+	C

Capital: Baghdad.

Government: Iraq is ruled by the Arab Ba'ath Socialist Party, headed by a president, his Council of Command and Council of Ministers.

Leaders: President Saddam Hussein.

Geography: Iraq lies at the head of the Persian Gulf. Its neighbors include Iran, Turkey, Syria and Saudi Arabia.

Languages: Arabic, Kurdish.

Notes: Since 1980, Iraq has been bogged down in an unending war with Iran. Heavily outnumbered, Iraq has managed to hold off Iranian human wave attacks but has been unable to dislodge the enemy from footholds in Iraqi territory.

Iraq has close links—particularly for arms and military equipment—with the Soviet Union.

ISRAEL Basic PAC: A				
Pac	Diplomatic Table	Pac Dms	Final Assessment	
2 or Less	B and S	Dm of +3 After A	1 or Less	B
3+	A	Dm of -2 After S	2+	A

Capital: Jerusalem.

Government: Ruled by a president elected by the 120-member Knesset. Administrative powers are vested with the Prime Minister and his Cabinet.

Leaders: President Chaim Herzog, Prime Minister Shimon Peres.

Geography: Israel lies on the Mediterranean's east coast. It is bordered by Lebanon, Syria, Jordan and Egypt.

Languages: Hebrew, Arabic, English.

Notes: Israel has been the center of a political and military storm since before the tiny nation's birth, in 1948. Most Mid-East terrorist problems have at their root the fact that Palestinians displaced during the various Arab-Israeli wars demand a homeland of their own—one which is to be created when Israel is destroyed. When the PLO, under Yasser Arafat, showed signs of willingness to seek a political solution to the Arab-Israeli question—which meant Arab recognition of Israel's right to exist—numerous new, 'rejectionist' terror groups, such as the P.F., were born. Further division occurred following the Camp David Peace Accord, when Egypt became the first Arab nation to establish diplomatic relations with Israel.

Israel has survived by creating and maintaining the finest military force in the area—some would say in the world—one

which has been able to emerge victorious in four major wars fought against overwhelming numbers.

Israel depends absolutely on American arms and money. For this reason, Israeli and American forces maintain a high degree of cooperation at most times. However, there have been strains in the relationship at times. The missile attack on the U.S. intelligence-gathering ship, *Liberty*, during the 1967 war was deliberate, despite public announcements by both sides that it was accidental. There was a risk that anti-Israeli elements in the U.S. State Department could leak secret Israeli battlefield intelligence picked up by the *Liberty* to the Arabs.

More recently, the Pollard spy scandal in the U.S. has raised the question of Israel's spying on her closest ally. There have been vocal Israeli protests over the sales of U.S. weapons and military equipment (such as AWAC aircraft) to such Arab allies of the U.S. as Saudi Arabia.

Despite this, Israel is central to U.S. policy in the Middle East. It is likely that in any terrorist crisis in the Eastern Mediterranean, the Israelis would strongly support the U.S., offering bases, equipment and logistical support as required.

JORDAN Basic PAC: D				
Pac	Diplomatic Table	Pac Dms	Final Assessment	
2 or Less	F and S	Dm of +2 After C	0 or Less	E and S
3-4	E	Dm of -2 After E	1-2	D and S
5-9	D	Dm of -3 After S	3-9	D
10+	C		10+	C

Capital: Amman.

Government: Jordan is a constitutional monarchy, with a two-house Parliament. A 60-member Chamber of Deputies is popularly elected, while the 30-member Senate is appointed by the King. All political parties have been outlawed.

Leaders: King Hussein I, Prime Minister Zeid Rifa'i.

Geography: Jordan lies in the Middle East, bordered by Israel, Syria, Iraq and Saudi Arabia.

Language: Arabic.

Notes: Jordan is part of the seemingly insoluble tangle of politics and terrorism which has dominated the Middle East since World War II. The country has lost territory—Jerusalem and the West Bank of the Jordan River—to Israel in the various Arab-Israeli wars and seeks to regain that land. In the aftermath of the 1967 war, large numbers of Palestinians took over parts of Jordan, establishing terrorist bases and, in one instance, landing five hijacked airliners and later blowing them up (after evacuating them, fortunately) for the television cameras. The Palestinians were attacked and destroyed or driven out in the September, 1970 move by Jordan's army which gave the name to the terrorist 'Black September' movement. Since then, Jordan has called for an independent Palestinian homeland, but feels threatened since a prime candidate for that homeland could be the Israeli-occupied West Bank. Jordan opposed Sadat's peace with Israel, and has broken relations with Egypt. Jordan also opposes the American-sponsored Middle East peace plan announced in 1983.

Despite this, Jordan remains a moderate voice in the Middle East battleground and may be considered to be—within limits—one of America's allies in the region.

LEBANON Basic PAC: D				
Pac	Diplomatic Table	Pac Dms	Final Assessment	
1 or Less	F and S	Dm of +1 After C	0 or Less	E and S
2-3	E	Dm of -1 After E	1-2	D and S
4-8	D	Dm of -2 After S	3-9	D
9+	C		10+	C

Capital: Beirut.

Government: Lebanon is governed—if that is the word—by a president elected by a Parliament and an appointed Cabinet of Ministers.

Leaders: President Amin Gemayel, Premier Rashid Karami.

Geography: Lebanon is a slender country on the east coast of the Mediterranean, bordered by Israel and Syria.

Languages: Arabic (official), French, English.

Notes: Lebanon is the tragic product of a civil war which has been raging between numerous groups and fragmented splinters of Lebanese society since 1975. Among the factions are the Iranian-supported Shi'ites, Palestinians protected and exploited by the PLO and the Syrians who view Lebanon as a historical Syrian protectorate. The bloody and on-going tragedy of war with one another and against the foreigners (French, Americans, Israelis) who attempt to impose peace on the area is well documented.

The terrorist group known as 'Islamic Jihad' is based in Lebanon, in Shi'ite-controlled West Beirut and in the Syrian-dominated Bekaa Valley. Probably composed of extremist Hizbullah (Party of God) Shi'ite elements, Islamic Jihad has claimed responsibility for dozens of hijackings, murders, kidnappings and car bombings. Several Americans, as well as other foreigners, are still held hostage somewhere in Lebanon. Other terror groups include the Lebanese Armed Revolutionary Faction, the Kommando Jihad and the Syrian al-Saiqa.

SAUDI ARABIA Basic PAC: D				
Pac	Diplomatic Table	Pac Dms	Final Assessment	
1 or Less	F and S	DM of +2 After C	0 or Less	E and S
2	E	DM of -2 After E	1-2	D and S
3-9	D	DM of -3 After S	3-9	D
10+	C		10+	C

Capital: Riyadh.

Government: The Kingdom of Saudi Arabia is ruled by a Council of Ministers under the King.

Leader: Ruler and Prime Minister King Fahd bin 'Abdulaziz.

Geography: Saudi Arabia dominates the Arabian Peninsula between the Red Sea, the Indian Ocean and the Persian Gulf. Neighbors include Iraq, Jordan and the Gulf States.

Language: Arabic.

Notes: Saudi Arabia may be America's best Arab ally in the Middle East. Certainly, it has been the Saudis, more than any other Arab nation, who have consistently supported U.S. actions aimed at preventing the Soviets from penetrating the region. Saudi and U.S. interests are closely allied since Saudi Arabia controls an estimated one third of all known oil supplies in the world.

There is considerable concern in both the U.S. and throughout the Arab world for Saudi stability. Long one of the most stable—and moderate—of Arab countries, the possibility that the Iraq-Iran War could spread to other Gulf States, the popular unrest caused by unexpectedly plummeting oil prices and the growing threat of Islamic fundamentalist revolution all pose grave dangers to the conservative and wealthy Saudis. The Soviets continue to demonstrate their interest in penetrating the region to control the West's chief oil reserves.

Saudi Arabia has been only lightly touched by terrorism directly, though they have contributed millions of oil dollars to the PLO. An unknown terror group took over the Grand Mosque in Mecca briefly, in 1979. That incident was ended by an assault by the Saudi National Guard after special training by elements of the French GIGN. In another incident, a Saudi airliner was reportedly hijacked and burned and the incident covered up to avoid fostering other terrorist attempts.

SYRIA Basic PAC: F				
Pac	Diplomatic Table	Pac Dms	Final Assessment	
2 or Less	F and T	DM of +3 After E	-2 or Less	W
3-6	F and S	DM of -2 After S	-1 to 0	F and T
7-11	F	DM of -5 After T	1 to 2	F and S
12+	E		3+	F

Capital: Damascus.

Government: Syria is ruled by the Ba'ath Arab Socialist Party through an elected People's Council.

Leader: President Hafez al-Assad, Premier Raof al-Kasm.

Geography: Syria lies in the Middle East, between Turkey, Iraq and Jordan. To the west lies the Mediterranean Sea, Lebanon and Israel.

Language: Arabic.

Notes: Syria is part of the continuing problems of war and terrorism in the Middle East. A bitter enemy of Israel's, Syria is (with Libya and Iran) one of the nations most frequently blamed for state-sponsored and -directed acts of terror. There has been domestic terror within Syria as well. In 1982, al-Assad sent his army in to crush an Islamic fundamentalist revolt in the Syrian city of Hama. Over twenty thousand Syrians died.

Syria is also one of the Soviet Union's most staunch supporters in the Middle East; in exchange, it is continually subsidized by millions of dollars, military equipment, weapons and Soviet and eastern European advisors and technicians.

Syria is one of the few Arab allies of Iran in the Iran-Iraq War and has closed its border with Iraq in order to cut off Iraqi oil shipments by pipeline to Mediterranean ports. This has heightened tensions with other nations in the area—particularly Saudi Arabia, which has allowed Iraq to use its facilities to ship oil.

Syrian troops were part of the 1976 peacekeeping force in Lebanon, troops who remained when other nations withdrew their forces. Since that time, Syria has been a constant factor in the fragmenting politics of Lebanon, openly supporting the Moslem Lebanese faction and controlling the western portions of the country including the strategic Bekaa Valley.

Several terrorist groups in Lebanon may be openly directed and supported by the Syrians. Al-Saiqa is a Syrian-controlled and directed member of the PLO, designed to give the Syrians a voice in Palestinian and PLO politics. Syrian influence with the Shi'ites was quite obvious when al-Assad acted as mediator during the hijacking of a TWA airliner in Beirut, in 1985.

TURKEY Basic PAC: B				
Pac	Diplomatic Table	Pac Dms	Final Assessment	
2 or Less	S	DM of +2 After C	2 or Less	E
3-4	D	DM of -2 After S	3-9	B
5-10	B		10+	C
11+	C			

Capital: Ankara.

Government: Turkey is ruled by a 400-seat Grand National Assembly. The nation's president is elected by the Assembly.

Leader: President Kenan Evren, Prime Minister Turgut Ozal.

Geography: Turkey occupies a peninsula laying between the Black Sea, the Aegean Sea and the eastern Mediterranean. Its neighbors include the USSR, Iraq and Syria. The European segment of Turkey, which contains the ancient city of Istanbul, lies across the Bosphorus and the Sea of Marmora, bordering Greece and Bulgaria.

Language: Turkish.

Notes: Turkey has been severely shaken by all-out terrorist assaults from left and right. A rising tide of terrorist attacks were partly responsible for a military takeover and suspension

of civil rights, in 1980. (Constitutional elections were again held in 1983.)

Turkey is viewed as a key NATO member, the Eastern Mediterranean anchor of the alliance's defensive line. Turkey's future in NATO has been uncertain since the late 1970s, however. U.S. arms shipments to Turkey were suspended when Turkey used those arms to invade Cyprus in 1975, and Turkey in turn assumed control of all but one of the U.S. military bases in the country. Economic problems have led to greater reliance by Turkey on the Soviet Union, which is supplying the country with a nuclear reactor, uranium and oil. The continuing problem with neighboring Greece over Cyprus and various Aegean rights (including undersea oil reserves in the area) have increased tensions in the area and within NATO.

Another continuing problem for the Turks is the large number of Armenian and Kurdish nationalist groups which have resorted to terrorism to win recognition.

Literally dozens of terrorist groups operate within this nation which, in 1980, was on the brink of total anarchy. Among them are the Armenian Secret Army of Liberation, the ultra-right wing, anti-Communist Grey Wolves, the Justice Commandos of Armenian Genocide (JCAG), the Palestinian-trained Kurdish terrorists known as the KAWA Group and the Soviet-supported Turkish People's Liberation Army (TPLA).

YEMEN (People's Democratic Republic of Yemen)		Basic PAC: G		
PAC	Diplomatic Table	PAC Dms	Final	Assessment
2 or Less	G and T	DM of +2 After F	-2 or Less	W
3-6	G and S	DM of -2 After S	-1 to 2	G and T
7-11	G	DM of -4 After T	3-9	G
12	F		10+	F

Capital: Aden (Administrative capital: Madinat ash Sha'b).

Government: The Yemen PDR is ruled by a 111-member People's Supreme Council.

Leader: President Ali Nasir Muhammad al-Hasani.

Geography: The PDR of Yemen, also known as South Yemen, lies on the Arabian Peninsula, south of Saudi Arabia and North Yemen and southwest of Oman.

Language: Arabic.

Notes: Formerly a colony of Great Britain, South Yemen has been a willing recipient of the Soviet Union's largess and an active supporter of terrorist activities and groups throughout the Middle East. It is known that terrorist training camps run by East German, Bulgarian, Cuban and other Communist cadres have been established here.

YEMEN ARAB REPUBLIC		Basic PAC: D		
PAC	Diplomatic Table	PAC Dms	Final	Assessment
2 or Less	E and T	DM of +2 After C	0 or Less	F
3-4	E and S	DM of -2 After S	1 to 2	E
5-11	D	DM of -3 After T	3-9	D
12+	C		10+	C

Capital: San'a.

Government: Ruled by a military dictatorship, which took power in a bloodless coup in 1974.

Leader: President (Colonel) Ali Abdullah Saleh, Premier Abdulaziz Abdulghani.

Geography: The Yemen Arab Republic lies on the Red Sea, north of the PDR of Yemen.

Language: Arabic.

Notes: The YAR, also known as North Yemen or Yemen (San'a), is one of the poorest nations in the Middle East. This condition could change now that prospectors have discovered

what may be large quantities of oil beneath the North Yemenese sands. Western nations would like to secure control over a 'safe' source of oil which avoids the war-torn Persian Gulf. The Soviets are seeking to extend their interests into the area, both through diplomacy and through the machinations of North Yemen's PDR neighbors to the south.

ANTI-TERRORIST TEMPLATES

This section lists several additional anti-terrorist and hostage rescue units (HRUS).

GIGN (France)

The 'Groupeement D'Intervention De La Gendarmerie Nationale'—GIGN—was formed in 1973, in the wake of the Munich massacre and the takeover of the Saudi embassy in Paris. GIGN is France's national hostage rescue unit. Other duties of this unit include such activities as providing special security for nuclear power plants, escorting VIPs during crisis periods and handling prison sieges and uprisings. As of 1984, the unit consisted of four twelve-man teams and four officers. One team is always on twenty-four-hour alert for deployment anywhere in or out of France on short notice.

Members of this unit are drawn from the 'Gendarmerie Nationale.' Training is extensive, and consistent with that of other elite anti-terrorist units. All GIGN members are trained to make parachute drops, including landings in water in full SCUBA gear. The GIGN is noted for its use of precision shooting to resolve hostage or barricade crises.

Since its inception, the GIGN has rescued over two hundred and fifty hostages. The best known incident was the 1976 rescue of twenty-nine out of thirty children of French embassy personnel held hostage in a school bus in Djibouti. GIGN has also helped train HRUS and anti-terrorist units elsewhere, including former French colonies and the Saudi National Guard.

Native Skills	
Any Career Skill 2	Language (German or English) 2 on a 2D6 roll of 8+ 2D6+3 points for additional skills
Driving 2	
Swimming 1	
Basic Military Skills	
Boat Handling 1	Parachute 1
Camouflage 1	SCUBA 1
Chemical Warfare 1	Sniper 2
Climbing 2	Swimming 1
Demolitions 1	Weapons Skills
Driving 2	Hand Guns 2
First Aid 1	Light Auto Weapons 2
Hand-to-Hand Combat 1	Rifle 2
Knife Fighting 1	Machine Guns 1
Night Ops 1	Special Weapons (Slingshot) 1
Stealth 1	Special Weapons 1 or Rifle 1
Orienteering 1	

Exp points for additional skills.

Preferred weapons are the Manurhin 73 .357 Magnum revolver and the FR-F1 sniper rifle. When autofire is called for, team members use the H&K MP5A3, MP5SD or MP5K. A wide variety of other weapons are available and have been used upon occasion, including the Uzi SMG.

Special Weapons (Slingshot) allows use of a high-tech slingshot which fires steel balls for silent kills at ranges of up to thirty meters.

COBRA UNIT (Austria)

The 'Gendarmerieeinsatzkommando' (Gendarmarie Special Unit)—better known as the Cobra Unit—is Austria's principal HRU, SWAT and special security force. GSG-9, GIGN and the Israeli army have all contributed to this two-hundred-member unit's training. In times of crisis, it is responsible for providing security for such potential targets as OPEC headquarters in Vienna and major airports.

Training concentrates on various SWAT tactics and special police skills, including Hand-to-Hand Combat and riot control.

Native Skills	
Career Skill 1	Language (English or French) 1 on a 2D6 roll of 9+
Driving 2	
2D6 points towards other skills	
Basic Military Skills	
Abseiling 1	Weapons Skills
Climbing 1	Hand Guns 1
Demolitions 1	Light Auto Weapons 2
First Aid 1	Rifle 1
Hand-to-Hand Combat 2	Machine Guns 1
Knife Fighting 1	Special Weapons 1 or
Night Ops 1	Foreign Weapons 1
Sniper 1	Any Weapons Skill 1
Stealth 1	

Exp points towards additional skills.

Favored hand guns are the Browning Hi-Power, the Glock, and the Manurhin .357 Magnum. The primary assault weapons are the Uzi SMG and the Steyr AUG assault rifle. Special equipment, including CS grenades, stun grenades and ballistic vests, is available as needed.

OIKB (Turkey)

Turkey's place in the forefront of the Terror Wars has resulted in the creation of the 'Ozel Intihar Kommando Bolugu'—Turkish for 'Jandara Suicide Commandos.' Training includes airmobile, rappelling and hand-to-hand skills. The unit's chief strength may lie in the Turkish soldier's deserved reputation for ferocity and toughness.

The OIKB rescued hostages aboard a jetliner during an October, 1980 hijacking, storming the aircraft with .45 caliber pistols.

Native Skills	
Driving 1	2D6 points towards other skills
Basic Military Skills	
Abseiling 1	Sniper 1
Camouflage 1	Stealth 1
Chemical Warfare 1	Weapons Skills
Climbing 1	Hand Guns 1
Demolitions 1	Light Auto Weapons 2
Hand-to-Hand Combat 2	Machine Guns 1
Knife Fighting 2	Mortars 1
Night Ops 1	Rifles 1
Orienteering 1	Special Weapons 1
Parachute 1	Any Weapons Skill 1

Exp points towards additional skills.

Favored weapons are H&K MP5 and Colt .45 M1911A1.

SBS (Great Britain)

The Special Boat Service (SBS) is the marine counterpart of Britain's renowned SAS. SBS units assigned to the Camacchio

Company of Royal Marines have primary responsibility for anti-terrorist activity on Britain's North Sea oil rigs. They are also responsible for anti-terrorist operations involving ships or coastal installations. In any crisis situation where responsibilities overlap, the SBS would work closely with the SAS, the Royal Marines or the anti-terrorist units of other nations.

Training templates for Native and Basic Military skills for the SBS are exactly the same as those given for the SAS in the basic *Delta Force* Warbook. The SAS Specialist skills template is replaced by the template given below, however.

Specialist Skills (SBS)	
Area Survival (Marine) 2	Night Ops 1 or Stealth 1
Boat Handling 2	Parachute 1
Camouflage 1 or	SCUBA 2
Chemical Warfare 1	Sniper 1
Climbing 2	Tactics 2
Demolitions 1	Weapons Skills
Free Fall 1	Foreign Weapons 1
HALO 1 or Demolitions 1	Hand Guns 1
Hand-to-Hand Combat 2	Light Auto Weapons 1
Interrogation 1	Shotguns 1 or
Knife Fighting 1	Special Weapons 1
Leadership 1	

Use TRA and EXP points for additional skills.

Favored weapons are the same as for the SAS.

U.S. HRUs

While Delta Force and the U.S. SEALs share the primary responsibility for anti-terrorist operations overseas, numerous law enforcement and paramilitary units are responsible for hostage rescue and crisis management within the United States. So many HRU forces exist, in fact, that serious disputes have arisen in the past over areas of responsibility. A great deal of conflict arose over the question of whether the FBI or the LA SWAT unit would be responsible for anti-terrorist operations during the 1984 Los Angeles Olympics.

Native Skills	
Career Skill 1	Swimming 1
Driving 2	2D6 points for other skills
Basic Military Skills	
Chemical Warfare 1	Stealth 1
Demolitions 1	Weapons Skills
First Aid 1	Hand Guns 1
Hand-to-Hand Combat 1	Light Auto Weapons 1
Interrogation 1	Rifle 1
Night Ops 1	Shotgun 1 or
Orienteering 1	Special Weapons
Sniper 1	(Grenade Launcher) 1

Use TRA points for additional skills.

These templates may be used interchangeably for any of the following U.S. anti-terrorist units:

Federal Bureau of Investigation (FBI) Hostage Rescue Team (HRT): The FBI is the U.S. Government's Federal law enforcement arm. It is responsible for a wide variety of duties, including law enforcement on Federal land, investigation of Federal crimes and domestic counter-espionage. The FBI maintains an HRT, though this should be considered a 'part time' unit, with members who are periodically assigned other duties.

The U.S. Secret Service: The Secret Service, administered by the U.S. Treasury Department, is responsible for

investigation of counterfeiting crimes and for the security of the President and other high government officials. The Secret Service maintains an HRU for use if a government official or members of his family are being held hostage.

U.S. Marshal's Service: The U.S. Marshals, under the authority of the Justice Department, share responsibility with the FBI for the investigation and enforcement of federal crimes. They maintain an HRU for hostage crisis situations.

Nuclear Emergency Search Team (NEST): This special and highly secret unit operates under the Department of Energy. Among its responsibilities are locating nuclear weapons which might be smuggled into or assembled in the United States by terrorist groups. They may be aided by a DOE SWAT unit, or paramilitary assistance could be provided by the FBI or, with special Presidential authority, by Delta Force.

Special Weapons and Tactics Squads (SWAT): Individual metropolitan police forces maintain SWAT teams to deal with local situations requiring exceptional tactics or firepower.

Each of these forces is similar in its training and skills. The greatest problem is that of coordinating with other units and agreeing on areas of responsibility. Jurisdictional disputes could complicate a domestic hostage or terrorist crisis.

NEST units have access to highly advanced detection apparatus and include personnel skilled in nuclear weapons technology, electronics and in disarming booby traps. Individual templates for NEST characters should be adjusted to reflect this.

DOSSIER UPDATE: Terrorist Groups

The following lists some of the more prominent terrorist groups active in various parts of the world. NPCs for any of these can be generated using the rules in the basic Warbook.

Ako (Anarchistische Kampforgанизation)

This is an anarchist group organized in Switzerland. It provided passports, arms and safehouses for other groups. It was most active in the 1970s.

Al Fatah

The military branch of the Palestinian Liberation Organization, headed by Yasser Arafat. Al Fatah is still probably the most powerful Palestinian terror group since internal policies and politics guarantee that it gets most of the PLO's income.

Black September

Black September is a radical Palestinian group named for King Hussein's September, 1970, offensive against Palestinians in Jordan. Though publicly denied by Arafat, Black September is loyal to Arafat and operates at his direction. Recently, it may have begun serving as a secret operational arm for the rejectionist Abu Nidal Faction of the PLO.

Ccc (Belgian Fighting Communist Cells)

A Belgian group active in both public demonstrations and in terrorist activity against NATO, the CCC is almost certainly controlled and funded by the Soviet Union.

HRB (Hrvatsko Revolucionarno Bratsvo)

The HRB, or Croatian Revolutionary Brotherhood, threatens Yugoslavia's delicate political balance by fighting the Serb-dominated national government.

Dev-Sol

This is a Turkish left-wing terrorist force dedicated to the overthrow of the Turkish government.

Direct Action

A French-based terror group formed by the union of two older groups—NAPAP and the French Red Brigades—Direct Action is

Marxist and anti-NATO. The international terrorist Carlos was associated with this group. Recently they have been involved in numerous bombings in Paris and elsewhere in France.

Dutch Red Help

This is a Communist-funded left-wing terror group which is known to have trained and worked with the Palestinians.

EOKA (Ethniki Organosis Kypriakou Agonistov)

EOKA is a Cypriot terror group with financial and training links with the PLO.

ETA (Euzakadi Ta Askatasuma)

The principal Basque separatist group, ETA is known for its fight for Basque nationalism. It is heavily funded by the Soviet Union and is part of a vast and complex arms network from the Soviet Union and Libya to the Palestinians—through Spain and France—to the IRA in Northern Ireland. They have committed numerous assassinations in Spain and in France.

FALN (Fuerzos Armados de la Liberacion Nacional)

This is a Puerto Rican terrorist group active in Puerto Rico and the U.S., especially New York and Chicago. The FALN have carried out numerous bombings and robberies in the United States. They may be best known for their grandiose schemes, such as a 1981 plan to kidnap the President's son.

Fuerzo Armado Revolucionario (FAR)

FAR is a Guatemalan terrorist group heavily financed, armed and probably directed by the Cubans. It was responsible for the murder of the U.S. ambassador in 1968.

GAP

The GAP is an Italian leftist group linked to the Palestinians.

German Revolutionary Cells

This is a communist-funded, anti-NATO German group with ties to other leftist revolutionary groups across Europe.

Grupo de Resistencia Antifascista Primo de Octubre (GRAPO)

A strongly leftist Spanish group which has carried out bombings, kidnappings and assassinations since the 1970s.

Grey Wolves

This is a right-wing, militant group which acts as the secret military arm of Turkey's National Action Party. Mehmet Ali Agca was a member of the Grey Wolves before he was recruited by the Bulgarians (at the KGB's instigation) to murder Pope John Paul II—a demonstration of how Communists refuse to allow left-right ideologies to stand in the way of results.

Guerrilleros Del Cristo Rey

'The Warriors of Christ the King,' this is a Spanish neo-Nazi, anti-Communist terror group.

Irish National Liberation Army (INLA)

The INLA is a Northern Ireland faction known to be more militant than the IRA.

Irish Republican Army (IRA)

This is the original and long-standing revolutionary group dedicated to expelling Protestants and English from Northern Ireland and affecting a unification with Ireland proper. Despite support from Irish-American groups, the IRA has demonstrated as bloodthirsty a nature as the most hardened of PLO cutthroats.

Islamic Jihad

Islamic Jihad is the Shi'ite terror group known for bombing the U.S. embassy and the U.S. Marine compound in Beirut, for holding several Americans and other foreigners captive for (in

some cases) over three years and for the hijacking of a TWA airliner to Beirut in 1985. An especially unstable group, they are strongly backed by Iran and probably Syria.

Italian Front for the Liberation of the Proletariat
This is a leftist, anti-NATO Italian group.

Justice Commandos of the Armenian Genocide (JCAG)

The JCAG is an Armenian terror group which seeks to avenge the Turkish massacre of six hundred thousand Armenians in 1915. JCAG has assassinated Turkish diplomats all over the world, including in the United States.

Japanese Red Army

Also called Sekigun, best known for participating in the Lod Airport massacre. Not active recently, but members may still be active at Palestinian camps in Libya and the Middle East.

KAWA Group

A Kurdish nationalist group seeking a separate state for the Kurds, a people living in Turkey, Iraq and the Soviet Union. Primarily active in Turkey and has close links with the TPLA.

Kommando Jihad

This is an Islamic fundamentalist terrorist group seeking to overthrow conservative Arab governments and bring about a pan-Arabic, Islamic revolution.

Lebanese Armed Revolutionary Faction

Another Lebanese group, the Lebanese Armed Revolutionary Faction has been responsible for assassinating Americans.

Movimiento de Accion Revolucionaria (MAR)

A Mexican group funded and guided by the KGB. Its aim is to destabilize the Mexican government, preparing the way for a Communist takeover on the border of the United States.

M19

A Colombian terrorist group which has recently turned to drug smuggling to pay for its activities. It is known to cooperate with Cubans and Nicaraguans to smuggle drugs—especially cocaine—into the U.S. It has also been involved in hostage-takings, bombings and assassinations in Colombia.

Nuclei Armata Revolucionari (NAR)

NAR is an ultra right-wing terrorist group which rose as a response to left-wing terror acts in Italy. It is possible that the Soviets funnel aid secretly to the NAR, to hasten the fall of Italy to the Communist revolution. The NAR was responsible for bombing a crowded railway station in Bologna in 1980.

Onkrult

This is a leftist, anti-NATO group in Holland.

Palestinian Liberation Front (PLF)

Also called the Abu Nidal Faction, the PLF is the most extreme of all the Palestinian terror groups—so extreme that they were denounced by the PLO. Recent attempts to bring the various Palestinian factions together may lead to reconciliation, however, and have already resulted in Yasser Arafat hardening his stance against Israel. The PLF is responsible for several particularly bloody acts, including numerous hijackings, simultaneous massacres at the airports at Vienna and Rome, the firebombing of a crowded jetliner in Rome and the hijacking of the Italian cruise ship *Achille Lauro*.

Popular Front for the Liberation of Palestine (PFLP)

One of the Palestinian terror groups allied under the banner of the PLO, the PFLP is headed by George Habash and is generally

considered more extremist than Al Fatah. It has a Marxist ideology and seeks a Communist Palestinian state.

Provisional Irish Republican Army (PIRA)

An ultra-militant breakaway faction of the IRA. Marxist in ideology and relies on strong support from the Soviet Union.

Red Army Faction (RAF)

The Red Army Faction was formerly the Baader-Meinhof Gang. Though shaken by the deaths or imprisonments of most of its leaders, the RAF continues to demonstrate its resiliency. It is still active in West Germany and seems to maintain contacts with the PLO and leftist terror groups across Europe, including Direct Action, the Red Brigades and Dutch Red Help.

Red Brigades

Also known as the Brigade Rosse, this group is responsible for much of the destabilization of Italy throughout the 1970s. Weakened now by a vigorous government offensive against its leadership, it remains a serious threat to Italy's stability. It maintains close ties with the PLO, the RAF, Direct Action, and other European terrorist groups.

Republik Maluku Selatan

This is the organization dedicated to the creation of an independent nation in the South Moluccas. The quest is a forlorn one, since Holland has no claim to land which now belongs to Indonesia. The South Moluccans are known for several hostage takings in the 1970s, including a train at Assen which was liberated by the Dutch Royal Marines.

Sendero Luminoso (Shining Path)

This is a Maoist terrorist group active in Peru.

Turkish People's Liberation Army (TPLA)

The strongest of the Turkish terrorist groups, TPLA is actually a confederation of Marxist groups attempting to bring down the Turkish government and introduce a Communist revolution. The TPLA has very strong ties with the PLO and has carried out missions on their behalf. It has strong support from several Communist nations including the USSR.

Ulster Defense Association (UDA)

A Protestant group in Northern Ireland formed to combat the IRA. It includes several groups, including the extremist Ulster Freedom Fighters and the Ulster Volunteer Force.

Weather Underground

Known in the late 1960s and early '70s as an anti-Vietnam War group, some of the Weather Underground's members continue to engage in bombings and robberies in the 1980s. This group has strong links with the PLO and several Black militant groups, and may have ties with the KGB as well. It remains a serious direct terrorist threat to the United States.

DOSSIER UPDATE: Carlos

Venezuelan-born Ilitch Ramirez Sanchez won notoriety as the archetypical jet-set terrorist during the early 1970s. He trained at Camp Matanzas, in Havana, Cuba, and at Lumumba University outside Moscow. He received special training by the KGB's Department V in sabotage and assassination.

Carlos is credited with planning the Lod massacre, planning and leading an attack on the French embassy at the Hague and numerous bombings and assassinations throughout Europe. He is known to have worked extensively with Direct Action and to have been hired as a kind of freelance terrorist by the PLO. When the head of PFLP operations in Europe, Mohammed Boudia, was assassinated by the Israeli Mossad for his involvement in the Munich massacre, he was replaced by Carlos.

His last operation was an assault on OPEC headquarters in Vienna in 1975. There, his unit took eleven oil ministers prisoner and commandeered a jet to north Africa with the hostages.

It is believed Carlos had been ordered by the PFLP's George Habash to murder the Saudi Arabian oil minister during the operation, but that Carlos was paid off by another party. In any case, he vanished from the international scene and is now reported to be in a comfortable retirement just outside Moscow.

Rumors surfaced in 1981 that Carlos was among the hit men hired by Gadhafi to murder various high American officials, including President Reagan. There is no confirmation of this.

DOSSIER UPDATE: Libyan Terrorist Training Camps

Libya's involvement in international terror is, by now, well known. British, Israeli, and American sources have pinpointed at least fourteen training camps for terrorists within Libya.

It is estimated that some seven thousand terrorists pass through these camps every year. Their training—which may last anywhere from a few weeks to several months—includes hand-to-hand combat and martial arts techniques; training in all types of weapons, from hand guns to mortars and SAMs; reconnaissance and surveillance techniques; demolitions techniques; sabotage; and marksmanship.

Political indoctrination is an important aspect of most training courses at these camps. Supposedly with Soviet help, the people (meaning, of course, the terrorists themselves) will be able to destroy the very fabric of the decadent Western imperialist Zionist governments. A Palestinian homeland will be liberated with the destruction of Israel and, ultimately, a new and golden Socialist age of Marxist-Leninist prosperity and peace will be ushered in. The glories of both world Communism and of a united, Islamic-Arab state (strange bedfellows indeed) are taught. Also taught are the psychological aspects of terrorism: how to choose targets and use mass murder to the best effect to paralyze society and render governments helpless.

Some camps offer advanced or specialized training. Assassination squads are taught how to acquire false papers and passports, how to smuggle weapons past customs officials, how to locate and follow their target and are drilled in assassination techniques ranging from car bombs and long-range sniping to close-in assaults with hand guns. The advanced training camp at Kufra teaches 'killer Karate' and specialized assassination and sabotage techniques.

Of special note is the fact that very few of the instructors at any of these camps are Libyans. Most are reportedly Syrians, Bulgarians, East Germans, Cubans and, of course, Palestinians.

Al-Azizly: This is a training camp located forty-five kilometers south of Tripoli. This base was bombed during the American air strike on April 15, 1986.

Al-Jadayim: A camp on the western outskirts of Tripoli.

Al-Jaghub: Located at a village thirty kilometers from the Egyptian border—near the fringes of the Kalanshiyu Sand Sea and the Qattara Depression—this camp may be used as a training camp for political terrorists training for missions against Egypt.

Beda: A camp along the fringes of a major Libyan oilfield, two hundred kilometers south of the Gulf of Sidra.

Benghazi April 17 Camp: Located outside Benghazi.

Benina: On the outskirts of Benghazi, this camp was bombed during the 1986 air strike by American warplanes.

Ghadames: A strategically located camp at Ghadames, close to both the Tunisian and the Algerian borders, this camp may be used by terrorists or political agents seeking to infiltrate Algeria or Tunisia.

Kufra: An extremely important camp located at the oasis village of Kufra in southeastern Libya. It is believed that this is a 'graduate school' camp, where advanced training in special weapons, tactics, and techniques is given.

Ras al-Hilal: A camp located in a village on the Mediterranean coast, between Benghazi and Tobruk, not far from the airport at Al Bayda.

Sabaratha: A camp located in a western suburb of Tripoli.

Sabha: A camp in east-central Libya, Sabha is reported to be a special camp set up especially for the training of Gadhafi's assassination squads. The reported hit squads dispatched against President Reagan in 1981 may have originated here.

Sidl Bilal: Located on the southern outskirts of Tripoli, this base was bombed during the 1986 American air strike.

Surt: This camp has been raised within the village of Surt (or Sidra) on the Mediterranean coast. The entire town may be involved in the activities here.

Tajura: This camp is located fifteen kilometers from Tripoli. It was reportedly established specifically for the training of Northern Ireland PIRA (Provos) terrorists.

It is believed that some of these camps are more or less permanent, while others are moved from time to time for security. A fifteenth camp was known to be located outside Libya proper, within the Aozou strip, in Chad. This region had been occupied by Libyan forces during their war with Chad in support of pro-Libyan rebels. The crushing defeat inflicted on the Libyan forces by Chad government forces during the Spring of 1987 probably resulted in the destruction of this camp.

DOSSIER UPDATE: Palestinian Terrorist Groups

The politics, organization and even the names of the various Palestinian groups are constantly changing and their relationships with one another can be extraordinarily complex. The following list describes the most important currently active or potentially dangerous Palestinian groups, with their leaders, headquarters and principal operations, as of late 1986.

Palestine Liberation Organization (PLO)

Leaders: Yasser Arafat (Chairman), Salah Halaf (Head of Fatah Security Services, deputy to Arafat), Halil Ibrahim el-Wazir (Head of Fatah Military Arm, deputy to Arafat).

Headquarters: Tunis, Tunisia.

Strength: See 'Notes,' below.

Ideology: The PLO leadership had, for a time, begun suggesting that a political solution to the Mid-East problem could be achieved with Israel; i.e., mutual recognition, Israel's return to its 1948 borders, the surrender of Jerusalem and the creation of a Palestinian state. This comparatively moderate stance resulted in considerable fighting within PLO ranks, and in the creation of the various 'rejectionist' groups (i.e., groups which rejected the idea of diplomatic recognition of Israel).

The PLO's political orientation has become increasingly Marxist in recent years—in part because of the activities of certain member organizations such as the DFLP. Recent developments suggest that Arafat has been forced to yield to extremist and Marxist elements within the Palestinian power structure to retain his command of the organization.

Notes: The PLO is actually an umbrella organization for numerous Palestinian groups. While Yasser Arafat is PLO chairman and nominally the leader of all of the Palestinian subgroups, the amount of direct support he can muster is questionable. Every major Arab nation has its own terrorist groups which officially owe allegiance to Arafat, but which in reality are loyal to their own paymasters.

The exact numbers and strength are impossible to determine since the organization includes not only established terrorist groups, but amorphous organizations such as the Union of Palestinian Workers and the Union of Palestinian Students. Al-Fatah is still the principal group, headed directly by Arafat.

The principal current PLO member organizations are:

- Al-Fatah
- Palestinian Liberation Front (PLF)
- Popular Front for the Liberation of Palestine (PFLP)
- PFLP-General Command
- Democratic Front for the Liberation of Palestine (DFLP)
- Arab Liberation Front (ALF)
- As-Saiqa
- Popular Arab Liberation Movement (MPLA)
- Popular Struggle Front (PSF)

Black September was the secret arm of Al-Fatah responsible for the Munich massacre and numerous assassinations—especially of the PLO's Arab enemies—though the title is now claimed by the PLF, which claims to be the 'original' Al-Fatah.

The PFLP-GC, PSF and various factions of the PLF have banded into a loose confederation known as the 'Salvation Front.' This confederation is a rejectionist, anti-Arafat coalition dedicated to Arafat's overthrow. Recent events suggest a political reconciliation has been effected, at least in part, though Sabri el-Banni is still under a sentence of death passed by Arafat.

Popular Front for the Liberation of Palestine (PFLP)

Leader: George Habash.

Headquarters: Damascus.

Strength: 500 to 600.

Ideology: Marxist-Leninist.

Operations: Operations include hijacking four airliners to Jordan ('Hijack Sunday') in 1970; kidnapping OPEC oil ministers in Vienna, 1975 (an operation led by Carlos); the Entebbe hijacking in 1976 (with the RAF and elements of Carlos's terrorist network); hijacking a West German jet to Mogadishu.

Notes: The PFLP is one of the most important Palestinian terror groups. It is largely self-sufficient and does not require the backing of any one country to exist. It calls for the destruction of Israel and the establishment worldwide of Socialist Arab regimes. The PFLP has long been a primary instrument for the implementation of Soviet policies within the PLO.

It also maintains the closest ties with leftist organizations in Europe. Close links are maintained with the PIRA, the CCC, Direct Action, the RAF, the Brigade Rosse, ETA and GRAPO.

Democratic Front for the Liberation of Palestine (DFLP)

Leader: Naif Hawatmeh.

Headquarters: Damascus, Syria and the Bekaa Valley, Lebanon.

Strength: 1000 men in four battalions.

Ideology: Marxist-Leninist.

Operations: Murder of school children at Ma'alot, 1974.

Notes: The DFLP split from Habash's PFLP in 1969, probably in a conflict of personalities. The two are still quite close, and often work together on specific missions and in planning. Hawatmeh is known as a dedicated Communist, and the DFLP's ties to the USSR are even closer than the PFLP's.

Popular Front for the Liberation of Palestine, General Command (PFLP-GC)

Leader: Ahmad Jibril.

Headquarters: Rehan, Syria (near Damascus) and Deir Znun, Lebanon. Primary training facilities are at Camp 17th September, at Ein Sahab, Syria.

Strength: 800 men.

Ideology: This group has no established ideology. Part of the dispute with the PFLP was over the contention that the PFLP was concerned with ideology rather than fighting.

Operations: The PFLP-GC was part of the rejectionist alliance which helped throw Yasser Arafat out of Tripoli, Lebanon, in 1983.

Notes: Though maintaining close ties with both Libya and Syria, the PFLP-GC is almost entirely financed by Libya. Jibril is believed to be sensitive to Syrian interests, but is probably controlled by Gadhafi.

As-Saiqa

Leader: Issam el-Qadi.

Headquarters: Damascus, Syria.

Strength: About 2000 in a regular military organization. A few of these have engaged in terrorist acts.

Ideology: Creation of a Palestinian state which would be subservient to Syria.

Operations: Besides guerrilla operations inside Israel and Lebanon, As-Saiqa has conducted operations in Austria (successfully) and in Holland (unsuccessfully) to force those governments to block the immigration of Soviet Jews to Israel. In 1979, they occupied the Egyptian embassy in Ankara, Turkey to protest the Camp David treaty.

Notes: As-Saiqa (the name means 'Thunderbolt') was organized by Syria to advance Syrian interests and claims in Palestine and to give that country a voice in PLO affairs.

Popular Arab Liberation Movement (MPLA)

Leader: Naji Alush.

Headquarters: Unknown—possibly Libya. According to Israeli sources, this organization has an infrastructure based in Spain, West Germany and Britain.

Strength: 100 men.

Ideology: See 'Notes,' below.

Operations: Little current activity. Given the unit's origins this is not likely to continue.

Notes: The MPLA seems to be a faction of the PLF that broke away in 1979. As such, it maintains the PLF's anti-Israeli, rejectionist and anarchist ideologies. Most of its support comes from Libya.

Palestinian Arab Revolutionary Committees, Arab Liberation Movement (PARC, ALM)

Leader: Ziad al-Khumsi.

Headquarters: Libya.

Strength: Unknown.

Ideology: Pro-Libyan.

Operations: Little activity. See below.

Notes: The ALM is a Libyan version of As-Saiqa, a PLO sub-organization completely controlled by Libya to give Gadhafi a voice in Palestinian affairs. It is believed to include very few Palestinians in its ranks and to be almost completely dominated by Libyans. So far, the ALM is almost completely political in nature; but given Gadhafi's volatile nature, this could easily change in the near future.

Palestinian Liberation Front (PLF)

Also known variously as Abu Nidal or the Abu Nidal Faction, Black June, Fatah Revolutionary Council, Arab Revolutionary Brigades and the Revolutionary Organization of Socialist Moslems (ROSM).

Leader: Sabri al-Bana.

Headquarters: Libya. Other principal headquarters and bases of operations have been established in Syria and Iran.

Strength: 500 men.

Ideology: See 'Notes,' on the next page.

Operations: The PLF is known as the most radical, bloody, irresponsible and maniacal of the Palestinian terror groups. Their best known operations include the hijacking of the *Achille Lauro*, simultaneous massacres at the airports in Rome and Vienna and the hijacking of an Egyptian airliner to Malta (which ended in the disastrous rescue attempt by Egypt's Unit 777), all in 1985. Literally hundreds of bombings, hijackings, kidnappings and assassinations have been attributed to this group. Their operations have spanned three continents and over forty countries. Principal targets are moderate Arab statesmen, supporters of Yasser Arafat, Israelis, Britons and Americans.

Notes: The PLF split off from Arafat's Al-Fatah in 1973, and claims now to be the 'real' Fatah. In this capacity, it is sometimes known as The Corrective Movement for Al-Fatah or the Fatah Revolutionary Council. It does not maintain a specific ideology as much as it maintains a steadfast purpose: to destroy all possibility of peace in the Middle East and to punish moderate and conservative Arab factions, states and leaders. In this capacity, it has become a kind of enforcer operating at the direction of Libya, Syria and Iran. It is heavily financed by Libya. One report indicates that Gadhafi pays the group twelve million dollars a year—or about twenty-four thousand dollars per active terrorist.

As indicated above, the PLF operates under a variety of aliases. It calls itself 'Fatah—Revolutionary Council,' and has operated under the name 'Black June.' When carrying out operations against moderate Persian Gulf states it calls itself the 'Arab Revolutionary Brigades.' When operating against Jordanian or Palestinian targets, it calls itself 'Black September.' It is uncertain how direct a link there is today between this version of Black September and the Black September which was the secret terrorist force operated by Arafat's Al-Fatah in the early 1970s; but it is important to remember that the PLF believes itself to be the legitimate Al-Fatah. The name 'Revolutionary Organization of Socialist Moslems' (rosm) is used when the target is British. 'Abu Nidal' appears to be a name pinned on the group by the Western press. It has been used as a *nom de guerre* or code name by Sabri al-Banni, but he only rarely uses the name to describe the entire organization.

Long seeking to depose Arafat and guide the PLO into more radical actions, al-Banni is under sentence of death passed by Arafat. The PLO's chairman has, in turn, been sentenced to death by the PLF. It remains to be seen how far the recent move towards reconciliation within the ranks of the PLO will go towards creating a unified direction and purpose.

Numerous factions exist within the PLF. Some of these may have been caused by disagreements within the PLF's ranks. Others may be camouflage or represent separate operational responsibilities. Notable among the factions are the following:

Talat Ya'aqub Faction

Led by Talat Ya'aqub.

Abu Abbas Faction

Led by Muhammad Zain'Abbas. This was the faction responsible for the *Achille Lauro* hijacking.

Abu Moussa Faction

Led by Said Moussa Ma'arara. This faction is closely associated with the Fatah Revolutionary Council.

Abd el-Ghanem Faction

Led by 'Abd el-Fatah el-Ghanem. This group may have joined the Abu Moussa Faction.

The PLF remains the most dangerous and radical group in the Middle East, a threat not only to peace in the region but to the very survival of the human race.

SECTION X: Scenarios

OPERATION BLUE DANUBE MISSION BRIEFING

INTRODUCTION

Operation Blue Danube is the first of three scenarios presented in the *Delta Force Companion*. Each of these three scenarios may be played independently of the others, or all three may be joined in various ways to form an on-going *Delta Force* campaign.

MISSION OBJECTIVES

1. Rescue the hostages being held by Palestinian terrorists in the Vienna Conference Center.
2. Kill or capture the terrorists responsible.

LOCATION

The hostages are being held on the fifth floor of the Vienna Conference Center. This Conference Center is a modern twenty-story building in the two-hundred-and-fifty-acre Donaupark, in northeastern Vienna, north of the Danube River.

BACKGROUND (as of 1900 hours today)

Shortly before 1000 hours this morning, armed terrorists broke into the Vienna Conference Center, where officers of an American-based petroleum company, Amatex Corporation, were meeting with representatives of several Persian Gulf countries. At 1004 hours, the American Embassy received a phone call from the terrorists, who identified themselves as members of El Fatah, a faction of the PLO. The terrorists stated that if a ransom of one hundred million dollars had not been paid by 1500 hours tomorrow, they would begin killing the hostages. In addition, the terrorists demanded that a statement be issued by the U.S. government, apologizing for U.S. 'interference' in the affairs of the sovereign nations of the Middle East. They also demanded that this statement should promise support for a Palestinian state to be carved from the Israeli-occupied West Bank.

Elements of Austria's Cobra Unit were assigned to provide security at the Conference Center. Details of how the terrorists got past the Cobra unit are as yet unknown, but late reports describe a pitched gun battle with the terrorists, in which three Cobra unit members were killed. This fact may be used to help provide political leverage in persuading the Austrian government that it should allow a U.S. military operation to be carried out on Austrian soil.

As of 1900 hours this evening, the Cobra unit has evacuated all personnel from the first four floors of the Conference Center and has cordoned off the area surrounding the complex. The terrorists have stopped all of the elevators on the fifth floor, preventing the evacuation of personnel from the rest of the building and thus dramatically increasing the effective number of hostages they hold. Sixth-floor witnesses, contacted by telephone, have reported that terrorist sentries have been stationed at all stairwells.

OPERATION INTREPID MISSION BRIEFING

INTRODUCTION

This scenario may be played as a stand-alone scenario. Alternatively, the escape of some or all of the terrorists encountered during 'Operation Blue Danube' may result in those terrorists fleeing from the Benghazi airport after arriving there with a number of hostages taken from the Conference Center. 'Operation Intrepid' is designed as a rescue mission into a hostile nation to free these hostages.

MISSION OBJECTIVES

1. The primary objective of the team is to penetrate a Libyan security perimeter and then mount a raid on a complex of warehouses located on the outskirts of Benghazi, rescuing fifteen American citizens who are being held hostage by PLO and (possibly) Libyan forces.

2. The compound is thought to be serving as headquarters for a Libyan-backed terrorist group. This group is believed to be connected with the PLF. Papers, documents, records, files and any other materials which may be of possible value to U.S. Intelligence should be gathered if possible. The intelligence-oriented aspects of this mission are, however, subordinate to the rescue of the hostages.

3. The strike team is to have the complete cooperation of U.S. Naval, Marine, Air Force and Ranger forces in carrying out this mission. Although combat with the Libyans is to be avoided if at all possible, any Libyan attempts to reinforce or otherwise support the terrorist forces must be blocked by whatever means necessary. The strike team has been issued the authority to coordinate its operation with other U.S. military forces towards this end.

LOCATION

As of 1330 hours this afternoon, the hostages are reportedly being held somewhere in a warehouse complex in Ar Rajmah, a village which lies just south of the Benghazi airport. The warehouse complex in which they are believed to be held consists of a walled compound containing a three story warehouse, a garage and several smaller buildings.

BACKGROUND (as of 1330 hours today)

After landing at Benghazi Airport, the terrorists immediately demanded a bus to transport themselves and their hostages. Under escort by elements of the Libyan People's Militia (the Libyan Army), the terrorists and their hostages made their way a few kilometers south, to the village of Ar Rajmah and a warehouse complex which is believed to serve as a local headquarters for several radical Islamic groups, including the PLF. Witnesses report there were at least four terrorists in the group. It is unknown how many more terrorists may have been waiting at the Ar Rajmah headquarters.

The precise political situation is as yet uncertain. The terrorists have claimed to be a faction of the PLO, and Libya is a primary supporter of various 'rejectionist,' anti-Arafat, anti-PLO terrorist factions, such as the PLF. (Rejectionist factions reject the idea of a political settlement with Israel.) Libyan leader Moammar Gadhafi has announced that his forces are "handling

this delicate situation." Gadhafi himself has offered to act as negotiator between America and the terrorists "in order to resolve the situation peacefully and without bloodshed." In light of recent attempts to heal the rift between Arafat's PLO and the various rejectionist fronts, it is probable that Gadhafi is in fact working with the terrorists, has offered them a haven in Libya and is pretending to act as an innocent middleman to avoid unfortunate diplomatic complications—or outright attack—by the U.S.

If, in fact, PLO forces have succeeded in taking over a PLF headquarters and have genuinely caught Gadhafi by surprise, the danger to the American hostages must be considered to be extremely grave; it is entirely possible that in such a situation, the hostages will be trapped in the crossfire of mutually hostile terrorist forces.

Western uncertainty concerning the political situation between the various terrorist forces is probably a factor that will be used in the terrorists' plans. The CIA and Israel's Mossad both believe that recent attempts to reunite the splintered factions of the PLO may have resulted in a new approach: the secret collusion between terrorist forces which formerly were hostile to one another.

In any case, the President of the United States has directed Delta Force to develop and implement a plan for liberating the fifteen American citizens who are now being held hostage in Ar Rajmah.

OPERATION GULFSTAR MISSION BRIEFING

INTRODUCTION

The terrorist bands of the PLO have decided to bring the terror wars across the Atlantic and strike at the very doorstep of America. This scenario is designed to allow the referee to simulate a hostage situation aboard an oil drilling platform in the Gulf of Mexico.

'Operation Gulfstar' may be played as an independent scenario for *Delta Force* or incorporated into an on-going campaign involving other scenarios in this module.

MISSION OBJECTIVES

1. Rescue the forty American citizens who are being held hostage by PLO terrorists aboard 'Gulfstar Ten,' an oil drilling platform located in the Gulf of Mexico. The safety of the American lives on the platform is of paramount importance to the mission.

2. Secure Gulfstar Ten from PLO forces.

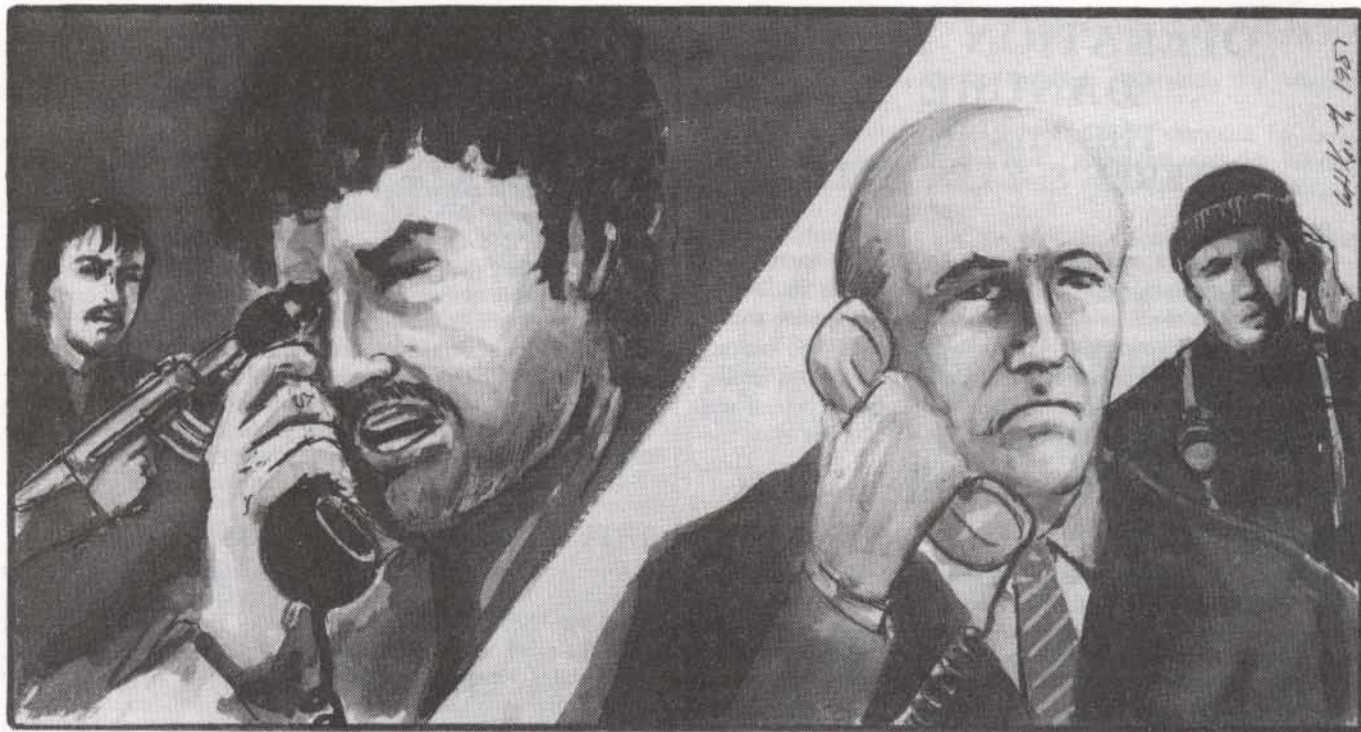
3. Destroy the PLO group calling itself 'Sahm Rarbi' in order to safeguard American lives and interests throughout the Caribbean and in the United States itself.

LOCATION

The Amatex Petroleum drilling rig, Gulfstar Ten, at 93°15' west longitude, 28°12' north latitude.

BACKGROUND (as of 0912 hours today)

At 0725 hours this morning, the Amatex Corporation's motor launch, *Pelican*, approached the oil rig known as Gulf-



star Ten. The launch, which was operating out of Morgan City, Louisiana, was scheduled to resupply the facility and bring a rotation crew aboard.

Instead, an unknown number of men, all armed with automatic weapons, rushed the docking area from the launch and quickly overpowered the rig's small security force. A brief radio transmission at 0727 hours alerted the Amatex regional headquarters, in Morgan City, that an attack was taking place; but the message was broken off before more than the fact of the attack could be transmitted. At 0802, a second message was received by radio at Morgan City. The text of this second message is transcribed below:

We, the fighters of Sahm Rarbi, have declared war against the Zionist Imperialist oppressors of the peace-loving, socialist peoples of the world. We have chosen this oil platform as the first of our targets in our just struggle of liberation. We call upon our brothers throughout the world to join us in our struggle against capitalist imperialism in striking at the very life's blood of the American oppressors.

Our demands are as follows:

No ship or aircraft may approach this platform unless we permit it. Failure to obey this directive will result in the complete destruction of the platform and the deaths of the people we hold.

A ransom will be paid for the lives of those we hold. One hundred million American dollars are to be brought to the platform at a time and in a manner we will later designate. Furthermore, the American President will publicly renounce the so-called 'Camp David Accords' and acknowledge his support of the Palestinian cause and the PLO.

Certain of the hostages that we hold will remain with us as a guarantee of American good faith. A helicopter must be made available to us to fly us and them to a destination of our choosing.

Failure to meet our demands in any way will result in immediate death to the hostages and in the destruction of this platform.

Death to America! Death to the Zionists! Death to the enemies of the free peoples of Palestine!

So far, there have been no additional messages from the platform.

The President of the United States views this situation as an extremely grave danger to America's foreign policy as well as to her image abroad. Public recognition of the PLO by the United States—especially as a result of capitulation to terrorist demands—will be seen throughout the world as an act of weakness and desperation and a complete and irrevocable renunciation of America's stated foreign policy. This will have the effect of causing the United States to lose both political and military credibility in an area in which the Soviets are already working to replace America as an important political power. In particular, America's surrender to such a threat against her domestic oil production will be viewed as weakness by U.S. allies—particularly Japan and Great Britain—who rely largely or even completely on Middle East oil production to fulfill their own needs.

Worse than this, however, is the fact that the PLO has now moved at least a portion of its operations to the Western Hemisphere. The name this terrorist organization is using, 'Sahm Rarbi,' which translates as 'Western Arrow,' suggests that the PLO is now sanctioning terrorist operations on the American side of the Atlantic Ocean in a deliberate attempt to terrorize American citizens and business. A major PLO success in the Gulf of Mexico could lead to further organized attacks within the United States itself, and this is an eventuality which must be prevented at all costs.

The President has authorized the use of a military option to resolve this crisis situation. Your team has been given a 'go' to use any means it deems necessary to rescue the hostages, recover Gulfstar Ten, and destroy the terrorist force known as Sahm Rarbi before it has the opportunity to strike at Americans or American interests elsewhere.

Note: Players should not read beyond this point. The rest of the information in this section is for the referee's eyes only.

OPERATION BLUE DANUBE THE MISSION REFEREE'S EYES ONLY

The characters are members of a Delta Force team which arrived in Vienna in response to the hostage crisis in Donaupark. They were sent in with no time to gather special equipment. There is concern the Austrian government will instruct Cobra to stage a rescue rather than allow a U.S. unit to deploy on Austrian soil; after all, they might say, Cobra is present and ready to move and Delta Force is not. The characters must use Diplomacy to persuade the Austrian government to let Delta make the assault or, at least, to work with Cobra.

DIPLOMACY

The first phase is diplomacy. Players will work with Randolph Orsini, the American Ambassador to Austria, to try to convince representatives of the Austrian government and Cobra that the Delta team should handle the rescue operation.

The fifth-floor group of twenty-five hostages contains fifteen Americans, and this is reason enough to use Delta Force. The Austrian government, however, is as concerned about the approximately three hundred people in upper floors, many of whom are Austrians. In addition, the pride of Cobra is at stake. The fact that Cobra failed to prevent the takeover could make the government more willing to let Delta perform the assault or, at the referee's discretion, could make them determined to have Cobra demonstrate its ability without U.S. interference.

Diplomatic negotiations may involve permission to use special equipment Cobra has available. The players can, and should, order equipment to be flown in; but they might obtain what they need more quickly from Cobra, if Cobra is willing.

Persuading the government and Cobra to allow U.S. involvement in the rescue may be treated as a long-term task or handled through a Political Assessment Code (PAC). (Note: Austria is Friendly/Neutral with a PAC of 'D.') In either case, the referee should secretly determine the Diplomacy skill level of the American Ambassador—by rolling 1D6 or deliberately.

Players convey requests to Ambassador Orsini, who relays them to the Austrians. Players who disregard Austria's wishes will find public opinion against them, even after a successful mission; this will adversely affect their victory point total.

Initially, Austria will want to handle the situation without U.S. involvement of any kind. Through successful diplomacy, various levels of cooperation may be achieved.

1. No assault is made by either force. Negotiations for the release of the hostages are instigated.

2. Cobra will handle the rescue attempt. There will be no Delta Force involvement.

3. Delta Force may accompany Cobra in the rescue attempt, but must abide by Cobra's plan.

4. Delta Force may use Cobra surveillance equipment.

5. Delta Force may coordinate the assault, but must be accompanied by Cobra.

6. Delta Force may handle the assault alone.

NEGOTIATIONS

The players may enter into negotiations with the terrorists in an attempt to buy time. The terrorists' demand for one hundred million dollars is negotiable. The demand for a public statement is not. At the referee's discretion, American govern-

ment officials may hope to end the crisis without an assault; in this case, the government delays giving the team a final 'go.' Alternatively, the team may already have a 'go,' and all negotiations may be strictly camouflage for the unit's preparations.

The terrorists are extremely nervous (Morale Values of eight). They killed three security guards and will not hesitate to kill a hostage to underscore their demands. Unless they are provoked, however, they will wait until 1500 hours tomorrow, at which time, if their demands are not met (or a new deadline negotiated) they will kill one hostage every fifteen minutes.

If the referee wants this scenario to be part of a campaign involving other scenarios in this book, he can have the terrorists make a new demand—possibly in exchange for the release of the women. They will demand an airliner, fueled and ready for take-off with a crew on board, waiting for them at Vienna's Schwechat Airport. They will also demand a bus, at 1600 hours tomorrow, to take them and their hostages to the airport.

These demands should be considered negotiable.

INTELLIGENCE AND PLANNING

Intelligence-gathering and planning begins as soon as the characters arrive. They will not have special surveillance equipment with them. They should order what they want to be flown in at the same time they try to arrange to use Cobra equipment.

The trees surrounding the building provide ample cover for surveillance activities. There are no other buildings close by.

Intelligence of terrorist and hostage positions may be gained by lowering microphones through ducts in the air conditioning equipment area on the sixth floor (see 'Floorplan'), by lowering them through elevator shafts or stairwells or by lowering them outside the building from the sixth floor and listening through the windows. Sensitive microphones lowered in this fashion detect all sounds in any room adjacent to the area where the microphone is lowered. Assume the microphones are quite small and will not be noticed by terrorists in that room.

Microphones will locate Al Fatah guards (assuming players position microphones near them) and establish that the terrorists are extremely nervous. One terrorist is heard screaming orders and the tone of his voice indicates he is under great stress.

If the hostages are in the audio/visual room, lowering microphones through the ducts will locate them. However, there is no way to be certain that all of the hostages are in one room.

One important goal of the negotiators might be the release of any women the terrorists are holding. They will not want to comply, but if they do (a decision made by the referee in response to offers and the negotiating ability of the players during roleplaying exchanges), the players may question the women about conditions inside the office complex.

The following items of information may be gained by interrogating released hostages:

* There are at least six—and possibly eight—terrorists. They speak Arabic among themselves and carry weapons which the released hostages can identify, from photographs, as AK-47s.

* The leader is named Ahmad. He is a very large, violent man, with an explosive temper and a nervous tic below his eye. The impression of all the hostages was that Ahmad was on the verge of breaking...and that if he did, he would turn violent.

* There were twenty-five hostages on the fifth floor: nine women and sixteen men. Five of the men are delegates from the Persian Gulf States of Kuwait and Abu Dhabi. One of them, Sheikh Suffiri al-Hamat, is a member of the Royal House of Abu Dhabi. His death would precipitate an international incident.

* Until the women were released, all of the hostages were held in the audio/visual center.

A final means of gaining intelligence would be to identify an unoccupied room along the outside wall and, at night, use glass

cutters or torches to silently cut a hole and allow one man or a small team to slip into the room. The team could locate the hostages and act as an advance assault force to cover a carefully timed full assault up the stairs or through the ceiling.

THE ASSAULT

The final phase is the assault. There are basically two options: up from the bottom or down from the top. The first four floors have been evacuated; at the referee's discretion, elements of Cobra have been placed at strategic positions on those floors. The area around the building has been cordoned off.

Access from below necessitates an approach in darkness since the terrorists have an unobstructed view of the area. The building is ringed by trees about fifty meters away, but inside that perimeter the ground is flat and devoid of obstacles.

Access from above would involve a helicopter or HALO approach. The force would then enter the twentieth floor from the maintenance access on the roof and proceed to the sixth floor. The fifth floor could be reached by the stairs, through elevator shafts, directly through the floor or from the outside.

Players may think of overriding the elevators to evacuate the people in the upper floors and give intelligence-gathering personnel access to the sixth floor. Any such attempt results in the terrorists threatening to start killing hostages unless the elevators are immediately returned to the fifth floor.

An assault could be launched through the fifth-floor windows by repelling from the sixth floor. The building is air conditioned and the windows are permanently sealed, so frame charges or sledge hammers would have to be used to smash them open.

SPECIAL EQUIPMENT

Various surveillance devices and microphones are available through Cobra. In particular, microphones might be lowered into various rooms on the fifth floor to pinpoint the location of terrorists and hostages. All standard special ops equipment—night vision gear, demolition equipment, climbing gear and flashbang grenades—is available from the Austrians.

It is possible to breach the floor or ceiling of the fifth floor using plastic explosives. One unit of explosives and eight minutes of time, for a basic roll of eight or more, opens a hole three meters wide. The usual modifications are made for Demolitions Skill and additional time spent placing the charges. Of course, terrorists or hostages in the room into which the hole is blown may be killed or injured. The assault force should first endeavor to determine where the hostages are being held.

THE OFFICE BUILDING FLOORPLAN

Floorplans of the office building are available from Austrian authorities. The map in this book shows the layout, which can serve for floors four, five or six, as needed.

Reception Area: Each reception area has glass walls, a spacious waiting area and a secretary's desk.

Offices: These are small business offices, rather crowded with desks, chairs and filing cabinets. Plastic partitions separate office cubicles.

Store Room: There are several store rooms on each floor. At the referee's discretion, they may be occupied by office supplies (thumb tacks, paper clips, letterhead stationery boxes) or janitorial supplies (mops, buckets, wheeled trash bins).

Air Conditioning: This is an access area for the building's central air conditioning on this floor. Pipes and conduits are too small for men to climb through, but microphones which will pick up sounds in all adjacent rooms may be lowered in this area.

Audio/Visual Center: This is an auditorium, with seating for fifty people. A stage, opposite the doors, is used for

speeches and presentations; a large screen can be used for films and slide shows.

Damen/Herren: German-language equivalents for women's and men's rooms, respectively.

Clerical Offices: More small offices, occupied by desks, typewriters, photocopy machines, computers and file cabinets.

Kitchen: This is a small office mess with a sink, refrigerator, coffee pot and supplies.

Up/Down: These are the stairwells leading up and down. The doors are locked from the office side.

Freight Elevator: Used to carry items such as furniture or filing cabinets. It is blocked open on the fifth floor.

E: Elevators. A row of four elevators opens onto the central hallway. These will be blocked open and held at the fifth floor.

S: Offices for executive secretaries of high-ranking corporate officials. They have large desks, banks of telephones, computers or word processors and expensive paintings.

O: Offices belonging to high-ranking corporate officials.

C: Large, expensively decorated business conference rooms, each dominated by a large table ringed with numerous chairs.

The fifth and sixth floors are the European headquarters of AmateX. The fourth floor houses Austrian corporate legal firms.

THE SITUATION

There are from six to nine terrorists on the fifth floor (the referee determines the exact number). The hostages were originally held in the audio/visual center, but if the women were released, the men may be moved elsewhere for security—again at the referee's option. The Delta Force team may use surveillance devices to determine if and to where the men have been moved if the devices are in the appropriate places.

The hostages are always kept in interior office or conference-room areas, and are never allowed into any room which has an outer wall and a window.

Terrorist guards patrol the hallways regularly and make random spot-checks of various outside rooms. At least two guards are in the main corridor at all times, positioned so they can watch the stairwell doors and the elevators. At times, terrorists will be at each stairwell and, occasionally (2D6 of '10+' for each flight of stairs or at the referee's discretion) they unlock the stairwell doors and stand guard for a time on the landing.

There are always at least two terrorists with the hostages. At the referee's discretion, the hostages may be split into different rooms, in which case terrorists are not always with them. Periodically, single hostages are escorted to one of the rest rooms.

ASSESSMENT

The scenario ends when all of the terrorists have been killed or captured or have managed to escape. The following schedule of victory points can be used to determine levels of victory.

Victory Points

Sheik Hamat Killed	-10
Sheik Hamat Wounded	-5
For Each Other Hostage Killed	-7
For Each Other Hostage Wounded	-3
For Each Hostage Taken Away	-4
For Each Delta Force Member Killed	-2
For Each Terrorist Who Escaped	-5
For Each Terrorist Killed	+2
For Each Terrorist Captured	+3
For Each Hostage Rescued	+2
Reduction of Austria's Base Pac	-10

The points are added and the total is checked below:

Total Points	Mission Result
Less Than 15	Utter Disaster
16-25	Failure
26-35	Marginal Success
36-50	Successful Mission
51-60	Splendid Success
Over 60	Spectacular Success

Any mission ending in the death of five or more hostages must be considered a failure, whatever the victory point total.

Reduction of Austria's Base PAC means that, as a result of diplomatic negotiations (or because characters disregarded Austrian wishes), there is a DM of -10 applied to the roll on Austria's 'PAC Final Assessment Table.' The international repercussions could affect U.S./Austrian relations for months and the people who caused the problem will come under sharp censure at home.

If 'Operation Blue Danube' is the first scenario in a campaign, the referee may allow several terrorists to escape—possibly with hostages. If this occurs, players may have this mission assessed as less than a complete victory, but may attempt a resolution of the situation in a later scenario.

OPERATION INTREPID THE MISSION REFEREE'S EYES ONLY

This scenario allows player characters to take full advantage of the firepower of other U.S. air and ground units, using the rules for heavy weapons and large-scale combat presented in this book. U.S. Rangers can block Libyan troops from the combat area, and carrier-based F-14s and Air Force gunships can prevent the arrival of reinforcements or enemy aircraft.

The mission can be divided into five parts: Intelligence, Approach, the Assault, Security and Evasion and Escape.

INTELLIGENCE

Maps of the compound layout and the area around the buildings, based on reconnaissance satellite photos, are available.

Floorplans of the target buildings are not available to player characters. However, on-site CIA observers will keep the buildings under surveillance and report by radio or in person.

The CIA observers are Libyans opposed to Gadhafi's rule and are handled by George Marchetti, an American undercover agent stationed in Benghazi. His cover as an Italian import-export firm's director should not be compromised if avoidable; but Marchetti is willing to meet with Delta Force operatives to answer questions and describe the compound's layout. Marchetti has been as close as the rooftop of a building adjacent to the compound and has spent time watching activities there through binoculars. He has also had his people scout Libyan positions in the area. His report will reveal the following information:

1. There have been numerous meetings between the terrorists and various Libyans, including an army colonel and several unidentified but apparently important men in civilian clothes. Relations between the Libyans and the terrorists appear to be friendly; there was laughing and joking between the groups.

2. Libyan People's Militia forces have cordoned off the area outside the walls of the warehouse complex. They seem to be more interested in keeping locals away from the area than in watching activities within the compound.

3. A large Libyan military force—perhaps five hundred men with at least two ZSU-23 anti-aircraft vehicles and several tanks—is five kilometers away, at an army barracks east of the Benghazi airfield. The army colonel seen visiting the terrorist group is believed to be the commanding officer of this unit.

4. There are always at least two terrorists at the main gate. There is also a periodic (unscheduled) roving patrol of two or three men who wander along the inside of the compound walls.

5. Lights and activity in the area suggest the hostages are in the largest of the warehouse buildings. This is a three-story structure near the center of the compound, labeled 'A' on the compound map. Lights and movements glimpsed through windows suggest hostages are on the second or third floor, or both.

6. The windowless structure in the southeast corner, labeled 'B,' may be the headquarters. Terrorists pass in and out of this building frequently.

7. If Delta operatives deploy IR scanning gear from a nearby building before the assault, they confirm that heat sources indicating large numbers of people are on *both* the second and third floors of building 'A.' Smaller, isolated heat sources indicate varying numbers of people on all three floors. Buildings 'B,' 'C' and 'D' also show varying numbers of people.

Players may elect to slip a small number of operatives in to make contact with CIA observers and scout the area. Infiltration can be by a number of means, including landings along the coast (twenty kilometers away), parachuting anywhere away from human habitation or openly flying into Benghazi disguised as French, Russian or Italian journalists (or whatever).

Once a plan of action has been approved, the main assault team can be infiltrated in any of several different ways.

Plans should include deployment of other forces (e.g., Marines or Rangers) for which players are not directly responsible. The best plan may require several types of deployment. For example, a HAHO drop of Rangers to block Libyan army units may be combined with a helicopter assault backed up by a ground assault of troops who landed along the coast.

Personnel traveling across country are subject to encounters (see below).

A variety of specialized aircraft are available to the team if they decide to deploy by air. C-130 or other transports can be equipped with ECM, which allows them to monitor Libyan radar transmissions and discover holes in the enemy's electronic wall. AWAC and special electronic surveillance aircraft can fly over or near the target site, monitoring radio transmissions and identifying radar and anti-aircraft positions. ECM aircraft can also jam radio and radar frequencies to confuse the Libyans and provide opportunities for the assault force to slip through.

THE ASSAULT

The players should develop their own plan for an assault. Possibilities include the following:

Direct Assault: Troops landed elsewhere storm the compound gates and walls, then assault the central building. Unless backed up by troops already in place or rappelling from the roof, a direct assault presents a serious danger to the hostages.

Covert Assault: A variant of the direct assault above, this requires a small group to penetrate the compound secretly, using martial arts, knives or silenced weapons to eliminate sentries. This is best used to place troops in position to safeguard the hostages in advance of a direct or helicopter assault. Another form of covert assault is to infiltrate terrorist positions with personnel disguised as terrorists—a highly risky option.

Helicopter Assault: Silenced Hughes 500 MD helicopters—or other helicopters which have their approach muffled by other activity (such as other helicopters, gunfire or explosions)—may lower troops onto the roof of the target building.

From there, team members may rappel down the face of the building to enter by upper floor windows or storm the stairs leading down from a trap door on the roof (or both). Whether helicopters make the approach silently (or unnoticed) is determined using the rules under the heading of 'Noise.'

HALO/HAHO Assault: Team members steer 'Stealth Parafoils' directly into the compound and may even target the roof of the building—especially if other members are in position to mark landing areas. The rules for such an assault, carried out using either HAHO or HALO tactics, are described in 'Section VI.'

SECURITY

An important aspect of this mission is that U.S. forces provide security for the Delta team—both during the assault and later, during the withdrawal. A map of the area around Ar Rajmah shows where forces may be deployed to provide security.

An 80-man team of Rangers, flown in from Hunter Army Airfield near Savannah, Georgia, on Day Two, is available. Also available on Day Two are a number of Marines, several F-14s from the carrier *Nimitz* and two Air Force gunships out of Sicily. Additional troops—up to 200 men of the 5th Special Forces out of Fort Bragg—are available by Day Three if required. Equipment can be almost anything players desire, including recoilless rifles, mortars, row missiles and helicopter gunships.

After deployment, the referee should use the large-scale combat rules to resolve combat between security forces and the Libyan People's Militia (see 'Large-Scale Combat,' below).

EVASION AND ESCAPE

Once the presence of American troops is discovered, players have more options for bringing in aircraft than for their initial assault. Helicopters may be landed close to the compound or ground vehicles brought in by helicopter or stolen from the Libyans may transport the freed hostages to a designated desert LZ, to the coast or even to the Benghazi Airport (assuming it has been secured by Rangers or other friendly forces).

Players should arrange to evacuate the Rangers and other personnel on the ground at the same time as the hostages.

REFEREE'S NOTES

This section provides information to develop the scenario.

ENCOUNTERS

Delta members coming ashore along the coast or traveling overland through Libya may encounter Libyan soldiers, civilians or special problems. The referee rolls 2D6 once every hour characters are on the move to determine whether an encounter takes place. A DM of '+2' is applied if characters are within two kilometers of a village, town or city. At night, or when the characters are not moving, one roll is made every four hours.

An encounter occurs within the next hour on any roll of '12+.' Encounters are automatic inside any populated area.

If an encounter is called for, roll 2D6 on the table below.

Operation Intrepid Encounter Table

2D6: Result

2-8: Civilians. Characters encounter one or more civilians (number determined by referee). May be workers or animal drivers along the road, women drawing water at a well or security police questioning strangers in the area.

9: Soldiers. Characters encounter one or more Libyan People's Militia troops. Referee determines the number encountered arbitrarily or by rolling 1D6-2 (<1 = 1). Troops

Continued in next column.

are armed, but apparently not on duty. They may be walking along the road, drinking at a well or sitting in a cafe.

10-11: Patrol. Characters encounter a Libyan Army patrol. At the referee's discretion, this may be from 1D6 soldiers in a jeep or small truck to 2D6+3 troops marching along the road or riding in one or more trucks.

12: Aircraft. A Libyan aircraft (An-26) passes overhead. *Note: At night, or inside a village or city, this encounter becomes the patrol, as described above.*

In each case, the outcome depends largely on the situation and the characters' actions. If characters are disguised as Libyans, no notice will be taken unless they act in an unusual or provocative manner. If characters are armed or dressed strangely, civilians will alert military authorities, and troops will draw weapons and hold the characters for questioning—or open fire.

The referee should use normal sighting rules if characters attempt to conceal themselves. This applies to the overflight by the aircraft. Use the base sighting number for one thousand meters (six) and all appropriate factors to determine if the aircraft spots the characters. What the aircraft does about the sighting depends on whether the referee believes the characters are acting in an unusual or suspicious manner.

Any stranger, however he is dressed or disguised, is liable to be stopped and questioned by Libyan soldiers or security police—especially if he acts suspiciously or out of place. Such factors as readiness with an acceptable answer and fluency in Arabic determine if the disguise is penetrated.

LARGE SCALE COMBAT

Once the Libyans realize a raid is in progress, the Libyan People's Militia unit at the camp outside Benghazi deploys to protect the terrorist headquarters. There are five hundred men at Benghazi. At least three hundred move south once gunfire or intruders can be reported at or near the headquarters, while the rest deploy to protect the airport. Equipment of these troops includes two ZSU-23s, five BTR-60 APCs, four T-55 tanks and enough trucks and smaller transport vehicles to carry the entire force. Libyan morale is set at level five.

Combat resolution depends on the players' suggestions of how American forces are deployed. One important factor is that Naval aircraft are available to win air superiority. The Libyans will be unable to add their MiGs to the combat factors.

If necessary, players should be reminded that this is not an all-out invasion of Libya. The support forces are there to seize and hold key areas.

Gunships: Twice during the combat—at times of the players' choosing (assuming they are in command of the security forces)—they may use an Air Force gunship flying overhead to attack Libyan forces or columns. This attack is resolved separately from other combat. The Americans have a combat factor of eight against whatever is appropriate for the Libyans.

Once the gunship attacks are resolved, the gunships must return to Sicily for refueling and rearming. They may return in two hours, if necessary. The referee may resolve attacks by ground forces against the gunships individually or simplify matters by having each gunship hit by ground fire (from the ZSU-23s or SAMS, as available) on a 2D6 roll of eleven or more.

LOCAL CONDITIONS

Weather: The weather in northern Libya will remain uniform throughout the period of this mission: hot and clear. Daytime temperatures will reach 35°C and may pose problems to troops exerting themselves during the day.

Sunrise/Sunset: It is assumed this mission takes place in early fall. This being the case, sunrise occurs at 0544 and sunset at 1815. If the referee has access to sunrise/sunset tables, he may determine sunrise and sunset times at Benghazi's latitude (32° North) at other times of the year.

Moonrise: Moonrise occurs after midnight at this time of year. The night will be moonless before and moonlit (by a half moon) after 2400 hours.

THE TERRORISTS

The terrorist group consists of eight to eighteen (2D6+6) men belonging to the PLF and Al Fatah (the military arm of the PLO). These two rival groups have formed an alliance and are working together, though rivalries still run high and the union could still easily dissolve in argument and bloodshed.

There is one Libyan—Major Ruhallah al-Fariq Ramadi of the Libyan People's Militia—who may (referee's discretion) be present at the time of the attack. He is escorted by a personal guard of two Libyan soldiers. His periodic arrival and departure in a black limousine flying green Libyan flags is easily noted by any observers. (One option, in fact, is to use a similar car—or that car after stealing it—to approach the compound. The Israelis used a similar ploy at Entebbe.)

If terrorists encountered in earlier scenarios of a campaign escaped, those same terrorists may be encountered here. They are armed with AK-47s, handguns and at least one RPK machine gun. At the referee's option, heavier weapons (RPG-7s, SA-7 Strellas, mortars, etc.) may be available. The PLF headquarters has a cache with hundreds of assault rifles, thousands of rounds of ammunition and a few larger weapons. All of these are available for the terrorists to use.

THE COMPOUND

Maps are provided showing the warehouse complex and the floorplans of the terrorist complex. Each building and the principal rooms are described below.

BUILDING A

This is a three-story warehouse, long abandoned before being taken over by the PLF. The hostages are held here, as suspected by CIA observers.

There are large windows on each floor. These windows are normally opened since the building is not air conditioned. The roof is flat, with a trapdoor (usually padlocked from the inside) leading down to the third floor. The rooms are described below.

BUILDING A, GROUND FLOOR:

1. Lower level warehouse space, now empty. Three or more terrorists are encountered here on guard, although they are often (referee's discretion) playing cards, talking or sleeping. The large door leads to a loading dock in the back.

2. Office spaces formerly occupied by the company which ran the warehouse. They are now empty except for the chairs and folding tables used by the terrorists.

3. Mess area. A kitchen area and pantry opens onto a mess area where the terrorists eat.

4. Rest rooms.

BUILDING A, SECOND FLOOR:

5. Warehouse rooms. There are two rooms, divided by a thin wall (av of four). There is nothing on the floor except a number of empty boxes, trash and a few chairs. About half the hostages are held here, with at least one guard present at all times.

BUILDING A, THIRD FLOOR:

6. Warehouse room. This is a single room, empty as are the rooms below. The rest of the hostages are held here, with at least two terrorists present at all times. A concrete stairway leads to a trap door in the roof.

BUILDING B

Building B is believed by CIA observers to be headquarters for the compound. In this they are mistaken. It is actually a large weapons cache—and where terrorists go to gamble in a long-running card game. The game explains the heavy traffic which convinced the CIA this must be an HQ. Building B is a squat, concrete structure built into the compound wall itself. The windows are small and barred, admitting a minimum of light and air. The roof is flat, but has no trap door. The only entrance is the door.

BUILDING B, GROUND FLOOR:

1. These were once sleeping quarters for the compound's guards. They are unused, but bunks, desks and chairs remain.

2. Storage areas now filled with crate upon crate of ammunition and weapons. The card game is held in a space cleared among the crates. There are always at least four terrorists here. All terrorists in the card game have Alertness Factors of two.

3. Rest room.

BUILDING B, SECOND FLOOR:

4. A single, large storage area holding ammunition, equipment and weapons belonging to the PLF.

BUILDING C

The actual headquarters for the local branch of the PLF. It has windows through which entry might be gained on both floors.

BUILDING C, GROUND FLOOR:

1. Offices occupied during daylight by PLO and PLF terrorists. At night the building is locked and this floor is deserted.

BUILDING C, SECOND FLOOR:

2. Office of the commander of the compound, who will be here during daylight hours on a 2D6 roll of '7+'. Papers with valuable intelligence are spread across the desk; the safe in the corner, containing other important secret files, is standing open. At night, all papers are in the safe, which is closed and locked. Opening it requires a basic charge of four units of explosives and ten minutes of time with a roll of '8+'.

3. The quarters of the commander of the terrorist base. He is here between 2200 and 0530 hours on 2D6 of '4+'. Facilities include a bedroom, a sitting room, a wardrobe and a bathroom.

BUILDING D

This building, built into the wall, is used as a barracks by the terrorists. The windows are always opened against the heat, but are covered by mosquito netting.

BUILDING D, GROUND FLOOR:

A large, open barracks with a number of bunk beds and lockers. The rooms at the back, used for storage, include a rest room. The terrorists here at any given time consist of the total number in the compound minus those the referee has specifically placed elsewhere. In other words, those terrorists not on guard, working or playing cards are found here.

BUILDING D, SECOND FLOOR:

An open barracks identical to the lower floor.

BUILDINGS E AND F

These are small, windowless shacks used to store equipment, paint and a variety of such non-military supplies as boots. Crates of canned food are stored here.

BUILDING G

The compound garage. Several jeeps and the bus that brought the hostages to Ar Rajmah are stored here. There is also a pump connected to a small underground gasoline storage tank.

BUILDING H

Another small, windowless building storing explosives. Currently, one hundred kilograms of plastique and detonators, primercord and other demolitions equipment are stored here.

Notes on the Compound: As noted by CIA observers, at least two terrorists are always on guard at the front gate. They have Alertness Factors of three. A roving patrol of two or three men periodically makes rounds of the wall and all buildings.

The wall is concrete, forty centimeters thick and three meters high. As noted in the basic rules, it takes twelve minutes to implant six units of explosives to breach the wall on a basic roll of '8+'. It is also possible to scale the wall using grapnels.

There is not enough room within the compound to land a helicopter, although the main building is tall enough for a helicopter to touch-and-go on the roof to drop off troops.

VICTORY

Victory requires the rescue of the hostages and the successful withdrawal of hostages and assault forces from Libya to the *U.S.S. Nimitz*, off shore. The table below may be used to gauge the level of success.

Casualties may be expected in any large military operation. Since the goal of the raid is to free the hostages, the point value for each hostage is much higher than that for Delta Force team members or Rangers killed during the action.

Victory Points

For Each Hostage Rescued	+5
For Each Terrorist Killed	+2
For Each Libyan Soldier Killed	+1
For Each Hostage Killed	-10
For Each Hostage Wounded	-2
For Each American Soldier Killed	-2
For Each American Captured	-6

The points are added and compared against the chart below:

Victory Point Total	Results
Less Than 10	Complete Disaster
11-30	Failed Mission
31-50	Marginal Success
51-70	Success
71-90	Remarkable Success
Over 90	Spectacular Success

These results are subject to interpretation. If all hostages are rescued alive, the mission is a success even if losses in the raiding force brought the victory point total below fifty. Extremely high losses, however, are interpreted by Congress, the American public and world opinion as a military humiliation at the hands of a Third World, fourth-rate nation—Libya. By the same measure, the deaths of a large number of hostages and Libyans is perceived as a heavy-handed reliance on arms in a situation which might have been resolved diplomatically. However, a success with few American (or Libyan) casualties creates for the U.S. the aura of prowess won by Israel at Entebbe.

A final note on victory: the papers in the commander's office are not listed on the victory point schedule. Those papers, however, have a real value apart from the vagaries of world opinion. They contain important information on the makeup of various terrorist forces since the recent easing of tensions between splintered terrorist parties. At the referee's option, they include information on a new and shadowy group which has not yet struck: the Sahn Rarbi—or 'Western Arrow.' Several documents suggest Sahn Rarbi is planning a coup in new territory—against a U.S. oil platform in the Gulf of Mexico.

That is a terrorist plot which must be foiled at any cost.

OPERATION GULFSTAR THE MISSION REFEREE'S EYES ONLY

Deck plans of the Gulfstar Ten oil drilling platform are immediately available from AmateX Corporation. Copies of these are provided in the center of this book.

Gulfstar Ten is the drilling platform for eighteen deviated oil wells. These are separate wells drilled at angles up to 55° from the vertical to tap oil reservoirs across an area reaching nearly two miles from the platform. At the time of this scenario, drilling is complete and the platform is the central pumping station to draw crude oil from beneath the sea bed and direct it into an undersea pipeline to carry it back to Morgan City.

Gulfstar Ten is rather small as such facilities go. It consists of three stacked decks on four pylons. Buildings on the upper deck have two stories each. Much of the space is more or less inaccessible, occupied by heavy equipment, pipe racks, fuel, oil, gas and mud storage tanks. The upper platform is dominated by four pedestal cranes, the drilling derrick (including a radio mast) and a flare stack for burning off excess natural gas.

The platform may be boarded through the docking area on the lower deck or the helipad above the upper deck. There is also an airlock through which divers pass when working under water.

Normal crew on the platform is forty to fifty, although there are accommodations for up to ninety-six. Facilities include accommodation modules, crew's mess and a recreation area.

The various decks, areas and rooms are listed and individually described in the section entitled 'Gulfstar Ten Deck Plans.'

The course of this scenario depends on whether the referee incorporates 'Operation Gulfstar' into an on-going campaign. Under normal circumstances, U.S. Navy SEAL Team 6 is responsible for anti-terrorist operations aboard American offshore oil platforms and trains routinely for such missions. If the referee presents 'Operation Gulfstar' as an independent scenario, player characters should probably be members of a SEAL unit.

If 'Operation Gulfstar' is part of an on-going campaign, the referee should allow the same player characters to take part in this operation. They are familiar with the terrorists involved and the President may authorize their participation on the basis that they can be deployed rapidly, without further briefings.

If characters captured documents on the PLO mission against Gulfstar Ten during 'Operation Intrepid,' it may be assumed the characters are familiar, to some extent, with the PLO's plans.

At the referee's option, players may prepare a trap for the terrorists (after evacuating the crew from Gulfstar Ten). A more evenly balanced and exciting scenario, however, requires the team to storm the platform to free the hostages. If advance warning of the terrorist raid was included in intelligence from earlier missions, the precise target of the raid might have been unknown. In this case, all the assault force could do is train on an abandoned oil platform (this will add to their REX points as described in 'Section I') and wait for the terrorists to strike.

Whatever the group's previous experiences, the assault can be divided into the following operational phases.

INTELLIGENCE

More than anything, the assault force needs solid intelligence on the strengths and dispositions of the forces on the platform. The following approaches are possible. Each approach lists the intelligence which will be recovered.

Initial Intelligence: The Delta team has little to go on at first. AmateX initially believes that between thirty-five and

forty people are aboard the platform. By 1030 hours they have gone through their records and will confirm that thirty-one men and nine women are supposed to be aboard Gulfstar Ten. In addition, two pilots for the corporation's service launch *Pelican* logged out for the morning run to the platform, but have not checked back in. Ten relief crew members supposed to travel to Gulfstar Ten aboard *Pelican* early this morning were not picked up at the dockside waiting area as scheduled. They reported seeing *Pelican* slip her moorings and head directly out onto Atchafalaya Bay; but corporate officials believed that a misunderstanding of a last-minute schedule change was the reason *Pelican* did not take the relief crew aboard.

Surveillance: Various forms of surveillance may be maintained from a distance. These include satellite reconnaissance, approach by swimmers or rafts at night, surveillance by submerged submarine and the use of long-range detection gear on ships or aircraft at extreme range (twenty kilometers or more).

Direct observation shows 1D6 terrorists in various parts of the structure at any given time. They are dressed in combat fatigues and carry AK-47s. During any period of observation, the referee may roll 2D6. An RPK machine gun will be seen on a roll of ten or eleven, and an RPG-7 on a roll of twelve.

Observation by IR or sound-imaging devices (such as sonar or laser sound devices) turns up no additional intelligence. Using such devices, the same 1D6 individuals visible at any given time will be spotted during either day or night. Note that the effectiveness of such observations is sharply restricted (the referee may determine just how much) by bad weather.

Overt Entry: Although the terrorists have forbidden the approach of ships or aircraft, subsequent negotiations may result in an agreement to allow journalists to approach Gulfstar Ten. The terrorists are eager for publicity and may give permission for a 'news helicopter' to approach the platform. Characters may accompany the press or pose as cameramen aboard a hastily painted Navy helicopter to get a close look at the platform. In this case, 2D6 terrorists are seen, and both an RPK and an RPG-7 are much in evidence.

At the referee's discretion, negotiations may lead to the release of 1D6 hostages for a chance to be interviewed for the evening news. Government policy will not permit journalists to set foot on the platform (the risk that they might be seized as additional hostages is too high), but the terrorists don't know this. A team of SEALs or Delta Force troops posing as journalists might be allowed to land on the helipad.

Such an interview is carefully controlled by the terrorists. No more than four 'reporters' are allowed to leave the helicopter (presumably, one from each national news network). At no time are more than six terrorists visible, and those are in positions around the helipad from which they could easily cut down the reporters and destroy the helicopter. Both the RPK and the RPG-7 are very much in evidence—aimed the entire time directly at the helicopter.

The newsmen are ordered to leave the helicopter one at a time, and they are thoroughly searched as they step down. The discovery of weapons or anything considered suspicious (such as tracking devices or surveillance microphones) leads to the death or capture of the 'reporters' and the helicopter crew.

While risky, this interview secures the release of hostages who can be questioned. It also yields an admission that the terrorists have rigged the platform with explosives they can detonate at any time. The bulk of the interview consists of a rambling anti-American, anti-Israeli tirade similar to the message transmitted at the beginning of the crisis.

At some point during the conference, the terrorist spokesman mentions that forty-two hostages are held aboard the platform. AmateX Corporate headquarters will confirm that number—forty

men and women listed on the work schedule for the platform plus two crewmen working aboard the *Pelican* who have been missing since early this morning.

Covert Infiltration: An extremely risky but potentially rewarding option is to slip one or more operatives aboard in advance of the main assault. These individuals could scout positions and defenses, radio the information to the assault team and remain to serve as guides or an advance strike force.

The most likely approach is underwater, using SCUBA or rebreather apparatuses. The platform could be boarded through the airlock (which is locked, but could be opened; see 'The Approach') or by scaling one of the structure's support pylons.

An alternative method requires Delta members (possibly posing as reporters, cameramen, AmateX officials or a negotiating team) to be taken as additional hostages. These characters must use great cunning or inventiveness, however, for their capture to do any good. They are carefully searched by terrorists on the lookout for any type of transmitter, 'spy device' or weapon.

Parachuting onto the platform at night is a possibility, but is probably the most risky. Obvious landing areas (such as the helipad) are closely watched at all times.

Covert infiltrators must remain unobserved. Discovery almost certainly leads to their deaths, and could result in the deaths of hostages or the destruction of Gulfstar Ten. However, infiltrators could discover the number and locations of the terrorists and the locations of the hostages. They might also discover the explosive devices and disarm them.

NEGOTIATIONS

The terrorists will negotiate with almost anyone who will talk to them—including government spokesmen, FBI or military personnel and AmateX officials. The primary purpose of the terrorists is to focus U.S. attention on the drama unfolding a few miles off American shores. Their goal is to drag negotiations out as long as they can, maintain control in those negotiations by releasing hostages a few at a time and finally to destroy Gulfstar Ten in a spectacular, fiery blast for the benefit of prime-time news. The terrorists plan to take their remaining hostages as a shield aboard a helicopter provided by the U.S. government and escape to Cuba or Nicaragua.

The *Delta Force Companion* rules on negotiations may be applied to this situation. Terrorist demands include:

Initial Demands:

- One hundred million dollars in American currency.
- A public renunciation by the U.S. President of the Camp David Accords.
- A helicopter with sufficient fuel to carry it to Cuba or Nicaragua.

Subsequent Demands:

- Press conferences with TV news and other media reporters.
- Television coverage of the crisis.
- Diplomatic clearance with Mexico.
- The release of Sirhan Sirhan.
- Release of ninety-three 'political prisoners' held in Israel.
- After Day Five, additional food for all on the platform.

Of the initial demands, renunciation by the President of the Camp David Accords is, obviously, not negotiable. This would leave U.S. foreign policy in tatters and completely destroy any remaining faith our allies (especially Israel) have in America's ability to make and maintain foreign policy commitments.

Although technically non-negotiable (public policy is not to negotiate with terrorists), the money and helicopter could become bargaining counters in negotiations with the terrorists.

One sticking point is that no U.S. helicopter can fly more than about one thousand kilometers without refueling (or drastic modifications). The terrorists plan to fly to either Cuba or

Nicaragua, but the air distance to Havana is nearly twelve hundred kilometers—and it is over eighteen hundred kilometers to Managua. The closest part of the Cuban coastline is barely within a Sea Stallion's range, but this allows no leeway for detours forced by storms. Terrorists must be convinced of this.

That a helicopter cannot reach their destination (a miscalculation on the terrorists' part) leads to a subsequent demand: an agreement to allow a helicopter to refuel at Merida, Mexico (in the Yucatan, eight hundred and fifty kilometers from Gulfstar Ten, eight hundred kilometers from Havana and nine hundred kilometers from Nicaragua's border). The terrorists may agree to a seaplane (with several thousand kilometers' range) instead.

Of the other demands, TV and press interviews and news coverage can be bargaining counters for the release of hostages. Demands for food, cigarettes and similar supplies are negotiable. The release of Sirhan Sirhan (convicted of Senator Robert Kennedy's assassination) and of Palestinian guerrillas held by Israel are not negotiable under any circumstances.

Although the terrorists frequently threaten to execute hostages, they are not likely to begin such executions. They know live hostages are the only shield they have once they abandon Gulfstar Ten. Additionally, a remote ocean drilling platform is not as public a stage as an embassy front step or an airport runway—where murdered hostages have been dropped to underscore terrorist demands. If television camera crews are permitted aboard the platform or are allowed close enough to film events from a helicopter, the terrorist leader might elect to kill one or more hostages if no progress is being made in negotiations.

THE ASSAULT

The assault on Gulfstar Ten can be divided into three phases:

Approach: The team must get aboard in such a way that surprise is maintained and the safety of the hostages is assured.

Hostage Security: Safety of the hostages is of primary importance. As closely to simultaneous as possible, the team must locate the hostages; neutralize any direct threat to them (such as terrorist guards); and locate and disarm any device terrorists could use to destroy the platform. If explosives cannot be located, hostages should be evacuated as rapidly as possible.

Clearing the Platform: Once the hostages are safe and the threat of destruction has been averted, the team must find and neutralize all remaining terrorists. Terrorist survivors may attempt to flee aboard *Pelican* (still moored at the docking area) or reach the explosive charges to detonate them.

THE APPROACH

Of the various possible approaches to Gulfstar Ten, an approach underwater by divers equipped with SCUBA or rebreather apparatuses offers the best chance for success.

THROUGH THE AIRLOCK

An underwater airlock allows divers to enter and exit the platform at a depth of ten feet, and an elevator opens onto the lower deck. The following hazards apply to this approach:

- A terrorist guard may be positioned near the exit (placed by the referee deliberately or on a 2D6 roll of '8+').
- Activating the airlock doors and elevator may be noticed by terrorists in the platform's control room (2D6 of '9+').
- The airlock may have been blocked (welded shut or the door controls jammed) by the terrorists (2D6 of '9+').

In any case, the lower deck hatchway is locked from the outside. It can be opened from either side by a special key obtained from Amatex headquarters in Morgan City.

UP THE FRAMEWORK

Divers might also climb the skeletal framework which supports the platform, using struts or climbing equipment to make

their way up the supports and along the underside of the lower deck to a place where they can climb over the lower deck railing. This requires two rolls. The first represents the climb up one of the support struts. The character must roll his die target or more on 2D6 plus his Climbing skill level. The target is determined by subtracting that character's STR from twenty. Thus, a character with an STR of eleven and a Climbing skill level of three would have to roll '9+' on 2D6+3.

The second roll represents progress along the underside of the lower deck. The die target is determined by subtracting each character's AGI from twenty. The die roll is again 2D6 plus Climbing skill level. Swimmers could also throw grappling hooks from inflatable rafts or one successful climber could secure and lower several lines at strategic points (roll against fifteen minus STR with 2D6 plus Climbing skill level).

Failure in either of these rolls could result in falling back into the water (harmless except that the splash might be heard by nearby guards with Alertness Factors of three or more), in becoming entangled in the lines the character is using to climb or in the scrape and clatter of equipment against the rig structure, which might alert the enemy. The referee should base failure results on such factors as the care with which characters secured their equipment and whether they are encumbered by weapons, equipment and wet SCUBA gear.

Once a character reaches the railing, his success in getting aboard depends on the usual sighting rules. The location of terrorist sentries is determined by the referee prior to the assault.

A variant of this approach has divers climb the framework at the center of the rig, along the inside of the drilling derrick. This climb—a long, difficult one—requires a series of RDP rolls. Each roll is 2D6 plus Climbing skill level plus his STR. One roll may be made each minute and the total RDP is forty.

ONTO THE DOCK AREA

Divers might attempt to board Gulfstar Ten through the docking area. They might also attempt to board *Pelican*, still moored at the dock area, then make their way onto the platform. One terrorist sentry will *always* be posted aboard the *Pelican* or on the dock (it's an obvious point of entry for an anti-terrorist team) and the group's success depends on whether they emerge from the water nearby without being sighted.

OTHER OPTIONS

Other possibilities for boarding are discussed below.

Parachute

A number of commandos may drop onto Gulfstar Ten's upper deck using either HALO or HAHO tactics. The following areas offer targets, and the results of missing the target area are given.

Parachute Mishap Table

Target	Roll	Mishap
Helipad	2-7	Landing in Sea
	8-9	Fouled on Crane
	10+	Landing on Superstructure
Storage Tank Area	2-4	Landing in Sea
	5-6	Fouled on Crane
	7	Fouled on Flare Stack
	8-9	Fouled on Drilling Derrick
	10+	Landing on Superstructure
Accommodations Area	2-6	Landing in Sea
	7-8	Fouled on Crane
	9	Fouled on Drilling Derrick
	10+	Landing on Superstructure

Parachute Landing Mishaps

Missed landings may result in the characters landing where they don't want to be. Each possibility is described below:

Landing in Sea: Self-explanatory. The character must roll 2D6 plus half his AGI plus his Parachute, HAHO or HALO skill level (his choice) against fourteen. Failure means he becomes entangled in his parachute shrouds and will drown without immediate assistance. Characters who successfully get free of their parachute lines may swim to the support framework and climb aboard as described under 'Up the Framework.'

Fouled on Crane: Gulfstar Ten has four large, pedestal-mounted cranes presenting a hazard to parachutists. This result indicates the character's chute has become fouled on a crane.

The referee rolls 2D6 with the following results:

2D6 Results

2-5	Character is hanging less than three meters above the deck. He can free himself and drop unharmed.
6-8	Character is hanging over the water. He may free himself and drop into the sea unharmed.
9+	Character is hanging 2D6+2 meters above the deck and may be injured by the fall. He may use any line he is carrying to descend to the deck, rolling 2D6 plus his Tree Jumping skill level (if any) against an RDF of four plus his distance above the deck to get down without falling. If he falls or has no line and elects to jump, he must roll 2D6 plus the distance he must fall. He will be injured as described below:

Fall Results

2D6+Distance Fallen	Result
9 or less	No Injury
10-11	Light Wound
12-14	Moderate Wound
15-17	Severe Wound
18+	Killed

The location of the wound is determined by rolling on the Basic column of the 'Wound Location Table' in the basic rule-book, with a DM of '-1' (<2 = 2). A result of LT (Lower Torso) indicates two separate wounds, one to each leg.

Fouled on Derrick/Flare Stack: The parachute is fouled on one of the two towers on the platform. On a 2D6 roll of '9+', the character receives a light wound (roll on the Basic column of the 'Wound Location Table') from colliding with the tower's struts. The character may free himself and descend as described under 'Fouled on Crane.' He may also free himself and climb down the tower by making his way to a ladder.

Landing on Superstructure: The character lands on some part of the facility. He might injure himself on such equipment as the pipe racks, the turbine exhaust stacks or the railing surrounding the upper deck. Roll 2D6. The character is injured on a roll of '10+'. The nature of the injury is determined by the Basic column of the 'Wound Location Table' with a DM of '-1' (<2 = 2). A result of LT (Lower Torso) indicates two separate wounds, one to each leg.

Airmobile Assault

The platform may be assaulted by troops abseiling from helicopters or jumping from several helicopters making successive 'touch and go' passes over the helipad. The helipad is the only area which can be closely approached by helicopters.

The obvious disadvantage of an airmobile assault is the noise of the rotors, which will be detected by the terrorists up to several kilometers away. The use of silenced helicopters (see

the rules entitled 'Noise,' in this book) might allow the team to approach the platform. A more likely scenario would have the main body of the assault force arrive by helicopter after an initial attack by a combat swimmer team—perhaps in response to a radio transmission from the team leader or once gunfire announced that the advantage of surprise had been lost.

Finally, a helicopter supposed to be carrying journalists or negotiators or arriving to carry off released hostages or to serve as the terrorists' transportation might in fact carry a combat team. Obviously, this would entail considerable risk since the terrorists are certain to be watching any approaching helicopter very closely. A variant of this approach would be to use this helicopter's approach to mask the sound of—and to distract attention away from—the approach of another helicopter bearing the strike team from a different direction.

Small Craft

An assault team could approach the oil platform in rubber rafts or small boats. An assault team using rubber rafts and paddles will be able to make the approach in complete silence, although the referee should make periodic rolls for sighting if there are sentries in positions which would allow them to see the boats or rafts under ideal conditions.

Once the rafts or small boats have reached the platform's pilings, the characters may board the platform as described above for an underwater approach: by climbing the superstructure or boarding by way of the *Pelican* or the docking area.

One variant of this approach is to use a large boat to approach to within several kilometers of the platform and have the assault team approach the rest of the way in rafts or by swimming underwater.

Submarine

A U.S. Navy submarine may be made available on Day Three or after to carry swimmers or rafts close to the platform. Divers, their equipment and inflatable rafts may be released from a submerged submarine. The water depth at the site of Gulfstar Ten is twenty fathoms, or one hundred twenty feet. This is deep enough for a submarine to approach undetected.

Deception

A final option for approach, especially by a very small group of commandos, would be to board the platform in the guise of negotiators, journalists or alternate hostages. Again, this approach is extremely risky since the terrorists will be on guard and the team would certainly be held at gunpoint while they were searched for weapons. However, a group highly skilled in martial arts might manage to get the drop on the enemy and would certainly provide an ideal distraction which would allow other assault team members to approach by helicopter or boat.

HOSTAGE SECURITY

The location of the hostages may be ascertained by scouting the platform with a small, covert force or by interviews with released hostages. (Note that the terrorists could, at the referee's option, move the remaining hostages once some had been released.) The location of the hostages is left to the referee's discretion. Likely possibilities include the mess area, the recreation area, the office building and the accommodations modules (a few prisoners in each room). If the hostages are held in one or two large groups, there will be one or more terrorists in the room with them. If they have been locked into a number of the living quarters, it is more likely that terrorist guards will be posted in the passageway outside.

In all, there are thirty-three men and nine women being held hostage on Gulfstar Ten. Two of the men are the pilots of the

launch *Pelican*, who were held at gunpoint and forced to carry the terrorists out to Gulfstar Ten.

Explosives: The terrorists have hidden a package of explosives aboard the platform. It is located beneath the helipad, against the tank containing avgas for helicopter refuellings. The package consists of twenty kilograms (eighty units) of plastique. The detonator is rigged to be fired electrically from a jury-rigged switch in the platform's control room. The terrorist leader will never be far from this area and will attempt to throw the switch and detonate the explosives if he believes his force is in danger of being destroyed during an attack. He will *not* detonate the explosives at the first sign of an anti-terrorist attack, however.

The explosives are not booby-trapped. A search of the avgas tank area will reveal the wire on a successful roll of 2D6 minus the searching character's Bomb Disposal or Demolitions skill level against his PER. The wire will lead the searchers to the explosives. They can be disarmed by anyone, simply by cutting the wire or removing the detonator from the plastique.

Alternatively, characters who fear the presence of booby traps might elect to open the drainage cock on the avgas tank. The fuel (the tank is less than one quarter full) will drain into the sea. Detonation of the explosives after the tank is empty will destroy the helipad and cause severe damage to nearby parts of the platform—as well as killing anyone in the fuel tank area—but the platform will not be completely destroyed.

Detonation of the explosives while the tank is still partially filled with avgas will result in a series of fiery explosions (which will ignite reserves of diesel fuel, oil and natural gas aboard the platform) and the destruction of the platform. All characters aboard the platform at that time must roll 2D6+3 on the 'Hit Damage Table' in the *Delta Force* basic rules. Wound location can be determined by rolling 2D6 on the Basic column of the 'Wound Location Table.'

CLEARING THE PLATFORM

Once the hostages are safe and the threat of explosives has been eliminated, the characters must clear the oil platform of surviving terrorists. It is to be expected that one or more of the terrorists will flee during the firefight and take refuge in rooms or spaces in the platform. It is also possible that a terrorist might attempt to climb to a vantage point on one of the towers or pedestal cranes from which he can open fire on troops or rescued hostages below or that he might attempt to reach the launch *Pelican* which is still moored at the platform's docking area. The success of these attempts and the problems they cause will depend, of course, on how well the players have prepared for them.

The scenario will end when the rescue attempt has been completed and the last terrorist has been killed or captured or has successfully escaped.

GULFSTAR TEN DECK PLANS

The deckplans for Gulfstar Ten are in the center of this book. Each area is identified by a lettercode, and is described below. Note that certain dangers or complications associated with various areas are included in these descriptions. The players will not normally discover these facts until they reach that area. The nature of some of these dangers may be predicted if the player characters research the deckplans carefully—talking with Amatec officials before the raid, for example.

LOWER DECK

A. Accommodations Modules: These are small apartments designed to house two to four men each. Each contains a clothes locker, one or two bunk beds and some furniture

(nightstands, chairs, a small desk). Showers and washrooms are located at the end of the passageways.

B. Barite and Cement Storage: These areas hold large tanks containing compounds for use in construction on and under the platform.

C. Crew's Areas: Several rooms set apart for use by the crew, the crew's areas include a television room, a small recreation room and two lounges.

D. Docking Area: The landing platform hangs just above the water level and is designed to raise and lower with the tide. It is mounted several meters below the level of the lower deck. The long stairway (a 'ladder' in maritime parlance) leads up to the lower deck and on up to the mid deck. The corporate launch *Pelican* lies moored beside the landing platform at the time of this scenario. Note that at least one terrorist sentry will always be encountered either aboard *Pelican*, on the ladder or on the docking area at the lower deck level.

E. Elevator: Several elevators connect the lower, mid and upper decks. They will operate as long as the facility's generators are running.

F. Mess Area: This is a large room with tables and benches, used by the crew as a dining room. Other furniture includes a refrigerator, a large coffee maker and smaller tables with chairs.

G. Galley: This area includes a pantry, a large freezer, several food storage areas and the galley (kitchen) where meals are prepared. The terrorists will have one or more of the hostages prepare meals here during the crisis, but they will watch activities here closely. Knives, cutlery, cleavers and other potential weapons are closely guarded.

H. Machine Shop: The machine shop consists of a series of rooms with machine tools (lathes, saws, welding equipment) used to fabricate parts and repair equipment on board Gulfstar Ten. These rooms have been padlocked by the terrorists because of the danger that a hostage could improvise a weapon here. A storage rack containing bottles of propane is at the point marked 'H1.' These bottles have armor values of twelve. A stray round which penetrates one (on a 2D6 roll of nine or more for any round which misses or penetrates its target in the direction of H1) will explode the cylinder with a force similar to an M26 hand grenade.

I. Winch Machinery: These areas are occupied by the winches and other equipment for raising and lowering the lifeboats. The operation of this equipment can be monitored from the control room.

J. Lifeboats: These are five-meter lifeboats lowered on davits. They were provided to evacuate the platform in the eventuality of such emergencies as a fire or explosion. These lifeboats could be operated by an NPC in the winch machinery area or lowered manually. All personnel aboard Gulfstar Ten know the procedure for lowering the lifeboats. In the event that the platform must be evacuated quickly, the lifeboats offer a fast and readily available escape route.

K. Deck Area: This is one of several open, railed decks which are present on each level. Ladders lead from them to other decks as appropriate.

L. Storage Area: These rooms store a variety of spare parts, equipment, machinery, facility stores, paint, crew's belongings and other gear. They are normally locked.

M. Seawater Distillation Equipment: Columns, machinery and tanks for drawing, storing and distilling fresh water from seawater.

Airlock: This is a small, enclosed elevator shaft which leads down to a point ten feet below the surface at low tide. It is used by platform divers and is generally locked from the outside. The door is locked from the outside at the time of this

scenario and instruments in the control room may monitor use of the elevator.

Drilling Well: This is the central opening through all three platform levels, through which drilling equipment is lowered to the ocean floor and through which oil and natural gas are drawn to the surface. It is capped on the Upper Deck by the drilling derrick.

Draw Works: This is the pump equipment which draws oil and gas up from the sea bed.

MID DECK

N. Laundry: This area has washing machines, dryers and other equipment for cleaning the crew's clothes.

O. Oil-Gas Separators: Equipment for separating natural gas from the crude oil drawn from the wells is located here.

P. Pipe Rack: These are racks holding five-meter sections of pipe through which oil is drawn to the surface.

Q. Gas Turbines and Generator: This equipment is used to produce electrical power for the facility, and may be shut down from the control room, from the generator house control room or from the generator room. The equipment is not delicate, but gunfire may damage it (on a 2D6 roll of nine or more) as will any grenade-sized or larger explosion (on a 2D6 roll of seven or more).

R. Generator House Control Room: This area contains controls for running and monitoring the electrical generator aboard the platform.

S. Storage Tanks: These are tanks which are used for storing a number of different substances: bentonite and barite for construction, fresh water for use by the crew and mud drawn up by the drilling process.

T. Storage Tanks: These tanks store crude oil or natural gas after separation. The contents are pumped through an ocean floor pipeline to the mainland. The tanks have armor values of ten. Stray rounds which penetrate them will cause a fire or explosion on a 2D6 roll of ten or more. Such an explosion would kill or injure all characters within twenty meters of the explosion (roll on the Basic column of the 'Wound Location Table' and again on the 'Hit Damage Table') and set fires which would begin spreading to other parts of the platform. The explosion of one of these tanks will force the immediate evacuation of the platform. Onboard power generators will be disabled on a 2D6 roll of nine or more.

Flare Stack: This is the tallest tower on the platform, rising some seventy meters above the Mid Deck. Excess natural gas and flammable gases are piped to the top of this stack and 'flared' or burned off. The flare will not be burning at the time of the scenario. A ladder runs through a protective cage up the center of the tower to a platform just below the flare stacks. Both ladder and platform offer vantage points from which sniper fire can be directed at the platform's upper deck.

UPPER DECK

U. Turbine Exhausts: These are stacks which vent exhaust fumes from the generator room.

V. Diesel Fuel: These are reserve tanks which are used to store diesel fuel for the cranes, winches and other heavy equipment. These tanks have armor values of ten. Stray rounds which penetrate them will allow fuel to leak onto the deck, which may then ignite (because of gunfire, explosions, etc.) at the referee's option.

W. Avgas Storage Tank: This tank contains highly flammable aviation gasoline for helicopters. This is the location of the terrorist bomb described earlier in this scenario.

X. Pedestal Cranes: These cranes are used to haul sections of pipe from the pipe racks to the drilling derrick and

to raise and lower heavy machinery and rig components. Ladders lead from the upper deck to the crane cabs. Driving (Heavy Equipment) skill is necessary to operate these cranes.

Y. Fueller: This is pumping machinery and pipelines for fueling helicopters on the helipad.

Z. Office Space: This is the lower floor of the office building and contains offices and filing areas as well as communications equipment.

ABOVE THE UPPER DECK

These deck plans are for those areas rising as a second story above the Upper Deck.

AA. Administration: These are offices occupied by the facility administrator and his staff. Various rooms include offices (AA1), a lounge (AA2) and a rest room (AA3).

BB. Communications Center: This is the facility's radio room. The radio with which contact is maintained with the mainland is located here, along with a teletype with a direct satellite link to the National Weather Service.

CC. Control Center: This is the command center of the facility. Radio equipment, tv monitors and other equipment for monitoring and controlling operations aboard Gulfstar Ten are all located here. It is here that the terrorist leader will keep watch, and here that the switch for detonating the explosives will be rigged.

DD. VIP Suite: These are larger, more luxurious quarters and facilities for the rig's boss and visiting corporate vips.

EE. Dispensary: This space includes a doctor's office, an examination room and a small (two-bed) hospital where seriously injured drilling personnel can be cared for until they can be flown back to the mainland.

FF. Cafeteria: A top-deck mess area for use by senior employees and visiting corporate vips.

GG. Decompression Area: This is a small decompression chamber which is located at one end of the dispensary. It can normally accommodate up to two divers. The door has a pressure-resistant window which allows the doctor to monitor anyone who is inside.

Drilling Derrick: This is a fifty-meter tower rising above the platform's drilling well. A ladder runs up one face of the tower to a railed platform near the top. Winch and hoist machinery is located at the top of the tower to haul drill and pipeline sections up and down the well. A radio mast extends above the top of the derrick. The derrick ladder and the platform offer ideal positions from which snipers may cover the upper deck and helipad areas.

Helipad: This platform is a landing area for helicopters. A ladder leads down to the upper deck. Clearance for rotors is twenty-five meters.

ADDITIONAL FACTORS

WEATHER

Beginning with Day One, at 0900 hours, the referee should roll 2D6 on the weather table. This will determine the weather for the next 2D6 hours. After the indicated time, the referee should roll again for the next weather period.

Storms can be predicted up to fourteen hours before they begin. If the referee rolls a storm result, player characters in communication with the mainland can be informed that a storm is likely in 2D6+2 hours. The weather during this period before the storm begins will be increasingly overcast, with winds rising up to (2D6-1)x5kph. As is the case with other types of weather, storms last 2D6 hours. At the end of this time, another weather roll is made. This roll will indicate the type of weather for the next 2D6 hours.

Weather Table

2D6	Result
2	Fog
3-7	Clear Weather, Unlimited Visibility
8-9	Partly Cloudy to Overcast
10	Light Rain
11	Heavy Rain
12	Storm

Weather Results

Fog, light rain and heavy rain reduce visibility, as described in 'Section V' of the basic rules.

A storm has heavy rain and high winds. Wind speed is (2D6+4)×5kph. Parachute operations will be impossible with windspeeds of thirty kilometers per hour or more. Helicopter operations will be impossible in winds of sixty kilometers per hour or more.

Winds of forty-five kilometers per hour or more may mask the sound of approaching boats or helicopters, as described in the *Delta Force Companion* rules under 'Noise.'

SUNRISE/SUNSET

It is assumed that this scenario occurs in early fall. Sunrise at this latitude is at 0542 and sunset is at 1811. The referee may use any sunrise/sunset table for this latitude (assume 30° North) for other dates, as desired.

MOON

The night of Day One is the night of a full moon. Moonrise occurs at 1800 and the night (if clear) is considered moonlit for purposes of sighting. Moonrise occurs forty minutes later on each successive night (1840 on Day Two, 1920 on Day Three, etc.) and the night will be moonlit only after moonrise occurs. After Day Seven, the moon is into its last quarter and considerably dimmer. The skies can be considered to be moonless from that time on.

THE TERRORISTS

The terrorists aboard Gulfstar Ten are members of the Sahn Rabbi Brotherhood, a new and previously unknown faction claiming to operate under the PLO.

Determining the exact number of terrorists aboard the platform is left to the referee's discretion; however, there should be at least six and no more than fifteen terrorists present. The terrorists will be armed primarily with AK-47s and miscellaneous handguns. At least one of the terrorists will be carrying an RPG-7 and at least one will have an RPK machine gun. The morale values of all of the terrorists will be high, ranging from seven to nine.

The terrorist leader for this operation is named Naif el-Ghanem. If the referee has decided to link this action with the previous scenarios provided in this module, he may wish to introduce terrorist leaders who escaped the earlier combats as the leaders of this operation. Of course, the capture of el-Ghanem or any of these other terrorist leaders would be considered an important coup for U.S. Intelligence and American counter-terrorist operations.

VICTORY

A complete victory will result if all of the hostages are rescued, the drilling platform is secured and the terrorists are killed or captured. The schedule of victory points given at the top of the next column may be used in determining if a victory has been achieved.

For Each Hostage Rescued	+5
For Each Terrorist Killed	+4
For Each Terrorist Captured	+5
For Each Terrorist Leader Captured	+10
For Each Assault Team Member Killed	-2
For Each Terrorist Who Escapes	-5
For Each Hostage Wounded	-5
For Each Civilian (Journalist, etc.) Wounded	-10
For Each Hostage Killed	-15
For Each Civilian (Journalist, etc.) Killed	-20
For Destruction of Gulfstar Ten	-100

ASSESSMENT

Add the point totals and check the table below:

Victory Point Total	Results
10 or Less	Complete Disaster
11-50	Failed Mission
51-100	Marginal Success
101-180	Success
181-220	Brilliant Success
221+	Spectacular Success

A complete disaster indicates many hostages were killed—possibly when the platform was destroyed. A failed mission results if some hostages were rescued but so many were killed or wounded that public opinion suggests the government should have negotiated rather than using force. Either outcome results in international humiliation, a victory for terrorist forces everywhere and Congressional probes of the effectiveness and readiness of America's elite military forces.

OTHER MISSIONS

This scenario can be adapted by the referee into other *Delta Force* scenarios of his own design. Possibilities include:

- Iranian revolutionaries or Shi'ite fundamentalists seize a drilling platform called 'Blue Twelve' in the Persian Gulf, north of Bahrain. The rig belongs to Saudi Arabia, but is run by an American petroleum company and includes thirty-six Americans in its seventy-four-man crew. The terrorists threaten to destroy the rig and the hostages unless their demands (the usual: release of prisoners in Saudi Arabia and Kuwait, and an end to American involvement in the Gulf) are met.

The mission must be mounted from Europe or Egypt, by way of Masirah. Full cooperation can be expected from the Saudis.

- Red Army Faction or PIRA terrorists seize a British oil platform, called 'Pride of Bantry Bay,' in the North Sea, along with twenty hostages. Their demands could range from the release of PIRA prisoners (a PIRA demand) to the ousting of U.S. military units or nuclear-armed air units stationed in England (Red Army demand).

Generally, the British Comacchio Company of the Royal Marines is charged with the responsibility of protecting the North Sea oil rigs, but it is possible that the SAS would be brought in as well or instead because of their experience with hostage situations. Comacchio Company characters can be generated in the same manner as SAS characters. Many characters will have Boat Handling skill of level four or better, indicating training with the SBS (Special Boat Squadron), as well as SCUBA and Parachute skills. Boat Handling Skill is applied towards canoes and kayaks used in SBS assaults.

YOU ARE THE FINAL OPTION!

When every attempt to bring the crisis situation to an end in a civilized manner has failed, your *Delta Force* team will be called in to settle the problem, one way or another. This is what you have continually trained and improved your skills for. But, negotiation always comes first. Negotiations can be a legitimate attempt to diffuse the situation or merely serve as a diversion while final assault plans are readied.

In any event, once negotiations have failed and you get the order to "GO," the problem will be taken care of by *Delta Force*!



The *Delta Force Companion* contains rules for negotiations with terrorists and for diplomacy, including dossiers on several countries in and around the Middle East most likely to be involved in the terrorist wars. New character rules include tertiary stats, improvement of skills through training, recovery from wounds, character backgrounds, and new skills. Rules for simplified combat and support weapons in combat are included as well as new equipment, new counter-terrorist unit templates, an extensive list of known terrorist organizations, and a series of scenarios which can be played independently or as a mini-campaign.

Designed by William H. Keith, Jr. Note: The *Delta Force* Basic Set is required to use this product.

Delta Force

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