

Delta Force

America Strikes Back!

TM



For two or more players, Ages 12 and older.

**TASK
FORCE
GAMES**

4501

Delta Force

America Strikes Back!™



RULES OF PLAY

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SECTION I INTRODUCTION

The world is at war. It is a war waged by a new and vicious breed of barbarian — a global war directed against innocent civilians, backed by governments and cynical instrumentalities dedicated to the overthrow of democracy. It is war in which conventional military units fight at a wretched disadvantage: where the enemy chooses where and when to strike, where the enemy is willing to commit indiscriminate murder to advance his cause, willing to die a martyr's death in a fanatical jihad. For years, through hijackings and kidnappings and savage massacres, the West has been helpless before this bloody-handed foe: the international terrorist. Until now.

This is a role-playing simulation of the possible missions of an American Special Forces unit, one of a growing number of elite military organizations around the world created to combat the threat of terrorism. At last, America has the capability to strike back hard, with surgical precision, with teams trained in the tactics, technology and advanced weapons of modern warfare. Now America has...*Delta Force!*

THE GAME

Delta Force is a role-playing game which may be played by one person acting as referee and one or more players. The referee moderates play and directs the activities of the players' opponents, while the players direct the activities of characters they have created. These characters are called "Player Characters," or "PCs."

Additional characters may be introduced and directed by the referee. These additional characters may include the player characters' terrorist opponents, civilians and hostages, and other counter-terrorists working with the PCs. These characters are called "Non-Player Characters," or "NPCs."

The referee must describe the situation to the players as the scenario unfolds, allowing the players to act and react and to describe their characters' actions. This interaction between the players and the referee is the heart of role-playing, and allows the story to unfold.

The referee adjudicates all combat and encounters during the course of the game, keeps track of the passage of time, and is responsible for keeping the game interesting and moving at a smooth and rapid pace.

Hints and suggestions for refereeing *Delta Force* are given in "Appendix I: The *Delta Force* Referee."

PLAYING THE GAME

Delta Force missions are described in "scenarios." These scenarios may be bought as game supplements from Task Force Games or designed by the referee. Several introductory scenarios are presented in *Book III* of *Delta Force*.

Play begins with a "Mission Briefing." This is a description of the basic situation which the player characters must face, and is presented by the referee. The mission could call for rescuing hostages held by terrorists, freeing MIAs from a Southeast Asian prison camp, an assault on a PLF training camp, or any of a number of other operations requiring an assault by highly trained, elite combat troops. The Mission Briefing may include "Referee's Eyes Only" information which should not be seen by the players.

After the Mission Briefing comes "Mission Planning." The players use the information from the Mission Briefing,

together with the available maps and the weapons and equipment listings in the *Delta Force Warbook* to come up with a plan for carrying out the mission. The referee may guide the characters — there will often be a "best way" suggested by the scenario notes — but generally the players should have the opportunity to plan their own operation.

Then comes the "Mission" itself. This is generally divided into several convenient parts; for example: Phase I: getting in; Phase II: rescuing hostages; and Phase III: escaping. Play will be in "Strategic Movement Periods" (hours or even days of game time allowing characters to cover long distances) or "Tactical Rounds" (five seconds each, used for combat and other moment-by-moment activities). Play consists of the players describing the actions of their characters, and the referee determining the outcome of those actions as well as introducing new NPCs, events, and problems to play.

When the Mission has ended, there is an "Assessment." Points may be won or lost by various events in individual scenarios. Unlike other role-playing games, characters are required to achieve specific victory conditions.

Hints for playing *Delta Force* are given in "Appendix II: Surviving the Game."

REQUIRED MATERIALS

Delta Force is a boxed set including a rulebook; the *War Book*, with information on various weapons, equipment, and organizations; a scenario book, with several short *Delta Force* adventures; a Referee's Screen, which includes the important tables and data for combat; and two six-sided dice.

To play *Delta Force*, the referee must be thoroughly familiar with this rule book.

A sample Character Record Sheet (see: "Appendix IV") is printed in this book. This record sheet may be photocopied so that one sheet is available for each player character. Character Record Sheets may also be necessary for the most important NPCs, though not, by any means, for all.

Delta Force scenarios come with a map or maps of the tactical situation. Players and the referee may wish to keep track of the positions of player characters and NPCs on these maps by using cardboard counters from other games, homemade markers, or even miniature gaming figures. These are not required for play, however.

Besides this, each player will need a pencil and scratch paper for keeping track of equipment, ammunition, and wound results. No other equipment is necessary.

DIE ROLLING CONVENTIONS

Two six-sided dice are included in this game to simulate the workings of chance and uncertainty in combat. If the rules call for a roll of "1D," a single die is thrown. For "2D," both dice are thrown and the results are added together.

Some calculations call for "Die Modifications," or "DMs." These are numbers which are added to or subtracted from the result of 1D or 2D. For example, a DM of -3 would make a roll of eight become five, while a DM of +3 would turn that eight into an eleven.

Some calculations require fractions of die rolls or stats to be taken and applied. Decimal fractions are used in *Delta Force* rules. One half of a number is written as ".5." Unless otherwise stated at the time, fractions of stats or die rolls are rounded up to the nearest whole number. For example, ".25" of five is rounded up from "1.25" to two.

SECTION II THE CHARACTERS

PLAYER CHARACTER GENERATION

Each *Delta Force* player has his own "Player Character," or "PC," which he creates with the referee's help before play begins. A character is described by his "Stats," which are attributes by which he can be compared with other characters.

Stats are divided into "Primary Character Stats" or "Secondary Character Stats." Primary stats are rolled individually. Secondary stats are based partially on the primary stats.

Each type of character stat is listed and described below.

PRIMARY CHARACTER STATS

STRENGTH (STR): This stat describes the character's relative strength. It is used to determine his ability to lift, drag, or carry weights, to throw objects, and to engage in certain types of hand-to-hand combat.

AGILITY (AGI): This stat is a measure of how fast, limber and well co-ordinated a character is. It is used to determine how quickly he moves in hand-to-hand combat, as well as how fast he can run.

DEXTERITY (DEX): This stat describes the character's ability to do fine or intricate work with tools or his fingers. It is used when the character must perform such tasks as repairing or jury-rigging electronic equipment, untying knots, or quickly reloading a weapon under fire.

INTELLIGENCE (INT): This stat is a basic measure of how bright the character is, how easily he can be trained, his adaptability, and of how observant he is. It is used in situations where quick thinking, improvisation, or accurate observation are essential to success.

SECONDARY CHARACTER STATS

TRAINING (TRA): This stat measures the character's level of military and specialist training, and is based partially on his intelligence. The training stat helps purchase the character's individual skill level in various military skills.

ENDURANCE (END): Based partially on the character's strength, endurance is used to determine how long the character can keep going with heavy burdens or wounds, and how long he can exert himself in combat. Endurance may be reduced by wounds or strenuous exertion, and is restored by rest. When a character's endurance reaches zero, he is unconscious.

EXPERIENCE (EXP): Based partially on the character's training, experience is used as an indicator of the character's time in service and his combat experience. Experience points help purchase a character's military skills.

REACTIONS (REA): Based on the character's training and on his agility, the Reactions stat measures how quickly the character responds to a threat. Reactions are slowed by the effects of wounds. When a character's reaction level reaches zero, he is stunned.

With the referee's help, these stats are rolled and recorded by the player for his character. There is a final, special stat which is rolled secretly by the referee for each player character and NPC:

STAMINA (STA): Stamina is based partially on the character's endurance, but *only* the referee knows the exact STA level for any character. Stamina levels are reduced by wounds or blood loss, and as a character's stamina is reduced, his efficiency is impaired. While a player will never know exactly what his stamina level is at any given time, he will notice the effects of its fall. When a character's stamina reaches zero, he is dead.

Character stats are created as follows:

STR: 2D + 3	(Range: 5 - 15)
AGI: 2D + 3	(Range: 5 - 15)
DEX: 2D + 3	(Range: 5 - 15)
INT: 2D + 3	(Range: 5 - 15)

TRA: .5 INT + 1D + 1	(Range: 5 - 15)*
END: .5 STR + 1D + 1	(Range: 5 - 15)*
EXP: .5 TRA + 1D + 1	(Range: 5 - 15)*
REA: .5 AGI + .25 TRA	(Range: 5 - 12)*

STA: (END + 2D)/2	(Range: 4 - 14)†
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* Remember to round fractions of stats up before adding to anything else.

† NOTE: Remember that a character's stamina is known only to the referee, and is not revealed to the player.

Elite military units such as *Delta Force* accept only the fastest, strongest, and brightest. Primary stats (STR, AGI, DEX, and INT) with a value of less than eight may be re-rolled by the player. NPCs may have primary stats ranging from 1 to 15.

OTHER CHARACTERISTICS

Character stats are used to determine several additional characteristics.

WEIGHT: The average weight for an adult man will be 55 to 110 kg. The average weight for an adult woman will be 45 to 70 kg. A male character's weight in kilograms is $25 + (2 \times \text{END}) + (3 \times \text{STR}) + 2\text{D}$. A female's weight will be $15 + (2 \times \text{END}) + (3 \times \text{STR}) + 2\text{D}$. A male character with an endurance of 8, strength of 10, and 2D roll of 9 would have a weight of $25 + 16 + 30 + 9 = 80$ kilograms... or about 176 pounds. This may be increased as desired for obese characters, or decreased for extremely slight characters.

The weight of each character must be known in case that character is wounded and it becomes necessary for other characters to carry or drag the wounded character. Weight is also a detail which helps the player build a mental picture of his character.

AGE: The referee and players can choose any desired age for the character. On the average, most military characters will be $18 + .5 \text{ EXP} + .5 \text{ TRA}$ years old, but this can be adjusted up or down as desired, and will not apply at all to civilians. For ages outside the range of 20 to 40, make the following adjustments to the stats.

STR, END: Subtract 1 for every 2 full years less than 20.
Subtract 1 for every 5 full years over 35.

TRA, EXP: Subtract 1 for every year under 20.
WEIGHT: Subtract 3 kg for every year under 20 for age 15 - 20. For children under 15, approximate the weight. A child's average weight is 10 kg at 1 year, 30 kg at 10, 55 kg at 15.

LOAD CARRIED (UNBURDENED): A character may carry twice his strength in kilograms without being burdened. Thus a character with a STR of 10 can carry 20 kilograms, or about 44 pounds, without becoming fatigued.

LOAD CARRIED (BURDENED): A character may carry three times his strength in kilograms, but is then considered to be burdened. A character with a STR of 10 can carry up to 30 kilos (66 pounds); however, when carrying this much weight, there are restrictions to the character's movement and his END may be temporarily reduced.

LOAD CARRIED (HEAVILY BURDENED): A character may carry six times his strength in kilograms, but is heavily burdened. Thus, a character with a STR of 10 can carry up to 60 kilos (132 lbs). However, when carrying this much weight, there are severe restrictions on the character's movement, and his END may be temporarily reduced.

LOAD LIFTED: A character may lift up to eight times his strength in kilograms. If he lifts more than four times his strength, his END is temporarily reduced. Thus, a character with STR 10 could lift 80 kilos (176 lbs) for a brief time. The character may attempt to lift heavier loads, but will suffer a "Light Wound" on a roll of 8+ on 2D.

LOAD DRAGGED: A character may drag 10 times his strength in kilograms. If he drags more than five times his strength, his END is temporarily reduced. A character with STR of 10 could drag 100 kilograms (220 lbs) for a short distance. The character may attempt to drag heavier loads, but a blanket or sled is necessary. This stat is used to drag wounded characters to safety or to move heavy equipment.

NOTE: A rifle or other long, cumbersome object counts as one additional kilo for every full 10 cm of length above 50 cm. This is applied in addition to the object's normal weight. Thus, a rifle 102 cm long which weighs 4.25 kg would — for purposes of determining whether a character was burdened — be treated as though it weighed 9.25 kg.

HANDEDNESS: A character will be either right- or left handed or (very rarely) ambidextrous. To determine which, roll 2D:

On a roll of 2 - 9, the character is right handed.

On a roll of 10 - 11, the character is left handed.

On a roll of 12, roll again. If this second roll is 10 or less, the character is left handed. On a second roll of 11+ the character is ambidextrous, and can use either hand equally well.

USING STATS

Character Stats help the referee and players form an idea about what the character is like. The stats allowing the players and referee to better visualize the action.

Stats are also used to measure a character's prowess when he is called upon to attempt some activity requiring a given stat. Success or failure in any such attempt is determined through a "Critical Roll."

In a Critical Roll, the player rolls 2D and adds a "Relative Difficulty Factor" (RDF) against an applicable stat. For example, a character struggling to pull himself up onto a rock ledge on the face of a cliff might be required to make a Critical Roll against his STR, while a character who must solve a problem or notice some hidden clue might make a Critical Roll against his INT.

Specific scenarios may call for Critical Rolls. Generally, however, Critical Rolls are announced by the referee, who may require them at any time when the outcome of an issue is in doubt. In such cases, a character's stats may make the difference.

RELATIVE DIFFICULTY: Some tasks the characters attempt will be easy, and some will be difficult. Their relative difficulty can be measured on a scale of zero to ten, with zero being extremely simple, and ten being difficult or complex. The referee may assign any Relative Difficulty Factor to a task he desires, basing his decision on the individual situation. Alternatively, he may create an RDF at random by rolling 2D - 2.

Since complicating factors in a task might be almost anything, there are no clear-cut rules for establishing an RDF. As a guideline, however, consider the following:

A character's stat will range between 5 and 15. A 2D roll unmodified by an RDF will *always* succeed for any stat of 12 or above. Since almost half (about 44%) of all 2D rolls will be in the range from six to eight, even a character with a stat of 15 will usually fail with an RDF of nine or ten added to a 2D roll. Average characters (with stats around 10) have about a 50% chance of success with RDF values of three or less.

Some specific tasks described in *Delta Force* scenarios will be assigned a specific RDF. In all other cases, the referee has the final say in setting the RDF which measures a task's difficulty.

LONG-TERM RDFs: Some tasks require concentrated effort over a period of time. Examples might include rebuilding a radio which has been damaged or interrogating a prisoner. In these cases, the task will have a very large RDF — 50, 100 or more — which is divided into manageable segments of from one to ten over a period of Combat Rounds, minutes, hours, or even days. Each time one segment of the task is successfully completed, that portion of the RDF is subtracted from the whole. When the RDF is reduced to zero, the task is complete.

Example: The referee determines that disarming a booby-trapped bomb has an RDF of 50, spread over a 10-minute period. (Perhaps the bomb is set to go off in ten minutes, creating a literal deadline.) The referee decides that the job requires a Critical Roll with an RDF of five every minute. Every minute, the character rolls 2D + 5 — his Bomb Disposal Skill against his DEX. The consequences of failure are up to the referee. Failure could mean simply that no progress was made... or it could mean the character has triggered the booby trap. Note that the character could, if he desired, accept a larger RDF each minute in hopes of completing the job before the 10-minute deadline -- but with a greater chance of failure.

Details depend on the situation, and are left completely to the referee's discretion.

SECTION III SKILLS

ACQUIRING SKILLS

Skills may be acquired in one of three ways, as "Native," "Basic Military" or "Specialist" Skills. Native Skills are those acquired by the character as a civilian, before he joined the military. Basic Military and Specialist Skills are those skills acquired through military training. Skills are acquired through a "Skills Template," and by "purchase" using EXP and TRA points.

Each skill has its "purchase price" given in the list of skill descriptions. This price may be different for the same skill, depending on whether it is acquired as a Native (civilian) or military skill. The purchase price represents the character's investment in time and effort in acquiring that skill; some skills are more easily acquired by children than adults. Others, such as the Free Fall skill or Boat Handling skill, require more time and effort to learn as civilian jobs or hobbies than if they are acquired as a part of military training. Some skills are learned *only* through military training, and some are possible only through training programs for elite military units (Specialist Skills).

Skills are acquired in "Levels." A character acquires Level 1 first, then may add to that skill, if desired, by later purchases. There is no limit to the number of skill levels possible, but since each skill level costs *twice* the number of purchase points of the preceding level, few characters will be able to run up a total level in any one skill of more than four or five.

A player must purchase or acquire through Skill Templates each Skill Level in turn. He cannot purchase Level 3 without first acquiring Levels 1 and 2.

Some skills require "Prerequisite Skills," or "PREREQS," which must be acquired first. For example, a character must have Parachute Skill before he can acquire Free Fall Skill... and he must have Free Fall Skill before he can acquire HALO Skill. Prerequisites are listed for each skill to which they apply.

Some skills allow levels in "Related Skills." For example, Scuba skill allows extra skill in Swimming. Related Skills are listed for each skill to which they apply.

NATIVE SKILLS

The player first acquires Native Skills for his character. These are those skills which were learned before the character joined the military. Native Skill Templates allow some skills, and additional levels of these skills may be purchased with points based on a modified 2D roll. The player may choose any skills which are listed as Native Skills.

BASIC MILITARY SKILLS

Basic Military Skills are acquired while the character is in the Army or other military service. Specific services have a Skills Template designed for that service. He may also apply his EXP or TRA (as directed) as points towards the purchase of additional Native or Basic Military Skills.

SPECIALIST SKILLS

Specialist Military Skills include those skills acquired during the training of elite or specialist units such as Rangers, Airborne, and Special Forces units. Each unit has its own Skills Template listed in the *Delta Force Warbook*. As with Basic Skills, the character gets the stated number of

levels in all skills listed on the template. If he already has a particular skill, he may increase that skill level by the stated number of levels without having to purchase the levels. Additional levels in *any* skill may be purchased with the character's TRA or EXP (as indicated by the Template).

Both Basic Military and Specialist Skills may be purchased as Specialist Skills. Additional levels may be purchased for Native or Basic Military Skills. Some skills can *only* be purchased as Specialist Skills. Terrorists and most non-elite military forces will have only Native and Basic Military skills.

CIVILIAN SKILLS

Civilian characters may be created using Native Skills only, with TRA + EXP + 2D + 4 points with which to buy the skills.

Templates in the *Delta Force Warbook* are provided for typical terrorist NPCs as well as for troops from various military forces around the world. Individual scenarios may include Skills Templates for civilians or military forces in a mission area. The referee should use these as guides in creating NPCs and fleshing them out. He may add to the listed skills at his discretion.

SKILLS LIST

AREA SURVIVAL SKILLS

The character has experience or training in one of several possible environment types, including desert, jungle, arctic, mountain, wilderness, urban, or other terrain. Skill levels allow favorable DMs when solving problems of survival, tracking, or tactics in an area of that type. Characters purchasing this skill must choose a particular terrain type in which their skill can be applied — for example, Area Survival Skill (Jungle) 2.

RELATED SKILLS: Level 1 skill or higher in any area except Urban may be applied as Level 1 in *any* environment for purposes such as finding water, navigation, building fires, and other basic survival skills. Higher skill levels are restricted to a particular type of terrain, and represent familiarity with the jungle, desert, etc.

NATIVE: Cost: 1 (Represents knowledge of terrain where character was raised.)

BASIC MILITARY, SPECIALIST: Cost: 2

BOAT HANDLING

This skill allows DMs for success while handling a life raft or small boat. The referee *may* specify that the skill is with a particular type of watercraft, such as sailboats, motorboats, or rubber rafts, but skill in one of these categories will allow a basic skill with all other small craft.

RELATED SKILLS: At the referee's discretion, Boat Handling may apply to a specific type of boat (e.g., motorboat, landing craft, sailboat, etc.) Skill levels of one or more with *any* boat allows a Level 1 skill with other boats.

NATIVE (Specific Types/Small Craft): Cost: 3

BASIC MILITARY or SPECIALIST SKILL (Applies to Boats in General): Cost: 2

BOMB DISPOSAL

The character has experience disarming bombs — especially home-made bombs exploded by timer or used as booby

traps. The skill allows DMs for success while disarming bombs, as well as skill in spotting disguised or hidden bombs and traps set to detonate a bomb when it is disarmed.

BASIC MILITARY or SPECIALIST: Cost: 2

CAMOUFLAGE

The character has experience working with camouflage, and can receive DMs for success in attempts to conceal equipment or personnel.

BASIC MILITARY or SPECIALIST: Cost: 2

CHEMICAL WARFARE

The character has worked with a variety of chemical warfare agents, including poison gas, tear gas and irritants, and various types of smoke cannisters. This includes a knowledge of protective masks and equipment.

SPECIALIST: Cost: 3

CLIMBING

The character has special skill climbing difficult surfaces, and can work with rope slings and special equipment to make ascents up sheer surfaces or rugged terrain, to rappel down building walls, and to abseil from helicopters or vertical cliffs. This skill allows DMs for success in making difficult ascents, and for saving throws when there is danger of falling.

PREREQ: AGI 7+, END 8+.

RELATED SKILLS: Skill Levels of two or more in Climbing allow a Level 1 in Mountain Climbing if the character does not already have Mountain Climbing Skill. This represents basic familiarity in the use of slings, rappelling, abseiling, and other basic climbing skills.

NATIVE: Cost: 3

SPECIALIST: Cost: 2

COMMO OPERATOR

The character has experience working with various types of radio communication equipment. He also knows Morse Code and the various codes and call signs necessary for fluent radio communications.

NATIVE: Cost: 2

BASIC MILITARY or SPECIALIST: Cost: 1

COMMO REPAIR

With the proper equipment, the character can diagnose and repair damage to communications gear.

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 2

COMPUTER PROGRAMMING

The character can write programs for computers — usually restricted to certain types and models, and certain specific languages. He may use this skill to retrieve data from a computer system he is familiar with, or to bypass or penetrate computer security. This is a Career Skill.

NATIVE or BASIC MILITARY: Cost: 2

COMPUTER REPAIR

The character can diagnose and repair damage in computers and computer-operated systems. He may use this knowledge to bypass or penetrate such systems. This is a Career Skill.

PREREQ: Computer Programming.

NATIVE or BASIC MILITARY: Cost: 2

CULTURE

The character has an understanding of and experience with the social patterns, history, and ways of thinking of a particular cultural group. This general skill can include everything from knowledge that it is polite to belch aloud after dinner with an Arab sheik to an understanding of the conflicts and rivalries among the warring factions of Lebanon.

The possible cultural groups are too numerous to mention. Examples just in the Middle East would include Shi'ite Moslem, Druse, Lebanese Christian, and Israeli. Individual *Delta Force* scenarios may list specific cultures encountered in that mission. The referee should feel free to introduce others.

PREREQ: At Least Level 1 in the appropriate language for more than Level 1 Skill. (Example: Arabic for Shi'ite Moslem.)

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 2

DEMOLITIONS

The character has experience working with explosives and demolitions equipment. The skill includes the ability to judge the amount of explosives necessary for a particular task, and knowledge of how to properly place explosives for the maximum desired effect. Demolitions Skill allows DMs for success in handling unstable explosives and for success in breaching walls or carrying out other, similar tasks.

NATIVE (Skill Learned in Civilian Construction Job): Cost: 3

BASIC MILITARY or SPECIALIST: Cost: 2

DOG HANDLING

This skill represents training in handling dogs for sniffing out explosives or weapons, or working with dogs on K-9 sentry duty. Acquired as a Native Skill, Dog Handling represents experience with a civilian police or security dog unit. As a Basic Military Skill it represents service in the K-9 corps.

NATIVE: Cost: 3

BASIC MILITARY: Cost: 2

DRIVING (CAR)

This skill allows the character to drive cars, vans, light trucks, jeeps, or any similar vehicle available to the general public. The skill allows DMs for success in attempts at dangerous or difficult maneuvers. Higher skill levels suggest training in escape maneuvers and high-speed driving.

NATIVE, BASIC MILITARY: Cost: 1

DRIVING (HEAVY EQUIPMENT)

The character has experience operating heavy equipment, such as tractors, cranes and other construction equipment. This is a Career Skill.

NATIVE, BASIC MILITARY: Cost: 2

DRIVING (MOTORCYCLE)

This skill allows the character to drive a motorcycle or powered bike and allows DMs for difficult or dangerous maneuvers.

NATIVE, BASIC MILITARY: Cost: 1

DRIVING (TRUCK)

This skill allows the character to operate heavy trucks, including tractor trailer rigs. Skill levels allow DMs for success in difficult or dangerous maneuvers. High skill lev-

els suggest training in high-speed driving and escape maneuvers. This is a Career Skill if desired.

NATIVE, BASIC MILITARY: Cost: 1

ELECTRONICS

The character has training in repairing or creating electronic systems. He may use this knowledge to detect, circumvent, penetrate, control, or destroy electronic locks, alarms, or other equipment. This is a Career Skill.

NATIVE, BASIC MILITARY: Cost: 2

FIRST AID

The character has training in emergency and field first aid. The skill allows DMs for success to stop bleeding, prevent shock and administer CPR. This is a Career Skill.

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 2

FREE FALL

Distinct from Parachute skill, this skill allows the character to make free-fall jumps from aircraft. When acquired as a civilian (native) skill, this skill represents sport or competition jumping and allows Parachute Skill 1 upon joining the military.

PREREQ: Parachute Skill

NATIVE: Cost: 3

BASIC MILITARY or SPECIALIST: Cost: 2

HALO

"High Altitude - Low Opening" (HALO) training allows parachute drops to be made with precision from altitudes over 33,000 feet. Chute opening is then delayed until the jumper has dropped off enemy radar. HALO jumpers commonly open their chutes at 4000 feet, which is high enough for the opening to be inaudible on the ground. Training includes techniques necessary to make successful landings carrying as much as 50 kg of equipment, and skill in the use of oxygen masks at altitudes of over 16,000 feet. HALO Skill allows DMs for success in this type of parachute drop. HALO Skill can never be greater than the character's Free Fall Skill.

PREREQ: Parachute and Free Fall Skill

SPECIALIST (Only): Cost: 3



HAND-TO-HAND COMBAT

Basic Hand-to-Hand Skill includes rough-and-tumble brawling, wrestling, or barroom fighting. It allows DMs for hits and blocks in this type of fighting, and can include the use of improvised weapons such as clubs or broken bottles.

As a Basic Military or Specialist skill it includes hand-to-hand combat skills taught in military and law-enforcement training programs, and allows the use of various holds and simple throws for immobilizing an opponent.

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 2

INTERROGATION

The character has training in the psychology and tactics of interrogation. The skill allows DMs for success in winning information from NPCs. The skill represents the ability to interrogate prisoners. It also includes the ability to formally interrogate NPCs, such as recently released civilian hostages, in order to gain tactical information about terrorists or the place where hostages are being held.

PREREQ: INT 10+.

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 2

KNIFE FIGHTING

The character has training in the stances and techniques of combat with a knife, both in hand-to-hand combat where one or both combatants is armed with a knife, and in situations where the character must eliminate sentries silently and by surprise.

PREREQ: DEX 8+.

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 2

LANGUAGE

The character has skill, ranging from marginal comprehension (Level 1) to complete fluency (Level 5), in a particular language.

A language will be of Class I, II, or III depending on the language or languages the speaker already knows. Determining the language class is discussed in the rules section entitled "Languages."

Language skill allows the referee to gauge a character's success in communicating with foreign NPCs. It also allows DMs in specific attempts to gain information or to fool enemy questioners.

An INT of 10 or more allows additional points towards purchasing new language levels.

NATIVE, BASIC MILITARY, or SPECIALIST:

Cost: CLASS I: Level 1 = 1, 2 = 2, 3 = 4, 4 and 5 = 2.

CLASS II: Level 1 = 2, 2 = 4, 3 = 6, 4 and 5 = 4.

CLASS III: Level 1 = 3, 2 = 6, 3 = 8, 4 and 5 = 6.

LEADERSHIP

The character has experience in leading troops. Skill levels can be used as DMs to rally troops, to persuade them to expose themselves to fire, or to direct them in combat.

BASIC MILITARY or SPECIALIST: Cost: 2

LOCK PICKING

The character can open mechanical locks using simple or improvised tools.

PREREQ: DEX 8+.

NATIVE or SPECIALIST: Cost: 2

MARTIAL ARTS

This skill represents training in one or more specific martial arts disciplines, including Judo, Karate, Kung fu, Taekwon-do, Bando and others. Skill allows DMs for hits and blocks in combat. The character should choose a particular discipline.

Note: Martial arts disciplines differ among themselves in possible actions. For example, Ju-Jitsu allows throws, holds, and pins, but not hand strikes, while Karate allows strikes and kicks, but not throws. Skill in one discipline may — at the referee's discretion — allow DMs or a minimal skill level in an unrelated discipline or action which could benefit from martial arts training. (For more detailed information see Appendix III: Martial Arts.)

Example: A referee might allow a favorable DM for Martial Arts training in an attempt to achieve Stealth, since martial arts students practice economy of motion, sure-footedness, and precise balance.

PREREQ: AGI 8+, END 10+.

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 2. All levels over Level 3 cost eight only.

MECHANIC

The character has experience diagnosing and repairing mechanical problems, and, with the proper tools, in building or rebuilding mechanical devices. He can use this skill to repair engines or rig mechanical apparatus. This is a Career Skill.

NATIVE or BASIC MILITARY: Cost: 1.

MOUNTAIN CLIMBING

The character has experience climbing mountains, and can use pitons, rope slings, and other equipment for ascents up sheer rock cliffs and to climb or descend vertical surfaces.

PREREQ: AGI 7+, END 8+.

RELATED SKILLS: Level 2 or higher allows a Level 1 in Climbing Skill if no skill has been acquired in Climbing. This represents familiarity with lines, slings, rappelling, abseiling, and other basic climbing techniques.

NATIVE: Cost: 3.

SPECIALIST: Cost: 2.

NEGOTIATION

The character has training in the psychology and techniques of negotiation — specifically in confrontations with terrorists holding hostages. The skill allows DMs in attempts to reduce tension or to get terrorists to release hostages, and it allows the character to win information about a situation by "reading" the person he is negotiating with.

SPECIALIST: Cost: 2.

NIGHT OPS

The character is trained in travel, concealment, and combat by night. The skill allows DMs for success in attempts to approach and attack an enemy unseen and unheard under cover of darkness, or to scout an enemy position.

BASIC MILITARY or SPECIALIST: Cost: 2.

ORIENTEERING

This skill allows the character to navigate across country — especially rough country — using a compass, sun and stars, or natural landmarks.

NATIVE, BASIC MILITARY, or SPECIALIST: Cost: 1

PARACHUTE

This is the basic airborne skill, allowing the character to make static line parachute jumps. The skill allows DMs for success in avoiding injury or mishap upon landing.

BASIC MILITARY or SPECIALIST: Cost: 2

PILOT (FIXED WING or ROTARY WING)

The character has training and experience flying aircraft. The referee may specify that a character's skill is with propeller planes only (generally light commercial aircraft), military jets, or commercial jets. Rotary wing skill is applied only to helicopters. Skill allows DMs for success in difficult or dangerous maneuvers.

Fixed Wing and Rotary Wing Skills are acquired separately.

PREREQ: INT 7+.

NATIVE: Cost: 3.

SPECIALIST: Cost: 2.

SCUBA

"Self-Contained Underwater Breathing Apparatus" is the equipment — air tanks and regulator, or rebreather — used to work and travel underwater for extended periods. SCUBA Skill allows a basic level of Skin Diving as well. Higher skill levels allow the use of exotic equipment, such as oxygen rebreathers. Swimming is a prerequisite skill, and once won, Swimming Skill will always be at least at the same level as SCUBA Skill.

RELATED SKILLS: Each level of SCUBA Skill allows one level of Skin Diving Skill, up to a maximum of three levels. SCUBA Skill also allows one additional level of Swimming Skill.

PREREQ: SWIMMING 2+, END 8+.

NATIVE: Cost: 3.

BASIC MILITARY, SPECIALIST: Cost: 2.

SKIING

The character has experience skiing. The skill may be used as a DM for success in hazardous or tricky situations while skiing.

PREREQ: END 10+.

NATIVE or SPECIALIST: Cost: 2.

SKIN DIVING

This skill represents the ability to move underwater using swim fins, mask, and snorkel. It does *not* include the use of SCUBA gear, which is handled as a separate skill. Swimming is a prerequisite skill.

RELATED SKILLS: Skin Diving 1 adds one level to the character's Swimming Skill.

PREREQ: END 8+, Swimming 2+.

NATIVE or SPECIALIST: Cost: 1.

SNIPER

The character has training in the techniques of sniper combat, including experience with various optical, infra-red, and laser sighting scopes. The skill allows DMs for success in combat with weapons designed specifically as sniper weapons, with special sights and usually with a mount or bipod for the weapon.

PREREQ: DEX 8+, Rifle 3+.

BASIC MILITARY or SPECIALIST: Cost: 2.

STEALTH

The character has training in silent movement. The skill allows DMs for success in attempts to move undetected in

order to approach an enemy position or attack a sentry.

BASIC MILITARY or SPECIALIST: Cost: 2.

SWIMMING

This is the basic skill for moving through water too deep to wade. This skill allows DMs for staying afloat or swimming long distances. (See: "Movement.") Swimming Skill is a prerequisite for both SCUBA and Skin Diving, and is increased by one level with the acquisition of either skill.

NATIVE: Cost: 1.

BASIC MILITARY or SPECIALIST: Cost: 2.

TACTICS

The character has experience in small unit tactics. This skill may be used as a DM in successfully setting ambushes, infiltrating enemy lines, or coordinating an assault.

BASIC MILITARY or SPECIALIST: Cost: 2.

TRACKED VEHICLE DRIVER

This represents the ability to drive military tracked vehicles, such as tanks or APCs.

BASIC MILITARY: Cost: 2.

TRACKING

This skill allows the character to follow NPCs across various types of terrain by reading the signs they leave behind — footprints, bent vegetation, or disturbed gravel. It allows DMs for success in following NPCs who are out of visual line-of-sight.

NATIVE (Assumes Hunting Experience): Cost: 3.

BASIC MILITARY or SPECIALIST: Cost: 2.

TRAPS

The character has skill in detecting, disarming, and creating traps. These may include booby traps, mines or other hidden explosive devices, and more exotic traps such as falls, snares, or the flying sharpened stakes or projectiles employed by jungle guerrilla fighters.

BASIC MILITARY or SPECIALIST: Cost: 2.

TREE JUMPING

This is a special skill employed by parachutists who must jump into jungles or heavily-forested terrain. They carry with them special harnesses and ropes allowing them to come to rest among the tree tops, then release themselves and descend to the forest floor. The skill allows DMs to reach the ground without becoming entangled or trapped.

PREREQ: Parachute, Free Fall

SPECIALIST: Cost: 2.

WEAPONS SKILLS

Delta Force characters will have training and experience with particular types of weapons. The skill level will allow DMs for success when using a weapon of that type. Skill may be won in the following weapons categories:

EXOTIC WEAPONS: Includes unusual — usually primitive edged or projectile — weapons, including bolas, shuriken, swords, crossbows, and others. Skill in these weapons is highly specialized, and cannot be transferred among dissimilar weapons within this weapons class.

FOREIGN WEAPONS: Refers to training with weapons from other countries within a given weapons class.

HAND GUNS: Includes revolvers and automatic pistols.

LIGHT AUTOMATIC WEAPONS: Auto-fire, burst-fire, or select-fire weapons such as submachine guns and

assault rifles.

MACHINE GUNS: Military light and heavy machine guns.

MORTARS: Indirect fire, light infantry-portable artillery weapons.

RIFLES: Bolt-action, semi-automatic, or automatic rifles and carbines, but only when single shots are fired. Skill with this weapons group may be carried over to light automatic weapons fired as single shot weapons.

SHOTGUNS: Weapons designed to fire shells which spray many small projectiles in a cone-shaped pattern.

SPECIAL WEAPONS: Unusual or experimental weapons including grenade launchers, rapid-fire grenade launchers, flame throwers, bazookas, rocket launchers, or multi-round projectile launchers.

Skill levels for Hand Guns, Light Auto Weapons, Machine Guns, Mortars, Rifles and Shotguns apply to all weapons within those classes. Foreign or unusual weapons in a class may require inspection or practice before use, and may confer an unfavorable DM in combat; but the skill level applies to *all* weapons in that class. Skill learned with the M-16 can be applied towards firing an Uzi SMG.

Foreign Weapons allows unfamiliar weapons in a given class to be fired without unfavorable DMs. Each level of skill allows training in a *different* weapons class.

Example: A character with Foreign Weapons (Handguns, Light Auto) 2 rating could use foreign pistols and assault rifles without adverse DMs.

Skill levels for Exotic and Special weapons are applied *only* to a single weapon in the class, unless specifically stated in the weapon's *Warbook* description. Knowing how to throw a bola confers no skill towards attempts to throw shuriken or fire a crossbow.

Characters with level two or higher skill in a given class should choose a particular weapon in that class from the *Warbook* as a "Favored Weapon." Use of a favored weapon confers an additional favorable DM in combat.

Skills Templates may specify weapons classes or particular weapons within a class.

PREREQ: DEX 5+.

NATIVE (Rifles, Handguns, Shotguns Only): Cost: 3.

BASIC MILITARY, SPECIALIST (Any Category): Cost: 2.

APPLYING SKILLS

Skills are used in *Delta Force* to help the characters complete various tasks. The most important use of a skill is in telling the player what his character can do. A character without Mountain Climbing Skill cannot be expected to know how to use pitons, crampons, or other equipment used in mountaineering. Indeed, he might have difficulty just walking on the ice.

In most cases, a character cannot even attempt an activity requiring a skill he does not have. In some cases, the referee may allow the character to attempt an action without the related skill, but with frequent critical rolls and an adverse modifier. How large such a modifier for lack of skill should be depends on the individual case and is up to the referee, but a DM of +6 or +8 on an attempt to hit a target with an unfamiliar weapon is standard.

Skills also allow DMs to assist characters attempting skill-related actions when a Critical Roll is necessary. For

example, a character who slips and falls while mountain climbing might be forced to roll 2D + 6 *less than* his AGI to grab a rock ledge and hang on. A Mountain Climbing Skill Level 3 would allow him to add a -3 DM to that roll, bettering his chances. In all cases, the referee has the final word about how skills and skill levels can be applied.

LANGUAGES

Language Skill is acquired somewhat differently than other *Delta Force* skills.

Characters can more easily learn languages related to those they already speak, while languages from entirely different linguistic groups are far more difficult.

Linguistic groups are broad categories, including several related languages. The following are the most commonly encountered language groups in *Delta Force* scenarios:

GROUP	LANGUAGES
English:	English
Germanic:	German, Dutch, Danish, Norwegian, Swedish, Yiddish
Greek:	Greek
Iranian:	Taijik, Farsi
Japanese:	Japanese
Khmer:	Cambodian
Romance:	Spanish, French, Italian, Portuguese, Rumanian
Semitic:	Arabic, Hebrew
Sinitic:	Mandarin, Cantonese
Slavic:	Russian, Czech, Polish, Serbo-Croat, Slovak, Bulgarian
Vietnamese:	Vietnamese

A foreign language is assigned a "Language Class" depending on the person trying to speak it. Classes are assigned to new languages as follows:

CLASS I: The character's native language is another language in the same linguistic group.

Cost: Level 1: 1; Level 2: 2; Level 3: 4; Levels 4 and 5: 2 each.

CLASS II: The character's native language is in a different group, but he has already learned *another* language in the new group, to at least level three. The referee may also allow this classification for languages of another group with which the character may be already familiar. Examples would be Spanish to a character from southern Texas, or English to characters from parts of the world where English has become a nearly international language, such as Western Europe, large cities in the Far East, and Israel.

Cost: Level 1: 2; Level 2: 4; Level 3: 6; Levels 4 and 5: 4 each.

CLASS III: The character is learning a language from a different linguistic group than his own.

Cost: Level 1: 3; Level 2: 6; Level 3: 8; Levels 4 and 5: 6 each.

Characters with an INT of 10+ *may*, at the player's discretion, apply their INT towards the purchase of additional languages after they have at least a level three in any one foreign language. The new language need not be in the same linguistic group. This purchase may be made when the character receives other skills from a skills template representing military training, or he may acquire the language during the course of an ongoing campaign lasting a year or more.

Players and referees may agree to give characters more than one language before they begin to acquire Native skills. These would be bi- or trilingual characters raised in families where more than one language was spoken at home.

USING LANGUAGE SKILLS: Skill levels are used as DMs in attempts to understand NPCs speaking foreign languages. Roughly speaking, Level 1 in a language means that only general ideas can be communicated or understood, Level 3 indicates moderate proficiency, and Level 5 indicates complete fluency. This allows the referee to gauge the success of attempts to win information from foreign-speaking NPCs. Language skill can also be a favorable DM in Critical Rolls where the PC is impersonating a foreign character. Relative Difficulty Factors will be set high or low depending on how much communication is necessary.



SECTION IV

TIME AND TRAVEL, EVENTS AND ENCOUNTERS

TIME

Time is measured in two ways in *Delta Force*: "Strategic Periods" can cover game time periods of minutes, hours, or days, and are used to represent travel times across great distances, or periods of relative inactivity; "Tactical Rounds" represent the passage of five seconds, and are used to simulate, step by step, the actions occurring during combat.

The referee is responsible for keeping track of the passage of time. Some missions will involve deadlines or a precisely-timed rendezvous; if the player-character group has split up, a record of elapsed game time is necessary to allow them to coordinate their efforts.

TRAVEL

Strategic Movement is used to cross relatively long distances in periods ranging from minutes or hours to days. It is used when the Delta Team must be deployed hundreds or thousands of kilometers from its staging area, and when the Team must escape across long distances after a mission.

Tactical Movement — carried out during Tactical Rounds — is used for combat, and for those times when there may be interaction between characters and NPCs.

Play normally begins, after Mission Planning, with a period of Strategic Movement, as the characters travel to or from a mission staging area or prepare their assault on an enemy position. The referee may interrupt a period of Strategic Movement at any time to allow a detailed simulation of a particular situation — an ambush, for example, or a conversation with a suspicious border guard.

This method allows the players to plan military operations with precision, working out the details of complex operations involving various vehicles and even separate forces. Simple hostage rescue scenarios might require relatively little Strategic Movement, particularly if play begins with the Delta team already at the site of the operation. Complex scenarios — such as hostage rescues from unfriendly nations, or missions to free POWs in Southeast Asia — can be planned in detail to include overland, air, sea, or river movement, and may be much more involved.

Each type of movement is discussed in detail below.

STRATEGIC MOVEMENT

Strategic Movement requires minutes, hours, or days of game time. The table below gives the time required to traverse various types of terrain under various conditions.

BASIC PASSAGE TIME

Basic Passage Time	Time To Cross		
	1 km	10 km	100 km
ON FOOT	10 min.	100 min.	18 hr.*
BY GROUND VEHICLE			
30 kph	2 min.	20 min.	3 h. 20 m.
60 kph	1 min.	10 min.	1 h. 40 m.
100 kph	36 sec.	6 min.	1 h.
BY AIRCRAFT			
300 kph	12 sec.	2 min.	20 min.
500 kph	8 sec.	1 m. 12 s.	12 min.
1000 kph	4 sec.	36 sec.	6 min.

* Takes into account short rest stops during the march, but

not longer stops for sleep. (See: "Endurance Loss.")

The characters' Basic Passage Time (BPT) by foot will be modified by local conditions, including weather and terrain. The following table lists the conditions which may affect travel time by foot. In each case, the Basic Passage Time is multiplied by the travel modifier. If several modifiers apply to the situation, the BPT is multiplied by each in turn.

GROUND TRAVEL MODIFIERS (On foot)		
CONDITION	MODIFIER	END Factors
Flat, Open Terrain	x 1	—
Good Road	x .8	—
Built-up Area, Village	x 1.2	—
City	x 1.5	—
WOODS		
Open	x 1.5	—
Heavy Underbrush	x 2	1
Dense Woods	x 2.5	2
Jungle, Swamp	x 3	4
HILLS		
Slight	x 1.5	1
Moderate	x 1.7	2
Steep	x 2	4
SNOW, MUD		
Light (Up to 5 cm)	x 1.5	1
Moderate (5 - 30 cm)	x 2	2
Heavy (Over 30 cm)	x 4 per 30 cm	4
Soft Sand	x 2	3
OTHER FACTORS:		
Night		
Moonlit, Streetlights	x 1.2	—
Starlit	x 2	—
Overcast	x 3	—
Light Rain or Fog	x 1.5	—
Heavy Rain, Dense Fog	x 2	—
Light Snow	x 1.5	—
Heavy Snow	x 2	1
TEMPERATURE		
Below 0° C	x 2	3
0° to 30° C	x 1	—
30° to 35° C	x 2	3
Over 35° C	x 3	5

The characters' journey should be broken into segments, or "legs," especially if the characters are traveling through a variety of terrain types. For example, the first leg might be across a sandy beach, the second through a town, the third across smooth terrain. The distances and BPT for each leg, as well as the modifiers specific to that leg, are calculated separately. These figures are then added together to give the time for the entire journey.

The delays caused by terrain do not take into account time lost for rest stops, combat, or unexpected events.

STRATEGIC VEHICLE MOVEMENT

GROUND VEHICLES: Several types of ground vehicles are described in *Delta Force* equipment lists, and the referee may add others at his discretion. Vehicle descriptions include weight (necessary if the vehicle is to be carried by

air), maximum range in kilometers on a single tank of fuel, amount of fuel the vehicle can carry and its maximum speed (in kph).

The Basic Passage Time (BPT) at several typical ground vehicle speeds are listed above. These are given as averages only. By studying mission maps before play begins, it will be possible to determine the distances which must be crossed and to calculate the BPT accurately for the trip. The BPT may be modified by various factors, including weather and rough terrain.

As for travel on foot, a Basic Travel Time is determined for vehicles. It is determined by using the *Warbook* data on range and maximum speed for that vehicle. (Note that vehicles are not *required* to travel at their maximum speed.)

Example: A truck moving at 70 kph travels 70 kilometers in one hour. If a target is 50 kilometers away, the truck will reach it in $50 \div 70 = .71$ hours, or about 43 minutes.

BASIC PASSAGE TIME AND TRAVEL MODIFIERS: Basic passage time assumes good roads, clear weather, and flat terrain. Since the characters will rarely (if ever) encounter such a situation, the Basic Passage Time must be modified by the following factors.

GROUND VEHICLE TRAVEL MODIFIERS		
FACTOR	x BPT FOR	
	Road Vehicles	Off-Road Vehicles
ROADS		
Poor Roads	1.5	1
Unimproved (Dirt) Roads	2	1
Unimproved Roads/Mud	4	2
HILLS/MOUNTAINS		
Moderate Hills	1.2	1.2
Steep Hills	1.8	1.8
Mountains	2	2
SNOW		
Light Snow (1" - 2")	1.5	1
Moderate Snow (3" - 12")	2	1.2
Heavy Snow (13" - 24")	3	1.5
Very Heavy Snow (Each Additional 12")	4	2
WEATHER/CONDITIONS		
Temperature Over 35° C	1.5	1.5
Moderate Rain/Light Fog	1.5	1.5
Heavy Rain/Fog	1.8	1.8
Downpour/Dense Fog	2.5	2.5
Moonlit Night	1.2	1.2
Starlit Night	1.4	1.4
Overcast Night	1.6	1.6
Off-Road Travel	NA	1.5

The referee may divide the total distance into smaller pieces and handle each separately as conditions and roads change.

Example: An M-113 APC, which is designed for off-road travel, makes a crossing of 150 kilometers through moderate hills, traveling at 50 kph. The Basic Passage Time would be $150 \div 50 = 3$ hours $\times 1.5$ (off-road travel) $\times 1.2$ (hills) = 5.4 hours, or about 5 hours, 24 minutes. If the ground were also muddy, the modifier for mud would double this to 10 hours, 48 minutes.



AIRCRAFT: Rough BPTs at several aircraft travel speeds are given in the Basic Passage Time Table. Aircraft BPTs can be affected by head- or tailwinds, storms, icing conditions, and other factors.

Instead of modifiers for terrain, there are factors which increase the risk of mechanical failure (Malf) or crashes. The Aircraft Travel Modifier Table lists various conditions which affect air travel times, as well as modifiers which contribute to the possibility of a crash or malfunction.

Pilots who choose to avoid a hazard multiply their BPT by the factor given under "Avoid." Pilots who choose to fly through the hazard use the "Fly Through" multiplier, and then must check for crash or malfunction DMs.

An emergency or malfunction will occur on a 2D roll — made for each possibility — of 13+. An emergency does not mean the aircraft will automatically crash, but it does require the pilot to make a saving throw of 8+, adding his Pilot Skill to the 2D roll. If the modified roll is *less* than 8, the aircraft will crash.

The result of a malfunction must be determined by the referee. A malfunction may lead to a crash or simply serve to increase tension. Examples include a blocked fuel line causing the engine to miss, a forced landing requiring engine repairs, or a fire during fueling preparations.

All aboard are generally killed when an aircraft crashes, but the referee may allow exceptions. Crashes suffered while

the aircraft is on the ground (another aircraft hits it during take-off or landing) require each character aboard to make a saving roll on 2D. The target of that roll — low or high — is set by the referee, based on the situation.

AIR TRAVEL MODIFIER TABLE					
Factor	Encountered	x BPT to Avoid	Fly Through	Crash	Malf
Icing	Winter, High Altitudes	1 + 1D/10	1.3	+2	+1
Thunderstorm	Any time; More Common in Tropics, Summer	1 + 2D/10	1.1	+2	
Sandstorm	Desert, Low Altitude Only	1 + 2D/10	1.3	+2	+3
Headwinds	2D = 8+				
Light	8 - 9		1.2		
Moderate	10 - 11		1.5		
Severe	12		1.8		
Tailwinds	2D = 8+				
Light	8 - 9		.9		
Moderate	10 - 11		.8		
Strong	12		.6		
Refueling Ground					+2
Mid-Air				+1	+2
Take-Off/Landing					
High Winds				+1	
Night (With Lights)				+1	
Night (No Lights)				+2	
Thunderstorm				+2	
Sandstorm				+3	
Blizzard				+2	
Unpaved Runway				+2	

These factors should be regarded as examples only, and can be adjusted to suit the situation. A BPT delay modifier of 1 + 1D + 10 will be 1.1 to 1.6, and a delay of 1 + 2D + 10 will be 1.2 to 2.2, depending on the roll.

Aircraft described as *Delta Force* equipment are listed with their maximum speed in kph, their fuel tankage, whether or not they can be refueled air-to-air, and their maximum range on a single load of fuel. This information can be used to determine precise passage times, broken into separate legs of the trip. The players should use this information to plan those portions of the mission requiring strategic air movement.

TACTICAL MOVEMENT

Tactical movement is movement by any character during a five-second Tactical Round. Each player states, at the beginning of the round, what type of movement, if any, his character is going to make during that round. The player also indicates the character's goal or, if a map is being used, the character's direction of movement on the map. The referee

then determines the distance covered by each character during the Tactical Round.

Movement may be interrupted by "Enemy Fire," by a "Tactical Interruption" or by a "Snap Decision." Each of these is discussed under "Combat."

The following table lists the various types of movement, and the distances covered by a character in five seconds.

TACTICAL MOVEMENT TABLE

In five seconds, a character can do any *one* of the following:

ACTION	TERRAIN	DISTANCE COVERED
Run	Open, Road	20 Meters
	Light Woods	15 Meters
	Sand	10 Meters
	Other Terrain	NA
Slow Run (Trot, Jog)	Open, Road, Light Woods, Sand, Tall Grass or Crops, Plowed Field	10 Meters
	Snow (to .25 m.), Mud, Rubble, Confined Area	5 Meters
	Other Terrain	N/A
Walk	Open, Road, Light Woods, Sand, Tall Grass or Crops, Plowed Field	5 Meters
	Dense Woods, Mud, Rubble, Snow (to .25 m.), Confined Area, Water (to .5 Meter)	3 Meters
Slow Walk (Cautious)	Open, Road, Light Woods, Sand, Tall Grass or Crops, Plowed Field	4 Meters
	Dense Woods, Mud, Rubble, Snow (to .25 m.), Confined Area, Water (to .5 meter), Thick Underbrush	3 Meters
	Snow (to .5 Meter)	2 Meters
Crawl	Open, Road, Light Woods	4 Meters
	Sand, Tall Grass, Crops, Plowed Field, Dense Woods, Mud, Rubble, Confined Area	3 Meters
	Snow (to .25 Meter), Thick Underbrush	2 Meters
Slow Crawl (Creeping)	Open, Road, Light Woods	2 Meters
	Sand, Tall Grass, Crops, Plowed Field, Dense Woods, Mud, Rubble, Confined Area, Snow (to .25 Meter), Thick Underbrush	1 Meter

Note: A character who is Burdened, Heavily Burdened, or Lightly Wounded can move only half of the distance given for each type of tactical movement. He may always move at least one meter while burdened or lightly wounded, however.

Characters may move up to the distance listed for each action. They may move a shorter distance if desired. Actions other than movement may be performed during a Tactical Round. (See: "Tactical Round Actions.")

Certain conditions may slow a character who is Walking or in a Slow Run. The distances given above for these actions are modified by the conditions on the next page.

CONDITION	DISTANCE x
Light smoke or Fog, Moonlit Darkness,	
Heavy Rain, Snow	.75
Heavy Smoke or Fog, Moonless Darkness,	
Downpour, Blizzard	.5

In each case, distances may be rounded *up* to the nearest meter, even if this results in no reduction in distance at all. For example, a character walking in light fog through snow may travel the full 2 meters allowed each round, rather than reducing the distance travelled to 1.5 meters.

These two modifiers are not cumulative. A character walking in a downpour at night has his distance reduced only by .5.

ADDITIONAL TYPES OF TACTICAL MOVEMENT

Characters may also make the following movements in one five-second round:

ACTION	TERRAIN	DISTANCE COVERED
Evasion	Open, Road, Light Woods, Tall Grass, Crops, Plowed Field	4 Meters
Diving	Any Terrain	2 Meters
Running Dive	Open into Any Terrain	3 Meters
Run up Stairs	Stairs	15 Steps
Walk up Stairs	Stairs	6 Steps
Climb Ladder	Ladder	3 Meters up, 4 Meters down
Climb Rope	Rope	2 Meters up, 4 Meters down
Rappel	Wall or Cliff	Skill x 10 Meters down
Paddle	Raft, Kayak or Canoe	5 Meters
Wade	(Water .5 - 1 Meter Deep)	1 Meter
Swim	(Water Over 1 Meter Deep)	Skill x 1.5 Meters
Swim Underwater	(Water Over 1.5 Meter Deep)	Skill x 1 Meter
Swim Underwater	(SCUBA or Skin Diving)	Skill x 2 Meters

Notes: "Evasion" is running in a zig-zag path to avoid enemy direct fire.

"Dive" is another form of evasion. The character dives or rolls for cover, always ending up prone.

"Rappelling" is the use of a double rope passed under one thigh and over the opposite shoulder to descend a wall or cliff face. A character may rappel a distance equal to 10 times his Climbing or Mountain Climbing Skill.

Swimming Skill (times 1.5 meters for surface or 1 meter for underwater) is used to determine how far a character can swim in a tactical round.

Swimming Underwater using SCUBA or Skin Diving Skill assumes the use of swim fins and allows the character to move two meters per skill level. Characters with Skin Diving Skill can dive to their skill level x 50 feet.

Several of these actions may result in a loss of the character's END. (See: "Endurance Loss.")

NOTES ON BURDENS

Evasion, Running or Walking up Stairs, Climbing Ladders, and Wading may be performed while burdened or lightly wounded. If so, the distances for each action are halved.

Rappelling while burdened is only possible if the entire burden is secured in a backpack or sling. Rappelling is not possible while wounded.

Swimming is possible while lightly wounded or burdened, but the character will cross only half the normal distance. Heavily burdened characters cannot swim.

Other of these additional actions listed above are not possible while burdened or wounded.

ENDURANCE LOSS

Certain actions made by characters require "Endurance Checks." Characters who fail an END Check will lose END. END lost in this way can be regained by rest.

The following activities require END Checks, once each listed period of time. The "Formula" gives the die roll and necessary modifiers, which are described below. Roll 2D and add the appropriate modifiers and time periods. If the result is equal to or less than the stat against which it is rolled, there is no END loss. If the roll is greater, the character loses 2 END points. In the case of "Exertion," the character loses 2 END and two points from the stat he was exerting.

The 2D roll is *also* modified by a DM+2 if the character is Burdened, and by a DM+4 if he is Heavily Burdened.



ENDURANCE LOSS TABLE

ACTIVITY	FORMULA	LOSS	PERIOD
Hand-to-Hand	2D+CR against END+3	END-1	10 sec.
Combat	2D+M against END	END-2	3 min.
Exertion	2D+CR+DM against STAT	STAT-2, END-2	Varies
Marching	2D+H against END-FACTOR	END-2	30 min.
Running	2D+M against END-FACTOR	END-2	1 min.
Swimming*	2D+H against END+SWIM	END-2	15 min.

* The formula for Swimming can be substituted when appropriate for SCUBA or Skin Diving.

ENDURANCE LOSS TABLE EXPLANATION

TIME: Minutes (M), hours (H), or Combat Rounds (CR) of activity wear down a character's END. Die rolls for various activities have the total time so far for that activity in minutes, hours, or Combat Rounds added to them in rolls against END or other stats.

Example: A character engaged in a firefight must make an END Check every three minutes. After three minutes he would roll 2D + 3 against his END. If the modified roll was

greater than his current END, his END would be reduced by two. Three minutes later another roll would be made, this time $2D + 6$ against the new END.

COMBAT: Extended combat is exhausting. Characters whose END is reduced to one during combat *must* rest. All other stats are *halved* as long as the character's END is one.

EXERTION: This applies to extreme exertion. Specific cases are determined by the referee, but include unusual feats of endurance, strength, dexterity, agility or even intelligence.

Rolls are made against an appropriate stat (e.g., STR if the character is exerting his strength). Failing a roll results in a loss of two points for both END and the applicable stat. The roll is modified by the number of Combat Rounds (CR) the exertion has been continued and by any adverse DMs the referee wants to apply for difficulty. The roll can be made once each Combat Round for extreme, short-term exertion (such as lifting a heavy weight), or at longer periods for less extreme, extended periods of exertion.

END FACTOR: Characters marching or running will lose END more quickly when traveling through difficult terrain or environments. The "Travel Modifier Table" includes a column of "END Factors" which are applied to Endurance Loss formulas for marching or running characters.

Example: The END Factor for travel through jungle is four. After marching one hour through the jungle, the player would roll $2D + 1$ against his END - 4. This roll is made once each 30 minutes, with an END loss of two each time the modified roll is greater than the modified END.

When the END Factor is applied to Strategic Movement, the most applicable terrain (referee's discretion) is used.

RECOVERY OF STATS THROUGH REST

Characters recover one END point lost through fatigue for every 20 minutes of rest. Marching characters may add a DM -2 to each END Loss roll if they rest 10 minutes per hour.

All stats which have been reduced through fatigue are returned to original values after an uninterrupted six hours' rest. Rest does *not* restore stats lost because of wounds.

EVENTS AND ENCOUNTERS

Delta Force scenarios are not all movement and combat. One of the first laws of warfare is that in a complex mission, the unexpected *always* crops up. Murphy's Law is as prevalent in combat as anywhere else — or more so.

"Encounters" are meetings with NPCs (possibly hostile, possibly friendly or neutral). "Events" are unexpected situations which may affect the outcome of the mission.

Individual Delta Force scenarios may list possible Events and Encounters on an "Event Table." The referee rolls 2D on this table at specified intervals, usually every few hours, and applies the results. As an example, a mission in the desert might encounter a sandstorm which threatens aircraft, or a party of nomads who might give the party away.

INFORMATION GATHERING

In Encounters, the attitude of the NPCs towards the player group can be established by the scenario or referee, or the referee can roll $2D - 2$ to create an "Attitude Value." Low numbers indicate a cooperative attitude on the part of the NPCs. High numbers indicate suspicion or hostility. An attitude of nine or ten might mean an instant attack — or it could mean the NPCs will *appear* friendly and lead the characters into a trap. The players should never know what an NPC's Atti-

tude Value is, but rather discover it for themselves.

Characters questioning an NPC can roll 2D against the NPC's Attitude Value + the NPC's Morale Value. The following DMs may be added to his roll:

INTERROGATION SKILL: This skill's DM is used if the character is questioning a prisoner, or if he is formally interrogating a witness — a released hostage, for example.

ORIENTEERING SKILL: This skill's DM is used if the character is questioning an NPC about directions.

CULTURE SKILL: This skill's DM is used if the character is questioning an NPC and needs an understanding of the local culture to communicate effectively.

Other skills may provide DMs at the referee's discretion, depending on the situation. A successful roll (modified roll is greater than the target value) may mean the referee gives the character one piece of information, or it may result in the NPC's Morale Value or Attitude Value being reduced by one. A failed roll may mean a lie or no answer at all from a hostile NPC, or confusion or increased suspicion in a friendly or neutral character.

The referee may find this an effective way of allowing the characters to receive important information prior to an assault. In real-life hostage crises, released hostages are questioned closely about the number and disposition of the terrorists, their weapons, their speech and attitudes... anything which will yield intelligence about the enemy.

When attempting to negotiate or gain concessions from characters, roll 2D against the characters' EXP using Negotiation Skill (if any) as a DM. If the modified roll is greater than the opponent's EXP, the request will be granted. Otherwise, it will be refused or a counter offer will be made. The referee may allow plus or minus DMs to the character's EXP to reflect his mood and character.



SECTION V

SIGHTING

To fight the enemy, you must find him. This rules section allows the referee to determine just when opposing forces sight one another under various conditions.

In many *Delta Force* situations, the enemy's position will be known before the mission begins, and sighting rolls are not necessary. The referee may wish to make sighting rolls to determine if and when the characters are sighted as they sneak up on an enemy position, however. In scenarios set in the bush, rolls will be necessary for *both* sides to determine which side sights the other first... and at what range.

The referee determines when sighting rolls should be made. In open country, or during Strategic Movement when opposing forces are within 1000 to 5000 meters of one another in daylight or within 100 meters of one another at night, sighting rolls should be made for each party once every few minutes. During Tactical Movement, a roll may be made any time a player character states he is looking for activity or targets in a direction which the referee knows is toward a possible target. It is not necessary for new rolls to be made every time one character loses sight of another during combat. Sighting rolls are reserved for initial contact — when one group is sneaking up on another, for example. The referee may allow a sighting roll to be made at any time the situation seems to require it (when, for example, a flanking group is sent out to move on an enemy position from the rear during a firefight). Once combat has begun, common sense, line of sight, and the flow of events should dictate sighting as characters move, fire, and take cover.

SIGHTING ROLL

Under ideal conditions, a character will spot another character by rolling the "Base Sighting Number" or less. The Base Sighting Number is determined by the range.

A number of modifiers are added to the Base Sighting Number to reflect conditions such as light, terrain, and weather. All applicable modifiers are added to the Base Sighting Number to yield a "Modified Sighting Number."

A target is sighted if the 2D roll is equal to or less than the Modified Sighting Number. If the Modified number is 12 or more, the target is automatically sighted. If the number is one or less, the target cannot possibly be sighted, and a Sighting Roll is not necessary.

BASE SIGHTING NUMBER

RANGE	
Under 5 Meters	30
5 - 10 Meters	26
11 - 20 Meters	22
21 - 50 Meters	18
51 - 100 Meters	15
101 - 200 Meters	12
201 - 500 Meters	8
501 - 1000 Meters	6
1001 - 2000 Meters	4
2001 - 5000 Meters	2
Over 5000 Meters	1

SIGHTING MODIFICATIONS

These modifiers are added, as applicable, to the Base Sighting Number:

LIGHT	
Moonless Night	-10
Starlit Night	-8
Moonlit Night	-6
Twilight/Dusk	-3
Looking into the Sun	-8
WEATHER	
Light Rain	-5
Heavy Rain/Light Fog	-8
Heavy Snow:	-10
Heavy Fog/Smoke	-12
TERRAIN	
Clear, Flat, Open (Daylight Only)	+4
Knee-High Vegetation (Crops)	-2
Waist-High Vegetation (Crops)	-4
Dense Vegetation (Thicket)	-8
Light Woods	-5
Rugged/Rocky	-8
Heavy Woods	-10
Jungle	-20
Heavy Jungle	-30
TARGET (Day/Night)	
Individual	0/-5
Group of People	+2/-2
Small Vehicle (Car, Jeep, APC)	+3/0
Large Vehicle (Truck, Aircraft)	+5/+2
Small Building	+15/+5
Multi-Story Building	+25/+8
Dust from Moving Vehicle	+20/0
Moving	+8/+3
TARGET CHARACTER (Day/Night)	
Standing	0/0
Kneeling/Sitting	-5/-8
Partial Cover	-10/-15
Prone	-15/-20
Camouflage Uniform	-5/-8
Complete Camouflage	-8/-15
Using Stealth Skill	-SKILL
Behind Smoke Screen	-12/-25
SIGHTING CHARACTER (Day/Night)	
From Higher Elevation (5+ Meters)	+10/+2
From Lower Elevation (5+ Meters)	-5/-8
Sighting Character Alert	+5/+3
Uses Binoculars	+8/+5
Uses Light Amplifier Scope	-/+10*
Uses Infra-Red Detector	-/+12*

* Light amplifiers work only against negative DMs for darkness or dim light. They cannot penetrate smoke. Infra-red detectors can penetrate smoke.

Although this is a long list of factors, those which affect visibility are grouped for easy reference. In most cases, only one factor from each group is used, and often one or more groups will not apply at all. Also, once a DM is set, it will change little or not at all for the course of the encounter.

Example: The referee rolls to determine if a character sees an enemy NPC 220 meters away. It is twilight, and the target NPC, a sentry, is kneeling. The Base Sighting Number is 10. The applicable DMs are -3 (light) and -5 (target's



position) which give a Modified Sighting Number of 2.

If the 2D roll is a 2, the target will be sighted. Any higher roll means the sentry is not seen.

If the sighting character was Alert (specifically looking for the enemy in the proper direction), the Modified Sighting Number would have been 7. The sentry would be seen on a roll of 7 or less.

CAMOUFLAGE: DMs are allowed for characters wearing camouflage uniforms and for complete camouflage. Camouflage uniforms benefit the wearer *only* when worn against a background against which the camouflage is effective. Camouflage uniforms do *not* allow DMs when the wearer is moving, silhouetted against the sky or trying to blend into a background other than what his uniform was designed for. Camouflage uniforms include patterns for Woodland, Jungle, Desert, Arctic (all white) and Night Ops (all black).

Complete Camouflage requires the character to take extra camouflage measures besides wearing appropriate clothing. His face is blacked or covered with camouflage make-up, his hands are gloved or covered with make-up, and precautions are taken to ensure that all clips, buckles, links or metal implements on the character's person, weapons, and equipment

are removed or securely fastened and covered to prevent unwanted noise and light reflections. Characters with Camouflage Skill have been trained in these techniques, and may use their skill in DMs towards achieving surprise.

This DM cannot be combined with the DM for wearing a camouflaged uniform.

SIGHTING AT NIGHT: The "Sighting Modifications Table" provides the DMs which should be applied toward attempts at sighting at night or in dim light. Some additional guidelines are provided below:

It takes 5 minutes for a character's eyes to adjust to the dark. Characters who look toward a strong light source (searchlight, vehicle headlights, aircraft landing lights) at night must add a DM of -10 to attempts to sight anything during this period. If there is a question about whether or not a character would look towards a light source, roll 2D + 4 against his EXP. He will be dazzled if the roll is greater than his EXP.

Vehicle and building lights can be seen at night at any range up to 5000 meters, unless trees, terrain, or other obstacles intervene. Flashlight beams can be seen at night at any range up to 200 meters. The muzzle flashes from firing

weapons are visible to 100 meters. The glow from a cigarette can be seen at any range up to 30 meters. To spot lights at up to twice these ranges, roll 2D with a DM of +5 if the character is Alert. The light will be seen on a roll of 11+.

SURPRISE

Elite combat units are trained in the art of sneaking up on sentries or other enemy personnel in order to eliminate them swiftly and silently. This is often the first stage of an assault on an enemy position, a move which allows the characters to gain the advantage of "Surprise."

One or more characters can win surprise over an enemy if they can move to within attacking distance without being sighted. Attacking Distance here means within range of the attackers' weapons if they are staging an ambush, and within two meters if they intend to attack an enemy NPC hand-to-hand.

To achieve surprise in an attack, players must use the following procedure:

The enemy must be sighted (See: "Sighting") without being sighted in return.

The characters must move into position. Every 30 seconds (six Combat Rounds) during which they move and are in danger of being seen or heard by the enemy, each character rolls 2D + the enemy's Alertness Factor against his own EXP + Stealth Skill. If the character's EXP is nine or less, he must use his TRA stat instead.

If the character is using Camouflage and is not against a contrasting background, he may add half his Camouflage Skill level (fractions rounded up) to his Stealth Skill. If he is using Complete Camouflage he may add his full Camouflage Skill Level. Camouflage and Complete Camouflage are discussed under "Sighting."

This roll should *also* be made any time the characters are in special danger of discovery — as, for example, when a character makes a final dash into the open to grab a sentry from behind.

The enemy's Alertness Factor is determined as follows:

ALERTNESS FACTOR

5: Fully alert and ready. The characters know something is happening out there. This would be the level for sentries after an alarm has been sounded, or who have been told that there are enemy forces in the area.

4: Alert and ready, but not alarmed. The characters are watchful, but aren't certain that enemy forces are nearby.

3: Reasonably alert. This is the level for bored sentries, or soldiers on duty who are expecting no trouble.

2: Average awareness. Applied to troops who may be relaxing, reading, talking, or engaged in other activities.

1: Drunk, dazed, or thoroughly engaged in doing something else.

0: Asleep or unconscious.

Alertness Factors can be assigned by the referee, or created randomly by rolling 1D - 1.

If a character's roll of 2D + Enemy Alertness is greater than his own EXP or TRA + Stealth Skill, he has made a noise or in some other way given himself away. If the enemy's Alertness Factor is currently at level five, a roll for Sighting is immediately calculated and made. A DM of +5 (if it is day) or +3 (night) is added for alertness. If their Alert-

ness is four or less, it immediately is raised to five and the sighting roll is made.

A Sighting Roll is made by each enemy NPC who is in a position to see the characters. Thus, if three sentries have been alerted by a noise in the darkness, each makes his own Sighting Roll.

The referee may also allow Sighting Rolls to be made by the enemy if the attackers are forced to leave cover and move into an area where they *might* be seen by enemy NPCs. Generally, however, Sighting Rolls are made only when an attacking character fails his roll against his EXP + Stealth.

If a Sighting Roll fails, the enemy is still fully alert. "I'm *sure* I heard something out there, Sarge!" The referee may allow them to open fire blindly, or to remain where they are... waiting. Other options would include issuing a challenge or sending out a patrol. Exactly what the enemy does is up to the referee guiding them, of course, based on that particular situation.

RESULTS OF ACHIEVING SURPRISE

If a character or group of characters make it into position without being discovered, they will receive the following advantages in their attack.

FIRST FIRE: The characters may fire first in the Combat Round during which firing begins.

INITIATIVE: The attacking character automatically has the Initiative for the first Combat Round of Hand-to-Hand combat with a surprised enemy.

MORALE/PANIC: Enemy characters who are caught by surprise must make *immediate* rolls against their Morale Values to determine whether or not they will panic.

DIE MODIFIERS: Individual situations may allow favorable DMs in combat rolls when the attacker has won surprise.



SECTION VI COMBAT

TACTICAL ROUND ACTIONS

At the beginning of each Tactical or Combat Round, each player must state what action his character is going to take. The following table lists some possible actions.

TACTICAL ROUND ACTIONS

MOVEMENT: The character may move as described under "Tactical Movement." There may be limits to movement due to terrain or other factors, but the character may move up to the distance given by the movement table.

LOAD WEAPON: The character loads his weapon. For most modern weapons, this involves removing an empty magazine and replacing it with a loaded one, then drawing a bolt to chamber the first round.

CLEAR WEAPON: The character clears a jammed weapon.

TAKE STANCE: The character positions himself to carefully aim at a target, preparatory to "Aimed Fire."

FIRE COMBAT: The character engages in one of five different types of weapons fire: Suppression Fire, Opportunity Fire, Direct Fire, Multiple Target Fire, or Aimed Fire.

HAND-TO-HAND COMBAT: The character engages in combat with an opponent, using his skill at martial arts, hand-to-hand-combat, or with a weapon such as a knife.

PREPARE GRENADE: The character prepares to throw a grenade.

THROW GRENADE: The character throws an armed grenade.

TASK: The character performs one of a variety of general activities. Some examples include preparing a demolitions charge, entering or leaving a vehicle, picking a lock, rappelling down a wall, placing sensor equipment, or questioning an NPC.

Each action requires an amount of time to perform it. These times may be drawn from various sources — the Movement Tables for the distance travelled in five seconds, the Weapons listings in the *Warbook* for times to load a particular weapon, and common sense for activities such as entering a vehicle. Several actions may be attempted during a single Combat Round, and any activities which are partially completed may be carried over into the next Round.

COMBAT ROUND RESOLUTION

The referee is responsible for determining the order of events during each Combat Round. It is the referee who introduces the unexpected, as friendly and enemy NPCs take actions which affect the player characters.

The order of events will usually be logical and obvious. In cases where two characters simultaneously encounter one another, which character fires, dodges, or hits first is determined by comparing their REA levels. The character with the higher REA announces and resolves his planned actions first. If the REAs are the same, the order can be random.

The train of actions chosen by the characters during a Round can be interrupted in two ways:

TACTICAL INTERRUPTION: When an NPC — especially an enemy character — does something unexpected, a character may be forced to abandon whatever he is doing and do something else. For example, a character walking across an open field will want to dive for cover if he is shot at. The

referee determines how far into the Round the interruption occurs. The character states the action he is taking in the time remaining in that Round.

SNAP DECISIONS: Characters may change their minds in mid-Combat Round with a snap decision. This works the same way as a tactical interruption, but is suggested by the player rather than the referee.

WEAPONS

Characters engaged in fire combat will be carrying weapons chosen by the players (for player characters) or the referee (for NPCs.) The *Delta Force Warbook* lists a number of different weapons which may be used by either side in a *Delta Force* encounter. Each player should copy the pertinent weapon stats for the weapons carried by his character onto a piece of paper and keep it handy for reference during the game. These stats give the referee and players all the information they need to use these weapons in *Delta Force* play.

"Length," "Weight" and "Magazine Weight" are used to determine whether or not a character is burdened. "Weight" represents the weapon's weight unloaded, while "Magazine Weight" is the weight of a single, full magazine. Characters going into combat will generally carry several spare magazines, and their total weight should be calculated.

"Rate of Fire" is used to determine hits in "Suppression" or "Multiple Target Fire," and is used to calculate "Magazine Emptied," which is how long a magazine will last with continuous automatic fire. It applies only to *full auto* fire.

"Load Time" is the time required to reload.

"Range" gives the distance in meters for Point Blank, Close, Medium, and Long Ranges for the weapon, and the 2D rolls necessary to hit at each range. Damage DMs are applied at the indicated range to the roll for damage.

"Penetration," which is derived from the weapon's caliber and muzzle velocity, is used to determine how far rounds fired from this weapon can penetrate various types of cover, and is applied to the "Fire Penetration Table" in the section entitled "Cover."

"Recoil" is a DM to the "To Hit" roll when the weapon is fired on full automatic. It is applied only to rounds fired *after* the initial three-round burst.

"Failure" is the chance a weapon will malfunction. 2D are rolled once each Combat Round the weapon is fired, and if the Failure Number or higher is rolled, the gun jams. It must be cleared by a 2D + 2 roll against the character's DEX made once each Combat Round beginning with the *next* Round.

FIRE COMBAT

FIRE PROCEDURE: All applicable Combat Modifiers, plus and minus, are added to the Base To Hit number, raising or lowering it. For each single shot, three-round burst, or three-round burst under full automatic fire, the player rolls 2D. If the result equals or is greater than the Modified To Hit number, the target has been hit. If the result is *less than* the Modified To Hit number, the shot has missed.

In some — though not all — cases, it will be necessary for the referee to check to see if shots which missed the target hit other characters in the line of fire. It may even be necessary to check to see if other characters have been hit by rounds which completely penetrated a target which was hit. This is discussed in the section entitled "Penetration."

There are three different types of Fire Combat: "Direct Fire," "Suppression Fire" and "Multiple Target Fire."

DIRECT FIRE

Direct fire is fire at a specific target, usually an enemy NPC. This is the most common type of fire during *Delta Force* combat. Characters engage in Direct Fire as follows:

Determine the range from the firing character to the target. Then find this range on the "Weapon Table" to determine the "Base To-Hit Number."

Determine which Combat Modifiers apply. These are listed on the "Combat Modifier Table." Then add all applicable Combat Modifiers (CM) to the Base To-Hit Number and roll 2D. If the result is *greater than* or *equal to* the Modified To-Hit Number, the firing character has scored a hit.

Depending on the weapon being used, Direct Fire may be Semi-Automatic (one shot for each squeeze of the trigger), a Three-Round Burst (three shots for each squeeze of the trigger), or Full Automatic.

SEMI-AUTOMATIC: Each semi-automatic shot is rolled for separately.

THREE-ROUND BURST: Each three-round burst is handled as though it were a single shot, with a CM of -1 to the To Hit Number allowed by the Combat Modifier Table. Check "Burst Fire Damage" for each hit.

FULL AUTO: Full automatic fire is broken into a series of three-round bursts, with a separate roll To Hit for each burst. Modifiers are allowed by the Combat Modifier Table for full-auto fire at close, medium, and long range. The three-round burst CM is *not* applied for full-auto. There may be a penalty to accuracy for recoil for each burst *after* the first. Check "Burst Fire Damage" for each hit.

Direct Fire may be made with semi-automatic or burst fire at up to five target characters in rapid succession; but each target after the first has an additional DM added to the To Hit roll. A DM of +2 is added for the second target, a DM of +3 for the third, +4 for the fourth, and +5 for the fifth.

In order to speed play, Direct Fire may be classified as "Aimed Fire" or "Opportunity Fire."

AIMED FIRE: Characters who can devote time to preparing to fire at a specific target can make Aimed Fire Attacks. This form of attack is used by snipers and sharpshooters and gives a character his best chance of hitting a target.

The "Combat Modifier Table" lists specific modifiers which can be applied only in Aimed Fire, including the use of sights, Sniper Skill, and correct firing stance. This allows the referee to create a single CM which changes little or not at all from Round to Round.

Aimed Fire can be semi-automatic, three-round burst, or full-auto, with CMs applied from the "Combat Modifier Table" for burst or automatic fire. The CMs for using telescopic or laser sights with full automatic fire are applied *only* to the *first* three-round burst of aimed fire.

OPPORTUNITY FIRE: Opportunity Fire is fire combat made hastily, or on the spur of the moment. It is less accurate than Aimed Fire, but it allows an advantage in determining initiative in the Combat Round.

As for Aimed Fire, some CMs on the "Combat Modifier Table" are reserved for Opportunity Fire only. The referee can create a single CM which will change little or not at all from Round to Round.

Opportunity fire is resolved in the same way as Aimed Fire, but will be less accurate.

If two opposing characters encounter one another at the same moment, so that there is a question about which one would fire first, a character making Opportunity Fire will *always* shoot before a character making Aimed Fire. If *both* characters are using Opportunity Fire, the character with the highest REA will fire first. If both characters have the same REA, fire is simultaneous.

OPTIONAL USE OF OPPORTUNITY FIRE: Characters may elect to use opportunity fire even before they've identified a target. The referee announces that a target has just appeared, and the player says "Fire!" The referee then describes the target.

If the target was, in fact, an enemy, the shot is resolved as a normal Direct Fire Attack, with Opportunity Fire modifiers. If the target was *not* an enemy, the character may stop the attack by rolling his REA plus his Weapon Skill or less on 2D+3. If the roll fails, the attack is carried out normally.

If this type of Opportunity Fire attack is made, the attacking character will *always* fire first, even with an REA lower than his opponent.

SUPPRESSION FIRE

Suppression Fire is used to make the enemy keep his head down, and to provide covering fire for friendly troops who are trying to change position.

The effectiveness of Suppression Fire depends on how many rounds are fired during a single Combat Round.

To use Suppression Fire, the number of rounds being fired must be estimated. This is done by using the weapons statistics for magazine capacity and rate of fire to determine the number of rounds being fired.

Example: The Uzi SMG fires 600 rounds per minute from a 32-round magazine.

The firing player might announce his character is firing a full magazine (32 rounds), half a magazine (16 rounds), or a one-second burst (10 rounds). The number of rounds being fired during one combat round is used to calculate the "Suppression Factor" below, and the effects noted.

Suppression Fire is *not* directed against a particular target, but it *is* directed in a particular direction — for instance, towards the point from which enemy fire has been coming or towards a particular window or clump of trees. Target NPCs may or may not be visible along the line of fire.

SUPPRESSION FIRE PROCEDURE: The total number of rounds being fired during a single Combat Round by all characters engaged in Suppression Fire is added, and the "Suppression Fire Table" is then consulted.

SUPPRESSION FIRE TABLE

(Rounds fired + 5 + 2D = Suppression Factor)

Suppression Factor	Result	Casualties
7 or Less	NE	11+
8 - 12	Morale Roll	10+
13 - 20	Pinned	9+
21+	Pinned	8+/9+/10+

SUPPRESSION TABLE RESULTS EXPLANATION

NE: "No Effect." Any characters in the line of fire and not under cover may be hit by stray rounds on a roll of 11+.

MORALE ROLL: Characters in the line of fire must each make a roll against their "Morale Level" and check for panic. (See: "Morale.") Characters in the line of fire and not under cover may be hit by stray rounds on a roll of 10+.

PINNED: Characters in the line of fire will not move from their position. They must make an immediate roll against their Morale, and they must make an *additional* morale roll *each time* they attempt to return fire or take any other action which would expose them to fire. Characters in the line of fire may be hit by stray rounds on a roll of 9+.

NPCs who have no immediately available cover must roll their Morale value. If the roll is successful, the NPCs may attack or seek cover. If not, they must seek cover.

Characters pinned by a Suppression Factor of 21+ may be hit more than once. The players roll 2D and their characters are hit on a result of 8+. They roll again and are hit on a roll of 9+. They roll a third time and are hit on a roll of 10+. Each character could be hit one, two, or three times.

Casualties caused by Suppression Fire are determined by the referee. Characters under cover which is thick enough to deflect the bullets do not have to make saving throws for Suppression Fire. DMs for movement, partial cover, or other protecting factors are *not* applied to rolls for Suppression Fire Casualties. However, the referee should use the appropriate part of the "Wound Location Table" for characters who are under partial cover.

Note that Weapons Skill is not applied to die rolls for Suppression Fire.

MULTIPLE TARGET FIRE

An advantage of automatic weapons is that they may be used to "spray" a group of targets, causing a number of casualties. At the beginning of the Combat Round, the player designates his intended targets. These targets should be within approximately 45° of one another as seen from the firing character's position. Individual characters within a target group may not be skipped. If a firing character is using multiple target fire at two particular characters, he *must* attack all characters standing between these two as well.

MULTIPLE TARGET FIRE PROCEDURE: As with Suppression Fire, the player states how many rounds he is firing in a single burst. This number may be approximated by saying he is firing an entire magazine, half a magazine, a one-second burst, or whatever.

The number of rounds fired is added to 2D, plus the firing character's skill with the weapon, minus one for each 10 meters of range. This gives the "Target Factor."

The Target Factor is then divided by three, then again by the number of possible targets. The result is rounded up to the nearest whole number to give the Multiplier. The Multiplier gives the number of rolls which must be made by each character.

MULTIPLE TARGET FIRE TABLE

(Rounds + 2D + Skill - Range = Target Factor)

(Target Factor ÷ 3 ÷ Targets = Multiplier)

Target Factor	Results	Casualties
5 or Less	Morale Roll	11+ x Multiplier
6 - 9	Morale Roll	10+ x Multiplier
10 - 13	Morale Roll	9+ x Multiplier
14 - 18	Morale Roll	8+ x Multiplier
19 - 24	Pinned	7+ x Multiplier
25 - 40	Pinned	6+ x Multiplier
41+	Pinned	5+ x Multiplier

The Morale Roll and Pinned results are the same as for Suppression Fire. The Multiplier is used to determine how many rolls each character must make.



Example: If a group of NPCs is fired at with a Factor of 20 and a Multiplier of three, 2D must be rolled for each character three times, with a hit scored for each roll of 7 or more.

Hit locations and results are determined in the usual way.

SHOTGUN EFFECTS

Shotguns fire a spray of small rounds in a cone-shaped swath which hits everything in its path. The cone expands the farther the shot travels from the gun.

Characters standing near the target character may be hit whether the target is hit or not. To calculate this, divide the range from the firing character to the target by 20 and round fractions up to determine a distance in meters. Roll separately for each character within that distance of the target, with the roll needed to hit any character in that area the same as the roll needed to hit the target itself.

Characters hit by shotgun blasts at less than Medium Range have additional DMs added to their damage rolls to represent the effect of the concentration of shot which hits them. These are listed on the combat tables for individual weapons in the *Warbook*.

FIRE COMBAT MODIFIERS PROCEDURE

FIRE COMBAT RANGES

To resolve Direct Fire combat, the range to the target must be known. Range may be determined by measuring on the tactical combat maps provided for each scenario or by the referee estimating the distance as he describes the situation.

Range is determined to be "Short," "Medium," "Long" or "Extreme," depending on the type of weapon being fired. "Point Blank" range is a special case, and is always two meters or less.

Each specific range has been assigned a number called the "Base To-Hit Number." For short range this is 9+, for medium range 12+, for long range 14+, and for extreme range 18+. The Base To-Hit Number is increased by factors such as movement by the firing character or the target, decreased by the firing character's skill with the weapon.

Each weapon description in the *Warbook* gives the distances, in meters, for that weapon's short, medium, long, and extreme ranges.

Example: The U.S. M1911A1 .45 automatic pistol has a short range of 10 meters, a medium range of 30 meters, a long range of 50 meters, and an extreme range of 100 meters. To hit a target with a .45 at a range of 5 meters (short range for that weapon), with no other modifiers, the firing character would have to roll 9 or higher on 2D.

Weapons fired at Point Blank Range always hit. Characters may, however, make saving rolls of 2D + 3 against their AGI to avoid being hit or to block the weapon as a first move in Hand-To-Hand combat. When there is question about which character would move or shoot first, the character with the higher REA will always have the initiative.

COMBAT MODIFIERS

Base To-Hit rolls are modified by various factors. These factors and the appropriate modifiers are listed on the following table:

Factor:	Base To Hit Modified by:
MOVEMENT	
Character Running (Not Allowed in Aimed Fire)	+3
Character Moving at Slow Run or Walk	+1
Character is in a Moving Vehicle	+2
Target is Running at Short/Medium Range	+2/+1
Target is Walking or at Slow Run	+1
Target is Evading	+3
Target is Diving	+2
VEHICLES	
Target is a Car/Truck at Close Range	-7/-9
Target is a Car/Truck at Medium/Long Range	-4/-5
Target is a Car/Truck at Extreme Range	-2/-3
Vehicle is Moving at Close/Medium/Long Range	+4/+2/+1
Aimed Shot at Particular Target	-2
COVER/VISIBILITY	
Target is Partially Concealed (Only Head, Arms, Shoulders and Part of Torso Visible)	+3
Target is Concealed (Only Head Visible)	+4
Target is Completely Hidden behind Soft Cover	+3
Visibility is Poor (Night or Dark Room)	+3
Visibility is Poor (Twilight, Poor Lighting)	+2
Visibility is Poor (Rain, Fog, Snow, etc.)	+1
WEAPONS USAGE	
Each level of Weapon Skill	-1
Character is Unfamiliar with Specific Weapon Type	+2
Character fire is Snap Decision (Opportunity Fire Only)	+3
Recoil Factor (Full Automatic Only)	+1 to +3
Multiple Direct Fire Targets (Single Shot or Burst)	+2 to +5
Firing Character Uses 'Off' Hand	+3
Firing Character is Distracted, Burdened or in Awkward Position	+1 to +3
Firing Character has Light Wound	+2
Firing Character has Moderate Wound	+4

Factor:	Base To Hit Modified by:
AIMED FIRE MODIFIERS	
Firing Character Assumes Proper Firing Stance (Applied to Direct Fire, Single Shot or Burst Fire Only)	-1
For Each Level of Sniper Skill	-1
Stance Taken for Very Careful Aim for Half of Combat Round	-2
Weapon (Other Than Heavy Machine Gun) Braced with Hand or Against Wall or Other Solid Support	-1
Weapon (Other Than Heavy Machine Gun) Braced with Bipod, Tripod or Gun Mount	-2
Use of Telescopic Sniper Scope (Applied to Aimed Direct Fire, Single Shot or First Burst Only)	-2
Use of Laser Sighting Scope (Applied to Aimed Direct Fire, Single Shot or First Burst Only)	-3
WEAPON TYPE MODIFIERS	
Full Automatic Fire, Long Range	-1
Full Automatic Fire, Medium Range	-2
Full Automatic Fire, Close Range	-3
Three-Round Burst (Any Range, Not Full-Auto)	-1
Shotgun Fired at Close Range	-4
Shotgun Fired at Medium Range	-3
Favored Weapon	-1
OPTIONAL	
"Lucky Shot" (At Referee's Discretion Only)	-1D

Additional modifiers may be given for individual weapons in the *Warbook* listing.

This list appears rather formidable, listing a great many factors applied to fire combat. However, only a few of these factors will be used at one time, and some — such as the character's weapons skill, his range to the target, or the fact that he is wounded — will remain constant for a number of Combat Rounds, simplifying calculations made during play.

COMBAT MODIFIER DESCRIPTIONS

The referee must determine which modifiers are applicable in any given combat situation. This section is a guide to assist the referee in making his determination.

To-Hit Modifiers are grouped by category, to simplify the To-Hit calculations.

MOVEMENT-RELATED MODIFIERS

CHARACTER RUNNING/SLOW RUN/WALK:

It is extremely difficult to aim a weapon with any accuracy while moving at the same time. This is especially true when the firing character is running; about all he can do is shoot in the general direction of the target. Aimed Direct Fire cannot be attempted while running.

CHARACTER IN MOVING VEHICLE: Despite years of Hollywood car chase shoot-outs, it is nearly as difficult to hit a target from a moving vehicle as it is to hit a target while running.

Aimed Direct Fire is allowed from a vehicle (unlike a running character) as long as the firing character is not driving at the same time. The referee may allow a modification of +1 instead of +2 if the vehicle is cruising slowly. This is at the referee's discretion.

TARGET IS MOVING/VARIOUS RANGES: The farther away a target is, the easier it is to track with a weapon. However, *any* movement by the target makes the firing character's shot more difficult. These modifiers reflect that difficulty. The referee should *not* apply these modifiers if the target is moving directly toward or away from the firing character.

TARGET EVADING: The target can attempt to evade fire by running in a zig-zag path. This modifier may *not* be combined with other modifiers for movement, but may be used instead.

TARGET DIVING: This modifier is used if the target is diving for cover, ducking back out of the line of fire, or engaged in some other, similar fast movement. Whether or not the target character happens to make his move just when the attacker opens fire is generally at the referee's discretion.

VEHICLE MODIFIERS

TARGET VEHICLE: Vehicles are rather larger and easier to hit than a man. The first DM is for a typical car at the given range, the second for a truck or APC. The referee should modify these DMs as needed. If the target is the cab of a truck — about the same size as a car — the value for a car should be used. Larger vehicles — such as an aircraft — should be given proportionately larger negative DMs. For the combat results of hitting a vehicle, see "Vehicle Combat," below.

MOVEMENT: As with the size of the vehicle, the referee should use his judgment on the size of this modifier. It will be lower for low speeds or greater range, higher for fast speeds and close range. The values listed are for a moderate speed (50 kph) at close, medium, and long to extreme range.

AIMED SHOT AT TARGET: Used when the firing character is aiming at a particular character in the vehicle, or at a particular part of the vehicle, such as a tire.

CONCEALMENT MODIFIERS

TARGET PARTIALLY CONCEALED: If only a character's head is visible (or only his head, arms and shoulders are visible), he makes a far more difficult target. If the target is hit, a check against Penetration may be necessary to determine the damage caused by the hit. (See: "Hit Damage.")

TARGET COMPLETELY HIDDEN/SOFT COVER: This modifier is applied when the target character cannot be seen, but the attacking character knows about where he is. For example, the target might be concealed behind bushes, or on the far side of a wood panel door.

The referee may modify this number up or down depending on the situation. It is easier to pinpoint a character's position when he is crouched behind a particular airliner seat than when he is hiding in a field of tall grass.

VISIBILITY: These modifiers are applied when visibility is restricted. It is assumed that the attacking character *can* see the target. (See: "Sighting.")

WEAPONS USAGE MODIFIERS

SKILL LEVEL: This reflects the character's training and practice with that weapon type.

CHARACTER UNFAMILIAR WITH WEAPON

TYPE: This applies to characters who have experience with one weapon type (e.g., rifles), but not with another (pistols or automatic weapons). Most members of an elite combat unit will have had experience with all weapons types. This modification is applied primarily to NPCs, such as civilians who pick up an unfamiliar weapon during a firefight.

SNAP DECISION: Characters who fire wildly, without taking aim or thought, have an extra +3 DM added to their Modified To-Hit number. The referee may wish to have other characters in the general direction of the target roll 2D if the shot misses the target, with the first to roll 10+ taking the hit instead.

RECOIL FACTOR: The recoil of automatic weapons tends to drag the barrel of the weapon up and off the target. This tendency is severe in some weapons, moderate or almost nonexistent in others. The recoil factor of each weapon is given with the weapon description, and should be noted for each weapon in the scenario by the referee.

Recoil becomes a factor *only* after the first few rounds are fired. This modifier is applied *only* to weapons on full automatic, and *not* to the first three-round burst of fire.

Example: The Modified To-Hit number for an automatic weapon is eight before its recoil factor of +2 is added. The character fires a full 20-round magazine at a target (a series of six three-round bursts). The first burst is a hit on a roll of eight or more. For the remaining five bursts, the recoil factor is added, allowing a hit on a roll of 10 or more for each.

MULTIPLE DIRECT FIRE TARGETS: This modifier is applied when the firing character is confronted with several targets, and he must shift from one to another hurriedly during the same Combat Round. It applies only to Aimed or Opportunity Fire, and only to semi-automatic fire or three-round bursts. (When using full-auto, "Multiple Target Fire" should be used instead.)

The first shot at the first target is resolved normally, with no additional unfavorable modifiers. The first shot at the *second* target has a DM of +2 added, and the firing character may *not* receive favorable CMs for taking careful aim or for bracing his weapon against a support. (He *may* receive CMs for taking a proper stance, however.)

The third target has a CM of +3, the fourth a CM of +4, and the fifth a CM of +5. More than five targets may not be fired at with Direct Fire in a single Round.

"Targets" refers to separate target characters. The firing character may fire several times at one character without taking the additional CM for multiple target fire, though he would not be able to apply CMs for taking careful aim. The unfavorable multiple target CM is applied only when the firing character's aim changes from one target to another.

FIRING CHARACTER USES 'OFF' HAND: Right-handed people have difficulty firing accurately with their left hand, and vice-versa. Characters with special training may learn to fire accurately with either hand and ignore this modifier.

FIRING CHARACTER IS DISTRACTED, BURDENED OR IN AWKWARD POSITION: Characters trying to fire while driving a car cannot concentrate on both tasks. Characters trying to fire while dangling from a rope on the side of a building will find aiming and controlling their weapon awkward. Characters trying to fire with one hand while carrying an injured comrade in the others will find themselves burdened.

Application of this modifier is at the referee's discretion, but should be used to reflect the difficulty of the shost a character is attempting — and may be raised or lowered, depending on the situation.

FIRING CHARACTER WOUNDED: A wounded character will have difficulty taking aim and controlling his weapon.

AIMED FIRE MODIFIERS

STANCE: This modifier is applied to reflect a stance which is carefully prepared and taken before firing. The character may not take any other action or move for half of one Combat Round (2 to 3 seconds) before firing.

SNIPER SKILL: This represents special training in handling sniper equipment, breathing and control.

WEAPON BRACED: This modifier represents the character taking aim with his weapon braced against recoil. This includes steadying a pistol by gripping the weapon hand with the other hand, or bracing a rifle on a boulder, fence, chair, crossed ski poles, or some other support. This modifier is applied to single shots and three-round bursts only, not to automatic fire.

WEAPON MOUNT: Sniper rifles often use bipods or mounting brackets to steady the weapon during firing. This modifier is applied to any gun mount, bipod, or tripod. Heavy machineguns *must* be fired from a mount or tripod, and do not receive the benefit of this modifier.

SCOPES: Some weapons may be equipped with telescopic, infra-red, or laser sighting scopes. The capabilities and uses of each are discussed in the equipment section. The modifiers reflect the improved accuracy possible with scopes. The modifier is applied only to Aimed Fire shots, and may modify single shots, three-round bursts, or the *first* three rounds of full auto fire.

WEAPON TYPE MODIFIERS

FULL AUTOMATIC: The more pieces of metal in the air, the more likely the target is to be hit. This is especially true at short and medium range, when the bits of metal are closer together and the target is easier to hit. This modifier reflects the greater likelihood of hitting a target with full automatic fire. It is *not* applied when firing individual three-round bursts.

SHOTGUN: A shotgun fires a number of small projectiles in a cone-shaped area spreading out from the muzzle of the gun. Shotguns are relatively short-ranged, but do terrible damage when they hit. This modifier reflects the fact that shotgun fire is particularly effective at close ranges.

FAVORED WEAPON: Each character trained in handling weapons will have one or more favorite weapons. This modifier is applied to those weapons the character is especially comfortable with, or practices with frequently.

OPTIONAL MODIFIER

LUCKY SHOT: The use of this modifier is *entirely* at the referee's discretion. It is used to prevent the players from trying to calculate the odds for hitting a target in advance ("Let's see... I've got -3 for skill, but the target's running, and that makes a To-Hit of 14, so I can't possibly hit him...") It allows characters to make occasional wild shots at distant or hard-to-hit targets which they normally would have no chance of hitting — those with Modified To-Hit numbers of 13 to 18 — with a chance of sometimes hitting them after all.

PENETRATION

The "Penetration Number" (or "PEN") of a weapon measures how far a bullet will travel through armor or various types of cover on impact. It also gives some idea of how much damage the projectile will cause when it hits body tissue. The Penetration Number is based on the weapon's muzzle velocity and the bullet's caliber, since, generally speaking, the larger and faster a projectile is, the farther it will penetrate and the more damage it will cause.

The Penetration Number for each weapon is listed with the weapon's other stats in the *Warbook*. Examples include the U.S. .45 automatic pistol with a PEN of 7, and the M-16 assault rifle with a PEN of 15.

When a projectile hits a wall, armor, or some other barrier, the barrier's "Armor Value" (AV) is compared to the projectile's PEN. If the PEN is *greater than* the AV, the projectile penetrates the armor. If the AV is greater than or equal to the PEN, the projectile is stopped. A list of Armor Values for common materials is given in the section "Cover."

If a projectile penetrates a barrier, the AV is subtracted from the PEN. This gives the projectile's *new* Penetration Number. Conceivably, a projectile could travel through several walls or other barriers, shedding energy with each impact, and still injure a character.

RANGE EFFECTS ON PENETRATION: Penetration is *increased* by one if the Damage DM line on the "Weapon Table" is +1 or more. Penetration is *reduced* by one if the Damage DM is -1, and by two if the DM is -2.



COVER

"Cover" is anything which protects a character from hostile fire. Cover may be "Hard Cover," which affords complete protection, or "Soft Cover," which may conceal a character from the enemy, but which bullets will still penetrate. Many forms of cover, such as thin walls or bullet-proof vests, provide some protection from fire, but can still be penetrated by high-powered rounds.

The "Fire Penetration Table" provides the Armor Values of some common examples of cover.

FIRE PENETRATION TABLE

COVER	ARMOR VALUE
WOOD	
2 cm Wood	1
5 cm Wood	2
7 cm Wood (Wooden Door)	7
30 cm Wood	12
50 cm Wood	25
100 cm Wood	50
SHEET METAL	
.25 cm Steel	3
.5 cm Steel	5
.7 cm Steel	7
1 cm Steel	15
1.5 cm Steel	25
2 cm Steel	35
5 cm Steel	90
CONCRETE, BRICKS	
8.5 cm (One Thickness of Brick)	18
20 cm Concrete (Concrete Block)	30
30 cm Concrete	40
50 cm Concrete	60
20 cm Reinforced Concrete	50
STONE	
30 cm Stone	20
60 cm Stone	40
100 cm Stone	90
OTHER COVER	
Furniture, Upholstery	3
Human Body	5
Typical House Internal Wall	8
Typical House Floor	9
Car Door, Armored Glass	9
Jet Aircraft Hull	10
Steel Helmet, Flak Jacket	10
Car Body	11
Kevlar Vest, Nylon Helmet	12

The Armor Value of other types and thicknesses of cover can be extrapolated from these examples.

When a round hits a barrier behind which a character has taken cover, compare the weapon's PEN with the Armor Value of the barrier. If the PEN is *greater than* the AV, the round passes through the barrier. Subtract the AV from the weapon's PEN; the result is the bullet's *new* PEN.

If the new PEN is 1 - 3; there is a DM of -3 on the roll for damage to any character who is hit. If the new PEN is 4 - 6 there is a DM of -2 on the damage roll.

Wood, concrete, bricks, and stone can be "whittled away" by continuous fire. The Armor Value in one given target area will be reduced by three with each three-round burst of fire which hits it.

BODY ARMOR

Specific types of body armor are described in the *Delta Force Warbook*. Flak vests and bullet-proof vests will stop projectiles up to the level of their armor rating.

Vests and other body armor protect only the part of the body they cover. Where a round hits is determined by the "Wound Location Table."

If a round which hits body armor has a PEN four or more points less than the Armor Value of the protective gear, there is no effect.

If the round has a PEN of one to three points less than the Armor Value of the protective gear, the wearer must roll 2D + 3 against his END. If the roll is greater than his END, he is knocked down. In any case, he will be badly bruised by the hit, though otherwise uninjured.

If the round has a PEN equal to the protective gear's Armor Value, the character will be knocked down. He will also be badly bruised. Treat him as though he has a Light Wound in the area where the bullet hit. No rolls for Bleeding are made.

VEHICLE COMBAT

When the target of Direct Fire is a vehicle and a hit is scored, roll 2D. For typical cars or truck cabs, the round or burst will hit a window on a roll of 9+, and part of the vehicle itself with an eight or less.

If the round or burst hits a window, each character in the vehicle must roll 2D, and is hit on a roll of 9+. Windows have no Armor Value. APCs are assumed to have no windows.

If the round or burst hits the car body and penetrates, the referee rolls 2D. On a 10+, he rolls again on the "Vehicle Critical Hit Table," below. Otherwise, there is no effect.

A character may also aim at a particular target, such as a tire or the driver, using the appropriate Combat Modifiers. Failure means the vehicle is hit, but not the target.

GROUND VEHICLE CRITICAL HIT TABLE

If the first 2D critical hit roll is 10+, roll again on this table.

2D ROLL:	7 or less	8	9	10	11	12
RESULT:	NE	P	P	EN	T	EX

VEHICLE CRITICAL HIT EXPLANATION

NE: "No Effect."

P: Passenger. Each character rolls 2D, and is hit on 9+. Allow for the reduction of the round's PEN if it passed through the vehicle's armor.

EN: Engine. The vehicle engine is damaged. It will suffer a malfunction (referee's option) on a roll of 8+. Malfunctions could include loss of gasoline or brake fluid, a fire, a holed radiator, or a dead engine.

T: Tire. A tire has been shot. Speed is affected and the car may crash.

EX: Explosion. The vehicle's fuel tank has been hit.

A critical hit may result in a crash. If the vehicle is in motion when it is hit, roll 2D and add all appropriate Vehicle Crash Modifiers.

VEHICLE CRASH MODIFIERS

FACTOR	DM
A Tire is Hit	+3
The Driver is Hit	+5
The Engine is Hit	+2
For Every 10 kph Over 40 kph	+1
For Every 10 kph Under 40 kph	-2

A crash will result on a modified roll of 12+. This roll is made even when no critical hit has been scored.

The referee is responsible for determining what a crashing vehicle hits. When a vehicle crashes, all characters aboard roll on the Basic line on the "Wound Location Table."

For every 10 kph over 50 kph the vehicle was traveling, add one to the roll against the "Hit Damage Table." Also, make a second roll on the "Critical Hit Table" with the same DM to check for an explosion.

An "EX" result on the Critical Hit Table will kill everybody in the vehicle.

HAND-TO-HAND COMBAT

From time to time, characters will find themselves fighting an enemy hand-to-hand: using knives, improvised weapons, martial arts skills or bare hands. This rules section allows *Delta Force* players to simulate hand-to-hand combat.

HAND-TO-HAND COMBAT PROCEDURE

At the beginning of each Combat Round in which Hand-to-Hand Combat is taking place, the Combat Modifiers and Initiative of each character involved must be determined.

The character with highest REA has initiative. If characters have the same REA, initiative is determined randomly.

INITIATIVE: The player (if his character has initiative) or the referee (if an NPC has initiative) determines who will attack first. The character may choose to attack or may decide to watch his opponent to respond to his attack. If both characters watch, no combat takes place in that Round.

ENDURANCE LOSS: Continued Hand-to-Hand combat is exhausting. At the end of every two Combat Rounds, roll 2D + the number of Combat Rounds of Hand-to-Hand fighting so far. If the modified roll is greater than the character's END + 3, his END is reduced by one.

When END is reduced to one as a result of extended combat, all stats are reduced by half (fractions rounded up). END is raised by one for every 20 minutes the character rests.

BASIC HAND-TO-HAND COMBAT

Hand-to-Hand combat is relatively unimportant in *Delta Force*, except during certain specialized maneuvers such as attacking a sentry from behind or trying to disarm a terrorist.

The "Basic Hand-to-Hand Combat Table" allows the players to simulate hand-to-hand exchanges quickly, without slowing the pace of the game.

Basic Hand-to-Hand Combat can be applied to attacks with the bare hands (including martial arts attacks), to attacks using a blunt weapon (such as a club, rifle butt or rock), and to knife attacks.

In each case, add the applicable Combat Modifiers (CMs) into a single DM. The character with initiative strikes first, and is considered to be the "Attacker." If the Attacker incapacitates the Defender immediately, there is no further combat. If the Defender is *not* incapacitated, the Defender's CM is determined, and an attack is made against the Attacker.

The effects of combat — including loss of END and wounds — are applied immediately.

Combat continues back and forth until one of the characters is incapacitated or killed. One exchange (an Attacker's attack and the Defender's response) takes one Combat Round.

BASIC HAND-TO-HAND COMBAT TABLE

ATTACK WITH BARE HANDS

CM = +1 for each point of STR and AGI above opponent's STR and AGI;

-1 for each point of STR and AGI less than opponent's STR and AGI;

+1 for each level of Hand-to-Hand Skill or

+2 for each level of Martial Arts Skill;

+3 for Surprise;

+5 if struck from behind.

2D + CM:	7 or Less	8 - 9	10 - 12	13+
Results:	Combat Continues	D	S	U

ATTACK WITH BLUNT WEAPON

CM = +1 for each STR point above opponent's STR;

-1 for each STR point below opponent's STR;

+3 for Surprise;

+5 if struck from behind.

2D + CM:	6 or Less	8 - 9	10 - 14	15+
Results:	Combat Continues	S	U	K

ATTACK WITH KNIFE

CM = +1 for each AGI point above opponent's AGI;

-1 for each AGI point below opponent's AGI;

+3 for Surprise;

+6 for attack from behind.

2D + CM:	5 or Less	6 - 7	8 - 9	10 - 11	12+
Results:	Combat Continues	LT	MD	SV	K

COMBAT RESULTS:

D: Dazed (The Character is Dazed for 2D Minutes.)

S: Stunned (The Character is Stunned for 2D Minutes.)

U: Unconscious (Unconscious for 2D Minutes.)

LT: Light Wound

MD: Moderate Wound

SV: Severe Wound

K: Killed



ADVANCED HAND-TO-HAND COMBAT SYSTEM

If a Hand-to-Hand combat situation demands greater detail than can be provided by the Basic System above, the Advanced System may be used. The Advanced System is more time consuming, but combat can be played out Round by Round with great accuracy.

The Advanced System is best used in situations where a terrorist must be disarmed or overpowered before he can fire at hostages or arm a grenade, and in attempts to silence a guard before he can give the alarm.

COMBAT PROCEDURE: The first character to attack — the Attacker — announces the type of attack he is attempting. The other player may choose a "Defensive Move" — "Block," "Break" or "Evade" — or he may choose to ignore his opponent's attack and press his own attack.

The Attacker's combat is then resolved. If the Defender is attempting to Block, Break or Evade, he rolls for that action before the Attacker's combat results are applied. Those results may be changed or eliminated entirely by a successful defensive maneuver.

If the Defender chooses to press his own attack, the results of the Attacker's combat are applied *first*. The results of that attack may reduce the effectiveness of the Defender's maneuver.

Each character may make one maneuver in a Combat Round. However, there is a single exception: a character who attempts to "Disarm" his opponent may get a result of "NE/ATK." This result gives his opponent one free attack at the end of that Combat Round. That attack may be with the weapon, using the weapon in a blunt weapon attack or with bare hands or martial arts.

The effects of combat — including loss of END and wounds — are applied immediately.

COMBAT MODIFIER: Before Hand-to-Hand combat begins, the player determines a Combat Modifier (CM) for his character. The referee determines the Combat Modifier for the player's NPC opponent.

The Combat Modifier is determined as follows:

COMBAT MODIFIER

For Each Two-Point Difference in STR, AGI and REA	+1
For Each Applicable Skill Level	0 to +n
For Weapons Advantages	-4 to +4
For Disadvantage	-2
For Each Point of END Lost	-1
Attacker Wounded	-2 to -4
Attacker is Down	-2
Defender is Down	+3
Character is Surprised (First Combat Round Only)	-3
Character Wins Surprise (First Round Only)	+3

COMBAT MODIFIER EXPLANATION

STR, AGI, and REA: Each character gets a CM of one for each two STR, AGI, and REA points above his opponent's corresponding stats. Left over points are lost.

Example: A player character with stats of STR 8, AGI 9 and REA 9 is fighting an NPC with STR 11, AGI 11, and REA 7. The player character gets a +1 for his higher REA. His opponent would get a +1 for his higher STR and a +1 for his higher AGI, for a total CM of +2.

APPLICABLE SKILL LEVEL: Each character gets a +1 CM for any action or attack in which he possesses training.

This is applied only when the skill can be *directly applied* to the combat. At the referee's discretion, a CM of +1 might be allowed in a *related* martial arts skill. The art of Ju-Jitsu, for example, concentrates on throws and holds, while Karate emphasizes kicks and strikes. Skill in Karate would allow only a CM of +1 in a martial art as different as Ju-Jitsu.

Example: A character is using Karate in Hand-to-Hand Combat and has a Martial Arts Skill Level of three in Karate. He would get a CM of +3. If he was using a club or bayonet or other weapon unrelated to his Karate skill, he would get no skill modification at all. If he tried to use a Judo throw (something not done in Karate), he might be allowed a +1 only, at the referee's discretion. (See Appendix III: Martial Arts.)

WEAPONS ADVANTAGES: Certain weapons used in Hand-to-Hand Combat confer various advantages or disadvantages in reach or effectiveness when used against other weapons. To determine the weapon advantage, cross index the weapons being used on the table below. The result is the plus or minus DM applied to the character's attack.

Note that specific martial arts disciplines allow more of an advantage than more traditional hand-to-hand skills. This is because many martial arts attacks and moves are specifically designed to counterattack knives or other weapons.

Note: A bayonet which is not mounted on a rifle is considered to be a knife.

WEAPONS ADVANTAGES TABLE

Opponent Using	Hands	Martial Arts	Blunt Weap.	Edged Weap.	Knife	Club	Bayonet
Character Using							
Hands	0	-2	-1	-2	-3	-4	-4
Martial Arts	+2	0	0	-1	-2	-1	-1
Blunt Weapon	+1	0	0	-1	-2	-3	-3
Edged Weapon	+2	+1	+1	0	-1	-2	-3
Knife	+3	+2	+2	+1	0	-1	-2
Club	+4	+1	+3	+2	+1	0	-1
Bayonet	+4	+1	+3	+3	+2	+1	0

Example: A player character using a club against an NPC with a knife would get a CM of +1, while the NPC opponent would get a CM of -1.

DISADVANTAGE: Some Hand-to-Hand combat results call for a "Disadvantage." This represents such shifting variables in Hand-to-Hand Combat as loss of balance or psychological advantage. A character who receives this result applies a -2 to his Combat Modifier for the entire *next* Combat Round.

ENDURANCE LOSS: Characters engaged in Hand-to-Hand Combat lose END points from wounds and fatigue. The total number of END points lost during the current battle plus the number of END points lost because of previous wounds and fatigue is noted. This total is then applied as a negative CM.

Example: A character has already lost three END points from a Light Wound during the current Combat Round. In

the previous Combat Round, when he was attacked by an enemy NPC hand-to-hand, he lost another END point. He begins the current Combat Round with a total END loss of 4 points. He must apply -4 to his total CM during the current Round.

ATTACKER DOWN: A character who tries to attack while on the ground is at a slight disadvantage if the defender is standing up, and receives a CM of -2 in his attack. This does not apply when both characters are down.

DEFENDER DOWN: A character attacked while lying flat on the ground is at a slight disadvantage if his attacker is standing up. The Attacker receives a CM of +3 in his attack. This does not apply if both characters are down.

ATTACKER WOUNDED: A wound can affect an attacker's speed, movement, and accuracy. Any character with a Light Wound receives a -2 CM for that wound. Any attacking character with a Moderate Wound receives a -4 CM. These DMs are cumulative; an attacker with two light wounds and a moderate wound would have a total CM of -8.

SURPRISE: If a character has been surprised by an opponent's Hand-to-Hand attack, he receives a CM of -3 for the first Combat Round only. During the next Round, he is no longer surprised, and no longer subject to this modifier.

An attacker who achieves surprise adds +3 to his CM for the first Combat Round only. He also automatically wins the initiative for that Round.

Note: The Combat Modifier must be recalculated whenever a major change in the character's condition takes place. The effects of wounds, END loss or picking up or losing weapons are felt immediately.

COMBAT FACTORS

Each character fighting Hand-to-Hand has a "Combat Factor" generated at the beginning of each Combat Round.

The Attacker's Combat Factor is:

$2D + \text{Applicable Skill} + \text{Character's CM} = \text{Combat Factor 1 (CF1)}$

The Defender's Combat Factor is:

$2D + \text{Applicable Skill} + \text{Character's CM} = \text{Combat Factor 2 (CF2)}$

At the beginning of each Combat Round, the "Combat Differential" is calculated.

$CF1 - CF2 = \text{Combat Differential}$

Combat Differential is used to determine the outcome of that round of combat. It is recalculated at the beginning of each Round.

HAND-TO-HAND ATTACKS

ATTACK/BASIC: Character attempts to hit or kick opponent using brawling or street-fighting techniques, but not martial arts.

Applicable Skill: Hand-to-Hand

Combat Differential:

Below -6: A/-INT

-6 to -4: A/DIS

-3 to 0: NE

+1 to +2: D/DIS

+3 to +4: END/-1

+5 to +6: STUN

+7 to +8: END/-1D + D/DWN on 2D = 7+

+9 to +10: END/-1D + D/DWN

+11 +: UNC

ATTACK/BLUNT WEAPON: Character attacks opponent using club, rifle butt, rock, or furniture.

Applicable Skill: Hand-to-Hand or Martial Arts (Nunchuks)

Combat Differential:

Below -5: A/-INT

-5 to -3: A/DIS

-2 to 0: NE

+1 to +2: D/DIS

+3 to +5: DMG/-1 + STUN

+6 to +7: DMG/-1D

+8 +: DMG/-1D + UNC

ATTACK/EDGED: Character attempts to stab or slash opponent with knife or other blade weapon, including machete, bolo, kukri, or a broken bottle.

Applicable Skill: Knife Fighting or Exotic Edged Weapon

Combat Differential:

Below -6: A/-INT

-6 to -3: A/DIS

-2 to 0: NE

+1 to +2: D/DIS

+3 to +9: D/DIS + WND on 2D roll of 8+

+10 +: WND/+2

ATTACK/MARTIAL ARTS: Character attacks opponent using one of various martial arts disciplines.

Applicable Skill: Martial Arts

Combat Differential:

Below -5: A/-INT

-5 to -4: A/DIS

-3 to 0: NE

+1 to +2: D/DIS

+3 to +4: DMG/-1

+5 to +6: DMG/-1 + STUN

+7 to +8: DMG/-1D

+9 +: DMG/-1D + UNC

BLOCK (DEFENSIVE MANEUVER): Character attempts to block attack. Cannot block a Surprise Attack.

Applicable Skill: Hand-to-Hand or Martial Arts

Combat Differential:

Below -3: D/DIS

-3 to 0: NE

+1 to +2: BLK/-2

+3 to +4: BLK/-4

+5 to +8: BLK

+9 +: BLK + A/DWN

BREAK (DEFENSIVE MANEUVER): Character caught in Grapple, Pin, Stranglehold, or Stranglehold/Garrote attempts to break free.

Applicable Skill: Hand-to-Hand or Martial Arts

Combat Differential:

0 and Below: NE

+1 to +6: BRK

+7 +: BRK + A/DIS

DISARM: Character attempts to disarm opponent.

Applicable Skill: Hand-to-Hand or Martial Arts

Combat Differential:

Below -3: NE/ATK

-3: NE

-2 to +2: Combat continues as Grapple

+3 +: DISARM

DRAW WEAPON: The character attempts to turn a weapon on his opponent. The weapon may be a holstered pistol, sheathed knife, a rifle slung over his shoulder, or a grenade attached to his belt or combat harness. This may also represent picking up a previously dropped weapon, or grabbing something nearby to be used as an improvised weapon.

To draw the weapon the character must roll 2D + 2 against his AGI. However, if the characters are Grappled, the roll is 2D + 4 against his AGI.

If the modified roll is less than or equal to his AGI, the character succeeds. If the roll is greater, he fails.

EVADE (DEFENSIVE MANEUVER): The character attempts to avoid or evade his opponent's attack. This maneuver cannot be used if the characters are already Grappled. If the attacker is using Martial Arts Skill, there is an *additional* DM of +1 for each level of Martial Arts Skill.

This maneuver cannot be used to avoid a Surprise Attack.

Roll 2D against the character's AGI plus Combat Differential minus Attacker's Martial Arts Skill. If the roll is less than or equal to this number, the character avoids the enemy's attack. If the roll is greater, the attack results are applied as usual.

GRAPPLE: Character attempts to grab opponent and hold him.

Applicable Skill: Hand-to-Hand or Martial Arts

Combat Differential:

Below -4: Miss + A/DWN

0 to -4: NE/Miss

+1 +: Grapple; A/DWN and D/DWN on 2D = 7+

With a successful Grapple, both characters will fall down on a 2D roll of 7+. This is disregarded if the attacker is pushing his opponent into a wall or other obstacle.

Roll separately for each character attempting to grapple one character. If any single character is successful, others can join their STR in an attempt to Pin the Grappled character.

GRAPPLE/TAKE GRENADE: The character Grapples with a character holding a grenade in an attempt to keep him from arming it. Several characters can add their STR together in the attempt.

Applicable Skill: Hand-to-Hand

Combat Differential:

0 and Below: Defender drops the grenade at his (referee's) discretion.

+1 +: Defender Pinned. Grenade held secure.

PIN: Opponent is held immobile.

Applicable Skill: Martial Arts (Judo, Akido or Hwarang Do), Hand-to-Hand or STR.

Combat Differential:

0 and Below: NE/Miss or BRK

+1 +: Pin

More than one character can add their STRs together as a single applicable "skill."

STAND: A character who is down tries to stand.

Roll 2D against character's AGI + 3. If the result is less than or equal to this number, the character may stand up at the beginning of the next round. If the roll is greater, he remains down during the next Round.

STRANGLEHOLD: The character attempts to get a stranglehold on his opponent.

Applicable Skill: Hand-to-Hand

Combat Differential:

0 and Below: BRK or NE/Miss

+1 +: STR

STRANGLEHOLD/GARROTE: The character attempts to strangle his opponent with a wire, guitar string or noose.

Applicable Skill: Hand-to-Hand

Combat Differential:

0 and Below: BRK or NE/Miss

+1 +: STR+

THROW: The character attempts to throw his opponent. Used with Martial Arts Skill, this refers to throws learned in Judo, Ju-jitsu, Akido, and Hwarang-Do. Used with no skill at all and beginning with a Grapple, it represents wrestling the character to the floor.

Applicable Skill: Martial Arts (Judo, Ju-Jitsu, Akido or Hwarang-Do).

Combat Differential:

Below -5: A/DIS

-5 to 0: NE/Miss

+1 to +2: Miss - D/DIS

+3 to +7: D/DWN

+8 +: D/DWN + STUN

HAND-TO-HAND COMBAT RESULTS

A/DIS: Attacker Disadvantaged. Add -2 to CM next Combat Round.

A/DWN: Attacker Down. If Defender remains standing, add -2 to CM next Combat Round.

A/-INT: Attacker loses Initiative next Combat Round.

BLK: BLOCK. Defending character blocks opponent's attack, making it No Effect.

BLK/-2: Partial Block. Defending character partly deflects attack. Recalculate results of attack with a -2 DM applied to the Combat Differential.

BLK/-4: Partial Block. Defending character partly deflects attack. Recalculate results of attack with a -4 DM applied to the Combat Differential.

BRK: Break. Characters are separated. Either may attempt to run or to renew combat next Round.

D/DIS: Defender Disadvantaged. Add -2 to CM next Combat Round.

DMG/-1: Damage -1. Reduce all stats by 1.

DMG/-1D: Damage -1D. Reduce all stats by 1D.

D/DWN: Defender Down. If attacker is standing, add +3 to his CM next Round.

DISARM: Defender loses weapon. Attacker must roll to Draw Weapon if he wants to use it.

END/-1: Defender loses one END point.

END/-1D: Defender loses 1D END points.

NE: No Effect. Combat continues.

NE/ATK: No effect, but opponent gets one free attack at end of current Round, and automatically has the initiative at the beginning of the next. This is a catastrophic failure of a Disarm attempt.

NE/Miss: Attacker misses. No effect.

PIN: Defender is held helpless. He may attempt a break once each Round.

STR: Stranglehold. Defender loses one END point each Round. When END = 0, he passes out and loses one STA point each Round. Defender may attempt a break once each Round he is conscious.

STR+: Stranglehold with Garrote. Defender loses 1D

END points each Round. When END = 0, he passes out and loses 1D STA points each Round. Defender may attempt a Break once each Round he is conscious.

STUN: Defender is Stunned (See: "Other Combat Results").

UNC: Defender is Unconscious (See: "Other Combat Results").

WND: Wound. Check "Wound Location Table" for location.

Roll 2D: 2 - 6 = Light Wound;

7 - 9 = Moderate Wound;

10+ = Severe Wound.

Additional DMs:

-2 for Improvised Blade (Broken Bottle);

+2 for Blades Over 30 cm Long;

+3 for a Bayonet;

+5 for an Ax or Similar Weapon.

WND+2: Roll for Wound with an additional DM of +2.

GRENADES

Grenades are small explosive devices which come in a variety of sizes, shapes and purposes. They are designed to be thrown by hand or fired from a grenade launcher, and are favored by terrorists because their compact size lets them be smuggled past security checkpoints, while their potential for random destruction makes them ideal as weapons of terror.

At the same time, special grenades have been developed in recent years for use by anti-terrorist units — notably the stun grenade or "flashbang."

GRENADE DESCRIPTIONS

The *Delta Force Warbook* contains descriptions of various types of hand grenades, launchers and grenade launcher rounds. Information includes size, weight, type of filler, type of fuse, the grenade's range and its blast effects.

USING GRENADES

Hand grenades are armed and thrown as a Tactical Action during a Combat Round. Most grenades are armed by pulling a cotter pin ring and releasing the arming lever. This lever can be held in place as long as the character wants; the grenade is *not* armed until the lever is released.

Once the lever is released, the grenade is armed, and will detonate after the time delay given in its *Warbook* listing.

RANGE: Hand grenades can be thrown a base distance (given in the *Warbook* listing) + the thrower's STR, in meters. A character with an STR of 9 could throw a grenade with a listing of 20 + STR up to 29 meters. A character can also make an underhanded toss of a grenade up to half of his DEX in meters.

ACCURACY: The thrower designates a "Target Point" at which he is aiming. At ranges within the grenade's base distance, he will be on target with a 2D roll of seven or more. If his target is judged by the referee to be difficult — a window or a particular foxhole, for instance, a DM of +2 is applied to the roll.

At ranges beyond the base distance the thrower will be on target with a 2D roll of nine or more. If the target is judged to be difficult, there is a DM of +3.

If the grenade is tossed underhand, there is a DM of -1 applied to the accuracy roll.

SCATTERING: A grenade which misses its target will scatter. Roll 1D on the "Scatter Diagram" to determine the direction of scatter.

SCATTER DIAGRAM:



The distance the grenade scatters is determined by dividing the range from the thrower to the target by 10 and multiplying the result by 1D. If a barrier, such as a wall, is in the way, the referee must determine the grenade's rebound in another direction.

BLAST EFFECTS

Different types of grenades have different effects. The area affected by a grenade explosion is divided into three zones: "Point Blank Blast Radius," "Inner Blast Radius" and "Outer Blast Radius." Inner and Outer blast zones have different sizes for different grenades. The sizes of these zones are listed in the *Warbook* description.

DMs representing the effects of the grenade on characters within a closed room are also listed. These effects are *in addition* to the DMs for range.

Point Blank effects are applied to *all* characters within two meters of the explosion. Inner Blast Radius effects are applied to all characters within the inner blast zone.

Characters in the Outer Blast Radius may also be affected. Roll 2D twice, first for Blast Effects then for Fragmentation Effects, with damage suffered only on a roll of 8+. Some grenades affect only the inner zone, or their inner zones are identical with the two meters of Point Blank Range.

Burst effects are described below:

B: Blast. Refers to the concussion of the explosion. Roll 2D on the "Blast Effects Table" given for that particular grenade. If the character is in the outer zone, he *first* rolls to see if he was hit (8+), then rolls 2D again for blast effects.

F: Fragmentation. Refers to shrapnel. Roll 2D on the "Frag Effects Table" for that grenade. Characters in the outer zone first roll 2D to determine if they are hit (8+), then roll again for fragmentation effects.

RESULTS EXPLANATION

D: The character is Dazed for 2D minutes.

S: The character is Stunned for 2D minutes.

U: The character is Unconscious for 2D minutes.

K: The character is Killed.

WND: Wound. Roll for a hit using the Basic Position of the "Wound Location Chart." Follow the usual procedure for determining the severity of the wound and amount of bleeding. "WND x 2" indicates there are two wounds. "WND x 1D+1" indicates 1D+1 wounds, with separate damage rolls for each.

Shrapnel has a PEN of four. Wounds to parts of the body protected by sufficient Cover or Body Armor are ignored.

GAS GRENADES

Gas grenades incapacitate characters through the use of CS (irritant), CN (tear gas), or DM (vomiting) agents. Specific effects of a particular grenade, and how long the effects last are given in the *Warbook* listing. The following results are possible:

I: Incapacitated. The character is left helpless by the effects of the gas. He cannot see, communicate with other characters or engage in combat. He *may* move, but must roll 2D + 4 against his INT each time he must decide a direction of travel, with failure indicating a wrong turn.

PI: Partial Incapacitation. The character is affected by the

gas, but is not made helpless. All combat or other Tactical Round actions, including hand-to-hand fighting and attempts to use weapons, have an adverse $\pm 1D$ DM applied to them.

STUN GRENADES

A recent addition to anti-terrorist armories in recent years is the stun grenade, or "flashbang," which detonates with a blinding light and deafening noise. Characters within range of a stun grenade explosion may suffer the following effects:

D: Dazed. Character is disoriented by blast effects for $1D + 2$ seconds. He can see and move, but cannot hear until the blast effects are lifted. His INT and REA are reduced to zero, and he may not make any combat actions until he has recovered.

S1: Character is Stunned for $1D + 2$ seconds. He cannot see, hear or move; his INT and REA are reduced to zero; he cannot make any combat actions until the effects are lifted.

S2: Character is Severely Stunned for $2D + 4$ seconds. He cannot see, hear, or move; his INT and REA are reduced to zero; and he can take no combat actions until the effects are lifted. In addition, his END is reduced by $2D$.

INCENDIARY EFFECTS

All incendiary grenades, some smoke grenades and some gas cannisters may start fires. The following results are possible:

F: The device starts a fire in the indicated zone. The effects of the fire and the speed with which it spreads are left to the referee.

WND: Wound. All characters within the indicated zone are burned by the burst effects. Roll for one hit as usual, but add a DM of $+3$ to the roll for Hit Damage.

SMOKE EFFECTS

Smoke grenades release thick clouds of smoke. Characters suffering the effects of smoke cannot see other characters at distances of more than one meter, and have difficulty breathing for as long as they are in a smoke-filled area. STR, END, DEX, AGI, INT and REA are all reduced by $1D$.

Effects are compounded if the character is inside a room or other enclosed space. STR, END, DEX, AGI, INT and REA are each reduced by $1D$ for every two Combat Rounds the character remains in the area.

When his END is reduced to zero, the character becomes unconscious. He then begins losing $1D$ from his STA every full minute (12 Combat Rounds) he remains in the area.

Smoke effects may be also applied to characters trapped inside a burning room or vehicle.

Character stats lost through smoke effects can be restored at the rate of one point for each affected stat for each five minutes the characters have not breathed smoke-filled air.

GRENADE LAUNCHERS

One of the most important additions to tactical arsenals in recent years has been the grenade launcher. This weapon has vastly increased the potential firepower carried by a single man. Several launchers are described in the *Delta Force Warbook*. The information is used in the same way as listings for conventional weapons. A character's Special Weapons Skill may be applied to grenade launchers in general, with one type being designated a "favored weapon."

ACCURACY: Grenade launchers fired at what the referee judges to be a "difficult target" — a window, a particu-

lar vehicle, or a hole in a wall, for instance — have additional modifiers added to the Base To-Hit number at each range. These modifiers are:

SHORT RANGE: $+2$

MEDIUM RANGE: $+3$

LONG RANGE: $+4$

EXTREME RANGE: $+8$

If a grenade launcher misses its target, the round will still come down somewhere. The grenade scatter table is used to determine the direction. The range from the intended target is determined by dividing the range from firer to target by 20, and multiplying the result by $1D$ meters.

GRENADE LAUNCHER ROUNDS: A wide variety of munitions are available for various launchers, including gas, explosive and even 40 mm "shotgun shells" which turn a launcher into a savage short-range antipersonnel weapon. The information listed in the *Warbook* is applied as is information for hand grenades.

DISARMING GRENADE-CARRYING NPCs

As stated elsewhere, grenades are favorite weapons of terrorists, especially when those terrorists must smuggle small, potent weapons past security checks and guards. A frequent tactic in hostage-taking missions is for one or more of the terrorists to walk around holding grenades with the pins pulled but the arming levers still in place. If the terrorist is shot, the lever becomes a dead man's switch, detonating the grenade among hostages or attackers seconds later.

Grenades with pulled pins can be rendered harmless if the pins (or any convenient bit of metal, wood or plastic: a bobby pin or a toothpick will do) can be reinserted without releasing the arming lever. Once the lever is released, nothing will stop the grenade from exploding. Rules for allowing characters to tackle and overpower grenade-wielding NPCs are discussed in the rules section on Hand-to-Hand Combat.

THROWING GRENADES BACK: Characters of a particularly heroic bent may try to dispose of hurled grenades by picking them up and throwing them back.

The referee should keep track of the number of seconds before a grenade's detonation, beginning when it is armed and allowing one second for time in the air if it is thrown.

A character may attempt to throw the grenade back by rolling $2D$ against his DEX, with a DM of $+3$ for each additional elapsed second. He may not throw the grenade back if there is no time remaining before detonation — obviously. If only one second remained before detonation, the grenade will explode in midair, catching the thrower in the Outer Blast Effects Zone. Otherwise, a successful roll means the grenade has been thrown out of the area.

OTHER HEROICS: Many of the Congressional Medals of Honor awarded in WW II went to soldiers who threw themselves on top of live grenades to save their buddies. Heroic characters may try the same thing in *Delta Force*.

Other characters within five meters must still roll for blast and/or fragmentation effects, but with a DM of -4 to their fragmentation To-Hit rolls and to their blast damage rolls. The character who tries to smother the blast adds a $+6$ to his fragmentation to hit roll and to his blast damage roll.

This applies only to Fragmentation and Blast grenades. Incendiary, smoke, gas and stun grenades cannot be smothered, though a DM of $+6$ should still be added to the effects rolls for characters who try.

SECTION VII CHARACTER HITS AND WOUNDING

Characters may receive Hits as a result of combat. This rules section describes the effects of those hits.

A character who receives a hit during combat first determines where he has been hit using the "Wound Location Table." Then he determines whether that area was protected by sufficient Cover or Body Armor to stop penetration of the round. If the round did penetrate, he next adds up all applicable die modifiers from the "Hit Modifier Chart." Finally he rolls 2D + this DM against the "Hit Damage Table."

BURST FIRE DAMAGE

Each time a character is hit by a single three-round burst, he may be hit by one, two or three rounds. Consult the "Burst Fire Damage Table" for each hit. The die roll gives the number of separate hits. Make separate location and damage rolls for each.

BURST FIRE DAMAGE TABLE

POINT BLANK: 3 hits

CLOSE: Roll 1D: 1 = 1; 2 = 2; 3 - 6 = 3.

MEDIUM: Roll 1D: 1 - 2 = 1; 3 - 4 = 2; 5 - 6 = 3.

LONG: Roll 1D - 3: Less than 1 = 1.

EXTREME: Roll 1D - 4; Less than 1 = 1.

WOUND LOCATION TABLE

Where a character is wounded depends partly on what parts of his body are vulnerable to fire, and partly on what the firing character was aiming at. Find the line on the "Wound Location Table" which best describes the character's position or which describes the firing character's target, and roll 2D to determine the area of the body which is wounded.

In the case of Aimed Shots, add *half* the firing character's Weapons Skill and *half* of his Sniper Skill (if any, and only if he is using sniper techniques) to the die roll, with fractions rounded up.

WOUND LOCATION TABLE

DIE ROLL:	2	3	4	5	6	7	8	9	10	11	12
POSITION:											
Basic	L	L	L	L	LT	LT	UT	A	A	H	H
Part. Cover	A	A	A	A	UT	UT	H	H	H	H+1	H+2
Head Shot	A	A	UT	UT	H	H	H+1	H+2	H+3	H+4	H+5
Torso Shot	A	A	A	L	LT	LT	UT	UT	UT	UT+2	UT+3
Arm Shot	LT	LT	LT	UT	UT	A	A	A	A	A	A
Leg Shot	LT	LT	LT	LT	L	L	L	L	L	L	L

BASIC: Use this column for shots which are not aimed at any particular part of the target character. The character may be seated, standing or prone. If the character is under partial cover which is penetrated by a round, the referee should use his discretion about whether the area of the body is protected by the cover's Armor Value or not.

PARTIAL COVER: Refers to a character with his head, shoulders, arms, and part of his upper torso exposed — as with a character firing a weapon from behind cover.

HEAD SHOT: The firing character is aiming for the target character's head.

If the target character is using an NPC hostage for cover, any result *other* than an "H" means the hostage has been hit as well. Roll for the hostage on the "Partial Cover" line.

TORSO SHOT: The firing character aims for the target's center of mass.

ARM SHOT: The firing character is trying to disable the target by shooting his hand or arm.

LEG SHOT: The firing character is trying to disable the target by shooting him in the leg.

L: The character is hit in the leg. Roll 1D: 1 = foot; 2 - 3 = lower leg; 4 - 6 = upper leg. Aimed shot at torso is automatically upper leg.

A: The character is hit in the arm. Roll 1D: 1 = hand; 2 - 3 = lower arm; 4 - 5 = upper arm; 6 = shoulder.

UT: Upper Torso. Character is hit in the chest or upper back.

LT: Lower Torso. Character is hit in the abdomen, side or lower back.

H: Character is hit in the head.

Letters followed by + numbers on the "Wound Location Table" are more serious. Add the numbers as additional DMs on the "Hit Modifier Chart."

HIT MODIFIER CHART

After determining where the character has been hit, add all applicable modifiers on the "Hit Modifier Chart" to create a single + or - die modifier.

The "Weapon Damage Factor" is from the Damage DM line for each weapon in the *Warbook*. This factor represents damage increased or decreased by the range of the weapon.

HIT MODIFIER CHART

FACTOR	DM
PEN 1 - 3	-3
PEN 4 - 6	-2
Weapon Damage Factor	-2 to +3
Wound to Arm	-3
Wound to Leg	-2
Wound to Upper Torso	+2
Wound to Head	+3
DM from Wound Location Table	+1 to +5

HIT DAMAGE TABLE

To determine the effects of the wound, roll 2D + the combined DM from the Hit Modifier Chart on the Hit Damage Table.

HIT DAMAGE TABLE

4 or less	LT
5 - 7	MD
8 - 10	SV
11+	K

WOUND RESULTS

LIGHT WOUND

LT — LIGHT WOUND: Character has received a relatively minor wound. Roll against END if he is sitting or standing. If the roll fails, the character has been knocked down. His stats will be affected, depending on where the wound is.

ARM: Character's overall DEX is reduced by four if his preferred arm (right for right-handed, left for left-handed) has been injured. His STR and END are reduced by two. No stat can be reduced below two. The referee may rule that the character cannot perform certain tasks requiring dexterity, such as abseiling or firing one-handed with the wounded arm.



LEG: Character's overall AGI is reduced by four. His END and STR are reduced by two. No stat can be reduced below two. The character cannot move faster than a slow run. Every Combat Round during which the character tries to move at a Slow Run, he must roll against his new END. If the roll fails, he collapses, and cannot move further unless he crawls or receives help from another character. The referee may rule that the character cannot perform certain tasks requiring agility, such as jumping or climbing a ladder.

TORSO: Character's STR, AGI, DEX, and END are each reduced by three. No stat can be reduced below two. Each Combat Round during which the character tries to move at a Run or a Slow Run, he must roll against his new END. If the roll fails, he collapses and cannot move further unless he crawls or receives help from another character. The referee may rule that the character cannot perform certain tasks requiring agility or dexterity.

HEAD: The character's STR, AGI, DEX, END and INT are each reduced by three. No stat can be reduced below two. The character must roll against his new END if he tries to move at a Run or Slow Run. If the roll fails, he collapses and cannot move further unless he crawls or receives help from another character.

MODERATE WOUND

MD — MODERATE WOUND: The character has received a disabling wound serious enough to require immediate medical attention. There is a good chance that the character will be bleeding, and that his condition will deteriorate. He is knocked down as soon as he is hit.

ARM: The character's DEX is reduced to zero in the wounded arm, indicating complete loss of mobility. The DEX for his other arm is reduced by one half. His STR, END, AGI and INT are each reduced by 1D + 4, but may be reduced to no less than two. Roll for Bleeding with a DM of -1 (See: "Blood Loss"). Finally, roll against the character's new END. If the roll fails, the character is Stunned. (See: "Other Combat Results.")

LEG: The character's AGI is reduced to zero, and he can no longer stand or walk unassisted. His STR, END, DE, and INT are each reduced by 1D + 4, but may be reduced to no lower than two. Roll for Bleeding. The referee secretly rolls 1D and subtracts the result from the character's STA, again without reducing it below two. Finally, roll against the character's new END. If the roll fails, the character is Stunned.

TORSO: The character's STR, AGI, DEX END and INT are all reduced by 1D + 4, but cannot be reduced below two. Roll for Bleeding. The referee secretly rolls 1D and subtracts this from the character's STA, again without reducing it below two. Finally, roll against the character's new END. If the roll fails, the character is Stunned.

HEAD: The character's STR, AGI, DEX END and INT are all reduced by 1D + 4, but cannot be reduced below two. Roll for Bleeding with a DM of -1. The referee secretly rolls 1D and subtracts the result from the character's STA, again without reducing it below two. Finally, roll 2D. If the roll is 5 - 7 the character is Stunned. If the roll is 8+ the character is Unconscious. (See: "Other Combat Results.")

SEVERE WOUND

SV — SEVERE WOUND: The character has received an incapacitating wound. There is a good chance that there is Serious Bleeding, and that he will bleed to death if not given prompt treatment. He is knocked down as soon as he is hit.

ARM: A severe wound to an arm means that arm has been badly mangled, possibly severed. The character loses all further use of the injured arm, and his DEX in the other arm is reduced to one. His STR, AGI, END and INT are each reduced by 2D + 3. Roll for Bleeding with a DM of +1. The referee secretly rolls 2D and subtracts the result from the character's STA, though his STA cannot be reduced below one. Finally, roll against the character's new END. If the roll succeeds, the character is Stunned. If the roll fails he is Unconscious.

LEG: A severe wound in the leg means the leg has been badly mangled, possibly severed. The character loses all further use of the injured leg, and his AGI is reduced to zero. His STR, DEX, END and INT are all reduced by 2D + 3. Roll for Bleeding with a DM of +1. The referee secretly rolls 2D and subtracts the result from the character's STA, though the STA cannot be reduced below one. Finally, the player rolls against the character's new END. If the roll succeeds, he is Stunned. If it fails, he is Unconscious.

TORSO: A severe wound to the torso means severe internal injury with a chance of Serious Bleeding. The character's STR, DEX, AGI, END and INT are all reduced by 2D + 3. Roll for Bleeding with a DM of +2. The referee secretly rolls 2D and subtracts the result from the character's STA, though the STA cannot be reduced below one. Finally, roll against the character's new END. If the roll succeeds, he is Stunned. If it fails, he is Unconscious.

HEAD: A severe head wound automatically reduces the character's INT and END to zero, and he becomes Unconscious. His STR, AGI and DEX are reduced by 2D + 3 when

he regains consciousness, and the referee secretly rolls 2D and subtracts the result from the character's STA. STA is not reduced below one. Roll for Bleeding.

K — KILLED.

BLOOD LOSS

Some Moderate or Severe wounds may result in Bleeding or Serious Bleeding, either of which can kill a wounded character over a period of time. First Aid Skill is used to stop or slow bleeding, and save the lives of injured characters.

For Blood Loss roll 2D:

2-7 = No Significant Bleeding

8-10 = Bleeding

11-12 = Serious Bleeding

These results may be modified by the seriousness of the wound.

NO SIGNIFICANT BLEEDING: There may be some bleeding, but it will not affect the character's stats.

BLEEDING: Once every 12 Combat Rounds (once each minute of game time) the injured character's STA, STR, and END will each drop by one point.

Any character can attempt to stop the bleeding once each Combat Round by rolling 11 or more on 2D. The character may apply his First Aid Skill as a DM for each roll; for example, a character with First Aid 3 would get a +3 DM on each attempt.

SERIOUS BLEEDING: A major artery or vein has been severed. It is possible for a man to bleed to death within a few minutes if he is not treated immediately. Once every three Combat Rounds (each 15 seconds of game time) the character's STA, STR, and END each drop by one point.

Any character can attempt to stop the bleeding once each Combat Round by rolling 12 or more on 2d, with First Aid Skill levels applied as DMs. For example, a character with First Aid 1 would get a +1 DM for each attempt.



EFFECTS OF STAT LOSS

The loss of character stats reflects the effects of the character's injuries.

If STR is reduced to zero, the character can no longer attempt actions involving lifting or carrying loads. He may walk if he still has AGI, but will require assistance.

If DEX is reduced to zero, the character cannot manipulate small objects, load or fire weapons, or perform similar tasks with his hands.

An AGI of zero means the character cannot walk, though the referee *may*, at his discretion, allow the character to drag himself if he still has sufficient STR.

An INT of zero means the character is severely disoriented, confused, dazed or delirious because of shock or pain.

An REA of zero means the character is stunned.

An END of zero means the character is unconscious.

An STA of zero means the character is dead. Remember, the STA level of the characters is always kept secret from the players, though the referee may hint that a character's condition is worsening.

While some stats temporarily lost (because of exertion, for example) may be recovered during the course of a scenario; those lost to wounds will take much longer to regain.

OTHER COMBAT RESULTS

Some *Delta Force* combat tables give results other than wounds or bleeding.

DAZED: The character's INT is reduced to zero. He may move at a walk or slow run, and may defend himself if attacked, with all stats reduced by half. He will remain dazed (unless otherwise directed by a combat result) for 2D minutes.

STUNNED: The character's REA is reduced to zero. He may walk or crawl, but cannot run, and cannot engage in combat. He will remain stunned (unless otherwise directed by a combat result) for 2D minutes.

UNCONSCIOUS: The character's END is reduced to zero. He may not move, engage in combat or attempt any other activity. He will remain unconscious (unless otherwise directed by a combat result) for 2D minutes.

SMOKE EFFECTS: A character's stats may be reduced by exposure to smoke or gas. These stats are recovered at the rate of one point for each reduced stat for each five minutes the character breathes fresh air.

ACCIDENTS: A failed saving throw may result in an accident which injures a character. Examples include falling while rappelling down the face of a building or cutting one's self while breaking through a window.

It is impossible to adequately cover the range of possible injuries which might be inflicted by such mishaps. In general, the referee will declare that a character has been injured when he makes a saving throw while attempting some difficult and dangerous action and fails. The referee must judge whether the wound is to be Light, Moderate, Severe or whether the accident could result in death. Details of the injury are handled as for normal combat wounds.

The referee should also take into account protective gear and clothing. A character who climbs through a broken window will be protected if he wears protective gloves, while a fall from a motorcycle will not be as dangerous if the character is wearing a protective helmet.

SECTION VIII

DEMOLITIONS

Delta Force team members will often be called upon to set and detonate explosives, and most elite military troops today have at least some demolitions training. Troops may be called upon to set traps for approaching enemy forces, to destroy buildings, bridges, or other structures, wreck vehicles or blast a man-sized entrance through anything from a concrete wall to the hull of a hijacked jetliner.

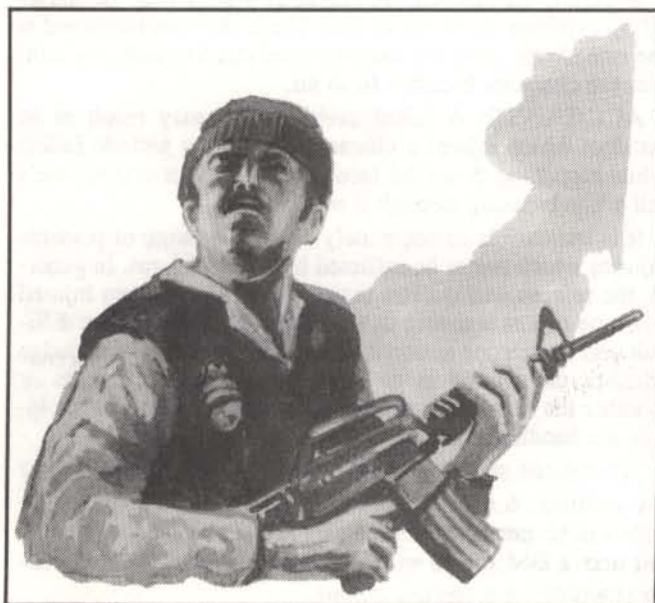
USE OF DEMOLITION SKILL

Characters with Demolition Skill may set and detonate explosive charges. Consult the "Demolition Table" below to determine the time it will take to set a charge and the chances of success.

DEMOLITIONS PROCEDURE

To determine the outcome of an attempt to set off demolitions, add all applicable modifiers, and adjust "Time" and "Roll" figures as required. Roll 2D. If the result is less than the modified Roll number, something has gone wrong. Consult the "Demolitions Failure Table," below.

If the roll is equal to or greater than the modified Roll number, the attempt has been successful. If the target was a barrier, a man-sized or greater hole has been broken through it. If it was a bridge or other target for destruction, the destruction is complete.



DEMOLITION TABLE

Type of Barrier	Thickness to	Units	Time	Roll
Ordinary Wooden Door	7 cm	.5	2 min	3+
Normal Interior Wooden Walls	15 cm			
Tree Trunk, Telephone Pole	1 m	.5	8 min	4+
Machinery Parts	.1 m			
Aluminum or Other Light Metal	20 cm	1	10 min	6+
Aircraft Hull, Baggage Door, Entryway	20 cm			
Steel Barrier	.5 cm	2	10 min	6+
Brick or Stone Wall, Most Exterior Walls	30 cm			
Steel Barrier	1 cm	4	10 min	7+
Concrete Wall	20 cm			
Concrete Block Wall	30 cm	6	12 min	8+
Steel Barrier	2 cm			
Concrete Wall	40 cm	6	15 min	8+
Stone, Brick Wall, Masonry	60 cm			
Tree, Wooden Structural Support	5 m	6	15 min	8+
Steel Barrier	3 cm			
Reinforced Concrete	.1 m	8	15 min	8+
Concrete	.2 m			
Stone, Bricks, Masonry	.4 m	8	15 min	8+
Barrier of Rubble and Debris	3 m			
Steel Barrier	4 cm	15	15 min	10+
Reinforced Concrete	.3 m			
Concrete	.6 m	15	15 min	10+
Concrete Pylons or Bridge Supports	.6 m			
Stone, Brick, Masonry	1.2 m	30	20 min	10+
Barrier of Rubble and Debris	5 m			
Steel Barrier	5 cm	80	30 min	10+
Reinforced Concrete	.5 m			
Concrete	.8 m	80	30 min	10+
Concrete Pylons or Bridge Supports	.8 m			
Stone, Brick, Masonry	1.6 m	80	30 min	10+
Barrier of Rubble and Debris	1 m			
Steel Barrier	7 cm	80	30 min	10+
Reinforced Concrete	.8 m			
Concrete	1 m	80	30 min	10+
Concrete Pylons or Bridge Supports	1 m			
Stone, Brick, Masonry	2 m	80	30 min	10+
Barrier of Rubble and Debris	3 m			

TO DESTROY *	TIME	ROLL
Car, Truck, or Light Vehicle	5 min	6+
Light Armored Vehicle, APC	10 min	8+
Guard Tower, Gate House, Small Structure	10 min	10+
Heavy Armored Vehicle, Tank	15 min	10+
House, Small Building	20 min	10+

* Because of the wide range of possibilities within each of these categories it will be necessary for the referee to use the above information to estimate the amount of explosives required for each job. He should then relay this information to the player based on his Demolitions Skill Level. A high skill level would give the player a more accurate "guess" as to how much explosives were needed.

To breach a barrier, the character with Demolitions Skill must spend the indicated amount of time doing nothing but setting his explosives at the barrier. The player then rolls 2D against the number in the "Roll" column to determine whether or not the attempt was a success.

Both time and the chance of success are modified by the following factors:

FACTOR	DM FOR SUCCESS
For Each 10% of Time Less Than That Given on the "Demolition Table"	-1
For Each Level of Demolition Skill	+1
For Each 10% Additional Explosive in Charge (Check for Added Overkill Effects and for Value of Other Types of Explosives)	+1
For Each 10% Less Explosive in Charge (Check Value for Other Types of Explosives)	-1
Use of Shaped Charge (Check for Added Overkill Effects)	+3
Use of Tamping (Adds 25% to Time)	+2
Use of Tamping by Burying Charge (Doubles Time)	+4
For Each .5 Meters Explosive is Planted from Target	-1

DEMOLITION DM FACTORS EXPLANATION

TIME: The time given on the "Demolition Table" for each job is the "Base Time" needed to set the charge. It represents the time required to set the charge carefully, step by step, and "by the book." There is a DM of -1 for each 10% less than the Base Time actually used to set the charge.

Example: A charge normally requiring 15 minutes to set is rushed through in 10 minutes. This takes $10 + 15 \times 100 = 66\%$ of the required time. This is 34% (rounded to a full 40%) less than the Base Time, resulting in a DM of -4.

Time can also be reduced by 10% with no penalty if two characters with Demolitions Skill work to set a charge.

DEMOLITIONS SKILL: Each level of skill allows a DM of +1 to be applied to the success roll. Characters with higher skill levels can safely work faster than characters with lower levels.

Example: In the above example, a character with a Level 4 skill in demolitions could reduce his work time on a 10 minute job by 4 minutes without lowering his chances of success.

If two characters with Demolitions Skill work together to set a charge, their Skill Levels are added and divided by two, with fractions rounded up.

ADDITIONAL EXPLOSIVES: There is a DM of +1 for success with each additional 10% of explosives, by weight.

Example: One unit of C-4 plastique weighs .25 kg (approximately half a pound). Ten percent of .25 kg is .025 — which may be rounded up to .03 kg. Using .28 kg (.25 + .03) of plastique would raise the DM by +1. Using .31 kg (.25 + .06) would raise the DM by +2.

There is a chance of increased "Overkill" effects if more explosives are used than is listed on the "Demolition Table" for a particular job. Roll 2D on the "Overkill Table," with a DM of +1 for each extra 10% of explosives.

Various other explosives have different charge values than plastic explosives. This difference must be allowed for in demolitions calculations. (See: "Types of Explosives.")

LESS EXPLOSIVES: There is a DM of -1 for each 10% less explosives, by weight, used in the charge.

Example: Two-tenths of a kg is 80% of .25. ($.2 + .25 \times 100 = 80$). This is 20% less than .25 kg, and a DM of -2 would be applied to the success roll. If the roll fails, there is a DM of -1 for each 10% under a full charge on the "Demolitions Failure" table.

As with additional explosives, the values for other types of explosives are different. Check "Types of Explosives."

SHAPED CHARGE: An explosive charge with a hollowed-out portion on one surface concentrates the force of the explosion towards that surface. This increases the force of the explosion in that direction, and is the principle behind shaped armor-piercing warheads. If a number of separate units are used in a shaped charge, the hollowed-out portion must be central to the entire mass of explosive. No more than 6 units of explosive can surround a single, central shaped charge to create a shaped charge effect. However, any number of units of C-4 can be molded into a shaped charge of any size.

The use of a shaped charge adds a DM of +3 on the success roll. It also adds a DM of +2 on the rolls for Overkill Effects.

TAMPED CHARGE: An explosive charge which is wedged into place against the target is far more effective than a charge which is simply laid in place. Wedging may be as simple as bracing the charge among the struts of a bridge, or bracing it against a wall with a length of pipe.

A tamped charge allows a DM of +2 on the 2D success roll. This will add 25% to the amount of time stated on the table, however.

Example: Placing a charge which would normally require 10 minutes will require 12.5 minutes ($10 + 2.5$) if the charge is tamped.

A charge can be completely buried against a wall. This will add a DM of +4 to the success roll, but doubles the time required to set the charge.

Example: Placing a charge normally requiring 10 minutes will take 20.

This DM should be allowed *only* if the charge can logically be buried next to the target (*not*, for example, if the target is the hull of an airliner), and *only* if the characters have digging tools with them.

Explosive charges set against targets underwater automatically have a tamping DM of +4.

DISTANCE FROM TARGET: There is a DM of -1 for each one-half meter distance the explosive is set from the target. This is applied only if the explosive is dropped beside the target — as, for example, when a satchel charge is thrown and a scatter result is rolled.

TYPES OF EXPLOSIVES

The "Demolition Table" results are based on C-4 Plastic Explosives, the most common type of explosive used in military demolitions. The *Delta Force Warbook* describes several other types of commonly available explosives, and gives data on their effectiveness as compared to C-4.

To calculate the difference in strength between C-4 and other explosives, multiply the number of units used by the explosive's "Relative Strength." Divide the result by the number of units necessary to do the job (taken from the "Demolition Table") and multiply by 100. This will give the percentage of the charge compared to the necessary C-4 charge, and this is used to calculate "Less Explosives" or "Additional Explosives." Results should be rounded to the nearest 10%.

Example: Twenty units of TNT are used on a job which would normally require 12 units of C-4. The Relative Strength of TNT is .75. $20 \times .75 = 15$ units. (In other words, 20 blocks of TNT = 15 units of C-4.) $15 \div 12 \times 100 = 125\%$, or 25% more than is necessary, rounded up to 30%. A DM of +3 is applied for the extra strength of the charge.

DEMOLITIONS FAILURE TABLE

Add a DM of +2 for each 10% less of the required time spent setting the charge.

Add a DM of +4 if the detonator is a Chemical/Mechanical fuse.

Add a DM of -1 for each 10% less than the required amount of explosives used.

Add a DM of -1 for each .5 meter of distance between the target and the charge.

Roll 2D:

10 or less = Insufficient Charge

11+ = Hung Charge

HUNG CHARGE: The explosive has failed to go off because of a fault in the primer or fuse. The character must roll 2D + 6 against his INT + his Demolitions Skill, rolled once each minute, to find the fault. It will require 2D - 3 (less than one = one) minutes of work by a character with Demolitions Skill to reprime the charge if he finds the fault. If he cannot find the fault, the charge must be reset.

INSUFFICIENT CHARGE: The charge detonates, but fails to breach the barrier. The barrier is weakened, however, and will require an additional 1D x 10% (between .1 and .6) of the charge originally needed to breach it.

Example: A .6 meter concrete wall normally requires 8 units of C-4 explosive to breach it. However, the first charge fails to do the job. A 1D roll of three means .3 of the original charge ($8 \times .3 =$ an additional 2.4 units) will be needed to complete the job.

The character will know how much additional charge is needed by rolling 2D + 6 against his INT + his Demolitions Skill. If he fails this roll, he can set any charge he desires. The referee must compare this with the amount determined above to calculate the results.

OVERKILL

If more than the required charge is used to breach a barrier, or if a Shaped Charge is used, there may be an Overkill Effect against characters on the far side of the barrier.

Any time a demolitions charge breaches a barrier, characters within two meters of the breach on the far side of the barrier will be subject to blast effects. Roll 2D for each the table below, first for Blast Effects, and second for Fragmentation Effects.

BLAST EFFECTS:

Roll	4 or Less	5	6	7	8	9	10	11	12	13+
Result	—	S	S	S	S	U	U	U	U	K

FRAGMENTATION EFFECTS:

Roll	6 or Less	7	8	9	10	11	12+
Result	—	LT	LT	LT	MD	MD	SV

S = Stunned, U = Unconscious, K = Killed, LT = Light Wound, MD = Moderate Wound, SV = Severe Wound.

For each additional 10% of C-4 or its equivalent of explosive used *over* the charge given in the "Demolition Table," add two meters to the distance affected by Overkill, and add a DM of +1 to both rolls for each character within *half* of the total distance.

Use of a Shaped Charge adds a DM of +2 to both rolls. If the explosive was not set against the barrier, there is a DM of -2 on each table for each .5 meters of distance between the charge and the barrier.

Example: If a job requires 12 units of explosive, and the equivalent of 20 units is used, there will be an overkill of 70%. ($20 \div 12 \times 100 = 166\%$ or 66% over rounded up to 70%.) This adds $7 \times 2 = 14$ meters to the two meter overkill radius, for a total of 16 meters. Characters within half that distance (up to eight meters from the breach) roll on both the "Blast Effects" and "Fragmentation Effects" tables with a DM of +7. Characters between 8 and 16 meters roll on both tables with no additional DM.

OTHER OVERKILL EFFECTS

COLLAPSE: If more than the required amount of explosive is used against a wall or support which is part of a larger structure, (such as a building) the entire structure may be severely weakened or even made to collapse.

The referee rolls 2D against the "Collapse Risk Table," below, and applies the same modifiers added to the "Blast Effects" and "Fragmentation Effects" table rolls above.

COLLAPSE RISK TABLE

Roll	7 or less	8	9	10+
Result	—	W	W	C

W = Weakened. The structure is severely weakened and may collapse. The nature of the structural weakening, and the results of collapse (which may be full or partial collapse of the structure) depend on the size and strength of the structure and are determined by the referee.

C = Collapse. The structure, or part of it, collapses when the explosive goes off. The effects of this collapse on characters caught inside, and whether or not the collapse blocks the newly made breach, are determined by the referee.



The "Collapse Risk Table" is not used if the characters are trying to make a structure (e.g., a bridge or telephone pole) collapse. Success or failure in such an attempt is determined by the initial roll on the "Demolitions Table."

FIRE: In some cases, the referee may wish to determine whether or not Overkill has produced a fire beyond the barrier. This will happen *only* in cases where flammable material has been stored within half of the blast radius of the explosion, or in special circumstances such as aboard an aircraft.

The results of fire are determined by the referee. They may include Smoke Effects and injuries due to Incendiary Effects.

Explosion Results

The detonation of explosives may endanger characters on the near side of the barrier, too, including enemy sentries who happen to be passing by and friendly characters who happen to be too close. Explosives have a "Primary Blast Radius" (PBR) which is three meters for one unit of plastic C-4, and a "Secondary Blast Radius" (SBR) of six meters for one unit of C-4.

Each additional unit of C-4 increases the Primary Radius by one meter and the Secondary Blast radius by two meters.

Example: Six units of C-4 have a PBR of nine meters and an SBR of 18 meters.

Explosives other than C-4 have their blast radii calculated the same way, then multiplied by that explosive's Relative Strength, rounded up to the nearest meter.

Example: In the above example, six units of TNT, with a Relative Strength of .75, would have a PBR of $9 \times .75 = 6.75 = 7$ meters, and an SBR of $18 \times .75 = 13.5 = 14$ meters.

Characters within the Secondary Blast Radius roll 2D on each of the following tables. Characters within the Primary Blast Radius roll 2D on each of the following tables, with a DM of +3. Characters within one meter of the center of any explosion with a PBR of three meters or more roll with a DM of +2 + the total number of units of C-4 explosive or its equivalent.

DEMOLITIONS BLAST EFFECTS:

2D ROLL	4 or less	5	6	7	8	9	10	11+
RESULTS	—	S	S	S	U	U	U	K

DEMOLITIONS FRAGMENTATION EFFECTS:

2D ROLL	5 or less	6	7	8	9	10	11	12	13+
RESULTS	—	LT	LT	MD	MD*	MD	SV	SV*	K

S = Stunned, U = Unconscious, K = Killed, LT = Light Wound, MD = Moderate Wound, SV = Severe Wound.

* = Multiple Wounds. The first wound is LT, MD or SV as noted on the chart. Roll 1D. The character has suffered that number of *additional* wounds from shrapnel. Roll 2D - 1 for each additional wound. Treat "—" as "LT". Ignore further "*" results.

SECTION IX

AIRDROPS

Most elite military units undergo parachute training. The advantages are obvious, since individuals or small parties can be dropped in secret close to enemy targets for reconnaissance, raids and ambushes, and special operations.

Delta Force skills include three different airborne skills:

STATIC LINE JUMP: This is the method used in large-scale airdrops from WW II to the present. The ripcord for each parachute is hooked to a line inside the aircraft which releases the chute as soon as the jumper clears the aircraft. Static jumps can be made from altitudes as low as 400 feet.

FREE FALL JUMP: This is the skill learned as Skydiving by civilians. The jumper assumes a configuration in the air which gives him some mobility as he falls; he can literally steer himself through the air.

HALO: High Altitude-Low Opening jumps are identical to normal free fall jumps, but are made from extremely high altitudes — generally above 33,000 feet. The parachutist must wear special gear, including an oxygen mask and cold weather gear, to survive at high altitudes. HALO jumpers generally open their chutes above 4000 feet so that the noise of their chute deployment cannot be heard by alert sentries.

TREE JUMPING: This is a fourth parachute-related skill, allowing characters to parachute into heavily-forested areas and abseil to the ground from the branches of trees.

AIRDROP ACCURACY

Airdrops are made into carefully plotted areas called "Drop Zones," or "DZs." Numerous factors affect accuracy in a jump, including the altitude of the drop, wind direction and velocity, and whether or not a pathfinder party has deployed beacons to guide aircraft and jumpers.

Static Jumps are made into DZs at least 300 meters square. This area will be larger for jumps above 8000 feet, and for jumps at night when no ground beacons are available for navigation.

Free Fall and HALO Jumps can be aimed at precise points if the jumpers can see their target from the aircraft. Characters with Skill Levels of one or two can land within an area 10 meters wide, while characters with higher skill levels can land within an area five meters wide. Accuracy will suffer with factors such as darkness, winds over 10 kph, or a moving target (such as the deck of a ship.)

The specific hazards, die rolls, and DMs for a given mission jump will be presented in individual scenario mission descriptions.

As a general rule for missions created by the referee, the target area described above for each type of jump will be hit on a 2D roll of 6+, with the following DMs:

- +1 for each level of Parachute, Free Fall or HALO Skill.
- 1 for each level of wind, with each level = to 5 kph.
- 4 for darkness with no landing beacons.

LANDING MISHAPS

A Mishap will occur on a 2D roll of 10+ for HALO, 12+ for Free Fall, and 15 + for a Static Line Jump. There is a DM of +1 for every 100 feet under 800 the chute is deploy-

ed. There is an additional DM of +3 if the man is Burdened, and +5 if he is Heavily Burdened.

Parachute, Free Fall or HALO Skill can be used to help avoid mishaps on landing by allowing a DM of -1 for each level of skill. Only one skill can be applied at a time; DMs for Free Fall and HALO cannot be added together.

MISHAPS: If a mishap occurs, roll 2D. On a roll of 2 - 8 the character suffers a hit in one leg. Roll for severity in the usual way. On a 9+ the character receives one hit. Roll for location on the Basic position of the "Wound Location Table" and roll for severity in the usual way.

The referee may create other mishaps depending on the situation. These include becoming entangled in trees or telephone poles, landing in water, or having the chute fail to deploy properly.

In the case of a chute not opening, a reserve chute may be opened on a 2D + 2 roll against DEX. It should be noted, however, that many airborne forces do not carry reserve parachutes, preferring instead to carry extra ammunition and equipment.

AFTER THE LANDING

Referees should *not* tell characters that they have successfully landed in their drop zone unless it would be obvious to all concerned that this is the case. The history of airborne operations is filled with cases of units which were completely lost when they landed, yet still managed to achieve objectives of *some* kind... even if not the ones originally assigned them.

Whenever possible, an airdrop should be made into a DZ already scouted and marked out by an advance ground force. In many *Delta Force* operations, however, this will simply not be possible. The background of each scenario description will detail what help — if any — an airborne unit can expect from local ground forces.



SECTION X COMMUNICATIONS

Communication plays an important part in modern military tactics and planning. Radio communications between front-line units and observers and staff officers behind the lines are now taken for granted.

RADIO: *Delta Force* equipment lists include radios ranging from tiny transceivers set inside a trooper's helmet to large, mobile rigs with satellite link hook-ups to anywhere in the world. Radios will always be given a range which must be taken into account when planning elaborate communication network hook-ups. Orders delivered by the President might be relayed via satellite to a local U.S. military base or communications aircraft before being routed to a field commander.

Breakdowns of equipment are a possible source of problems in *Delta Force* scenarios. Commo Repair or Electronics Skill will be necessary to make field repairs on damaged or inoperative equipment.

Commo Operator Skill is necessary to use communications gear, with higher skill levels necessary for the larger, more complex equipment.

VOICE COMMUNICATIONS (Optional): Of perhaps equal importance in combat is communication between members of a single squad or fireteam, especially when they are faced with a mission (such as a hostage-rescue assault) which requires split-second timing and skillful coordination. Unfortunately, voice communications can be extremely difficult in the middle of a firefight.

The following table gives guidelines for attempts to communicate between player characters and NPCs. The referee chooses one of three tables for a whisper, normal conversational levels, or a shout, looks up the range at which the communication takes place, and rolls 2D. Die modifiers for specific conditions are added to the roll. If the modified roll is equal to or greater than the number given for the appropriate range, the communication is successful. If the modified roll is less, the communication was either completely or partially misunderstood, or not heard at all.

CONVERSATION TABLE (In Meters)

WHISPER:

Range	Up to 1	1 - 2	3 - 5	6 - 10
Roll	2+	5+	7+	9+

NORMAL CONVERSATION:

Range	0 - 2	3 - 8	9 - 12	13 - 20
Roll	0+	2+	5+	7+

SHOUT:

Range	0 - 10	11 - 25	26 - 50	51 - 100
Roll	*	2+	3+	5+

* A shout at this range will automatically be heard.

MODIFIERS:

Single Word or Warning	+4
Silence	+6
Light Background Noise	0
Heavy Background Noise	-2
Combat	-5

COMMUNICATIONS MODIFIER

EXPLANATION

SINGLE WORD OR WARNING: One sharp word, call or warning is easier to understand than an entire sen-

tence. This DM can be applied to shouts of "Hey!" to get another character's attention, and to the noises made by a sentry taken by surprise.

SILENCE: Generally only at night, with still air.

LIGHT BACKGROUND NOISE: Normal room noise; not normally noticed unless one listens for it.

HEAVY BACKGROUND NOISE: Refers to louder-than-normal background noise, as with nearby traffic, shouting or crowd noises in a large room.

COMBAT: Very loud, very close noise, such as in the middle of a firefight or in a large, screaming mob, political rally or party.

If this optional rule is employed, the players should be restricted in their communications with one another during the game. One player cannot advise another player on his course of action or give warnings or orders *unless* he passes the communications roll.

Two attempts to communicate may be made during each Combat Round, unless the information being communicated is long and involved. Failed communications means half of a Round has been wasted while characters tried to communicate with each other — and did nothing else.

The referee must determine the results of each failure to communicate, and how this will affect the game. Specifically, players may be restricted in their communications with one another during a firefight, and allowed to discuss plans or give orders *only* if the character who is speaking passes his communication roll. A failure on a communication roll may result in loss of initiative, or an interruption of a character's planned Combat Round actions by an enemy action.

Use of this rule to restrict conversations between players is entirely optional. It reflects the need for combat units to develop tactical plans in advance and follow them precisely, but use of this rule may slow play while die rolls are made every time two characters want to talk. If this rule is employed, the referee should apply it sparingly, invoking it *only* in cases where there is a serious question about whether or not an attempt at communication would be understood.

Characters may avoid voice communication difficulties by using personal transceivers open to a combat frequency, or by relying on pre-determined hand signals agreed upon among the players during mission planning.

SILENCERS

Silencers are devices used to reduce the noise made by certain firearms by reducing the bullet to subsonic speeds to eliminate the "crack" of the gunshot. Silencers reduce the effectiveness of the weapon. Stats for silenced weapons are included with each weapon's *Warbook* listing.

A silenced shot can still be heard. To determine whether or not it *has* been heard, the referee uses the following formula:

2D + Alertness DM + Distance DM against Noise Factor

ALERTNESS DM: NPCs who might hear and respond to a silenced shot are given an alertness level. The roll receives a DM of +2 for Alertness 4 and +3 for Alertness 5. It receives a DM -1 for Alertness 2 and -3 for Alertness 1. Sleeping characters will not hear a silenced shot.

DISTANCE DM: There is a DM of -1 for each five meters of distance between the gunshot and the NPC who might hear it.

NOISE FACTOR: This factor is five in absolute silence, nine with light background noise and 15 with heavy background noise.

SECTION XI

MORALE AND PANIC

NPCs in *Delta Force* may be assigned a "Morale Value" which will help the referee determine their actions during combat. A morale value may be assigned to certain NPCs — especially terrorist characters — by a scenario description, or the morale value can be determined by the referee when the character is created.

A morale value may be created by rolling 2D - 2 to randomly determine a number from 0 to 10, or may be assigned by the referee. Characters who are scared, panicky, or about to break will have Morale Values below three. Fanatical characters, or characters on a suicide mission will have Morale Values of eight or more. Most elite troops, because of their training and *esprit de corps*, will have Morale Values of six or more.

Morale can be lost or won in several ways.

MORALE LOSS TABLE	
FACTOR	MORALE CHANGE
The Character Sees a Comrade Killed or Wounded	-1
The Character is Himself Wounded	-2
The Character Sees an Enemy Killed or Wounded	+1
The Character's Forces Are Surrounded, or Under Fire from Several Directions	+3/-3
A Trusted Leader Calls Encouragement to the Character	+1D
Psychological Factors	-1D

MORALE LOSS EXPLANATION

KILLED OR WOUNDED: Any character's morale will suffer when he or his comrades are hit in a firefight. The referee may choose to *increase* morale for fanatical or suicide-prone terrorist NPCs, however. An NPC will take heart if he sees enemy troops hit.

SURROUNDED: Soldiers tend to lose heart when attacked from two sides, or when they know they are surrounded. As with wounds, however, fanatical NPCs may fight with greater determination at the referee's discretion.

ENCOURAGEMENT: At some point during a firefight, a terrorist leader NPC may attempt to rally his troops or call encouragement to them as they fight. Knowing a leader's eyes are on him will make a soldier fight harder. How much this increases morale will vary with the soldier, and may be determined randomly.

Morale may also be increased if NPCs have an opportunity to speak to a respected leader by radio before a firefight.

PSYCHOLOGICAL FACTORS: This includes a great many possible ploys or circumstances which anti-terrorist forces may use to their advantage. The referee may set the values for morale loss, or the values may be created randomly by rolling a die.

Psychological factors include the process of wearing down hostage-takers through endless negotiation before an assault is attempted. They also include specific tactics used to terrify or surprise the terrorists. What forms these tactics take is up to the ingenuity of the players, and are best illustrated by example:

When the SAS stormed the Iranian embassy in London in May, 1980, the commandos wore black protective clothing, including masks and goggles which covered their faces. While designed to protect them from the effects of smoke and tear gas, the masks also gave the attackers a powerful psychological advantage.

When the Dutch marines stormed a hijacked train at Assen in May, 1976, the assault commenced when a pair of fighter planes kicked in their afterburners just above the train. The shock and noise rattled the South Moluccan terrorists almost as well as stun grenades would have.

There is at least one case of IRA hostage-takers surrendering without a fight as soon as they heard on the radio that the dreaded SAS had arrived in the area. The SAS has a reputation among terrorists everywhere which serves as a powerful psychological weapon.

Psychological factors may be set by the referee based on what the players work out for themselves, or the morale loss may be random. The referee should reward carefully worked-out plans and ingenuity on the part of the players.

The referee may allow other gains or losses of morale, at his discretion, throughout the course of the game.

MORALE DETERMINATION PROCEDURE

NPCs will continue to fight as long as their Morale Value remains above one. Their Morale Value will change as the "Morale Change Factors" listed above are applied. *Each time* a character's Morale Value drops by one or more, the referee rolls 2D against the new value. If the roll is less than or equal to the new Morale Value, there is no further change. If the roll is *greater than* the new value, the Morale Value drops an *additional* 1D points. A second roll against the NPCs morale is not necessary in that Round.

Any character with a Morale Value below seven *could* surrender if confronted by enemy forces or if called upon to do so. This will not necessarily happen, and will never happen in the case of fanatics. Characters with Morale Values of eight or more will continue to fight no matter what.

If a character's Morale Value drops to one, he may freeze and take no further action during the current Combat Round or surrender if confronted by attacking forces.

If a character's Morale Value drops to zero or below, he will panic.

A character who panics may take one of several possible courses. He may bolt and run, even though this takes him out from under cover and into enemy fire. He may freeze and take no action at all. If confronted by enemy forces, he might surrender, or he might attempt to hide, or simply cower in a corner. An NPC's precise actions are determined by the referee and the situation.

These are intended as guidelines for NPC responses only: morale and panic results are not applied to player characters.

SECTION XII VICTORY

In traditional role-playing games, victory is measured by treasures won and adventures survived. However, since *Delta Force* missions have precise goals, it is possible to gauge the players' success or failure in terms of victory points.

Each scenario will have a list of its own victory conditions which will vary with the mission objectives and other factors. A list of typical victory points is listed below.

Primary Mission Goal Accomplished = +10
Each Hostage Rescued = +2
Each Terrorist Killed or Captured = +2
Each Hostage Wounded = -1
Each Hostage Killed = -2
Each *Delta Force* Team Member Killed = -1
Each *Delta Force* Team Member Captured = -3
Primary Mission Goal Not Accomplished = -10
American Interests Hurt by Mission Outcome = 15

Depending on the number of hostages and terrorists involved, the scenario would call for a victory level of 15 or 20 points. Anything between zero and the victory level would be a partial victory, with some goals accomplished; however, such a result would be a powerful political or propaganda victory to the enemy. Any point-total less than zero would be a complete failure.

The referee may set victory points and levels for his own scenarios using these as examples. Some missions will stress various of

these factors differently as, for example, when the mission calls for the capture of live terrorists for interrogation. As a general rule, events which the enemy could use as propaganda or political leverage (the capture of U.S. military men on foreign soil, for example, or the loss of a number of hostages in a firefight) will tell heavily against the points scored by an overall mission's successes.

Victory points are designed to reflect the American public's reaction to the mission when they hear about it on the 6 o'clock news the next evening. Public reaction to a hostage rescue where many or most of the hostages are killed will be decidedly mixed, while a flat failure will cause American prestige to suffer badly. A particularly badly handled mission might even lead to war with a nation in which that mission takes place, or the loss of a valuable ally -- a definite setback to U.S. interests in the area.

It should always be remembered that elite military units and assault teams such as *Delta Force* are extensions of American foreign policy — the President's final resort when American lives and property are in danger. To be effective such military units must strike hard, fast, and with surgical precision.

The outcome of the Terrorist Wars — ultimate peace or World War III — could well depend on the success or failure of such elite military units as...

Delta Force!



APPENDIX I: The Delta Force Referee

The referee of a role-playing game faces a considerable challenge. He must create in detail an imaginary world, and maintain that realism and detail as the players interact with each other and with him. In some ways, *Delta Force* scenarios are easier to run than the traditional 'sword and sorcery' or science fiction role-playing game. The situations are drawn, in large part, from today's newspaper headlines: the missions and the flavor of character interaction from the history and traditions of modern elite fighting units. There are no mythological pantheons, no magic here!

At the same time, the *Delta Force* referee will find himself with an enormous wealth of information to handle. He must determine the outcome of each combat and of the character's actions and decisions. He must record the passage of game time and introduce the NPCs and events which keep the game moving in the desired direction. He must think quickly in the face of the inevitable surprises sprung by the players, and he is responsible for keeping the game interesting, unpredictable, and moving quickly.

How? *Delta Force* referees should learn their trade in easy-to-assimilate bites. Begin with short scenarios — the rescue of a few hostages held in a building or a jetliner, for example — before moving up to major campaigns involving dozens of NPCs and armies of terrorist commandos. The scenarios in *Book III* of this package are designed as introductory situations.

The referee may also invent simple situations which will provide practice both for him and for the players. Two or three players could role-play the part of bodyguards for an oil corporation executive. A firefight with would-be kidnappers will let the players get the feel of handling weapons, and of interacting with each other and the terrorist NPCs; and the situation will end — one way or the other — with that one firefight.

The referee will simplify his task by learning shortcuts in play. Remember that the tables and charts in *Delta Force* are presented as guidelines. The referee should remember —



above all — that he is spinning a story as involved and as exciting as any production for television or the movies. He should feel free to skip, ignore, or alter die rolls if that will make play faster, more exciting, and less mechanical.

There may be times when the referee chooses not to add all the combat modifiers which determine whether or not a sniper takes out the terrorist commander. Instead, he may roll 2D, look sorrowful, and announce that the shot has missed — only because the scenario will have a more dramatic conclusion with a hand-to-hand confrontation a few moments later. The same holds true for rolls against morale, for wounds, for determinations about whether a panicked character runs or hides or stands up in the line of fire. Any stratagem to heighten tension is permitted in role-playing!

When the referee sticks to the charts and tables, there are shortcuts which will speed play and reduce bookkeeping. Combat modifiers can be calculated for each range of the characters' weapons, and written down with the notation "full auto" or "three-round burst." This will relieve the referee of the need to recalculate modifiers with every shot. Combat modifiers will change only with large changes in the situation — a sudden charge, for example.

Another shortcut: the referee should not be overly concerned with precise ranges or the number of meters moved during a Combat Round. The *feel* of the action is far more important than the mechanics. If it feels right for a character to sprint to the top of the steps in a single 5-second Round, then say he does it, and don't worry about counting steps or checking his load and rolling against his END. Get him to the top of the steps where those terrorists are crouched in the shadows, weapons ready, waiting!

In the same way, rules dealing with how much gear a man can carry, or how far he can run are meant to prevent superhuman feats, but must not be allowed to slow the game. If the referee and players spend too much time adding up equipment weights and rolling against a character's END, they'll lose track of the mission.

Use rumors, events, interrogations of civilians, news on the radio from HQ and anything else necessary to gently steer the characters in the right direction. If the mission requires the rescue of hostages at Beirut Airport, the characters should be discouraged from attempting an all-out assault on Damascus. Realistically, world opinion and the Syrian Army might have something to say about that. Remember that the Victory Conditions are keyed to how successful the mission is — in terms of American Foreign Policy and the reaction of the American press.

Finally, *Delta Force* players will only rarely have had any actual combat experience. It is permissible to take the team leader aside for a moment and warn him of things which a *real* team leader would probably know. At the same time, the players should be allowed to make their own mistakes. The difference between role-playing games and the reality of a firefight is that gamers have the opportunity to learn from their mistakes.

A last note: take turns being referee. Seeing things from the troops' point of view occasionally will give you a new and more enjoyable perspective of the game!

APPENDIX II: Surviving in Delta Force

Role-playing is a new incarnation of one of Mankind's oldest forms of entertainment... narrative storytelling. Unlike the passive medium of television, role-playing allows players to be entertainer and audience, to put themselves in the place of the men of an elite military unit entering combat.

Delta Force is different from many traditional role-playing games. The following suggestions may help players master the technicalities to better enjoy the unfolding narrative.

Begin with short introductory scenarios before attempting the long ones. A single firefight or a hostage rescue which takes a few game-time minutes will enable a player to get the feel of handling a character and his weapons in interactions with the other PCs, the NPCs, and the referee.

If there are friendly NPCs in the scenario (other members of the assault team or members of a local, friendly military unit supporting the mission), the player should control one or more of these NPCs along with his own character. These NPCs need not be as detailed as a regular PC, but will give a player a look at more than one part of the story; and taking on an NPC will relieve the referee of some paperwork.

Don't leave all the storytelling to the referee. Contribute! Only through the ideas and the actions of a player's characters can the referee unfold the story.

In any role-playing group, there are generally one or more players who assume the leadership of the character team. *Delta Force* simulates military operations, in which it will be essential that some single character be in over-all command. Delegate one player to be the senior-in-command. But don't leave all the decisions to him.

TACTICS

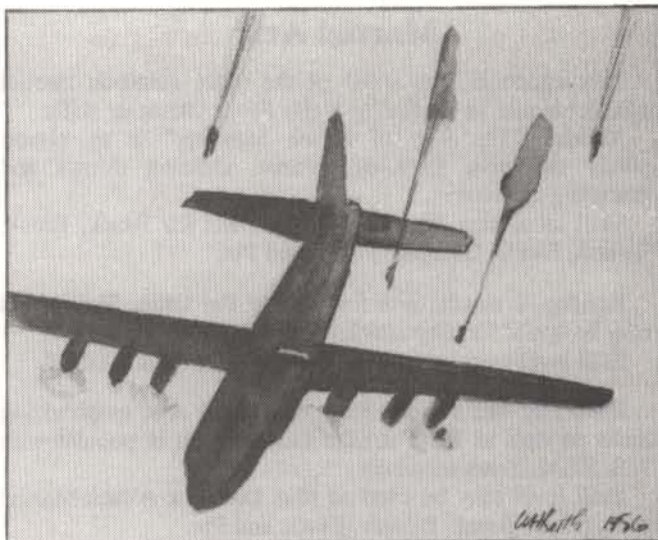
Delta Force attempts to simulate modern combat and squad-level tactics. Not many players of *Delta Force*, however, will have ever actually been in combat. The following suggestions are presented to help those players whose sole military training has consisted of war movies and weekly viewings of "The A-Team."

In planning sessions, keep the plan as simple as possible. The more complicated a plan is, the more likely that some unforeseen event or whim of the referee will cause it to collapse. As the planners for the 1980 raid on Tehran found, helicopters break down, sandstorms delay aircraft and civilians wander into a secure zone at the damndest times.

For the same reason, have back-ups. If the only man who knows how to blow open that airliner hatch is dead on the runway, the players have a serious problem. Remember the U.S. Special Forces technique of having every member on an A-Team an expert in at least two unrelated specialties.

If possible, rehearse the operation beforehand so that individual assault team members know what to do.

Make full use of available intelligence before beginning the assault. If possible, learn the names and appearances of both the terrorists and the hostages, if any. Terrorists have been known to force their hostages to change clothes with them and to carry unloaded weapons to confuse attackers. They have also been known to pretend to be dead or injured or to mingle with civilian crowds in attempts to avoid capture. When possible, each team member should have a sheet listing and describing the terrorists, and all terrorists killed or captured should be positively identified and accounted for at the end of the operation.



In combat, don't freeze. If a player's character comes under fire from an ambush, he should keep moving. He may be hit... but he'll be hit again sooner or later if he stays put; and he has a chance of getting clear of the ambushers' kill zone as long as he's moving.

Work as a team: one man covers as another advances.

Use three-round bursts rather than full-auto. Recoil makes "rock'n'roll" less accurate than short bursts, and full auto burns up ammunition at an appalling rate. Burst fire gives a character advantages for automatic fire, and for aimed fire if he can take the time, and does not carry a penalty for recoil.

Full auto fire is useful for suppression fire (making the enemy keep his head down while the characters do their thing undisturbed), but make sure the characters have plenty of ammunition, and make certain no civilians are in the way.

Take full advantage of surprise and psychological advantage. Be innovative in planning. Characters may win a momentary — and critical — advantage over the enemy if they can scare the liver out of the enemy first.

Once characters have initiative, they should continue to attack. Once they let the enemy stop and think about things, the enemy will start planning surprises for them.

Take full advantage of cover. If characters must move from cover, they should spot their next patch of cover before they move. Being caught in the open with no place to hide is one of the infantryman's worst nightmares.

Don't shoot wildly. Pick shots, and use aimed fire with proper stance and a braced position whenever possible. Unless necessary for a quick kill at close range, shoot for the center of the target — his body, not his head.

In a hostage rescue characters have eight to 15 seconds from the time they open the attack to present an immediate threat to every terrorist in the target area. If the terrorists have longer than 15 seconds to react, they may turn on their hostages. Attempt to enter the barricaded building or aircraft from a number of different points simultaneously, bringing fire to bear immediately on as many of the terrorists as possible.

Use diversions, noise, gas, stun grenades and anything else you can think of to give the assault force the maximum possible advantage in their assault.

APPENDIX III: Martial Arts

This appendix lists some of the more common martial arts techniques as applied as *Delta Force* character skills.

Aikido: "The way of divine harmony" is an almost purely defensive form of combat, utilizing throws and grappling techniques.

Skill level may be used as plus DMs for Block, Break, Disarm, Evade, Grapple, Throw and Pin.

Bando: A martial arts form using the knife. Skill levels may be applied to any attacks with a knife or bayonet.

Skill level may be used as plus DMs for Attack/Edged.

Hwarang do: Korean form of martial arts, emphasizing kicks as well as hand strikes. Hwarang do is popular with U.S. SEAL Team members.

Skill level may be used as plus DMs for Attack/Martial Arts, Block, Break, Disarm, Evade and Pin.

Judo: "The flexible way" is based on Ju-jitsu, but elimi-

nates all strikes, kicks, and hand blows. It uses purely grappling techniques and throws.

Skill level may be used as plus DMs for Block, Break, Disarm, Evade, Grapple, Pin and Throw.

Ju-jitsu: Called "Ju-jitsu" in the West, this is a Japanese "soft" martial arts form which primarily uses grappling techniques and throws, as well as some hand strikes and kicks.

Skill level may be used as plus DMs for Attack/Martial Arts, Block, Break, Disarm, Evade, Grapple, Pin and Throw.

Karate: Literally "empty hand," a popular martial arts form from Okinawa, which uses hand strikes and kicks. The modern form is a synthesis of several Japanese forms, and is different from the Okinawan original.

Skill level may be used as plus DMs for Attack/Martial Arts, Block, Break, Disarm, Evade and Throw.

Tae kwon do: Popular Korean martial arts form, emphasizing kicks as well as blows from the hands.

Skill level may be used as plus DMs for Attack/Martial Arts, Block, Break, Disarm, Evade and Throw.



APPENDIX IV: CHARACTER RECORD SHEET

Name: _____

Unit: _____

CHARACTER STATS:

STR: _____ TRA: _____

AGI: _____ END: _____

DEX: _____ EXP: _____

INT: _____ REA: _____

Weight: _____ Age: _____ STA: _____

Handed: _____

Load Carried (Unburdened): _____ Load Lifted: _____

Load Carried (Burdened): _____ Load Dragged: _____

Load Carried (Heavily Burdened): _____

SKILLS

Area Survival _____ Driving (Motorcycle) _____ Night Ops _____

_____ Driving (Truck) _____ Orienteering _____

Boat Handling _____ Electronics _____ Parachute _____

Bomb Disposal _____ First Aid _____ Pilot (Fixed-wing) _____

Camouflage _____ Free Fall _____ Pilot (Rotary) _____

Chemical Warfare _____ HALO _____ SCUBA _____

Climbing _____ Hand-to-Hand Combat _____ Sking _____

Commo Operator _____ Interrogation _____ Skin Diving _____

Commo Repair _____ Knife Fighting _____ Sniper _____

Computer Programming _____ Language _____ Stealth _____

Computer Repair _____ _____ Swimming _____

Culture _____ Leadership _____ Tactics _____

_____ Lock Picking _____ Tracked Vehicle Driver _____

Demolitions _____ Martial Arts _____ Tracking _____

Dog Handling _____ Mechanic _____ Traps _____

Driving (Car) _____ Mountain Climbing _____ Tree Jumping _____

Driving (Heavy Equip.) _____ Negotiation _____

WEAPONS SKILLS

Exotic Weapons _____ Light Auto _____ Shotguns _____

_____ Machine Guns _____ Special Weapons _____

Foreign Weapons _____ Mortars _____

Hand Guns _____ Rifles _____

FAVORED WEAPONS: _____

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Delta Force

America Strikes Back!™



WARBOOK

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SECTION I WARBOOK WEAPONS

These listings describe the weapons *Delta Force* characters are likely to use or encounter during their missions. They are classified according to the Weapons Skills, and include Handguns, Light Automatic Weapons, Rifles, Machine Guns, and Special Weapons.

The players should write down the data for their character's chosen weapons and keep it handy during the course of play.

HANDGUNS

Astra .357 Revolver

Nationality: Spanish

Weapon Type: Revolver

Caliber: .357 Magnum

Muzzle Velocity: 1500 fps

Length: 28.5cm (6-inch barrel)

Weight: .9kg

Type of Fire: Double action revolver

Rate of Fire: 24 rpm

Feed Device: 6-round cylinder

Load Time: One Combat Round.

With speedloader: 4 seconds.

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	15 m.	30 m.	60 m.	130 m.

Damage DM:

+3 +2 +1 — —

Penetration: 11

Recoil: Roll 2D against END + DMs for stance and bracing to avoid a DM+2.

Failure: —

Users: Worldwide. It is sold commercially in Spain and the U.S. It was used by the PIRA in 1975 to assassinate Ross McWhirter, publisher of the Guinness Book of World Records, and has been linked to other PIRA murders.

Notes: This is a 'monster' among assassination weapons. Its large size makes it unwieldy and difficult to conceal, but it has incredible power which nearly guarantees a kill at close range. The information above is for the 6-inch barrel version. Versions with 3-, 4- and 8.5-inch barrels are also available. This is one of the most powerful handguns available to terrorists.



Auto-Mag .44

Nationality: U.S.

Weapon Type: Automatic Pistol

Caliber: 11.2 x 32mm

Muzzle Velocity: 1500 fps

Length: 27.6cm

Weight: 1.5kg

Type of Fire: Semi-automatic

Rate of Fire: 25 rpm

Feed Device: 7-round magazine

Magazine Weight: .3kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	40 m.	90 m.	180 m.	300 m.

Damage DM:

+3 +2 +1 — -1

Penetration: 13

Recoil: Roll 2D + 2 against STR + DMs for stance and bracing to avoid DM+3.

Failure: 11+ after two magazines.

Users: The weapon became commercially available in the U.S. between 1970 and 1977.

Notes: The .44 Auto-Mag, popularized by Hollywood movies, is one of the most powerful handguns in the world. Originally designed as a powerful hunting weapon, it essentially fires a cut-down 7.62 x 51mm cartridge mounting either a .44 bullet or necked down to receive a .357 bullet. Neither round is commercially manufactured; ammunition for the Auto-Mag must be home-made. Because of the tremendous heat released by the ammunition, the Auto-Mag is prone to jams.

The information above is for the .44 round. The .357 round has a muzzle velocity of 1725 fps, and a PEN of 12.

Beretta .22 Automatic

Nationality: Italian

Weapon Type: Semi-automatic pistol

Caliber: .22

Muzzle Velocity: 950 fps

Length: 15cm (Silenced: 23cm)

Weight: .6kg (Silenced: .9kg)

Type of Fire: Semi-automatic

Rate of Fire: 21 rpm

Feed Device: 7-round magazine

Magazine Weight: .1kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	5 m.	15 m.	25 m.	60 m.

Silenced:

2 m. 5 m. 15 m. 20 m. 50 m.

Damage DM:

— — -1 -1 -2

Penetration: 4 (Silenced: 3)

Recoil: —

Failure: 12+

Users: This pistol is used by Israeli agents, particularly members of the 007 squad which protects El Al Airline flights. It may also be found with various other clandestine groups, particularly those who need to be highly selective in their targets.

Notes: This is a specially modified .22 caliber pistol with a low muzzle velocity and low penetration. It was first developed for Israeli security personnel who had to shoot terrorists without risk that the round would penetrate terrorist bodies, airplane seat backs, innocent bystanders, and the aircraft cabin walls. Israeli agents are taught to get as close to their target as possible, and fire often to insure a kill.



Beretta M92S

Nationality: Italian

Weapon Type: Automatic pistol

Caliber: 9 x 19mm

Muzzle Velocity: 1155 fps

Length: 21.6 cm

Weight: .95 kg

Type of Fire: Double action semi-automatic

Rate of Fire: 40 rpm

Feed Device: 15 round magazine

Magazine Weight: .2 kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	20 m.	50 m.	90 m.

W/Silencer:

10 m. 20 m. 30 m. 70 m.

Damage DM:

+1 +1 — — -1

Penetration: 8

Recoil: —

Failure: —

Users: The Beretta 92S can be found as an official or unofficial 9mm sidearm in most NATO countries, and privately owned throughout the West.

Notes: This is a modern, rugged, and efficient pistol with a large-capacity magazine. The exposed barrel allows the use of a noise suppressor; the double action feature means it can be fired by simply pulling the trigger, without the need of pulling the slide to move a round into the chamber. The Beretta 92S was the leading contender in the U.S. military trials of 1982 to find a replacement for the venerable M1911A1 as the standard U.S. service pistol, and may yet be that replacement when the bureaucratic red tape unravels.

Beretta 93R

Nationality: Italian

Weapon Type: Automatic pistol

Caliber: 9 x 19mm

Muzzle Velocity: 1230 fps

Length: 24 cm (43 to 61 cm with stock)

Weight: 1.2 kg (1.5 kg with stock)

Type of Fire: Selective: semi-automatic or 3-round burst

Rate of Fire: Semi: 40 rpm

Burst: 5 bursts/Round, or 110 rpm

Feed Device: 15 or 20 round magazine

Magazine Weight: 15-round: .2 kg; 20-round: .3 kg

Magazine Empties: 15-round: 5 sec.; 20-round: 7 sec.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	20 m.	50 m.	90 m.
W/Silencer:				
2 m.	10 m.	20 m.	40 m.	70 m.
W/Stock:				
2 m.	15 m.	40 m.	90 m.	180 m.
Damage DM:				
+2	+1	+1	—	-1

Penetration: 9

Recoil: —

Failure: 12+

Users: The 93R was designed for NATO, and is available through Western arsenals and gun dealers. Its three-round burst feature limits its availability in the U.S.

Notes: The Beretta 93R is a true "machine pistol," though it cannot fire full automatic. The three-round burst feature means there is very little loss of accuracy to recoil; and the folding grip in front of the trigger allows good control. Accuracy can be extended with the folding stock which can be attached at the base of the grip. The 93R will fire either its own 20-round extended magazine, or it will accept the 15-round magazine from the Beretta 92S. The extended barrel allows the use of a silencer.

The forward grip must be used to win a DM-1 for "stance" during firing. The shoulder stock extends the range and allows a DM-2 for "braced weapon."

Browning High Power HP 35

Nationality: Belgian

Weapon Type: Automatic pistol

Caliber: 9 x 19mm

Muzzle Velocity: 1150 fps

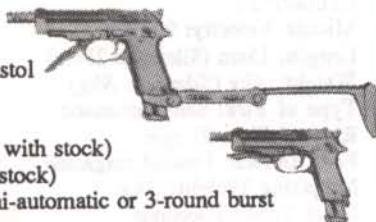
Length: 19.6cm

Weight: .88kg

Type of Fire: Semi-automatic

Rate of Fire: 40 rpm

Feed Device: 13-round magazine



Magazine Weight: .2kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	15 m.	35 m.	60 m.	120 m.

Damage DM:

+1	+1	—	—	—
----	----	---	---	---

Penetration: 8

Recoil: —

Failure: —

Users: Used by both the Allies and Germans in WWII, with many thousands produced since it was designed in 1925, the HP 35 is in use today all over the world. It has been used by Carlos in several assassinations. Dudrun Ensslin of the Baader-Meinhof Gang was carrying an HP 35 when she was arrested in Hamburg.

Notes: This was the last design by J. M. Browning. It is a reliable, effective weapon at close ranges, with the added advantage of a 13-round magazine.

Colt M1911A1

Nationality: U.S.

Weapon Type: Automatic pistol

Caliber: 11.43 x 23mm (.45)

Muzzle Velocity: 830 fps

Length: 21.9 cm

Weight: 1.3 kg.

Type of Fire: Semi-automatic

Rate of Fire: 35 rpm

Feed Device: 7-round magazine

Magazine Weight: .25 kg.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	30 m.	50 m.	100 m.

Damage DM:

+3	+2	+1	—	—
----	----	----	---	---

Penetration: 8

Recoil: —

Failure: —

Users: The M1911A1 is the standard service sidearm of the U.S. military, and is found in the arsenals of U.S. allies and arms clients world-wide. Their availability means large numbers have fallen into unfriendly hands as well, and they may be found in some terrorist arsenals.

Notes: One of the finest military sidearms ever produced, the M1911A1 has been in use by the U.S. military for over 70 years. It was originally designed to give marines fighting guerrilla fanatics in the Philippines a sidearm which would knock a man down when it hit him. The M1911A1 is also highly accurate for a hand gun, and has been used as a match weapon in target shooting for many years. It has only recently been decided that the M1911 will be replaced by the 9mm Beretta 92S.

Accurized Colt M1911A1

Nationality: U.S.

Weapon Type: Semi-automatic pistol

Caliber: 11.43 x 23mm (.45)

Muzzle Velocity: 830 fps

Length: 21.9cm

Weight: 1.4kg

Type of Fire: Semi-automatic

Rate of Fire: 35 rpm

Feed Device: 7-round magazine

Magazine Weight: .25kg

Load Time: 3 seconds



Range:				
Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	15 m.	50 m.	90 m.	150 m.

Damage DM:

+3 +1 — — -1

Penetration: 8

Recoil: —

Failure: —

Users: This is the standard-issue handgun for members of the U.S. Delta Force.

Notes: The accurized M1911A1 has been carefully machined and balanced. The butt has been built up with Pachmayr rubber grips to improve the handling of the weapon, and to prevent it from slipping even in a sweaty grip. It is carried in an open-topped holster so that the weapon can be brought into action quickly.

Colt Python

Nationality: U.S.

Weapon Type: Revolver

Caliber: 9 x 33mmR

Muzzle Velocity: 1250 fps

Length: 23.5cm (with 15.2cm barrel)

Weight: 1.25kg

Type of Fire: Double action revolver

Rate of Fire: 24 rpm

Feed Device: 6-round cylinder

Load Time: One Combat Round (3 seconds with speed-loader).

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	20 m.	40 m.	75 m.	150 m.

Damage DM:

+1 +1 — — —

Penetration: 9

Recoil: Roll 2D against END + DMs for stance and bracing to avoid a DM+2

Failure: —

Users: Commercially available in the U.S.

Notes: This is one of the finest revolvers manufactured by Colt. It is well-built, with a reputation for reliability and accuracy.

**Makarov PM**

Nationality: Soviet Union

Weapon Type: Automatic pistol

Caliber: 9 x 18mm

Muzzle Velocity: 1033 fps

Length: 16cm

Weight: .68kg

Type of Fire: Double action semi-automatic

Rate of Fire: 35 rpm

Feed Device: 8-round magazine

Magazine Weight: .11kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	25 m.	40 m.	90 m.

Damage DM:

+1 +1 — — -1

Penetration: 7

Recoil: —

Failure: 12+

Users: This is the standard issue sidearm for the Soviet military. It is also found throughout the Eastern Bloc, and in



the hands of Soviet clients, including Cuba, Nicaragua, Viet Nam, Libya and the PLO.

Notes: This is very similar to the Walther PPK. It fires 9 x 18mm ammo which is not interchangeable with NATO 9 x 19mm ammunition. The weapon is easy to handle, but is considered by most critics to be underpowered.

SIG-SAUER (P220)

Nationality: Swiss

Weapon Type: Automatic pistol

Caliber: 9 x 19mm

Muzzle Velocity: 1132 fps

Length: 19.8cm

Weight: .83kg

Type of Fire: Semi-automatic

Rate of Fire: 40 rpm

Feed Device: 9-round magazine

Magazine Weight: .19kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	15 m.	35 m.	70 m.	140 m.

Damage DM:

+1 +1 — — -1

Penetration: 8

Recoil: —

Failure: —

Users: The SIG-Sauer has been adopted by the Swiss military as the M-75. It is sold commercially as the P-220, and as such is found throughout Europe, the U.S. and Israel. It has also been purchased by the Japanese Self-Defense Forces as their next-generation handgun.

Notes: The SIG-Sauer is a modernized version of the highly respected M49/P210, which has the reputation of being the most accurate handgun in the world. The P220 is the first of the SIG line to use stamped steel parts rather than machined steel. This lowers the cost, but has not reduced the Swiss-watch quality of this pistol. SIG-Sauer stands for Schweizerische Industrie-Gesellschaft, the Swiss company which designed the P220, and J.P. Sauer & Sohn, the German firm which manufactures it for arms clients outside Switzerland.

**Smith and Wesson Model 19 Combat Magnum**

Nationality: U.S.

Weapon Type: Revolver

Caliber: 9 x 33mmR

Muzzle Velocity: 1200 fps

Length: 24.1 cm (with 10.2cm barrel).

Weight: 1kg

Type of Fire: Double action revolver

Rate of Fire: 24 rpm

Feed Device: 6-round cylinder

Load Time: One Combat Round (3 seconds with speed-loader).

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	25 m.	60 m.	100 m.	150 m.

Damage DM:

+1 — — — —

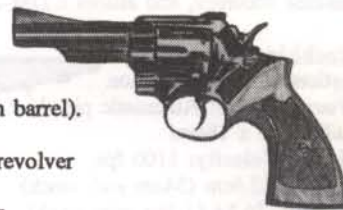
Penetration: 9

Recoil: —

Failure: —

Users: Commercially available in the U.S. This revolver is especially popular with police officers.

Notes: The S&W Model 19 is one of Smith & Wesson's top selling revolvers. It is rugged and dependable.



Smith and Wesson Model 39

Silenced version: Mark 22 Mod. O "Hush Puppy"

Nationality: U.S.

Weapon Type: Automatic pistol

Caliber: 9 x 19mm

Muzzle Velocity: 1140 fps (Mark 22: 900 fps)

Length: 18.9cm (Mark 22: 34cm)

Weight: .75kg (Mark 22: 1kg)

Type of Fire: Double action semi-automatic

Rate of Fire: 30 rpm

Feed Device: 8-round magazine

Magazine Weight: .19kg

Load Time: 3 seconds

Range:

Point Blank	Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
2 m.	15 m.	30 m.	60 m.	120 m.

Damage DM:

+1 — — — -1

MARK 22:

Range:

2 m.	10 m.	20 m.	40 m.	90 m.
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W/Stock:

2 m.	15 m.	30 m.	50 m.	100 m.
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Damage DM:

— — — -1 -2

Penetration: 8 (Mark 22: 6)

Recoil: —

Failure: —

Users: Available commercially in the U.S. and found throughout the world. The U.S. Navy SEALs adopted the silenced "Hush Puppy" version.

Notes: Developed as a replacement for the M1911A1. Though rejected, it is still an excellent military weapon.

The Mark 22, Mod. O Pistol was acquired by the Navy during the Viet Nam War as a weapon for SEAL Teams. The name "Hush Puppy" was coined because it was designed to kill sentry dogs. It has also been used by other clandestine forces.

The silencer slows the round to below the speed of sound. Treat the noise as a whisper (see: "Communications"). Each shot degrades the silencer lining. The silencer will fail on a roll of 7+ after 30 rounds. The Hush Puppy can fire 9mm ammunition, but the silencer will be ruined after 6 shots.

A shoulder stock is available for the Hush Puppy to increase accuracy, and allows a DM-2 for "braced weapon."

Stechkin APS

Nationality: Soviet Union

Weapon Type: Automatic pistol

Caliber: 9 x 18mm

Muzzle Velocity: 1100 fps

Length: 22.6cm (54cm with stock)

Weight: .76 kg (1.3kg with stock)

Type of Fire: Selective: Semi-automatic or full-auto

Rate of Fire: Semi: 40 rpm

Full auto: 750 rpm

Feed Device: 20-round magazine

Magazine Weight: .5kg

Magazine Emptied: 1.6 seconds

Load Time: 3 seconds

Range:

Point Blank	Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
2 m.	15 m.	30 m.	60 m.	125 m.

W/Stock:

2 m.	25 m.	50 m.	100 m.	140 m.
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Damage DM:

+1 — — — -1



Penetration: 8

Recoil: +4 without stock, +2 with stock.

Failure: 12+

Users: The USSR and Soviet clients. This weapon was extremely popular with the KGB, and may still be used by agents on clandestine missions. It may also have found its way into PLO and Libyan arsenals.

Notes: This is a true machine pistol, capable of full auto fire. Like most such conversions from automatic pistols, the Stechkin is almost impossible to control on full-auto without a stock; and even with a stock, accuracy suffers with all but the first few rounds.

Vz-52

Nationality: Czechoslovakian

Weapon Type: Automatic pistol

Caliber: 7.62 x 25mm

Muzzle Velocity: 1600 fps

Length: 21cm

Weight: 9 kg

Type of Fire: Semi-automatic

Rate of Fire: 32 rpm

Feed Device: 8-round magazine

Magazine Weight: .16kg

Load Time: 3 seconds

Range:

Point Blank	Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
2 m.	10 m.	20 m.	50 m.	90 m.

Damage DM:

+2 +1 — — —

Penetration: 10

Recoil: —

Failure: 12+

Users: The weapon was standard issue in the Czech military until the adoption of the Makarov. It can be found throughout the Eastern Bloc and in the arsenals of East Bloc clients, such as Libya and the PLO.

Notes: The Vz-52 uses extremely powerful cartridges which give it a muzzle velocity almost twice that of most standard military sidearms. It is a favorite of the terrorist Carlos. In one of his attacks, a round from a Vz-52 passed through the body of his victim, through the floor, through the ceiling of the apartment downstairs, through a table, and lodged in the floorboards so deeply it could not be removed. It is renowned as an assassin's weapon.

Walther PPK

Nationality: German

Weapon Type: Automatic pistol

Caliber: 9 x 17mm

Muzzle Velocity: 970 fps

Length: 17cm

Weight: .68kg

Type of Fire: Double action semi-automatic

Rate of Fire: 21 rpm

Feed Device: 7-round magazine

Magazine Weight: .12kg

Load Time: 3 seconds

Range:

Point Blank	Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
2 m.	10 m.	25 m.	50 m.	90 m.

Damage DM:

+1 — — -1 -1

Penetration: 7

Recoil: —

Failure: —

Users: Common throughout Western Europe and the U.S.

Notes: This was the weapon carried by many German offi-



cers in WWII, as well as by intelligence agents and the Gestapo. It was originally designed for use by police detectives; "PPK" stands for "Polizei Pistole Kriminal." This is also the weapon made famous by James Bond. The PPK is light, easy to handle, and easy to bring into action quickly.

Walther P-38

Nationality: German

Weapon Type: Automatic pistol

Caliber: 9x19mm

Muzzle Velocity: 1150 fps

Length: 22cm

Weight: .77kg

Type of Fire: Double action semi-automatic

Rate of Fire: 32 rpm

Feed Device: 8-round magazine

Magazine Weight: .2 kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	15 m.	40 m.	80 m.	140 m.

Damage DM:

+1 +1 — — -1

Penetration: 8

Recoil: —

Failure: —

Users: Common throughout NATO countries; also in service with West German military forces today. This weapon is extremely popular with the Italian Red Brigades — so much so that they are also known as the P Thirty-eighters.

Notes: The P-38, also known as the P-1, is a modernized version of the P-08 Luger. It is a light, reliable weapon, not as prone to jamming as the Luger, and not as sensitive to dirt.



LIGHT AUTOMATIC WEAPONS

This category includes both auto-fire assault rifles and submachine guns. In some cases, arbitrary decisions have been made as to whether a weapon is a submachine gun or a "machine pistol." Weapons based on pistol designs modified for auto-fire have been listed under Handguns.

AK47 or AKM

Nationality: USSR

Weapon Type: Assault rifle

Caliber: 7.62 x 39mm

Muzzle Velocity: 2532 fps

Length: 93cm (76cm with stock folded)

Weight: AK 47: 4.3kg

AKM: 3.15kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 600 rpm

Feed Device: 30-round magazine

Magazine Weight: .83kg

Magazine Emptied: 3 seconds

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	35 m.	120 m.	300 m.	450 m.

Damage DM:

+2 +1 — -1 -2

Folding Stock Version:

Range W/O Stock:

20 m. 80 m. 120 m. 200 m.

Penetration: 15

Recoil: +2 (+4 with stock folded)

Failure: —

Users: This weapon is the symbol of world revolution and



the might of Soviet Russia. Hundreds of thousands of these weapons have been sold to Communist client states, to the guerrilla armies of Latin America and Africa and to terrorist factions throughout the world. It is the standard military rifle of Cuba, most of the Iron Curtain countries, numerous black African nations, several Arab armies and the Palestinian movement. It was used by Black September at Munich, has been captured by U.S. Marines in Grenada and the by SAS off the Irish coast; it is found in the hands of Soviet-backed guerrillas all over the world. It is the ultimate proof of Soviet claims about their desire for world peace.

Notes: The AK 47's most striking feature is its ruggedness. It functioned in Viet Nam mud which constantly fouled the U.S. M16. It is a weapon which can be given to illiterate peasants and continue to work even with poor care and abysmal conditions. It is not less accurate than NATO weapons, and carries tremendous stopping power at short ranges. Critics point out that the round loses power at long ranges, but most guerrilla and terrorist firefights are conducted at close range in any case. U.S. forces in Viet Nam frequently preferred using captured AKs to their own weapons, and several Israeli units have equipped themselves with AKs taken from Arab forces.

Both the AK 47 and the AKM have folding stock versions generally issued to paratroopers and special forces. Accuracy and range are substantially reduced by not extending the stock.

The AK 47's biggest drawback is that it *must* be held with two hands, and has a nasty tendency to climb when fired on full auto. It also has a tendency to overheat, and is heavy for its size.

The AKM is an improved version of the AK 47. It is identical to the earlier model, but weighs less, uses sheet steel for the receiver, and has some internal modifications.

AK 74

Nationality: USSR

Weapon Type: Assault rifle

Caliber: 5.43 x 39mm

Muzzle Velocity: 2952 fps

Length: 93cm (76cm with stock folded in folding stock models)

Weight: 3.6kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 650 rpm

Feed Device: 30-round magazine

Magazine Weight: .55kg

Magazine Emptied: 2.7 seconds

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	50 m.	150 m.	350 m.	500 m.

Damage DM:

+2 +2 +1 — —

Folding Stock Version:

Range/Stock Folded:

25 m. 90 m. 150 m. 250 m.

Penetration: 13

Recoil: +2 (+4 without stock)

Failure: —

Users: The AK 74 has replaced the AKM as the standard service arm in the Soviet military. Locally produced and slightly different versions are now manufactured in Romania and East Germany.

Notes: The AK 74 is a further modification of the AK series. The biggest change is the incorporation of a new 5.43mm round. While the AK 74 has less penetration than the earlier 7.62 round, its design causes it to dump energy very quickly



upon entering a human body, causing maximum damage.

A folding stock model is available. The stock must be extended for accuracy and for control of recoil.

Beretta AR-70

Nationality: Italian

Weapon Type: Assault rifle

Caliber: 5.56 x 45mm

Muzzle Velocity: 3182 fps

Length: 94cm

Weight: 3.4 kg

Type of Fire: Selective: Single shot and full auto

Rate of Fire: 630 rpm

Feed Device: 30-round magazine

Magazine Weight: .6kg

Magazine Emptied: 2.8 seconds

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	90 m.	180 m.	400 m.	800 m.

Damage DM:

+1	—	—	—	-1
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Penetration: 14

Recoil: +1

Failure: 12+

Users: This is replacing the Italian BM-59 as the standard weapon of the Italian military. Some may have fallen into the hands of the Red Brigades and other terrorist groups.

Notes: This is a lightweight weapon designed for easy mass production. A folding stock model is available for special forces. This model has a length of 72.8cm with the stock folded. The weapon cannot be easily fired without the stock.



Beretta M12

Nationality: Italian

Weapon Type: Submachine gun

Caliber: 9 x 19mm

Muzzle Velocity: 1250 fps

Length: 42cm (64.5cm with stock extended)

Weight: 3 kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 550 rpm.

Feed Device: 20, 32, or 40-round magazine

Magazine Weight: 20-round: .4kg; 32-round: .6kg; 40-round: .73kg.

Magazine Emptied: 20-round: 2.2 sec.; 32-round: 3.5 sec.; 40-round: 4.4 sec.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	15 m.	30 m.	70 m.	125 m.

W/Stock:

2 m.	25 m.	50 m.	100 m.	200 m.
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Damage DM:

+1	—	—	—	—
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Penetration: 9

Recoil: +1 (+2 if fired with one hand)

Failure: 11+

Users: The Beretta Model 12 is the standard issue SMG for Italian commando units, security forces and police, and has been sold to many countries in South America, Africa and the Middle East. It is also found in terrorist arsenals. Carlos carried a Beretta 12 during his kidnapping of the OPEC oil ministers in Vienna.

Notes: Along with the Czech Skorpion, this is one of the world's most efficient submachine guns. It is reliable and rugged, and packs considerable firepower in a small package.



Colt M16A1

Nationality: U.S.

Weapon Type: Automatic rifle

Caliber: 5.56 x 45 mm (.223)

Muzzle Velocity: 3250 fps

Length: 99 cm

Weight: 3.2 kg

Type of Fire: Selective: full auto or semi-automatic

Rate of Fire: 800 rpm

Feed Device: 20, 30, or 40-round magazine

Magazine Weight: 20-round: .3 kg; 30-round: .45 kg; 40-round: .74kg

Magazine Emptied: 20-round: 1.5 sec.; 30-round: 2.3 sec.; 40-round: 3 sec.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	50 m.	150 m.	300 m.	450 m.

Damage DM:

+2	+2	+1	+1	—
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Penetration: 15

Recoil: -1

Failure: 12 (10+ in bad conditions without maintenance)

Users: The M-16 is the standard weapon for the U.S. military. It can be found with U.S. allies all over the world. In addition, many have fallen into terrorist hands through raids on NATO arsenals, and large numbers were captured by Communist forces in Southeast Asia at the end of the Vietnam War.

Notes: It has been said that U.S. soldiers either swore by the M16 or swore at it. Despite early criticism that it was a flimsy plastic toy, this weapon has proven itself a reliable weapon as long as it is properly cared for. Particularly in environments where it is exposed to mud, dust or ice, regular maintenance is absolutely necessary to keep the weapon functioning smoothly.

A civilian version, called the AR-15, is identical to the M-16 with the exception that it cannot fire on full auto.



FN-FAL

Nationality: Belgian

Weapon Type: Rifle

Caliber: 7.62 x 51mm

Muzzle Velocity: 2750 fps

Length: 109cm

Weight: 4.25kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 700 rpm

Feed Device: 20-round magazine

Magazine Weight: .7kg

Magazine Emptied: 1.7 seconds

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	70 m.	150 m.	300 m.	650 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 17

Recoil: +1

Failure: —

Users: Originally issued in Belgium, the FN-FAL is now the most widely-used rifle in NATO. Over 20 countries world-wide either purchase or manufacture this weapon for their armed forces.

Notes: The FN-FAL is considered to be a rifle rather than an assault rifle, but is included here because of its full auto capability. It has excellent penetration capability, and is respected as a rugged, easy-to-handle weapon.



Galil ARM

Nationality: Israeli

Weapon Type: Assault rifle

Caliber: 5.56 x 45mm

Muzzle Velocity: 3117 fps

Length: 99cm (75.3cm with stock folded)

Weight: 3.9kg

Type of Fire: Selective: Single shot or full automatic

Rate of Fire: 650 rpm

Feed Device: 35 or 50-round magazine

Magazine Weight: 35-round: .7kg; 50-round: 1kg

Magazine Emptied: 35-round: 3.2 sec.; 50-round: 4.6 sec.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	80 m.	250 m.	450 m.	800 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 14

Recoil: +1

Failure: 12+

Users: Standard issue for Israeli military. A 7.62 x 51mm version, introduced in '81, may be found in NATO countries.

Notes: Designed to replace the heavier FAL. It has elements of the AK 47, Stoner M63, M16 and FN-FAL. It is designed to withstand the rigors of combat in the desert.

The Galil has a folding stock which *must* be extended (it blocks the trigger from the right). It also has a built-in bipod which, when unfolded, allows a DM-2 for "braced weapon." The bipod has wire cutters and a bottle opener in the clamp bracket. A night sight has luminous dots for low light.

The Galil is considered by some to be the best medium assault rifle in the world.

**H&K G3**

Nationality: West German

Weapon Type: Automatic rifle

Caliber: 7.62 x 51mm

Muzzle Velocity: 2650 fps

Length: 102cm

Weight: 4.25kg

Type of Fire: Selective: Single shot and full-auto

Rate of Fire: 550 rpm

Feed Device: 20-round magazine

Magazine Weight: .75kg

Magazine Emptied: 2.5 seconds

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	75 m.	200 m.	400 m.	700 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 16

Recoil: +1

Failure: 12+

Users: Used or manufactured under license by over 40 countries. A standard weapon for West Germany's GSG-9.

Notes: This is a simple, robust rifle which has been adopted by many military and paramilitary forces since it was introduced in 1960.

**H&K G-11**

Nationality: German

Weapon Type: Rifle

Caliber: 4.7 x 21mm Caseless

Muzzle Velocity: 3050 fps

Length: 75cm

Weight: 3.6kg



Type of Fire: Selective: Single shot, 3-round burst, full auto

Rate of Fire: Full auto: 600 rpm.; Burst: 2000 rpm

Feed Device: Two 50-round magazines in one 100-round magazine box.

Magazine Weight: (50 rounds): .45kg

Magazine Emptied: (50 rounds): Full auto: 5 seconds.

Load Time: One Combat Round for 50-rounds.

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	120 m.	250 m.	400 m.	600 m.

Damage DM:

+1	—	—	—	-1
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Penetration: 11

Recoil: —

Failure: 11+

Users: This weapon, under development for 13 years, is planned as the standard rifle for the German military in the early '90s. It is also under consideration by NATO arms procurers.

Notes: Many consider this to be the weapon of the future. The G-11 fires a new, caseless ammunition (the bullets are imbedded in a solid block of propellant). This dramatically increases the cyclic speed since there are no spent casings to eject. The G-11 has only two openings: the muzzle and an ejection opening for clearing misfired rounds. This makes the weapon almost impervious to mud, dirt, frost, dust, water and rough handling. When fired in burst mode, the G-11 has a cyclic rate of 2000 rpm. The third round is fired *before* the recoil of the first round is felt by the person firing it. The recoil felt by the three-round burst has been compared to the recoil of a single shot from an M16. The rate of fire for full auto is only 600 rpm to conserve ammo.

Ammunition may be stripped into the magazines at the rear 25 rounds at a time, or the magazines can be replaced individually. The carrying handle has a built-in 1x scope.

The Failure rate reflects the problem that there is still a tendency — first discovered early in the G-11's trials, for excess heat to build up inside the weapon housing. Rounds no longer "cook off" unexpectedly, but there are problems with jams.

H&K MP5A2/A3 (HK54)

Nationality: German

Weapon Type: Submachine gun

Caliber: 9 x 19mm

Muzzle Velocity: 1312 fps

Length: A2: 65.7cm

A3: 65.7cm (48.8cm with stock retracted)

Weight: 2.5kg

Type of Fire: Selective: Single shot, 3-round burst, full auto

Rate of Fire: 600 rpm

Feed Device: 30-round magazine

Magazine Weight: .5kg

Magazine Emptied: 3 seconds

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	30 m.	80 m.	160 m.	300 m.

W/O Stock:

2 m.	20 m.	50 m.	100 m.	200 m.
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Damage DM:

+1	—	—	—	-1
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Penetration: 9

Recoil: +1 (+2 with one hand)

Failure: 12+

Users: This weapon has been adopted by the West German Border Police, the Federal Police and various other police and



military forces throughout Europe, including Switzerland and the Netherlands. The MP5 is also one of the most popular weapons with antiterrorist units around the world, including especially the SAS and GSG-9. A number have been stolen from arsenals in Switzerland and elsewhere, and are now in the hands of terrorists. The Baader-Meinhof Gang has used them frequently, and, in fact, uses a silhouette of an MP5 against a red star as the Red Army Faction insignia.

Notes: This is a fine, rugged weapon based on the successful H&K G-3, with better accuracy than most submachine guns. The folding stock MP5A3 can be fired without the stock, with some loss of accuracy.

H&K MP5K

Nationality: German

Weapon Type: Submachine gun

Caliber: 9 x 19mm

Muzzle Velocity: 1230 fps

Length: 32.5cm

Weight: 2kg

Type of Fire: Selective: Single shot, 3-round burst, or full auto

Rate of Fire: 840 rpm.

Feed Device: 15 or 30-round magazine

Magazine Weight: 15-round: .3kg; 30-round: .5 kg.

Magazine Emptied: 15-round: 1 sec.; 30-round: 2 sec.

Load Time: 3 seconds.

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	15 m.	30 m.	50 m.	100 m.

Damage DM:

+1	—	—	—	-1
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Penetration: 9

Recoil: +1 (+3 with one hand)

Failure: 12+

Users: This version of the popular MP5 is designed for use by antiterrorist teams, and is in service with the SAS, GSG-9 and other units.

Notes: This is a shortened version of the MP5, especially designed for counterterrorist forces in confined areas. It has no stock; but a front grip holds down the effects of recoil.

H&K MP5SD3

Nationality: German

Weapon Type: Silenced submachine gun

Caliber: 9 x 19mm

Muzzle Velocity: 935 fps

Length: 61 cm (78cm with stock extended)

Type of Fire: Selective: Single shot, 3-round burst or full auto

Rate of Fire: 650 rpm.

Feed Device: 15 or 30-round magazine

Magazine Weight: 15-round: .3kg; 30-round: .5kg

Magazine Emptied: 15-round: 1.4 sec.; 30-round: 2.8 sec.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	20 m.	50 m.	100 m.	180 m.

W/Stock:

2 m.	30 m.	70 m.	130 m.	220 m.
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Damage DM:

+1	—	—	—	-1
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Penetration: 7

Recoil: —

Failure: 12+

Users: As with the unsilenced MP5, this weapon is found



throughout Europe and is used by numerous antiterrorist units.

Notes: This is the standard MP5A3 with an integral silencer. The silencer reduces standard NATO ammo to subsonic speeds, thus reducing the 'crack' of the weapon. Its closed-bolt firing mechanism gives it greater accuracy than other SMGs.

Ingram M10

Nationality: U.S.

Weapon Type: Submachine gun

Caliber: 9 x 19mm or 11.43 x 23mm (.45)

Muzzle Velocity: 9mm: 1200 fps; 11.43mm: 918 fps

Length: 26.9cm (54.8cm with stock extended)

W/Silencer: 54.5cm (79.8cm with stock extended)

Weight: 2.8kg

W/Silencer: 3.3kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 9mm: 1090 rpm; .45: 1145 rpm

Feed Device: 9mm: 32-round magazine

.45: 30-round magazine

Magazine Weight: 9mm: .6kg

.45: .98kg

Magazine Emptied: 1.7 sec.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	30 m.	60 m.	100 m.

Damage DM:

+1	—	—	—	-1
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Penetration: 9mm: 9

.45: 8

Recoil: +3 (+5 if fired with one hand)

Failure: 10+ after 10 magazines

Users: The weapon was originally designed for use by clandestine forces. It may be found in the U.S. or South America with counterterrorist groups, but it is most popular with criminals and drug smugglers. Small numbers have been bought by numerous South American countries, Israel and Saudi Arabia.

Notes: The debate rages on between those who love this weapon and those who hate it. Independent studies suggest that it is not well-made and tends to jam repeatedly after only 1200 rounds or so are fired. It is light, and its high cyclic rate makes the weapon climb when fired on full auto, diminishing its accuracy. It is often called the "MAC" (for Military Armament Corporation, which manufactured this weapon after 1970). In the early '60s, there was actually talk of making this the replacement sidearm for the M1911A1.

A DM-1 can be won for "proper stance," which means firmly grasping the weapon's suppressor, or, if no suppressor is mounted, inserting the 'off-hand' fingers through a strap underneath the short barrel.

The MAC can be carried in a hip holster or inside a briefcase.

Ingram M11

Nationality: U.S.

Weapon Type: Submachine gun

Caliber: 9 x 17mm

Muzzle Velocity: 960 fps

Length: 22.2cm (46cm with stock extended)

W/Silencer: 44cm (65cm with stock extended)

Weight: 1.6kg (2kg with silencer)

Type of Fire: Full automatic

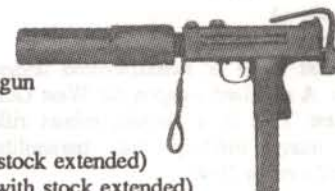
Rate of Fire: 1200 rpm

Feed Device: 16- or 32-round magazine

Magazine Weight: 16-round: .23kg; 32-round: .5kg

Magazine Emptied: 16-round: .8 sec.; 32-round: 1.6 sec.

Load Time: 3 seconds



Range:				
Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	30 m.	50 m.	100 m.

Damage DM:
+1 — — — -1

Penetration: 7

W/Silencer: 6

Recoil: +4 (+6 fired with one hand)

Failure: 10+ after 10 magazines.

Users: As with the M10, the M11 (or "Little MAC") was developed for use by clandestine forces. It is more frequently found in the hands of drug dealers and criminals.

Notes: The M11 uses a low-powered 9mm cartridge which gives it a high cyclic rate of fire. Though it has poor penetration, 1200 rpm creates what has been called a "buzzsaw effect" on the target.

This weapon may be carried in a hip or shoulder holster or hidden inside a briefcase. A DM-1 is allowed for "proper stance," which means inserting two fingers through the barrel strap if no silencer is used, or gripping the silencer if it is.

The silencer is effective, reducing the sound of shots to the level of a whisper. Like the M10, the Little MAC is not a rugged weapon, and tends to malfunction after a few hundred rounds are fired.

Madsen M50

Nationality: Danish

Weapon Type: Submachine gun

Caliber: 9 x 19mm

Muzzle Velocity: 1200 fps

Length: 52.8 cm (80cm with stock extended)

Weight: 3.2kg

Type of Fire: Full automatic

Rate of Fire: 550 rpm

Feed Device: 32-round magazine

Magazine Weight: .6kg

Magazine Emptied: 3.5 seconds

Load Time: 3 seconds

Range:				
Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	30 m.	60 m.	100 m.

Damage DM:
+1 — — — -1

Penetration: 9

Recoil: +2

Failure: —

Users: Manufactured in Denmark, but widely sold throughout Latin America. A .45 caliber model is manufactured by Brazil. Both terrorists and police forces in South and Central America will have access to this weapon.

Notes: The M50 is designed to allow high-speed production at low cost. The safety is located behind the magazine at the base of the frame. The M50 *must* be held with the 'off' hand gripping the magazine at its base to open the safety. The weapon cannot be fired one-handed.

Uzi

Nationality: Israeli

Weapon Type: Submachine gun

Caliber: 9 x 19mm

Muzzle Velocity: 1310 fps

Length: 47cm (64cm with stock extended)

Weight: 3.6kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 600 rpm.

Feed Device: 25-, 32- or 40-round magazine

Magazine Weight: 25-round: .5kg; 32-round: .6kg; 40-round: .8kg.

Magazine Emptied: 25-round: 2.5 sec.; 32-round: 3.2 sec.; 40-round: 4 sec.

Load Time: 3 seconds

Range:				
Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	20 m.	50 m.	100 m.

W/Stock:

2 m.	20 m.	40 m.	80 m.	180 m.
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Damage DM:

+1 +1 — — —

Penetration: 10

Recoil: +1

Failure: 12+

Users: The Uzi is used by the Israeli military and police departments and security forces all over the world. It is a favorite weapon of the U.S. Secret Service on executive protection duty. Many are in terrorist hands as well.

Notes: Manufactured in Israel, and under license in Belgium and West Germany, the Uzi has acquired the reputation of one of the finest submachine guns ever made. It is a rugged, reliable weapon.

With the stock extended, it may be fired one-handed, but it must be held with two hands to win the DM-1 for "stance." With the stock extended and both hands used, the DM-2 for "braced weapon" may be used.

Mini-Uzi

Nationality: Israeli

Weapon Type: Submachine gun

Caliber: 9 x 19mm

Muzzle Velocity: 1148 fps

Length: 36cm (60cm with stock extended)

Weight: 2.65kg

Type of Fire: Selective: Single shot or full auto

Rate of Fire: 1200 rpm

Feed Device: 20-, 25- or 32-round magazine

Magazine Weight: 20-round: .45kg; 25-round: .5kg; 32-round: .62kg.

Magazine Emptied: 20-round: 1 sec.; 25-round: 1.25 sec.; 32-round: 1.5 sec.

Load Time: 3 seconds.

Range:				
Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	20 m.	50 m.	90 m.

W/Stock:

2 m.	15 m.	30 m.	70 m.	120 m.
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Damage DM:

+1 — — — —

Penetration: 8

Recoil: +3

Failure: —

User: Security and commando forces throughout the world.

Notes: This smaller version of the Uzi is popular with police and security teams, as well as with antiterrorist units, because of its small size. That same advantage makes it attractive to terrorists as well.

The stock must be used to allow a DM+2 for "braced weapon."

Vz-58V

Nationality: Czechoslovakian

Weapon Type: Assault rifle

Caliber: 7.62 x 39mm

Muzzle Velocity: 2330 fps

Length: 63.5 cm (82 cm with stock extended)

Weight: 3.14 kg

Type of Fire: Selective: Single shot and full auto

Rate of Fire: 800 rpm



Feed Device: 30-round magazine
 Magazine Weight: .7kg
 Magazine Emptied: 2.25 seconds
 Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	35 m.	100 m.	200 m.	450 m.

Damage DM:

+1	+1	—	—	-1
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Penetration: 14

Recoil: +2

Failure: —

Users: Standard-issue weapon of the Czechoslovakian military, widely distributed among Czech and Soviet arms clients. It has been used by Black September, the PLA and the PIRA.

Notes: Resembles the AK-47, but the internal systems are different, reflecting Czech arms manufacturing skill. The weapon is light for an assault rifle, however, explaining the highly unfavorable modifier for recoil. The Vz 58 comes with a wooden stock or a folding steel stock. Both versions are the same weight and length with the folding stock extended. It comes with a detachable bipod to negate the effects of recoil.

Vz 61 Skorpion

Nationality: Czechoslovakian

Weapon Type: Submachine gun

Caliber: 7.63 x 17mm

Muzzle Velocity: 1040 fps

Length: 26.8 cm (52 cm with stock extended)
 47.2cm with suppressor (71.6cm w/stock extended)

Weight: 1.3kg; 1.7kg with suppressor

Type of Fire: Selective: Single shot or full auto.

Rate of Fire: 840 rpm

Feed Device: 10- or 20-round magazine

Magazine Weight: 10-round: .16kg; 20-round: .4kg

Magazine Emptied: 10-round: .7 sec.; 20-round: 1.5 sec.

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	25 m.	55 m.	90 m.

W/Stock:

2 m.	15 m.	30 m.	90 m.	180 m.
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Damage DM:

+1	—	—	—	-1
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W/Silencer:

2 m.	10 m.	20 m.	40 m.	80 m.
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W/Silencer, Stock:

2 m.	15 m.	30 m.	60 m.	120 m.
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Damage DM:

+1	—	—	-1	-1
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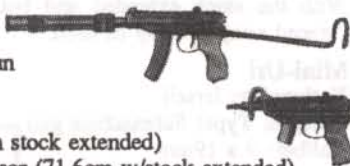
Penetration: 7 (6 with silencer)

Recoil: +2 (+1 with stock extended)

Failure: 12+

Users: Widespread among intelligence organizations in the Soviet Union, as well as among the Soviet Bloc countries. It is the standard-issue weapon for Czech security forces, and is particularly popular with Soviet-backed terrorist groups. It has been used by Carlos, by numerous African guerrilla movements, and was used by the Red Brigades to kill Aldo Moro.

Notes: Authorities differ over whether this is a large machine pistol or the world's smallest military-issue submachine gun. Its low-powered round reduces the unfavorable effects of recoil on automatic fire. The stock can be folded over the top of the weapon, with the shoulder loop nested over the barrel, or it can be extended to increase accuracy and range. The silencer works with the low-power rounds to give effective noise suppression. Treat the sound of the shots as a whisper.



RIFLES

This category is reserved for semi-automatic or bolt-action weapons used primarily as sniper's weapons. Some rifles firing high-powered cartridge rounds were listed under "Light Automatic Weapons" because of their auto-fire capability. *Auto-fire assault rifles can always be used as sniper rifles by firing them on single-shot or burst fire mode.*

Dragunov SVD

Nationality: USSR

Weapon Type: Sniper rifle

Caliber: 7.62 x 54mmR

Muzzle Velocity: 2720 fps

Type of Fire: Semi-automatic

Feed Device: 10-round magazine

Magazine Weight: .3kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	100 m.	300 m.	700 m.	1200 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 16

Recoil: —

Failure: —

Users: This is the standard sniper rifle used by Soviet forces. It might be found on special clandestine or assassination missions involving or backed by the KGB or GRU.

Notes: Designed as a sniper rifle, the Dragunov is accurate out to ranges over 1000 meters. It has a 4x telescopic sight with infrared capability and illuminated crosshairs. To be effective in the dark, an external IR light source is necessary.



M21

Nationality: U.S.

Type of Weapon: Sniper rifle

Caliber: 7.62 x 51mm

Muzzle Velocity: 2800 fps

Length: 112cm

Weight: 4.75kg

Type of Fire: Semi-automatic

Feed Device: 20 round magazine

Magazine Weight: .7kg

Load Time: 3 seconds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	100 m.	250 m.	600 m.	1000 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 17

Recoil: —

Failure: 10+

Users: This is the standard sniping rifle of the U.S. Army, and as such is used by the Special Forces and Delta Force as well.

Notes: The M-21 is based on the M-14, a fine automatic rifle which supplanted the M-1 in the mid-fifties as the standard issue U.S. weapon. The M-14NM (National Match) was an accurized version of the M-14. The M-21 is an M-14NM with a variable 3x to 9x telescopic sight mounted.

The sophisticated variable scope feature allows a DM of -3 for "Use of Telescopic Sight" instead of the usual DM-2. A bipod may be attached for an additional DM-2.



Remington M700 (USMC M40)

Nationality: U.S.

Type of Weapon: Sniper rifle

Caliber: 7.62 x 51mm

Muzzle Velocity: 2800 fps

Length: 105cm

Weight: 3kg (including scope)

Type of Fire: Bolt action

Feed Device: 5-round integral magazine

Ammo Weight: .125kg/5 rounds

Load Time: 2 Combat Rounds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	120 m.	350 m.	800 m.	1200 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 17

Recoil: —

Failure: —

Users: This is the sniper rifle, designated the M-40, now used by the U.S. Marines.

Notes: A powerful, highly accurate weapon. Individual rounds must be fed into the integral magazine one at a time. However, this is not a major fault with a sniper weapon.

**Steyr SSG-69**

Nationality: Austrian

Weapon Type: Sniper rifle

Caliber: 7.62 x 51mm

Muzzle Velocity: 2820 fps

Length: 113cm

Weight: 4.4kg (Including scope)

Type of Fire: Bolt action repeater

Rate of Fire: 20 rpm

Feed Device: 5-round integral or 10-round box magazine

Ammo Weight: 5-rounds: .2kg; 10-rounds: .5kg

Load Time: One Combat Round

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	125 m.	400 m.	800 m.	1200 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 17

Recoil: —

Failure: —

Users: Used by several military and police units as a precision sniper rifle. These units include West Germany's GSG-9.

Notes: Highly accurate at long ranges. The weight includes the telescopic sight with which it is normally equipped.

**Walther WA-2000**

Nationality: German

Type of Weapon: Sniper rifle

Caliber: 7.62 x 66mm

Muzzle Velocity: 3070 fps

Length: 90cm

Weight: 7.9kg (with scope)

Type of Fire: Semi-automatic

Feed Device: 6-round magazine

Magazine Weight: .4kg

Load Time: One Combat Round

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	150 m.	350 m.	800 m.	1200 m.

Damage DM:

+2	+1	—	—	—
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Penetration: 18

Recoil: —

Failure: —

Users: This weapon is used by sniper units, including GSG-9 teams, in Germany.

Notes: This is an advanced weapon, designed especially as a sniper rifle. It mounts a 2.5x to 10x adjustable scope, which allows a DM of -3 for "Telescopic Sight" instead of the usual DM-2. It can also mount normal IR night vision gear. A bipod can be attached for a DM-2 for "Weapon Braced."

MACHINE GUNS

Machine guns are heavy and cumbersome compared to assault rifles; however, their high power and long range makes them useful as squad weapons. Some, such as the M-60, can be fired hand-held from the hip as an assault rifle with penalties in accuracy. The Stoner Commando is designed to be a hand-fired machine gun.

M-60

Nationality: U.S.

Weapon Type: Medium machine gun

Caliber: 7.62 x 51mm

Muzzle Velocity: 2800 fps

Length: 110cm

Weight: 10.5kg

Type of Fire: Full automatic

Rate of Fire: 550 rpm

Feed Device: 100-round belt

Ammo Weight: 3kg/100-round belt

Ammo Expended: 11 seconds/belt

Load Time: Two Combat Rounds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)

Hand-Held:

2 m.	70 m.	150 m.	300 m.	500 m.
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W/Bipod:

2 m.	100 m.	300 m.	650 m.	1200 m.
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W/Tripod:

2 m.	150 m.	400 m.	900 m.	2000 m.
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Damage DM:

+3	+1	—	—	—
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Penetration: 17

Recoil: — (+2 if hand-held)

Failure: —

Users: This is the standard-issue machine gun in the U.S. Army. It is also known to be in use by the PIRA. Since these were shipped to Ireland by way of Cyprus and the Middle East, it can be assumed that Palestinian forces have access to this weapon as well.

Notes: The M-60 was intended to replace both the .30 caliber MG and the BAR of WWII. It is a reliable machine gun, and can even be fired like an assault rifle without a bipod, though it is extremely cumbersome and will reduce range and accuracy.

The barrel tends to overheat after about five to ten minutes of use, and must be changed using special gloves. Spare barrels are carried by M-60 crews, each weighing 3.75kg. Failure to change the barrel in combat may be punished by the referee by having the weapon jam.

This is an excellent machine gun for squads and assault forces. It is not well-suited to terrorists, however, who need light, easily-concealed weapons. Its use by the PIRA suggests that this is a terrorist's "prestige weapon" — one employed more for propaganda value than firepower.



PKM

Nationality: USSR

Weapon Type: Medium machine gun

Caliber: 7.62 x 54mm

Muzzle Velocity: 2707 fps

Length: 116cm

Weight: 8.4kg

Type of Fire: Full automatic

Rate of Fire: 650 rpm

Feed Device: 50-round belt

Ammo Weight: 1.2kg/belt

Ammo Expended: 4.6 seconds/belt

Load Time: One Combat Round

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)

Hand-Held:

2 m. 70 m. 150 m. 300 m. 600 m.

W/Bipod:

2 m. 90 m. 250 m. 500 m. 900 m.

Damage DM:

+3 +1 — — —

Penetration: 16

Recoil: — (+2 if fired by hand)

Fallure: 12+

Users: The standard machine gun of the Russian military, common throughout Warsaw Pact countries and Soviet clients such as Cuba and various African and Middle Eastern countries. Carried by various Arab and Palestinian armies.

Notes: The PKM has a complex mechanism which is subject to jamming. However, it has relatively little recoil or muzzle climb. Like the M-60, it can be fired as an assault rifle, though with penalties for the clumsiness of the weapon.

**Stoner MK23 Commando**

Nationality: U.S.

Type of Weapon: Light machine gun

Caliber: 5.56 x 45mm

Muzzle Velocity: 3000 fps

Length: 90cm

Weight: 4.5kg

Type of Fire: Full automatic

Rate of Fire: 700 rpm

Feed Device: 150-round belt or 150-round drum magazine

Ammo Weight: 2kg/150-round belt; 2.3kg/drum

Ammo Expended: 13 seconds/belt or drum

Load Time: One Combat Round

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)

W/O Bipod:

2 m. 80 m. 150 m. 300 m. 600 m.

W/Bipod:

2 m. 90 m. 275 m. 500 m. 900 m.

Damage DM:

+2 +1 — — —

Penetration: 13

Recoil: +1

Fallure: +10

Users: Used extensively by U.S. SEALs in Vietnam. It has not been well received by other branches of the U.S. military.

Notes: Part of the Stoner 63 Weapons System, based on the Stoner M207. It is unreliable under adverse conditions and poor maintenance. The U.S. SEAL teams in Vietnam made a ritual of faultless maintenance on their weapons and had very good success with the MK23. It has been rejected by Army officials on the grounds that the average soldier will not spend so much time and attention on his weapon.

Characters who wish to use the MK23 Commando as a fav-



orite weapon — particularly those who may be ex-SEALs — may ignore the failure roll if they can impress the referee with their care for their weapon.

SHOTGUNS

Shotguns fire cartridges filled with small lead balls (called shot) in a cone-shaped swath which expands with range.

Shotguns became popular with U.S. forces in Vietnam, though British forces, including the SAS, adopted them in Malaya in the '50s. They are short-ranged, low-penetration weapons, but give the firer an excellent chance of hitting his target. They are *not* recommended weapons in hostage-rescue assaults where pinpoint accuracy is essential.

Atchisson Assault Gun

Nationality: U.S.

Weapon Type: Automatic shotgun

Caliber: 12 gauge

Muzzle Velocity: 1145 fps

Length: 99cm

Weight: 5.2kg

Type of Fire: Selective: Single shot, burst or full auto

Rate of Fire: 360 rpm

Feed Device: 5-round box magazine or 20-round drum magazine

Magazine Weight: 5-round: .6kg; 20-round: 2.1kg

Magazine Emptied: 5-round: .8 sec.; 20-round: 3.2 sec.

Load Time: 5-round: 3 seconds; 20-round: One Combat Round

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	30 m.	70 m.	120 m.	250 m.

Damage DM:

+6 +4 +2 -1

Penetration: 4

Recoil: +1 (Roll 2D against STR to avoid an additional DM+2.)

Fallure: 12+

Users: U.S. Special Forces units and select counterterrorist groups.

Notes: This is a fully automatic shotgun which may be the most devastating and destructive short-range weapon yet developed. When fired in burst or full auto mode, the usual DMs for automatic fire may be applied. Rolls should be made for characters near the target character for each semi-automatic shot or for each three-round burst (see: "Shotgun Effects" and "Burst Fire Damage").

High Standard M10B

Nationality: U.S.

Weapon Type: Shotgun

Caliber: 12 gauge

Muzzle Velocity: 1145 fps

Length: 69cm

Weight: 3.9kg

Type of Fire: Semi-automatic

Feed Device: 5-round integral tubular magazine

Ammo Weight: .4kg/5 rounds

Load Time: 2 Combat Rounds

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	30 m.	70 m.	120 m.	250 m.

Damage DM:

+6 +4 +2 — -1

Penetration: 4

Recoil: —

Fallure: 12+



Users: This is a combat shotgun used in special circumstances by U.S. Special Forces or special operations groups.

Notes: A precisely crafted shotgun of unusual design to be fired with one or both hands. If fired one-handed, there is a DM+2 to the roll. It has a removable flashlight (weight: .5kg) which clips under the barrel and is used in aiming. Whatever the light shines on is hit. A DM-1 can be added for this device, but it is effective only at night or close range.

Remington 870

Nationality: U.S.

Weapon Type: Shotgun

Caliber: 12 gauge

Muzzle Velocity: 1175 fps

Length: 102 cm (77cm with stock folded)

Weight: 3.4 kg

Type of Fire: Manual pump action

Feed Device: 8-round integral tubular magazine

Ammo Weight: .64kg/8 rounds

Load Time: 2 Combat Rounds

Range:

Point Blank	Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
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W/O Stock: 2 m.	30 m.	60 m.	90 m.	150 m.
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W/Stock: 2 m.	30 m.	70 m.	120 m.	250 m.
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Damage DM: +6	+4	+2	—	-1
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Penetration: 4

Recoll: —

Failure: —

Users: Police/law-enforcement groups throughout the U.S.

Notes: The stock folds over the top of the frame. It is quite comfortable to shoot with the stock folded. Rounds may be reloaded one or a few at a time, at any time during a lull in combat, at the rate of one per two seconds. This has been the preferred shotgun for law enforcement agencies since 1951.

SPECIAL WEAPONS

The Special Weapons category includes grenade launchers and a handful of other weapons which do not conveniently fit into other categories. Skill with one grenade launcher can be applied to other grenade launchers, but skill with weapons such as a crossbow cannot be applied to any other weapon.

M79

Nationality: U.S.

Weapon Type: Grenade launcher

Caliber: 40mm

Muzzle Velocity: 250 fps

Length: 73cm

Weight: 2.7kg

Type of Fire: Single shot

Feed Device: Single breech-loaded round

Ammo Weight: Varies

Load Time: One Combat Round

Range:

Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
40 m.	125 m.	250 m.	400 m.

Users: This was the former U.S. squad grenade launcher, which has since been replaced by the M203. Some fell into the hands of Communist Forces at the end of the Vietnam War, and may have made their way into terrorist hands.

Notes: This is a fine weapon, the standard grenade launcher for U.S. forces for 15 years. Its single disadvantage was that a man carrying an M79 became unarmed as soon as he fired his round, and was unprotected until he reloaded. It is still useful for placing tear gas, smoke, or explosive rounds through

windows or into precise targets with great accuracy. It was popularly called a "blooper gun."

M203

Nationality: U.S.

Weapon Type: Grenade launcher

Caliber: 40mm

Muzzle Velocity: 235 fps

Length: 39cm (99cm with M16A1)

Weight: 1.4kg (5.2kg with M16A1)

Type of Fire: Single shot

Feed Device: Single pump action-loaded round

Ammo Weight: Varies

Load Time: One Combat Round

Range:

Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
30 m.	100 m.	200 m.	350 m.

Users: The standard grenade launcher for the U.S. military.

Notes: The M203 replaced the M79 in 1969, allowing one soldier to carry a grenade launcher and an assault rifle. This weapon vastly increases a squad's on-the-spot firepower.

MM-1

Nationality: U.S.

Weapon Type: Multiple round grenade launcher

Caliber: 38mm

Length: 54.6cm

Weight: 6.3kg

Feed Device: 12-round revolving cylinder

Ammo Weight: Varies

Load Time: Two Combat Rounds

Range:

Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
20 m.	50 m.	90 m.	130 m.

Users: Various special operations or clandestine groups.

Notes: This is a spring-powered multiple projectile launcher which can be loaded with a combination of gas, smoke, flare or explosive rounds. It is loaded like a revolver in any order the operator desires.

Crossbow

Nationality: Various

Length: Varies — about 80cm

Weight: Varies — about 2kg

Feed Device: Single shot

Ammo Weight: Varies — about .1kg/bolt

Load Time: One Combat Round

Range:

Point Blank	Close (9+)	Medium (12+)	Long (14+)	Extreme (18+)
2 m.	20 m.	50 m.	90 m.	130 m.

Damage DM:

+1	—	—	-1	-2
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Penetration: 6

Users: Various forces on special operations and clandestine missions.

Notes: The information here applies to a variety of commercially available medium-weight crossbows. This ancient device has received some notoriety as a silent commando weapon, though the reputation is not entirely deserved: the weapon is relatively silent. Treat the noise of a crossbow shot as a whisper. (See: "Communications.") It must be held with two hands to be fired.

Special armor-piercing tips are available which will double the PEN value. Telescopic sights are available which allow the DM-2 for "Telescopic Sights" to be applied. Specific skill in the crossbow, taken as Special Weapons Skill, is necessary to fire this weapon.

SECTION II

HAND GRENADES

This section describes the various types of hand grenades which *Delta Force* characters may use or encounter in their missions.

GRENADE TYPES

FRAGMENTATION GRENADE: Also known as a "Defensive Grenade," fragmentation grenades are designed to kill, across a wide area, with shrapnel. Since the range at which this grenade can kill is greater than that which most people can throw it, it is designed to be used in situations where the thrower is under cover — hence, the term "defensive" grenade.

BLAST GRENADE: Also known as an "Offensive Grenade," this weapon contains high explosive only and confines its blast effects to a smaller area than a fragmentation grenade. For this reason, an attacker does not need to take cover after he throws it, and it can be used in an assault.

STUN GRENADE: A recent addition to the arsenal of anti-terrorist forces, this type of grenade explodes with a loud noise and a bright flash, giving it the nickname "flashbang." It will incapacitate people who are not protected by special goggles and ear protection for about five seconds. Stun grenades were used with great effect by the GSG-9 while storming an airliner at Mogadishu in October of 1977, and by the SAS in their assault on the Iranian embassy in London in May, 1980.

GAS GRENADE: This type of grenade contains a chemical compound designed to incapacitate those who are exposed to it. This chemical compound is usually CS (irritant) or CN (tear gas) which causes pain to eyes, throat, lungs and skin, and difficulty in seeing. Other gas compounds include DM gas which causes vomiting, and mixtures of tear and vomit agents. Gas grenades may also discharge smoke mixed with the chemical agent.

INCENDIARY GRENADE: This grenade is filled with either white phosphorous (WP) or thermite, either of which burns with an intense heat. WP scatters burning fragments over a large radius, and is used to set fires and as an anti-personnel grenade. Thermite confines its destructive potential to a smaller area and is especially useful for burning through armor or destroying equipment.

WP grenades also produce thick clouds of rapidly-rising smoke, which can be used for screening purposes.

SMOKE GRENADE: This type of grenade discharges a thick cloud of smoke, either to obscure the enemy's view or as a signal. Grenades used for signaling purposes have fillers which produce colored smoke which can be used as prearranged signals or passwords.

The use of smoke as a screen is discussed in the rules section entitled "Sighting."

ILLUMINATION GRENADE: This type of grenade acts as hand-thrown or grenade-launched flares. They illuminate large areas at night for up to 40 seconds.

HAND GRENADE DESCRIPTIONS

The "Burst Effect Results" shown for each type of grenade below are explained in the *Delta Force Rulebook* in the section entitled "Grenades."

NAME: M26A1

Type: Defensive grenade

Nationality: U.S.

Filler: Tetryl, Composition B

Fuse: Pin and lever

Delay: 4 seconds

Range: 25 + STR m.

Size: 5.7 x 9.9 cm.

Weight: .5 kg.

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range: 2 m.	5 m.	15 m.	
Roll DM: B+5/F+4	B/F+2	B-3/F-2	B+3 + other DMs
BLAST ROLL: 4 or less	5 - 6	7 - 8	9 - 11 12+
Results: NE	D	S	U K
FRAGMENTATION ROLL: 5 or less	6 - 9	10 - 11	12+
Results: NE	WND	WND x 2	WND x 1D + 1

Notes: This was the standard fragmentation grenade for U.S. forces between 1964 and 1968. It is now found worldwide and may be encountered in terrorist hands through thefts at NATO arsenals.

NAME: M33

Type: Defensive grenade

Nationality: U.S.

Filler: Composition B

Fuse: Pin and lever

Delay: 4 seconds

Range: 30 + STR

Size: 6.4 x 9cm

Weight: .4kg

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range: 2 m.	5 m.	15 m.	
Roll DM: B+5/F+4	B/F+2	B-3/F-1	B+3 + other DMs
BLAST ROLL: 4 or less	5 - 6	7 - 8	9 - 11 12+
Results: NE	D	S	U K
FRAGMENTATION ROLL: 5 or less	6 - 9	10 - 11	12+
Results: NE	WND	WND x 2	WND x 1D+1

Notes: This is the current standard-issue fragmentation grenade for the U.S. military.

NAME: Mk II

Type: Defensive grenade

Nationality: U.S.

Filler: TNT

Fuse: Pin and lever

Delay: 4 seconds

Range: 20 + STR

Size: 5.7 x 11.4cm

Weight: .6kg

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range: 2 m.	5 m.	15 m.	
Roll DM: B+2/F+2	B+1/F	B/F-2	B+1 + other DMs

BLAST ROLL:

4 or less	5 - 6	7 - 8	9 - 11	12+
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Results:

NE	D	S	U	K
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FRAGMENTATION ROLL:

5 or less	6 - 9	10 - 11	12+
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Results:

NE	WND	WND x 2	WND x 1D+1
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Notes: This is the famous pineapple of WWII, first introduced in 1936. It generally failed to fragment effectively. While now obsolete, large numbers have made their way around the world, where they are still used by standing armies and terrorists alike.

NAME: Mk 3A2**Type:** Offensive grenade**Nationality:** U.S.**Filler:** TNT**Fuse:** Pin and lever**Delay:** 4 seconds**Range:** 30 + STR**Size:** 5.4 x 13.4cm**Weight:** .44kg**BURST EFFECTS:**

	Inner Blast	Outer Blast	Closed Room
Range:	2 m.	4 m.	
Roll DM:	B+3	B	B+1 + other DMs

BLAST ROLL:

3 or less	4 - 5	6 - 7	8 - 12	13+
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Results:

NE	D	S	U	K
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NOTES: Introduced in 1939, this is the U.S. offensive grenade sometimes called a "concussion grenade." It had a cardboard body to minimize fragmentation. Its burst area is so sharply restricted that the Point Blank and Inner Blast radii are identical.

NAME: RG-4**Type:** Offensive grenade**Nationality:** Czechoslovakian**Filler:** TNT**Fuse:** Pull ring and tape**Delay:** Impact**Range:** 25 + STR**Size:** 8.4 x 5.3cm**Weight:** .32kg**BURST EFFECTS:**

	Point Blank	Inner Blast	Outer Blast	Closed Room
Range:	2 m.	8 m.	12 m.	
Roll DM:	B+5/F	B+2/F-2	B	B+3 + other DMs

BLAST ROLL:

3 or less	4	5 - 7	8 - 10	11+
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Results:

NE	D	S	U	K
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FRAGMENTATION ROLL:

5 or less	6 - 9	10+
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Results:

NE	WND	WND x 2
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Notes: This is a Czech offensive grenade introduced in the early 1950s. Though obsolete, it is still encountered occasionally today, particularly among Soviet arms clients such as Libya or Palestinian terrorist groups.

NAME: RGD-5**Type:** Defensive grenade**Nationality:** USSR**Filler:** TNT**Fuse:** Pin and lever**Delay:** 3 to 4 seconds**Range:** 25 + STR**Size:** 5.6 x 11.4cm**Weight:** .3kg**BURST EFFECTS:**

	Point Blank	Inner Blast	Outer Blast	Closed Room
Range:	2 m.	5 m.	15 m.	
Roll DM:	B+3/F+3	B/F+2	B-3/F-2	B+2 + other DMs

BLAST ROLL:

4 or less	5 - 6	7 - 8	9 - 11	12+
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Results:

NE	D	S	U	K
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FRAGMENTATION ROLL:

5 or less	6 - 9	10 - 11	12+
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Results:

NE	WND	WND x 2	WND x 1D+1
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Notes: This is the standard-issue fragmentation grenade for all Warsaw Pact forces. It can also be found in the arsenals of Soviet client states including Cuba, various African nations including Libya, several Arab armies and with Palestinian terrorists.

NAME: V-40**Type:** Defensive grenade**Nationality:** Dutch**Filler:** Composition B**Fuse:** Pin and lever**Delay:** 4 seconds**Range:** 40 + STR**Size:** 4.5cm diameter**Weight:** .1kg**BURST EFFECTS:**

	Point Blank	Inner Blast	Outer Blast	Closed Room
Range:	2 m.	4 m.	8 m.	
Roll DM:	B+2/F+2	B/F	F-2	B+1 + other DMs

BLAST ROLL:

4 or less	5 - 6	7 - 8	9 - 11	12+
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Results:

NE	D	S	U	K
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FRAGMENTATION ROLL:

5 or less	6 - 9	10 - 11	12+
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Results:

NE	WND	WND x 2	WND x 1D+1
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Notes: This is one of the smallest fragmentation grenades available, allowing soldiers to carry a large number of them in combat. It seems likely that large numbers of these have fallen into terrorist hands. Their small size and easy concealability makes them excellent terrorist weapons.

NAME: NICO Sound and Flash Grenade**Type:** Stun grenade**Nationality:** German**Filler:** Eight thunderflash miniature grenades**Fuse:** Pin and lever**Delay:** 2 to 3 seconds**Range:** 30 + STR**Size:** 6 x 14cm**Weight:** .25kg

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range:			
2 m.	5 m.	10 m.	
Roll DM:			
+3	+2	—	+3 + other DMs
2D ROLL:			
3 or less	4 - 5	6 - 9	10+
Results:			
NE	D	S1	S2

Notes: This is a stun grenade developed expressly for hostage situations. On detonation, eight thunderflash charges explode randomly in a short period of time, creating noise at 175 db and a blinding, 2.5 million candlepower flash. Special goggles and ear protectors must be worn by attackers in the area to protect them from the blast effects.

The stun effects last for only a few seconds, so timing is critical; these grenades are used to immobilize the terrorists for those crucial few seconds while the assault force is entering the combat area, to keep them from harming their hostages and to give the attackers the initiative.

NAME: M34 WP

Type: Incendiary/smoke grenade

Nationality: U.S.

Filler: White phosphorus

Fuse: Pin and lever

Delay: 4 seconds

Range: 25 + STR

Burn Time: 1 minute

Size: 6 x 13.2cm

Weight: .7kg

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range:			
2 m.	15 m.	35 m.	
Roll DM:			
+6	+2	—	+4 + other DMs
2D ROLL:			
3 or less	4 - 5	6 - 9	10+
Results:			
NE	F/WND	F/WND x 2	F/K

Notes: This is a bursting-type "Willie Pete" or white phosphorus grenade. The detonation spreads phosphorus particles which ignite on contact with the air. The M34 was declared obsolete in 1983, and so far has not been replaced. They may be encountered from time to time with terrorist or Communist forces.

NAME: AN-M14

Type: Incendiary grenade

Nationality: U.S.

Filler: Thermite

Fuse: Pin and lever

Delay: 2 seconds

Range: 15 + STR

Burn Time: 40 seconds

Size: 6.4 x 14.5cm

Weight: .9kg

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range:			
Contact	2 m.	4 m.	
Roll DM:			
+10	+5	—	
2D ROLL:			
4 or less	5 - 8	9 - 11	12+
Results:			
NE	F/WND	F/WND x 2	F/K

Notes: This is a thermite grenade designed to destroy equipment. It burns at 2200° Centigrade, releases a stream of molten iron as a by-product, and will burn through 1.3 centimeters of steel in half a minute. Its effects are sharply limited by range. Point Blank range is considered to be in contact with the device. When placed on machinery, the intense heat fuses or welds moving parts and can burn through armor plate. Thermite will burn underwater.

NAME: AN-M8

Type: Smoke grenade

Nationality: U.S.

Filler: Smoke composition

Fuse: Pin and lever

Delay: 2 seconds

Burn Time: 30 seconds

Range: 20 + STR

Size: 6.4 x 14.5cm

Weight: .7kg

Burst Effects: This grenade produces a low-laying smoke cloud which completely blocks a character's line of sight. Depending on the wind, the smoke wall will be from two to four meters tall, four to ten meters wide, and 10 to 240 meters long running downwind. Also depending on the wind, the smokescreen will remain in place from one to ten minutes. Characters which are within the smoke cloud will suffer "Smoke Effects" if they are unable to move immediately into clear air.

In addition, the canister becomes very hot as it burns. Any flammable material which is within Point Blank Range (furniture, drapes, carpeting, paper) will catch fire on a 2D roll of 8+, made once every Combat Round for as long as the grenade burns.

Notes: This is HC smoke, the standard-issue smoke screen grenade in the U.S. Army. It is "heavy smoke," and tends to remain close to the ground.

Wind Effects: Wind effects must be adjudicated by the referee. Obviously, a smoke screen will not remain in place long during a gale, and in still air it might remain motionless for ten minutes or more before gradually dissipating. In still air the smoke will spread out across an area ten meters square, while wind will move the smoke downwind in a narrow column. A time frame may be judged by dividing ten minutes by a wind value of from one to six, with each additional wind value point equal to five mph of wind velocity.

NAME: M6A1

Type: Gas grenade

Nationality: U.S.

Filler: CN/DM

Fuse: Pin and lever

Delay: 2 seconds

Range: 25 + STR

Size: 6.4 x 14.5cm

Weight: .57kg

Burst Effects: This grenade produces a low-laying cloud of tear gas and vomiting agent which, depending on the wind, will average from two to five meters deep, four to ten meters wide, and 10 to 20 meters long running downwind from the canister. Any characters which are within this cloud must roll 2D on the "Gas Effects Table," below. A separate roll must be made for each Combat Round the character remains in the cloud. Characters which are within a closed room add a DM of +4 to this roll.

Gas Effects:

2D Roll:	5 or less	6 - 9	10+
	NE	PI	I

If the character is partially incapacitated (PI), the effects of the cloud will last for 1D x 10 minutes after the character reaches fresh air.

If the character is incapacitated (I) the effects will last for 1D x 30 minutes after he reaches fresh air.

Notes: The gas mixture in this grenade causes immediate eye and skin irritation which lasts for about 15 minutes, and severe vomiting which begins after one minute and can last for as long as three hours, depending on the exposure. Apply the effects of wind described for the AN-M8 HC smoke grenade, above.

NAME: M7A3

Type: Gas grenade

Nationality: U.S.

Filler: CS/Smoke

Fuse: Pin and lever

Delay: 2 seconds

Range: 30 + STR

Burn Time: 25 seconds

Size: 6.4 x 14.5cm

Weight: .44kg

Burst Effects: This grenade produces a cloud of irritant gas and smoke moving downwind which, depending on the wind, will average two to four meters deep, four to ten meters wide, and 10 to 20 meters long. See "Wind Effects" under the AN-M8 HC grenade above.

Characters caught within the cloud roll 2D for gas effects on the chart below during every Combat Round they remain within the cloud. Characters affected by the gas within a closed room add a DM of +2 to their roll.

Gas Effects:

2D Roll:	4 or less	5 - 8	9+
	NE	PI	I

If the character is partially incapacitated (PI) the effects last for 1D minutes after the character reaches fresh air.

If the character is incapacitated (I) the effects last for 1D + 5 minutes.

Notes: This is a burning type tear gas canister which releases a cloud of smoke with the CS gas. Characters caught within the 20-meter Outer Burst area of the blast will suffer smoke effects if they cannot immediately leave the area. Flammable material within two meters of the canister will catch fire on a 2D roll of 8+, with a roll made each Combat Round.

NAME: M25 A2 CS

Type: Gas grenade

Nationality: U.S.

Filler: CS powder

Fuse: Pin with plunger button

Delay: 2 seconds

Range: 40 + STR

Size: 7.4 x 8.6cm

Weight: .2kg

Burst Effects: This grenade produces a cloud of powder which fills an area 10 meters across. Characters caught within this area roll 2D on the chart below. Characters inside a closed room add a DM of +3 to the roll.

2D Roll:	5 or less	6 - 9	10+
	NE	PI	I

Effects last 1D minutes after the character leaves the area.

Notes: Before throwing this grenade, the pin is pulled and

the plunger button pressed. When the grenade is thrown the button is released, arming the device. On detonation, a powdered irritant agent is released which affects the indicated area. In addition, the powder remains in the area for days after the blast, causing a PI effect to any character who enters it. The M25 was used to contaminate enemy tunnels in Vietnam. The plastic body minimizes fragmentation, and allows this light and compact grenade to be thrown farther than a gas canister.

EXPLANATION OF GRENADE DESCRIPTIONS

FILLER: This describes the active agent of the grenade. Fillers for explosive grenades include TNT and Composition B; incendiary grenades are loaded with thermite or WP. Gas grenade fillers include CS or CN gas and/or DM gas or smoke.

FUSE: This describes the fuse operation of the grenade. Grenade-launcher projectiles may have a time-delay arming mechanism so they cannot detonate close to the launcher.

Hand grenades commonly use a pin-and-lever design which arms the grenade when a pin is pulled and a hand lever released. Pin-and-lever fuses can be disarmed by reinserting the pin as long as the lever has not been released.

DELAY: This gives the delay, in seconds, between the arming and detonation of the grenade. The referee uses this figure to calculate when a grenade will go off.

RANGE: The distance a hand grenade may be thrown depends on the grenade's design and the thrower's strength.

Example: The M26A1 grenade lists a range of "30 + STR." This means that this grenade can be thrown up to 30 + the thrower's STR, in meters. Thus, a character with an STR of 8 could throw an M26A1 up to 38 meters.

Scattering rules may allow the grenade to bounce farther than the stated range.

SIZE: The size listing gives the dimensions of the grenade. It is primarily useful only for giving the players an idea of whether the grenade is compact or large and bulky.

WEIGHT: Allows players to calculate total load carried.

BURST EFFECTS: The table gives the radius in meters for each blast zone. "Point Blank" range is from the point of detonation to two meters. The "Inner Zone" is from two meters to the distance listed. The "Outer Zone" is from the Inner Zone to the distance listed.

All characters within Point Blank range or the Inner Zone are affected by a grenade's detonation. Characters in the outer zone are affected on a 2D roll of 8+, with a separate roll made for each character.

Each zone will contain a combination of Blast (B) and Fragmentation (F) effects. B or F means one roll is made on the "Blast Effects Table" or "Fragmentation Effects Table," as appropriate. A plus or minus number (for example, B+3) gives the DM applied to the roll for blast or fragmentation at that range. If both B and F appear, a roll is made for both effects, with the listed DMs, if any, applied to each roll. If a DM is given for "Closed Room," it is applied in addition to the DMs given for range.

Gas grenades have more general effects over a larger area, which are described for each grenade.

SECTION III

GRENADE LAUNCHER ROUNDS

This section describes several rounds for 40mm and 38mm grenade launchers. These rounds can be carried in bandoleers of 6 rounds each.

DESCRIPTIONS OF GRENADE LAUNCHER ROUNDS

40 mm M406 HE, M381 HE

Type: High explosive/fragmentation

Weapons: M79, M203, M174

Filler: Composition B

Fuse: Impact

Caliber: 40 mm

Size: 4.4 x 9.9 cm

Weight: .23 kg

Minimum Range: M406: 14 m. M381: 3 m.

BURST EFFECTS:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range:			
2 m.	5 m.	10 m.	

Roll DM:

B+2/F+2	B/F+1	B-1/F	B+1 + other DMs
BLAST ROLL:			
4 or less	5 - 6	7 - 8	9 - 11

Results:	NE	D	S	U	K
FRAGMENTATION ROLL:					
5 or less	6 - 9	10 - 11	12+		

Results:	NE	WND	WND x 2	WND x 1D+1
Notes:				

The M381 and the M406 are identical except for their fuses. The M381 arms after traveling three meters, and is ideal for house-to-house fighting, and firing into closed rooms or defenses from a relatively short distance away. The M406 arms itself after traveling 14 meters, and is safer to use.

Notes: The M381 and the M406 are identical except for their fuses. The M381 arms after traveling three meters, and is ideal for house-to-house fighting, and firing into closed rooms or defenses from a relatively short distance away. The M406 arms itself after traveling 14 meters, and is safer to use.

40mm M433 HEAP

Type: High explosive/armor piercing

Weapons: M79, M203, M174E3, H&K 69A1

Filler: RDX

Fuse: Impact

Caliber: 40mm

Size: 4.4 x 9.9cm

Weight: .23kg

BURST EFFECTS:

Inner Blast	Outer Blast
Range:	
2 m.	5 m.

Roll DM:

B/F+1	B/F
BLAST ROLL:	
4 or less	5 - 6

Results:	NE	D	S	U	K
FRAGMENTATION ROLL:					
5 or less	6 - 10	11+			

Results:	NE	WND	WND x 2

Results: NE WND WND x 2

Penetration: Steel: 90; Concrete/Brick: 40; Wood: 25

Notes: This is a dual-effect, shaped-charge round designed to penetrate armor (up to 5cm of steel) or act as a fragmenting antipersonnel grenade. The blast effects are restricted, making the Inner Blast Zone identical to Point Blank Range.

Characters within two meters of the far side of a barrier penetrated by an M433 round are subject to Blast Effects only, with no DMs and no roll for fragmentation.

M576E1 Multiple projectile

Type: Antipersonnel round

Weapons: M79, M203, H&K 69A1

Filler: 20 no. 4 buckshot

Caliber: 40mm

Muzzle Velocity: 250 fps

Size: 4.4 x 6.4mm

Weight: .122kg

Range:

Point Blank	Close	Medium	Long	Extreme
	(9+)	(12+)	(14+)	(18+)
2 m.	10 m.	20 m.	30 m.	50 m.

Damage DM:

+3	+2	+1	—	-1
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Penetration: 4

Notes: This is an antipersonnel round developed for grenade launchers such as the M79. The idea was to give grenade launcher operators a round which they could use if they were attacked: a kind of giant shotgun shell fired from their launchers. The weapon is effective in this role, but only at extremely short ranges.

The roll for other characters near the target character to be hit by the blast should be made as for other shotgun-type weapons.

40mm M651E1 CS

Type: Tear gas round

Weapon: M79, M203, M174E3, H&K 69A1

Caliber: 40mm

Filler: CS

Fuse: Impact

Burn Time: 25 seconds

Size: 4.4 x 11cm

Weight: .3kg

Minimum Range: 30 meters

Burst Effects: Produces a cloud of irritant gas which, depending on the wind, will be four to six meters deep, two to five meters wide, and five to ten meters downwind. Characters caught inside a closed room add +3 to their roll for effects. See "Wind Effects" for the AN-M8 HC smoke hand grenade.

2D Roll:	3 or less	4 - 7	8+
Results:	NE	PI	I

Notes: This is a gas round designed to break through a window before igniting. The round arms itself after traveling 30 meters. Flammable material within two meters of the detonation will catch fire on a 2D roll, made each Combat Round the grenade burns, of 8+.

40mm M583 (White), M661 (Green), M662 (Red), M695 (Orange) Flares

Type: Parachute signal/illumination flares

Weapon: M79, M203, M174E3, H & K 69A1

Caliber: 40mm

Delay: 5 seconds

Burn Time: 40 seconds

Size: 4.4 x 13.4cm

Weight: .213kg

Burst Effects: The M583 will illuminate everything within 100 meters, eliminating all sighting DMs related to darkness for 40 seconds (8 Combat Rounds). The colored flares do not illuminate, but may be used to signal at night at distances of up to 20 kilometers.

38mm MM-1 Rounds

Type: Various

Weapon: MM-1

Caliber: 38mm

Fuse: Impact

Size: 4 x 10cm

Weight: .25kg

Burst Effects: These 38mm rounds come in HE (high explosive or blast-effect rounds), Fragmenting, Incendiary, Gas or Smoke rounds. Roll for the appropriate effect on the tables below:

Point Blank	Inner Blast	Outer Blast	Closed Room
Range: 2 m.	5 m.	10 m.	
Roll DM:			
HE: B+3	B+1	B	B+1
Frag: B+2/F+2	B/F+2	F	B+1
Incend: +4	+2	—	+1
CS Gas: +3	+2	—	+3
2D ROLL: 5 or less	6 - 7	8 - 9	10 - 11
HE and Frag B: NE	D	S	U
Frag: NE	WND	WND	WND x 2
Incend: NE	F/WND	F/WND	F/WND x 2
CS Gas: NE	PI	PI	I

Gas effects last for 1D + 3 minutes after the character reaches fresh air.

Fragmentation Penetration: 3

Notes: These rounds are not as powerful as 40mm rounds, and are designed to be spring-fired from the MM-1 multiple round launcher. Their advantage is that 12 rounds can be detonated within an enemy position within five seconds, causing complete chaos and confusion.

Other rounds are available. A smoke round will create a smoke screen blocking line of sight two meters deep and ranging from two to five meters wide and from five to ten meters long downwind. Use the "Wind Effects" discussed for the AN-M8 hand grenade. Smoke can be colored for signal purposes, may be mixed with tear gas, and causes "Smoke Effects" on characters trapped in it. Illumination rounds can be launched which burn for 30 seconds and negate the effects of darkness on sighting for a range of 70 meters. A flash-bang stun round can be fired with the same effects as the NICO stun grenade discussed under "Hand Grenades."

SECTION IV DEMOLITIONS EQUIPMENT AND EXPLOSIVES

EXPLOSIVES

PLASTIC EXPLOSIVES:

(One Unit = 1 block or stick 20 cm long)

Weight: .25 kg

Relative Strength: Varies; C-4 = 1

Notes: Plastic explosives, also called "plastics" or "plastique," are the most commonly used demolitions munition in the military today. Plastique has the consistency of clay and can be molded into any shape. A pancake of plastic explosives can be wrapped around a turbine shaft to sabotage it or flattened against armor plate to punch a hole through it. A long strip of plastique (called a "ribbon charge") can be used to outline a man-sized area on the hull of an aircraft, or around a doorknob to blast an entryway or open the lock. Each unit can come with an adhesive pad along one side to facilitate mounting on a wall or other target.

Plastic explosives come in a variety of strengths. The information in this rules section is based on the standard strength of the most commonly used plastique, which is called C-4. More powerful plastic explosives, called "high velocity plastics," are available with any relative strength, up to 10.

Plastic explosives are absolutely stable. They will not explode when dropped, jarred, struck, or exposed to flame.

DYNAMITE: (One Unit = 1 stick 20 cm long)

Weight: .25 kg

Relative Strength: .75

Notes: Dynamite is now used primarily as an industrial explosive, and may be found at quarries or other blasting sites. It is relatively stable, but will explode on a 2D roll of 7+ each combat round it is exposed to fire or struck with a metal implement. A single stick may be cut into as many as seven pieces. One-seventh of a stick has a relative strength of .1 unit of C-4.

TNT: (One Unit = 1 half-pound block or 1 stick 20 cm long.)

Weight: .25 kg

Relative Strength: .75

Notes: TNT blocks used by the military can be turned into ready-made shaped charges by hollowing a cone-shaped space in one end. Industrial TNT found at quarries or blasting sites can come in half-pound blocks or in sticks, as dynamite.

TNT is equivalent to dynamite, but completely stable. It cannot be exploded by shocks, blows or exposure to fire.

NITROGLYCERINE: (One Unit = One 4-ounce container [about 118 ml])

Weight: 14 grams + container

Relative Strength: 1.1

Notes: Nitroglycerine is the liquid explosive component of dynamite and TNT. It is *extremely* unstable, and will explode on a roll of 7+ made *each combat round* it is dropped, bumped, jiggled, shaken, or exposed to fire. It will *automatically* explode if the container is broken or punctured.

OTHER DEMOLITIONS EQUIPMENT

PRIMERCORD: (One Unit = 1 meter of cord)

Weight: .03 kg per meter

Relative Strength: .1

Notes: Primercord is used to connect separate explosive charges. Since it detonates at the rate of 24,000 feet per second, it guarantees simultaneous detonation of widely-separated charges. Primercord comes in 152-meter (500-foot) rolls, weighing five kg each, which can be cut to any length.

Primercord can be detonated by flame, electricity, a sharp blow or the impact of a bullet. Rolls of primercord can be used as an explosive charge in their own right.

PRIMERS: Primers, also called blasting caps or detonators, are the most efficient way to detonate most explosives, and the *only* way to detonate stable explosives. For game purposes, they are treated as one-seventh of a stick of TNT or dynamite, with a relative strength of .1.

The primer is set into the center of the explosive. Generally, one primer is used for each 12 sticks of dynamite or blocks of TNT, with other sticks or blocks connected to the first with primercord. One primer will detonate any quantity of plastique, but separate charges of plastique must be connected to the first by primercord.

Primers may be detonated in any of the following ways:

Fuse: A set length of flammable material (commonly cordite) is lit, setting off the detonator when the flame reaches it. Cordite comes in 15 meter rolls weighing .5 kg per roll.

Industrial fuses are designed with precalculated burning times ranging from 1 cm/second to 4 meters/second, allowing the fuse to be cut to any desired time delay. A super fast-burning fuse, called cordtex, burns at the rate of 20 meters/second.

The M60 fuse igniter is commonly used to light the fuse. Modern fuses will burn underwater.

If a charge using a fuse fails to explode (see: "Demolitions Failure," below) it will be because the fuse failed to burn to the explosive. Divide the total time delay allowed by 10 and roll 2D. Subtract the result from 10. The remainder is the time remaining on the fuse.

Example: A fuse is set for two minutes, but there was no explosion. Two minutes + 10 = 12 seconds. The 2D roll = 7. 10 - 7 = 3. There are 3 x 12 = 36 seconds remaining on the fuse, which can be re-lit or reset.

If the roll is 10 or more, the fuse has burned down to the explosive and may explode — at the referee's discretion — when a character goes to look at it.

Electrical Igniter: The detonator includes a wire which glows red-hot when an electrical current passes through it. Detonation can be arranged by stringing a long wire from the explosive charge to a battery and detonator or by attaching the detonator and battery to a radio controlled electric charger. An electrical igniter can also be connected to a timing device and set to explode at a predetermined time or attached to a tripwire or some other booby trap.

If a charge with an electrical igniter fails to explode, roll 2D. On a roll of 10 or less there is a fault with the electrical connection. This can be traced and found in 1D minutes or the charge can be reset. On a roll of 11+ there is a fault with the detonator, and the charge may — at the referee's discretion — explode when the character goes to look at it.

Chemical/Mechanical Fuse: The detonator is set off in any of a number of ways. Examples include having acid burn through a tripwire or complete an electrical circuit, using the flow of water to shift weights and manipulate a mechanical contact in an electrical circuit or using a lit cigarette to burn down into a book of matches under a detonator. These methods are generally make-shift attempts to set off a bomb, and would rarely be used by *Delta Force* personnel equipped with modern munitions. Such devices may, however, be set by terrorists and encountered by *Delta Force* units.

If the charge fails to explode, it will be because of a breakdown in the timing mechanism. On a 2D roll of 8+ the charge may — at the referee's discretion — explode when it is examined by the character.

M60 Igniter: The M60 is a cylinder about 12 cm long, weighing .07 kg, with a ring attached to one end. A fuse is attached to the base, a safety pin pulled, and the ring at the other end pulled to ignite the fuse. It will work underwater.

SECTION V DELTA FORCE GROUND VEHICLES GROUND VEHICLE STAT NOTES

WEIGHT: For calculating loads for aircraft transports.

LOAD: (Other than APCs.) Reduced by 50% off-road. Not given for APCs; they are designed to carry troops. Calculate for APCs by allowing 100kg per man.

RANGE: Maximum on-road range on one tank of gas. Reduced by as much as 50% for off-road travel.

SPEED: Maximum on-road; reduced by 50%+ off-road.

WATER: (APCs only.) An APC's speed in water.

FUEL: (Other than APCs.) Fuel in one tank load.

ARMOR VALUE: The average Armor Value (*other* than windows). Rounds must penetrate armor to inflict critical hits.

CREW: (APCs only.) The number of crewmen.

PASSENGERS: Approximate for other than APCs; depends on crowding and the amount of equipment carried.

GROUND VEHICLES

NAME: M-32 6 x 6 truck

Weight: 3200 kg (3.5 tons)

Load: 2300 kg (2.5 tons)

Range: 352 km (220 miles)

Speed: 65 kph (40 mph)

Fule: 150 liters (40 gallons)

Armor Value: 9

Passengers: 10 - 12

Notes: 2.5 ton cargo truck of WWII, still in use today.

NAME: M-34

Weight: 5000 kg (5.5 tons)

Load: 4300 kg (4.7 tons)

Range: 563 km (350 miles)

Speed: 100 kph (60 mph)

Fuel: 189 liters (50 gallons)

Armor Value: 9

Passengers: 16 - 24

Notes: This is a modern-day military transport.

NAME: M-37

Weight: 2400 kg (2.6 tons)

Load: 820 kg (.9 ton)

Range: 362 km (226 miles)

Speed: 100 kph (60 mph)

Fuel: 91 liters (24 gallons)

Armor Value: 9

Passengers: 6 - 8

Notes: A lightweight transport equivalent to a pick-up.

NAME: Jeep

Weight: 900 kg (1 ton)

Load: 450 kg (.5 ton)

Range: 480 km (300 miles)

Speed: 100 kph (60 mph)

Fuel: 45 liters (12 gallons)

Armor Value: 8

Passengers: 4 - 6

Notes: Refers to a jeep or, with some modification, a car.

NAME: M-113 APC

Weight: 11,156 kg (24,600 lbs)

Range: 483 km (300 miles)

Speed: 67 kph (42 mph)

Water: 5 - 8 kph (3 - 6 mph)

Armor Value: 35

Crew: 2

Passengers: 13

Notes: Standard U.S. APC until the XM723; thousands are in service all over the world. Still used by 40 countries.

SECTION VI AIRCRAFT

A number of aircraft are available for mission planning. Combat information is not given for these vehicles since they will rarely be in combat. However, the referee may roll 2D each time an aircraft suffers a hit by a round with a PEN of 11 or higher, with a critical hit occurring on a roll of 12.

The nature of the critical hit is up to the referee and depends on what the firing characters were shooting at. Possibilities include a hit on one of the passengers or crew, a leak in a fuel or hydraulic control line, or damage to radio, radar, or other delicate equipment. Fire and explosion are unlikely unless a fuel tank has been ruptured or the aircraft is engaged in refueling operations.

AIRCRAFT STAT NOTES

TYPE: Designates the aircraft's mission type.

CREW: The number of people required to fly the aircraft.

PASSENGERS: The number of troops or other characters the aircraft can carry. Transport aircraft cannot carry a full complement of passengers and full cargo, though they can carry some of each. Count 10 men per ton of cargo to allow for their personal equipment.

CARGO LOADING: Shows how cargo and personnel get on and off.

RUNWAY: Aircraft need longer runways for take-offs than they do for landings, and they need longer runways for heavy loads than they do for light loads. Figures are given for the required take-off runway, both the absolute minimum runway required and the runway required for a full load.

MAXIMUM PAYLOAD/RANGE: Gives the greatest amount of cargo with which the aircraft can fly, and the distance that can be flown. Aircraft can fly up to their maximum range with less cargo aboard.

MAXIMUM SPEED: The fastest speed possible for the aircraft. Range can be extended by about 10% up to the maximum range by flying 20% slower.

MAXIMUM RANGE: The greatest range possible for the aircraft with no (or little) cargo.

IN-FLIGHT REFUELING: Some aircraft can take fuel aboard from a tanker aircraft while in flight in order to extend their range.

AIRCRAFT DESCRIPTIONS

NAME: C-5A Galaxy

Type: Military heavy transport aircraft

Crew: 5 (with space reserved for 15 back-up crew members)

Passengers: 345

Cargo Loading: Front and rear cargo doors

Runway: 2135 meters minimum
2600 meters with full load
680 meters landing

Maximum Payload/Range: 100,228 kg/6033 km
(220,967 lb/3,746 miles)

Maximum Speed: 919 kph (571 mph)

Maximum Range: 12,875 km

In-Flight Refueling: Yes

Notes: The C-5 Galaxy is the world's largest military transport aircraft.

NAME: C-141 Starlifter

Type: Military strategic transport aircraft

Crew: 4

Passengers: 154 (or 123 paratroops)

Cargo Loading: (Rear cargo door)

Runway: 1000 meters minimum
1350 meters with full load

Maximum Payload/Range: 32,000 kg/6500 km
(70,800 lb/4000 miles)

Maximum Speed: 920 kph (571 mph)

Maximum Range: 9880 km

In-Flight Refueling: Yes

Notes: The Starlifter was the standard strategic airlift vehicle for the U.S. military until the advent of the C-5 Galaxy. The C-141B is the current uprated version of the original C-141A. This was the first pure-jet aircraft designed from the outset as a military transport, and bore the main burden of airlifting supplies and casualties to and from Vietnam.

The plan to rescue the hostages in Iran called for two Starlifters to carry *Delta Force* and the rescued embassy personnel from a captured landing strip at Manziyeh out of Iran.

NAME: C-130 Lockheed Hercules

Type: Medium long-range combat transport

Crew: 4

Passengers: 92 (or 64 paratroops)

Cargo Loading: Rear cargo doors

Runway: 1100 meters minimum
1480 meters with full load

Maximum Payload/Range: 19,800 kg/4,000 km
(43,800 lb/2,400 miles)

Maximum Speed: 618 kph (384 mph)

Maximum Range: 8,264 km

In-Flight Refueling: No

Notes: The Hercules is the transport workhorse for much of the world, known and respected everywhere as the "Herky Bird." It is still used operationally throughout the Far East, Middle East, and Africa.

The ill-fated Iranian hostage rescue mission plan called for three C-130s to ferry the *Delta Force* team from Masirah to the secret Desert One rendezvous site. Three more C-130's equipped as tankers would bring in fuel for the first three aircraft and for the RH-53D helicopters.

Hercules transports were used to carry the Israeli raiding force to Entebbe in 1976, and to carry the troops and rescued civilians out.

The data above is for the C-130H, one of many variants of this versatile and rugged aircraft.

NAME: KC-10A

Type: Advanced tanker/cargo aircraft

Crew: 5

Passengers: 80 (Support personnel and cargo crew)

Cargo Loading: Rear cargo doors

Runway: 3353 meters minimum
4500 meters with full load

Maximum Payload/Range: 77,000kg/7000km
(170,000lb/4,300 miles)

Maximum Speed: 965km (600 mph)

Maximum Range: About 10,000 km

In-Flight Refueling: Yes

Notes: The KC-10A is a planned strategic military tanker/transport aircraft based on the commercial DC-10. It will be able to operate either as a cargo transport or as a tanker, with air-to-air refueling equipment aboard. Its delivery date has not yet been disclosed.

HELICOPTERS

Helicopters offer great advantages in getting personnel to and from a combat zone and should be considered for missions requiring speed and maneuverability across relatively short ranges.

As for aircraft, no specific rules for combat with helicopters are given here. However, the referee may roll 2D for each round or burst which has a PEN of 11 or more which hits a helicopter, and declare a critical hit on a roll of 10 or more.

The nature of the critical hit is left to the referee's discretion. Possibilities include a broken fuel or hydraulic line, a hit on a passenger or crew member, damage to the engine or damage to the radio or some other piece of equipment.

HELICOPTER STAT NOTES

TYPE: The usual purpose of the helicopter, such as transport of cargo, air/sea rescue or combat.

CREW: The usual crew size.

PASSENGERS: The number of troops which can be carried with their gear. The helicopter's payload may consist of passengers and cargo, but the maximum payload weight cannot be carried with the full complement of passengers. Count troops as 10 per ton of cargo to allow for their equipment.

TYPICAL PAYLOAD/RANGE: How far the aircraft can travel with the indicated payload.

MAXIMUM PAYLOAD/RANGE: How far the aircraft can travel with the indicated cargo weight. It can travel farther (up to the range given for Typical Payload/Range) with less payload.

MAXIMUM SPEED: Fastest possible speed with average cargo. To conserve fuel and stretch the range by about 10%, helicopters will cruise at 80% of their maximum speed.

ROTOR DIAMETER: The diameter while the rotors are turning, which is greater when the rotors are at rest.

ARMAMENT: Most helicopters are not armed; but gunships and a few transports are. This lists typical weapons carried by those helicopters which are armed.

HELICOPTER DESCRIPTIONS

NAME: Bell UH-1 Iroquois ("Huey" or "Slick")

Type: Multi-role utility/transport helicopter

Crew: 2

Passengers: 15 fully-equipped troops

Typical Payload/Range: 1400 kg/400 km
(3000 lb/250 miles)

Maximum Payload/Range: Same

Maximum Speed: 204 kph/127 mph

Rotor Diameter: 13.41 m. (44 ft.)

Armament: Varies. Can mount M60 MGs at rear of cargo doors.

Notes: The Huey family of helicopters has been used by more air forces and built in greater numbers than any other military aircraft since WWII. It is manufactured in the U.S., Italy, Japan and Taiwan, and has been sold to countries all over the world. Large numbers are still in service in the Iranian Air Force, having been taken over after the Shah's fall. Other users include Austria, Germany, Ethiopia, Greece, the Netherlands, Saudi Arabia, Spain, Sweden, Turkey, the United Arab Emirates and Zambia.

Also known as "Slick," the UH-1 was the mainstay of air mobile assaults in Vietnam.

The information above is for the UH-1H troopship and casevac transport.

NAME: Boeing-Vertol CH-47 Chinook

Type: Medium transport helicopter

Crew: 2 - 3

Passengers: Typically 30 - 50

Typical Payload/Range: 3300 kg/185 km
(7200 lbs/115 miles)

Maximum Payload/Range: 10,500 kg/37 km
(23,200 lb/23 miles)

Maximum Speed: (Typical Payload): 254 kph (158 mph)
(Max. Payload): 211 kph (131 mph)

Rotor Diameter: 18.3 m. (60 ft.)

Length W/Rotors: 30.2 meters (99 feet)

Armament: Usually none

Notes: One of the most-used transport helicopters in Vietnam, it was normally used to airlift troops and cargo. On one occasion a CH-47 carried 147 civilian refugees and their possessions in one flight.

The Chinook is no longer manufactured in the U.S., at least at this time; but it is built under license by Italy, and can be found all over the world, including Australia and Iran.

NAME: Boeing-Vertol H-46 (Sea Knight and others)

Type: Transport, search/rescue, minesweeping helicopter

Crew: 2 - 3

Passengers: 25 troops and their equipment

Typical Payload/Range: 1088 kg/1020 km
(2400 lbs/633 miles)

Maximum Payload/Range: 3000 kg/175 km
(6,600 lbs/109 miles)

Maximum Speed: 193 kph (120 mph)

Rotor Diameter: Each 15.4 m. (50 ft.)

Length W/Rotors: About 28 m. (90 ft.)

Armament: None

Notes: The Sea Knight is one of the primary combat transport helicopters for the U.S. Marine Corps. It has a rear door/ramp for cargo which has also been used to drop paratroops. Other countries using the H-46 are Canada, Sweden and Japan. Japan builds a military version, designated KV-107-II, and these are sold to other countries except Canada and the U.S.

NAME: Sikorsky UH-60A Black Hawk

Type: Multi-role tactical transport

Crew: 3

Passengers: 11 troops and their equipment

Typical Payload/Range: 1000 kg/250 km
(2200 lbs/160 miles)

Maximum Payload/Range: 1300 kg/200 km
(3000 lbs/120 miles)

Maximum Speed: (Empty): 320 kph (200 mph)
(Loaded): 282 kph (175 mph)

Rotor Diameter: 16.4 m. (54 ft.)

Armament: May mount M60 MGs in the cargo doors.

Notes: This is the Army's latest air-cav assault helicopter, designed primarily to ferry 11 troops into a combat zone. It can also carry up to 3175 kg (7000 lbs) slung from its belly.

The Black Hawk is designed so that it can be carried aboard a C-130 with minimum disassembly. Six can be transported aboard a C-5A.

NAME: Sikorsky S-65 (CH-53A Sea Stallion, RH-53, and others)

Type: Military transport, search/rescue and recovery

Crew: 3

Passengers: 38 troops and their equipment

RH-53D: 64 troops and their equipment

Typical Payload/Range: 2800 kg/1000 km
(6000 lbs/ 600 miles)

Maximum Payload/Range: 3630 kg/870 km
(8000 lbs/ 540 miles)

Maximum Speed: 315 kph (196 mph)

Rotor Diameter: 22 m. (72 ft.)

Armament: Generally none

Notes: These have been versatile and rugged helicopters used by the U.S. Marines and Navy since 1967. They have rear cargo door/ramps for embarking troops and equipment.

The plan to rescue the Iranian hostages called for eight RH-53D helicopters to rendezvous with the *Delta Force* at desert One and carry them to a hiding place outside Tehran. They would then ferry troops and rescued embassy personnel from either the embassy compound or a nearby sports stadium to a captured airstrip at Manzariyeh.

SECTION VII COMBAT GEAR

This section lists various items and pieces of equipment which may be available for *Delta Force* missions.

BODY ARMOR

Various types of armor are available for combat troops. These are rated with an armor value, and will protect a man who is hit in the area protected. Most bullet-proof vests protect the entire torso. Armor values for common types of body armor are listed in the "Fire Penetration Table."

Helmets protect the upper half of the head from shots aimed from the side or straight ahead. On any "H" result on the "Hit Location Table," roll 2D. On a roll of 7+, the round has hit the helmet. Check for PEN, and apply DMs (-2 or -3) for the round's reduced penetration on the "Hit Modifier Chart."

Helmets protect the entire head from rounds fired from behind. The helmet's armor value is applied on *any* result of "H" on the "Wound Location Table" in such cases.

BODY ARMOR TYPES

NATO/SWAT Body Armor Vest

Weight: 2.3 kg

Armor Value: 9

Description: A bullet-proof vest which offers protection for most .357 Mag rounds, .45 rounds and other handgun ammunition. Pouches are provided for ceramic inserts which increase protection. It comes in black (SWAT) or camouflage pattern (NATO).

It provides protection from hits to the torso only.

ARMOR PLATE INSERT

Weight: 4.3 kg

Armor Value: 14

Description: A 10- x 13-inch steel plate which fits into a pouch in either the front or back of the NATO/SWAT vest. It provides protection against low-velocity rifle rounds and all 9mm submachine gun or handgun rounds.

It provides protection from hits to the torso only. On any torso hit, the referee rolls 2D. On a result of 9+ the round misses the plate, and the wearer receives the benefit of *only* the vest.

Armor Value listed is for the vest and plate together.

ARMOR PLATE INSERT

Weight: 4.4 kg

Armor Value: 16

Description: A 10- x 12-inch bullet-proof ceramic plate which fits into a pouch in either the front or back of the NATO/SWAT vest. It provides protection against .22 and .30 caliber rifle rounds and most armor-piercing small arms ammunition.

It provides protection from hits to the torso only. For any torso hit, the referee rolls 2D. On a result of 9+ the bullet misses the plate and hits the vest only.

The Armor Value listed is for the plate and vest together.

Ballistic Jacket (Flak jacket)

Weight: 2.7 kg; Armor Value: 7

Weight: 4.5 kg; Armor Value: 9

Weight: 3.6 kg; Armor Value: 8

Weight: 5.5 kg; Armor Value: 10

Description: These are jacket liners of various weights and armor values. They protect characters from hits to the torso. They may be worn by themselves or under a combat jacket.

Ballistic T-Shirt

Weight: .9 kg; Armor Value: 6

Weight: 1.4 kg; Armor Value: 7

Description: This is a lightweight T-shirt worn under other clothing. It has thin kevlar panels held in place in pouches in the front or back with velcro strips.

KEVLAR HELMET

Weight: 1.45 kg

Armor Value: 12

Description: A laminated kevlar/nylon combat helmet. The character's head is completely protected from shots from behind. Hits to the character's head from the front or sides will hit the helmet on a roll of 7+.

MILITARY FIELD GEAR

Canteen

Weight (Full): 1kg

Description: A 1 qt. military-issue plastic canteen.

Combat Harness

Weight: .5 kg

Description: A belt-and-suspenders rig which includes:

Pistol holster

Map pouch

First aid/compass pouch

Grenade/ammo pouch (holds three 30-round, 9mm magazines and two grenades)

Ammo pouch carrier (holds 6 grenade/ammo pouches)

Canteen (plastic, 1 qt)

Knife and sheath

Attachment points for other pouches for items such as hand transceivers, handcuffs or additional ammo are available. The weight does not include the weight of the equipment, which must be calculated separately. The harness does not modify endurance rolls, but does allow the character to carry all these items and still have his hands free.

Knife/Bayonet

Weight: .7kg

Description: Any of a variety of combat knives or bayonets. Weight includes sheath. Sheath may be designed to be worn upside down on one shoulder or on a leg as well as from the belt.

Medium Field Pack

Weight: 1.5 kg

Load: 20 kg

Description: A military field pack which allows the character to carry up to 20 kg of equipment, and allows a favorable DM of -1 in rolls against his END. It has three external pockets and a 50cm deep main compartment.

Parachute Gear

The equipment a parachutist carries with him will vary depending on his mission. In addition to his weapon, ammo and other personal gear, a jumper may have:

Parachute: Depending on type, it will weigh from five to 12 kilograms, including the chute itself, harness and bag.

Reserve Chute: Not all units jump with a reserve chute. The reserve weighs from five to eight kg, including the chute, harness and bag.

Oxygen Mask and System: Required for all jumps over 5000 meters (16,000 feet). Total weight: about five kg.

Altimeter: Depending on the type, it may be worn on the reserve chute, harness or wrist. Weight: Less than .5kg.

Cold Weather Gear: Required for jumps over 3000 meters (10,000 feet), cold weather gear includes an insulated jumpsuit and gloves. Weight is not counted since it is worn as clothing.

COMMUNICATIONS GEAR

Some of the ranges given below will be specified as line-of-sight. The rest are considered to be maximum ranges in the open. Intervening or unusual terrain, such as buildings, mountains, winding tunnels, etc., will affect these ranges and the clarity of the transmissions. The possibilities are too numerous to cover here, and so will be left up to the referee. In general, the more imposing the obstruction, the more interference it will cause. Equipment requiring line-of-sight will be totally blocked by these obstructions.

Transceiver

Weight: 1 kg

Size: 22.5 x 7.5 x 5.5 cm

Description: A 5-watt, 6-channel walkie talkie with a 10 to 15 km range (less among buildings, hills or rocky terrain).

Helmet Com System

Weight: 3 kg

Description: Unit consists of a belt or vest-pocket transceiver unit, an ear plug and a boom microphone extending from a lightweight headset in front of the mouth, all connected by wires. This unit allows the character to transmit by touching a switch on the transceiver, leaving one hand free, and to receive at all times with both hands free. The transceiver has a range of about three miles.

TR-PP-11B&C

Weight: 2 kg, with battery.

Range: 3 - 4 km across uneven terrain, 8 km in the open with a clear line-of-sight.

Description: A lightweight transceiver of limited range. It is water tight and can be used for communications with the AN/PRC-25, AN/PRC-77, and AN/VRC-46. The battery weighs less than .5 kg and lasts 40 hours.

AN/PRC-41

Weight: 18 kg

Range: Line-of-sight (to the horizon).

Description: This is a man-portable radio designed to fit inside a rucksack frame on the back. It is used primarily for ground to air communications.

PRC-74

Weight: 15 kg with battery.

Range: To 40 km.

Description: A man-portable backpack radio with headset. Range is normally limited to 40 km by terrain, but sky-wave propagation can carry voice transmission hundreds of kilometers on occasion.

PRC-77

Weight: 10 kg with battery.

Range: 20 - 30 km.

Description: A man-portable backpack short-ranged radio. Battery life is 30 hours.

AN/PRR-9

Weight: Negligible

Range: 1 km

Description: This is a helmet-mounted two-channel radio receiver used to coordinate small tactical units. Range is sharply limited and restricted to line-of-sight.

AN/PRT-4

Weight: .9 kg with battery.

Range: 1 km.

Description: A hand-held transmitter used with the AN/PRR-9 helmet receiver. The antenna must be aimed to within 45° of the direction of the receiver.

SURVEILLANCE GEAR

Fiber Optic Viewer

Weight: .1 kg to 2 kg.

Description: Fiber optics channel beams of light through flexible tubes, allowing the viewer to peer through an eyepiece and see around corners or through tiny holes in a wall without being seen in return. Length varies, from .5 meter to 10 meters, and the tube itself is only about 10 mm thick.

Infra-Red Detector

Weight: 15 kg

Range: 1000 meters

Description: A highly sensitive infra-red detector; can pick up the heat of a human body through barriers up to an Armor Value of 12, including walls or the hull of an aircraft. A computer-enhanced image shows the target's silhouette in shades from red to yellow to blue (indicating hotter to cooler areas of the body).

The device is tripod-mounted and used to determine where characters under surveillance are in a building or vehicle. A similar device was used by the GSG-9 at Mogadishu and by the Dutch Marines at Assen to determine where the terrorists and their hostages were before launching their assault.

It can also be used as a night-vision device, picking out infra-red sources in glowing colors.

It requires a power source and about 10 minutes to set up or dismantle.

Laser Sound Detector

Weight: 45 kg

Description: A high-tech device which can train a beam of laser light on a window pane at line-of-sight ranges up to 10 kilometers. The receiver detects minute movements in the glass, measures them and recreates conversation in the room behind the glass as if the window were a sound diaphragm.

The unit is tripod-mounted and requires an external power source. It will *not* work on double-pane windows such as those aboard an airliner, and the equipment is sensitive and prone to breakdowns. The equipment takes 20 minutes to set up or dismantle.

Shotgun Sonic Detector

Weight: 8 kg

Description: This is a highly sensitive shotgun microphone which allows conversations to be heard and recorded at ranges of up to 1000 meters. It is used while shadowing suspects, and may be used to pinpoint the location of terrorists or hostages before an attack. It can pick up sounds through barriers with an Armor Value of up to 8.

Surveillance Microphones/Transmitters

Weight: Varies

Description: A wide range of microphones is used in surveillance work. Examples include microphones attached to long cords lowered down the chimneys of a building in which hostages are being held. This technique was used in the SAS assault on the Iranian embassy in London. Other microphones can be placed on an interior wall and pick up conversations in the next room. These can be attached to a transmitter or feed the signal directly to a technician's earphones.

Very tiny transmitters can be built into a variety of articles, including telephones, pens and tape dispensers. The challenge with these devices is planting them without the suspect becoming suspicious. Most have ranges limited to a few hundred meters and require sophisticated receivers to pick up and record the transmission.

The size, complexity, range and appearance of these devices is left to the player and the referee. In general, the smallest transmitters (down to approximately the size of a button) will have extremely limited range (perhaps 50 meters).

MISCELLANEOUS EQUIPMENT

Electronic I-R Binoculars**Weight:** 5 kg

Description: These are electronic infra-red binoculars which are worn on the head, leaving the hands free. They give the viewer a 4 x magnification, but can be used to read or drive in total darkness, as long as there is an IR light source available. They cannot be used with other sighting equipment, such as a telescopic sight on a rifle.

Cyclops**Weight:** 5 kg

Description: This is another hands-free electronic night vision device. It provides no magnification, and works under available light (starlight, reflected light). It cannot be used with telescopic rifle sights or other sighting devices.

Drill, Portable Electric**Weight:** 2 kg

Description: This is a battery-operated hand-held drill with a high-speed carbide tip. It can be used to drill open locks, an operation which (depending on the complexity of the lock) will take one to five minutes. Drills do *not* work on combination safes or electronic locks.

Ear Protectors**Weight:** 1 kg

Description: These molded plastic ear muffs protect the wearer from the blast of NICO and other stun grenades. The earplug of a pocket radio may be worn underneath.

Gas Mask, M-17**Weight:** 1.2 kg

Description: This is a mask and goggles which protect the wearer from CS, CN, and DN agents. It takes one Combat Round to put it on, and half a Round to remove it.

Gloves**Weight:** Negligible

Description: Black, unlined leather gloves which protect the wearer from broken glass while breaking through windows and protect his hands while abseiling or rappelling down walls or cliffs. They do not affect dexterity while handling weapons.

Goggles, Protective**Weight:** 5 kg

Description: Lightweight, polarizing goggles which protect the wearer from the flash of NICO and other stun grenades. They may also be worn to protect the eyes from wind, sand or flying objects.

Grapnel**Weight:** 75 kg**Size:** 40cm diameter x 30cm tall

Description: A three-pronged throwing grapnel for scaling walls and cliffs. Whirled on the end of the line, it can be thrown 5 + half the character's STR (round fractions up) meters straight up.

Laser Sight**Weight:** 2 kg

Description: A special sight which attaches to the sight receptacle on a rifle and a small laser transmitter which attaches under the barrel. The laser projects a red point of light at the precise point where the bullet will hit. The laser and sight must be attached before combat, and the weapon then 'sighted in.' This device allows a combat DM for laser sighting devices.

The referee may also allow DMs in the target character's morale roll. Few things in combat are more terrifying than seeing that spot of pure red light moving across one's chest and knowing that he's a finger's twitch away from death.

Leg Gaffs**Weight:** 5 kg

Description: Leather and gaff assembly which straps to combat boots, allowing the wearer to climb trees or telephone poles easily. It takes two minutes to put them on, one minute to remove them, and they allow the character to climb two meters per Combat Round.

Line**Weight:** 3.4 kg/30 meters

Description: Lightweight half-inch nylon line for climbing or rescues. It will hold up to 380 kg without breaking.

Line**Weight:** 5.6 kg/30 meters

Description: Lightweight 5/8-inch nylon line for climbing or rescues. It will hold up to 580 kg without breaking.

Nitesite Viewer**Weight:** 2 kg**Size:** About 45cm x 30cm

Description: A handheld IR light and viewer which illuminates targets at ranges up to 100 meters. The device has a two-meter power cord which must be plugged into a vehicle cigarette lighter or power receptacle to operate. The light cannot be seen by the target unless he, too, has an IR viewer.

Raft, Inflatable

Size, Folded: 60cm x 40cm, plus two two-part paddles, 70cm long.

Size, Inflated: 225cm x 425cm**Weight:** 40 kg**Passengers:** 8 - 10 (4 - 5 with full equipment)

Description: An inflatable, rubber raft for rescue or assault work. Package includes two 140cm paddles and an air pump or gas cylinder to inflate the raft.

Speedloader**Size:** Approx. 5 x 5 cm

Description: A cylindrical device which holds rounds for revolvers, allowing weapons to be reloaded within three seconds. Different speedloaders are available for each specific type of revolver. Several speedloaders can be carried ready for use, but the loader itself requires two Combat rounds to load.

Starlight Scope (Rifle)**Weight:** 75 kg**Length:** 30cm

Description: A battery-powered sighting scope which can be attached to a rifle or used as a hand-held telescope. It negates darkness DMs to sighting at ranges up to 600 meters as long as *some* light is present. (It won't work in pitch darkness.) It takes three minutes to attach a scope to a rifle, and the rifle must be 'sighted in' afterwards.

Starlight Scope (Hand-Held)**Weight:** 1.5 kg**Length:** 20cm

Description: A handheld electronic scope which uses available light (starlight, reflected light) to create a clear image at night at ranges up to 600 meters.

Stretcher, Rescue**Weight:** 14 kg**Size:** 200cm long x 55cm wide x 20cm deep

Description: A lightweight basket stretcher with straps which allow evacuation of an injured character by helicopter.

Telescopic Sight**Weight:** 75 kg**Length:** 30cm

Description: A 4 x telescopic sight for mounting on sniper rifles. It allows the combat DM for telescopic sights.

SECTION VIII

ASSAULT TEAM ORGANIZATION
AND EQUIPMENT

The exact organization and weapons of an assault team will depend on the situation and the planning carried out before the mission. This section lists organization and equipment as described in the U.S. Army Counterterrorism Manual.

UNIT ORGANIZATION

A nine-man squad is recommended as the basis for an assault or special reaction team (SRT). The positions, missions, and weapons of each are as follows:

TEAM LEADER: Directs the team. Weapons: .45 pistol and M-16.

SCOUT: Determines approach and evasion/escape routes. Weapons: .45 pistol and M-16.

MARKSMAN: Provides suppression fire and takes out specific targets as directed by the Team Leader. Weapons: .45 pistol and scoped M-21.

OBSERVER: Spots for marksman, acts as alternate marksman, acts as radio operator and as liaison between marksman and team leader. Weapons: .45 pistol and M-16.

ADVANCED GUARD: Protects Scout, acts as entry and point man. Carries tools for forcing entry. Weapons: .45 pistol and shotgun.

SPECIAL WEAPONS: Provides chemical support. Weapons: M-203, gas and smoke grenades, .45 pistol.

HEAVY WEAPONS: Provides heavy fire support. Weapons: M60 machine gun and .45 pistol.

SECURITY ELEMENT: Provides cover and serves as messenger for the Team Leader. Carries ammo for M60. Weapons: .45 pistol and M-16.

REAR GUARD: Provides close-range assault and cover fire. Weapons: .45 pistol and shotgun.

Additional equipment carried by each man include personal communicators, gas masks, first aid kits, rations and water for extended operations, and body armor.

Usual ammo loads carried in combat are:

- .45 pistol: 3 clips/21 rounds
- M-16 6 magazines/120 rounds
- M203: 10 rounds
- 12-gauge shotgun: 10 rounds
- M-21 sniper rifle: 40 rounds

In addition, numerous items of miscellaneous equipment may be included as needed. This equipment might include a field radio, blankets, lines and climbing gear, night vision devices, binoculars, maps, compasses, flashlights, whistles and tools for gaining entry. Not all of these are carried during combat, of course.

SECTION IX

DELTA FORCE WARBOOK DOSSIERS

This section lists several of the better-known terrorist organizations. The information includes the group's origins, ideology, known international ties, history and their recent or present activity, if any. Particular attention is given to those organizations with international links. They are categorized as European, Palestinian, and North and South American.

EUROPEAN TERRORIST
ORGANIZATIONS

Baader-Meinhof Gang (Red Army Faction)

Origin: Named after two of its leaders, Andreas Baader and Ulrike Meinhof, this organization grew out of the student demonstrations in West Berlin in 1967-68. It is known among its members as the "Red Army Faction," after the Japanese Red Army.

Ideology: Anti-American, anti-bourgeois, anarchist and supporting world revolution.

International Ties: The Baader-Meinhof Gang maintains very close ties with the PLFP and Black September. Much of their funding comes from various Middle Eastern countries through the PLFP, and many Gang members have undergone training in Syrian and Lebanese terrorist training camps. The organization has received at least some financial support from Moscow through Meinhof's husband's porn magazine, *Konkret*. The group also maintains ties with the Italian Red Brigades and Armata Rossa, as well as with the Red Help group in Holland — which may in fact be a Dutch offshoot of Baader-Meinhof. It also has worked closely with Carlos on a number of terrorist missions.

History: Baader-Meinhof began its career with bank robbery and terror bombings of U.S. military installations in Germany. Baader-Meinhof Gang members worked with PFLP terrorists in the 1976 hijacking of a French Airbus, which ended with the Israeli raid at Entebbe. Later in 1976, they were responsible for the kidnapping and murder of Hans-Martin Schleyer, a prominent businessman, and were the cause of the hijacking of a Lufthansa jet to Mogadishu by the PFLP.

Most of the Gang's original leaders were imprisoned in West Germany. In 1972, four of them, including Baader and Meinhof, committed suicide.

Present Activities: The Baader-Meinhof Gang is currently inactive and scattered. Many of its leaders are now in prison, including the lawyers who were not directly connected with terrorist acts, but who were active in much of the planning and organization. Many members not yet arrested are known to the police and Interpol, and are being sought throughout Europe.

The organization has about 50 hard-core members and several thousand sympathizers in East and West Berlin, Munich, Hamburg and Frankfurt. It has potential for further terrorist acts, especially if reactivated by Carlos or a Palestinian ally.

Brigate Rosse (Red Brigades)

Origin: The Brigate Rosse began as an extreme left-wing organization in the early 1970s, drawing its members from discontented middle-class students.

Ideology: Maoist Communist, anti-American, anti-bourgeois and revolutionary. The organization seeks to overthrow the established order through violence.

International Ties: The Brigate Rosse has close ties with the Baader-Meinhof Gang. There appears to have been much cooperation, shared intelligence and even common mem-

bership between the two groups, and there has been speculation that the two were in fact branches of a single international organization. Other links include Palestinians and Libya.

History: Since 1970, the Red Brigades have been responsible for countless murders, robberies, acts of sabotage and hijackings throughout Italy. They choose as their special targets journalists, industrial executives, judges and anti-terrorist police and military officers. With perhaps 100 members, the Red Brigades' activities have been exaggerated by the actions of non-political criminal kidnappings and murders, and by the general unrest and anarchy which sweeps Italy from time to time. They were responsible for the kidnap-murder of former premier Aldo Moro in 1978, and for attacks on U.S. military bases and personnel, including Brigadier General Dozier.

Recent Activities: The Brigades have been weakened by both a recently strengthened resolve on the part of the Italian authorities and by schisms within the ranks. The ultra-militant Communist Frontline has recently broken away from the Red Brigades, and is actively recruiting radical and militant high school and university students. Future activity by the Brigades is a distinct possibility, however, especially as the Soviets seek to further weaken this troubled nation.

Both the Red Brigades and the Baader-Meinhof Gang may be part of a much larger terrorist underground called the Red Army. This organization is strongest in Italy and Germany, but which has factions in Denmark, the Netherlands, Belgium, France and Scandinavia as well.

Provisional Irish Republican Army (PIRA, Provos)

Origin: This is the military branch of the Provisional Sinn Fein, an extremist splinter group which split from the IRA in 1969.

Ideology: The PIRA is dedicated to destroying British rule in Ireland. They perceive the IRA as becoming progressively Marxist, as well as too willing to negotiate with the British. They seek the independence of Northern Ireland and its union with the Irish Republic.

International Ties: Tenuous links have been established with the Palestinians — especially the PFLP. Money and Soviet weapons have been acquired through Libya and some East Bloc countries, and Provo terrorists have trained with the Palestinians. There is dwindling support among the Irish population of the United States. Curiously, the Provos are perceived by the Palestinians as irresponsible (!), and they receive little direct support from this quarter.

History: For a time, the Provos had established almost complete rule over parts of Londonderry and Armagh, and were able to strike with impunity at targets throughout Northern Ireland and in London as well. Recently, the Provos have suffered a number of reverses, both in the field and politically, and seem to be on the defensive. The British SAS, especially, has been instrumental in cleaning out Provo nests. Increased awareness among Irish Americans that Provo excesses are harming the Irish cause has resulted in a sharp curtailment of the PIRA's income from U.S. contributions.

Present Activities: Recent accords between Britain and the Irish Republic undermine IRA and PIRA support among Irish Catholics. England refuses to abandon the Protestant majority who prefer British rule in Northern Ireland, however. Unable to win politically, the Provos may accelerate their terrorist activities, hoping to force the British to bear down harder on the Irish population and increase local discontent.

Republik Maluku Selatan (Independent Republic of the South Moluccas)

Origins: Soldiers of the Dutch East Indies colonial army in Indonesia settled in Holland after Indonesia became inde-

pendent in 1949. They desire to create an independent South Moluccan state in Indonesia, though the nationalist movement has long since been crushed in Indonesia.

Ideology: Independence for the Republic of the South Moluccas, territory recognized by international treaty as belonging to Indonesia since 1949.

International Ties: Ties have been established with the PLO, and South Moluccan terrorists have trained in Syria, at Moscow's Lumumba University, and possibly in Libya. There is little direct support with arms or money, since the Moluccan cause is perceived as hopeless. They do receive direct support from the Dutch Red Help movement.

History: The South Moluccans have bombed or taken over offices in Holland since 1970. There was a plot before 1975 by Tamaela, an extremist Moluccan splinter group, to kidnap Queen Juliana. They became well-known after their hijacking of a train near Beilen and the taking of the Indonesian Consulate offices in 1975, and with the hijacking of a train and occupation of a school at Assen in 1977.

Present Activities: The South Moluccan cause is hopeless, since there is no pressure which Holland can bring to bear on Indonesia which would force the latter to cede territory to Holland's 40,000 Moluccans. Their terrorist activities have raised deep bitterness toward their group among the Dutch, and this bitterness is likely to lead to future confrontations and further terrorist outrages.

Turkish People's Liberation Army (TPLA)

Origin: The TPLA was formed in the early 1970s from Dev Genc, a Turkish revolutionary group which traces its roots to student riots in France and West Germany in 1968.

Ideology: Marxist-Maoist, anti-Imperialist, anti-American, anti-NATO. It is dedicated to the overthrow of the Turkish government and the establishment of a Turkish People's Socialist Republic.

International Ties: Strong links have been established with the PLO, and TPLA members have trained with the Palestinians. The Israeli Consul General in Istanbul was killed by TPLA terrorists as a favor to the PLO. Other ties have been traced to Bulgaria, East Germany, North Korea and Carlos. Most of the TPLA's money and military assistance comes from East Germany.

History: Numbering perhaps 300, the TPLA has contributed to the anarchy and terror within Turkey with bombings, hijackings and murder. It was responsible for the kidnap-murder of three NATO radar technicians — two British and one Canadian — and for the attempted murder of Turkey's former Prime Minister during his visit to the U.S. in 1976.

PALESTINIAN TERRORIST ORGANIZATIONS

Palestinian Liberation Organization (PLO)

Origin: The PLO began in 1964 as a guerrilla organization operating against Israel from Palestinian refugee camps in Jordan, Lebanon and the Gaza Strip. It is in fact an umbrella organization for many Palestinian groups.

Ideology: The PLO believes itself to be the voice and government of Palestinians who fled Israel after 1948. It seeks a Palestinian State with Yasser Arafat as leader. It formerly advocated the destruction of Israel, but has recently suggested that it would recognize Israel on the condition that Israel return to its 1948 borders and give up Jerusalem.

International Ties: As the self-proclaimed voice of the Palestinian people, the PLO has sought and won diplomatic recognition from many countries. Its principal military train-

ing and support comes from the Soviet Union and East European communist countries. Millions of dollars are received yearly from Arab oil countries, which contribute to the Palestinian cause and close their eyes to the fact that the money is funding terrorism rather than feeding refugees.

History: The largest and most powerful of the PLO groups was Yasser Arafat's 'Al Fatah.' It was first based in the Gaza Strip and in Jordan, where long-festering Arab-Palestinian hostilities resulted at last in the ousting of the PLO from Jordan in September of 1970. Al Fatah's intelligence organization, Jihaz ar-Razd, evolved into Black September in response to the Jordanian attack, though the connection was kept secret to enable the PLO to appear respectable to the rest of the world. Other PLO groups — especially the PFLP — have been responsible for a wave of terror throughout Europe and the Middle East during the past eighteen years.

In 1974, Arafat was warmly welcomed at the United Nations, where he presented his case that the PLO was the legitimate spokesman for the Palestinian people. Rejectionist forces — splinter groups rejecting any compromise with Israel — waged a bloody civil war within the PLO ranks which resulted in the proliferation of anti-PLO groups such as the Abu Nidal Faction, the Revolutionary Socialist Moslems.

The PLO includes the following Palestinian groups:

Al Fatah: Still the main Palestinian group, led by Yasser Arafat.

PFLP: Marxist Palestinians led by George Habash; generally more extremist than Al Fatah.

PFLP-GC: The Jabril Faction of the PFLP; purely a military group.

PDFLP: A Marxist-Leninist political group led by Naif Hawatmeh; a break-away faction of the PFLP.

Sa-Sa'lqa: Represents Palestinians in Syria; controlled by the Syrian government.

PLA: The Palestinian Liberation Army; a 6000-man military unit led by Syrian Army officers.

These are the oldest and largest of the PLO groups. Other factions and splinter groups appear and vanish with disturbing regularity.

Present Activities: The PLO-Israeli war continues, with PLO raids in Israel and an Israeli air raid on Tunis. Arafat has recently negotiated with King Hussein of Jordan and other Arab moderates, and seems inclined to discuss the Reagan Peace Plan, which calls for a Palestinian State "in close association with Jordan" on the West Bank. In keeping with his new image of statesman and peacemaker, Arafat has proclaimed that future PLO terrorist activities will be limited to "occupied territory" — i.e., Israel. Since the Reagan Plan has been rejected by both Israel and the majority of Arab nations, and since Israel refuses to negotiate with the PLO, it seems likely that the PLO will again turn to indiscriminate and worldwide terror — perhaps through surrogates — in the near future.

Black September

Origin: Black September is the unacknowledged terrorist-military branch of Yasser Arafat's Al Fatah organization. It was named after the September, 1970 destruction of the PLO in Jordan by King Hussein, and was first recognized in 1971 when it murdered Jordan's Prime Minister Wasfi Tell. Arafat's Al Fatah organization, anxious to portray itself to the world as a legitimate government for the Palestinian people, has repeatedly and loudly disclaimed any links with Black September; but evidence to the contrary — including the admission of Abu Daoud, one of Al Fatah's leaders — is overwhelming. At least for a time, Black September was led by Abu Iyad, Arafat's second-in-command.

Ideology: Dedicated to the destruction of Israel and the creation of a Palestinian state led by Yasser Arafat.

International Ties: Black September maintains close links, through Al Fatah, with the Soviet Union and various Soviet satellites which supply money, arms, and training. Money also comes through Al Fatah from the oil-rich Arab countries of the Middle East. Both links are denied by the countries involved, which claim they are helping the "legitimate" Al Fatah organization — which in turn, of course, denies any relationship with Black September. Close working relationships are maintained with European terrorist groups, and there are large numbers of supporters among the Arab student and worker populations of France and West Germany.

History: Black September kidnapped and murdered 11 Israeli athletes at the Olympic Games in Munich in 1972, and they were involved in numerous hijackings and murders during the next year. In October of '74, Israeli agents tipped off Moroccan authorities to a Black September plot to murder King Hussein and other Arab moderates at a summit in Rabat — the summit at which the PLO was acknowledged to speak for the Palestinians by the Arab world. Fifteen were arrested and Black September activities were halted.

Present Activities: The power struggle within the PLO in the late 1970s, between those favoring negotiation with Israel and the hard-line Rejectionist Front, resulted in many former Black September leaders, including Abu Iyad, forming PLO splinter groups opposed to Arafat's leadership. Black September may have become the operational arm for the Rejectionist PFLP at this time. Though Black September was thought inactive, in 1984 the group claimed responsibility for a failed rocket attack on an ALIA airliner at Athens airport and a grenade attack at an ALIA office in the Greek capital. It currently seems to be operating as — or at least lending its name to — the Abu Nidal Faction of the PLO.

Black June (The Corrective Movement for Al Fatah)

Origin: Black June was formed by Sabri al-Banna, code-named Abu Nidal, in 1976. Although it embraces the usual anti-Israeli theme, Black June was almost entirely an anti-Arafat movement within the PLO.

Ideology: Black June was dedicated to the destruction of the Middle East peace process and to Arab revolution.

International Ties: Black June's international ties were primarily with Iraq, with a wide following among Arab students in London. Black June headquarters and training camps were established in and around Baghdad.

History: Black June was responsible for the murders of several Al Fatah and Syrian moderates.

Present Activities: Black June, as such, is dead. Abu Nidal has gone on to form the modern PLF, carrying with him the ideals of the Black June movement. The PLF, or "Abu Nidal Faction," is at war with the PLO and is using terrorism throughout both the Western and Arab worlds to attack Israel and sabotage chances for peace in the Middle East.

Democratic Front for the Liberation of Palestine (DFLP)

Origin: The DFLP was formed in 1969 by left-wing dissidents within the PFLP. Also called the 'People's Democratic Front for the Liberation of Palestine' (PDFLP), it is one of the member organizations of the PLO.

Ideology: Marxist-Leninist. The DFLP seeks the formation of a Palestinian People's Socialist state comprised of Jews, Christians and Arabs.

International Ties: The group has political connections with the USSR and China, as well as supporters among left-wing students in Europe, the U.S. and even Israel.

History: This organization is best known for the assault on a school in Ma'alot, Israel in 1974, where 22 children

were killed. Under the leadership of a Greek Orthodox Christian named Naif Hawatmeh, the DFLP has more recently sought political victories rather than military confrontation.

Present Activities: The DFLP has not used terrorist tactics in several years. However, a change in the balance of power within the PLO, or a shift in Israeli politics, could lead them to future terrorist activities.

Popular Front for the Liberation of Palestine (PFLP)

Origin: The PFLP was founded in 1967 by Dr. George Habash after the Arab debacle in the Six Day's War. It is one of the principal members of the PLO.

Ideology: Marxist, Rejectionist, anti-Israel, anti-American, anti-imperialistic, anti-capitalistic. The PFLP rejects any discussion of recognition of Israel. Its goals are the destruction of Israel, the formation of a Palestinian state and the establishment of world revolution.

International Ties: The PFLP has close links with all Rejectionist countries, including Iraq, Algeria, North Korea, the People's Democratic Republic of Yemen and especially Libya. There are also ties with both China and the Soviet Union. They have worked closely with terrorist organizations throughout Europe (especially Baader-Meinhof), with the Japanese Red Army and with Carlos.

History: The PFLP was the first truly "international" terrorist organization, forging the links between terrorist groups in West Germany, Italy, Japan, France, Iran, Turkey and the IRA. PFLP terrorists worked with Germans and Carlos in the kidnapping of OPEC oil ministers in Vienna (1975), with Germans on the hijacking which ended at Entebbe (1976) and carried out the hijacking of a Lufthansa jet to Mogadishu in support of imprisoned Baader-Meinhof members (1977).

Present Activities: The PFLP is still very much alive, though the division within the ranks of PLO members has resulted in many members joining the more militant PLF. The PFLP leader, George Habash, seems to still support Arafat, but is known to advocate rejection of compromise with Israel and a return to outright terrorist war.

Palestinian Liberation Front (PLF, Abu Nidal Faction)

Origins: The current PLF is a Rejectionist Front splinter group of the PLO. It is either identical to or closely linked with Black September, Black June, the NAYLP and the PFLP. It is actively opposed to the PLO and several of its leaders have been sentenced to death, in absentia, by PLO leaders.

Ideology: Rejectionist, anti-Israel, anti-American, anti-PLO, revolutionary and Marxist. They are dedicated to the destruction of Israel and the creation of a Palestinian state, to pan-Arab revolution and ultimately to world revolution.

International Ties: The PLF is supported by rejectionist Arab countries (including the PDR of Yemen), Iraq, Algeria and most especially Libya. Their weapons come from the USSR and the East Bloc countries, mostly through Libya. In addition, the PLF have supporters and government puppets, cowed by fear or bribery, in dozens of countries including Italy, Yugoslavia and West Germany. Terrorist training camps are maintained in Libya and the Soviet Union, the most notorious being the KGB-directed Lumumba University in Moscow.

History: Little is known about the current organization of the PLF; but Sabri al-Barni, code-named Abu Nidal, is certainly one of its principal leaders — and the group may be an extension of Nidal's old NAYLP, as well as of the PLO splinters which have rejected Yasser Arafat's policies. Some members may now be or once were PFLP extremists. Another leader is Mohammed Abbas, code-named Abu Abbas, who may be

the group's link with the PLO.

The PLF is best known for the hijacking of the cruise ship *Achille Lauro* and the murder of a wheelchair-bound American citizen. The hijackers surrendered in an agreement with Egyptian authorities 24 hours before a planned U.S. Delta Force raid, and were then released. U.S. warplanes intercepted the jetliner carrying the terrorists — and Abu Abbas — to Libya and forced it to land in Sicily, where the hijackers were captured. Abu Abbas, through collusion, threats, bribes and/or stupidity, was allowed to escape.

Weeks later, the same airliner was hijacked by PLF terrorists who tried to take the craft to Libya. However, they were forced down in Malta after a midair shoot-out caused the cabin to lose pressure. Egyptian commandos stormed the plane, and 60 of the hostages were killed.

Late in 1985, the PLF staged simultaneous massacres at airports in Rome and Vienna. By 1986, the PLF was known as the most vicious, bloody-handed and maniacally irresponsible terrorist group yet loosed on the world.

Present Activities: With the PLO attempting to present itself as respectable, the PLF is now the principal arm of international terrorism. It is continuing its war against Arafat, Israel, the United States and moderate Arabs working for peace in the Middle East.

The PLF can only exist as long as the area is at war; and the PLF leadership has dedicated itself to insuring that war continues or ends in Israel's destruction. PLF leaders have been quoted as saying that they intend to plunge the entire world into World War III. Of all the Palestinian terrorist groups, the PLF seems most capable of doing just that.

Popular Front for the Liberation of Palestine — General Command (PFLP-GC)

Origin: This organization was founded in 1959 as the PLF by Syrian Army Captain Ahmed Jibril. It joined the PFLP in 1969, but soon broke away as the PFLP-GC. It is also known as the Jibril Faction, and is a member of the PLO.

Ideology: Strongly Rejectionist and anti-Israel. The PFLP-GC split from the PFLP on the grounds that the PFLP was concerned with ideology rather than fighting.

International Ties: Strongly supported by Libya and Syria.

History: The PFLP-GC is a purely military organization fighting a guerrilla war inside Israel and Lebanon. From 1970 through 1972, the group became involved in terrorism abroad, planting bombs aboard aircraft. Its agents became known for their habit of making friends with naive girls and giving them radios or other gifts carrying concealed bombs before they boarded planes bound for Israel.

Present Activities: The PFLP-GC has been inactive in recent years. It still commands at least 500 active members. The second-in-command, Talal Naji, code named Abu Jihad Talal, is the group's representative on the PLO Executive Committee.

As-Sa'iq (Thunderbolt)

Origin: As-Sa'iq, formed in 1968, was the military branch of Vanguard of the Popular War for the Liberation of Palestine, a Palestinian branch of the Syrian Ba'ath Party and part of the Syrian Army. It is a PLO member organization.

Ideology: Dedicated to the creation of a Palestinian state.

International Ties: As-Sa'iq is totally subservient to Syria. Their terrorist operations in Europe required the cooperation of Czech government authorities.

History: As-Sa'iq was formed as a Syrian puppet, within the framework of the PLO, to insure a Syrian voice in Palestinian politics. Its major terrorist activities have been within

Israel and Lebanon; but the As-Sa'iq were responsible — under the name "Eagles of the Palestinian Revolution" — for the hijacking of a train carrying emigrating Soviet Jews in Austria, forcing the Austrian Chancellor to close a Jewish transient camp at Schonau.

Present Activities: As-Sa'iq is completely reliant on Syrian support and direction. Future actions depend on the whims of their Syrian masters.

National Arab Youth for the Liberation of Palestine (NAYLP)

Origin: The NAYLP was created by Colonel Muammar Khaddafi of Libya in 1972, and included PFLP and Black September radicals in its ranks. The leader of this group was the fanatic Abu Nidal, who had just broken away from Black September, which was too moderate for his taste.

Ideology: The use of terror to destroy Israel.

International Ties: Libya.

History: The NAYLP was formed, under Khaddafi's wing, by Palestinian militants, including Abu Nidal, who wanted to carry out terrorist acts so extreme they were rejected by the PLO. They were responsible for throwing a thermite bomb into a jetliner at Rome's Da Vinci airport in December of 1973, killing 32 people. The terrorists later claimed that Khaddafi himself ordered the attack, and that their real target was Secretary of State Henry Kissinger. They also machine gunned passengers boarding a flight in Athens (August, 1973).

Present Activities: The NAYLP ceased operations in the mid-1970s. Since it was in fact the creation of Khaddafi and Abu Nidal, it can be said to continue today as the PLF — bloodiest and most vicious of the Palestinian terrorist groups.

Japanese Red Army (Sekigun)

Origin: Sekigun was formed around a nucleus of disaffected students in Japan during a wave of anti-American rioting in 1969. There have been numerous regroupings, with other small groups and various offshoots since then.

Ideology: Anti-American, pro-Palestinian and revolutionary socialistic. Members are bound by powerful oaths and a nihilistic, mystical philosophy, with savage punishments exacted for transgressions of the group's codes.

International Ties: One branch of the Japanese Red Army moved to Palestine in 1971 to directly support Palestinian terrorist operations. There are also ties with Carlos and with West German terrorist groups.

History: Three JRA terrorists working for the PFLP were responsible for the murder of 26 people at Tel Aviv's Lod airport in May, 1972. It has been involved in numerous hijackings around the world, both on its own and in connection with the PFLP. Most of these have been directed at raising money and freeing imprisoned comrades. The international "Arab Committee," or "Auntie," under Fusako Shigenobu, was established in Palestinian training camps after 1971. At the time of the Lod massacre, Japanese terrorists criticized their Arab hosts for the Palestinians' lack of total dedication to the cause.

Present Activities: The JRA has been inactive for some time, with few prospects for the future. There are less than 100 members worldwide, and most are in hiding. However, there is always the chance that an underground Palestinian cell could be activated by the PLF or Carlos.

Shi'ite Moslems

Origin: The Shi'ite Moslems are a fundamentalist religious group comprised of about 20% of all Moslems. This group opposes the dominant Sunni Moslems, from whom they broke away 1200 years ago. Of the various Middle East

countries, only Iran has a Shia majority; but most other Moslem countries have Shia minorities — many of which perceive themselves as oppressed and denied equal opportunity under Sunni rulers. The Iranian Revolution has had a dramatic impact on the Shia populations throughout the region, inspiring many Shia communities to the point of revolution.

Ideology: Moslem fundamentalist, pro-Iranian, anti-American, anti-Israel, Arab revolutionary.

International Ties: Shi'ite communities in every Arab country, and especially Iran.

History: Moslem Shi'ite fundamentalists comprise about 40% of Lebanon's mixed Arab-Christian population, and have contributed in large measure to that unhappy country's anarchy. A number of revolutionary and terrorist groups may operate under the umbrella of the Islamic Jihad. Many belong to the Shi'ite Amal Militia, a sometimes pro-Syrian, usually anti-Palestinian faction in Lebanon's civil war. Shi'ite groups have used terrorist tactics a number of times in attempts to free comrades held in Israel or other countries and force foreign powers out of Lebanon.

Present Activities: Lebanon's suicide continues. With continued support by the Khomeini regime, it is certain that terrorist attacks will continue to keep world attention centered on the Shi'ite cause and the call for pan-Arab revolution.

Islamic Jihad

Origin: The origin of this group is unknown; but it is certainly linked to Lebanese Shi'ites and the Iranian revolution.

Ideology: Anti-American, anti-Israel, pro-Shi'ite revolutionary and pro-Iranian, closely allied to Iranian revolution.

International Ties: Shi'ite communities, Syria and Iran.

History: Very little is known about the Islamic Jihad (or Holy War), which is repeatedly referred to by the press as "a shadowy Shi'ite Moslem" group. The Islamic Jihad may not, in fact, exist other than as a cover name for an Iranian terrorist undercover force — or it may be a convenient umbrella for several loosely federated Shi'ite and Amal Militia bands.

Whatever it is, it has contributed to the general anarchy of Lebanon, and has claimed responsibility for the car bombings of diplomatic and military targets in Beirut — including the American Embassy annex and the U.S. Marine barracks in 1983. It also claims to be behind the kidnapping of a number of American, British, French and other foreign nationals, and has held them hostage. The demand for the release of the U.S. hostages is freedom for seventeen Shi'ite revolutionaries imprisoned in Kuwait. Some of these hostages have been held for two years.

In 1985, Islamic Jihad claimed responsibility for hijacking TWA flight 847 to Beirut, where a U.S. Navy man was murdered. The U.S. government holds the Khomeini regime responsible for Islamic Jihad's activities, and has threatened retaliation against Iran if American hostages are killed in Lebanon.

Present Activities: As of this writing, at least seven Americans are still held captive somewhere in Beirut. Other terrorist acts will certainly follow as Lebanon continues to self-destruct in blood, anarchy and religious insanity.

NORTH AND SOUTH AMERICAN TERRORIST ORGANIZATIONS

Ejercito Revolucionario del Pueblo (ERP)

Origin: The ERP was founded in Argentina in 1969 as the fighting arm of the Revolutionary Workers' Party.

Ideology: Marxist-Leninist, dedicated to the overthrow of the Argentinian government and a people's revolution throughout South America.

International Ties: The ERP is the most important of a number of revolutionary groups which have banded into an organization called the Junta de Co-ordination Revolucionaria, or JCR. Through the JCR, the ERP has contacts with terrorist groups throughout Europe and with the Palestinians. The JCR maintains an overseas headquarters in Paris.

History: The ERP waged a ruthless war with the Argentinian government throughout the first half of the 1970s. They murdered a number of government officials and raised money by kidnapping foreign businessmen and diplomats. In rural areas, they act as a guerrilla field army, often acting together with the Montoneros and other local revolutionaries. In 1976, the ERP's leader and founder, Roberto Santucho, his second-in-command and a number of other leaders were killed during a police raid on their hideout in Buenos Aires. ERP activity has diminished since that time.

Present Activities: The ERP has been defeated in pitched battles with the army in rural areas and reduced in numbers by police raids in the city. The ERP will emerge as a powerful force again only with major Communist backing — perhaps through Cuba or Nicaragua — or with a renewed power struggle or crisis in the Argentinian government.

Armed Forces of the Puerto Rican National Liberation (FALN)

Ideology: Marxist and nationalistic. The FALN seeks independence from the United States for Puerto Rico.

International Ties: The FALN has ties to Cuba and Nicaragua, and through them to the Soviet Union, East Bloc countries and possibly Libya. They have supporters among Puerto Rican populations of New York, Chicago and other US cities.

History: There has long been an independence movement in Puerto Rico, and its roots may be traced back to anti-Spanish revolutionary groups before 1898. In 1950, an abortive revolution led by Pedro Albizu Campos included an assassination attempt against President Truman at the Blair House in Washington D.C. Recent FALN activity has been limited to bank robberies, failed conspiracies and occasional bombings in Puerto Rico and several U.S. cities, especially New York and Chicago.

Present Activities: Among all the terrorist groups, the FALN must rank among the most incompetent. With the majority of Puerto Ricans enjoying relative prosperity through U.S. industry on their island, and with frequent popular referenda on the island's status as it moves steadily towards either statehood or independence, the FALN remains a discontented minority with almost no following among the people. Active support by the Cubans and Nicaraguans, working through the Puerto Rican populations of several major U.S. cities, could lead to increased domestic U.S. terrorism in the near future.

Domestic U.S. Terrorist Organizations

Ideology: Varies. Many are Marxist-Leninist or Marxist-Maoist. Some black groups demand an independent "black homeland" within the U.S. Others seek the overthrow of the U.S. government or a reversal of U.S. policy towards NATO or Israel.

International Ties: IRA through various "charitable organizations" seeking contributions for Irish revolution, the Spanish ETA (the Basque separatist movement), the FALN through sympathetic Hispanic groups. Libya's Khaddafi has openly offered money and arms to native American terrorist and revolutionary groups, and it is possible that some groups are financed and advised by the KGB.

In addition, some groups have powerful connections to Latin terrorist organizations through the extensive drug smuggling network from Columbia, Mexico and other countries,

and receive much of their income through the drug traffic. Finally, there are large Arab and Iranian populations in the U.S., some of which support the extremist ideologies of foreign groups, and many of which offer a kind of urban camouflage for foreign terror groups operating in the U.S.

History: Several U.S. groups received widespread notoriety in the '60s and early '70s. The Symbionese Liberation Army (SLA) was newsworthy for a time, with the kidnapping and psychological manipulation of the daughter of a prominent journalist; but most were killed in shoot-outs with the police. The Weather Underground was active in the anti-Vietnam War movement and threatened armed rebellion, but the movement became weak and scattered when several of its leaders blew themselves and their headquarters up with a bomb they were making.

Present Activities: U.S. terrorist organizations have not been in the news for a number of years, and most Americans believe the movements dead. However, widespread reports among various U.S. police and government bureaus indicate that a number of groups, including the Black Panthers, the Black Liberation Army, and the Weathermen are alive and hard at work building a nation-wide network of weapons caches and safe houses in preparation for an all-out terrorist offensive here in the U.S. Several conspiracies have been uncovered which involved Libyan plots to use several U.S. groups in bomb plots in New York and elsewhere.

These groups pose a very real threat to U.S. security. Delta Force and other military units are severely restricted in their operations on U.S. soil, while organizations such as the FBI, hampered by red tape and Capitol Hill bureaucracy, are not as effective against such threats as they once were. The United States is as innocent and wide-open to a massive terrorist threat as Europe was twenty years ago, and only massive readjustments in policy and laws, together with an awakening of the American people will enable the U.S. to counter this new and deadly threat.

Carlos

Real Name: Ilitch Ramirez Sanchez

Ideology: Marxist-Leninist

International Ties: Numerous. Carlos is the archetypically international terrorist, with contacts and cells all over Europe and the Middle East — and possibly South America as well. He received advanced training at Moscow's Patrice Lumumba International Friendship University and is known to have worked closely with Germany's Baader-Meinhof Gang and the PLO. He has known terrorist contacts in England, France, Spain, Italy, West Germany, Switzerland, Libya, Lebanon and Jordan.

History: His father was a Colombian lawyer who admired Lenin and gave his son Lenin's middle name. At Lumumba University, Carlos was recognized by his Soviet KGB instructors as showing promise, and was recommended for advanced training. As a wealthy and attractive jetset playboy living in London, he acquired contacts all over Europe before becoming known as "the most wanted terrorist in the world."

He is credited with plots and attempts to kill Jewish leaders all over the world. He planned and led an attack on the French embassy in the Hague, collaborated with the Japanese Red Army-PLO attack at Lod Airport and engineered numerous bombings in Paris and London.

His best known operation was the planning and execution of the kidnapping of 60 hostages, including 11 OPEC oil ministers, from OPEC's headquarters in Vienna late in 1975. This raid, in which several policemen were killed and the hostages taken on a commandeered jet to North Africa, was personally led by Carlos.

Present Activities: Unknown.

SECTION X

UNITS AND CHARACTER TEMPLATES

This section describes some of the military and paramilitary forces fighting international terrorism today. Character Skills Templates are provided, allowing players and referee to create NPCs or player characters for *Delta Force* scenarios.

Also included are Skills Templates for various terrorist organizations, for creating the terrorist NPCs the characters must confront.

ANTI-TERRORIST UNITS

Delta Force (U.S.)

Operational Group — Delta is America's highly-trained antiterrorist task force stationed at Fort Bragg, North Carolina. They are hand-picked from U.S. Special Forces or Rangers and given special training stressing hand-to-hand combat and marksmanship. They spend long hours practicing with foreign weapons which they are likely to encounter in the hands of terrorists.

The best-known Delta Force operation to date was the failed "Blue Light" mission to rescue American embassy personnel held hostage in Teheran, Iran, in April of 1980. That complex operation called for Delta Force troops to be flown by C-130 Hercules transports from a staging base at Masirah off the coast of Oman to a secret rendezvous site called "Desert One." There they would meet a flight of eight RH-53D helicopters from the U.S.S. Nimitz which would carry them to a hide site south of Garmsar, near Teheran.

At the hide site they would wait out the day under camouflage nets. At dark they would enter Teheran in a truck convoy, take out sentries on the street outside the embassy compound, breach the wall, and rescue the hostages. A special task force was to free several hostages believed to be held at a different location. The helicopters would then land in the embassy compound, or, if the compound had been blocked by the Iranians, in a sports stadium nearby. The helicopters would fly the assault force and the freed hostages to an isolated Iranian air base at Manzarjeh, which was to have been captured by U.S. Rangers. From there, C-141 Starlifters were to fly the group out of Iran. Provisions were made for individual "E&E" (evasion and escape) should the plan go wrong.

Several things went wrong, all working against this complex plan. Iranian civilians blundered into the Desert One site after Delta Force was on the ground, compromising the mission. The helicopters were delayed 90 minutes by a sandstorm on the way from the Nimitz, and two were forced to turn back. Finally, during the operations at Desert One, a helicopter collided with a C-130 while taking off. The fireball destroyed both aircraft, and killed eight men. The mission was aborted.

Could the raid have succeeded? It was hampered by its own complexity, as well as by having several separate units working together with inadequate briefing and training, and by a chain of command which ran all the way up to the White House rather than leaving full responsibility with the unit commander. Even today there are continuing problems with interdepartmental rivalries and competition and the inevitable red tape of the Washington bureaucracy.

Delta Force has been in the background of other operations. They were 24 hours away from a strike at the hijacked *Achille Lauro* when PLF terrorists surrendered to Egyptian authorities. In that case they were hampered by the time needed to coordinate a military strike halfway around the planet.

Players using U.S. Delta Force characters should use the following Skills Templates to create them. They should first cre-

ate either a U.S. Airborne Ranger or a member of the Special Forces. To date, most Delta Force members have been drawn from the Special Forces. The skills for a Delta Force trooper are added to these.

Delta Force

Native Skills:	
Career Skill 1	2D + 3 points for any Native Skills
Driving 2	
Swimming 1	

Basic Military Training:	
Area Survival Skills (any) 1	Weapons Skills:
Any Career Skill 1	Hand Guns 1
Camouflage 1	Light Auto Weapons 1
Chemical Warfare 1	Machine guns 1
First Aid 1	Mortars 1
Hand-to-Hand Combat 1	Special Weapons
Night Ops 1	(Grenade launchers) 1
Orienteering 1	
Tracked Vehicle Driver 1 or	
Hand to Hand Combat 1	

Use TRA for additional Native or Basic Military skills.

Characters with the above skills are considered to be typical U.S. soldiers. Characters may go on from here to airborne training, and add the following skills.

Airborne Special Training:	
Area Survival (any) 1	Night Ops 1 or Stealth 1
Climbing 1 or Orienteering 1	Parachute 2
Commo Operator 1	Sniper 1 or HALO 1
Demolitions 1 or First Aid 1	Traps 1 or Knife Fighting 1
Free Fall 1	Weapons Skills:
Hand-to-Hand Combat 1	Any weapon 1
or Martial Arts (Karate, Akido) 1	
Interrogation 1 or Culture 1	

TRA points for any additional skills.

Characters with the above skills are airborne qualified. They may choose additional special training with the Rangers or the Special Forces.

Rangers Special Training:	
Area Survival (Jungle) 2	Parachute 1 or Tree Jumping 1
Area Survival (Mountain) 1	Weapons Skills:
Boat Handling 2	Light Auto Weapon 1
Climbing 2	Any Weapon 1
Hand-to-Hand Combat 1 or	
Stealth 1	

Increase STR by 1 and END by 2.

Use TRA to buy additional skills in any area.

Ranger candidates undergo 58 days of grueling training which stresses mountain climbing, physical fitness, jungle and swamp survival and small boat assault landings. Ranger training is among the toughest of any U.S. military unit. Most Rangers return to their original units, but some graduates join the crack 1/75 or 2/75 Ranger Battalions.

Airborne Rangers wear a black beret and carry standard U.S. or NATO weapons, though they may draw special weapons for special missions.

Special Forces:	
Area Survival Skill (Jungle) 1	Night Ops 1 or Traps 1
Area Survival Skill (Any) 1	Orienteering 1 or Tracking 1
Boat Handling 1	SCUBA 1 or Hand-to-Hand
Commo Operator 1	Combat 1
Demolitions 1	Sniper 1 or Stealth 1 or
Free Fall 1 or HALO 1	Camouflage 1
Martial Arts (Any) 1	Weapons Skills:
or Hand-to-Hand 1	Any Weapons Skill 1

Increase STR and END each by 1.

Use EXP points to buy additional skills in any area.

In addition, a Special Forces trooper will receive Level 2 in each skill in any *one* of the following areas, and Level 1 for each skill in *one* other. If the character already has Level 2 or better in a given Skill, that Skill Level is not increased.

Communications:	Weapons:
Commo Operator	Foreign Weapons
Commo Repair	Hand Guns
	Light Auto Weapons
Medical:	Machine guns
First Aid	Mortars
	Rifles
Demolitions and Engineering:	Shotguns
Demolitions	Sniper
	Special Weapons
Operations and Intelligence:	
Interrogation	
Culture (Any)	
Language (Any)	

U.S. Special Forces are divided into operational groups called A Teams, made up of 12 men (10 Sergeants, a Lieutenant as Exec, and a Captain). Four A Teams commanded by a major make up a B Team. Three B Detachments and an administrative detachment comprise a C Team or Special Forces Company commanded by a Lieutenant Colonel. Three or more C Teams, a signals company, and (sometimes) an aviation detachment make up a Special Forces Group.

The U.S. Special Forces are the "Green Berets" of Vietnam legend. They specialize in raids behind enemy lines, and in work with native guerrilla forces, often using HALO drops to insert themselves deep within hostile territory.

Rangers or Special Forces troops chosen for Delta Force undergo additional training, primarily with weapons. Add the following skills to the list.

Delta Force Special Training:

Soldiers undergoing Delta Force training must have *at least* the following Skills and Skill Levels. A Delta Force trooper may add the following skills if he does not already have them.

Interrogation 1	Weapons Skills:
Hand-to-Hand Combat 2	Foreign Weapons 1
Leadership 2	Hand Guns 1
Night Ops 1	Light Auto Weapons 1
Sniper 1	Special Weapons 1
Tactics 2	

Use TRA OR EXP to purchase additional skills of any type.

Delta Force troopers draw whatever weapons are necessary for an assignment. All Delta members carry accurized M1911A1 pistols. Favorite weapons include the M-60 machine gun, which is clumsy in tight spaces but which can be fired from the shoulder like an assault rifle. Other favored weapons are the M-16, the Remington 700 sniper rifle, and the M-79 or M203 40mm grenade launchers.

Dutch Royal Marines (Holland)

Although the Dutch Army is looked down upon by the commanders of other NATO forces, the special counterterrorist unit of the Dutch Royal Marines is a suburb elite fighting force. There are two operational platoons, and a third training platoon is held in reserve. Eighty five percent of the men are career professionals, while the rest are national servicemen.

Marine assault forces are organized into five-man teams under a group leader. They train specifically for forced entry into airliners, for riot control, street fighting, storming buildings and close combat.

In October, 1974, a Dutch Marine unit stormed a chapel in Scheveningen Prison, freeing hostages with no loss of life on either side. In May, 1976, 13 South Moluccan terrorists held 87 hostages aboard a hijacked train at Assen, Holland. After 20 days of negotiations, the Marines stormed the train, coinciding with the passage of a pair of jets which kicked in their afterburners just above the train. Six of the terrorists were killed, the others captured. Two hostages died, both because they panicked and stood up in the line of fire.

The players may wish to adopt Dutch Marine characters, or the referee may introduce them as NPCs in a joint operation in Holland. The following Skills Templates are used.

Dutch Royal Marines

Native Skills:
Any Career Skill 2
Driving 2
Language (German) 1
Language (German, French, or English) 1
Swimming 2

2D + 3 points for additional Native Skills

Basic Military Skills:	
Boat Handling 2	Orienteering 1 or SCUBA 1
Camouflage 1	Any Weapons Skill 1 or
Chemical Warfare 1	Sniper 1
Climbing 1	Tracked Vehicle Driver 1 or
Demolitions 1 or	SCUBA 1
Hand-to-Hand Combat 1	Weapons Skills:
First Aid 1	Hand Guns 1
Hand-to-Hand Combat 1	Light Auto Weapons 2
Knife Fighting 1	Machine guns 1
Night Ops 1 or Stealth 1	Mortars 1
Orienteering 1	Rifle 1
	Rifle 1 or Special
	Weapons 1

EXP points towards additional skills.

Troops with these skills are considered Dutch Royal Marines and may be members of the Marine counterterrorist unit.

Favorite weapons include the Uzi 9mm SMG, the U.S. .38 Police Lawman Mark III service revolver, and various standard NATO weapons.

GSG-9 (West Germany)

Grenschutzgruppe 9 was organized after the disaster at the Olympics in Munich in 1972. Because of concern, both at home and abroad, about the formation of an elite German military unit, this counter-terrorist commando force is in fact part of the Federal Border Guard. Apart from the army, this police unit is the only combat force under the direct control of the central Federal German government. It was organized and commanded by Colonel Ulrich Wegener, regarded by some as the world's foremost expert on counterterrorism.

The men are hand-picked from German police units. Their average age is 25. Training includes 140 hours of Karate, plus special training in demolitions, parachuting, SCUBA, mountain climbing, skiing, emergency driving maneuvers and picking locks. They also learn how to handle airport vehicles, and some train as stewards to allow them to get aboard hijacked aircraft.

Field operations are backed by high-tech support. They use electronic surveillance equipment, fiber-optic viewers and I-R sensors. They also have access to the Wiesbaden Computer, known as "Komissar," located with the Federal Criminal Investigation Department (BKA) in Wiesbaden. Komissar maintains over 10 million pages of information on terrorist suspects, and the results of criminal investigations all over Europe are used to continually update the files. GSG-9's philosophy is to attack terrorism through classical counterespionage tactics, covert methods, infiltration, and close surveillance.

One strike unit consists of 30 men, organized into a command unit and five Special Tactical sections of one officer and four men each.

Operations to date include the highly successful assault by 27 men on a hijacked airliner at Mogadishu, Somalia, in October of 1977. Other operations have been so successful few outside the unit know they have taken place. In June, 1978, GSG-9 commandos captured four wanted terrorists in a cafe in Sonnenstrand, Bulgaria, in one of the very few instances of anti-terrorist co-operation between a Western nation and an East European government.

Players may create GSG-9 characters of their own or the referee may introduce them as NPCs on a joint mission. The skills template for a GSG-9 operative is given below.

GSG-9

Native Skills:	
Driving (car) 1	2D points for any language
Language 1	2D + 2 points for any native skill
Swimming 1	

Basic Military Skill:	
Any Career Skill 1	Negotiation 1
Climbing 1	Night Ops 1 or Stealth 1
Commo Operator 1	Parachute 2
Demolitions 1	SCUBA 1 or Stealth 1
Driving (any) 2	Skiing 1 or Mountain Climbing 1
First Aid 1	Climbing 1
Hand-to-Hand Combat 2	Sniper 1
Interrogation 1	Weapons Skills:
Knife Fighting 1	Hand Guns 1
Language 1	Light Auto Weapons 1
Lock Picking 1	Rifles 1
Martial Arts (Karate) 2	Any Weapon Skill 1

Use EXP and TRA as points toward any additional skills.

Favorite weapons include the H&K 9mm P7 pistol, the Steyr SSG 7.62mm NATO sniper rifle or the H&K G3 sniper rifle, the H&K MP5 submachine gun and the H&K MP5 SD1 silenced submachine gun. At Mogadishu they used SAS flash-bang stun grenades, but are currently issued their own DT11B1 assault grenades.

Sayaret Matkal (Israel)

No one uses the Sayaret Matkal's official name. Instead, this group is called "Ha Yehida" ("The Unit"), or "Ha Hevreh" ("The Guys"). They are members of either Unit 202, which was created in 1954 by Moshe Dayan as a counter-terrorist/reprisal force for operations against Arab terrorists, or of the General Intelligence and Reconnaissance Unit 269. One of their sub-units is the "007 squad" which flies undercover with El Al airlines to thwart hijackings.

The Guys are drawn from Israeli paratroop forces, and continue to make combat jumps and engage in conventional warfare when necessary. Their training emphasizes close combat with hand guns, automatic weapons, grenades and knives. Night operations are a specialty, and they are highly trained in the use of explosives, making car bombs and the use of plastic explosives to gain entry. Most speak Arabic and English as well as Hebrew.

The Israeli philosophy calls for secrecy, speed, and decision. They do not believe in negotiation or diplomacy, save as a delaying or diversionary tactic. To date, no siege in Israel has lasted longer than 24 hours. They believe in striking hard and fast, and they believe in making both pre-emptive and retaliatory strikes, regardless of cost or world opinion. Israeli defense forces harbor no illusions. Israel has been continuously at war since 1948, and the terrorist wars are but one facet of that struggle.

Operations to date include retaliations for numerous hijackings and for the murder of 11 Israeli athletes at Munich. In December 1968, in retaliation for PLO hijackings, they invaded Beirut airport and destroyed 13 Arab aircraft, including nine jettliners, with no loss of life to either side. Their most famous victory was the rescue of hostages held by German and Palestinian terrorists at Entebbe, Uganda, in July 1976. They also rescued 90 passengers held aboard a hijacked airliner at Lod airport in 1972, and took part in the unsuccessful action at Ma'alot in May, 1974. Terrorists throughout the Middle East and Europe dread the Israeli assassination squads — with good reason.

Israeli counter-terrorist forces may be introduced as NPCs working on a joint mission with the player characters, or the players may adopt Israeli characters as PCs. The character templates below describe the skills of a typical member of The Guys.

Sayaret Matkal

Native Skills:	
Language (Arabic or English) 2	Driving 1 or Swimming 1
Language (Russian, French or German) 1	Career Skill (any) 2
Language (Arabic, Russian or Yiddish) 1	Culture (Arabic) 1
Driving (car) 2	Culture (Palestinian) 1
	Hand Gun 2 or Rifle 2
	Light Auto Weapons 1

2D + 4 additional points toward any languages.

2D + 2 points toward any native skills.

Basic Military Skills:

Area Survival Skill (Desert) 2	Night Ops 2
Boat Handling 1	Orienteering 1
Camouflage 1	Parachute 2
Career Skill (any) 1	Sniper 2 or any Weapon Skill 2
Chemical Warfare 1	Stealth 1
Commo Operator 1 or Career Skill 1	Tracked Vehicle Driving 1 or Traps 1
Culture (Arabic, Palestinian or other) 1	Weapons Skills:
Demolitions 1	Foreign Weapons (any) 1
Driving (any) 1	Foreign Weapons (AK-47) 1
First Aid 1	Light Auto Weapons 1
Free Fall 1	Machine Guns 1
Hand-to-Hand Combat 3	Mortar 1
Interrogation 1	Rifle 1 or Shotgun 1 or Special Weapons 1
Knife Fighting 2	
Language (any) 2	

Use TRA and EXP as points for any additional skills.

Characters with the above skills backgrounds are considered to be paratroopers in the Israeli Defense Force.

Characters choosing to join an Israeli counter-terrorist force would receive additional special training. Add the following Skills and Skill Levels if the character does not already have them. Existing Skills are not increased further.

Specialist Skills:

Area Survival (desert) 2	Knife Fighting 2
Bomb Disposal 1 or Chemical Warfare 1	Leadership 2
	Tactics 2
Climbing 2	Tracking 1
Demolitions 2	Weapons Skills:
HALO 1	Foreign Weapons (any) 2
Hand-to-Hand Combat 2	

The character also receives six points toward any weapon skill.

Use TRA and EXP as points toward additional skills.

Characters with the above skills are members of the most highly-trained Israeli counterterrorist forces — The Guys.

Favorite weapons are the AK-47 (captured in large numbers from Israel's enemies) and the Galil SAR or Uzi 9mm SMG. Clandestine forces and the 007 unit use Beretta .22 caliber pistols chambered for special low-powered ammo. They are trained to get close and shoot often.

SAS (Great Britain)

The British Special Air Service has a long and distinguished combat history beginning in WW II. They anticipated U.S. involvement in Southeast Asia during the long and bloody insurrection in Malaysia in the '50s, and became acquainted with desert warfare in Aden in 1964.

All SAS troopers receive extensive and high-quality training, and all serve rotations through CRW, or Counter Revolutionary Warfare. Much of their experience against terrorists has been in Northern Ireland, where they have developed a fearful reputation among the Provos. There is at least one instance where Provo kidnappers surrendered without firing a shot as soon as they heard that SAS units were in the area.

In May, 1980, Iraqi terrorists captured the Iranian embassy in London. Operation Nimrod was an SAS assault on the embassy and was carried out live before television cameras world-

wide. After listening to terrorist activities through microphones lowered down chimneys, SAS teams abseiled down the walls, broke through the embassy windows, and killed all but one of the terrorists, who had begun killing their hostages. Ironically, the lone survivor was saved from the black-clad SAS troopers by his former captives, who shielded him.

The SAS unit motto is "Who Dares Wins," and they have proven that motto time and time again.

Characters may adopt SAS characters for themselves, or the referee may introduce SAS NPCs in joint missions. The SAS skills templates are given below.

SAS

Native Skills:
Career Skill 1
Driving (any) 2

2D + 4 points for any Native Skills

Basic Military Skills:

Camouflage 1 or Chemical Warfare 1	Night Ops 1
	Orienteering 1
Career Skill 1	Parachute 2
Demolitions 1	Weapons Skills:
Driving (any) 1 or Tracked Vehicle 1	Hand Guns 1
	Light Auto Weapons 1
First Aid 1	Machine Guns 1
Free Fall 1	Mortars 1
Hand-to-Hand Combat 2	Rifles 1
Knife Fighting 1	Any Weapon Skill 1

Use TRA points for any Native or Basic Military Skills.

Characters with the above skills are considered to be British Airborne specialists. Characters who become SAS add the following skills to their list.

Specialist Skills:

Area Survival (Jungle or Desert) 2	Leadership 1
	Night Ops 1 or Stealth 1
Boat Handling 1 or Swimming 1	Parachute 1 or Tree Jumping 1
Camouflage 1 or Chemical Warfare 1 or Climbing 1	SCUBA 1 or Sniper 1 or Climbing 1
Climbing 1	Tactics 2
Demolitions 1	Weapons Skills:
	Foreign Weapons 1
Free Fall 1	Hand Guns 1
Demolitions 1 or HALO 1	Light Auto Weapons 1 or Rifles 1
Hand-to-Hand Combat 2	
Interrogation 1	Shotguns 1 or Special Weapons 1
Knife Fighting 1	

Use TRA and EXP as points for additional skills.

Favorite weapons for the SAS are the Browning 9mm High-Power (generally carried with 13 rounds in the magazine and one in the chamber) and the H&K MP5 submachine gun. The SAS pioneered the use of flashbang stun grenades and provided those used by the Germans at Mogadishu.

SEALs (U.S.)

SEALs (Sea Air and Land) are highly trained Navy combat personnel. Their training is similar in many respects to that of the UDT, but includes free fall and HALO skills as well as training for raids ashore behind enemy lines.

Currently, there are two SEAL teams: SEAL Team One at Coronado, California and SEAL Team Two at Little Creek, Virginia. They are ready at all times for special combat assignments, and also have the task of recovering U.S. space vehicles at sea.

In Vietnam, SEAL teams were quite active deep in enemy territory, operating out of river craft or making landings along the coast in rubber rafts.

SEALs have not yet publicly been involved in anti-terrorist operations, though reports suggest that the U.S. contingent surrounding the EgyptAir jetliner forced down in Malta with the *Achille Lauro* hijackers aboard were SEALs. Practice simulations of a terrorist attack on U.S. offshore oil wells in the Gulf of Mexico suggest that SEAL Teams would be best able to deal with the situation by parachuting onto the platform's heliport or swimming up to the structure underwater, unseen.

These Templates are presented to allow the players to adopt SEAL characters, or for the referee to introduce them as NPCs working with the characters on a joint-service mission.

SEALs

Native Skills:	
Career Skill 2	2D + 3 points for additional
Driving 2	Native Skills
Swimming 2	

Basic Military Skills:	
Area Survival Skills (Any) 1	Weapons Skills:
Camouflage 1	Hand Guns 1
Chemical Warfare 1	Light Auto Weapons 1
Commo Operator 1	Mortars 1
First Aid 1	Machine guns 1
Hand-to-Hand Combat 1	Rifles 1
Knife Fighting 1	Special Weapons
Orienteering 1 or Tracked Vehicle 1	(Grenade Launchers) 1

Use TRA points for additional Native or Basic Military skills.

Specialist Skills:	
Area Survival (Any) 1	Parachute 2
Demolitions 2	SCUBA 1
Free Fall 1	Skin Diving 1 or SCUBA 1
HALO 1 or SCUBA 1	Sniper 1 or Weapons Skill 1
Hand-to-Hand Combat 1	Stealth 1 or Tracking 1
Interrogation 1	Tactics 2
Knife Fighting 1 or	Weapons Skills:
Hand-to-Hand Combat 1	Foreign Weapons 1
Leadership 1	Light Auto Weapons 1
Martial Arts (Hwarang do) 2	Machine Guns 1
Night Ops 2	Any Weapon 1
Orienteering 1	

Use EXP and TRA as points for any additional skills.

Characters with these skills are experienced SEALs.

Favorite SEAL weapons include the silenced Mark 22 "Hush Puppy" developed in Vietnam and the Stoner Commando light machine gun. Both weapons require special training to handle properly. The Hush Puppy is a close-in weapon for eliminating sentries and guard dogs, and must be used at short range, while the Stoner weapons system is prone to jam in hostile environments and must be meticulously cleaned to keep it working. SEALs were notorious for the care they took with their weapons, and the Stoner Commando served them well.

SEAL weapons training includes a wide variety of weapons, including those of potential enemies, and the choice of weapon will usually be dictated by the situation.

Squadron Anti-Commando (Italy)

This is a 50-man special anti-terrorist unit drawn from the ranks of the Italian Carabinieri's Parachute Battalion. The Carabinieri are a militarized national police force who also serve as military police for the Italian military.

Italy has been a principal battleground in the Terrorist Wars, and her geography, placing her at the hub of Mediterranean air travel, makes it likely that future battles in that war will be waged there. Italy has close commercial ties with Libya — a former colony — and there has been a brisk business of smuggled false passports and arms from North Africa into Europe in recent years, with Italy as the point of entry.

Italy's antiterrorist forces have struck a number of blows against the principal Italian terrorist group, the Red Brigades. They were instrumental in rescuing U.S. Brigadier General James Dozier who had been kidnapped by terrorists, and they led the assault on numerous terrorist safe houses and hideouts in the wake of bombings, hijackings and massacres.

Players may wish to adopt a Carabinieri character, or the referee may introduce them as NPCs during a mission set in Italian territory. As an example, when U.S. aircraft forced an EgyptAir 737 carrying the *Achille Lauro* terrorists to land at an airbase in Sicily, it was surrounded by a joint force of U.S. SEALs and Italian Carabinieri.

Squadron Anti-Commando

Native Skills:	
Career Skill 1	2D points toward any Native Skills
Driving 1	
Language (English, French or German) 1	

Basic Military Skills:	
Camouflage 1	Sniper 1 or Stealth 1
Demolitions 1	Weapons Skills:
First Aid 1	Hand Gun 1
Free Fall 1	Light Auto Weapons 1
Hand-to-Hand Combat 1	Machine guns 1
Knife Fighting 1	Rifles 1
Night Ops 1	Shotguns 1 or Special Weapons 1
Parachute 2	

Use EXP points for additional skills.

Characters with the above skills are considered to be members of the Italian Carabinieri. Members of the 50-man antiterrorist force may use their TRA to buy additional skills, which should include at least Sniper 1 and Interrogation 1.

Standard weapons for the Carabinieri include the 9mm Beretta Corto pistol and the Italian Paracadutisti version of the NATO BM59 rifle.

Unit 777 (Egypt)

Egyptian Incurator Commandos were the first across the Suez Canal in the surprise attack against Israel in 1973, and they have fought in numerous actions against both foreign and domestic enemies. Egypt maintains five commando groups trained in amphibious operations, and these are regarded as elite troops by any nation's standards.

Unit 777 was the task force drawn from the Incurator Commandos which was sent to Malta to assault the hijacked Egypt-Air Flight 648 in November, 1985. The assault by three two-man teams was rushed; the attackers had to blast first through cargo doors and then into the main deck of the plane, and during the delay the terrorists began throwing incendiary grenades among the hostages. At least 57 passengers died in the following flames and gun battle, in addition to three already murdered by terrorists. Thirty-eight survived, most of them wounded.

Recreations followed, of course. It was claimed that the Egyptian attack was rushed to beat the expected arrival of a U.S. Delta Force unit, as well as that many of the civilian casualties were caused by nervous commandos who shot them as they jumped from the aircraft. The full story may never be known, but Egyptian President Mubarak's political advisor summed it up by saying, "We were compelled to do the best we could to save those lives. We had to fight terrorism, and fight it hard."

The players may create Egyptian characters for themselves, or the referee may introduce them as NPCs for a joint mission on Egyptian territory or involving Egyptian lives or property.

Unit 777 — Egyptian Commandos

Native Skills:	
Area Survival (Desert) 2	2D points towards other Native Skills
Driving 1	

Basic Military Skills:	
Boat Handling 2	Stealth 1
Camouflage 1	Swimming 2
Demolitions 1	Weapons Skills:
Hand-to-Hand Combat 2	Foreign Weapons 1
Knife Fighting 1	Hand Guns 1
Night Ops 1	Light Auto Weapons 2
Orienteering 1	Machine guns 1
SCUBA 1	Mortars 1
Skin Diving 1	Rifles 1
Sniper 1 or Tracking 1	Special Weapons 1

Use EXP for additional skills.

Egyptian commandos are trained for amphibious incursions into enemy territory, and are the equivalent of U.S. SEALs. Their equipment is largely Soviet-made, drawn from large stockpiles when Russian military "advisors" were stationed in the country. Standard-issue weapons include the AKM folding-stock assault rifle and the RPD light machinegun.

Local Military Forces

Delta Force missions will frequently bring the unit into contact with the armies of other nations. They may find themselves working with these forces; the surrounding of the EgyptAir terrorists in Sicily is an example. Sometimes they will find themselves opposed by a local force which may be supporting their terrorists. The Israeli raid on Entebbe had to

contend not only with the PFLP-Baader-Meinhof terrorists, but with elements of Idi Amin's Army which was openly collaborating with the terrorists. In Lebanon, Shi'ite terrorists and the local Amal Militia may be identical.

The following template is offered for average-quality soldiers from any third-world nation. These characters should only be used as NPCs by the referee.

Local Military Forces

Basic Military Skills:	
Area Survival Skills (As appropriate) 2	Night Ops 1 or Stealth 1
Camouflage 1	Orienteering 1
Hand-to-Hand Combat 1	Weapons Skills:
Knife Fighting 1	Light Auto Weapons 1
	Any Weapons Skill 1

Use EXP as points toward additional skills.

Elite local forces — palace guards, commandos, and such — may add their TRA toward additional skills as well.

Local forces should have a Morale Value assigned to them by rolling 2D-2. Individuals in this force will have personal Morale Levels ranging from three less to two more than the overall unit Morale Value. This can be assigned by the referee, or determined by rolling 1D, with 1 = to the unit value -3, 6 = to the unit value +2.

Terrorist Forces

Terrorist NPCs can be created using these templates.

It has been observed that terrorists fall into three categories: European, Middle Eastern and Western.

European terrorists are generally better-educated and more affluent than the others. They tend to be recruited from middle and upper middle-class university students, and show a pronounced leaning towards Marxist ideology.

Middle Eastern terrorists — the Palestinians and their allies — are drawn largely from Palestinian refugee populations, are not as well educated and are more influenced by religious motives. In general, they are far more irrational and their missions not as well planned as their European associates.

Western Terrorists are more purely political in nature since most Central and South American terrorist groups began as local movements against repressive governments. Recruits are drawn more from lower income levels than is the case in Europe. They are interested not so much in world revolution or the creation of a new state as they are in a change in their own government, as opposed to various Arab groups.

Despite these differences, the referee should bear in mind that there is an extensive underground network which links all international terrorist organizations, and that the terrorist groups themselves are generally pawns in the hands of much larger governments and agencies — most especially Libya, Syria and the Soviet Union.

Victims of the *Achille Lauro* hijacking recounted that the Palestinian terrorists wore expensive-quality jeans and T-shirts of the kind sold to wealthy tourists. They may have been recruited from poverty-stricken refugees, but somehow they have learned to enjoy the money directed to them by their masters. While most terrorists act out of religious or political convictions or hatred, most have the additional motivations of ego and greed as well.

The following templates allow the referee to create terrorist NPCs from any of these three groups. Guidelines to weapons, methods and demands are given, but the referee should remember that there will be wide variation in these even among members of the same organization.

For details on individual groups, see "Delta Force Warbook Dossiers."

European Terrorists

Examples: Baader-Meinhof Gang, Red Brigades, PIRA

Typical Demands: Freedom for imprisoned comrades, ransom for kidnap victims, demonstration of "political solidarity" with the Palestinian "freedom fighters," statements released to TV reporters supporting the struggle against Israel or denouncing NATO and the U.S. presence in Europe.

Typical Morale Value: 6 - 8

Skills Template:	
Career Skill 2	
Chemical Warfare 1 on a 2D roll of 9+	
Commo Operator 1 on a 2D roll of 8+	
Demolitions 1 on a 2D roll of 5 - 9; 2 on 10+	
Weapons Skills:	
Hand Guns 1	
Light Auto Weapons 1	
Driving (Any) 2	
Driving (Truck) 1 on 2D roll of 9+	
Hand-to-Hand Combat 1 or Knife Fighting 1	
Language (English, Italian, German, or French) at level 1D-1	

EXP points for any additional Native or Basic Military Skills.

In addition, some terrorist recruits get advanced training at Moscow's Lumumba University or at terrorist training camps in Iran, Lebanon, Syria or Libya. These characters may receive their TRA in additional skills of any category, including commando skills such as Night Ops, Stealth, Orienteering and Tactics.

European terrorists, whatever their background, will tend to be affluent, well-dressed, and well-armed, with plenty of money available through bank robberies and their clandestine links to the Kremlin and Libya.

Middle-Eastern Terrorists

Examples: PLF, PLO groups, Shi'ite extremists, Iranian revolutionaries.

Typical Demands: Freedom for imprisoned comrades, political concessions from Israel, proclamation of "pan-Arab revolution," demands for establishment of a Palestinian state, closing of immigration services for Jews from Eastern Europe or the U.S.S.R., access to TV news media for anti-Israel or anti-U.S. statements.

They may also act in retaliation against Israeli or U.S. military or political actions; the *Achille Lauro* hijacking was claimed by the PLF to be the first move in a raid against Israeli citizens at the dock in Tel Aviv.

Typical Morale Value: 8 - 10

Skills Template:	
Area Survival Skill 1 (As appropriate)	Language (English or Hebrew) at level 1D-1 on 2D roll of 8+
Demolitions 1; 2 on 2D roll of 8+.	Weapons Skills:
Driving 1	Hand Guns 1
Hand-to-Hand Combat 1	Light Auto Weapons 2
Knife Fighting 1	Any Weapons Skill 1

EXP points toward additional Native or Basic Military Skills.

In addition, many terrorist recruits are chosen for additional "instruction" at Lumumba University in Moscow, Libya, Cuba or elsewhere. These characters may add their TRA for additional skills, including commando skills such as Orienteering, Leadership, Stealth, Boat Handling and additional Weapons Skills.

Middle Eastern terrorists tend to be true fanatics, with no regard for human life. The PLF leader of the Flight 648 hijacking was seen dancing and singing after each murder of another hostage. At the same time, Middle Eastern terrorists seem to make up many of their plans as they go along, changing their demands and their minds about destinations or time-tables. Their irrationality makes them particularly dangerous to deal with.

Terrorists of the Western Hemisphere

Examples: ERP, FALN, Tupamaros

Typical Demands: Ransom for kidnapped businessmen or diplomats, release of political prisoners or comrades, political concessions from the government.

Typical Morale Value: 5 - 7

Skills Template:	
Area Survival (As appropriate) 2	Language (English) 1D-1 on 2D roll of 9+
Driving 1	Weapons Skills:
Demolitions 1 with 2D roll of 7+; Level 2 with roll of 10+	Hand Guns 1
Hand-to-Hand Combat 1 or Knife Fighting 1	Light Auto Weapons 1 or Rifle 1
	Any Weapons Skill 1

Use EXP points for additional Native or Basic Military Skills.

Some South American terrorists receive special training with Cuban or Nicaraguan "advisors," or even attend training schools in those countries. A few are hand-picked for "advanced instruction" in Moscow, Libya or Syria. These characters may also receive their TRA points for any available Skills, including commando skills such as Demolitions, Orienteering, Night Ops, Stealth and Weapons.

Delta Force

America Strikes Back!™



SCENARIOS

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OPERATION RED THUNDER

MISSION BRIEFING

MISSION OBJECTIVES:

1. Rescue three American hostages being held in the PX of a U.S. Army base in Germany.

2. If possible, capture one or more of the terrorists responsible. However, the safety of the hostages is of primary importance.

LOCATION:

Base PX, U.S. Army post, Eschwege, West Germany.

BACKGROUND (as of 1230 hours today):

Shortly after the base exchange opened this morning at least three and possibly four men entered, one of them carrying a large, plastic garment bag. One of the men

produced an automatic pistol and announced that he was with the United Action Front of the Red Army Faction. His accomplices opened the garment bag and pulled out AK-47 rifles.

Shots were fired, and there was considerable panic. Most of the civilians and military personnel in the exchange at the time escaped in the confusion; but a U.S. soldier and two check-out girls, German civilians, who were in the exchange at the time were taken hostage.

The terrorists have threatened to shoot their hostages one at a time — beginning with the soldier at 1800 hours — if their demands are not met. They have demanded freedom for three members of the Baader-Meinhof Gang imprisoned in Bonn, and access to a network-wide TV hook-up to allow them to issue a proclamation condemning "U.S. imperialist terrorism directed at the peace-loving democratic peoples of Europe," and the presence of U.S. nuclear missiles on German soil.



THE MISSION — REFEREE'S EYES ONLY

There are few options open to the Delta Force team. The U.S. military high command and the NATO chiefs of staff have categorically rejected giving in to the terrorist's demands. A Delta Force unit has been flown in by helicopter from Frankfurt, and Washington has given authorization to proceed with a military option.

The Delta Force assault team must examine the map of the base exchange and come up with a plan for carrying out the assault.

INTELLIGENCE: Careful study of the building through binoculars will confirm only three terrorists. However, several of the people who escaped the take-over have reported four terrorists were present (one waving a handgun, three more stooped over the clothes bag removing automatic rifles).

There are in fact five terrorists. One has positioned himself in the office overlooking the PX floor, and cannot be seen from outside.

There is no sign of the hostages, and no way to tell where they are being held.

THE MAP: The characters have access to floorplans of the PX building. The referee should describe each area but refrain from telling the characters where the terrorists are positioned or where the hostages are being kept.

Map Key

1. Two glass doors — the main entrance.
2. Check-out counters.
3. Front office, two steps up, glassed in. No roof.
4. Main floor of the PX. The floor is divided into aisles by two-meter-tall shelves of clothing, food and typical drug-store merchandise.
5. Open metal stairway along cinder block wall leading up to office. It has 28 steps and a railing.
6. Warehouse area. Stacks of boxes and stored goods create aisles.
7. Warehouse office. Partial wall (chest-high) surrounds small area, two steps up, with desk and papers.
8. Washrooms.
9. Main office; it is suspended from the ceiling and reached only by stairs from the main floor. It is divided into an inner and an outer office. The inside walls are glass and look down into the warehouse and main floor. There is a clear line of fire from the office to every part of the PX building except directly behind the boxes and shelves and underneath the office itself.
10. Loading dock. A sheet metal garage-type sliding door and a regular door lead into the warehouse area from the loading dock, which is three steps above the back parking lot.

THE APPROACH: The assault team cannot approach the front of the building without being seen. The back doors have been locked, but they can be approached without the attackers being seen. Unobserved approach is also possible from either side, or by parachuting onto the roof.

Local TV crews are covering the crisis. The terrorists have turned on a television inside the exchange and are monitoring news channels. An attempt to sneak up on the PX under the eye of a TV camera will lose the possibility of surprise.

At random intervals, one or more terrorists will emerge from the building. They will not go far from the doors, but they will check the area behind and in front of the building

carefully, and watch for signs of military preparations anywhere nearby.

ENTRY: Entry can be through the front windows and door, by picking or blasting open the lock to the back door or by blowing holes in the roof or walls.

The brick wall can be breached with three units of C-4 or its equivalent. The roof can be breached with two units. If entry is attempted through the roof, there will be a six-meter drop to the floor, and ropes or climbing gear should be brought along. The garage door can be breached with half a unit of C-4.

USING GAS: Gas or smoke can be fired through the front windows. However, the terrorists have brought along gas masks and will not be unduly hampered by chemical agents. It should be remembered that using smoke to reduce visibility will help the terrorists in the store's maze of shopping aisles more than it will hinder them.

INSIDE THE PX: Two terrorists are in the front of the store and two more are in the warehouse guarding the back doors. A fifth is in the office overlooking the main floor, and is approachable only through the ceiling or up the stairs.

The hostages, with their feet and hands tied, are in the front room on the main floor, next to the east wall between the front office and the stairs, with one of the two terrorists guarding them.

CHARACTERS

Four of the terrorists are Germans, members of the Red Army Faction, which has close connections with the Baader-Meinhof Gang. They are Heinrich Erhard, the leader; Kurt Schmidt; Karl Vogel; and a woman, Gretta Jung. The fifth is a Palestinian, Abul Nisarim, working with the Red Army Faction on this joint operation.

There is no information immediately available on the terrorist's identity. At 14:00 hours, photographs taken of the leader identify Erhard. West German police records available through the GSG-9 list several of Erhard's associates, all wanted for a string of bombings in the country, including Schmidt and his mistress, Gretta Jung.

The referee should use the appropriate character templates to create stats for each terrorist character. All are armed with AK-47s. Erhardt carries a Vz-61 Skorpion, Schmidt and Jung carry Colt M1911A1s, and Nisarim carries a Beretta 92S. At the referee's option, they may carry two or three grenades each as well.

REINFORCEMENTS

At the referee's option, complications will arise at 16:30 hours. A light blue van will smash through the police and MP roadblock which has cordoned off the area and come to a halt close beside the front door. Six men armed with AK-47s will climb out, waving their weapons and firing them into the air, then disappear inside the exchange building. These men, three Palestinians and three Germans, are other members of the Red Army Faction who have come to reinforce their comrades who are growing tired.

The arrival of these additional troops could considerably complicate things for the assault force. If they arrive just as an assault is being readied, the referee may explain their presence by saying the Delta Team's preparations were observed, and the six men have arrived to help.

The referee is responsible for keeping careful track of the passage of time, beginning at 12:30 hours. The time the

player characters spend discussing their plan should be counted, and allowances should be made for delays in getting the plan approved in Washington or by the base commander.

VICTORY

A complete victory will be won by freeing the hostages and killing or capturing the terrorists. The following schedule of victory points may be used.

For each hostage rescued:	+10
For each terrorist killed:	+5
For each terrorist captured:	+8
For each Delta Force member killed:	-2
For each escaped terrorist:	-5
For each hostage wounded:	-6
For each hostage killed:	-15

ASSESSMENT

Add the victory point total and check the result on the

table below.

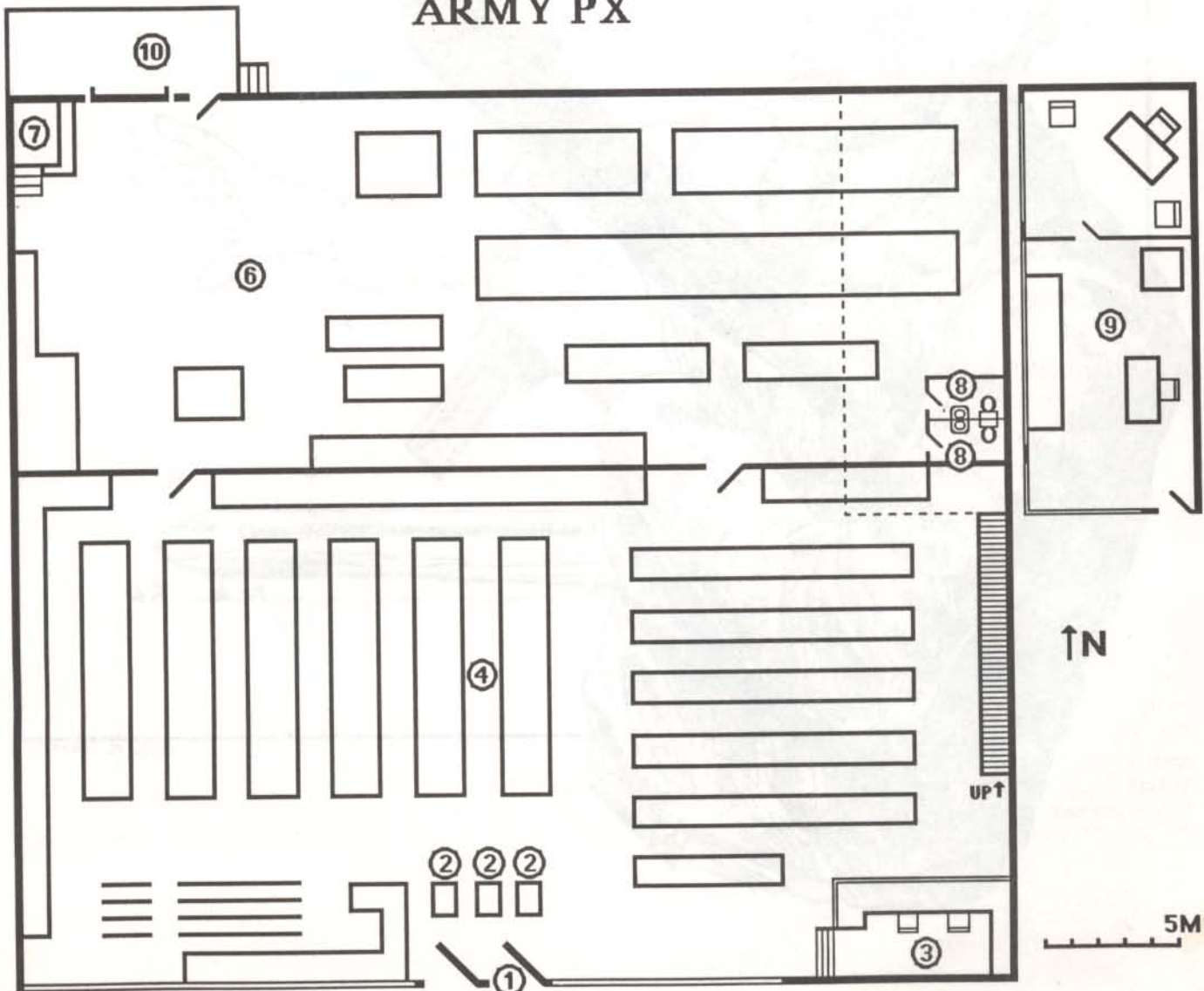
5 or less:	Complete disaster.
6 to 20:	Marginal success.
21 to 49:	Success.
50+:	Spectacular success.

A complete disaster means that America's foreign policy, especially in its war against terrorism, was dealt a severe setback, and her image will suffer worldwide. A terrorist victory encourages other attacks against U.S. bases.

Capture of one or more of the Germans — especially Erhardt — will be an intelligence bonanza for German and U.S. intelligence services. Baader-Meinhof — long quiescent — is becoming active again as one arm of the Europe-wide Red Army Faction, and Erhardt is one of the Faction's principal leaders. Capture of Nisarim will provide intelligence with information on the underground connection between the Red Army Faction, the PLO and Moscow.

OPERATION RED THUNDER

ARMY PX





W.H. Keith 1985

OPERATION LIGHTNING

MISSION BRIEFING

MISSION OBJECTIVES:

1. Rescue American and Israeli hostages aboard WTA Flight 874, now on the ground at Beirut Airport.
2. If possible, capture one or more of the hijackers aboard the aircraft and bring them out of Lebanon for interrogation and prosecution.
3. Prevent local forces — particularly the Shi'ite Amal Militia — from reinforcing the hijackers or interfering with the evacuation of the hostages.

LOCATION: Runway 36, Beirut Airport, Lebanon.

BACKGROUND (as of 0800 hours today): World Travel Airlines Boeing 747 Flight 874 departed from Athens at 09:20 hours yesterday, with 320 passengers aboard, on the final leg of a flight from New York to Tel Aviv, Israel. After being airborne for 30 minutes, Captain Winston reported that "Abu Nassir of the revolutionary brotherhood of Islamic Jihad" had taken command of the aircraft. Flight 874 was directed to Beirut, where it was denied permission to land. It then turned around and flew across the Eastern Mediterranean, arriving at Algiers at 13:25 yesterday.

At Algiers airport, negotiations between the hijackers and local authorities dragged out for several hours. Some 150 passengers — Swiss, German, French, Greek and Italian — were released in exchange for food and fuel. The plane took off at 17:10, heading East.

Interrogation of the released passengers indicated that there were four or five hijackers aboard, armed with hand guns, grenades and what sounds from its description like a Skorpi-on submachine gun. The terrorists seemed nervous about controlling such a large number of hostages — the main reason they released so many in Algiers. The passengers' passports had been taken during the flight to Algiers, it was reported, and all American, British and Israeli passengers had been separated from the rest and placed in the rear of the aircraft. Several American servicemen were singled out for particularly harsh treatment.

At 21:15 the 747 arrived at Beirut airport. They were refused permission to land, but Captain Winston reported that Abu Nassir was threatening to crash the aircraft if his demands were not met. Flight 874 was finally allowed to land north on Runway 36.

Negotiations continued. The terrorists demanded — and were allowed — private conversations with members of the local Amal Militia. During the night, one hundred eighteen more passengers were released — mostly women and children — in exchange for food and fuel. Fifty-two hostages remained on board, including twenty-eight Americans, five British, and nineteen Israelis. Demands for refueling are periodic — roughly every two hours — so that the plane is always fully loaded and ready for a long flight.



The terrorists have demanded the release of 17 Shi'ites imprisoned in Kuwait, 150 held in Israel and two others held in Britain. They also want access to TV reporters and camera crews in order to "bring the case of the Shia people to the world." At 04:30, an American soldier was shot and his body dropped on the runway: an execution "to prove we do not fear the fangless specter of American Imperialism."

The terrorists have threatened to shoot a hostage every hour, beginning at 13:00 hours today with the Americans, until their demands are met. They have also variously threatened to fly to Israel and crash into the Knesset, execute all of the hostages immediately, blow up the aircraft or fly to Iran.

The President of the United States has stated that the U.S. will not accede to terrorist threats and will not pressure its allies into bowing to these demands. In a secret communiqué to the local Delta Force unit stationed at Haifa, Israel, he has authorized a hostage rescue mission code-named 'Lightning.' The on-site Delta commander has been given full authority to work up and implement a rescue plan, according to his assessment of the situation.

MISSION OBJECTIVES: If possible, the hostages should be rescued before the executions begin, five hours from now. At all costs, the aircraft must be prevented from escaping to Iran with the hostages and the terrorists must be prevented from taking the hostages off the aircraft to hiding places in Beirut.

The secondary objective, capturing one or more of the terrorists, is desirable both for punishing the hijackers and for gaining intelligence about the Islamic Jihad organization and plans. The rescue force's first responsibility is the safety of the passengers, however, even if all of the hijackers must be killed to assure this.

The mission is complicated by the fact that Lebanese governmental authorities have closed the airport and refused to allow American military personnel into Beirut. Any assault on the aircraft will have to be carried out without the cooperation of the Lebanese government. There is a very real danger that the hijackers will receive reinforcements aboard the aircraft soon, and this would make any assault on the aircraft extremely dangerous.

It is also possible that Amal or other Lebanese forces would attack aircraft or ground forces which arrived at the airport to carry out an evacuation.

THE MISSION — REFEREE'S EYES ONLY

PRELIMINARY MANEUVERS

The characters are considered to be members of a Delta unit stationed in Haifa, Israel. They were put on alert as soon as word of the hijacking came through yesterday. At the beginning of this scenario, it is 08:00 hours; the unit has just received confirmation of a 'go' for a rescue attempt.

It will take approximately one hour for the Delta unit to load aboard helicopters and fly to the vicinity of Beirut. Depending on the plan worked out, "vicinity of Beirut" could be a carrier, the *U.S.S. America*, cruising 50 miles offshore, or a deserted stretch of beach several kilometers south of the airport. The Lebanese authorities will not officially allow a rescue mission on Lebanese territory, but small numbers of Americans, disguised as a negotiating team, will be allowed to land at Beirut airport. Large numbers of troops would be forced to land some distance away and make their way to the airport by truck, car or raft, on foot or by swimming. A parachute drop is also a possibility.

Once the troops are in place, they must consider the actual assault. The map shows the layout of Beirut airport, including the position of the hijacked 747 on Runway 36. There are several possible strategies the players may consider. Among these are:

A: INFILTRATION

A force of commandos can be put ashore on the beach, or at some point farther south, and make its way to the airport. The disadvantage is that the assault must be made in daylight across hundreds of meters of open ground. There is a strong chance that the attackers will be seen from the control tower and the hijackers will be warned.

An alternative would be to negotiate with the hijackers, as discussed in 'C,' below. If the executions and deadlines are delayed until the next day, the attack can be made at night.

Once the attackers get close to the aircraft, there are additional dangers. Characters moving on the wings cause vibrations felt by characters inside the aircraft; and at some times one or more sentries may be stationed outside.

B: FRONTAL ASSAULT

The attack can be made from helicopters or by parachute drop directly onto the runway around the grounded aircraft. Helicopters will not be heard until they are quite close, and a great deal of firepower can be brought to bear in a very few minutes.

The drawback is that there will still be a period of several minutes between the time the hijackers realize that an attack is under way and the time the attackers can break into the aircraft. The hostages might be killed in this time. A frontal assault may still be useful as a back-up, once a small commando unit has stormed the aircraft. This may be the best way to prevent militia or Lebanese government attacks on the hostages as they are withdrawn.

C: NEGOTIATIONS

The Americans have been denied permission to mount an assault on Lebanese soil; but American negotiators may be

allowed into the control tower, particularly if this is perceived as a capitulation by American authorities after their tough, "no negotiation" anti-terrorist posture. If negotiators — actually undercover Delta team members — can open talks with the hijackers, the noon deadline may be delayed until night (allowing a night assault) or arrangements can be made to approach the aircraft with food or fuel (allowing troops to be brought into position for a close assault).

The referee should have the terrorists begin negotiations with a tough, 'give-us-what-we-want' stance. However, if the terrorists are told that the death of more of the hostages will result in an end to negotiations, they will be willing to talk. They will *not* release any more hostages, and will reject offers to turn them over to a neutral party or to move them off the aircraft. They will — eventually — be willing to extend the deadline for the beginning of the executions, but will not extend it beyond 09:00 tomorrow. They will be particularly willing to extend the deadline if TV news coverage is promised within the next few hours.

The greatest difficulty here is to win the cooperation of Lebanese airport and government authorities. They must be convinced that the negotiators are there strictly to deal for the release of the hostages, and not be allowed to know that an assault is being prepared.

One alternative is to mount a commando raid on the control tower itself, taking command of the tower and negotiations by force. This is dangerous; there's a chance someone in the tower will alert the hijackers to what's happening.

D: CLOSE ASSAULT

This option is possible only in conjunction with 'C,' above. This involves bringing troops — disguised as mechanics, fuel handlers or caterers — close enough to the aircraft to allow them to storm aboard.

While this gives the attackers a good chance of getting close to the aircraft, it must be remembered that the hijackers will be expecting trouble every time people approach the aircraft for any reason, and will be doubly on their guard.

SPECIAL EQUIPMENT

The usual assortment of weapons and gear is available for this mission, including night vision gear, infra-red viewers for locating personnel aboard the plane, special microphones and eavesdropping equipment, demolition gear and flash-bang grenades.

Vehicles available include any helicopters or transport aircraft listed in the *Delta Force Warbook* and any ground vehicles which can be carried aboard the transports. On the ground in Beirut there are a number of airport vehicles which can be borrowed or taken, including catering vans, jeeps and cargo trucks, tank trucks, baggage loaders and carts and moving stairs. There are also uniforms available for characters who want to disguise themselves as airport personnel, as TV news crews or even as Shi'ite militiamen.

REFEREE'S EYES ONLY — GAME MECHANICS

This section describes the game mechanics necessary for the referee to simulate specific problems for the players to overcome during this scenario. The referee should feel free to adapt or change these in any way necessary to fit the flow of the story.

PRELIMINARY MANEUVERS

The usual rules for movement in *Delta Force* are applied to all attempts to move across country before making the assault. It will take approximately 30 minutes for troops to reach the coast in helicopters off the *America*, and about two hours to reach the shore by landing craft.

INFILTRATION

The *Delta Force* rules for sighting and surprise should be used to allow the characters to make their way across open ground to the vicinity of the aircraft. The hijackers' Alertness Factors will vary between two and five, depending on the time of day and the situation. There will always be at least one hijacker alert for an attack; but, in general, he will be watching in the direction of the control tower. Unless the terrorist is on the ground below the aircraft, he will not be able to see activity directly astern. However, the entire runway is visible from the control tower during daylight, and Islamic Jihad sympathizers there will alert the hijackers to any unusual activity.

At night, the runway lights have been turned off by order. The plane's cabin lights are on, which means the terrorists aboard are not dark-adapted. The control tower is also lit, giving infiltration forces an excellent chance of moving close without being seen.

FRONTAL ASSAULT

Helicopters will not be able to land closer to the aircraft than the radius of their rotors. This distance must be taken into account for the assault force's dash from the helicopters to the plane. Troops could abseil directly from a hovering copter to the aircraft, but the terrorists will be alerted as soon as the helicopters are overhead.

The time required to blow open or unlock the aircraft doors is discussed under "Gaining Entry." Whether terrorists open fire on the hostages is covered in "Terrorist Actions."

NEGOTIATIONS

Any player characters may attempt to negotiate with the terrorists or with airport officials in order to win concessions, gain time or set the stage for an assault. In general, roll 2D for each specific request (i.e., to extend the terrorist's current deadline), and add "Negotiation Skill," if any, as a DM. If the modified roll is greater than the opponent's EXP, the request will be granted. Otherwise, the request will be refused or a counter-offer will be made. The referee may allow plus or minus DMs to the opponent's EXP to reflect his mood and character.

The subject of negotiations can be almost anything, including the release of hostages (possibly in exchange for food), the delay of threatened executions or permission for a medical team or mechanics to board the aircraft.

The course negotiations take is left largely to the referee, who must use these negotiations to shape the adventure into an interesting, suspenseful story. The players may find themselves in a situation in which the terrorists or officials must make certain concessions or the entire scenario will come to an abrupt, bloody and unsatisfying conclusion. At the same time, things cannot go too easily for the player characters.

CLOSE ASSAULT

The success of attempts to disguise personnel to get them close to the aircraft is left largely to the referee and should be based on the care with which the players make their plans and preparations. The terrorists will be extremely suspicious, and may frisk personnel for weapons, question them, order them out of the area or even open fire on them.

Remember that movements on the wings will be telegraphed to characters inside and instantly investigated. Remember, too, that even slight bumps or noises against the hull will be heard by the hijackers.

Specific attempts to fool the hijackers can be made by rolling 2D + modifiers for applicable skills (such as Negotiation, Culture, Language or TRA points above 10) against the terrorists' highest EXP level. If the modified roll equals or exceeds the terrorist's experience, he will be fooled, convinced or persuaded — whatever is appropriate.

GAINING ENTRY

The map of the 747 jetliner shows the locations of all passenger and cargo hatches. These can be opened with special keys; but it takes two Combat Rounds to open the doors in this way and characters inside can hear the activity outside.

The doors can also be opened by using ribbon charges of plastique to blast them open. Any character with Demolition 2 or higher will know how much explosive to use (about .25 kg of C-4 for each door) and how to place the explosives for maximum effect. The effects of explosive charges are discussed under "Demolitions" in the rules. The advantage of this type of entry is that it is possible to place the charges without alerting the terrorists, who are unaware that anything is happening until the doors fly open and assault troops come pouring through.

If entry is gained through the cargo hatches, the attackers must then plant and detonate additional charges to break through the passenger deck flooring. These charges can be prepared in advance, and are little more than lumps of C-4 with detonators in them. They can be placed and exploded within two Combat Rounds, but the terrorists are certainly aware that an attack is under way during those Rounds.

Alternatives to demolitions are to convince the terrorists to allow the attackers on board or to rush an open door. Assault troops disguised as mechanics or fuel handlers can work right on the wings and under the fuselage of the aircraft, and be in position to rush a door if the opportunity presents itself. In rare cases, the terrorists may allow medical personnel, mechanics, a relief flight crew or reporters on board, and the assault troops could adopt these disguises in order to gain entry. Such ruses are dangerous, since the terrorists will be suspicious of any personnel approaching the plane. In several actual hijackings, airport workers were forced to strip before approaching the aircraft to prove they carried no weapons.

USING THE MAP

The deck plan of the 747 is drawn to scale. The players and referee should keep track of each individual's movements from Combat Round to Combat Round, as play progresses.

Note that 747s have a First Class lounge at the top of the spiral stairs in the forward cabin. The flight deck is reached through these stairs and lounge. While the positions of the

various terrorists will change during a firefight, at least one terrorist will remain with the flight crew and attempt to ambush the player characters as they come up the stairs.

TERRORIST ACTIONS

The worst problem the Delta Force team faces is the terrorist threat to kill the hostages if demands are not met or a rescue is attempted. At the same time, the terrorists — while willing to commit murder — are likely to hesitate during an attack because they know slaughtering the hostages will commit them to a hopeless fight to the death. Even fanatic would-be martyrs will hesitate when forced to choose one last time between life and suicide.

In cases where the terrorists *could* turn on the hostages — for example, if a rescue attack has begun — each terrorist NPC who is faced with such a decision must have 2D rolled against his Morale Value at the beginning of each Combat Round. If the roll is greater than his current Morale Value, he will hesitate and *not* attack the hostages — though he may attack the assault troops or defend himself from attack. If the roll is less than his morale value, he *may* — at the referee's discretion, and based on the flow of the game — turn on the hostages. The referee is not encouraged to use this to turn a scenario into a bloody exercise in futility; but the players must be aware that their decisions and actions could save or doom the hostages they are trying to rescue.

Note that these rolls refer only to attacking the hostages *en masse* — with grenades or machine gun fire, for example. Individual terrorists may attempt to use hostages for cover or bargaining without making this roll.

HOSTAGE ACTIONS

The seats of the 51 remaining hostages are marked on the map. The passengers are all considered to have Morale Values of two. At the referee's discretion, hostage morale will be lowered by various events, including gunfire or grenade blasts, smoke or gas, casualties among the hostages or a terrorist's threat to kill them. It will be raised by the sound of voices yelling, "We are Americans! Get down!"

When hostage Morale reaches zero, the hostages will panic. Most will remain where they are and will need to be led from the aircraft. A few, chosen by the referee or by a 2D roll made for each of 11+, may stand up in the line of fire, bolt for a door or run looking for a place to hide.

The pilot, co-pilot and flight engineer are on the flight deck forward and up the spiral stairs. There are also six stewards, who may be with the passengers or held separately in the First Class lounge topside at the referee's discretion. They will not panic, but will obey orders given by the assault force. The referee may — again at his discretion — allow one or more of the flight crew to attack terrorists on the flight deck to prevent the crew's murder.

TERRORIST REINFORCEMENTS

The initial hijacking is carried out by five members of the Islamic Jihad using handguns and grenades...though witnesses are unsure whether there were four or five terrorists be-

cause one always remained with the crew on the flight deck.

During the night, after the hijackers communicated with Amal personnel, a food truck sent to the plane contained smuggled AK-47s and additional hand guns, grenades and ammunition for the terrorists. *At the referee's discretion* an additional 1D of terrorists could have slipped on board as well; reinforcements already on board could prove a nasty shock to player characters who have not considered the possibility that more terrorists have been smuggled aboard. The best clue that such smuggling has taken place is the sighting of a terrorist on board carrying an AK-47.

Airport authorities are not openly collaborating with the terrorists; but several in the control tower are sympathetic to the terrorists' goals and will assist this operation secretly.

If negotiations drag on into the night, additional Islamic Jihad troops will board the aircraft from a catering truck at 23:00 hours. If troops are moving up on the aircraft at that time, the troops will have to contend with this arrival. The size of this reinforcing force is up to the referee, but could number as many as 12 men.

In addition, a large Amal Militia force is in the area and will move into position along the beach between the aircraft and the sea at dawn (05:30) the next morning, to support their "brothers" aboard Flight 874. The force will consist of 50 to 60 troops, well-armed, arriving in trucks and M-113 personnel carriers; they will pose a serious threat to the arrival of U.S. forces for an evacuation. If this force learns U.S. troops are on the ground in the area or are in control of the tower, it will attack.

AVAILABLE U.S. FORCES

The player characters are members of an on-station Delta Force unit stationed in Haifa, Israel. At any time after 11:00 hours, the *U.S.S. America*, an aircraft carrier stationed in the Eastern Mediterranean, will be in position offshore to fly in troops or send helicopters to airlift hostages and troops out of Beirut. Any of the helicopters listed in the *Warbook* will be available. A full landing party of U.S. Marines can come ashore at any place in an amphibious assault two hours after it is requested, or can arrive by helicopter within 30 minutes. A Marine landing would be useful to cover the fighting withdrawal of the Delta Unit and rescued hostages.

Since Israeli civilians are involved, the referee may introduce Israeli counter-terrorists. These could be introduced during the planning and travel with the group as NPCs or could arrive by helicopter as reinforcements later in the scenario... particularly if Delta Force has an acute need of cavalry riding to the rescue. It will take about an hour for the counter-terrorist group to fly in from Israel by helicopter.

CHARACTERS AND ENCOUNTERS

Descriptions are given on the following pages for each of the five original terrorists aboard Flight 874, as well as for personnel who may be encountered at the airport.

ABU NASSIR

Codename for Daoud Ali Saqqar, the leader of the terrorists aboard Flight 874. Saqqar is a colonel in the Amal Front and high in the Islamic Jihad hierarchy. His capture would be extremely valuable to the CIA and Mossad.

STR: 10	TRA: 10	PRINCIPAL SKILLS:
AGI: 10	END: 9	Demolitions 2
DEX: 9	EXP: 10	Driving (Car) 2
INT: 13	REA: 8	Hand-to-Hand Combat 3
		Knife Fighting 2
STA: 8		Language (Native — Arabic) 5
Weight: 88 kg		Language (English) 4
Age: 23		Language (French) 4
Morale Value: 10		Weapons Skills:
		Handguns 2
		Light Auto 2
		Favored Weapons: AK-47, Makarov automatic pistol, Berretta 92S

Saqqar is a fanatic in every sense of the word. He is devoted to the Shi'ite cause, hates Americans with paranoid intensity and is the man who murdered the American soldier. He will fight to the death and — of all the terrorists — is the one most likely to kill more hostages.

IBRAHIM MUSTAFA

STR: 14	TRA: 8	PRINCIPAL SKILLS
AGI: 8	END: 12	Driving (Car) 2
DEX: 5	EXP: 8	Language (Native — Arabic) 5
INT: 9	REA: 6	Language (French) 2
		Hand-to-Hand Combat 3
STA: 12		Weapons Skills:
Age: 26		Handguns 1
Weight: 106 kg		Light Auto Weapons 1
Morale Value: 7		Favored weapon: AK-47

Mustafa is a huge man, 6'6" tall, hard and muscular. He has served as bodyguard for several Shia warlords and works now for Colonel Saqqar, to whom he is devoted. His loyalty to Saqqar is greater than his loyalty to the Islamic Jihad.

SHA'IR HAMIDI

STR: 10	TRA: 7	PRINCIPAL SKILLS
AGI: 9	END: 9	Driving (Car): 1
DEX: 11	EXP: 6	Language (Native — Arabic) 5
INT: 8	REA: 7	Language (English) 2
		Language (French) 3
STA: 9		Knife Fighting 1
Age: 19		Stealth 2
Weight: 70 kg		Weapons Skills:
Morale Value: 8		Handguns 1
		Light Auto Weapons 2
		Favored Weapon: AK-47

Hamidi is the youngest of the group. He is totally caught up in the mystique and romance of the Islamic Jihad movement, and fancies himself a valiant freedom fighter. While he has taken part in inter-gang warfare in Beirut, he has not been in close-quarters combat before. All of Hamidi's morale losses will be *double* their normal values.

AHMAD ABU ABID

STR: 11	TRA: 11	PRINCIPAL SKILLS:
AGI: 14	END: 13	Driving (Car) 2
DEX: 9	EXP: 10	Driving (Truck) 2
INT: 11	REA: 10	Hand-to-Hand Combat 2
		Language (Native — Arabic) 5
STA: 10		Language (English) 1
Age: 23		Weapons Skills:
Weight: 86 kg		Light Auto Weapons 3
Morale Value: 10		Favored Weapons: AK-47, Czech Vz 61 Skorpion

Abid's family was killed during a U.S. bombing run over Lebanon in 1982. He bitterly hates Americans — especially military personnel — and enjoys threatening the American hostages with death. His native caution, however, makes him less likely than Saqqar to begin a general massacre.

ABU MOHAMMED

Code name of Abol Ghotbzadeh, he is a special prize among the hijackers. Ghotbzadeh is an Iranian (though he is in Lebanon with a Syrian passport), and is a special advisor to the Islamic Jihad. His capture and interrogation by U.S. or Israeli intelligence would fill in many blanks about Islamic Jihad's organization and foreign ties.

STR: 8	TRA: 12	PRINCIPAL SKILLS:
AGI: 12	END: 6	Demolitions 2
DEX: 12	EXP: 11	Driving (Car) 3
INT: 12	REA: 9	Language (Native — Farsi) 5
		Language (Arabic) 4
STA: 6		Language (English) 3
Age: 32		Hand-to-Hand Combat 1
Weight: 65 kg		Knife Fighting 3
Morale Value: 6		Negotiations 3
		Weapons Skills:
		Handguns 3
		Light Auto Weapons 2
		Rifle 1
		Favored Weapons: Berretta 92S, Browning Hi-Power

Ghotbzadeh should not be along on this mission, since his position is one of advisor and instructor rather than soldier. However, there has been some dissension within the Is-

Islamic Jihad ranks, with one faction angered that the Iranians never run the risks of the pan-Arab revolution, preferring to remain in the background. Ghotbzadeh has come along to challenge that assertion and to restore Amal confidence in their Iranian mentors. He is in an unenviable position. If his masters knew he was jeopardizing Iranian security on this mission, he would probably be shot.

Ghotbzadeh is a short, slight individual with a nervous manner. He has counseled against killing any of the hostages, and has several times challenged Saqqar. He has argued that the hostages must be taken off the aircraft and hidden in small, dispersed groups to prevent an American rescue attempt. Saqqar has refused because he enjoys the prospect of world-wide media attention, which is focused on the hostage drama on Runway 36.

AHMAD SHARQAWI

Sharqawi is the senior administrator on duty in the airport control tower.

STR: 8	TRA: 12	PRINCIPAL SKILLS:
AGI: 9	END: 6	Driving (Car) 4
DEX: 14	EXP: 13	Driving (Truck) 2
INT: 14	REA: 8	Language (Native — Arabic) 5
STA: 6		Language (English) 4
		Language (French) 4
		Negotiation 2
Weight: 66 kg		Pilot (Fixed wing: Light planes) 2
Age: 30		Weapons Skills:
Morale Value: 5		Handguns 3
		Light Auto Weapons 2
		Favored Weapon: Beretta 92S

Sharqawi is the senior government official in charge of the control tower at the airport. He is the official who reversed the original order and allowed Flight 874 to land, and he will be in charge of negotiations with the hijackers until (and unless) the Americans take over.

He is also a former major in the Amal Militia and a secret member of Islamic Jihad. He will warn the hijackers in any way he can of U.S. plans and will work secretly to hinder American efforts. If the Delta team elects to take over control of the tower, he will offer the only serious resistance, with a pistol hidden in his desk.

ADDITIONAL TERRORISTS AND MILITIA

The following stats can be used for any additional terrorists who board or attempt to board Flight 874 and for Shi'ite troops which arrive to prevent an American rescue attempt.

STR: 9	TRA: 10	PRINCIPAL SKILLS:
AGI: 9	END: 8	Driving (Car) 2
DEX: 10	EXP: 9	Language (Native — Arabic) 5
INT: 10	REA: 10	Language (French or English) 2
STA: 10		Hand-to-Hand Combat 2
		Knife Fighting 2
Weight: varies		Weapons Skills:
Age: 25		Handguns 1
Morale Value: 6 - 8		Light Auto Weapons 2
		Machine guns 1
		Rifles 1
		Favored Weapons: AK-47, PKM machine gun

These are average-quality Shia troops belonging to the Amal Militia. Those who volunteer to board the hijacked liner will have higher Morale Values than soldiers who happen to be at the airport.

These stats can also apply to guards or sentries on and around the airport itself.

RUNNING OPERATION LIGHTNING

The players should be encouraged to work out their own hostage rescue plan in detail and carry it out. Their best hope will be to negotiate with the terrorists for time. After dark, Delta Force troopers can sneak up close to the aircraft unobserved. However, additional Islamic Jihad troops will be attempting to board the aircraft late at night as well, and the two forces may well encounter one another in the dark.

Another possibility is to convince the terrorists to allow airport personnel or TV news crews — actually Delta Force troopers in disguise — to approach the plane. This is riskier than a night approach, but can be attempted during the day if the terrorists refuse to delay the execution of hostages or if it seems likely they will try to take the plane and its passengers to Iran before nightfall.

The players may find it necessary to take command of the airport control tower before negotiating with the terrorists. Islamic Jihad sympathizers among airport and government officials in the tower will warn the terrorists of any publicly-discussed plan for rescue.

Once the hostages have been rescued, there is still the danger of attack by Amal Militia troops who will begin infiltrating the area between the runway and the beach on the morning of the second day. U.S. Marines flown in by helicopter can secure the airport for the withdrawal of the hostages, but the Delta Force will still need to fight a delaying action until the Marines arrive and may find themselves in a running firefight with a large Amal force.

ASSESSMENT

Once the hostages have been carried to safety in Israel or aboard a U.S. ship — or once the rescue force has been wiped out or captured and rescue is impossible — play stops. While success or failure should be fairly obvious, the referee may use the following point system to let the players know how they did.

VICTORY POINTS

For each hostage rescued:	+3
For each terrorist killed :	+2
For capture of Daoud Saqqar:	+5
For capture of Abol Ghotbzadeh:	+10
For each hostage killed:	-5
For each hostage seriously wounded:	-3
For each hostage left in Islamic Jihad hands:	-3
For each Delta Force member killed:	-1
For each Delta Force member captured:	-10

The points are added and the total checked on the following table.

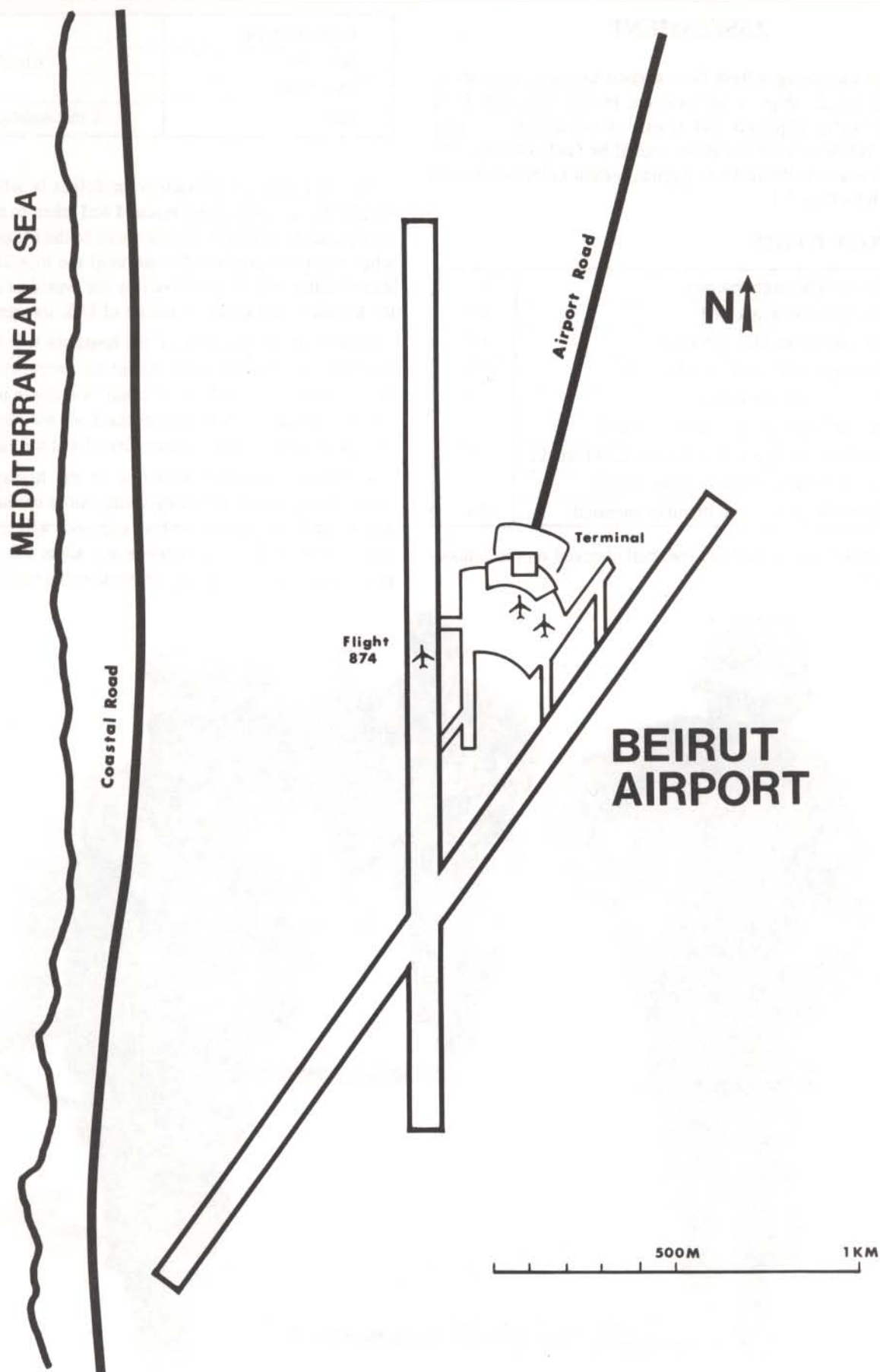
Less than 30:	Failure.
30 - 74:	Mixed success.
75 - 149:	Success.
150+:	A resounding success.

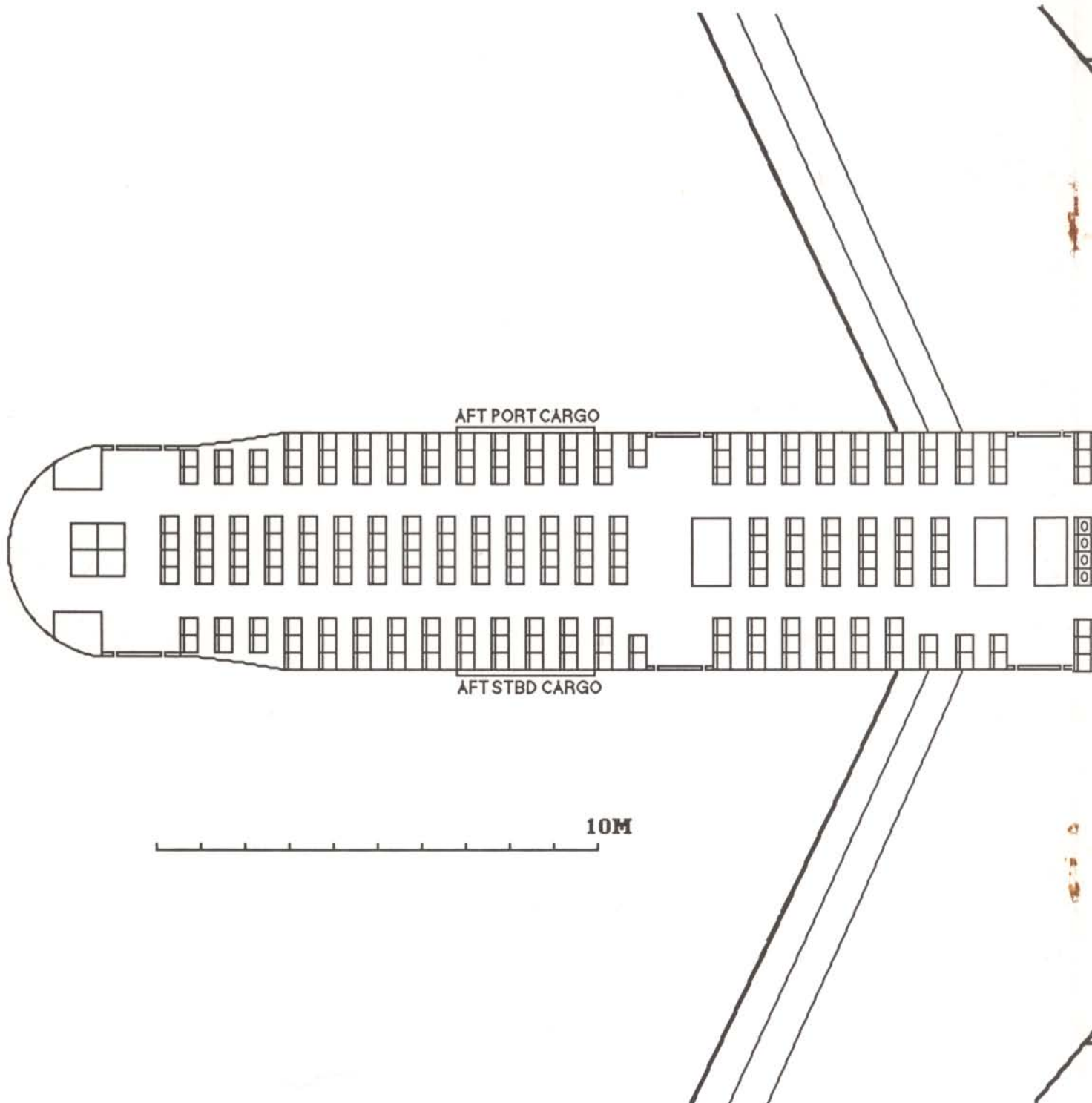
The real measure of victory or defeat is whether or not most of the hostages were rescued and taken to safety or not. An operation ending in the massacre of the hostages (such as when Egyptian commandos stormed the hijacked EgyptAir jet in Malta) will be perceived by the world as a victory for the terrorists and a bloody failure of U.S. foreign policy.

Rescue of the majority of the hostages will be seen as a triumph for America and a defeat for terrorism worldwide. The best success would be a "clean" victory in a sharp, short action, with all the hostages rescued, all the terrorists killed or captured and no interference from local militia forces.

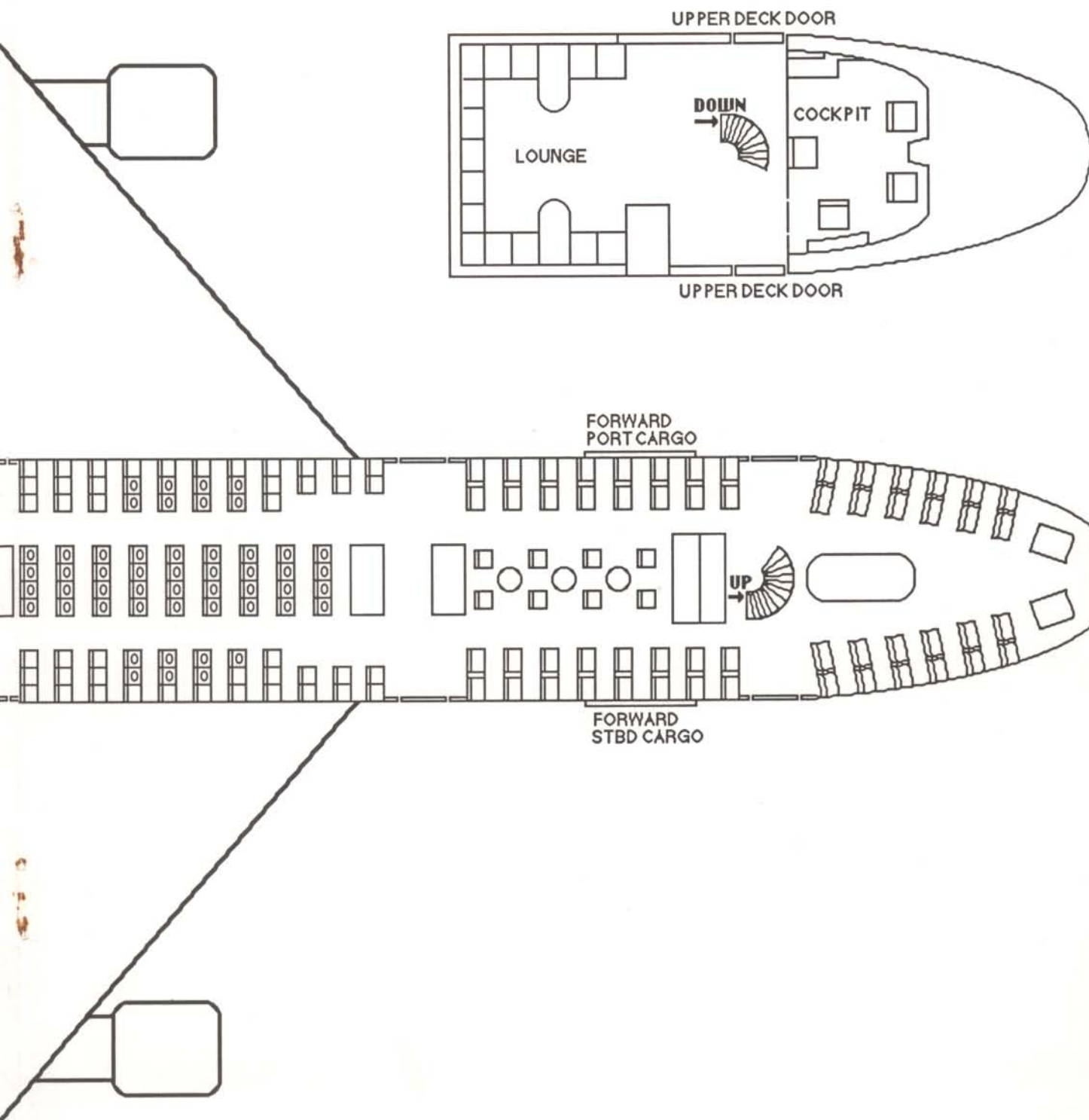
A "mixed success," with few of the hostages rescued, many hostages killed, heavy Delta Force casualties or several Delta Force team members captured will result in bitter criticism of the U.S. by enemies and allies alike and call in to question the entire policy of antiterrorist operations.







BOEING 747



Boeing 747-400



Boeing 747-400



OPERATION SWIFTSURE

MISSION BRIEFING

MISSION OBJECTIVES:

1. Penetrate an Islamic Jihad planning center/HQ in Lebanon.
2. Kidnap Abdul Abu Jihad and return him to U.S. custody.
3. Acquire selected intelligence data.
4. Destroy the planning center and make it look like a rocket attack.

LOCATION: Corniche Mazraa, West Beirut, Lebanon.

BACKGROUND: Colonel Abdul Abu Jihad is the code name for Rashid Khalil, an officer of the Shi'ite Amal Militia and a leader of the Islamic Jihad movement. He is believed to be one of the principal planners in the recent hijacking of an American 747 jetliner — Flight 874 — in Athens.

Agents of Israel's Mossad have passed on to the CIA information that Khalil's headquarters is a four-story building in the heart of Moslem West Beirut, near the Soviet Embassy. Agents have determined that the building is heavily guarded, but that covert entry is possible from an abandoned and shell-damaged building next door, or directly onto the roof of the structure itself.

MISSION OBJECTIVES: This is not a typical Delta Force operation; however, the new U.S. policy of preemptive and punitive strikes against terrorists has opened the door to a type of operation familiar to Special Forces units, but new to Delta: the clandestine raid.

Washington wants Khalil captured. The raid itself will be unpublicized, but proof of Khalil's capture will be leaked in appropriate quarters to let it be known among the leaders of

Islamic Jihad that the United States is capable of retaliating against specific targets when its citizens or property are threatened. In addition, the CIA and Mossad would like to interrogate Khalil about Islamic Jihad's organization, personnel, strength and international ties.

If capture proves impossible, Khalil's assassination is desirable; but the primary objective of the raid is to get him into U.S. or Israeli hands alive. As with the capture of four female West German terrorists at a resort in Bulgaria by GSG-9 operatives several years ago, this act will prove that the U.S. has the strength and the will to retaliate against terrorist forces and planners, wherever they choose to hide.

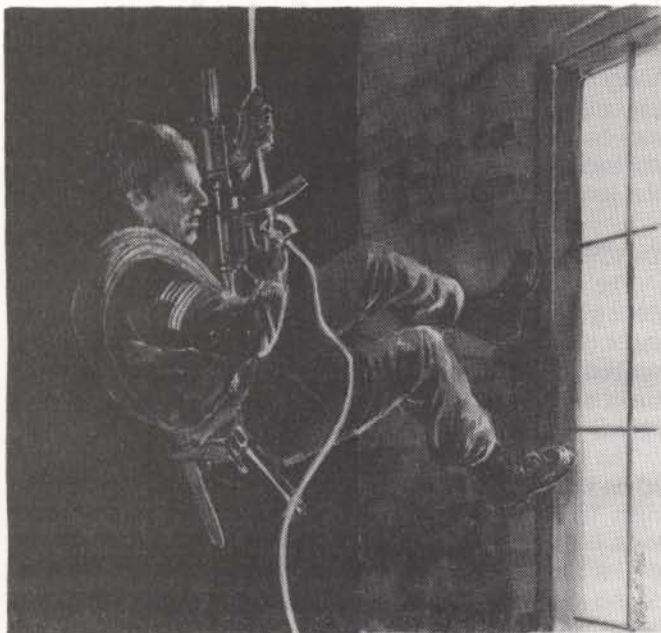
A secondary goal of this raid is to secure intelligence about Islamic Jihad activities and links. It is suspected, for instance, that the organization has strong ties — in money, weapons, training and perhaps even personnel — with revolutionary Iran. Other possible links are either the PLO or the PLF, Libya, Syria and the Soviet Union.

Intelligence organizations in both the U.S. and Israel would like to examine tangible proof of these links, including documents, maps, correspondence or anything else the raiders may be able to find. This material will be important in order to verify the reports from Khalil's interrogation, and if Khalil cannot be brought back alive it will help justify the entire mission. Recovering this intelligence material, however, must always be considered secondary in importance to the primary mission of capturing Khalil alive.

The destruction of the headquarters and planning center is desirable for several reasons. Primarily, it will at least temporarily hide the fact that Khalil has been captured. If the raid itself can be masked by an explosion which appears to be the result of a stray artillery round from Lebanon's continuing suicide, Khalil's capture can be kept secret until his captors decide to release the information. The explosion will also cause considerable confusion in the immediate area, which may be used by the raiders to cover their withdrawal and escape. Finally, the destruction of the building in which the hijacking of the WTA Flight 874 was planned will serve as an additional warning: terrorism against Americans will not go unpunished.

LOCAL ASSISTANCE: Israel's intelligence agency, Mossad, is working behind the scenes in this mission. During the Israeli invasion of Lebanon, most Shi'ite forces chose not to tangle with the Israeli Defense Force (IDF), and Mossad has chosen not to work against Shia interests. However, they are concerned with Islamic Jihad's penchant for terrorist acts, and would like to know more about this anti-American organization, its plans for pan-Arab revolution and about its ties with Iran. For this reason, Mossad passed information about the Beirut planning center/headquarters to the CIA in exchange for the promise of shared intelligence from Khalil's interrogation. To prevent Shi'ite actions against Israel, Israeli personnel will *not* be involved directly in the operation. However, U.S. forces will be allowed to deploy from Israeli bases, and the strike force may plan their operation around getting their captive to Israel.

The Christian Phalangists of East Beirut will provide haven for U.S. operations in the city. They will not provide men or weapons, however; at the moment there is an uneasy truce between the Christians and the Moslems in the city.



THE MISSION — REFEREE'S EYES ONLY

BEIRUT

The map shows West Beirut, a war-savaged wilderness of rival gangs and warlords, rubble and the remnants of what was once known as the "Paris of the Middle East."

The "Green Line" is a 100-meter-wide strip of rubble between West and East Beirut. East Beirut is controlled by Christian Phalangists, who are allies of the Israelis and who will work with Americans if necessary. The crossings are checkpoints where vehicles traveling in either direction are stopped, and papers must be produced. There is currently a cease-fire in effect between the two sides, but there is a great deal of tension and sporadic gunfire.

The players may elect to enter West Beirut from a safe base in East Beirut. At the completion of the mission, they may attempt to escape back across the Green Line — which may require breaking past roadblocks in a car or sneaking across at night. Once the characters get across the line into East Beirut, they will be safe.

Travel within Beirut can be simulated using the Delta Force travel rules. Many streets will be blocked with rubble, which will slow travel. The "Events" section of this scenario describes characters and events which may be encountered during travel through the city.

THE APPROACH

The Delta team has a number of options for carrying out their mission. They should be allowed to determine for themselves which method of approach gives them the best chance of completing their mission. The most likely approaches are detailed below, together with background information necessary for the operation. This information should not be volunteered to the players by the referee, but should be given to them on request, as their planning unfolds.

If necessary, the referee may guide the players in their decision making. Special Forces members would be familiar, for example, with skyhook equipment (see: "Skyhook"), but many *Delta Force* players may not be. Whenever possible, however, the referee should allow the players to work out their own approach during the Mission Planning phase of the game.

The players should be given complete freedom in getting into West Beirut. Options include swimming or rafting ashore from a sub or offshore gunboat, parachuting into the city (or even onto the roof of the target building) or crossing the Green Line from East Beirut. Once they reach the area of Khalil's HQ, they have several further options.

A: ASSAULT FROM THE NEXT BUILDING

The abandoned four-story building next to the Islamic Jihad headquarters is separated from the target building by a rubble-choked side street. It should be possible to enter the abandoned building, pass a line across from the roof of this building to a fourth-floor window of the headquarters and use the line to climb across. If the line descends slightly, devices which will let the attackers slide along the line to the target can be used. Having the line descend slightly from the target building to the abandoned building would allow a fast getaway — especially useful if the force is burdened by an unconscious prisoner.

The major hazard with this approach is that someone in the building will hear the team throwing the grapnel or making their approach. It is also possible that one or more sen-

tries will be posted on the flat roof of the headquarters building, and patrols around the building at the street level might look up and see the team in midair above the alley. Despite these problems, this is probably the one approach which will give the assault force its best chance to get in, find Khalil and escape again.

B: CLIMBING FROM THE STREET

Access may be gained to the headquarters through windows at any of the building's upper three levels, though special climbing gear and Climbing Skill will be necessary to make the ascent. The windows at the lowest level are barred, but the upper level windows will either be open or easy to force. In addition, some windows have balconies on which the operatives can work and to which climbing lines can be attached.

The street is heavily patrolled, and there is always the chance that a passer-by will see the team making their climb. It should be stressed that this is an extremely risky approach.

C: ATTACKING FROM THE STREET

The building can be stormed from the street level, either to gain entrance or to create a diversion so that a team approaching another way can enter the building undetected. It should be stressed that this is downtown Beirut, however, and the headquarters building will be heavily fortified against just such an attack. Khalil's quarters and offices will almost certainly be on one of the upper floors, and it is not known how many troops occupy the building, or with what weapons. The firepower available to the Shi'ites is certain to be impressive, however.

The biggest danger with this approach is that the attacking force could be pinned down in a hopeless firefight. An Amal militia camp is located only a few blocks away, and reinforcements could arrive from all directions within a few minutes of the opening of the attack.

A possible variation of this plan is to rush the back door. There is one sentry stationed just inside, a fact not readily apparent to observers in the street. A sudden rush might overpower this sentry and allow the group to get inside through the back. A brief observation of the building, however, should convince the characters that there is a great deal of activity on the lower floor even late at night, with people coming and going, bursts of laughter and talking, and lots of movement. There is a high probability that a rush through the back door would be discovered — and quickly reduced to the state of the all-out frontal attack described above.

D: ENTRY THROUGH THE ROOF

The roof of the headquarters building is flat, and a trap door gives access to the upper floor. The attack force may make their way onto the roof by way of a grapnel line, as described in "A," above; they may climb to the roof from the street as described in "B," above; or they may attempt a HALO parachute drop directly onto the roof.

The principal danger is the probability of a sentry stationed on the roof. If a HALO assault is attempted, finding the right building will be impossible unless a ground-based team is on hand to place beacons or otherwise mark the target for the parachutists. Also, multiple landings on the roof of the old building are certain to be noticed inside, and troops will be sent to investigate.

E: DECEPTION

If some or all of the assault force speak fluent Arabic, the team might attempt to gain entry by passing themselves off as members of the Shia Amal Militia.

The main drawback to this approach is that there are so many warring factions within Beirut that the soldiers in the target building will be suspicious of *anyone* approaching them. Without proper passes and a very good reason, the assault force is not likely to be admitted. If the unit can gain some prior intelligence — the name of an officer stationed in the building, or information about the expected arrival of additional Shia militiamen, the deception *might* be pulled off. This is, however, a risky approach — and does not address the question of how to get out of the building afterwards with Khalil.

F: SKYHOOK

This is not a method of approach, but a possible means for getting Khalil out of Beirut once he is captured.

The Skyhook pickup technique was developed by Special Forces units in Vietnam. It consists of two fiberglass canisters holding 650 cubic feet of helium, a dirigible-shaped balloon with an automatic cut-off valve, 500 feet of nylon lift line with stroboscopic lights attached for night operations, and a special helmet and harness rig. The package weighs 50 kg and can be dropped by parachute.

The balloon is inflated and released, carrying aloft the lift line which is attached to the personnel to be airlifted out. At a pre-arranged signal, an aircraft with a special nose-mounted yoke intercepts the lift line just below the balloon. The balloon is released, the prisoner snatched away into the air, and the line used to reel him safely into the plane.

An advantage of this method is that Khalil could be snatched right off the roof of the headquarters building if the operation were carefully timed and if Khalil's troops could be held at bay for the critical minutes necessary to carry it off. It could also be used anywhere else in or near Beirut — even in spaces too confined to allow a helicopter landing. A disadvantage is that the stroboscopic lights make good targets during a night operation — and once the prisoner is away there is still the problem of evasion and escape for the members of the assault force.

SPECIAL EQUIPMENT

Each of the different approaches detailed above requires special equipment. All of this equipment is readily available, but the players must anticipate their need for each item during their planning session.

PLAN A: To make a crossing from the building next door, characters will need one or more 50-meter lines, grapnels and special devices (as elaborate as pulleys threaded to the line or as simple as a length of plastic hose slit lengthwise) to allow them to slide down the line. Gloves are necessary for climbing or sliding. To enter a locked window quietly they will need a glass cutter and a suction cup for holding the glass or a set of lockpick tools. If Khalil is to be hauled unconscious across the alley, some way must be found to carry him. Ideal would be a wire stretcher, though a bos'n's chair or rope sling could be rigged by an ingenious team member.

PLAN B: A climb from the street will require special climbing gear. There are devices which can be strapped to hands and feet to allow a climber to make his way up the crevices in the building's stones or up a gutter drainspout.

Another method would be to use a grapnel — either thrown up one floor at a time (letting the team ascend from balcony to balcony) or shot all the way to the roof from a special launcher or mortar. In either case, ropes could be attached for the descent, and would be necessary to lower Khalil's unconscious body to the street.

PLAN C: An attack from the street requires no special equipment other than weapons and munitions sufficient for a small army.

PLAN D: The equipment necessary for entering through the roof depends on the approach made — lines and grapnels if from the street or the adjacent building, parachute gear if a HALO drop is made. The roof trapdoor may be locked, but should be easy to force.

PLAN E: A deception can be elaborate or simple. Some advance intelligence to allow the team to play the role of expected guests, rather than suspicious strangers, is absolutely necessary. The players will have to determine for themselves during a preliminary reconnaissance what will serve.

OTHER EQUIPMENT: A hypodermic syringe and a vial of an anaesthetic which, when injected into a vein, will render Khalil unconscious for a period of several hours may be used. Any character with First Aid 2 will know how to give the injection, or provisions can be made to train a character — it takes only a few minutes to learn the technique — before the mission. An injection is safer than bashing Khalil over the head. Chloroform or ether could be used instead, but these will leave a distinctive odor which may raise an alarm.

Special equipment for operations not discussed here is available at the discretion of the referee. Possibilities include a car or other vehicle for an escape across Beirut's Green Line, boats or rubber rafts for a rendezvous with a sub or off-shore patrol craft, special signaling equipment to coordinate several assault force elements, Skyhook gear for an airborne pick-up, and laser targeting equipment for directing a smart bomb attack on the target building after the mission is complete. (See: "Laser Designator.")

**REFEREE'S EYES ONLY —
GAME MECHANICS**

This section describes the game mechanics necessary for the referee to simulate specific problems the players will face as their characters make one of the approaches listed above. The referee should feel free to adapt or change these to fit the situation, and not to allow events to be bound by die rolls and tables.

CROSSING FROM THE BUILDING NEXT DOOR (PLAN A):

Characters can place the line by throwing a grapnel. This is simulated by having the throwing character roll 2D + 5 against his STR. The referee should check the map of the HQ building to determine what NPCs, if any, are in any room directly adjacent to where the grapnel strikes. If NPCs are present, they will hear the grapnel strike on a 2D roll of 12 or more, with their Alertness Factor as a +DM.

The grapnel can also be fired from a special launcher or mortar, with a successful cast on a 2D roll of 5+.

To make the crossing hand over hand, each character must make a saving throw against his END during each Combat

Round of the crossing. There is a DM of +2 if he is Burdened, and he cannot make the crossing Heavily Burdened. If the saving roll is greater than his END, he loses 1 END and 1 STR. If his STR reaches zero, he will slip and fall. The referee may allow one chance at a 2D + 5 roll against his DEX to catch himself and keep from falling. The crossing itself will take 10 + 2D Combat Rounds (between one and two minutes) for each character.

To make a crossing by sliding down a slanted line takes six Combat Rounds, and a single 2D + 3 roll against each character's STR. There is an additional DM of +2 if the character is Burdened, +5 if he is Heavily Burdened. Failing this roll means the character loses his grip and falls.

Results of a fall are discussed below, under "Climbing from the Street."

Falls can be prevented by a safety line made fast to the slide line. A saving throw must be made once during each crossing by each character to avoid having the character become tangled in the lines. He will find himself tangled in his lines and unable to move on a roll of four or less. Climbing Skill can be used as a positive DM in this roll. If a character becomes tangled, he must roll 10+ to get free, with one roll made during each Combat Round, and Climbing Skill allowed as a plus DM. Until he is free, neither he nor other characters can move along that line.

Equipment or the unconscious Khalil can be tied to the crossing line by loops and hauled across by another line tied to the bundle. It may become fouled in the same way as a character becomes entangled — with Climbing Skill DMs applied for the character who ties the knots.

CLIMBING FROM THE STREET (PLAN B):

It will take each character 20 - his STR Combat Rounds to climb one story of the building. This climb cannot be made if the character is Burdened. Two 2D saving throws are made each Combat Round if the character attempts the climb without a rope, with an RDF of 4. The first roll is 2D + 4 - Climbing Skill against the character's STR. If he fails, he loses 2 STR and 2 END.

The second throw is 2D + 4 - Climbing Skill against his DEX. If he fails, he may fall, but is allowed a 2D + 4 roll against his AGI to catch himself before he falls.

If the ascent is made using a grapnel and rope, only the first of these two rolls is made.

After each story, the climber loses 1 END and 1 STR. If at any time the character's STR drops to zero, he will fall. He regains 1 STR and 1 END with each two minutes' rest.

If a character falls, roll 2D on the table below. Subtract two if the character is on his way up the first story. Add two if the fall is from the second story, four if it is from the third story, seven if it is from the fourth story or the roof.

FALL INJURY TABLE

2D ROLL:	5 or less	6 - 9	10 - 15	16+
RESULT:	LT	M	SV	K

FALL INJURY RESULTS

LT: "Light Wound." Check wound tables for results. Location of the wound is up to the referee, but most results will be to a leg, indicating a sprained or twisted ankle.

M: "Moderate Wound." Check wound tables for results. Location of the wound is up to the referee, but most results will be to a leg and will probably indicate a fracture.

SV: "Severe Wound." Check wound table for results. Injury will be severe, including probable fractured legs or

arms, possible fractured spine or skull and possible internal injuries.

K: "Killed."

There is great danger that characters attempting an ascent of the face of the building will be discovered by patrolling sentries. These patrols occur periodically, perhaps once an hour or so. The likelihood of this encounter is left up to the referee. The characters will have to guard against the approach of sentries. Remember, too, that ropes left dangling or equipment left on the ground are certain to be discovered.

ENTERING A WINDOW (PLAN A, B, or D):

Any window can be kicked open, but the crash will be heard by everyone on that floor and, on a 7+, by characters on adjacent floors. Any character climbing or smashing through a broken window will receive a Light Wound on a 2D roll of 10+ unless he is wearing protective clothing (gloves, jacket, etc.).

Any given window will be open on a roll of 9+. A locked window requires a 2D roll of 11+ to open; one roll is made each Combat Round with Lock Picking Skill applied as a positive DM. Lock Picking tools are necessary for this type of entry.

A locked window may also be opened using a glass cutter and suction cups. This requires 1D + 2 Combat Rounds to accomplish.

ENTERING FROM ROOF (PLAN A, B, or D):

There will be a sentry on the roof with a 2D roll of 8+. Whether or not the sentry hears an approach can be handled as described in the basic rules under "Surprise."

If there is a sentry on the roof, the trapdoor will be open. If there is no sentry, the door will be padlocked on the inside. The door is flimsy, and can be broken open by one or two characters each rolling 2D + 2 against their STR once each Combat Round. The noise will be heard by someone below on a roll of 8+, made once each Combat Round.

HALO jumpers *must* be guided to their target by beacons placed around the building's perimeter by a ground team. Each jumper must roll 2D + his HALO Skill for landing in addition to his usual roll for possible injury. He will miss the building and land in the street on a roll of seven or less.

Another 2D roll is made without modification. On a roll of 9+, the character's landing will be clearly heard by characters inside the building on the fourth floor, raising their Alertness Factors by one. If their Alertness Factors reach five, they will investigate the strange thumps overhead.

The roof can also be used as a place to secure ropes for an abseiling assault made down the side of the building to selected windows. (See: "Entering a Window," above.)

SENTRIES (ANY PLAN):

There will always be roving sentries outside the buildings and patrols moving through the streets in the area. There will *always* be two sentries on either side of the main entrance and a sentry in a chair inside the back entrance. Periodically, groups of two to five men will patrol the grounds outside or pass by along one or another of the streets. There will also be a sentry on the roof on a roll of 8+.

In addition to sentries, militia patrols, army columns or passing civilians may approach from any direction and come close enough to notice the characters' activities. Examples of chance-met groups of troops or civilians are described in "Events and Encounters," below — or the referee may create his own. Details are left to the referee, but such encounters

should be used sparingly, to increase the tension of the game situation — not to arbitrarily end it in a blaze of gunfire.

Sentries on the ground will notice characters moving or working in the air above them on a 2D roll of 13+ with their Alertness Factors allowed as a DM. This roll should be made only if the sentries have some reason to be suspicious — such as an inadvertent noise made by someone in the assault team, as described in the *Rulebook* under “Surprise.”

The sentry at the door at the back of the building cannot see out, but will investigate unusual noises or movements.

Any unusual noise near the building will bring the group described in “Encounter 6” out of the HQ on the run.

The rules for sneaking up on sentries, detailed in the *Rulebook* under “Surprise,” should be used for all approaches to sentries on the ground or on the building’s roof. The players will have to use their own judgment — based on their numbers and the number of sentries present — as to whether they should attempt to take out all of the building’s sentries or try to slip past them unobserved.

DECEPTION (PLAN E):

Any attempt to masquerade as natives of Beirut demands complete mastery of Arabic [Language (Arabic) 5] by at least one of the characters. Enemy NPCs will be hostile and suspicious of any strangers approaching the building and quick to detect any flaw of accent or behavior.

Such an attempt also demands prior intelligence which provides the characters with a convincing cover story. This may be taken from situations developed from an “Event,” or invented by the referee as needed.

EVENTS AND ENCOUNTERS

This section describes a number of possible encounters, both in the general area of Beirut around the target building and within the building itself. The referee should feel free to alter these encounters to fit a particular situation. The referee may, if he wishes, introduce these as the results of die rolls for “Events,” making a periodic 2D roll (for example, one roll each hour) with an Event occurring on a roll of 9+. In general, an Event should be introduced whenever the referee feels there is a need to build excitement in the unfolding plot of the scenario.

Some Events will occur only at certain times, such as during daylight, or at certain places, such as a street.

Events listed as “Within Islamic Jihad Headquarters” are given letters keyed to specific rooms in the building. Some Events refer to specific Encounters with NPCs.

IN THE STREETS OF BEIRUT

The following Events and Encounters are possible anywhere in Moslem Beirut.

BOYS: (Daylight only.) A gang of kids is playing on a pile of rubble which used to be a building, throwing rocks at bottles. They are in a position which makes it impossible for the characters to continue forward without being seen. They will remain in the area for one hour.

If the characters are sighted, the kids will run away; but there is a chance (9+) that Amal Militia will be along within 15 minutes to check reports of strangers in the area.

If any of the boys is questioned, he will know nothing about Shi’ites, militia, headquarters or anything else; but the militia will *definitely* be searching the area within ten minutes of the boy’s release or escape.

OLD MAN: (Daylight only.) An old man is sitting in an open doorway, with a clear view of the street in both directions. He cannot be approached without the characters being seen, and he will remain in the doorway until sunset.

If the characters decide to approach, the referee should roll 2D. On five or less, the man is a Maronite Christian tolerated by Moslems in the area as an eccentric, half-crazy old man. He will have no information of use to the characters. On a six to nine, he is a Moslem with no particular political beliefs beyond the fervent wish that the lawless gangs in the city would leave Beirut in peace. On a 10+, he is a close relative of a local Amal Militia strongman, and will report any suspicious characters he sees as soon as he can.

CIVILIAN SCAVENGERS: (Daylight only.) A band of 1D + 2 civilian men and women are picking through the rubble of a clothing store, loading clothing and miscellaneous hardware into bags or wheelbarrows.

If approached they will flee, and there is a chance (10+) that Amal Militiamen will show up within 15 minutes to investigate reports of strangers. None of these people know anything about Khalil or Shi’ite headquarters buildings.

MILITIAMAN: A single Moslem soldier is seen walking down the street. He is armed with an AK-47, has an Alertness Factor of 3, and a Morale Value of 5.

If captured and questioned, he knows the location of Khalil’s headquarters, but nothing more. He belongs to a different Shi’ite faction which supports the Islamic Jihad but has little to do with it.

MILITIAMAN: A single Moslem soldier is seen walking toward Khalil’s HQ. He is armed with an AK-47, has an Alertness Factor of 4, and a Morale Value of 6.

If captured and questioned, he is one of the Amal Militiamen stationed at Khalil’s HQ. If he can be broken (his Morale Level reduced to zero) he can describe the interior of the headquarters, describe the locations of the machine gun positions on the first floor, and inform his captors that there are “20 or 30” of his “revolutionary brothers” in the building. He knows Khalil occupies a suite of rooms on the third floor, but does not know the location of this suite in relation to the rest of the building. He has not been above the barracks area on the second floor.

MILITIA PATROL: A party of 1D + 1 Amal troops is patrolling the street. They are armed with AK-47s, have an Alertness Factor of 3 and Morale Values of from 4 to 7.

These soldiers belong to one of the principal Moslem Amal Militia factions in the area, and have close ties with Khalil. They wholeheartedly support Islamic Jihad and the Revolution, but know little about the headquarters building.

ROADBLOCK: (Major downtown street only.) A major street in downtown Beirut has been blocked by rubble and army vehicles with a narrow passage left open for traffic. The strongpoint is occupied by 2D + 3 men armed with AK-47s and at least one PKM machine gun. They are stopping all travellers along the street and demanding to see their papers.

These troops belong to Hizbollah (“Party of God”). They support Islamic Jihad, and know of Khalil and his headquarters building. They are alert (Alertness Factors of at least 4) and fanatical (Morale Levels of at least 8). People who cannot produce travel chits written by various allied warlords may be held for questioning or summarily shot. They will warn Khalil of any perceived threat to Islamic Jihad.

ROADBLOCK: (After dark only, on any street other than a major thoroughfare.) A side street has been blocked by rubble and vehicles and turned into a strongpoint manned by 1D + 3 soldiers armed with AK-47s and at least one PKM MG. This roadblock has been set up by renegade soldiers looking for a quick way to pick up extra money. They have declared themselves to be members of the new "Islamic Revolutionary Abu Rasuli Faction," and are stopping all traffic on the street and demanding to see papers. People who are not members of one of the larger, more notorious of Beirut's military gangs are forced to pay a "travel tax" of 400 Lebanese pounds or more to pass the barricade.

These soldiers have Alertness Factors of 3 and Morale Values of 4 to 6. They have little knowledge of Khalil or his HQ.

Hidden in a tin box in the rubble by the street is the unit's "collected taxes" — about 10,000 Lebanese pounds in scrip and an odd assortment of gold watches and rings, cheap jewelry, morphine Syrettes and cigarettes.

SNIPER: The characters come under fire from a single sniper in the top story of a partly ruined building. He is armed with an AKM, has an Alertness Factor of 5 and a Morale Value of 4.

This soldier doesn't particularly care who the characters are. He is simply shooting at anything moving in the streets for fun.

SPONTANEOUS DEMONSTRATION: (Daylight or evening only.) A bearded and turbaned street preacher has attracted a throng of people — mostly young Amal Militiamen armed with AK-47s — and is delivering an impassioned speech. Any character with Language (Arabic) 1 or better will understand the shouts of "Death to American Imperialists!" and "Long live the Arab Revolution!" and "Allah Akbar!" ("God is great.") Characters with a Level 3 or better in Arabic will understand the speaker is denouncing America and American policy and promising that divine punishment will soon fall on "the great Satan." After several moments, the crowd will burst into a frenzy, running around, shrieking "Allah Akbar!" and firing guns into the air.

A casual inspection will show the cause of the excitement. A French television crew is nearby, filming this spontaneous Beirut street demonstration.

If the characters are dressed as locals, they will have no difficulty blending with the crowd; but any attempt to move across the mob will attract unwanted attention from a number of soldiers. These soldiers will insist the characters show proper "revolutionary spirit" — and if made suspicious will insist the characters come with them to their HQ. This is a storefront tribunal where papers are examined and suspicious characters are questioned and imprisoned or shot.

If the characters remain out of sight, the demonstration will break up after 1D x 20 minutes.

MILITARY VEHICLE: (In the evening, before 21:00 hours.) A jeep with three passengers is seen moving toward Khalil's HQ. If allowed to pass, it will proceed to the target building, park outside and the occupants will go inside.

One of the passengers is Colonel Ibrahim ibn-Sabras of the Amal Militia. The other two characters are his driver and a body guard. The Colonel is armed with a Makarov pistol; his companions are armed with AKMs. All have Alertness Factors of 3 to 4 and Morale Values of 6 to 8.

The Colonel is one of Khalil's staff officers. If he can be broken (his Morale reduced to zero), he could be quite useful. He knows the interior of the target building well, knows the location of Khalil's suite, and also knows that he is to meet Khalil at 21:00 hours in the briefing room on the HQ's upper floor. He also knows the password — "Zuheir Muhsin" (the name of a PLO martyr) — for roving patrols in the HQ area this evening.

He is carrying an attache case which contains documents in Arabic pledging support from Yassir Arafat's PLO for "our heroic Shia brothers in the struggle against Zionist imperialism." The Mossad would be very interested in seeing those documents.

This Colonel offers a chance for infiltration of the target by deception. The characters might pose as Shi'ite troops serving with the Colonel, claiming they have been ordered to join him at the HQ and producing the password as proof. The troops at the HQ will still be suspicious, but may (at the referee's option and depending on the player characters' performance) let them into the building.

IN THE ABANDONED BUILDING

The abandoned building next door to Khalil's headquarters is an obvious place for the assault force to wait, watch the target and plan their final approach. It is vital to their plan if they are planning to cross from that building to the target above the street level.

The following Events are possible while the characters are inside the abandoned building.

CIVILIAN SCAVENGERS: (Daylight only.) A number of Lebanese civilians equal to 1D enter the building looking for food, goods to be bartered or miscellaneous hardware. They will not go above the second floor of the building and will remain there for 2D x 20 minutes. They will flee if they see the characters, and an Amal Militia patrol will arrive within 30 minutes to investigate strangers in the area on a 2D roll of 8+.

If captured and questioned, these civilians know nothing useful. If they escape or are released, Amal troops will be on the site within 10 minutes.

AMAL GOLDBRICKERS: Two Amal Militia soldiers enter the building, obviously avoiding some duty or officer. They will remain on the lower level for 2D x 30 minutes, passing the time joking, telling dirty stories and swapping lies about their exploits in the war. They are armed with AK-47s, and one carries a battered U.S. M1911A1. They have Alertness Factors of 3 and Morale Values of 4.

If captured, they will admit they belong to the Lebanese Arab Revolutionary Front faction. They support Islamic Jihad, but know nothing about the headquarters or Khalil.

AMAL PATROL: A number of Amal Militia troops equal to 2D + 2 approach the abandoned building. They are part of a roving patrol through the entire area. They are armed with AK-47s, have Alertness Factors of 4, and Morale Values of 6 to 8.

This patrol will check the street level of the building, but will not go upstairs or into the basement *unless* there is some sign of the player characters' presence. The nature of such a sign is up to the referee and will depend on the care the player characters have taken to keep their presence secret.

If captured, individuals in this patrol know little about Khalil or his activities, though they are aware that Islamic Ji-

had has an HQ in the building next door. They are members of the Lebanese Amal Revolutionary Faction and support Islamic Jihad, but are not directly connected with its activities.

AMAL LIEUTENANT: (Evening.) An Amal lieutenant steps out of the target building, speaks with the sentries then strolls toward the abandoned building where he stops to light a cigarette. He will remain for 1D x 5 minutes before returning to the HQ.

The Lieutenant is Ibrahim 'Abd-al-Rahman, and he is on Khalil's staff. He knows the layout of the HQ well, knows where Khalil's quarters and offices are and knows that there is a meeting of high ranking Jihad personnel in a fourth-floor meeting room beginning at 21:00 hours. He will divulge this information if broken (his Morale Value reduced to zero). If he is captured, he will be missed by 21:30 and search parties will be sent out after him.

The Lieutenant has a Morale Value of 8 and an Alertness Factor of 3. He is armed with a Makarov pistol and has three extra magazines for the weapon in his tunic.

UNEXPECTED VISITOR: (In the evening before 21:00 hours.) While the team is keeping the building under surveillance, a shiny, black Mercedes drives up in front and several people get out and enter the headquarters. The car's occupants are obviously military — much more spit-and-polish than typical Amal Militiamen — and the party includes two high-ranking military officers.

The officers are Colonel Hassan Suleiman Yusuf, a regular Syrian Army officer, and his aide, Captain Salih al-Hamzat. They have just arrived from Damascus to discuss covert Syrian support for future Islamic Jihad terrorist projects and to encourage the local Amal groups.

The presence of this officer during the attack adds interest to the scenario. Colonel Yusuf's death would be a sharp blow to Islamic Jihad plans and the Colonel is certain to have papers of great importance to the CIA and Mossad. At the same time, the Syrians' presence will greatly increase the risk of the attack, since Khalil's personnel will be more alert and eager to advertise their battle-readiness. The Syrians have Morale Values of 5.

WITHIN ISLAMIC JIHAD HEADQUARTERS

BASEMENT: This basement is large and unfinished, with a cement floor and cinderblock walls. Narrow, street-level windows provide access, but are locked. A number of crates, marked "farming implements" in Russian, are stacked along the walls and contain AK-47 assault rifles, grenades and ammunition. There are no sentries here. Voices and footsteps can be heard upstairs, and any loud disturbance in the basement will bring someone down to investigate.

FIRST FLOOR

Hallway and Stairs: Before midnight, there are always soldiers coming and going along the hallway and up or down the stairs leading to the second floor; an encounter with one or more troops is a certainty. (See: "Encounter 1" or "Encounter 2.") After midnight, there are fewer troops; but "Encounter 1" will occur with a 2D roll of 7+. A sentry ("Encounter 4") is sitting in a chair inside the rear door and can see his portion of the hallway at all times.

Front Rooms: The two front rooms are reinforced as strongpoints against possible attack from the street. The inner walls are braced with sandbags, and PKM machine guns

are set up at each window. There are always 1D + 3 soldiers in each room, manning the MGs. These soldiers are armed with AK-47s.

Rooms — 'A': Rooms marked 'A' have 2D + 2 soldiers in them. Most of these soldiers are relaxing, reading, talking or playing cards. Weapons (mostly AK-47s and AKMs) are stacked along the walls, though at least one soldier in each room will have an AK-47 in his hands. Alertness Factors range from 2 to 3, Morale Values from 5 to 8.

Rooms — 'B': Rooms marked 'B' have 1D soldiers with Alertness Factors ranging from 0 to 3 and Morale Values of 5 to 8. AK-47s are stacked along the walls. In some cases, one or more of the soldiers will be stretched out on a mattress on the floor, asleep.

Rooms — 'C': Rooms marked 'C' have a single soldier in them. His AK-47 is within reach, his Alertness Factor is 2 or 3 and his Morale Value is 5. He may be reading, smoking or on guard at a window.

SECOND FLOOR

Hallway and Stairs: Before midnight, "Encounter 1" or "Encounter 2" is certain in the hallway or along the stairs leading up to the third floor. After midnight, "Encounter 3" will occur on a 2D roll of 6 - 10, while "Encounter 1" occurs on 11+.

Rooms — 'D': Rooms marked 'D' are sleeping areas. The floors are covered with mattresses, most of which are occupied by sleeping soldiers, while a lucky few have bunk beds along the walls. On a roll of 9+, at least one soldier will be awake in the room.

Rooms — 'E': Rooms marked 'E' are occupied by 1D soldiers reading, talking, gaming or dozing. Weapons are nearby, stacked along walls, but no soldiers are armed. Alertness Factors range from 0 to 3, Morale Levels from 4 to 8.

Rooms — 'F': Rooms marked 'F' are empty. Some may be storerooms, with boxes of weapons and ammo or canned food. On a roll of 8+, the soldier described in "Encounter 1" will pass by outside, and may (at the referee's discretion) enter the room.

Room — 'G': The single room marked 'G' is a workshop for demolitions projects. Blocks of TNT are stored in boxes along one wall, and there is at least one 10 kg case of plastique C-4. On a work bench along one wall are tools, including pliers, wire cutters, crimpers and screw drivers, as well as several blasting caps. There are no explosive devices already rigged with a detonator, but the assault team could add considerably to any store of explosives they've brought along by raiding this room.

THIRD FLOOR

Hallway and Stairs: There is a sentry in this hall between 20:00 hours and 02:00. See "Encounter 4." There will be soldiers coming and going at any time before midnight (see "Encounter 1," "Encounter 2" or "Encounter 3").

Rooms — 'H': Rooms marked 'H' have 1D soldiers in them. These men will be officers wearing holstered Makarov pistols, with AKMs available (leaned against walls and furniture). They will be talking quietly, reading, drinking coffee, smoking or playing cards.

Rooms — 'I': Rooms marked 'I' are empty. They are sparsely furnished with chairs, lamps, small tables and bookshelves. Books include the Koran, revolutionary works and various literary works in Arabic or French.

Rooms — 'J': Rooms marked 'J' are offices containing cluttered desks, chairs, typewriters, filing cabinets and endless stacks of papers. They will be occupied by 1D unarmed men during daylight hours, and will be empty after dark. Most of the papers are supply requisitions and detail rosters; however, on a 2D roll of 10+, a stack of what appear to be forged Moroccan, Greek, Italian and Libyan passports will be found, and on a roll of 11+, numerous papers with Russian Cyrillic typing filled in with Arabic handwriting will be found. These Russian papers are reports and certificates for personnel who have completed advanced training in guerrilla warfare, weapons training and tactics in Moscow. None of these papers is of any particular value to either Washington or Jerusalem.

Rooms — 'K': Rooms marked 'K' are the office suite of Khalil and his senior officers. They will be occupied by 1D officers and men before 19:00 hours, and empty after that time. Khalil himself will be here until about 19:30. These desks are not so cluttered as in 'J.' The box in the corner marked 'S' is a safe in Khalil's office. It is too big to move, but could be opened by half a kilogram of C-4 placed by a character with Demolition 2 or better. The safe contains 15 kilos of papers, reports, files, maps and plans, any and all of which would be invaluable to the CIA or Mossad. At exactly 21:00 hours, an officer ("Encounter 5") will enter the office, open the safe and remove several papers and a map. The referee should plan for this encounter if the characters are in the area at this time. At any sign of attack, the soldiers described in "Encounter 6" will arrive in these offices within moments to protect the safe's contents.

Rooms — 'L': This is an officer's dormitory. Before 22:00 hours it is empty. After 22:00, there are officers asleep in about half of the bunks. Some have Makarov pistols within reach, but most are unarmed. On a roll of 9+, there will be one officer awake at any given time.

Room — 'M': Room 'M' is an officer's lounge. Before 21:00 hours, there will be 1D officers here talking, reading or dozing. After 21:00, the room will be empty.

Room — 'N': Room 'N' is Khalil's personal quarters. Before 02:00 it will be empty. After 02:00, Khalil's personal orderly will be asleep in the outer room, Khalil himself in the inner room. Both men will have Makarov pistols within reach, and the orderly has a German MP5 SMG handy.

FOURTH FLOOR

Hallway: The sentry described in "Encounter 4" is always at the top of the stairs. He has an Alertness Factor of 3 and a Morale Value of 6. Between 20:30 hours and 01:30 hours, two more sentries will be posted on either side of the door to the room marked 'O.' Their Alertness Factors are 4 and their Morale Values are 8.

Rooms — 'E': These rooms are similar to those with the same designation on the second floor.

Rooms — 'I': These rooms are similar to those with the same designation on the third floor.

Room — 'O': This is the staff meeting room. Between 21:00 hours and 01:30, a high-level staff meeting will be held here, during which time an aircraft hijacking will be planned. Present will be Khalil, his orderly, the two Syrians Colonel Yusuf and Captain al-Hamzat (see: "Unexpected Visitors"), Major Hasan (see: "Encounter 5") and 1D + 1 other Islamic Jihad officers. They have Alertness Factors ranging from 2 to 3 and Morale Levels ranging from 6 to 10. All are

armed with Makarov pistols and AK-47s and at least one Stechkin APS is close at hand. On the table are various documents, typed orders and a map, all dealing with the planned hijacking of WTA Flight 668 in Rome, including lists of bribed or loyal airport workers who can smuggle weapons aboard and an agreement with minor government officials at Beirut Airport, where the plane will be taken. The action is planned for one week hence. Before 20:30 and after 01:30, the room will be empty, and the documents will be locked in Khalil's third floor safe.

Rooms — 'P': These are offices, all empty. There are no papers of value.

Room — 'Q': This is a lounge where 1D + 1 officers, not included in the staff meeting, are waiting for the meeting to end. They have Alertness Factors of 2 and Morale Values of 5. Khalil will be here between 19:30 and 21:00 hours.

Encounter 1: One soldier is walking through the hall. He has an AK-47 slung over his shoulder, a bayonet/knife sheathed at his hip. He has an Alertness Factor of 3 and a Morale Value of 7. He will see the characters at about the same moment they see him.

Encounter 2: A number of soldiers equal to 1D + 1 are approaching through the hall. One carries a Makarov pistol, the others have AK-47s slung over their shoulders. Several are wearing knives. They have Alertness Factors of 3 and Morale Values of from 5 to 8.

Encounter 3: A lone, unarmed soldier is walking through the hall. He has an Alertness Factor of 2 or 3 and a Morale Value of 5.

Encounter 4: A sentry is standing guard here. He is armed with an AKM, has an Alertness Factor of 4 and a Morale Value of 7. He may be lured away from his post by an unusual sound, but at any suspicious activity will sound the alarm by yelling in Arabic and opening fire.

Encounter 5: This is Major Mustafa Hasan, one of Khalil's senior staff advisors. He would be a useful prisoner if Khalil cannot be taken, though he had little to do with the hijacking of the WTA jet. At 2:100 hours, Hasan will enter Khalil's office, gather several important documents and a map from the safe and take them upstairs to the staff meeting. He is armed with a Makarov pistol, has an Alertness Factor of 3 and a Morale Value of 9.

Encounter 6: A number of soldiers equal to 1D + 1 have been alerted by some sound or by combat and are approaching with AK-47s at the ready. They have Alertness Factors of 5 and Morale Values ranging from 6 to 8.

DESTROYING THE BUILDING

Explosives planted in the upper floor of the building will convince everyone in the area that it has been hit by shell fire or rockets. The explosion will cause considerable confusion, with the streets filled with people moving away from the area, which the player characters may use to make their escape. At least five kilograms of C-4 or its equivalent must be planted to create such an explosion. Maximum damage will be caused by the explosives being planted on the fourth floor or below; an explosion on the roof will do little structural damage and will kill none of the building's occupants.

To determine the extent of damage, roll 2D on the "Explosion Damage Table," below. Add the following DMs:

How the characters make their escape is, of course, up to the players and how well they've planned.

Once the characters have returned to safety or have all been killed or captured, play ends; the referee uses the "Assessment" section of this scenario to let the players know how well they've done.

ASSESSMENT

Points are won or lost for various aspects of this mission. These points are tallied according to the table below.

OPERATION SWIFTSURE VICTORY TOTALS	
Khalil captured and returned to Israel or U.S. territory:	+20
Khalil killed:	+10
Major Mustafa Hasan captured:	+10
For each Syrian officer killed:	+8
For each Islamic Jihad officer killed:	+5
For documents relating to future hijacking captured:	+15
For documents relating to Syrian help for Jihad:	+10
Result of "16+" in Explosion Results:	+10
Result of "13 - 15" in Explosion Results:	+5
Result of 8 or less in Explosion Results:	-5
Building not damaged:	-8
For each Delta Force team member killed:	-8
For each Delta Force team member captured:	-20
For failure to capture or kill Khalil:	-10

ASSESSMENT RESULTS:	
Disaster	0 or less:
An unprofitable venture	1 - 10:
Marginal success	11 - 20:
Significant success	21 - 40:
Spectacular success	Over 40:

The assessment must be modified by whether Americans were captured during the raid. The capture of American Special Forces in Beirut in any operation scoring 20 points or less must be considered a disaster for U.S. foreign policy. America will be denounced by enemies, criticized by allies and seen by all to be impotent. The capture of Americans in an operation which scores more than 20 points will still be viewed critically; America will be forced to bargain for the lives and freedom of the prisoners in Islamic Jihad's hands or watch them put through the agony of a public trial for "crimes against the people of Lebanon."

If no Americans were captured, there is no way the Islamic Jihad can prove Americans were involved and the raid may be blamed on the Israelis. This may cause a public chill in U.S.-Israeli relations, but shared intelligence will more than make up for this privately.

Complete public success requires the capture — or at least the death — of Khalil, and the destruction of the HQ building. This will tell the Islamic Jihad what we want them to know: that America will not tolerate terrorism against its citizens and that the terrorists who attack Americans will be hunted down, wherever they hide, and punished.

Complete covert success requires the discovery of the planned hijacking of another airliner. Documents and papers captured in the raid will lead to the arrest of terrorist accomplices in Rome and elsewhere, and will prevent another terrorist tragedy. Hasan's or Khalil's capture and interrogation will yield the same information if these papers are not brought out of Beirut.

Captain Salih Al-Hamzat
Col. Yusuf's aide.

PRINCIPAL SKILLS	
STR: 10	TRA: 9
AGI: 9	END: 9
DEX: 9	EXP: 11
INT: 10	REA: 8
STA: 9	
Weight: 79 kg	
Age: 28	
Morale Value: 8	
Language (Native — Arabic) 5	
Language (English) 2	
Language (Farsi) 3	
Stealth 1	
Weapons Skills:	
Handguns 2	
Light Auto Weapons 2	
Machine guns 1	
Rifles 2	
Favored weapon: Czech Vz 52	

Typical Amal Militia
Soldiers present in the streets of Beirut and in the Islamic Jihad headquarters building.

PRINCIPAL SKILLS	
STR: 11	TRA: 9
AGI: 9	END: 10
DEX: 10	EXP: 10
INT: 9	REA: 8
STA: 6	
Weight: Varies	
Age: 18 - 25	
Morale Value: 4 - 8	
Weapons Skills:	
Handguns 1	
Light Auto Weapons 2	
Machine guns 1	
Rifles 1	
Favored Weapon: AK-47	

EXP for additional Naive or Basic Military Skills.

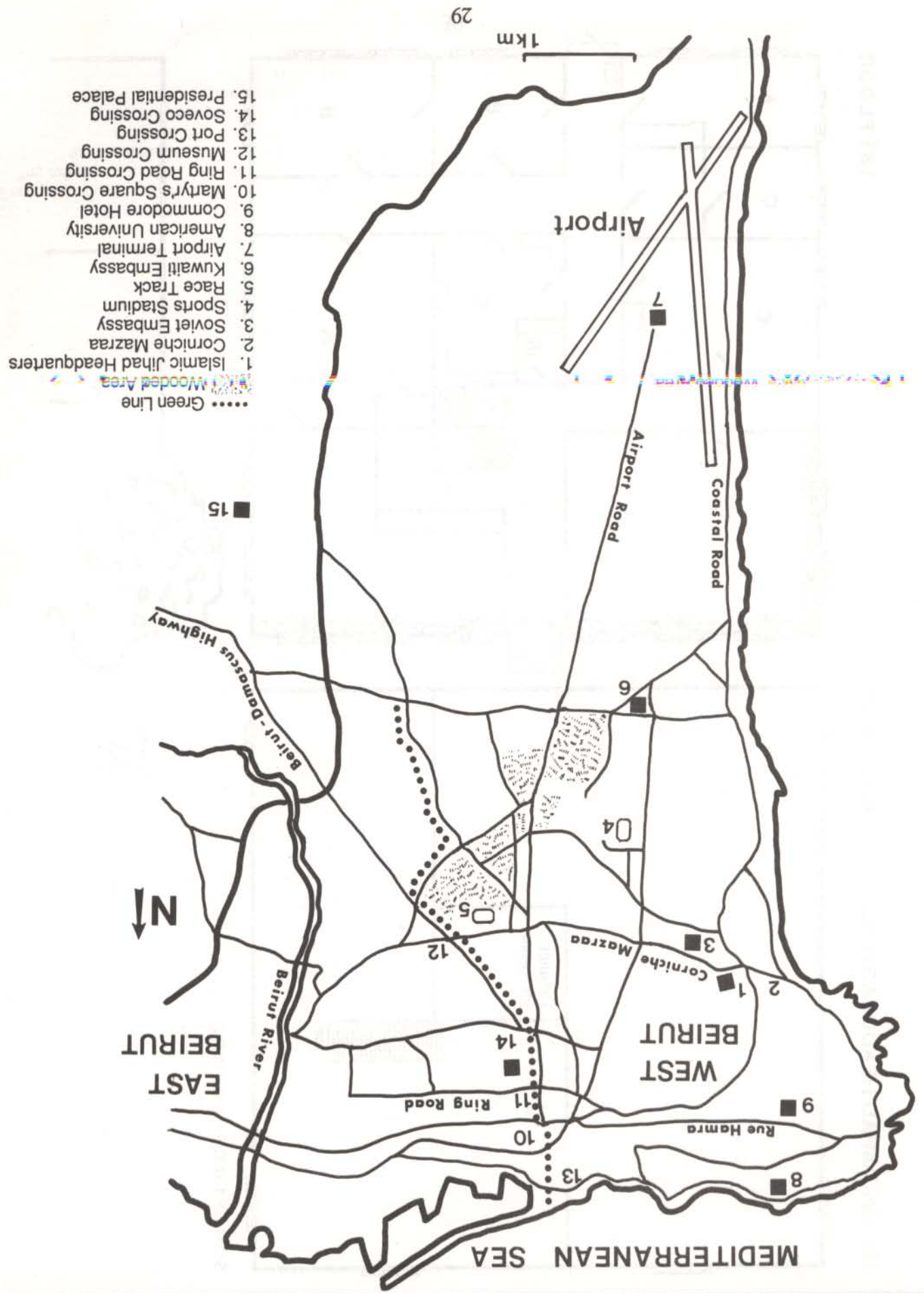
RUNNING OPERATION SWIFTSURE

The referee should allow the players to select their method of approach — including all details of getting from Israel or another friendly haven (such as a U.S. warship) into Beirut — and for the escape to safety. As they proceed to carry out the plan, the referee should introduce a variety of the encounters and events described above to complicate the mission and make the scenario exciting.

The players may examine the floor plans of the target building before the adventure. However, the referee should not reveal what troops, if any, are in any given room before the characters have a chance to look in to see for themselves. Enemy characters are revealed only as they are discovered.

The referee must coordinate the timing of the players' attack with the times discussed in the various encounters. Khalil, their target, will be in different places at different times.

If an alarm is raised or a gun battle begins, all soldiers in the HQ will be awakened within moments, and the descriptions of each room will no longer be valid. The soldiers' response is up to the referee; but he should normally have them approach the sound of gunfire.

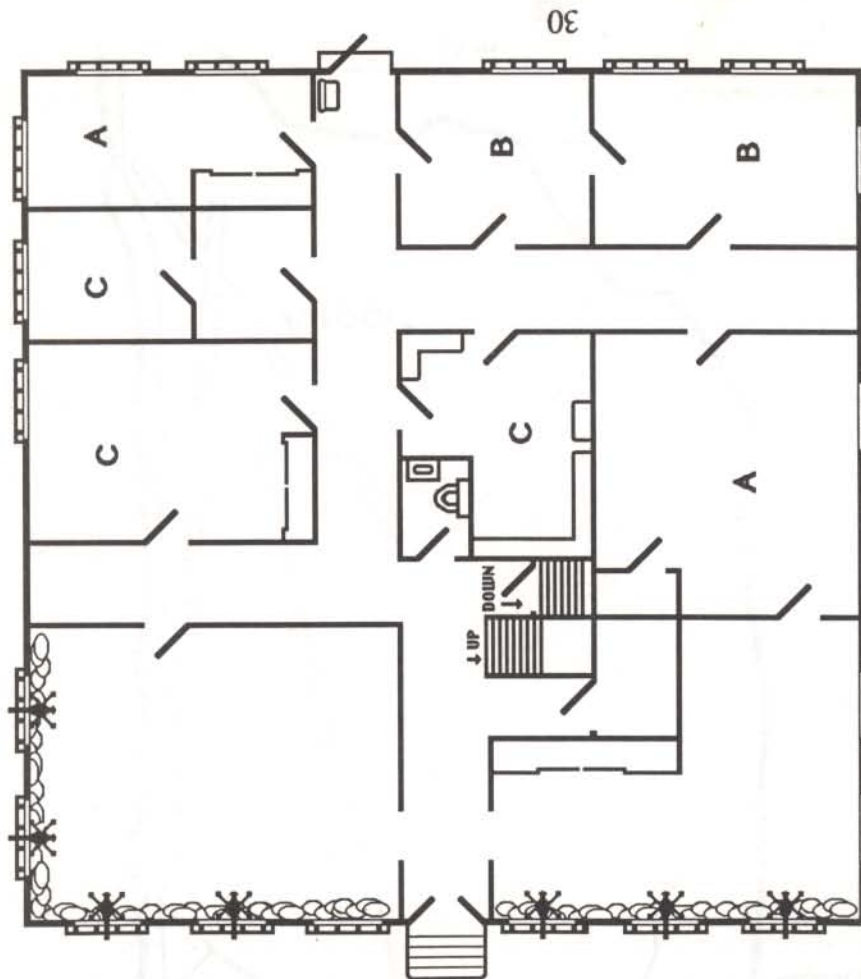


ISLAMIC JIHAD HEADQUARTERS

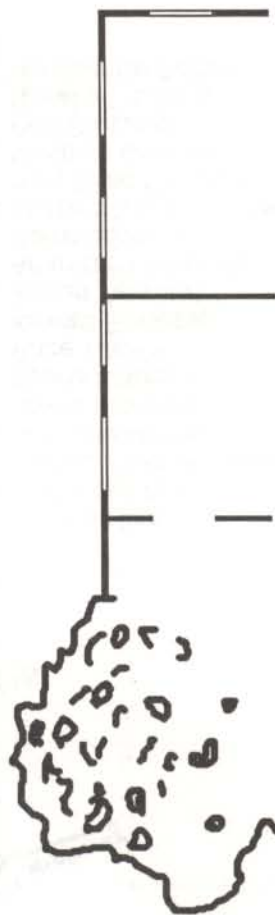
BASEMENT



1ST FLOOR

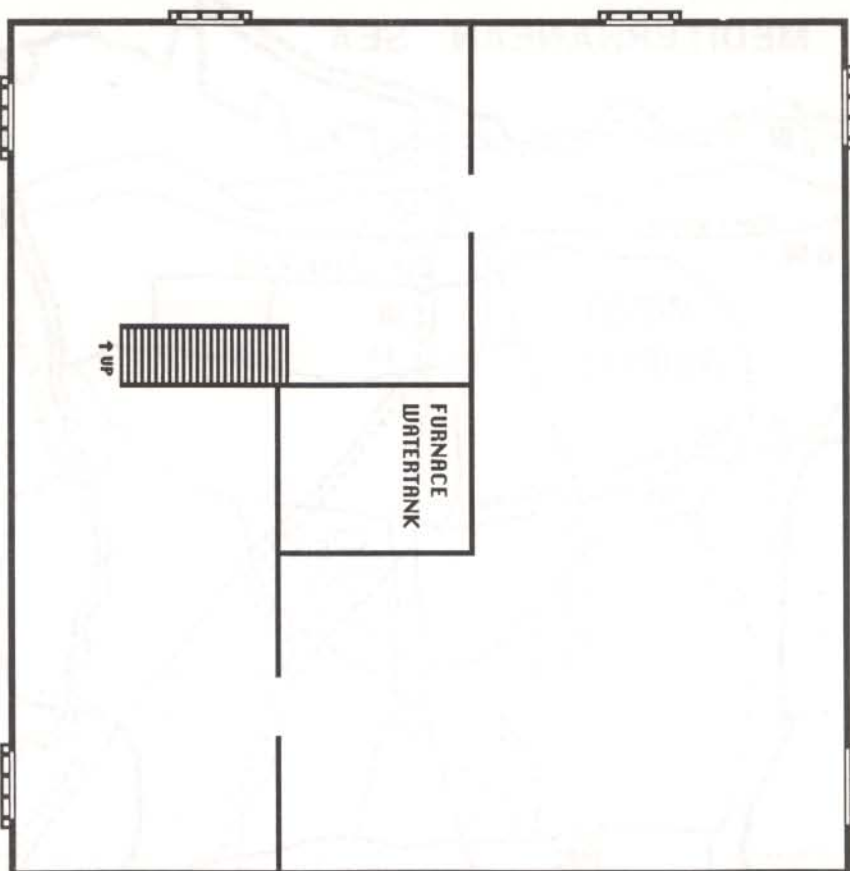


SCALE - 1 INCH = 6 METERS



ISLAMIC JIHAD HEADQUARTERS

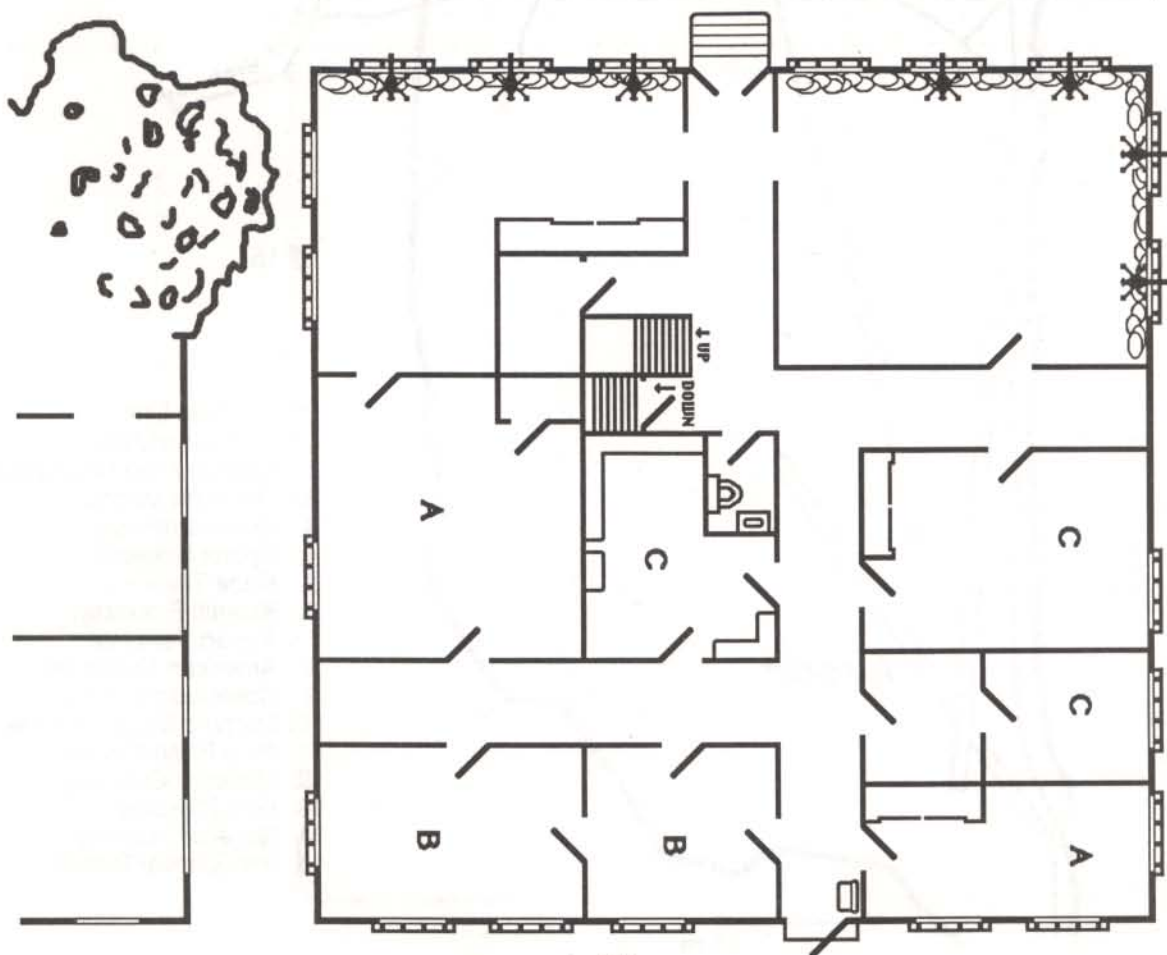
BASEMENT



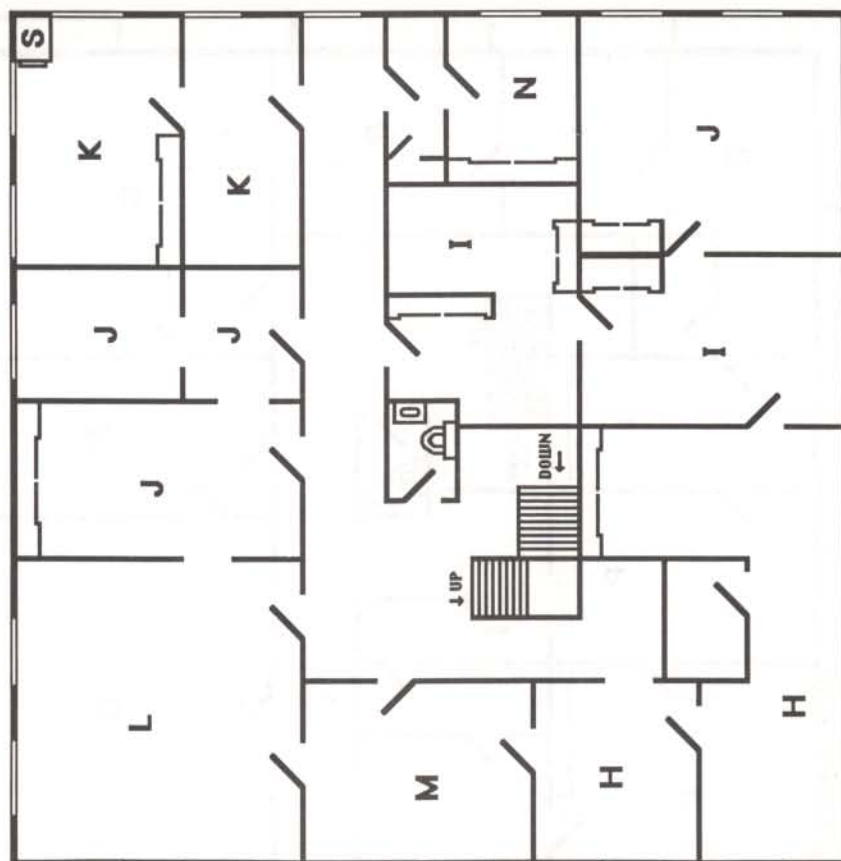
SCALE - 1 INCH = 6 METERS



1ST FLOOR



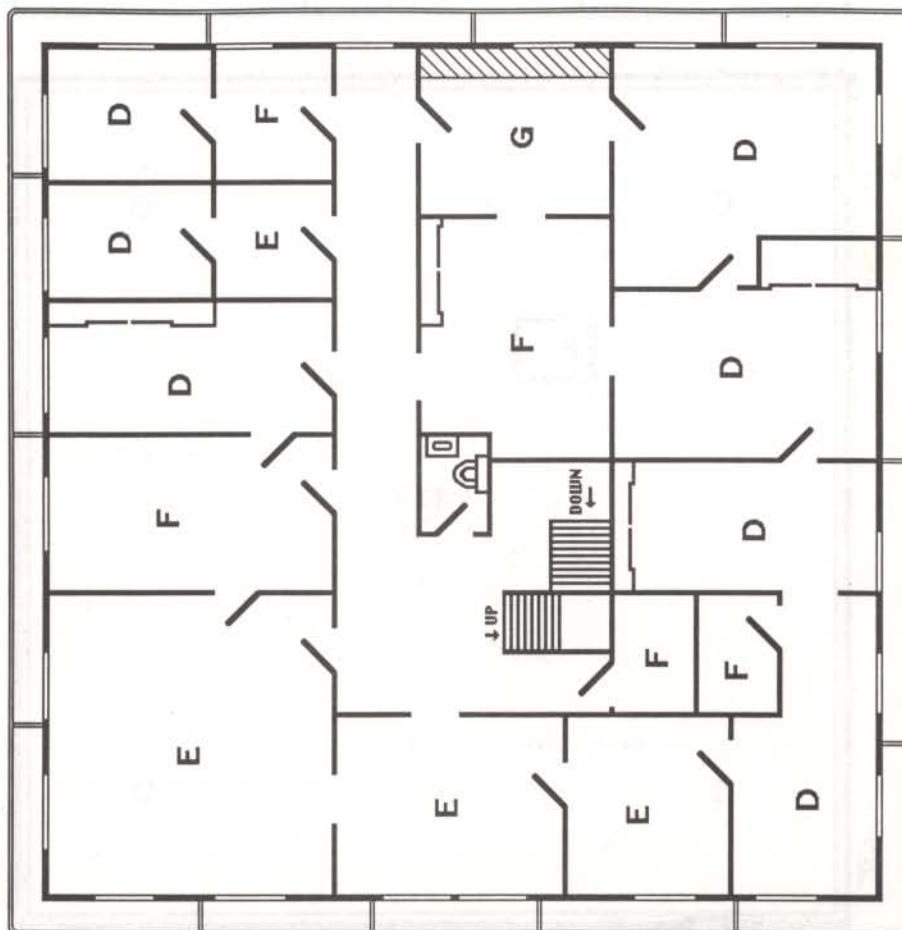
3RD FLOOR



N



2ND FLOOR



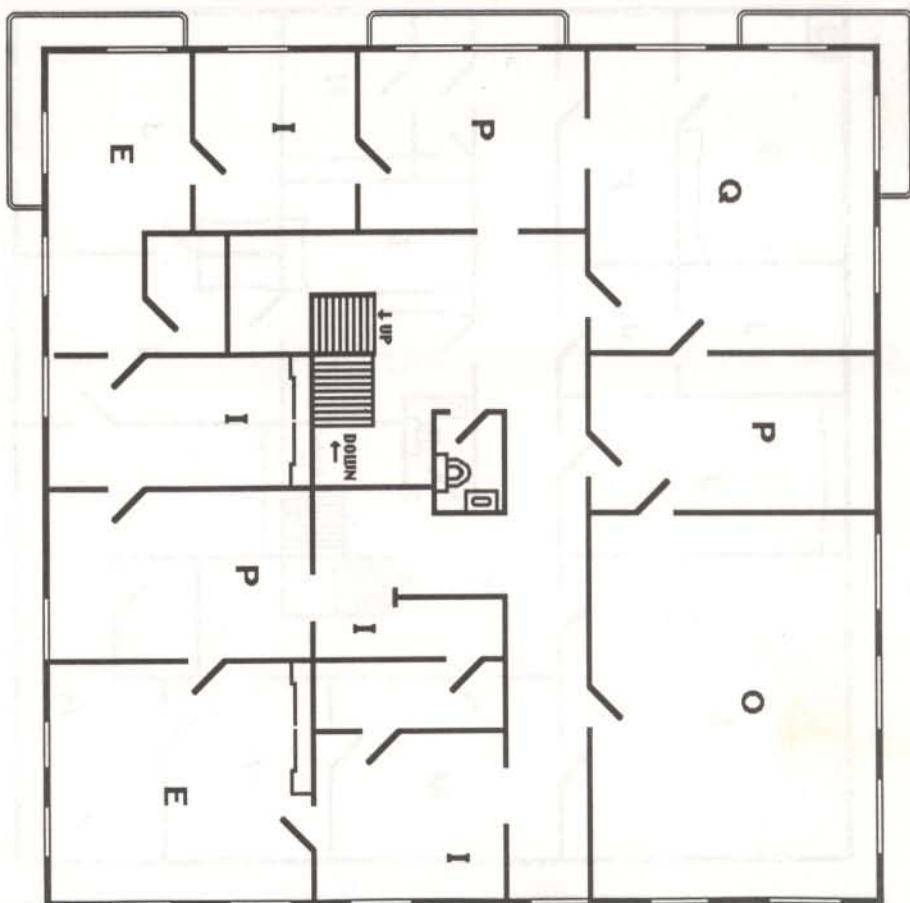
SCALE - 1 INCH = 6 METERS



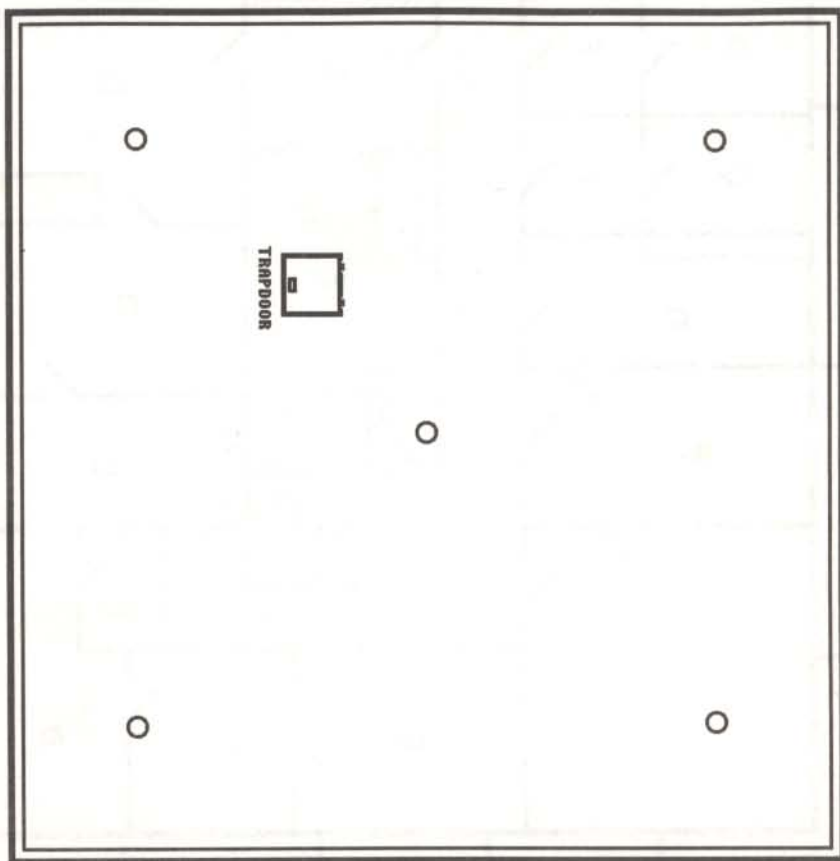
ISLAMIC JIHAD HEADQUARTERS

4TH FLOOR

SCALE - 1 INCH = 6 METERS



ROOF



N



Delta Force

America Strikes Back!™



W.H. Keith 1978



MOVEMENT

STRATEGIC MOVEMENT

TYPE OF MOVEMENT AND SPEED	DISTANCE/TIME TO CROSS		
	1 Km	10 Km	100 K
ON FOOT	10 M	100M	18 H*
BY GROUND VEHICLE			
30 Kph	2 M	20 M	3 H 20 M
60 Kph	1 M	10 M	1 H 40 M
100 Kph	36 S	6 M	1 H
BY AIRCRAFT			
300 Kph	12 S	2 M	20 M
500 Kph	8 S	1 M 12 S	12 M
1000 Kph	4 S	36 S	6 M

* 18 hours takes into account short rest stops during the march, but does not include longer stops for sleep. See "Endurance Loss."

FOOT TRAVEL MODIFIERS

CONDITION	MODIFIER	END FACTOR
Flat, open terrain	x 1	—
Good road	x .8	—
Built up area, village	x 1.2	—
City	x 1.5	—
Woods, open	x 1.5	—
Woods, heavy underbrush	x 2	1
Woods, dense	x 2.5	2
Jungle, swamp	x 3	4
Hills, slight	x 1.5	1
Hills, moderate	x 1.7	2
Hills, steep	x 2	4
Snow or mud, light (5cm)	x 1.5	1
Snow or mud, moderate (6-30cm)	x 2	2
Snow or mud, heavy (over 30cm)	x 4/30cm	4
Soft sand	x 2	3
Night, moonlit or streetlights	x 1.2	—
Night, starlit	x 2	—
Night, overcast	x 3	—
Light rain or fog	x 1.5	—
Heavy rain or dense fog	x 2	—
Light snow	x 1.5	—
Heavy snow	x 2	1
Temperature, below 0° C	x 2	3
Temperature, 0° to 30° C	x 1	—
Temperature, 30° to 35° C	x 2	3
Temperature, over 35° C	x 3	5

ENDURANCE LOSS

ACTIVITY	FORMULA	LOSS	TIME PERIOD
Hand-to-Hand	2D + CR vs END + 3	END -1	10 S
Fire Combat	2D + M vs END	END -2	3 M
Exertion	2D + CR + DM vs Stat	Stat -2 END -2	varies
Marching	2D + H vs END - END Factor	END -2	30 M
Running	2D + M vs END - END Factor	END -2	1M
Swimming *	2D + H vs END + Swimming Skill	END -2	15 M

TACTICAL MOVEMENT

ACTION	TERRAIN	DISTANCE
Run	Open, road	20 m
	Light woods	15 m
	Sand	10 m
	Other terrain	N/A
Slow Run* (Trot, jog)	Open, road, light woods, sand, tall grass, crops, plowed field	10 m
	Snow (to .25m), mud, rubble, confined area	5 m
	Other terrain	N/A
Walk*	Open, road, light woods, sand, tall grass, crops, plowed field	5 m
	Dense woods, mud, rubble, snow (to .25m), confined area, water (to .5m)	3 m
Slow Walk (Cautious)	Open, road, light woods, sand, tall grass, crops, plowed field	4 m
	Dense woods, mud, rubble, snow (to .25m), confined area, water (to .5m), thick underbrush	3 m
	Snow (to .5m)	2 m
Crawl	Open, road, light woods	4 m
	Sand, tall grass, crops, plowed field, dense woods, mud, rubble, confined area	3 m
	Snow (to .25m), thick underbrush	2 m
Slow Crawl (Creeping)	Open, road, light woods	2 m
	Sand, tall grass, crops, plowed field, dense woods, mud, rubble, confined area, snow (to .25m), thick underbrush	1 m
Evasion	Open, road, light woods, tall grass, crops, plowed field	4 m
Diving	Any terrain	2 m
Running Dive	Open into any terrain	3 m
Run up Stairs	Stairs	15 steps
Walk up Stairs	Stairs	6 steps
Climb Ladder	Up Ladder	3 m
	Down Ladder	4 m
Climb Rope	Up Rope	2 m
	Down Rope	4 m
Rappel	Down wall or cliff	Skill x 10m
Paddle	Raft, kayak or canoe	5 m
Wade	Water .5 to 1m deep	1 m
Swim	Water over 1m deep	Skill x 1.5m
Swim Underwater	Water over 1.5m deep	Skill x 1m
	SCUBA or Skin Diving	Skill x 2m

* Certain conditions may slow characters moving at these rates.

SIGHTING

SIGHTING MODIFIERS

BASE SIGHTING NUMBER

RANGE	Under 5 meters	30
	5 - 10 meters	26
	11 - 20 meters	22
	21 - 50 meters	18
	51 - 100 meters	15
	101 - 200 meters	12
	201 - 500 meters	8
	501 - 1000 meters	6
	1001 - 2000 meters	4
	2001 - 5000 meters	2
	Over 5000 meters	1
LIGHT	Moonless night	-10
	Starlit night	-8
	Moonlit night	-6
	Twilight/dusk	-3
	Looking into sun	-8
WEATHER	Light rain	-5
	Heavy rain or light fog	-8
	Heavy snow	-10
	Heavy fog or smoke	-12
TERRAIN	Clear, flat, open (daylight only)	+4
	Knee-high vegetation (crops)	-2
	Waist-high vegetation (crops)	-4
	Dense vegetation (thicket)	-8
	Light woods	-5
	Rugged or rocky	-8
	Heavy woods	-10
	Jungle	-20
	Heavy jungle	-30
TARGET (day/night)	Individual	0/-5
	Group of people	+2/-2
	Small vehicle (car, jeep, APC)	+3/0
	Large vehicle (truck, aircraft)	+5/+2
	Small building	+15/+5
	Multi-story building	+25/+8
	Dust from moving vehicle	+20/0
	Moving	+8/+3
TARGET CHARACTER (day/night)	Standing	0/0
	Kneeling or sitting	-5/-8
	Partial cover	-10/-15
	Prone	-15/-20
	Camouflage uniform	-5/-8
	Complete camouflage	-8/-15
	Using Stealth skill	- Skill
	Behind smoke screen	-12/-25
SIGHTING CHARACTER (day/night)	At higher elevation (5+ meters)	+10/+2
	At lower elevation (5+ meters)	-5/-8
	Sighting character Alert	+5/+3
	Uses binoculars	+8/+5
	Uses light amplifier scope	-/+10*
	Uses infra-red detector	-/+12*

COMBAT

COMBAT MODIFIERS

MOVEMENT	
Character is running (no Aimed Fire)	+3
Character is moving at slow run or walk	+1
Character is in a moving vehicle	+2
Target is running at Short or Medium range	+2/+1
Target is walking or at a slow run	+1
Target is Evading	+3
Target is Diving	+2
VEHICLES	
Target is a car or truck at Close range	-7/-9
Target is a car or truck at Medium or Long range	-4/-5
Target is a car or truck at Extreme range	-2/-3
Vehicle is moving at Close, Medium or Long range	+4/2/+1
Aimed shot at particular target	-2
COVER/VISIBILITY	
Target is partially concealed (only upper torso and above is visible)	+3
Target is concealed with only head visible	+4
Target is completely hidden behind soft cover	+3
Visibility is poor (night or dark room)	+3
Visibility is poor (twilight, poor lighting)	+2
Visibility is poor (rain, fog, snow etc.)	+1
WEAPONS USAGE	
Each level of Weapon Skill	-1
Character is unfamiliar with specific type of weapon	+2
Character fire is a Snap Decision (Opportunity Fire only)	+3
Recoil factor (full-auto only)	+1 to +3
Multiple Direct-Fire targets (single shot or burst)	+2 to +5
Firing character uses 'off' hand	+3
Firing character is distracted, burdened or in an awkward position	+1 to +3
Firing character has a Light Wound	+2
Firing character has a Moderate Wound	+4
AIMED FIRE	
Firing character assumes proper firing stance (Direct Fire — single shot or burst fire only)	-1
For each level of Sniper Skill	-1
Stance taken for very careful aim for one-half combat round	-2
Weapon (other than heavy machine gun) braced with hand or against wall or other solid support	-1
Weapon (other than heavy machine gun) braced with bipod, tripod or gun mount	-2
Use of telescopic sniper scope (Aimed Direct Fire — single shot or first burst only)	-2
Use of laser sighting scope (Aimed Direct Fire — single shot or first burst only)	-3
WEAPON TYPE	
Full automatic fire, Long range	-1
Full automatic fire, Medium range	-2
Full automatic fire, Close range	-3
Three-round burst (any range, not full-auto)	-1
Shotgun fired at Close range	-4
Shotgun fired at Medium range	-3
Favored weapon	-1
OPTIONAL	
"Lucky shot" (at referee's discretion only)	-1D

COMBAT

DIRECT FIRE

FORMULA

2D vs Base To-Hit + Combat Modifiers
Greater than or equal to Modified To-Hit scores a hit.

SUPPRESSION FIRE

FORMULA

Rounds Fired + 5 + 2D = Suppression Factor

SUPPRESSION FACTOR	RESULT	CASUALTIES
7 or less	NE	11+
8 - 12	Morale Roll	10+
13 - 20	Pinned	9+
21+	Pinned	8+/9+/10+

MULTIPLE TARGET FIRE

FORMULAS

Rounds Fired + 2D + Skill - (Range + 10m) = Target Factor
Target Factor + 3 + Number of Targets = Multiplier

TARGET FACTOR	RESULTS	CASUALTIES
5 or less	Morale Roll	11+ x Multiplier
6 - 9	Morale Roll	10+ x Multiplier
10 - 13	Morale Roll	9+ x Multiplier
14 - 18	Morale Roll	8+ x Multiplier
19 - 24	Pinned	7+ x Multiplier
25 - 40	Pinned	6+ x Multiplier
41+	Pinned	5+ x Multiplier

BURST FIRE DAMAGE

RANGE	NUMBER OF HITS
Point Blank	3 hits
Close	Roll 1D: 1 = 1; 2 = 2; 3 to 6 = 3
Medium	Roll 1D: 1 to 2 = 1; 3 to 4 = 2; 5 to 6 = 3
Long	Roll 1D - 3: Less than 1 = 1
Extreme	Roll 1D - 4: Less than 1 = 1

MORALE LOSS

EVENT OR FACTOR	MORALE CHANGE
Character sees a comrade killed or wounded	-1
Character is wounded himself	-2
Character sees an enemy killed or wounded	+1
Character's forces are surrounded or under fire from several directions	+3 or -3
A trusted leader calls encouragement	+1D
Psychological factors	-1D

SURPRISE

2D + enemy's Alertness Factor vs EXP or TRA + Stealth Skill

If the modified roll is greater than EXP (or TRA) + Stealth, a sound which alerts the enemy is made.

WOUNDS

WOUND LOCATIONS

Target Position	Dice Roll											
	2	3	4	5	6	7	8	9	10	11	12	
Basic	L	L	L	L	LT	LT	UT	A	A	H	H	
Partial Cover	A	A	A	A	UT	UT	H	H	H	H+1	H+2	
Head Shot	UT	UT	A	H	H	H+1	H+2	H+2	H+3	H+4	H+5	
Torso Shot	A	A	A	L	LT	LT	UT	UT	UT	UT+2	UT+3	
Arm Shot	UT	UT	UT	UT	UT	A	A	A	A	A	A	
Leg Shot	LT	LT	LT	LT	L	L	L	L	L	L	L	

FIRE PENETRATION

TYPE OF COVER	THICKNESS	ARMOR VALUE
WOOD	2cm	1
	5 cm	2
	7 cm (wooden door)	7
	30 cm	12
	50 cm	25
	100 cm	50
SHEET METAL (Steel)	.25 cm	3
	.5 cm	5
	.7 cm	7
	1 cm	15
	1.5 cm	25
	2 cm	35
	5 cm	90
CONCRETE OR BRICKS	8.5 cm (1 thickness of brick)	18
	20 cm (concrete block)	30
	30 cm concrete	40
	50 cm concrete	60
	20 cm reinforced concrete	50
STONE	30 cm	20
	60 cm	40
	100 cm	90
OTHER COVER	Furniture, upholstery	3
	Human body	5
	Typical house internal wall	8
	Typical house floor	9
	Car door, armored glass	9
	Jet aircraft hull	10
	Steel helmet or flak jacket	10
	Car body	11
	Kevlar vest, nylon helmet	12

HIT MODIFIER

FACTOR	DM
PEN 1 - 3	-3
PEN 4 - 6	-2
Weapon Dam. Factor	-2 to +3
Wound to Arm	-3
Wound to Leg	-2
Wound to Upper Torso	+2
Wound to Head	+3
DM from Wound Location Table	+1 to +5

HIT DAMAGE

2D + DM	EFFECT
4 or Less	LT
5 to 7	MD
8 to 10	SV
11 or More	K

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Task Force Games

DELTA FORCE

America Strikes Back!™



MOVEMENT

STRATEGIC MOVEMENT

TYPE OF MOVEMENT AND SPEED	DISTANCE/TIME TO CROSS		
	1 Km	10 Km	100 K
ON FOOT	10 M	100M	18 H*
BY GROUND VEHICLE			
30 Kph	2 M	20 M	3 H 20 M
60 Kph	1 M	10 M	1 H 40 M
100 Kph	36 S	6 M	1 H
BY AIRCRAFT			
300 Kph	12 S	2 M	20 M
500 Kph	8 S	1 M 12 S	12 M
1000 Kph	4 S	36 S	6 M

* 18 hours takes into account short rest stops during the march, but does not include longer stops for sleep. See "Endurance Loss."

FOOT TRAVEL MODIFIERS

CONDITION	MODIFIER	END FACTOR
Flat, open terrain	x 1	—
Good road	x .8	—
Built up area, village	x 1.2	—
City	x 1.5	—
Woods, open	x 1.5	—
Woods, heavy underbrush	x 2	1
Woods, dense	x 2.5	2
Jungle, swamp	x 3	4
Hills, slight	x 1.5	1
Hills, moderate	x 1.7	2
Hills, steep	x 2	4
Snow or mud, light (5cm)	x 1.5	1
Snow or mud, moderate (6-30cm)	x 2	2
Snow or mud, heavy (over 30cm)	x 4/30cm	4
Soft sand	x 2	3
Night, moonlit or streetlights	x 1.2	—
Night, starlit	x 2	—
Night, overcast	x 3	—
Light rain or fog	x 1.5	—
Heavy rain or dense fog	x 2	—
Light snow	x 1.5	—
Heavy snow	x 2	1
Temperature, below 0° C	x 2	3
Temperature, 0° to 30° C	x 1	—
Temperature, 30° to 35° C	x 2	3
Temperature, over 35° C	x 3	5

ENDURANCE LOSS

ACTIVITY	FORMULA	LOSS	TIME PERIOD
Hand-to-Hand	2D + CR vs END + 3	END -1	10 S
Fire Combat	2D + M vs END	END -2	3 M
Exertion	2D + CR + DM vs Stat	Stat -2 END -2	varies
Marching	2D + H vs END - END Factor	END -2	30 M
Running	2D + M vs END - END Factor	END -2	1M
Swimming *	2D + H vs END + Swimming Skill	END -2	15 M

TACTICAL MOVEMENT

ACTION	TERRAIN	DISTANCE
Run	Open, road	20 m
	Light woods	15 m
	Sand	10 m
	Other terrain	N/A
Slow Run* (Trot, jog)	Open, road, light woods, sand, tall grass, crops, plowed field	10 m
	Snow (to .25m), mud, rubble, confined area	5 m
	Other terrain	N/A
Walk*	Open, road, light woods, sand, tall grass, crops, plowed field	5 m
	Dense woods, mud, rubble, snow (to .25m), confined area, water (to .5m)	3 m
Slow Walk (Cautious)	Open, road, light woods, sand, tall grass, crops, plowed field	4 m
	Dense woods, mud, rubble, snow (to .25m), confined area, water (to .5m), thick underbrush	3 m
	Snow (to .5m)	2 m
Crawl	Open, road, light woods	4 m
	Sand, tall grass, crops, plowed field, dense woods, mud, rubble, confined area	3 m
	Snow (to .25m), thick underbrush	2 m
Slow Crawl (Creeping)	Open, road, light woods	2 m
	Sand, tall grass, crops, plowed field, dense woods, mud, rubble, confined area, snow (to .25m), thick underbrush	1 m
Evasion	Open, road, light woods, tall grass, crops, plowed field	4 m
Diving	Any terrain	2 m
Running Dive	Open into any terrain	3 m
Run up Stairs	Stairs	15 steps
Walk up Stairs	Stairs	6 steps
Climb Ladder	Up Ladder	3 m
	Down Ladder	4 m
Climb Rope	Up Rope	2 m
	Down Rope	4 m
Rappel	Down wall or cliff	Skill x 10m
Paddle	Raft, kayak or canoe	5 m
Wade	Water .5 to 1m deep	1 m
Swim	Water over 1m deep	Skill x 1.5m
Swim Underwater	Water over 1.5m deep	Skill x 1m
	SCUBA or Skin Diving	Skill x 2m

* Certain conditions may slow characters moving at these rates.

SIGHTING

SIGHTING MODIFIERS

BASE SIGHTING NUMBER		
RANGE	Under 5 meters	30
	5 - 10 meters	26
	11 - 20 meters	22
	21 - 50 meters	18
	51 - 100 meters	15
	101 - 200 meters	12
	201 - 500 meters	8
	501 - 1000 meters	6
	1001 - 2000 meters	4
	2001 - 5000 meters	2
	Over 5000 meters	1
LIGHT	Moonless night	-10
	Starlit night	-8
	Moonlit night	-6
	Twilight/dusk	-3
	Looking into sun	-8
WEATHER	Light rain	-5
	Heavy rain or light fog	-8
	Heavy snow	-10
	Heavy fog or smoke	-12
TERRAIN	Clear, flat, open (daylight only)	+4
	Knee-high vegetation (crops)	-2
	Waist-high vegetation (crops)	-4
	Dense vegetaton (thicket)	-8
	Light woods	-5
	Rugged or rocky	-8
	Heavy woods	-10
	Jungle	-20
	Heavy jungle	-30
TARGET (day/night)	Individual	0/-5
	Group of people	+2/-2
	Small vehicle (car, jeep, APC)	+3/0
	Large vehicle (truck, aricraft)	+5/+2
	Small building	+15/+5
	Multi-story building	+25/+8
	Dust from moving vehicle	+20/0
	Moving	+8/+3
TARGET CHARACTER (day/night)	Standing	0/0
	Kneeling or sitting	-5/-8
	Partial cover	-10/-15
	Prone	-15/-20
	Camouflage uniform	-5/-8
	Complete camouflage	-8/-15
	Using Stealth skill	- Skill
	Behind smoke screen	-12/-25
SIGHTING CHARACTER (day/night)	At higher elevation (5+ meters)	+10/+2
	At lower elevation (5+ meters)	-5/-8
	Sighting character Alert	+5/+3
	Uses binoculars	+8/+5
	Uses light amplifier scope	—/+10*
	Uses infra-red detector	—/+12*

COMBAT

COMBAT MODIFIERS

MOVEMENT	
Character is running (no Aimed Fire)	+3
Character is moving at slow run or walk	+1
Character is in a moving vehicle	+2
Target is running at Short or Medium range	+2/+1
Target is walking or at a slow run	+1
Target is Evading	+3
Target is Diving	+2
VEHICLES	
Target is a car or truck at Close range	-7/-9
Target is a car or truck at Medium or Long range	-4/-5
Target is a car or truck at Extreme range	-2/-3
Vehicle is moving at Close, Medium or Long range	+4/2/+1
Aimed shot at particular target	-2
COVER/VISIBILITY	
Target is partially concealed (only upper torso and above is visible)	+3
Target is concealed with only head visible	+4
Target is completely hidden behind soft cover	+3
Visibility is poor (night or dark room)	+3
Visibility is poor (twilight, poor lighting)	+2
Visibility is poor (rain, fog, snow etc.)	+1
WEAPONS USAGE	
Each level of Weapon Skill	-1
Character is unfamiliar with specific type of weapon	+2
Character fire is a Snap Decision (Opportunity Fire only)	+3
Recoil factor (full-auto only)	+1 to +3
Multiple Direct-Fire targets (single shot or burst)	+2 to +5
Firing character uses 'off' hand	+3
Firing character is distracted, burdened or in an awkward position	+1 to +3
Firing character has a Light Wound	+2
Firing character has a Moderate Wound	+4
AIMED FIRE	
Firing character assumes proper firing stance (Direct Fire — single shot or burst fire only)	-1
For each level of Sniper Skill	-1
Stance taken for very careful aim for one-half combat round	-2
Weapon (other than heavy machine gun) braced with hand or against wall or other solid support	-1
Weapon (other than heavy machine gun) braced with bipod, tripod or gun mount	-2
Use of telescopic sniper scope (Aimed Direct Fire — single shot or first burst only)	-2
Use of laser sighting scope (Aimed Direct Fire — single shot or first burst only)	-3
WEAPON TYPE	
Full automatic fire, Long range	-1
Full automatic fire, Medium range	-2
Full automatic fire, Close range	-3
Three-round burst (any range, not full-auto)	-1
Shotgun fired at Close range	-4
Shotgun fired at Medium range	-3
Favored weapon	-1
OPTIONAL	
"Lucky shot" (at referee's discretion only)	-1D

COMBAT

DIRECT FIRE

FORMULA

2D vs Base To-Hit + Combat Modifiers
Greater than or equal to Modified To-Hit scores a hit.

SUPPRESSION FIRE

FORMULA

Rounds Fired + 5 + 2D = Suppression Factor

SUPPRESSION FACTOR	RESULT	CASUALTIES
7 or less	NE	11+
8 - 12	Morale Roll	10+
13 - 20	Pinned	9+
21+	Pinned	8+/9+/10+

MULTIPLE TARGET FIRE

FORMULAS

Rounds Fired + 2D + Skill - (Range + 10m) = Target Factor
Target Factor + 3 + Number of Targets = Multiplier

TARGET FACTOR	RESULTS	CASUALTIES
5 or less	Morale Roll	11+ x Multiplier
6 - 9	Morale Roll	10+ x Multiplier
10 - 13	Morale Roll	9+ x Multiplier
14 - 18	Morale Roll	8+ x Multiplier
19 - 24	Pinned	7+ x Multiplier
25 - 40	Pinned	6+ x Multiplier
41+	Pinned	5+ x Multiplier

BURST FIRE DAMAGE

RANGE	NUMBER OF HITS
Point Blank	3 hits
Close	Roll 1D: 1 = 1; 2 = 2; 3 to 6 = 3
Medium	Roll 1D: 1 to 2 = 1; 3 to 4 = 2; 5 to 6 = 3
Long	Roll 1D - 3: Less than 1 = 1
Extreme	Roll 1D - 4: Less than 1 = 1

MORALE LOSS

EVENT OR FACTOR	MORALE CHANGE
Character sees a comrade killed or wounded	-1
Character is wounded himself	-2
Character sees an enemy killed or wounded	+1
Character's forces are surrounded or under fire from several directions	+3 or -3
A trusted leader calls encouragement	+1D
Psychological factors	-1D

SURPRISE

2D + enemy's Alertness Factor	vs	EXP or TRA + Stealth Skill
If the modified roll is greater than EXP (or TRA) + Stealth, a sound which alerts the enemy is made.		

WOUNDS

WOUND LOCATIONS

Target Position	Dice Roll											
Basic	L	L	L	L	L	L	L	L	L	L	L	L
Partial Cover	A	A	A	A	UT	UT	H	H	H	H+1	H+2	
Head Shot	UT	UT	A	H	H	H+1	H+2	H+2	H+3	H+4	H+5	
Torso Shot	A	A	A	L	LT	LT	UT	UT	A	UT	UT+2	UT+3
Arm Shot	UT	UT	UT	UT	A	A	A	A	A	A	A	A
Leg Shot	LT	LT	LT	LT	L	L	L	L	L	L	L	L

FIRE PENETRATION

TYPE OF COVER	THICKNESS	ARMOR VALUE
WOOD	2cm	1
	5 cm	2
	7 cm (wooden door)	7
	30 cm	12
	50 cm	25
SHEET METAL (Steel)	100 cm	50
	.25 cm	3
	.5 cm	5
	.7 cm	7
	1 cm	15
CONCRETE OR BRICKS	1.5 cm	25
	2 cm	35
	5 cm	90
	8.5 cm (1 thickness of brick)	18
	20 cm (concrete block)	30
STONE	30 cm concrete	40
	50 cm concrete	60
	20 cm reinforced concrete	50
	30 cm	20
	60 cm	40
OTHER COVER	100 cm	90
	Furniture, upholstery	3
	Human body	5
	Typical house internal wall	8
	Typical house floor	9
	Car door, armored glass	9
	Jet aircraft hull	10
	Steel helmet or flak jacket	10
	Car body	11
	Kevlar vest, nylon helmet	12

HIT MODIFIER

FACTOR	DM
PEN 1 - 3	-3
PEN 4 - 6	-2
Weapon Dam. Factor	-2 to +3
Wound to Arm	-3
Wound to Leg	-2
Wound to Upper Torso	+2
Wound to Head	+3
DM from Wound Location Table	+1 to +5

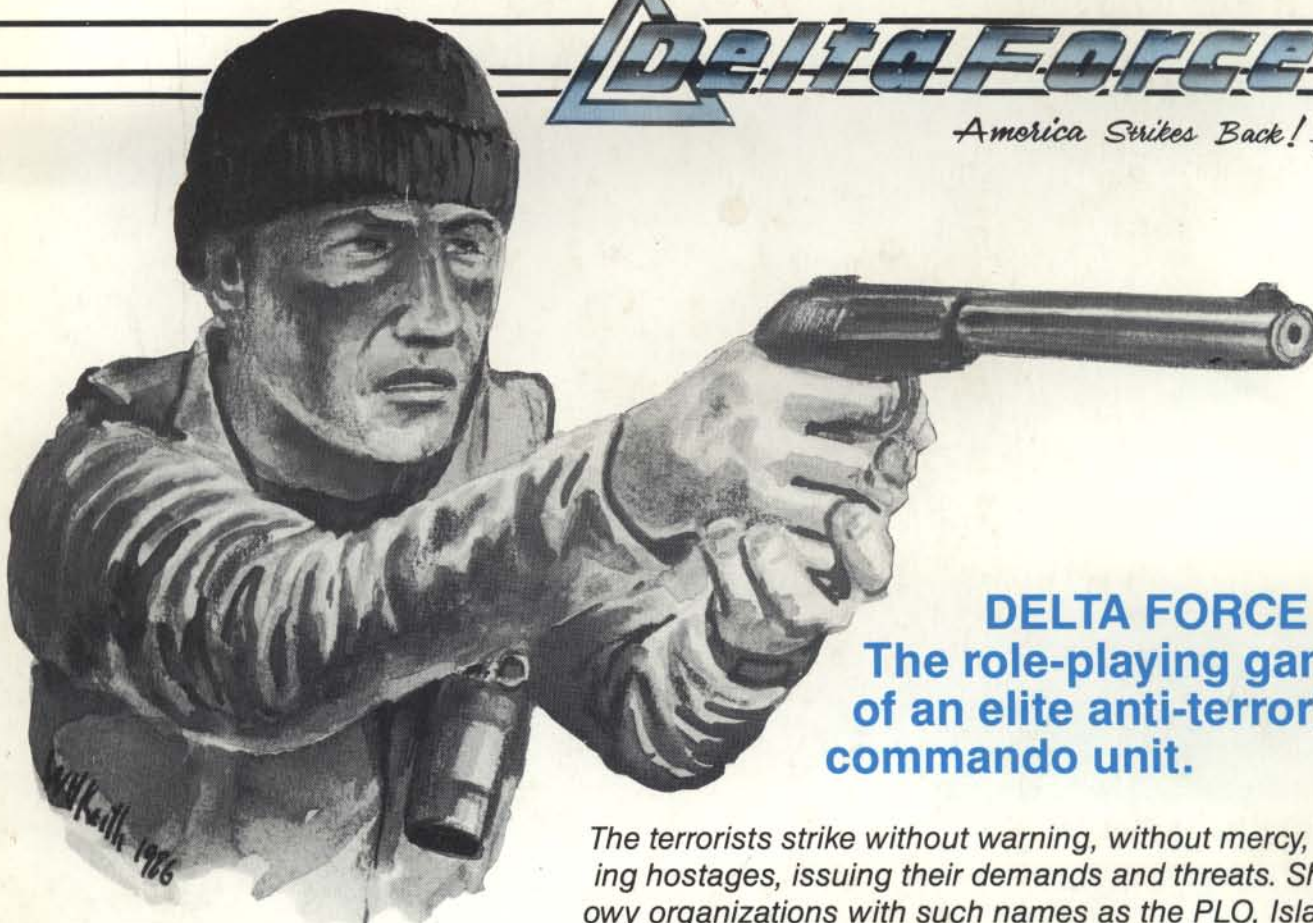
HIT DAMAGE

2D + DM	EFFECT
4 or Less	LT
5 to 7	MD
8 to 10	SV
11 or More	K

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Delta Force

America Strikes Back!™



DELTA FORCE — The role-playing game of an elite anti-terrorist commando unit.

The terrorists strike without warning, without mercy, taking hostages, issuing their demands and threats. Shadowy organizations with such names as the PLO, Islamic

Jihad and KGB seek to overthrow the West in sneak attacks of blood and terror.

*But now, America strikes back with **Delta Force**.*

Delta Force is the role-playing game of a fictional elite anti-terrorist commando unit based on the U.S. Special Forces Operational Detachment — Delta. Whether it's an assault on a high-jacked 727 in Beirut, the rescue of POWs from a jungle camp or the destruction of a secret A-Bomb lab in the Lybian Desert, **Delta Force** is trained and equipped to fight the terrorists on their own ground — and win!

Delta Force emphasizes action, playability, weaponry and player/referee interaction. The referee moderates play and directs the actions of the terrorists, while the players direct the activities of **Delta Force** team members.

Delta Force includes:

- Rulebook
- Warbook
- Referee Screen
- Scenario Book
- Dice

Number of Players: Referee
Plus One or More

Age: 12 Years and Older

Playing Time: Variable, From
Three Hours

Complexity: Moderate to Ad-
vanced



Designed by
William H. Keith, Jr.

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