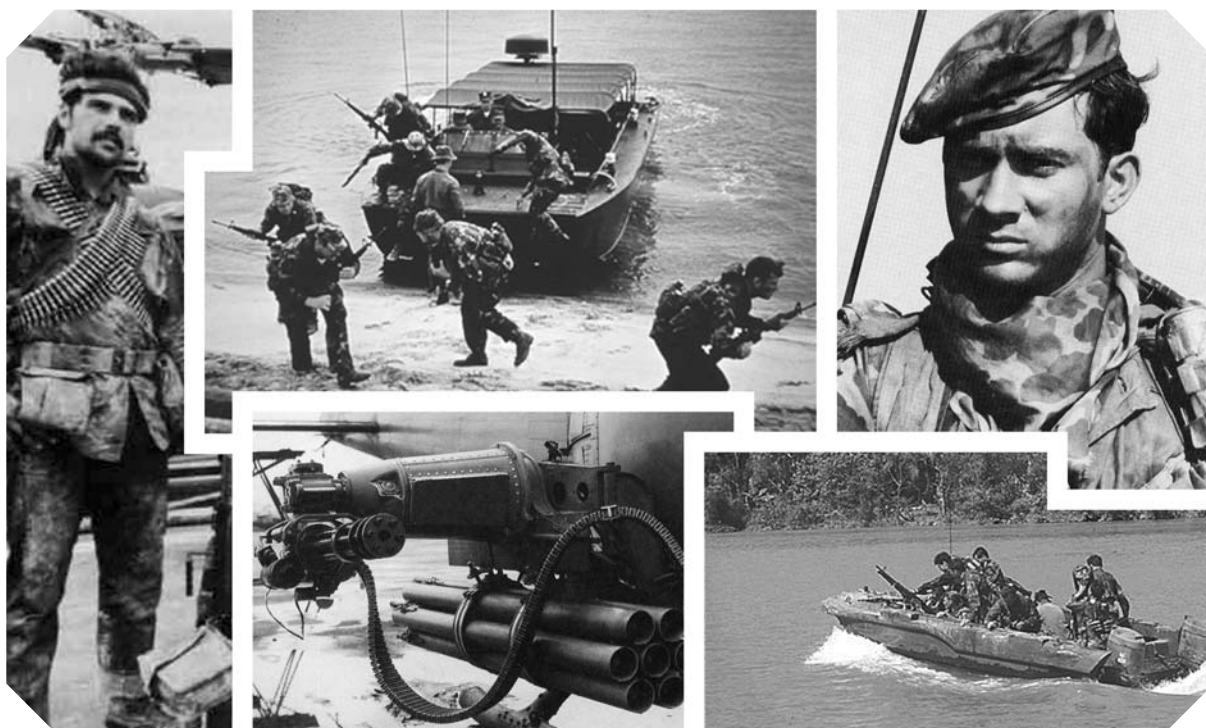


GURPS®

Fourth Edition

SEALS™ IN VIETNAM



Written by **HANS-CHRISTIAN VORTISCH**

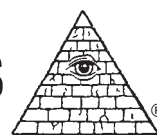
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STEVE JACKSON GAMES

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About GURPS

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INTRODUCTION



"The great battleground for the defense and expansion of freedom today is the whole southern half of the globe – Asia, Latin America, Africa, and the Middle East – the lands of the rising peoples. Their revolution is the greatest in human history. They seek an end to injustice, tyranny, and exploitation. More than an end, they seek a beginning."

– President John F. Kennedy,
Special Message to the Congress, 1961

"I'm not sure everything I did . . . in the Teams was totally admirable or commendable in some people's eyes, but there were some basic questions I asked myself that were answered

to my satisfaction. I met some of the most dedicated, interesting, and genuine people that I have ever run with in my life . . ."

– Dwight Deagle (SEAL Team One),
The Men behind the Trident

SEALs in Vietnam is a supplement to **GURPS Special Ops**, set not in the high-tech 21st century, but in the deadly jungles of Vietnam during the 1960s and early 1970s.

SEALs in Vietnam has everything you need to play one of the U.S. Navy's elite warriors during the Vietnam War (1961-1975). It includes a detailed history of the Teams during the era, new SEAL templates (revised for **GURPS Fourth Edition**), contemporary special equipment including weapons and vehicles, and much detail on both historical operations and how to make up your own.

This book deals with a single aspect of the Vietnam War – how U.S. Navy SEALs fought in it. It doesn't cover other U.S. or Allied troops other than as NPCs, let alone the Vietnamese side. As such, **SEALs in Vietnam** is biased. It cannot provide an even-handed history of a tragic conflict that dragged on for over a decade. Instead, it provides a background for heroic play in a high-speed, furious-action environment.

In addition to historical information, **SEALs in Vietnam** is also designed to give you suggestions how to use SEAL characters in a **GURPS Horror** or **Infinite Worlds** campaign (including **Black Ops** and **Technomancer**) in the same time-frame. Also, this supplement is compatible with e23's **Funny New Guys**, a **Technomancer** adventure set in Vietnam.

GURPS Basic Set, **Fourth Edition** is required to make full use of the information provided. Any of the various editions of **GURPS High-Tech**, **Martial Arts**, and **Special Ops** will be useful, but are not required.

About the Author

Hans-Christian "Grey Tiger" Vortisch studied languages in Berlin and London.

He began writing as a freelancer for **GURPS** in 2001. He authored or co-authored **GURPS Covert Ops**, **Modern Firepower**, **Special Ops**, **Third Edition**, **WWII: Motor Pool**, and several shorter **WWII** publications. He contributed material to numerous other **GURPS** books.

He also translated, edited, or contributed to several German **Call of Cthulhu** products, contributed to **d20 Modern Weapons Locker** and **d20 Mecha Military Vehicles**, and published dozens of articles in American, British, and German gaming magazines.

Hans has been an avid gamer since 1983. His nongaming interests include science fiction, history, cinema, and punk rock. He lives in Berlin.

He never goes for a swim.

CHAPTER ONE

SEA, AIR, LAND

*I didn't ask for this war. But I felt should do my duty, so I volunteered for the Navy and later for the unit that seemed the most interesting. Training was brutal: a blur of misery, sore muscles, and lack of sleep – but also of camaraderie and high spirits. When we graduated, almost everyone in our platoon **really** wanted to go to 'Nam. We were keen to prove ourselves and to put to use what we had learned. And to show the Commies, of course. We would learn that there were things worse than communism.*

Not much later we were up to our hips – and sometimes our necks – in brackish water every other night from late afternoon until early in the morning. Our squad was patrolling back from an uneventful recon mission when it happened. I had just peed my pants – no need to open the fly when you're already wet and stinking – and was silently cursing the LAW rocket that kept poking into my kidneys, when Dave, our point man, started firing and screaming simultaneously. I didn't think about it at the time, but he wasn't supposed to be screaming like that.

Anyway, we emptied our guns in all directions. I was rear security and couldn't actually see what was happening, but I laid down suppressive fire with my Stoner anyway, going through most of a 150-round belt. I heard Chief Miller's LAW detonating. Then Mr. Rochas, our Patrol Leader, ordered a retreat. We weren't far from the boat. When we boarded, I noticed that Dave, carried by hulking Frankie Fisher, was severely wounded; his left arm was missing. Gieng, our Vietnamese interpreter, was holding tightly onto his M16 and visibly shaking . . .



HISTORY

From its origins as a tiny offshoot of the Navy's famous Underwater Demolition Teams to becoming one of the most effective fighting units of the Vietnam War, the U.S. Navy SEALs were involved in the conflict in Southeast Asia for 10 years.

THE FORERUNNERS (1942-1961)

Who am I, Sir? A Frogman am I.

A UDT man I will be 'till I die.

For its Hoo-yah! tigaree, we're the men of UDT.

Damn, bimbam, altogether for Uncle Sam.

– Traditional

Starting in August 1942, select U.S. Army and Navy personnel were trained as amphibious Scouts and Raiders (see **GURPS WWII: Hand of Steel**). Their mission was to reconnoiter landing beaches, and eventually to guide waves

of landing assault troops. The Scouts and Raiders were commissioned in October 1942 and first saw combat in November 1942 during Operation TORCH, the first landings on the North African coast. Scouts and Raiders continued to assist the landings in Europe as well as in the Pacific.

In June 1943, in preparation for the inevitable amphibious landings on the European coasts during World War II, the U.S. Navy commissioned the Naval Combat Demolition Unit (NCDU), mainly recruited from salvage divers. It took part in Operation HUSKY, the Allied landing in Sicily. The veterans of this operation returned to the U.S. to train more men for Operation OVERLORD, the Normandy landing on D-Day. Their primary task was to destroy underwater obstacles along the landing beaches (see **GURPS WWII: Dogfaces**).

Distinct from the NCDUs were the Underwater Demolition Teams (UDT), the first of which was commissioned in December 1943. The UDTs mainly saw service in the Pacific. Aside from demolitions, their main task was scouting and

beach surveying (see **GURPS WWII: Hand of Steel**). Starting in 1944, the UDT “frogmen” also received specialized training from the Maritime Unit of the OSS (forerunner of the CIA), starting the long tradition of close cooperation between naval special warfare and intelligence. This training included land warfare skills, which the UDTs had lacked earlier. By the end of WWII, there were 34 operational UDTs with some 3,500 personnel.

After WWII, the NCDUs and most UDTs were dissolved. Four new UDTs were commissioned in 1946, with two each stationed on the Atlantic and Pacific coasts. They took part in the Korean War (1950-1953). Also during the 1950s, the UDTs developed numerous new capabilities, in particular employing new diving equipment and demolition methods.

AND SO IT BEGINS (1962-1965)

When I was in Norfolk in 1962, I noted particularly the members of the SEAL Teams. I was impressed by them as individuals and by the capability they possess as a group.

– President John F. Kennedy

In late 1961, President Kennedy ordered the U.S. Navy to form its own special warfare capability, similar to the U.S. Army’s Special Forces (see **GURPS Special Ops**). Advised by the Taylor-Rostow commission, which had visited Vietnam in October 1961, the Kennedy administration recognized that the threat of the subversive guerrilla wars blossoming across the globe required a reaction with specialized commando-style forces. In early January 1962, the Navy activated two Sea, Air, Land (SEAL) Teams of company-strength, initially composed of seasoned volunteers from the UDTs. The SEALs were to act as naval commandos: to gather intelligence, raid, capture prisoners, and generally wreak havoc in the enemy’s hinterland above the high-water mark – the customary operational borderline for the UDTs. Their name indicated that they could infiltrate or assault from the sea, air, or land.

In addition, like the Special Forces, they were envisioned to be capable of training and advising similar foreign forces. In late January 1962, two SEAL officers were sent to Vietnam to investigate how the units could help the South Vietnamese forces. On 10 March 1962, two more SEALs arrived in Vietnam to train Vietnamese *Biet Hai* (“sea commandos”). In the same year, several small Mobile Training Teams (MTT) from both SEAL Teams were deployed to train the South Vietnamese coast guard’s *Hai Thuyen* (“junk force”), a counter-insurgency unit operating along the coasts, and the *Lien Doi Ngươi Nhia* (LDNN, “frogmen team”), their counterpart in the South Vietnamese navy.

The LDNN started launching covert operations along the North Vietnamese coast in 1964. The CIA directly controlled most covert operations in South Vietnam until 1964. After 24 January 1964, these were controlled by the Military Assistance Command, Vietnam, Studies and Observation Group (MACV-SOG), which was a joint force including members from all the U.S. military branches and the CIA, as well as mercenaries. The department responsible for maritime operations was SOG’s Operational Section 31 (OPS31) and the naval assets were combined in the Naval Advisory Detachment (NAD). The SEALs in NAD would advise and train the LDNN teams.

Operational Section 34A (OPS34A) was responsible for operations in North Vietnam, including the insertion of agents, and rapid raids and sabotage along the coast. Starting in February 1964, LDNN squads deployed repeatedly under the OPS34A-controlled Operation TIMBERLAKE. This involved *Nasty* (p. 36) or *Swift* boats (p. 36) – some crewed by foreign mercenaries (p. 58) – that brought the teams to the North Vietnamese coast where they blew up bridges, boats, and other targets. Officially, their SEAL advisors never went on operations. Unofficially, there are indications that some did. This supposed non-involvement of U.S. personnel lasted until 1965.

In February and March 1965, the first large-scale operations by U.S. troops began, and while war was never officially declared, the hostilities quickly evolved into a full-scale war.

In 1965, Operation MARKET TIME partnered SEALs and LDNNs with U.S. Navy, U.S. Coast Guard, and South Vietnamese navy patrol craft to form Taskforce 115 (TF-115). TF-115 patrolled the South Vietnamese coast and harbors, and up to five miles inland on the rivers, in small craft such as the *Swifts*, supported by offshore destroyers. It controlled fishing boats and intercepted smugglers and gunrunners.

“A combination of superb training, special weapons, and a hands-off attitude from the Navy and MACV got results for the SEALs.”

– Dale Andradé,
Ashes to Ashes

DIRECT ACTION (1966-1968)

I would like to have a thousand more like them.

– General William Westmoreland (COMUSMACV)

In February 1966, three officers and 15 men (Detachment Golf) from SEAL Team One, the first SEAL combat unit in Southeast Asia, landed on Vietnamese soil. They were instantly deployed to the Rung Sat Special Zone, a Viet Cong (VC) stronghold near Saigon that was an ideal operational area for their amphibious capabilities. Based at Nha Be, they began combat reconnaissance operations in late March 1966. Detachment Golf was quickly increased to two platoons (25 men), and the spring saw many successful direct action missions. It was followed by Detachment Alfa from SEAL Team Two in January 1967, which was initially based at Vinh Long on the Bassac River in the Mekong Delta.

Specialized equipment started to appear, including boats better suited to the operational areas. In late 1966, Helicopter Attack Squadron, Light (HAL-3), known as the “Seawolves,” was created specifically to provide direct air support to the SEALs and other amphibious Navy forces. The so-called “SEAL Package” was created, consisting of SEALs, Seawolves, and Navy Riverine Force boats acting in concert.

Secret Society

The existence of the SEALs was a well-kept secret until the summer of 1967, when the Navy sent Lieutenant Marcinko (p. 8) on a publicity tour to promote the teams and get more men for the rapidly developing war effort. The military newspaper *Pacific Stars and Stripes* published the article "SEALs are Navy's Elite" in June and "Web-Foot Warriors" in September. More importantly to public eye, *Male* magazine ran an over-the-top article on 'Demo Dick' Marcinko, the "Navy's Deadliest Vietnam Shark-Man," in November 1967, and in January 1968, *Time* magazine featured an article by war reporter Glenn Troelstrup, who had accompanied a SEAL squad on a combat operation which resulted in two dead VC . . .

Prior to that, only a few people in the U.S. Navy – and fewer elsewhere – even knew about the SEALs' existence, much less what they did. They, of course, did not tell anyone. In Vietnam, SEALs never wore any distinctive insignia or uniforms; on the bases, they were supposed to wear normal Navy greens with name tags, although camouflage fatigues were soon more common.

Later in the war, the SEALs were a fairly well-known unit – but their *activities* were still mainly the subject of rumors.

Operation GAME WARDEN was concerned with the patrol and control of the many rivers and canals in the Mekong Delta and Rung Sat. TF-116 was established in early 1966 to enforce it. It had four – later five – patrol zones, each of which had a base supply unit centered on an LST mobile barracks ship. It included PBR patrol boat, SEAL, MST (SEAL boat support), and HAL-3 helicopter detachments. Light attack aircraft from the VAL-4 squadron were also available as support. These units were combined in an effort to cut off Viet Cong supply lines from Cambodia and to disrupt VC operations.



Rising Phoenix

A lot of the VCI had already made up their minds that they were not going to be taken alive. It's easy to say that it was an assassination program, but it wasn't that way by design.

– Michael Walsh (*SEAL Team One*), interview for *Vietnam* magazine (1996)

Starting on 20 December 1967, South Vietnamese authorities combined their activities against the Viet Cong under an infamous program called *Phuong Huong* ("Phoenix"). Its aim was to target known VC cadres, rather than to round up entire hamlets in search of suspects. The Phoenix program included elements of the South Vietnamese police and military, as well as the Provincial Recon Units (PRU; see pp. 57-58).

However, the program was not actually Vietnamese-run – the Vietnamese cooperated closely with U.S. forces on all levels, particularly the CIA (the originator of the idea) and MACV. At the grunt level, this meant that Special Forces, Marine Force Recon, and SEALs were involved in direct action operations, as well as in the training and advising of the PRUs (see *Advisors*, pp. 55-56). Eventually, however, all control of the program was turned over to the Vietnamese, with only a few U.S. advisors assisting.

The main aim of the Phoenix program was to eliminate the Viet Cong Infrastructure (VCI), the complex system that kept the Vietnamese guerrilla movement running. By definition, the VCI targets were political and administrative personnel, including staff officers but not Viet Cong military troops or citizens under direct or indirect control of the VC.

The VCI was organized in a cell structure, and therefore it was necessary to interrogate identified cadres in order to get at the higher levels. Thus, these people were to be captured rather than killed. Often circumstances didn't allow for capture; the suspects fought back, either because they were not willing to be taken alive or simply because they were attacked. Trigger-happy PRUs (not all of whom were entirely reliable) sometimes shot unrelated people encountered during a mission. About a third of all Phoenix targets were killed – more than 26,000 people according to U.S. government records – and not all of them were even connected to the VC. It was easy to misidentify targets (also see *Dark Waters*, p. 54), and some targets had been wrongfully accused on purpose by informants for their own reasons.

Overall, the CIA (and most SEALs) felt the program achieved its purpose. The operations of the VC in South Vietnam were disrupted, and many of the higher staff functions fled to Cambodia or Laos. Post-war analysis produced inconclusive results, however, with some former Phoenix operators doubting its effectiveness and overall suitability. On the other hand, many former VC attested that it produced good results.

SEALs had one advantage over conventional U.S. and Allied forces: they could meet the Viet Cong on their own territory and on fairly equal terms. Unlike conventional troops, who were uneasy in the dark, uncomfortable in the jungle, and in constant fear of ambushes, the SEALs sprang ambushes on the Viet Cong near their own retreats. They also began to destroy supply caches and water wells. The war was coming back to the VC.

The SEALs were soon placed under the command of U.S. Naval Forces in Vietnam (COMUSNAVFORV) and they participated in all major operations of the U.S. Army, Navy, and Marines in their areas. For example, in July 1967, several SEAL platoons took part in Operation SHALLOW DRAFT II together with the 1st Cavalry Division and the destroyer USS *Brush*, which gave fire support.

During 1967 and early 1968, more and more platoons were deployed in response to SEAL successes. They were highly praised by theater commanders. In addition to direct action missions, they conducted deep reconnaissance operations and surveillance. They also supported the Brown Water Navy (pp. 56-57), with duties including waterway clearing and underwater searches for missing personnel or equipment.

Detachment Echo, based in Da Nang, was created in 1967 and was involved in many operations along the Demilitarized Zone. Advising LDNN troops, it took part in various actions against shore installations in the North, as well as attempts to disrupt the Laotian part of the Ho Chi Minh trail.

On 31 January 1968, the national Vietnamese New Year holiday called *Tet Nguyen Dan*, the North Vietnamese launched a huge offensive, their largest concerted operation in South Vietnam during the entire war. SEAL forces engaged in the battle – including chaotic house-to-house fighting in the course of defending the towns and bases at which they were stationed, such as those in My Tho and Saigon (also see *Chau Phu*, p. 53). Although the Tet offensive was a total military failure for the Communists, it stunned the U.S. home front and convinced the U.S. military command that a quick victory was impossible. A slow withdrawal began, and more and more materiel and operations were entrusted to the South Vietnamese.

As part of this Vietnamization, starting in 1968, several SEAL teams were integrated into the Phoenix program (see *Rising Phoenix*, p. 6).

VIETNAMIZATION (1969-1970)

By 1969, Vietnamization was picking up speed. Many U.S. military units were withdrawn completely, and huge amounts of materiel were handed over to the South Vietnamese forces, with U.S. cadres left to advise and train.

SEALs were initially unaffected, continuing their missions: searching for and fighting Viet Cong units, neutralizing cadre personnel, carrying out intelligence missions, training their Vietnamese counterparts, and advising PRUs.

In 1969, Detachment Golf was transferred from Nha Be to Binh Thuy (switching from the Rung Sat to the Mekong Delta), and Detachment Alfa took its place. Two platoons from Detachment Golf were attached to TF-115.

In March 1970, the Vietnamization process started to affect the SEALs. Detachment Bravo was disbanded. However, at the same time, the Viet Cong stepped up their activities. Increasingly, SEALs were involved in POW rescue operations.

A Heavy Toll

SEALs . . . knew what they were doing or where they were going, not like a lot of the ground-pounders that were in-country waiting for their places on the KIA list.

– Darryl Young (*SEAL Team One*),
The Element of Surprise

SEAL units officially killed 580 Viet Cong and probably killed a further 300. More than 1,000 prisoners were captured and processed. There were more than 4,000 official missions. These figures are underestimates, because they do not take into account missions executed on behalf of MACV-SOG, or operations in which SEALs led PRUs and LDNN units or directed Air Force strikes.

In return, 48 SEALs were killed in Vietnam, about half of them from direct enemy action, the others from booby traps, mines, and accidents – including friendly fire, helicopter crashes, weapon malfunctions, accidental explosions, and drowning. All bodies were recovered, and no one was left behind.

THE END (1971-1972)

In early 1971, the SEALs were ordered to cease all offensive operations in Vietnam, and the platoons were repatriated one by one. Intelligence operations continued until late 1971. From then on, the remaining SEALs in Vietnam were mainly involved as trainers and advisors, as well as for rescue operations, especially those of downed American aircrews. On 7 December 1971, the last SEAL unit (Mike Platoon from SEAL Team One), left Vietnam. Only some advisors remained, and they left by March 1972.

SEALs remained in Southeast Asia for a time, with some SEAL officers acting as naval attachés in Cambodia and others being stationed in the Philippines and Japan.



FAMOUS SEALs

*I mean the adventure! Honest to God! It was every 14-year-old boy's dream come true. We just had **all** the best toys . . . We got to play on submarines, we got to parachute out of airplanes, we got to jump out of helicopters into water, we had high-speed boats. We had all the experimental weapons. I mean it was **fun**. Of course when they started shooting at us, it wasn't as **much** fun. No, that definitely cut into the joy part.*

– Mike Troy (SEAL Team One), *Olympic Gold Medalist 1960, in Esquire Magazine (1995)*

The following short biographies provide a glimpse into the lives of real SEALs active during the Vietnam War. They could be used as NPCs or as role models for player characters. In addition, their lives after leaving the SEALs could be used as a springboard for a post-war campaign.

Rudy Boesch

Master Chief Boatswain's Mate Boesch (1928-), UDT-2, UDT-21, SEAL Team Two. Boesch was a SEAL from 1962 to 1990, and his time as a frogman started even earlier: in 1945, he attended Scouts and Raiders training. He served in UDT units from 1951 to 1962. He made Master Chief in 1967 and was the senior enlisted SEAL during the Vietnam War. Boesch served two 6-month tours in 1968-1970, where he earned a Bronze Star.

In 2000, he was a contestant in the U.S. TV show *Survivor* and, in 2002, he became the presenter for the TV show *Combat Missions*.

Joseph Robert “Bob” Kerrey

Lieutenant Junior Grade Kerrey (1943-), SEAL Team One. He was a SEAL from 1966 to 1969. Kerrey served a tour in 1969, which was cut short when he was seriously wounded – he was later awarded the Medal of Honor for that incident, since he directed a successful attack despite having lost part of a leg.

After leaving the Navy, Kerrey became a millionaire by managing a chain of restaurants and fitness centers. In 1983, he was elected Governor of Nebraska. In 1988, he became a senator. He was at the center of war crime accusations made in 2001 (see *Dark Waters*, p. 54). After serving in the senate, he became president of New School University in New York, NY.

Richard “Dick” Marcinko

Commander Marcinko (1940-), UDT-21, UDT-22, SEAL Team Two, SEAL Team Six. He joined the Navy in 1958, entered the UDTs in 1961, and served as a SEAL from 1966 to 1989. Originally a Radioman, he went to officer school before joining the SEALs and rose rapidly through the ranks. He became a SEAL as an Ensign. By 1972, he was a Lieutenant, and by 1974, when he took over command of SEAL Team Two, he was a Lieutenant Commander. Marcinko was awarded a Silver Star and many other medals for his two tours in Vietnam.

From 1980 to 1983, Marcinko served as commander of SEAL Team Six and then set up Red Cell, a clandestine unit designed to probe security at Navy facilities. After being discharged from the Navy, he spent 21 months in prison for “misappropriation of funds and equipment by Team members.” Later he published his autobiography *Rogue Warrior* and a series of fictional novels based on SEAL exploits. He formed a security consulting firm and a motivational and team-building company in the 1990s.

Thomas “Tom” Norris

Lieutenant Norris (1944-), SEAL Team One. Norris joined the Navy in 1967 to become a pilot, but instead joined the SEALs in 1969 and served until 1972. In 1972, as an LDNN advisor, he earned the Medal of Honor for rescuing a downed Air Force navigator in enemy territory (see *The Rescue of Bat-21*, p. 55). He received a medical discharge after sustaining serious head wounds later in 1972 – during the mission in which he was wounded, he was rescued by another SEAL, Engineman Second Class Mike Thornton, who received a Medal of Honor for his part.

In 1979, Norris became a Special Agent with the FBI, despite missing an eye and being “too old” for entrance at the time. He later served with the FBI Hostage Rescue Team (see *GURPS SWAT*).

James “Jim” Janos

Storekeeper Third Class Janos (1951-), UDT-12. Better known under his stage name of Jesse “The Body” Ventura, he served in UDT-12 from 1970 to 1973 (plus two more years as a reservist in SEAL Team One), including two tours in Vietnam.

After leaving the Navy, he became a professional wrestler and actor (appearing in, among other films, *Predator*). In 1990, Ventura was elected Mayor of Brooklyn Park, MN; in 1998, he became Governor of Minnesota.

“ . . . There are only two ways to disarm a bomb: a) violently, by blowing the sucker up, hopefully on purpose, or b) gingerly. If b) doesn't work, see a). ”

– Richard Marcinko,
Vengeance

CHAPTER TWO

WEB-FOOT WARRIORS

Dave was sent Stateside with a medical discharge . . . we never got a word out of him about what had happened. Gieng was tight-lipped as well, which was not like him at all. Although he was our interpreter, his English was not always intelligible, even at his best. In the days after we were ambushed, he clearly was at his worst – kept babbling about “ghosts” and “number ten bad.” Mr. Small, our head honcho, wanted to replace him, but Gieng – to our surprise – actually begged him to stay in the platoon. Said something about his ancestors and that he had to help them. The boss let him. He was a good Vietnamese, even though we all hated those filthy pseudo-French cigarettes he constantly smoked when he wasn’t on an operation.

On the next couple ops, the entire platoon moved out. We figured Charlie had moved fresh troops into our area and we got surprised the night Dave was ripped up. Now we tried to locate his hideouts. We had the Ponies fly surveillance and look for suspicious hamlets, but they couldn’t find anything. So we had to stage recon after recon. Finally, one of our civilian contacts dug up some intel. There was an abandoned Catholic church squat in the middle of our area of operations. Some charcoalers had disappeared in its vicinity, and a turtle hunter had come back with stories about moving shadows and eerie sounds. The next day Mr. Small issued a patrol order for a full-scale assault.

This chapter includes all the necessary information to create **GURPS** characters who are active members of a SEAL team during the Vietnam War.



CHARACTER BACKGROUND

The following sections give the players background information.

ORGANIZATION

SEALs came from two parent units: SEAL Team One based at Coronado Naval Amphibious Base, San Diego, California, and SEAL Team Two based at Little Creek Naval Amphibious Base, Norfolk, Virginia.

The SEAL Teams greatly increased in size during the Vietnam War. In 1962, SEAL Team One had 55 men. In 1967, it had 184 men. In 1971, at its largest, it had 362 men; by 1973, the number was down to 195 men. SEAL Team Two started

with 60 men in 1962. It grew to 138 men by 1967 and more or less kept that number throughout the war. In 1973, the Team had 148 men.

The actual platoons in Vietnam changed all the time because complete platoons were rotated in and out of the country every six months (see *FNGs*, p. 18). There were never more than nine direct action platoons in Vietnam at any one time (often fewer). The total number of SEALs in-country never reached 200 men.

The original platoon size was 12 men, but starting in early 1967, each platoon increased to 14 men. It was normally commanded by a Lieutenant (LT), who was called the “Boss” or “Honcho” by his men. If the whole platoon was on an

operation (an “op”) he was the Patrol Leader (PL). His second-in-command (2IC) was generally a Lieutenant Junior Grade (LTJG) or Ensign (ENS); he would be the Assistant Patrol Leader (A/PL) when the entire platoon went on an op. If the platoon split into two squads of seven men, each was commanded by one of the officers (who were then the PLs of their respective “patrols,” or squads). Officers were addressed by “Mister” and their last name. The platoon’s senior noncommissioned officer (NCO) was the Platoon Chief, a Chief Petty Officer (CPO). The next senior enlisted man was the Leading Petty Officer, who ran many of the day-to-day activities for his superiors. Half or more of the enlisted men were NCOs, most of them low-ranking Petty Officers. Each platoon included an attached Independent Duty Hospital Corpsman (Medical Special Operations Technician), who was invariably called “Doc.”

In SEAL Team One, the 14-man platoons were named using the phonetic alphabet: Alfa Platoon, Bravo Platoon, Charlie Platoon, up to Zulu Platoon (India was not used). The two 7-man squads of each platoon were numbered (i.e., First Squad and Second Squad). SEAL Team Two used the reverse naming scheme – the platoons were numbered: 2nd Platoon, 3rd Platoon, 4th Platoon, etc. (there was no 1st Platoon); the two squads of a platoon were named Alfa and Bravo.

These were the operational detachments in Vietnam:

Naval Special Warfare Group, Vietnam (NAVSPECWAR-GRUV) was the command headquarters of all SEALs (and their boat support units) in Vietnam. It had 10 officers and 10 senior NCOs and was located in Saigon.

Detachment Golf (subordinate to COMUSNAVFORV) was the primary direct action unit, first stationed in the RSSV, later in the Mekong Delta. Det Golf had one to six platoons (all from SEAL Team One) and a 3-man headquarters (HQ) element led by a Lieutenant or Lieutenant Commander (active in Vietnam 1966-1972). The units were initially based in Nha Be, then in Binh Thuy starting in 1969.



Detachment Alfa (COMUSNAVFORV) was the second direct action unit, supplied by SEAL Team Two. Det Alfa had two or three platoons and a three-man HQ element led by a Lieutenant or Lieutenant Commander (1967-1971). It operated first in the Mekong Delta, later in the RSSZ. In the Delta, bases included My Tho and Binh Thuy.

Detachment Bravo (COMUSMACV) was part of the Phoenix program (see *Rising Phoenix*, p. 6). Det Bravo had one or two platoons from SEAL Team One plus a squad from SEAL Team Two and a 2-man HQ element led by a Lieutenant (1967-1970). In late 1969, control switched from COMUSMACV (a joint U.S. military/CIA command) to the South Vietnamese Ministry of the Interior. The men were scattered throughout Southern Vietnam and based with their PRUs.

Detachment Echo (COMUSMACV) had two officers and four NCOs from SEAL Team One who advised South Vietnamese LDNN special ops units (1967-1972). Based in Da Nang, it was reduced to two NCOs in 1970.

Detachment Sierra (COMUSMACV) had two officers and two NCOs from SEAL Team Two who advised South Vietnamese LDNN special ops units (1971-1972).

BECOMING A SEAL

The only easy day was yesterday.

– SEAL motto

The first step in becoming a SEAL was joining the U.S. Navy. After enlisting with the Navy and completing Basic Training (“Boot Camp”) and Advanced Training (“A School”), naval personnel could volunteer for the Underwater Demolition Team Replacement (UDTR) training course, which was renamed Basic Underwater Demolition/SEAL (BUD/S) in 1968.

*“Anyone who made it through
UDT/SEAL training had to be crazy:
if you weren’t when you started,
you were when you finished.”*

– Darryl Young
(SEAL Team One),
The Element of Surprise

After a thorough physical and mental examination, the trainees began the 23-week UDTR or BUD/S training course (see *GURPS Special Ops* for a detailed description, including the infamous Hell Week). Most recruits failed; on average, fewer than four in 10 succeeded. After completing UDTR or BUD/S, the men were assigned to either the UDTs or the SEALs, depending on the current requirements (in the early years, prospective SEALs had to serve at least one year in the UDTs before being allowed to apply for the SEALs). SEALs then took the U.S. Army’s 3-week Airborne Basic Course (see *GURPS Special Ops*) to earn their parachute wings. Once assigned to one of the SEAL teams, the sailor attended the 8-week SEAL Basic Instruction (SBI) course at Camp Kerry in the Cuyamaca Mountains, California. Advanced training in the individual platoons followed.

Many SEALs were very young – minimum enlistment age was 18 and SEALs could be in Vietnam at age 19. The majority had no combat experience: nothing but their training and a few experienced officers and NCOs – some veterans of the Korean War – to guide them. However, most SEALs eventually served several 6-month combat tours in Vietnam, typically two or three, but some served five or more tours!

Some SEALs had a successful career in some other part of the Navy or with the Marines before volunteering (the maximum *entrance* age was 30 years) – a few had even served a term in the Army. These men brought valuable skills and experience with them. In particular, the men from SEAL Team Two tended to be older and often had already served one or more tours with the UDTs. There was always a friendly competition between the two Teams.

CHARACTER TEMPLATES

The U.S. Navy SEAL template is optimized for a 275-point campaign – SEALs were exceptional men. They passed a rigorous selection process and received some of the best training available. The basic template costs 240 points. The remaining 35 points should be spent on additional advantages and skills, or to raise attributes or skills. Another -20 points in Acceptable Disadvantages and Quirks can be taken to get another 20 points with which to further customize.

SEALs tended to be athletic, smart, physically strong, and very healthy individuals, as well as strong-willed, perceptive, and tough – sports backgrounds included everything from Karate black belts and male cheerleaders to Olympic gold medal swimmers. Consider increasing ST, HT, Perception, Will, and Fatigue Points with some of your extra character points.

Hospital Corpsmen (medics) were not fully qualified SEALs. The Navy officially considered them noncombatants, which meant they weren't allowed to take part in UDTR or BUD/S because of its extensive demolition component. Instead, after the 16-week Hospital Corpsman A School, Corpsmen interested in the UDTs or SEALs took the Medical Special Operations Technician (SOT) course, which incorporated many of the elements of SEAL training (parts of it were held with SEAL trainees). Most were Navy corpsmen formerly assigned to the Marines. The basic template costs 205 points. In a 275-point campaign, the remaining 70 points should be spent on additional advantages and skills, or to raise attributes or skills. Another -20 points in Acceptable Disadvantages and Quirks can be taken to get 20 points with which to further customize.

Note that the templates are *optimized* for player characters and represent an *average* – historically, SEALs came in all shapes and sizes, from small skinny guys weighing 140 lbs. to large men over 6'4" and 220 lbs. For more variation in a squad, players could opt to *reduce* some attributes by one or two points rather than increase them. Similarly, a player could reduce a few skill levels if the GM allows, freeing points to be spent elsewhere (but each skill listed in the template must have at least 1 point invested in it!).

Ratings

Before becoming a SEAL, every enlisted sailor completed the U.S. Navy Basic Training followed by specialized training ("A School") in his *rating*, or professional specialty. These were different jobs that the Navy *assigned* to the individual based on an aptitude test and current requirements, and which often didn't have *anything* to do with the SEAL's later training. Officers didn't have a rating – most were graduates of the Naval Academy in Annapolis, Maryland, or had completed an officer candidate program at another university.

However, many SEAL officers actually started out as enlisted men, working their way up through the ranks. These so-called "mustangs" tended to be especially capable leaders and officers. However, each of them was unique and took a different path. To create a mustang, more character points than normal are needed in order to model the wealth of experience

these men typically had. Start with the enlisted SEAL template and add *both* the NCO and commissioned officer lenses (but buy only one Military Rank, of course). The GM and player should decide on additional details on a case-by-case basis.

U.S. NAVY SEAL

240 points

Attributes: ST 12 [20]; DX 13 [60]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [5]; Per 13 [0]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0].

Advantages: Fit [5]; Naval Training [1]; Security Clearance ("Need to know" military and operational secrets beyond normal rank clearance) [5]; and 20 points chosen from additional ST or HT, *Desirable Advantages* (pp. 14-15), *Reputation (Decorations)*, *Military Rank*, *Patrons* (pp. B72-74), or *Talents*.

Disadvantages: Duty (U.S. Military/Navy, 15 or less; Extremely Hazardous) [-20]; and -30 points chosen from *Desirable Disadvantages* (p. 15-16).

Primary Skills: Armoury/TL7 (Small Arms) (A) IQ [2]-13; Boating/TL7 (Unpowered) (A) DX+1 [4]-14; Brawling (E) DX [1]-13; Camouflage (E) IQ [1]-13; Electronics Operation/TL7 (Comm) (A) IQ-1 [1]-12; Explosives/TL7 (Demolition) (A) IQ [2]-13; Explosives/TL7 (UD) (A) IQ [1]-12; Fast-Draw/TL7 (Ammo) (E) DX [1]-13; First Aid/TL7 (E) IQ [1]-13; Guns/TL7 (Rifle) (E) DX+2 [4]-15; Guns/TL7 (pick *two* specializations from among LMG, Pistol, Shotgun, or SMG) (E) DX+2 [3]-15*; Navigation/TL7 (Land) (A) IQ-1 [1]-12; Observation (A) Per [2]-13; Parachuting/TL7 (E) DX [1]-13; Running (A) HT [2]-12; Savoir-Faire (Military) (E) IQ [1]-13; Scuba/TL7 (A) IQ [2]-13; Soldier/TL7 (A) IQ+1 [4]-14; Stealth (A) DX [2]-13; Survival (Island/Beach) (A) IQ [2]-13; Survival (Jungle) (A) IQ-1 [1]-12; Swimming (E) HT+2 [4]-14; Tactics (H) IQ [4]-13; Throwing (A) DX-1 [1]-12; Traps/TL7 (A) IQ-1 [1]-12.

Secondary Skills: Artillery/TL7 (Cannon) (A) IQ-1 [1]-12; Boating/TL7 (Motorboat) (A) DX-1 [1]-12; Breath Control (H) HT-2 [1]-10; Cartography/TL7 (A) IQ-1 [1]-12; Climbing (A) DX [2]-13; Explosives/TL7 (EOD) (A) IQ-1 [1]-12; Forced Entry (E) DX [1]-13; Forward Observer/TL7 (A) IQ-1 [1]-12; Gunner/TL7 (Machine Gun) (A) DX-1 [1]-12; Guns/TL7 (GL) (E) DX+1 [2]-14; Guns/TL7 (LAW) (E) DX [1]-13; Guns/TL7 (pick *two* specializations from among LMG, Pistol, Shotgun, or SMG) (E) DX+1 [1]-14*; Hiking (A) HT [2]-12; Interrogation (A) IQ-1 [1]-12; Intimidation (A) Will-1 [1]-13; Jumping (E) DX [1]-13; Knife (E) DX [1]-13; Knot-Tying (E) DX [1]-13; NBC-Suit/TL7 (A) DX-1 [1]-12; Scrounging (E) Per [1]-13; Seamanship/TL7 (E) IQ [1]-13; Tracking (A) Per-1 [1]-12.

Background Skills: Driving/TL7 (Automobile) (A) DX-1 [1]-12; plus 1-5 points in skills depending on your Rating (pp. 11-14). Spend the balance of 8 points (minus your Ratings skills) on hobby skills or further professional skills.

Techniques: Immediate Action (Guns/TL7 (Rifle)) (A) [2]-13†; two levels of Immediate Action (Guns/TL (choose from among Grenade Launcher, LAW, LMG, Pistol, Rifle, Shotgun, or SMG) and/or Gunner/TL (Machine Gun))†; Rappelling (A) [1]-13; Set Trap (H) [2]-12.

* Default from Guns/TL7 (Rifle).

† See *GURPS High-Tech*.

U.S. NAVY MEDICAL SPECIAL OPERATIONS TECHNICIAN

205 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Fit [5]; Naval Training [1]; Security Clearance ("Need to know" military and operational secrets beyond normal rank clearance) [5]; and 20 points in additional ST or HT, *Desirable Advantages* (pp. 14-15), *Reputation (Decorations)*, *Military Rank*, or *Patrons* (pp. B72-74).

Disadvantages: Duty (U.S. Military/Navy, 15 or less; Extremely Hazardous) [-20]; and -25 points selected from the *Desirable Disadvantages* (pp. 15-16).

Primary Skills: Armoury/TL7 (Small Arms) (A) IQ-1 [1]-12; Boating/TL7 (Unpowered) (A) DX-1 [1]-12; Brawling (E) DX [1]-13; Camouflage (E) IQ [1]-13; Diagnosis/TL7 (H) IQ [4]-13; Electronics Operation/TL7 (Comm) (A) IQ [2]-13; Fast-Draw/TL7 (Ammo) (E) DX [1]-13; First Aid/TL7 (E) IQ [4]-15; Guns/TL7 (Pistol) (E) DX+2 [3]-15*; Guns/TL7 (Rifle) (E) DX+2 [4]-15; Navigation/TL7 (Land) (A) IQ-1 [1]-12; Observation (A) Per [2]-13; Parachuting/TL7 (E) DX [1]-13; Running (A) HT [2]-11; Savoir-Faire (Military) (E) IQ [1]-13; Scuba/TL7 (A) IQ [2]-13; Soldier/TL7 (A) IQ+1 [4]-14; Stealth (A) DX [2]-13; Surgery/TL7 (VH) IQ-1 [4]-12; Survival (Island/Beach) (A) IQ [2]-13; Survival (Jungle) (A) IQ-1 [1]-12; Swimming (E) HT+1 [2]-12; Tactics (H) IQ-1 [2]-12; Throwing (A) DX-1 [1]-12.

Secondary Skills: Boating/TL7 (Motorboat) (A) DX-1 [1]-12; Climbing (A) DX-1 [1]-12; Gunner/TL7 (Machine Gun) (A) DX-1 [1]-12; Guns/TL7 (pick two specializations from among LMG, Shotgun, or SMG) (E) DX+1 [1]-14*; Guns/TL7 (pick one specializations from between Grenade Launcher or LAW) (E) DX+1 [2]-14; Hiking (A) HT [2]-11; Jumping (E) DX [1]-13; Knife (E) DX [1]-13; Knot-Tying (E) DX [1]-13; NBC-Suit/TL7 (A) IQ-1 [1]-12; Scrounging (E) Per [1]-13; Seamanship/TL7 (E) IQ [1]-13.

Background Skills: Driving/TL7 (Automobile) (A) DX-1 [1]-12; plus 9 points for hobbies or further professional skills.

Techniques: Immediate Action (Guns/TL7 (Rifle)) (A) [2]-13†; two levels of Immediate Action (Guns/TL (choose from among Grenade Launcher, LAW, LMG, Pistol, Rifle, Shotgun, or SMG) and/or Gunner/TL (Machine Gun))†; Rappelling (A) [1]-12.

* Default from Guns/TL7 (Rifle).

† See *GURPS High-Tech*.

SKILL PACKAGES (RATINGS)

As members of the U.S. Navy, all enlisted SEALs were trained in one of dozens of basic Navy *ratings* or military specialties (below), which are treated as skill packages. Unlike today, sailors with almost any rating could volunteer for the SEALs; some of the most common are listed below.

Note that Hospital Corpsman (HM) is its own rating. Therefore, a Medical Special Operations Technician does not pick a background rating like a SEAL.

Deck, Administration, and Weapons Ratings (Seaman)

Boatswain's Mate (BM): Increase Boating/TL7 (Motorboat) to 14 (DX+1) [3] and Seamanship/TL7 to 13 (IQ) [1]. 4 points.

Commissaryman (CS): Cooking (A) IQ+1 [4]-14. 4 points.

Draftsman (DM): Artist (Drawing) (H) IQ [4]-13. 4 points.

Electronics Technician (ET): Pick one of the following:

Electronics Repair/TL7 (Comm) (A) IQ+1 [4]-14, Electronics Repair/TL7 (EW) (A) IQ+1 [4]-14, Electronics Repair/TL7 (Sensors) (A) IQ+1 [4]-14, or Electronics Repair/TL7 (Sonar) (A) IQ+1 [4]-14. 4 points.

Gunner's Mate (GM): Increase Artillery/TL7 (Cannon) to 13 (IQ) [1] and Gunner/TL7 (Machine Gun) to 13 (DX) [1]; add Armoury/TL7 (Heavy Weapons) (A) IQ [2]-13. 4 points.

Information Systems Technician (IT): Computer Operation/TL7 (E) IQ+1 [2]-14; Electronics Operation/TL7 (Comm) (A) IQ [2]-13. 4 points.

Photographic Intelligenceman (PT): Intelligence Analysis/TL7 (H) IQ [4]-13. 4 points.

Quartermaster (QM): Increase Seamanship/TL7 to 14 (IQ+1) [1]. Add Navigation/TL7 (Sea) (A) IQ [2]-13; Electronics Operation/TL7 (Radar) (A) IQ-1 [1]-12; and Electronics Operation/TL7 (Sonar) (A) IQ-1 [1]-12. 5 points.

Radarman (RD): Electronics Operation/TL7 (Sensors) (A) IQ+1 [4]-14. 4 points.

Radioman (RM): Increase Electronics Operation/TL7 (Comm) to 14 (IQ+1) [3]. 3 points.

Seaman (SN): Increase Seamanship/TL7 to 14 (IQ+1) [1]. 1 point.

Signalman (SM): Increase Electronics Operation/TL7 (Comm) to 13 (IQ) [1]. Add Navigation/TL7 (Sea) (A) IQ-1 [1]-12. 2 points.

Sonar Technician (ST): Electronics Operation/TL7 (Sonar) (A) IQ+1 [4]-14. 4 points.

Storekeeper (SK): Accounting (A) IQ+1 [2]-13; Merchant (A) IQ [1]-12. 3 points.

Torpedoman's Mate (TM): Artillery/TL7 (Torpedoes) (A) IQ+1 [4]-14. 4 points.

Yeoman (YN): Administration (A) IQ [2]-13; Typing (E) DX [1]-13; and Writing (A) IQ-1 [1]-12. 4 points.

Engineer and Hull Ratings (Fireman)

Damage Controlman (DC): Pick one of the following: Carpentry (E) IQ+2 [4]-15 or Mechanic/TL7 (Ship) (A) IQ+1 [4]-14. 4 points.

Electrician's Mate (EM): Electrician/TL7 (A) IQ+1 [4]-14. 4 points.

Engineman (EN): Pick one of the following: Mechanic/TL7 (Gasoline Engine) (A) IQ [4]-14, Mechanic/TL7 (Diesel

Engine) (A) IQ [4]-14, or Mechanic/TL7 (Life-Support Equipment) (A) IQ [4]-14. 4 points.

Internal Communications Electrician (IC): Electronics Repair/TL7 (Shipboard Comm) (A) IQ+1 [4]-14. 4 points.

Machinery Repairman (MR): Machinist/TL (A) IQ+1 [4]-14. 4 points.

Machinist's Mate (MM): Mechanic/TL7 (Steam Engine) (A) IQ+1 [4]-14. 4 points.

Shipfitter (SF): Pick one of the following: Professional Skill (Plumber) (A) IQ+1 [4]-14, Professional Skill (Welder) (A) IQ+1 [4]-14, or Smith/TL7 (Iron/Steel) (A) IQ+1 [4]-14. 4 points.

Aviation Ratings (Airman)

Aircraft Ordnance (AO): Armoury/TL7 (Heavy Weapons) (A) IQ+1 [4]-14. 4 points.

Aviation Electronics Technician (AT): Pick one of the following: Electronics Repair/TL7 (Comm) (A) IQ+1 [4]-14, Electronics Repair/TL7 (EW) (A) IQ+1 [4]-14, or Electronics Repair/TL7 (Sensors) (A) IQ+1 [4]-14. 4 points.

Aviation Machinist's Mate (AD): Pick one of the following: Mechanic/TL7 (Gasoline Engine) (A) IQ [4]-14, Mechanic/TL7 (Gas Turbine) (A) IQ [4]-14, Mechanic/TL7 (Instruments) (A) IQ [4]-14, Mechanic/TL7 (Jet Engine) (A) IQ [4]-14, or Mechanic/TL7 (Propellers) (A) IQ [4]-14. 4 points.

Photographer's Mate (PH): Photography/TL7 (A) IQ+1 [4]-14. 4 points.

LENSES

see p. B449

Lenses available for SEALs include both officer and NCO training, as well as specialized skill courses. Most SEALs completed several such courses during their service, although not necessarily before being sent to 'Nam.

All SEAL lenses are available to Hospital Corpsman except for Commissioned Officer, Dog Handler, PRU Advisor, and Unarmed Combat Instructor:

Commissioned Officer (+34 or 39 points): You are trained as a SEAL officer. SEAL officers typically graduated as Ensigns from a 4-year academic program at the Naval Academy, completed Reserve Officers' Training Corps (ROTC) training while in college, or completed Officer Candidate School (OCS) after college. After volunteering for SEALs, they were trained with the enlisted. Officers were expected to be able to do everything an enlisted SEAL could do, only *better*. Add Military Rank 3 or 4 [15 or 20 points]. Additional skills gained by Academy graduates include Administration (A) IQ [2]-13; Chemistry/TL7 (H) IQ-2 [1]-11; Engineer/TL7 (Ships) (H) IQ-2 [1]-11; History (American) (H) IQ-2 [1]-11; Intelligence Analysis/TL7 (H) (IQ-2) [1]-11; Leadership (A) IQ [2]-13; Mathematics/TL7 (H) IQ-2 [1]-11; Research/TL7 (A) IQ-1 [1]-12; Sports (any) (A) DX-1 [1]-12; and Writing (A) IQ-1 [1]-12. Additionally, spend 8 points on skills related to a course of study (including a possible major, a minor, and/or additional studies), chosen among the additional skills listed above and the following: Biology/TL7 (VH) IQ; Economics (H) IQ; Engineer/TL7 (many specializations,

including Aircraft, Artillery, Electrical, Electronic, Materials, and Ships) (H) IQ; Expert Skill (Oceanography) (H) IQ; History (any) (H) IQ; Navigation/TL7 (Sea) (A) IQ; Physics/TL7 (VH) IQ; and Politics (A) IQ. Since officers have no rating, add Driving/TL7 (Automobile) (A) DX-1 [1]-12. Finally, spend 6 points on advantages or background skills.

Dog Handler (+2 points): You are trained as a dog handler. A few SEALs completed the 16-week U.S. Army Canine School or the USAF Sentry Dog School (with their German shepherds; use *Large Guard Dog*, p. B457). The SEALs used scout dogs in very small numbers. They could attack, find booby traps, patrol, track – they were even qualified for helicopter rappelling and parachuting (carried by their handlers, of course)! Add Animal Handling (Dog) (H) IQ-1 [2]-12.

Foreign Language (+2, 4, or 6 points): You are trained in a foreign language. Roughly one in ten SEALs attended courses offered by the Defense Language Institute (see **GURPS Special Ops**), normally only up to Basic level. During the Vietnam War, most learned Vietnamese (p. 45); others learned Chinese, French, Lao, or Thai, or out-of-area languages such as Norwegian, Spanish, or Russian. Some acquired on-the-job tutoring in obscure local languages. Officers could acquire a language at the Naval Academy, but among those offered, only Chinese and French were applicable. For the Basic course, add Language (any) [Broken] [2]. For the Intermediate course, add Language (any) [Accented] [4]. For the Advanced course, add Language (any) [Native] [6].

Jungle Warfare (+2 points): You are trained in jungle warfare. An intensive three-week course taught at the U.S. Army Special Forces MACV's Recondo School in Nha Trang was attended by many SEALs in-country (others went to the Army's Jungle Warfare School in Panama). Increase Navigation/TL7 (Land) to 13 (IQ) [1] and Survival (Jungle) to 13 (IQ) [1].

Locksmith (+1 point): You are trained as a locksmith. Add Lockpicking/TL7 (A) IQ-1 [1]-12.

NCO [+12, 17, 22, or 27 points]: You are trained as a non-commissioned officer. Add Military Rank 1-4 [5-20]; Administration (A) IQ-1 [1]-12; Leadership (A) IQ [2]-13; and 4 points in the skills of your rating.

PRU Advisor Course [+4 points]: You are trained as a PRU advisor (pp. 55-56). Only open to NCOs and officers, this five-week course prepares you for advising a PRU unit. Add Vietnamese (Broken) [2]; Intelligence Analysis/TL7 (H) (IQ-2) [1]-11; and Teaching (A) IQ-1 [1]-12.

Ranger Course [+6 points]: You are trained as a Ranger. The U.S. Army's Ranger Course (see **GURPS Special Ops**) offered 1,000 hours of advanced patrolling, reconnaissance, and survival training compressed into eight weeks. It was attended by a small number of SEALs (mainly officers). Increase Navigation/TL7 (Land) to 14 (IQ+1) [3] and Survival (Jungle) to 13 (IQ) [1]; add Survival (Mountain) (A) IQ-1 [1]-12 and Survival (Woodlands) (A) IQ-1 [1]-12.

SDV Course [+2 points]: You are trained to operate a Swimmer Delivery Vehicle (p. 37). While SDV operation was primarily a job for the UDTs, some SEALs learned to pilot and navigate the craft from 1969 on. Add Navigation/TL7 (Underwater) (A) IQ-1 [1]-12 and Submarine/TL7 (Free-Flooding Sub) (A) DX-1 [1]-12.

Unarmed Combat Instructor (+8 points): You can train others in unarmed combat. The Combative Measures Instructor Course (“Judo School”) offered by the USAF taught judo with some elements taken from aikido, karate, and basic self-defense (see **GURPS Martial Arts**). Increase Brawling to 14 (DX+1) [1]; add Judo (H) DX-1 [2]-12 and Teaching (A) IQ-1 [1]-12; as well as the techniques Arm Lock (A) [1]-13; Breakfall (A) [1]-13; and Disarming (Brawling) (H) [2]-15. Individual SEALs attended the course – others sought instruction in private *dojos*, or studied tae kwon do with

South Korean military instructors while in Vietnam. There was also a judo club at the Naval Academy.

Others: There were many diving and parachuting-related courses that could provide familiarity with various Parachuting/TL7 techniques (such as HALO, p. 16), or special Scuba/TL7 and Diving Suit/TL7 equipment (p. 24). There were also dedicated Armoury/TL7 (Small Arms) and Immediate Action (Guns/TL) (see **GURPS High-Tech**) courses offered by Colt, Smith & Wesson, Cadillac Gage (for the *Stoner Weapon System*, pp. 19-20), and others.

ADVANTAGES, DISADVANTAGES, AND SKILLS

This section discusses advantages, disadvantages, and skills as they apply to SEALs PCs during their tenure in Vietnam. As always, the GM has the last word on any interpretations, enhancements, and so forth in his campaign.

ADVANTAGES

Every SEAL is required to take Fit and Security Clearance. See **GURPS Special Ops** for a detailed list of additional desirable advantages for a special operations character. Common advantages are Breath-Holding, Combat Reflexes, Daredevil, Fearlessness, Flexibility, Gunslinger, Hard to Kill, Hard to Subdue, High Pain Threshold, Luck, Perfect Balance, Reputation, Single-Minded, Temperature Tolerance, Very Fit, and Weapon Bond (see **GURPS Fantasy**, **GURPS High-Tech**, or **GURPS Martial Arts**).

Military Rank

see pp. B29-30

Use the table below for the specific rank titles used by the U.S. Navy at the time. Senior and Master Chief Petty Officers as well as Lieutenant Commanders were rare and seldom deployed in the field. The two Teams were each commanded by a Lieutenant Commander. SEAL officers and enlisted fraternized freely.

MR	Pay Grade	Rank
MR 0	E-3	Seaman (SN)*
MR 1	E-4	Petty Officer Third Class (PO3)*
MR 1	E-5	Petty Officer Second Class (PO2)*
MR 1	E-6	Petty Officer First Class (PO1)*
MR 2	E-7	Chief Petty Officer (CPO)*
MR 3	E-8	Senior Chief Petty Officer (SCPO)*
MR 4	E-9	Master Chief Petty Officer (MCPO)*
MR 3	O-1	Ensign (ENS)
MR 3	O-2	Lieutenant (Junior Grade) (LTJG)
MR 4	O-3	Lieutenant (LT)
MR 4	O-4	Lieutenant Commander (LCDR)

* The terms “Seaman” and “Petty Officer” are general titles and not used as such by all SEALs. Enlisted sailors had specific rank titles based on their rating and pay grade. Those below Petty Officer were divided by a general career path into Airman (AN), Fireman (FN), and Seaman (SN). Corpsmen have the Hospitalman (HM) rating.

Example: A SEAL with the Gunner’s Mate rating would be a Seaman (SN) at MR 0, a Gunner’s Mate Third to First Class (GM3-GM1) at MR 1, and a Chief Gunner’s Mate (GMC) at MR 2. With the Machinist’s Mate rating, he would be a Fireman (FN) at MR 0, a Machinist’s Mate Third to First Class (MM3-MM1) at MR 1, and a Chief Machinist’s Mate (MMC) at MR 2. A corpsman would be a Hospitalman (HM) at MR 0, a Hospitalman Third to First Class (HM3-HM1) at MR 1, and a Chief Hospitalman (HMC) at MR 2.

Note: For an optional treatment of the Military Rank structure that takes the subtler differences in grade into account, see Douglas Cole’s **Pyramid** article “Ten . . . HUT!!!”

Reputation (Decorations)

see pp. B26-28

Many SEALs earned medals for distinguished service in Vietnam. Like most special operators, they were often modest about this. However, in full dress uniform, and to people in the know, certain medals provide a reaction bonus.

Medal of Honor: Reputation +4 (For valor; Military personnel of the U.S. and allied nations; All the time) [6]. *Notes*: Three SEALs earned the Medal of Honor in Vietnam. 6 points.

Navy Cross: Reputation +3 (For valor; Military personnel of the U.S. and allied nations; All the time) [5]. *Notes*: Five SEALs earned the Navy Cross. 5 points.

Silver Star, multiple Bronze Stars with “V”: Reputation +2 (For valor; Military personnel of the U.S. and allied nations; All the time) [3]. *Notes*: SEALs earned a total of 42 Silver Stars in Vietnam. 3 points.

Bronze Star with “V”: Reputation +1 (For valor; Military personnel of the U.S. and allied nations; All the time) [1]. *Notes*: More than 400 Bronze Stars were earned by SEALs in Vietnam. 1 point.

Talent

see pp. B89-91

The standard talents of Outdoorsman and Smooth Operator are suitable for a SEAL. Specific Talents germane to this sourcebook follow.

Born Sailor: Boating, Knot-Tying, Meteorology, Navigation (Sea), Seamanship, and Shiphandling. *Reaction bonus*: other sailors. 5 points/level.

Starting Wealth and Local Currency

Divide starting wealth and costs in generic **GURPS** \$ by five to get Vietnam-era U.S. dollars. **GURPS** \$ are used throughout this book; so this information is for in-character use.

The Vietnamese currency, which theoretically was the only legal tender in Vietnam outside of U.S. bases, was the *piaster* or “pee.” One U.S. dollar bought 118 piasters.

Payday was every two weeks. The Monthly Pay (see p. B516) of a SEAL depended on his pay grade and length of service. In addition, each enlisted SEAL earned a monthly \$55 bonus for both Hazardous Duty (Demolitions) status and Diving status (doubled for officers). Corpsmen, who

weren’t qualified for demo work, received a \$75 Hazardous Duty (Airborne) bonus instead. Service in Vietnam added a further \$65 for Hostile Fire pay, plus Foreign Duty pay for the enlisted (\$9 for E-3, \$13 for E-4, \$16 for E-5, \$20 for E-6, and \$22.50 for E-7 to E-9). Pay was tax-free!

*Example: A Seaman (E-3) with fewer than two years of service would get $167.70 + 55 + 55 + 65 + 9 = \351.70 (\$1,758.50 in generic **GURPS** dollars). This is an Average Wealth job. A Lieutenant (Junior Grade) (O-2) with four years of service would get $716.40 + 110 + 110 + 65 = \$1,001.40$ U.S. dollars (\$5,007). This is a Comfortable Wealth job.*

Cumulative Years of Service

Pay Grade	<2	>2	>3	>4	>6	>8	>10	>12	>14	>16	>18
E-3	167.70	233.70	249.90	266.40	–	–	–	–	–	–	–
E-4	231.60	290.10	306.60	330.60	347.10	–	–	–	–	–	–
E-5	275.40	339.30	355.50	371.10	395.40	411.60	427.80	443.40	451.80	–	–
E-6	318.90	387.30	403.20	419.70	435.90	451.80	468.30	492.30	507.90	524.10	532.50
E-7	369.90	443.40	459.90	476.10	492.30	507.90	524.10	540.90	564.90	580.80	597.00
E-8	–	–	588.60	605.10	621.00	637.50	653.70	669.30	–	–	–
E-9	–	–	–	701.40	717.60	734.10	750.30	767.10	–	–	–
O-1	417.60	462.60	577.20	–	–	–	–	–	–	–	–
O-2	486.00	577.20	693.30	716.40	731.40	–	–	–	–	–	–
O-3	606.30	677.70	723.90	801.60	839.70	870.00	916.80	962.40	985.80	–	–
O-4	652.50	793.80	847.50	–	862.50	901.20	962.40	1,016.70	1,063.20	1,109.40	1,140.30

Born Soldier: Leadership, Savoir-Faire (Military), Scrounging, Soldier, and Tactics. *Reaction bonus:* other soldiers. 5 points/level.

Stalker: Camouflage, Hiking, Navigation (Land), Stealth, and Tracking. *Reaction bonus:* hunters, trackers, etc. 5 points/level.

PERKS

see pp. B100-101

Naval Training from **GURPS Martial Arts** is an integral part of the SEAL template, so it is repeated below. Suitable perks from the **GURPS Basic Set, Fourth Edition** include Alcohol Tolerance, Deep Sleeper, No Hangover, Penetrating Voice, and Shtick. Both **GURPS High-Tech** and **GURPS Martial Arts** include other useful perks, including Armourer’s Gift and Cross-Trained.

Naval Training [P]

You’ve trained at fighting on a rocking ship or boat. You may ignore the -2 to attack and -1 to defend for bad footing under those circumstances.

DISADVANTAGES

Every SEAL is required to take Duty (U.S. Military/Navy, 15 or less; Extremely Hazardous). See **GURPS Special Ops**

“Everyone has his own way of dealing with life in a combat zone, whether it be whiskey, pot, or religion.”

– Darryl Young
(SEAL Team One),
The Element of Surprise

for a detailed list of disadvantages *forbidden* to a special operations character (virtually all serious physical or psychological handicaps).

Add the following prohibited disadvantages from the **GURPS Basic Set, Fourth Edition**: Incompetence (at least in obvious skills such as Guns or Swimming), Loner, Motion Sickness, Neurological Disorder, and Personality Change.

Desirable and acceptable disadvantages to flesh out the character include Callous, Chummy, Code of Honor, Compulsive Carousing, Fanaticism, Impulsiveness,

Tech Levels

The United States during the Vietnam War is firmly TL7; so is most of the equipment used by SEALs. However, some less-sophisticated gear is still in use – especially weapons, which are often TL6 (see *Weapon Tables*, pp. 31-34). Technological skills such as Armoury/TL, Guns/TL, and Gunner/TL require a specific TL (see *Other Technological Skills*, p. B168), but for the purposes of this setting, the GM should let soldiers use TL7 skills to fire leftover TL6 weapons. Simply treat the old TL6 gear as unfamiliar to users with TL7 skills (see *Familiarity*, p. B169) until they've fired a few rounds. The differences between the specific weapons are small and it would unduly penalize the PCs to require them to learn both TL6 and TL7 skills.

Lecherousness, Overconfidence, Sense of Duty, Unluckiness, and Workaholic. A collection of Quirks is also recommended; many SEALs were colorful extroverts, sometimes bordering on being arrogant, which did not endear them to the rest of the Navy and often spelled the end of a career when the war was over . . .

Two important exceptions to the list in *GURPS Special Ops* are Addiction and Alcoholism. Due to the resulting health problems, smoking was frowned upon, but some SEALs were chain smokers or smoked marijuana (the latter was illegal and forbidden!). Smoking was generally confined to off-time on the bases (the light and smoke would be a giveaway on an op) – this qualifies as a Minor Addiction. Alcoholism was a severe problem in the U.S. military in Vietnam, and the SEALs were not exempt. In fact, many flaunted their image as hard-drinking hell-raisers; others had genuine problems connected to alcoholism. However, drinking was *strictly* confined to off-time (also see p. 52).

TECHNIQUES AND NEW TECHNIQUES

The following techniques in *GURPS Basic Set, Fourth Edition* (pp. B229-233) are especially useful for a SEAL: Choke Hold, Lifesaving, Off-Hand Weapon Training, Rope Up, and Set Trap. Other useful techniques can be found in *GURPS High-Tech* and *GURPS Martial Arts*, including Breakfall, Close-Quarters Battle, Fast-Firing, Immediate Action, Mounted Shooting, Precision Aiming, and Quick-Shot. Specific Talents germane to this sourcebook follow.

HALO/HAHO

Hard

Defaults: Parachuting/TL-5.

Prerequisites: Parachuting/TL; cannot exceed prerequisite skill.

This technique allows you to “buy off” the basic -5 penalty to Parachuting/TL when using High Altitude, Low Opening (HALO) and High Altitude, High Opening (HAHO) gear.

Rappelling (Rope Down)

Average

Defaults: Climbing-1.

Prerequisites: Climbing; cannot exceed Climbing+3.

A climber normally has a -1 to climb down a dangling rope (see *Climbing*, p. B349). With practice, you can buy off this penalty and even improve this technique. This technique is the same as the Rope Down technique described under Rope Up on p. B233. Proper equipment for faster movement with this technique includes some sort of hand protection (such as gloves), or equipment for hands-free, foot controlled descent (such as boots and D-rings). SEALs used Rappelling to insert quickly from a hovering helicopter, saving it the trouble (and risk!) of landing.

SAMPLE CHARACTERS

The following sample characters include an enlisted man and an officer who are both “green” SEALs on their first tour with the Teams. The third is an experienced non-commissioned officer showcasing the corpsman rating. These could be used as NPCs or as models for your own PC.

SEAMAN FRANK FISHER

275 points

Frank Matthew Fisher had never seen the ocean, so no one was more surprised than he was when he enlisted in the U.S. Navy in 1968. Perhaps the stories of his father, a submarine driver in WWII, prompted him to leave rural Iowa right after high school. Instead of waiting to be drafted, Frankie volunteered, which allowed him to choose where to go. His Navy recruiter, taking one look at the towering football quarterback, suggested that subs might be a bit too cramped in the long run.

There was this new naval commando unit, why not take a look at them after A School?

In June 1969, the wide-eyed country boy arrived in Vietnam in a Navy Douglas C-118 Liftmaster. He was a spanking fresh Seaman, and a SEAL in Det Alfa, 3rd Platoon, Bravo Squad. After being choppered to their small base in the Mekong Delta, which they shared with their MST support and a couple Seabees, 3rd Platoon settled into their hootches (huts or shacks). Frankie was not the only new guy in the platoon. In his squad, he was the designated machine gunner. That night would see their first op . . .

6'5", 240 lbs. (SM 0). 19 years old.

Attributes: ST 15 [50]; DX 13 [60]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Damage 1d+1/2d+1; BL 45 lbs.; HP 16 [2]; Will 14 [5]; Per 13 [0]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9; Parry 9 (Brawling).

Social Background: TL 7 [0]; CF Western; Homeline [0]; Languages English (Native) [0].

Advantages: Fearlessness 5 [10]; Fit [5]; Naval Training [1]; Security Clearance ("Need to know" military and operational secrets beyond normal rank clearance) [5].

Disadvantages: Chummy [-5]; Duty (U.S. Military/Navy, 15 or less; Extremely Hazardous) [-20]; Gullibility (15 or less) [-5]; Overconfidence (12 or less) [-5]; Sense of Duty (America) [-10].

Quirks: Babies his equipment [-1]; Delusion (UFOs are out there!) [-1]; Extrovert [-1]; *Really* likes his rock 'n' roll [-1].

Primary Skills: Armoury/TL7 (Small Arms)-13 [2]; Boating/TL7 (Unpowered)-14 [4]; Brawling-13 [1]; Camouflage-13 [1]; Explosives/TL7 (Demolition)-13 [2]; Explosives/TL7 (UD)-12 [1]; Electronic Operation/TL7 (Comm)-12 [1]; Fast-Draw/TL7 (Ammo)-13 [1]; First Aid/TL7-13 [1]; Guns/TL7 (LMG)-15* [3]; Guns/TL7 (Pistol)-15* [3]; Guns/TL7 (Rifle)-15 [4]; Navigation/TL7 (Land)-13 [2]; Observation-13 [2]; Parachuting/TL7-13 [1]; Running-13 [2]; Savoir-Faire (Military)-13 [1]; Scuba/TL7-13 [2]; Soldier/TL7-14 [4]; Stealth-13 [2]; Survival (Island/Beach)-13 [2]; Survival (Jungle)-13 [2]; Swimming-15 [4]; Tactics-13 [4]; Throwing-13 [2]; Traps/TL7-12 [1].

Secondary Skills: Artillery/TL7 (Cannon)-12 [1]; Boating/TL7 (Motorboat)-12 [1]; Breath Control-11 [1]; Cartography/TL7-12 [1]; Climbing-13 [2]; Explosives/TL7 (EOD)-12 [1]; Forced Entry-14 [2]; Forward Observer/TL7-12 [1]; Gunner/TL7 (Machine Gun)-12 [1]; Guns/TL7 (Grenade Launcher)-14 [2]; Guns/TL7 (LAW)-14 [2]; Guns/TL7 (Shotgun)-14* [2]; Guns/TL7 (SMG)-14* [2]; Hiking-13 [2]; Interrogation-12 [1]; Intimidation-12 [1]; Jumping-13 [1]; Knife-13 [1]; Knot-Tying-13 [1]; NBC-Suit/TL7-12 [1]; Scrounging-13 [1]; Seamanship/TL7-14 [2]; Tracking-12 [1].

Background Skills: Driving/TL7 (Automobile)-13 [2]; Mechanic/TL7 (Automobile)-12 [1]; Mechanic/TL7 (Gasoline Engine)-12 [1]; Sports (American Football)-13 [2].

Techniques: Immediate Action (Guns/TL7 (LMG))-13† [2]; Immediate Action (Guns/TL7 (Rifle))-13† [2]; Rappelling-13 [1]; Set Trap-12 [2].

* Default from Guns/TL7 (Rifle).

† See *GURPS High-Tech*.

ENSIGN XAVIER ROCHAS

275 points

Xavier Hoya Rochas, called "Ecks" by his friends and Mr. Rochas by his men, hails from Southern California. He grew up on the Pacific coast and early on developed a liking for swimming and life in and around the sea. His decision to study at the Naval Academy was only natural; he studied oceanography.

After graduating, Ensign Rochas volunteered for UDTR, and later was assigned to SEAL Team One. As the assistant platoon leader, Mr. Rochas commands the second squad of his platoon while at the same time learning on the job from the platoon leader and the platoon chief – he is, after all, almost as green as most of his men. He is always the first off the boat or in the bar. Rochas has a very low opinion of "pencil-necked sandcrabs" (civilians), but is dedicated to his fellow SEALs. His penchant for drinking and disdain for non-soldiers is pronounced, and will probably undermine his career and ensure that he will never attain high rank.

5'8", 170 lbs. (SM 0). 25 years old.

Attributes: ST 12 [20]; DX 13 [60]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 7.00 [15]; Basic Move 7 [0]; Dodge 10; Parry 10 (Brawling).

Social Background: TL 7 [0]; CF Western; Homeline [0]; Languages English (Native) [0]; Spanish (Accented) [4].

Advantages: Comfortable Wealth [10]; Fit [5]; Military Rank 3 [15]; Naval Training [1]; Security Clearance ("Need to know" military and operational secrets beyond normal rank clearance) [5]; Status 1* [0].



Disadvantages: Code of Honor (Soldier's/Officer) [-10]; Compulsive Carousing (12 or less) [-5]; Debt 8 [-8]; Duty (U.S. Military/Navy, 15 or less; Extremely Hazardous) [-20]; Intolerance (Civilians) [-5]; Sense of Duty (SEALs) [-5]; Unattractive [-4].

Quirks: Congenial [-1]; Likes to gamble (but not compulsively) [-1]; Proud [-1]; Sensitive about his looks [-1]; Vow (no hard liquor – but lots of beer) [-1].

Primary Skills: Administration-13 [2]; Armoury/TL7 (Small Arms)-13 [2]; Boating/TL7 (Unpowered)-14 [4]; Brawling-13 [1]; Camouflage-13 [1]; Explosives/TL7 (Demolition)-13 [2]; Explosives/TL7 (UD)-12 [1]; Electronic Operation/TL7 (Comm)-12 [1]; Fast-Draw/TL7 (Ammo)-13 [1]; First Aid/TL7-13 [1]; Guns/TL7 (Pistol)-15† [4]; Guns/TL7 (Rifle)-15 [4]; Guns/TL7 (SMG)-15† [4]; Intelligence Analysis/TL7-11 [1]; Leadership-13 [2]; Navigation/TL7 (Land)-12 [1]; Observation-13 [2]; Parachuting/TL7-13 [1]; Running-12 [2]; Savoir-Faire (Military)-13 [1]; Scuba/TL7-13 [2]; Soldier/TL7-14 [4]; Stealth-13 [2]; Survival (Island/Beach)-13 [2]; Survival (Jungle)-12 [1]; Swimming-14 [4]; Tactics-13 [4]; Throwing-12 [1]; Traps/TL7-12 [1].

Secondary Skills: Artillery/TL7 (Cannon)-12 [1]; Boating/TL7 (Motorboat)-12 [1]; Breath Control-10 [1]; Cartography/TL7-12 [1]; Climbing-13 [2]; Explosives/TL7 (EOD)-12 [1]; Forced Entry-13 [1]; Forward Observer/TL7-12 [1]; Gunner/TL7 (Machine Gun)-12 [1]; Guns/TL7 (LAW)-14 [2]; Guns/TL7 (Grenade Launcher)-14 [2]; Guns/TL7 (LMG)-14† [2]; Guns/TL7 (Shotgun)-14† [2]; Hiking-12 [2]; Interrogation-12 [1]; Intimidation-12 [1]; Jumping-13 [1]; Knife-13 [1]; Knot-Tying-13 [1]; NBC-Suit/TL7-12 [1]; Scrounging-13 [1]; Seamanship/TL7-13 [1]; Tracking-12 [1].

Background Skills: Carousing-14 [2]; Chemistry/TL7-11 [1]; Driving/TL7 (Automobile)-12 [1]; Engineering/TL7 (Ships)-11 [1]; Expert Skill/TL7 (Oceanography)-14 [8]; Fast-Talk-12 [1]; History (American)-11 [1]; Mathematics/TL7-11 [1]; Research/TL7-12 [1]; Sports (Baseball)-12 [1]; Writing-12 [1].

Techniques: Immediate Action (Guns/TL7 (Rifle))-15‡ [4]; Rappelling-13 [1]; Set Trap-12 [2].

* From Military Rank 3.

† Default from Guns/TL7 (Rifle).

‡ See *GURPS High-Tech*.

HOSPITAL CORPSMAN FIRST CLASS GERONIMO “DOC” GREEN

275 points

Geronimo Green hails from Detroit. He enlisted in the U.S. Navy to “see the world.” The Navy decided he would make an excellent corpsman, and they were right. After A School, where he finished at the top of his class, he served a tour with the Marines in South Vietnam. It was in ‘Nam that he learned of the SEALs; they immediately took him when he applied – such a good “doc” is difficult to find.

A keen athlete with combat experience and a quick brain, he breezed through the specialized training that allowed him to operate with the SEALs. In a unit dominated by white guys, an “Afro-American” sticks out – although to his squad mates, a SEAL is a SEAL. He is now assigned to a platoon of mainly green SEALs that has recently been ordered to Vietnam. Geronimo is something of a ladies’ man, but his mates always make fun of his stinginess. “Doc” also acts as his platoon’s second radioman, and is an excellent shot with Kristina, his “Swedish K” submachine gun . . .

6’, 185 lbs. (SM 0). 26 years old.

Attributes: ST 12 [20]; DX 13 [60]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [0]; Per 14 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10*; Parry 10* (Brawling).

Social Background: TL 7 [0]; CF Western; Homeline [0]; Languages English (Native) [0]; Vietnamese (Broken) [2].

Advantages: Attractive [4]; Combat Reflexes [15]; Danger Sense [15]; Fit [5]; Military Rank 1 [5]; Naval Training [1]; Security Clearance (“Need to know” military and operational secrets beyond normal rank clearance) [5]; Weapon Bond (Kristina) [1]*.

Disadvantages: Duty (U.S. Military/Navy, 15 or less; Extremely Hazardous) [-20]; Gluttony (12 or less) [-5]; Miserliness (12 or less) [-10].

Quirks: Minor Addiction (Marihuana) [-1]; Staid [-1].

Primary Skills: Administration-13 [1]; Armoury/TL7 (Small Arms)-13 [1]; Boating/TL7 (Unpowered)-12 [1]; Brawling-13 [1]; Camouflage-14 [1]; Diagnosis/TL7-14 [4]; Electronics Operation/TL7 (Comm)-14 [2]; Fast-Draw/TL7 (Ammo)-14† [1]; First Aid/TL7-16 [4]; Guns/TL7 (Pistol)-15‡ [3]; Guns/TL7 (Rifle)-15 [4]; Leadership-14 [2]; Navigation/TL7 (Land)-13 [1]; Observation-14 [2]; Parachuting/TL7-13 [1]; Running-12 [4]; Savoir-Faire (Military)-14 [1]; Scuba/TL7-14 [2]; Soldier/TL7-15[4]; Stealth-13 [2]; Surgery/TL7-14 [8]; Survival (Island/Beach)-14 [2]; Survival (Jungle)-13 [1]; Swimming-12 [2]; Tactics-13 [2]; Throwing-13 [2].

Secondary Skills: Boating/TL7 (Motorboat)-12 [1]; Climbing-12 [1]; Gunner/TL7 (Machine Gun)-12 [1]; Guns/TL7 (Machine Gun)-14‡ [1]; Guns/TL7 (SMG)-16‡§ [3]; Guns/TL7 (Grenade Launcher)-14 [2]; Hiking-11 [2]; Jumping-13 [1]; Knife-13 [1]; Knot-Tying-13 [1]; NBC-Suit/TL7-13 [1]; Scrounging-14 [1]; Seamanship/TL7-14 [1].

Background Skills: Driving/TL7 (Automobile)-13 [2]; Musical Instrument (Guitar)-13 [2]; Photography/TL7-13 [1]; Sex Appeal-12 [4]; Sports (Baseball)-13 [2]; Urban Survival-13 [1].

Techniques: Immediate Action (Guns/TL7 (Rifle))-14** [2]; Immediate Action (Guns/TL7 (SMG))-15§** [2]; Rappelling-12 [1].

* see *GURPS Fantasy*, *GURPS High-Tech*, or *GURPS*

Martial Arts.

† Includes +1 for Combat Reflexes.

‡ Default from Guns/TL7 (Rifle).

§ Includes +1 for Weapon Bond.

** See *GURPS High-Tech*.

FNGs

As described in *Funny New Guys*, there were many problems with U.S. military’s rotation system that dropped inexperienced men into a combat zone and pulled them out as soon as they knew the ropes.

SEAL tours were only six months long rather than the 12-month tours that Army or Marine grunts had to endure. The rationale behind this was that their intensive operating patterns made six months equivalent to one year; it also coincided with the length of typical fleet cruises.

To avoid “new guy” problems, SEALs rotated in and out of the country in their close-knit platoons. After trained together for months, the members of a platoon shared a mutual trust and understanding that allowed very effective teamwork. In addition, whenever a fresh platoon arrived in Vietnam, members from the seasoned platoon it relieved would brief them in great detail on all points of interest concerning the area and their inhabitants. The veterans would also take the new guys on a few patrols in relatively “secure” areas, to give them a feel for the new environment.

All this meant that SEALs had few problems with FNGs.

CHAPTER THREE

SPECIAL WARFARE, SPECIAL WEAPONS



After a few fake insertions, the Seawolf helos dropped us off about two clicks from where the church was supposed to be. We were 13 men, and ready for anything. Expecting a large enemy unit, everyone was loaded down with arms and ammo. The patrol order specified 600 Stoner rounds, four M26 frags, and a LAW for me; I took an extra 150-round drum, plus the .357 Magnum Colt Trooper revolver I had bought from a South Vietnamese police officer. My squad mates didn't take any chances either: Frankie must have carried well over 60 pounds of linked 7.62-Mike-Mike for his chopped-down M60. Hoo-yah!

It took us all afternoon to patrol there. When we finally arrived, we found that the church had been built on a hillock rising from the swamp and bamboo jungle surrounding it. It was in ruins, with most of the roof missing. Why it had ever been built in this godforsaken place I don't know. The final approach went well. When we were about 100 yards away, Chief Miller on point spotted a set of tripwires, which we all carefully stepped over. The tension rose even more. Charlie had to be close . . .

SEALs and their direct support units had access to a wide variety of modern equipment.

SQUAD COMPOSITION AND LOADOUT

We had the best equipment that was available at the time . . . It was all state-of-the-art . . . or would be state-of-the-art shortly.

*– Wilbur Patterson (SEAL Team Two),
Hunters & Shooters*

Initially, SEALs experimented with three-man fire teams, but the six-man or seven-man squad was quickly established as the optimum unit size for most missions. With its two squads, the platoon (p. 9) doubled the available firepower. The squads were typically set up and equipped as follows:

The point man led the way; the man in this position was rotated frequently on longer ops to maintain alertness – though all squads had members who specialized in being on point. If the platoon had a scout dog, its handler would walk point to allow the animal to sniff out enemies and booby traps. Depending on terrain, he might carry a machete (p. 25) to clear a path. Because it had proven itself a good weapon to break contact at the ultra-short ranges of jungle combat, many point men preferred a shotgun (p. 26) as their main armament. About 50 shells would be carried. For initial contact or to take down a sentry (man or animal), a sound-suppressed submachine gun (pp. 27-29) with six to 12 magazines was often carried.

The second man was the Patrol Leader/Officer in Charge (OIC). He carried an assault rifle or carbine with 10-18 magazines (180-360 rounds), and normally carried a sidearm as well. If a starlight scope (p. 26) was available, he would carry it. His first magazine was loaded completely with tracer ammo, so that he could direct the fire of his squad. (This was made easier because U.S. tracers burned red and those fired by the Communists burned green.) He often carried a MK 22 MOD 0 “Hush Puppy” pistol (p. 26) with a silencer and three magazines. He was also the compass man, directing the squad on the move.

Always close to the officer was the radioman (radio telephone operator, or RTO), carrying a heavy backpack radio (p. 22) plus a rifle, carbine, or SMG. Radios were vital to call in extraction craft, MEDEVAC, and artillery or aircraft strikes. Radiomen looked after their equipment fervently; if the radio failed, the squad was on its own. Despite the weight, spare batteries were usually carried as well. Some squads even carried a spare radio.

The fourth man was an automatic weapons (AW) man armed with an M60 machine gun (p. 28) and at least 400 rounds (strong gunners carried as many as 1,200 rounds for

certain ops – almost 80 pounds!). The belts were normally carried crisscrossed over the upper body (“Pancho Villa-style”). If the squad was ambushed, the AW-man could immediately lay down suppressive fire to break contact, allowing the rest of the squad to take up their positions.

The fifth man was a grenadier, with a rifle or carbine with an under-barrel grenade launcher. In the early days, a Colt M79 standalone grenade launcher was carried, often in *addition* to a carbine. Grenade vests could carry 20-24 grenades – a typical basic load (but men armed with only the M79 carried as many as 50-80 rounds!).

The sixth man was the corpsman, who carried his medic’s equipment (pp. 23-24) along with a full weapons load – there was only one medic per platoon. In many squads, the corpsman was also the radioman.

The rear security man would be another AW-man, normally armed with a Stoner squad automatic weapon (p. 28) and 450-650 rounds (again, strong gunners would carry *thousands* of rounds on certain ops!).

One man was assigned to count the paces using a knot line. The pacer was vital to keep track of the distance traveled, which was difficult to figure out otherwise.

Most squads had an indigenous “Kit Carson” scout (a VC traitor who switched sides, p. 46) leading the way, and an attached South Vietnamese interpreter (p. 45), who traveled between the point man and the OIC. The interpreter was typically armed with a rifle or carbine and full ammo load; the “Kit Carson” scout was armed only if the squad felt they could trust him, which wasn’t always the case.

This basic structure was modified as the mission required and the men preferred; some seven-man squads brought as many as three Stoners and two M60 machine guns to an ambush! Many SEALs also carried a handgun for backup (issued or “acquired” in-country); all had a combat knife (p. 25), handheld flare launchers (p. 24), and four or more hand grenades (p. 31) – usually a mix of fragmentation, concussion, WP, tear gas, and colored smoke. The safety levers and rings of the grenades were taped down to prevent accidents. Light-colored items were covered with dark tape for concealment. Typically, at least two M18A1 Claymore mines (p. 31) and two M72A2 LAWs (p. 30) were divided among the squad. The amount of ammunition also depended on the area of operation – for example, in the Rung Sat, with its many waterways and deep mud, less weight could be safely and quickly carried. For certain stealthy operations where the men inserted by swimming, they carried as little as a rifle, a couple spare magazines, a flare, and a flashlight.

Instead of long arm carrying slings, most SEALs used a simple cord tied to the weapon; this allowed them to be carried in a ready position, which was impossible with the issued slings – this cord allows Fast-Draw (Long Arm) at no penalty. Prior to insertion, long arms were fitted with muzzle plugs or taped shut to prevent mud from entering the barrel. These could be shot out in a hurry.

Typical attire was combat trousers, T-shirt or long-sleeved thermal undershirt, and uniform jacket – all usually in a camouflage pattern (p. 21). Initially the dimpled WWII “duck-hunting” or *beo gam* (“leopard”) pattern was used; later, the issued four-color jungle leaf pattern, or the privately purchased South Vietnamese marines *ran ri* (“tiger stripes”) patterns were more common. Arms were always covered for concealment and as

Pirates of the South China Sea

With their camoed faces, their non-regulation haircuts and mustaches, bandannas and sweatbands, mud-stained and stinking blue jeans and tigerstriped uniforms, exotic weaponry, and of course cocky attitudes, the SEALs resembled wild men from the swamps more than anything that naturally belonged on a spotless U.S. Navy deck.

Some “black shoes” (regular Navy personnel) openly said so. However, SEALs were not required to follow normal regulations on appearance (and many other things). They dressed how they liked, as long as it enabled them to get the job done. Of course, the Teams generally attracted men who were somewhat rebellious and strong-willed. Actually doing things to annoy fleet personnel was not below them . . .

protection against insects and cuts. Many SEALs wore blue jeans instead of uniform trousers, since the material held up better – the constant immersion in water led to increased wear and tear. Pants were often sealed with tape to keep out leeches. Some men wore long johns to block the mosquitoes; others wore woman’s panty hose or leotards, which were leech-proof. SEALs didn’t wear skivvies (underwear).

Footwear usually consisted of standard-issue jungle boots (p. 21) with steel inserts to resist booby traps. Socks were seldom worn; they didn’t dry fast enough in the boots and would bunch up uncomfortably. Some individuals wore sneakers or UDT coral booties instead. These were easier and quieter to pull out of the treacherous mud that caught boots, and they didn’t leave the obvious prints of G.I. footwear. Some SEALs even went to the extreme of going barefoot.

Tropical bush hats (p. 21) or bandannas were widespread and mandatory for men with blond hair (which was easily detected in the dark). Black or camouflage berets were also sometimes worn (as seen in the otherwise unrealistic flashback scenes in the TV series *Magnum, P.I.*). Exposed skin on the face, neck, and hands was covered with black-and-green camo cream. The men doused themselves liberally with insect-repellent.

The M1 steel helmet and the fragmentation vest (p. 22) were only worn on boats, if at all. These were too heavy and cumbersome in the jungle, swamps, and waterways; helmets also had a distinctive shape that was difficult to hide. SEALs preferred to pack extra ammo.

Everybody wore load-bearing equipment (LBE), either a standard U.S. Army M1956 canvas or M1967 nylon “H-harness” (p. 22), or a load-bearing vest (LBV) custom-made for SEALs in several variants (p. 22). The vests allowed the load to be *worn* on the chest (rather than have it uncomfortably hung onto the man). Also, equipment was always carried high on the body if possible, to limit immersion in water. By 1968, some LBV models were combined with a flotation bladder into one unit. If these were unavailable, SEALs would either constantly wear an inflatable UDT life-jacket (p. 22) or at least carry one rolled up in a trouser pocket. The life-jacket was absolutely

necessary for insertion from a boat into water or the crossing of rivers and canals; swimming was very difficult weighed down with several dozen pounds of gear, even for a SEAL. After one drowned SEAL and several close calls, AW-men wore *two* life-jackets; the weight of all their ammunition made insertion into water a real danger.

When conventional ammo pouches were used, the magazines were inserted with the bullets pointing away from the body, to avoid having them set off by a direct hit. (Many a soldier with the Luck advantage had an enemy bullet deflected by his magazines; others with Unluckiness had grenades set off on their webbing.) The M16 ammo pouches held four 20-round magazines; the 30-rounders wouldn't fit, and had to be carried in LBVs or Claymore bags. An M14 ammo pouch held two M14 magazines, 24 shot shells, three 40mm grenades, or a 100-round Stoner can. Six 20-round M16 magazines, a 150-round Stoner drum, or eight 40mm grenades could be carried in a canteen cover. A Claymore bag held ten 30-round magazines or 27 40mm grenades. AW-men carrying belts crisscrossed over their chest sometimes wore a second camouflage T-shirt over the belts, to protect them and to conceal the glint of the brass – this made them more difficult to get at, of course.

SEALs always operated completely sterile: no personal I.D. of any kind was carried on operations, not even dog tags. SEALs' bodies were *never* left behind, so the issue of identification of human remains never arose.

Everyone carried a covered Benrus diving watch (standard issue, though private Hamilton or Rolex watches were popular), a small wrist compass (only the patrol leader carried a more precise lensatic compass, p. 24), a SDU-5/E strobe light (for signaling to aircraft, p. 24), a first aid bandage (p. 23), two 1-quart water canteens or one 2-quart canteen (p. 22), a bottle of Halzone water purification tablets (see p. B288), waterproof plastic bags (for maps and evidence), and a small pocket survival kit (usually containing a folding pocket knife, flint and matches, a survival fishing kit consisting of a 10' line and fishhooks, and a small signaling mirror). SEALs seldom carried more rations than some beef jerky and two canteens of water, as operations tended to be short. On longer ops, more water and combat rations (p. 24) had to be taken along.

Mission-critical gear (such as special detonators or signaling gear) was always doubled so that a spare was available. One or two men carried a prisoner handling kit consisting of plastic flex handcuffs, tape for blinding and gagging, and a coil of rope. S&W Model 100 stainless steel handcuffs were also used (see p. B289). Most squads had a designated swimmer, equipped with fins (p. 24) and a crossing line, to recover sampans or cross a stream. A simple but reliable 35mm snapshot camera (p. 24) like the popular Olympus Pen EE was often carried to document intelligence gathered (some men also brought cameras for private snapshots).

Kit Cards

PCs in military games often carry a lot of equipment, just like real soldiers. Special operators like SEALs are even worse – they depend on their weapons and other equipment far more than other people. SEAL patrol orders (pp. 48-49) specified in minute detail who had to bring what to an operation, and individual SEALs usually added more stuff.

Tracking this will involve a lot of bookkeeping during the game. The GM may wish to create kit cards for, or with, his players. Each card should state all the necessary information for the piece of equipment – it may even have a drawing or photocopied image! For a firearm, this should

include the complete game stats and a way to keep track of the ammunition. A row of boxes (to tick off the shots) might represent a full magazine, and the card should then have as many rows as the PC carries magazines.

The kit cards could be kept together with a paperclip, or inserted into a binder of clear photo protector sleeves for better organization and easier visual reference.

Each row represents a 20-round magazine. Block out last two boxes per row to represent an underloaded magazine with 18 shots.

Colt CAR-15 R607

GUNS (RIFLE) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Colt CAR-15 R607, .223	4d pi	4	420/2,700	6/0.7	15	20+1(3)	8†	-4	2	\$650/33	2	

SEAL EQUIPMENT

This section covers most of the personal equipment carried by SEALs. See also the *GURPS Basic Set*, *Fourth Edition*, *GURPS High-Tech*, *GURPS Special Ops*, and *GURPS WWII*.

Clothing and Armor

Boonie Hat (TL7). Camouflage tropical hat, adopted in 1968. The wide brim offsets -1 in Vision penalties for rain or bright light. \$7.50, 0.2 lb.

Camouflage Uniform (TL7). Trousers and jacket made of thin rip-stop cotton, adopted in 1968 (obsolete WWII and foreign pattern uniforms had been available even earlier). The four-color leaf pattern jungle camouflage (or the South Vietnamese tigerstripe pattern) gives +2 (fine-quality) to Camouflage skill rolls in the Vietnamese jungle. \$45, 2.3 lbs.

Jungle Boots (TL7). Adopted in 1966, these are made of black leather and green canvas or nylon, with Panama-style

“self-cleaning” soles, drainage eyelets for quick drying, and a “0.011” steel insert in the sole to counter *punji* stick traps. Provide DR 2 to the feet, DR 3 from below. \$75, 3 lbs.

Leather Gloves (TL7). The M1949 cattle hide glove shells are heavy black leather gloves providing DR 2 to the hands. These are often worn with the fingers cut off (so-called “recon gloves”), to protect the hands against thorns and elephant grass (p. 43), but still allow fine manipulation. \$15, 0.3 lb.

Life-Jacket (TL7). The MK 3 black rubber inflatable life preserver provides 19 lbs. of positive buoyancy. Inflated using a mouth tube (10 Ready maneuvers); a single CO2 cartridge could inflate it instantaneously for emergencies. \$15, 2.6 lbs.

Protective Mask (TL7). The M17A1 gas mask adopted in 1966 was used by SEALs on operations when heavy use of tear gas was expected, for example on snatch or POW rescue ops. The mask comes in a canvas carrying bag that attaches to the belt. It provides Filter Lungs and Immunity to Eye and Nose Irritants, but also results in No Sense of Smell/Taste and No Peripheral Vision. Provides DR 2 to the face and eyes. \$200, 3 lbs.

Steel Helmet (TL7). The 0.037” thick M1 steel helmet, adopted in 1941, was issued with a new ballistic nylon liner (introduced in 1965) and a canvas camouflage cover. This was the standard U.S. and South Vietnamese military helmet. Provides DR 5 to the skull. \$45, 3.4 lbs.

Fragmentation Vest (TL7). SEALs and their boat support units had access to the Body Armor, Fragmentation Vest, Titanium/Nylon Composite, which is externally similar to the more common M69 fragmentation vest issued by the U.S. Army. While available from 1965 on, it was little used by ground troops (including SEALs away from their boats) due to being uncomfortable on the move. In hot weather it increases FP costs (see *Fighting a Battle*, p. B426). It is an olive green protective vest made of layered 0.032” thick titanium steel plates sheathed in four plies of ballistic nylon. Provides DR 5 to the torso. \$1,000, 8.8 lbs.

Load-Carrying Equipment

Load-Bearing Equipment (TL7). The M1967 Modernized Load-Carrying Equipment (MLCE), also known as an “H-harness,” consists of a nylon webbing belt and suspenders with two 0.5-lb. M16 ammo pouches, a 0.8-lb. 1-quart canteen with carrier, and a 0.2-lb. field dressing pouch. Usually, additional M16 pouches, M14 pouches (0.8 lb.), and/or canteens are attached. \$50, 4.1 lbs. (empty).

If used as a STABO rig (p. 40), add \$50 and 1 lb.

Load-Bearing Vest (TL7). This is a vest with sewn-on pouches to hold equipment high on the chest. There were several variants used over time, many of them self-made or sewn together by a local “*mamasan*.” One pattern was the Stonerman Vest, which holds five 100-round belt cans. The U.S. Army’s Grenadier Vest (adopted in 1968), which holds twenty 40mm HE grenades and four of the longer flare grenades, was also used, as were captured Communist vests designed for three AK-47 magazines (these can also hold six extended M16, Stoner, or HK33 magazines). \$75, 1.8 lbs. (empty).

Buoyant Load-Bearing Coat (TL7). This is a camouflage uniform jacket with sewn-on pouches to hold equipment high on the chest, made by the Natick Laboratories and in service by about 1968. It also acts as a life-jacket, providing 29 lbs. of pos-

itive buoyancy. There were several variants. The Buoyant Rifleman Coat has pouches for sixteen 20-round M16 magazines and a first-aid bandage; the Buoyant Radioman Coat has pouches for eight 20-round M16 magazines, a backpack radio, and a bandage; and the Buoyant Grenadier Coat has pouches for eight 20-round M16 magazines, fourteen 40mm grenades, and a bandage. \$100, 3.5 lbs. (empty).

Canteen, 1-quart (TL7). A 0.4-lb. plastic canteen in a 0.4-lb. canteen carrier that clips to the belt, adopted in 1962. \$15, 2.9 lbs. (including 2.1 lbs. of water).

Canteen, 2-quart (TL7). A 0.9-lb. collapsible plastic canteen in a 0.6-lb. canteen carrier that clips to the belt, introduced in 1967. \$30, 5.7 lbs. (including 4.2 lbs. of water).

Bladder, 5-quart (TL7). A collapsible plastic bladder carried in the rucksack, available in 1968. \$10, 11 lbs. (including 10.5 lbs. of water).

Communications Gear

The radio was one of the squad’s most valuable tools, and according to U.S. Army General Creighton Abrams, “the single most important tactical item in Vietnam.” It was mandatory to stick to pre-arranged codes and security procedures, since the radios were unscrambled and easily overheard by the opposition – on at least one occasion, a squad found that the VC were talking to their support boat and were luring it into an ambush (probably after listening to the radio traffic between the boat and the squad).

Backpack Radio (TL7). The U.S. military’s primary man-portable radio of the time, the AN/PRC-25 or “Prick-25” is a short-range radio transmitter/receiver, adopted in 1962 and available in-country in 1965. The range depends on antenna length (a 10’ vehicle antenna can give up to 19 miles) and terrain (up to 5 miles from a hill), but averages only 3.5 miles with the standard 3’ man-pack antenna in the jungle. Its 4.5-lb. battery pack consists of 10 small batteries in series and lasts for 20 hours. \$3,000, 23.5 lbs. (If carried in a Radioman’s LBV without its carrying frame, weight is 20 lbs.)

Improved Backpack Radio (TL7). Replacing the AN/PRC-25 around 1968 (but still uncommon in 1970), the AN/PRC-77 has the same performance as its predecessor, except that it got 30 hours of operating time out of the same battery pack. \$3,200, 21.5 lbs. (If carried in a Radioman’s LBV without its carrying frame, weight is 18 lbs.)

Survival Radio (TL7). The AN/URC-64 is a small, walkie-talkie-sized handheld radio, originally intended as a survival radio for aircrews and adopted in 1964. SEALs used it sometimes for short-range communication, but its range is limited to line of sight (LOS). Its 0.3-lb. battery pack consists of 10 extra-small batteries in series and lasts for 18 hours. \$100, 1.5 lbs.

Underwater Telephone (UTEL) (TL7). The AN/PQC-1 UTEL system allows radio communication underwater to a depth of 200’. It was mainly used for operations from submarines. It allows communication at ranges of up to 2,000 yards with a direct line of sight. Range drops to 500 yards or less if there are any obstructions between the sets. Range to a submarine is 10,000 yards. Unless used with a full face mask with integral microphone, Morse code must be used (see *Electronics Operation*, p. B189). The device is nearly neutrally buoyant (meaning that it is bulky but almost weightless in the water),

Chow

Oh, uh, they live separate from the other men. Cook their own food – gook food. Smells awful, sir.

– Captain Lebowitz in *Spy Game*

SEALs seldom took much food on missions, since many of their operations were of very limited duration (less than 12 hours). “Chow” on their base was usually of decent quality, and always “all you can eat.” SEALs also had “chow hall rights”: they could help themselves from fridges and other stores whenever they wanted, even in the middle of the night after returning from an operation.

Rice

Some men (especially point men) ate only local food, mainly rice, fish – seasoned with the infamous *nuoc mam* fermented fish sauce, vegetables, and fruit. This was done since reputedly the Viet Cong could *smell* the meat eaters. (For similar reasons, many SEALs refused to launder their clothing or use perfumed soap before going on an op.)

Rations

Combat rations were taken on longer patrols or recon missions (which still didn’t last more than a few days). Rations were either heated using small trioxane fuel tablets – or more usually, chipped C4 plastic explosive (see **GURPS High-Tech**), since it both burned without smoke and could be put to alternate uses. The rations were often simply eaten cold.

C-rations. The Meal, Combat, Individual (MCI) was the standard U.S. military field ration from 1958 on, though the troops continued to call it a C-ration after its forerunner (see **GURPS WWII**). Each “Charlie Rat” provides more than 1/3 of the daily calorie and nutritional requirements of a soldier (two per day were considered sufficient on operations). Available in 12 different menus, they consist of one canned meat item (e.g., spaghetti with meat balls in tomato sauce, beefsteak and potatoes with gravy, or the dreaded ham and lima beans); one canned fruit, bread or dessert item (e.g., pound cake or pears); a canned B-unit with crackers, spread (e.g., B-1 with peanut butter, B-2 with cheese spread, and B-3 with jam), and either a pack of cocoa drink powder, a

cookie, or chocolate-coated candy discs; and an accessory package holding a slim pack of four cigarettes (quality brands including Pall Mall, Lucky Strike, Benson & Hedges Menthol, or the coveted Marlboros), packets of salt, sugar, coffee, and cream substitute, two Chiclets chewing gums, a booklet of 20 matches, a plastic spoon, and toilet tissue paper. There was a P-38 can opener (see **GURPS WWII: Dogfaces**) for every three meals. \$2.50, 1.65 lbs.

The quality of the food was often contested, and the main meal barely palatable if eaten cold – and SEALs on operations could seldom heat them. The peanut butter furnished with some menus tasted like clay, and was often used as fuel for landing-zone markers instead . . . Prior to an operation, the men discarded all the items from a ration they didn’t like, and added those from others they preferred. The most important addition was a small bottle of Tabasco sauce from the PX, which could burn away the taste of even the worst meals . . . Kool-Aid fruit drink powder sachets were often carried to make water purified with Halzone tablets (p. B288) drinkable.

LRP-rations. The Food Packet, Long Range Patrol (LRP) or “Lurp” was introduced in 1966 after it was realized that the MCI rations were too heavy and cumbersome for extended patrol missions. These were the first freeze-dried rations in the U.S. military. Each provides approximately 1/3 of the daily requirement of a soldier. Available in eight different menus, they consist of a pre-cooked, freeze-dried meat dish in a reconstitution package (e.g., pork with escalloped potatoes, chili con carne, or chicken stew); a cereal bar, fruitcake, or two chocolate-coated candy discs; and an accessory package holding salt, sugar, coffee, cream substitute, two Chiclets chewing gums, a booklet of matches, a plastic spoon, and toilet tissue paper. \$9.50, 0.7 lb.

The main drawback of the LRP is the high water requirement (about 1.5 pints per ration) in *addition* to the normal daily water consumption (see p. B426). On the other hand, they can be eaten cold and unprepared (just washed down with water) and taste fairly good. Usually, C- and LRP-rations were mixed: for a five-day recon patrol, three days of C-rations and two days of LRP-rations.

but heavy outside the water. Its two extra-small batteries and 12 small batteries last for 6 hours. \$5,000, 23.1 lbs.

Medical Gear

See **GURPS Bio-Tech** for more details on medical technology and its effects.

First Aid Dressing (TL7). A compressed bandage for a *single* wound, carried in a small pouch on the LBE. Basic equipment for *Bandaging* (see p. B424). \$5, 0.2 lb. (including pouch).

First Aid Kit (TL7). The M3 Aid Bag is a complete first aid kit for treating wounds, with sterile bandages, narcotic painkillers (see p. B441), broad-spectrum antibiotics (see

pp. B289, 443, and 444), quinine antimalaria pills, antidiarrheals, cold medication, ammonia inhalants, small splints, tourniquet, etc. Gives a +1 (quality) bonus to First Aid skill (see p. B424). \$50, 2 lbs.

Medic’s Kit (TL7). The M5 Aid Bag is for treatment of *serious* injuries. Includes a complete M3 Aid Bag and a suturing kit, plus IV drip, needle, and plasma, as well as a splint and additional bandages. Gives a +2 (quality) bonus to First Aid skill (see p. B424). It can be used for Surgery but is improvised gear giving a -5 (quality) penalty. It comes in the shape of a nylon rucksack. \$200, 10 lbs.

Suturing Kit (TL7). A folding canvas pouch holding scalpel, sutures, and forceps. It can be used for Surgery but has a -5 (quality) modifier. \$20, 2 lb.

Blood Expander (TL7). A can holding a pint of serum albumin blood expander, plus some IV tubing for single use. This is necessary equipment to gain the +2 (quality) bonus to First Aid skill for *Treating Shock* (see p. B424). \$150, 1.5 lb.

Morphine Syrette (TL7). A disposable hypodermic needle attached to a collapsible squeeze tube for single use; morphine is a powerful painkiller (see p. B441). \$5, 0.1 lb.

Assorted Equipment

Face Paint (TL7). A stick of black-and-green camouflage face paint. Properly applied and used with camouflage clothing (p. 21), it gives +1 (quality) to Camouflage skill rolls. \$2, neg.

Lensatic Compass (TL7). Tritium-illuminated hands and face allow night use; gives +1 (quality) to Navigation. \$75, 0.4 lb. (including pouch).

Flashlight (TL7). The MX-99/U is a plastic anglehead flashlight. Mainly used to read maps or for signaling with blue, green, amber, red, or blackout lens filters. 10-yard beam. Two small batteries last 2 hours. \$10, 0.8 lb.

Strobe Light (TL7). Designed as a downed aircrew distress marker, the SDU-5/E sends out a thin beam of light that can only be seen from above (for 5 miles). Fitted with a filter lens (typically blue or infrared), it was used to mark the position of friendly forces to supporting aircraft. Two extra-small batteries last 9 hours. \$25, 0.4 lb.

Handheld Rocket Signal (TL7). A disposable launcher (commonly called a "pop flare") that shoots a rocket to a height of 650', where it releases its contents. The M125 is a green star cluster signal flare (visible for 8 seconds), the M126 is a red star parachute signal flare (visible for 50 seconds), the M127 is a white star parachute illumination flare (illuminates a 50-yard radius for 25 seconds), the M128 is a green smoke parachute signal (visible for 12 seconds), M129 is a red smoke parachute signal (visible for 12 seconds), and the M130 is a yellow smoke parachute signal (visible for 12 seconds). These hand signals



Stay Awakes

SEAL corpsmen had access to so-called "stay awakes" (amphetamine pills like Dexamil). These were dispensed liberally among the men because of the odd hours most operations were staged (usually one per man every four hours). See *Stimulants* on p. B440.

These usually take 30 minutes to take effect. The effects are not totally predictable; a number of SEALs didn't tolerate them well. Make a HT roll. On a failure, the user starts hallucinating (see p. B441); on a critical failure, he falls asleep! Of course, the dangerous side effects of the stimulant will set in eventually anyway.

could be seen from aircraft up to 30 miles away. These flares burn at 5,400°F and will inflict 1d+1(0.2) burning damage for as long as they burn. \$100, 0.5 lb.

Marine Smoke and Illumination Signal (TL7). The MK 13 MOD 0 is a dual signal device; the red end is for night use, discharging a red flare (20 seconds), the orange end is for day use, discharging a cloud of orange smoke (20 seconds). The flare will inflict 1d+1(0.2) burning damage for 20 seconds. \$50, 0.4 lb.

Marking Paint (TL7). Available in 1968, this is a small spray can holding 2 oz. of DuPont PR-155 fluorescent paint, which glows with a highly visible blue-green light for 20 minutes. The paint, known as Target Illumination and Recovery Aid (TIARA), was used as emergency light, to mark targets for air support, or to light landing zones. Usually, the TIARA marking grenade (p. 31) was preferred. \$50, 0.2 lb.

Snapshot Camera, 35mm (TL7). A 35mm snapshot camera like the Olympus Pen EE (with 72 exposures). It lacks a flash. The camera has a -1 (quality) penalty on Photography skill rolls. \$100, 0.7 lb.

Swim Fins (TL7). The standard-issue Voit Duck Fins provide +1 to Move while swimming. \$35, 1 lb.

Dive Mask (TL7). The U.S. Divers Co. MK 1 MOD 0 face mask provides Immunity to Eye and Nose Irritants, Nictitating Membrane 1, and DR 2 for the eyes. \$15, 1 lb.

Scuba Unit (TL7). The U.S. Divers Co. D.A. Aqua-Master open circuit scuba gear with mouthpiece, carrying vest, and two large air tanks (with 85 cubic feet of compressed air) allows a maximum diving depth of up to 130' and a dive length of 170 minutes. See *Scuba*, p. B219. \$900, 90 lbs.

Scuba/Rebreather Unit (TL7). The U.S. Divers Co. MK 6 semi-closed-circuit scuba gear with mouth piece, carrying vest, and two large air tanks (with 85 cubic feet of compressed air) can be either used as a scuba or as rebreather unit, depending on the oxygen/nitrogen mix carried in the tanks. A 60/40% mix of oxygen and nitrogen allows a maximum diving depth of up to 80' and a dive length of 180 minutes. Employing a 32.5/67.5% mix increases diving depth to 180', while 100% oxygen reduces it to 25', but avoids telltale bubbles. See *Scuba*, p. B219. \$3,500, 32 lbs.

Rebreather (TL7). Adopted in 1963, the Emerson closed-circuit oxygen breathing apparatus with mouth piece, carrying vest, and small oxygen tank (with 12.7 cubic feet of compressed oxygen) allows a maximum diving depth of 40' and a dive length of 120 minutes. See *Scuba*, p. B219. \$5,000, 35 lbs.

SEAL WEAPONS

Since I was rear security, I chose a Stoner 63A light machine gun as my main weapon . . . For backup weapons I carried the standard MK 2 Ka-Bar knife with an MK 13 day-and-night flare taped to the knife's sheath, and a Model 15, .38-caliber revolver.

*– Darryl Young (SEAL Team One),
The Element of Surprise*

The SEALs used or tested more than 200 weapon systems during the Vietnam era. The following section lists the most important ones.

Revolvers

Revolvers were strictly used for backup; as such, they were widely carried but seldom used in combat. Revolvers have the advantage that they drain quickly after immersion in water. In addition to the issued full-size S&W Model 15, smaller backup revolvers such as the Colt Detective Special and the S&W Model 36 Chief's Special were available from 1963 on (though rarely carried).

Also see *Revolvers* in **GURPS High-Tech**.

S&W Model 15 Combat Masterpiece, .38 Special (USA, 1949-1999)

This is a variant of the double-action S&W Model 10 Military & Police, with a heavier barrel. It was issued as a standard sidearm to the SEALs in 1962 and continued in service throughout the conflict, although starting the late 1960s, semiautomatic pistols were often preferred by those who could get them.

Semiautomatic Pistols

The .45-caliber Colt M1911A1 was used by some SEALs, either by preference or because too few issue side arms were available. From 1967 on, the CIA provided the FN-Browning HP pistol to the Provincial Recon Unit (PRU) teams (pp. 57-58) and their SEAL advisors (pp. 55-56). Captured 7.62×25mm TT-33 Tokarev pistols (of Russian or Chinese manufacture) were carried as well. The Chinese-made Tokarev was named *Sung Luc Du Loi K-54* by the North Vietnamese (see *Viet Cong Weapons*, p. 46).

Also see *Semiautomatic Pistols* in **GURPS High-Tech**.

High Standard HDMS, .22 LR (USA, 1944-1945)

Developed from the military-issue single-action model HD target pistol, the HDMS has an integral sound suppressor. Originally used by OSS forces during WWII, it was supplied by the CIA to PRU advisors starting in late 1967. Some SEALs carried it prior to the adoption of the MK 22 MOD 0 "Hush Puppy," or even after that, as the newer weapon was scarce. Treat a shot as "jet takeoff" (p. B358), with -2 Hearing.

S&W Model 39, 9×19mm Parabellum (USA, 1954-1982)

This is a double-action semiautomatic pistol with an eight-round magazine, based in part on the Walther P38. The Model 39 was the standard SEAL sidearm from 1966 on. There were never enough for everybody, so it was primarily used by officers (MST officers also received it). It was often carried in a shoulder holster. (This pistol can often be seen in the hands of Colonel "Hannibal" Smith of the *A-Team*.)

Razors

Every SEAL carried a combat knife. The most common was the issue MK 2 made by Ka-Bar; other blades available through the military supply system were less common. Individuals also carried personally-owned high-quality commercial knives, including the Randall Model 14 (large knife with very fine blade) or the Gerber Mk II (dagger with fine blade).

Combat Knife (TL7). The Ka-Bar MK 2 has been the standard U.S. Navy combat knife since 1942. Treat as large knife (p. B272) with 7" fine blade, doing sw-1 cut/thr+1 imp damage. It includes a 0.3-lb. plastic sheath. \$75, 0.9 lb.

Survival Knife (TL7). Standard USAF jet pilot's hunting knife since 1962, preferred by many SEALs since it is smaller and handier than the MK 2. Treat as small knife (p. B272) with 5" good blade, doing sw-3 cut/thr-1 imp damage. It includes a 0.4-lb. leather sheath holding a small whetstone. \$30, 0.9 lb.

Nonmagnetic Scuba Swimmer's Knife (TL7). Special U.S. Navy combat swimmer knife adopted in 1962, with a nonmagnetic, nonferrous chromium-tungsten alloy blade. It is corrosion-resistant and will not set off magnetic sea mines and similar devices. Treat as large knife (p. B272) with 7.3" good blade, doing sw-2 cut/thr imp damage. It includes a 0.4-lb. plastic sheath. Not much used by SEALs due to the high cost. \$500, 1.1 lb.

Knife Bayonet (TL7). The M7 is the standard U.S. military bayonet and can be fixed on the M16-series and the Model 7188 MK 1 shotgun. Treat as large knife (p. B272) with 6.75" fine blade, doing sw-1 cut/thr+1 imp damage, or as short spear (p. B273) if attached, doing thr+3 imp damage if properly gripped two-handed. It includes a 0.3 lb. plastic sheath. Not much used by SEALs. \$40, 0.9 lb.

Pocket Knife (TL7). The MC-1 pocket knife was originally adopted by the USAF for parachutists in 1957. Made by Camillus, it has an automatic opening 3" main blade and manual shroud line cutter/hook blade. Treat as small dagger (p. B273) with good blade, doing thr-2 imp damage. \$5, 0.1 lb.

Machete (TL7). The M1942 has been the standard U.S. military jungle machete since WWII. With an 18" good blade, it uses the Knife skill, and does sw-1 cut damage (no thr damage). It includes a 0.3-lb. plastic sheath. Mainly used by point men. \$20, 1.5 lbs.

Survival Tool (TL7). The Type IV survival tool is a military version of the Woodsman's Pal commercial tool available since 1941. It is a combination axe/machete issued in some aircraft survival kits (p. 39). Treat as a small axe (p. B271) with a fine blade, doing sw+2 cut damage. It comes with a 0.5 lb. plastic sheath which holds a small whetstone and a burning glass in external pockets. \$100, 2 lbs.

S&W MK 22 MOD 0 “Hush Puppy,” 9×19mm Parabellum (USA, 1967-1971)

Known as the “Hush Puppy” due to its intended use to silence guard dogs or birds (and enemy sentries), this suppressed pistol was adopted in 1967 and in service in 1968. The Smith & Wesson MK 22 MOD 0 is based on the Model 39 pistol, but features the raised micrometer sights of the Model 52 match pistol, a slide-lock (see *GURPS High-Tech*), and the detachable 0.5-lb. MK 3 MOD 0 wiper sound suppressor. The MK 3 MOD 0 lasts for about four magazines with subsonic ammunition, but only for one magazine with standard service rounds. Treat a shot as “Metallica” (p. B358), with -2 Hearing with normal ammunition, -3 with subsonic ammunition, and -4 with the slide-lock engaged. Each MK 22 MOD 0 was issued in a kit with 24 subsonic rounds and several plugs for muzzle and chamber. A waterproof holster was supplied with it. Only about 200 were made; initially they were so scarce that each platoon had only one or two.

Shotguns

Shotguns were popular for close-quarter battle, especially with point men. While the Ithaca Model 37 was the standard shotgun in use with SEALs, others were used, including the Remington Model 870.

Also see *Shotguns* in *GURPS High-Tech*.

Ithaca Model 37, 12-gauge 2.75” (USA, 1937-1987)

Developed from the Browning-designed Winchester Model 17, this was the standard combat shotgun issued to the SEALs from 1966 on. It is a pump-action design with downward ejection, but unlike most slide-action weapons, the Ithaca lacks a disconnecter – it can be fired by keeping the trigger pressed and pumping the action. This increases RoF to 3×9. (A sawed-off Ithaca without stock can be seen in the movie *Aliens* in the hands of Corporal Hicks.)

In addition to 00 buckshot (in the table), it fires Number 4 buckshot (Dmg 1d(0.5) pi-, Range 30/600, RoF 2×27) and the experimental Number 4 “silent” buckshot (Dmg 1d(0.5) pi-, Range 30/600, RoF 2×12) – see *Silent Ammunition* in *GURPS High-Tech*.

In late 1967, the Ithaca Model 37 Military & Police was introduced; it had a 7-round extended magazine and a special choke spreader. Wt. 7.3/0.8, Shots 7+1. The two-pronged choke, called the “duckbill” due to its appearance, modifies the shot pattern so that it becomes a horizontal oval rather than a circular pattern. This gives +1 to hit human-sized targets (SM 0), but also effective Rcl 2 for purposes of hitting with the subsequent shots. This means hitting is easier, but the number of hits is reduced. Slugs can’t be used with it. The Ithaca with duckbill extension was also used by U.S. Army Special Forces in the famous Son Tay raid – see *GURPS Special Ops*.

Remington Model 7188 MK 1, 12-gauge 2.75” (USA, 1968)

This is a selective-fire shotgun based on the Remington Model 1100 semiautomatic shotgun. A total of six guns were used experimentally from 1968 on. The Model 7188 MK 1 has rifle sights and a bayonet lug for the M16A1’s 0.6-lb. M7 knife bayonet (p. 25). It fires 00 buckshot (in the table) or Number 4 buckshot (Dmg 1d(0.5) pi-, Range 30/600, RoF 4×27).

Rifles

The SEALs used the original green-stocked Colt AR-15 R601 in 1962, the black Colt M16 (AR-15 R602) in 1964, and the Colt M16A1 (AR-15A1 R603) in 1967. In 1970, they were issued the MK 4 MOD 0 (p. 27), which was a mildly navalized variant of the M16A1.

Sniper rifles were rarely used. Some SEALs experimented with the 7.62×51mm Winchester Model 70 sporting rifle and the U.S. Army’s 7.62×51mm Springfield M21 sniper rifle, but neither was used in any numbers. It was not worth the trouble to drag these precision weapons through the mud and underbrush, since most engagement ranges were extremely close. They were also useless in most operations without a night sight (which were rare).

On certain “sterile” operations, Kalashnikov rifles were used instead of U.S. weapons. The Chinese copy of the Russian 7.62×39mm AK-47, the so-called “CHICOM Type 56” (from its Chinese Communist designation, *56 Shi Tuji Bu Qiang*), was most common. As the *Tieu Lien Du Loi K-56*, it was also the main VC and PAVN rifle (see *Viet Cong Weapons*, p. 46). Its distinctive sound attracted less attention when fired in hostile areas.

Also see *Rifles* in *GURPS High-Tech*.

Cats’ Eyes

One of the most useful firearm accessories in service was the Wollensack AN/PVS-2 Surveillance, Target Acquisition and Night Observation (STANO) device, a first generation image-intensifying starlight scope adopted in 1965. The device can be mounted on any variant of the M14-series or M16-series, including the M21 sniper rifle and the CAR-15 carbine. Its extra weight and huge size adds -2 Bulk. Typically only squad leaders had such a device.

It has 4× magnification (+2 Acc) and provides Night Vision 4, and allows a man to be spotted in starlight at 300 yards and in moonlight at 400 yards. Its disposable small battery nominally lasts for 72 hours of continuous or 100 hours of intermittent operation, but in practice it is often drained after half that time. The device emits a low hum, which can be heard by the enemy or startle animals (treat as “leaves rustling,” p. B358). \$600, 5.9 lbs.

Colt CAR-15 R607, .223 Remington (USA, 1965-1967)

A few of these extremely short assault carbines were issued. It was developed from the AR-15/M16 assault rifle by giving it a very short 10.5” barrel, short triangular forearm, and a chopped-down plastic shoulder stock that can be extended or extracted as required. Muzzle flash is very pronounced (+2 Hearing and +2 Vision to spot in the dark). This was the forerunner of the later XM177-series (p. 27). The issue magazine takes 20 rounds. It is normally underloaded with only 18 rounds to improve reliability.

H&R T223, .223 Remington (Germany, 1965-1971)

T223 was the moniker given to the West German Heckler & Koch HK33 assault rifle imported to the U.S. by Harrington & Richardson during the 1960s. It is essentially a smaller variant of the H&K G3A3. The SEALs acquired a small number and used them on an individual basis starting in 1968. A 20-round magazine (0.8 lb.) was available, but SEALs especially liked this weapon because of the extended 40-round magazine.

Stoner XM23, .223 Remington (USA, 1966-1969)

This is the Model 63A assault carbine version of the Stoner Weapons System (p. 28). It was the only Stoner variant used by SEALs that was not a belt-fed machine gun. It has a short 15.75" barrel and a folding stock. A further attraction is its 30-round magazine (the 30-rounders for the M16-series were extremely scarce in the Teams until 1969). This setup was used by at least two individuals, though eventually these were rebuilt into light machine guns. (The Stoner carbine was experimentally tested by the U.S. Marines and the U.S. Army as the XM23, but not adopted.)

Colt XM177E2 Commando, .223 Remington (USA, 1967-1969)

This assault carbine, commercial designation CAR-15A1 R629 Commando, is an improved version of the XM177E1, which in turn was developed from the CAR-15 R607 (p. 26). A shortened variant of the M16A1, it features an aluminum telescoping stock, short round forearm, 11.5" barrel, and a long flash suppressor to help reduce the muzzle blast (+1 Hearing and +1 Vision to spot in the dark). SEALs used both the earlier XM177E1, with its 10.5" barrel, and the XM177E2. Beginning in 1967, a few 0.8-lb. 3× scopes (+1 Acc) became available for the Colt rifles and carbines.

The issue magazine takes 20 rounds, but in late 1967 a 30-round magazine (1 lb.) became available, though it remained scarce until 1969. Also in 1967, an extended 50-round magazine (1.6 lbs.) was tried out, but rejected for being too bulky and unreliable (-1 Bulk and Malf. 16). Magazines were normally underloaded (18 rounds in 20-round magazines, 28 rounds in 30-rounders) to improve reliability.

Colt MK 4 MOD 0, .223 Remington (USA, 1970)

SEALs eventually got a special version of the M16A1, which is waterproof down to 200' and has provisions to rapidly drain the rifle of water, but doesn't differ in performance. The MK 4 MOD 0 – often simply called "M16" without reference to its actual designation – is also specially protected against seawater corrosion.

It comes issued as standard with the detachable 2.3-lb. MK 2 MOD 0 baffle sound suppressor (-1 Bulk). Treat a shot as "Metallica" (p. B358), with -3 Hearing. Magazines were normally underloaded (28 rounds in 30-rounders) to improve reliability. Beginning in 1967, a few 0.8-lb. 3× scopes (+1 Acc) became available for the Colt rifles and carbines.

Submachine Guns

The obsolete .45-caliber Auto-Ordnance M1A1 Thompson submachine gun was used by individual SEALs during the early years – and as a bail-out weapon by HAL-3 and VAL-4 pilots (pp. 56-57).

The likewise obsolete .45-caliber Guide Lamp M3A1 "Grease Gun" was employed during the early years of the

deployment, and widely used by UDT, LDNN, and PRU troops even later on – as well as by the VC. The suppressed version was also used, especially by the LDNN.

The MAC-Ingram M10 machine pistol in 9×19mm Parabellum was used in very small numbers, mainly by scout swimmers who appreciated its compactness and readily detachable sound suppressor.

A few 9×19mm Sterling L34A1 submachine guns with integral sound suppressor were acquired from the Australian SASR, and used for some ops.

Also see *Submachine Guns* in **GURPS High-Tech**.

Carl Gustaf "Swedish K," 9×19mm Parabellum (Sweden, 1954-1960)

Made by the Carl Gustaf arsenal and designated the *Kulsprutepistol model 45B* ("submachine gun model 1945 type B") or K-pist m/45B by the Swedish military (hence its nickname "Swedish K" in U.S. service), this is a sturdy, reliable design with a folding stock. Some 350,000 were made.

The SEALs used it in Vietnam from 1964 on, especially for "sterile weapons" operations where no U.S. equipment was to be used. The CIA developed a variant with an integral sound suppressor, which it supplied to PRU teams; Dmg 2d pi, Range 120/1,400, Wt. 12.3/1.4, Bulk -5*. Treat a shot as "Metallica" (p. B358), with -3 Hearing.

S&W MK 24 MOD 0, 9×19mm Parabellum (USA, 1967-1976)

Sweden, being neutral, refused to deliver more of their K-pist m/45B guns (above) once the war had started. The SEALs therefore turned to Smith & Wesson to procure a similar weapon. S&W's Model 76 looks very similar and can use the same magazines as the Swedish weapon. It has a folding stock. Adopted by the SEALs as the MK 24 MOD 0 in 1968, it turned out to be an inferior copy. Only 6,000 were made.

Machine Guns and Autocannon

The Saco M60 was the standard general-purpose machine gun of the SEALs from 1965 on, and widely used as a squad support weapon and on vehicles. The M60C fixed remote-fired variant was installed on helicopter gunships and light attack aircraft, while the M60D flexible model with spade grips and rear trigger was used on boats and helicopters.

The SEALs made much use of the Stoner light machine gun despite its unreliability and quiriness – the gun was lightweight, its ammunition weighed only half as much as that for the M60, and it had a high rate of fire. These advantages prevailed over its problems on typical SEAL operations.

The Browning MK 21 MOD 0 was a 7.62×51mm NATO conversion of the M1919A4 medium machine gun. It was mounted on some support boats.

The Browning M2HB heavy machine gun was standard patrol boat armament from 1966 on; it was also used on tripods as part of the defense systems of bases.

Also see *Machine Guns and Autocannon* in **GURPS High-Tech**.

Oerlikon MK 4 MOD 0, 20×110mmRB Oerlikon (USA, 1940-1945)

This autocannon, a variant of the Typ SS, was licensed from Oerlikon of Switzerland and made in the United States by AOG, Hudson, and Pontiac during WWII. The U.S. Navy

The Stoner Weapons System

The Stoner system performs well when properly cared for and is the most effective automatic weapon for SEAL Team operations. The weapon itself is sufficiently light that the automatic weapons man can carry a realistic combat load of ammunition and still move with relative ease.

– SEAL Team One Field Report (1967)

In 1963, the Cadillac Gage Company introduced the Stoner Model 63. Developed by Eugene Stoner (the man behind the ArmaLite AR-15/Colt M16 series), it consists of a modular kit of parts from which an armorer can assemble one of several firearms: an assault rifle, a carbine, two types of magazine-fed light machine guns, two versions of belt-fed light machine guns, and a fixed, solenoid-fired vehicle machine gun. A complete kit costs \$50,000.

The SEALs acquired eight sets in 1967; they were favorably received, and more were acquired in the following years. In their search for overwhelming firepower, they almost exclusively used the belt-fed light machine gun versions. These were used by the automatic weapons men (then called Stonermen), and became one of the trademark weapons of the SEALs in Vietnam.

However, the initial Model 63 was very unreliable unless it was babied by its user. This in itself was not a problem, as

the SEALs set great store in the care and maintenance of the tools of trade; upon returning from an operation, a SEAL would disassemble and clean his weapon before he washed and fed himself.

Nevertheless, the Model 63 malfunctions at 16 (see p. B407) – or at 15 if not properly cared for. One particular problem is the takedown pin, which can work itself loose. Once loose, the weapon will fall apart, the receiver pivoting away from stock and trigger group. This is bad enough, but if cocked and loaded, it will allow the bolt to go forward and fire the weapon; the runaway gun will fire until it jams or runs out of ammo! In 1968, one SEAL died and another was seriously wounded when such an incident happened on an operation; the pin had worked itself loose because of the movement of the boat the platoon was inserting in. (This could happen to a PC with the Unluckiness disadvantage.)

The Model 63A has a new takedown pin that eliminates this danger, but is still prone to jamming. The further improved Model 63A1 can feed from the right rather than the left side, which makes stoppages (p. B407) much less likely; it malfunctions normally at 17 (at 16 if not properly cared for).

employed it as a boat armament. It is manually aimed and fired. It feeds from a 60-round drum magazine; the standard ammunition is SAPHEI (in the table).

Bofors M3, 40×311mmR Bofors (USA, 1941-1945)

This autocannon was licensed in 1941 from Bofors of Sweden and made by Chrysler for the U.S. Army during WWII. In the 1960s, the U.S. Navy employed it as a boat armament. Two men are required to operate it, the gun layer and the actual gunner firing it.

It feeds from a hopper magazine which is loaded with two 4-round stripper clips (reloading takes five Ready maneuvers per clip). It fires SAPHEI (in the table) and AP-T (6d×4(2) pi++ inc).

Saco M60 Field-Modified, 7.62×51mm NATO (USA, 1968-1972)

Some SEAL platoons had their M60s lightened and shortened by cutting off the barrel to about 17.5", removing the bipod, and replacing the buttstock with the end cap of the M60C aircraft variant. This improves handling in close-quarter battle, but means it can only be fired from the hip.

It uses 100-round disintegrating belts (6.6 lbs., 7 lbs. in nylon carrier, 18.7 lbs. for two belts in can). Some gunners carried a long belt in a big can on a backpack frame, connected to the gun with an ammo chute from a helicopter gun. This setup, called the "Death Machine," weighs 65 lbs., including the 4-lb. ammo chute, 37-lb. ammo can (400 rounds), and 4-lb. backpack frame.

Hughes MK 11 MOD 5, 20×110mm USN (USA, 1965-1967)

This is a twin-barreled revolver cannon with eight rotating chambers, allowing for instantaneous high RoF without the spin-up time gap of rotary cannons like the M61A1 Vulcan. Both barrels fire at the same time, and the gun feeds from two belts simultaneously. The weapon has two selectable fire rates, either RoF 11! or RoF 70!. It was deployed by VAL-4, and sometimes carried by the OV-10A Bronco (p. 38) in the 1,386-lb. MK 4 MOD 0 gunpod.

The belted ammunition is electrically ignited and not interchangeable with other 20×110mm weapons. In addition to SAPHEI (in the table), it fires API (7d×2(2) pi++ inc) and AP-T (7d×2d(2) pi++ inc).

Stoner Model 63 LMG, .223 Remington (USA, 1963-1966)

This was used as a squad automatic weapon by the SEALs. It has a long quick-change barrel and a folding bipod. The ready belt is held in a plastic box attached to the left side of the receiver, which is an awkward setup. It feeds from 150-round disintegrating belts (4.7 lbs., 5.9 lbs. in plastic can). A barrel weighs 4 lbs. (but spares were never taken along). Removing the bipod saves 0.5 lb.

Stoner XM207, .223 Remington (USA, 1966-1969)

This belt-fed squad automatic version of the Model 63A was improved in many ways from the Model 63. It was commonly used with a new drum container for the belt, which clipped beneath the weapon centrally, in a more balanced way. Only 36

were used by the SEALs. (The squad automatic weapon was experimentally tested by the U.S. Marines and the U.S. Army as the XM207, but not adopted.)

It feeds from 150-round disintegrating belts (4.7 lbs., 5.6 lbs. in aluminum drum). A spare barrel weighs 3.4 lbs. (but was never taken along). Removing the bipod saves 0.5 lb. Some SEALs even removed the 0.7-lb. shoulder stock to further save weight and improve its handling (Acc 4, ST 12†, Bulk -5, Rcl 3).

Browning XM213, .50 Browning (USA, 1968-1974)

This was modified from the WWII-vintage Browning M2 flexible aircraft gun (see *GURPS High-Tech*). It was mounted as a door gun on some UH-1B gunships (p. 39). Although its heavier punch and better range over the M60D was appreciated, it was problematic since it required frequent reloading (every 100 rounds).

Stoner MK 23 MOD 0 Commando, .223 Remington (USA, 1969-1971)

The only officially adopted Stoner, this was the finalized Model 63A1. It has a shorter but heavier 15.75" barrel (fluted for reduced weight and without the quick-change handle) and lacks the bipod. Some 48 were acquired. (See it in action in the *Quantum Leap* episode "The Leap Home 2.")

It feeds from 100-round disintegrating belts (3 lbs., 4.6 lbs. in the plastic can). The MK 23 MOD 0 is normally set up to feed from the right side rather than the left, which improves reliability. A plastic can holding a 100-round belt is clipped underneath the centerline of the weapon. Alternatively, it can be set up to fire from the left like the older guns, to allow use of the 150-round drum, which some Stonermen preferred – this decreases Malf. to 16; Wt. 16.3/5.6, Shots 150(5).

GE MK 25 MOD 0, 7.62×51mm NATO (USA, 1970-1973)

In 1967, MST-2 received two GAU-2B/A miniguns, which were mounted on boats in support of SEAL operations. In 1970, the MK 25 MOD 0 – a minor variant for installation on patrol boats – was adopted by the U.S. Navy. At least nine were mounted on MSSC and HSSC boats (pp. 35-37).

The MK 25 MOD 0 has two alternate rates of fire: by pressing only the left trigger or both the left and right simultaneously, it can fire at either RoF 33! or 66!.

It feeds from a disintegrating belt. The standard ammo can on the Navy craft was designed for 3,500 rounds, but up to 3,800 can actually be loaded.

The basic GAU-2B/A was used in the 323-lb. SUU-11B/A minigun pod sometimes carried by the OV-10A Bronco aircraft (p. 38). Its magazine contains 1,500 rounds. The M134 minigun is another variant; it was installed on the UH-1B Huey gunships (p. 39). Its ammo supply depends on the installation.

Cannon

Sometimes the SEALs received fire support from Army field artillery, including the 105×371mmR RIA M101 howitzer (see *GURPS High-Tech*), or from Navy ships.

Watervliet MK 12 MOD 0, 127×679mmR (USA, 1934-1945)

This 5"/38 dual-purpose gun was mounted on all U.S. destroyers from the 1930s through the 1940s, including the USS *Brush* (which is similar to the *Fletcher*-class detailed in

GURPS WWII: Dogfaces). They typically had six of these guns in twin mounts, with 472 rounds per gun stored. It fires HE (in the table).

Grenade Launchers

The 40×46mmSR Colt M79 grenade launcher was widely used by SEALs and their support teams starting in 1965.

The 40×46mmSR Colt M203 underbarrel grenade launcher was not much used by SEALs during the war. It became first available to SEAL Team One in 1970; SEAL Team Two didn't get it until 1971.

See also *Grenade Launchers* in *GURPS High-Tech*.

Colt XM148, 40×46mmSR (USA, 1965-1967)

The Colt CGL-4 underbarrel grenade launcher, introduced by the U.S. military on an experimental basis as the XM148, was issued to the SEALs in 1967, replacing the M79. It is mounted under the M16-series rifles and CAR-15-series carbines, worsening Bulk by -1. Some 600 were made.

Originally welcomed for the added firepower it offered to a rifleman, the XM148 was discovered to be fragile and unsafe to use (the unprotected trigger bar could easily be set off accidentally). In 1970, it was replaced by the Colt M203, although SEALs continued to use both types until the end of their deployment.

In addition to the standard HE grenade (in the table), other warheads included: a "silent" HE round, a variety of illumination (white) and signaling flares (green and red), a tear gas round, and smoke marker rounds (green, red, yellow, and violet). See *Selected Grenade Launcher Ammunition* in *GURPS High-Tech*.

Honeywell MK 18 MOD 0, 40×46mmSR (USA, 1965-1968)

This was a standard U.S. Navy grenade machine gun until the late 1960s. It is a manually operated weapon fired by turning a crank at the rear, similar to an old-fashioned Gatling gun (see *GURPS High-Tech*). It turned out to be similarly unreliable . . . In addition, its rotating mechanism cannot guarantee a proper gas seal, resulting in a loss of accuracy and range. It feeds from a 24-round non-disintegrating plastic belt (12.8 lbs.). It can be mounted on the M60's 15-lb. tripod, but was seldom used this way.

The MK 18 MOD 0 was mounted on boats – and experimentally as door gun on helicopters. Some 1,200 were made.

NOS Louisville MK 19 MOD 0, 40×53mmSR (USA, 1967-1970)

This automatic grenade launcher was the forerunner of the Saco MK 19 MOD 3 (see *GURPS High-Tech*). It was mounted on boats and sometimes as a door gun on helicopters. Some 600 were made.

It feeds from a 50-round disintegrating belt (39.7 lbs.). It can be mounted on the Browning M2HB's 44-lb. tripod (using a 21-lb. cradle), but it was almost only used on vehicles.

NWC China Lake Pump-Action Grenade Launcher, 40×46mmSR (USA, 1968)

This was an experimental multi-shot grenade launcher resembling a cross between the M79 and a pump-action shotgun. It has a tubular magazine below the barrel that holds three grenades. Some 30 were hand-built and used on a limited basis by SEALs in Vietnam.

NOS Louisville MK 20 MOD 0, 40×46mmSR (USA, 1970-1971)

This automatic grenade launcher was a replacement for the erratic MK 18 MOD 0. It was mainly used on boats. Some 1,080 were made. It feeds from a 24-round non-disintegrating plastic belt (12.8 lbs.). It can be mounted on the M60's 15-lb. tripod.

Mortars

Mortars were mainly used for base defense and mounted on support boats; however, SEALs were trained in their use.

Also see *Mortars* in **GURPS High-Tech**.

Watervliet M19, 60mm (USA, 1942-1945)

The M19 infantry mortar, developed from the earlier Stokes-Brandt M2 pattern, was used for base defense, as a boat armament, and sometimes even for ambushes. It disassembles into three parts for transport: barrel (16 lbs.), bipod (16.4 lbs.), and baseplate (12.8 lbs.). The tube can be fired without the bipod and plate (Acc 0).

In addition to HE (in the table), it fires WP shells (Dmg 2d [3d] burn ex, 15-yard radius cloud lasting 1 minute) and illumination rounds (350-yard radius lasting 25 seconds).

NAD Crane MK 2 MOD 1, 81mm (USA, 1964-1969)

Originally developed for the U.S. Coast Guard, the MK 2 MOD 1 is a breech-loaded gun/mortar, firing the same 81mm mortar bombs as the Watervliet M29 infantry mortar. In addition to loading from the breech, it can also be drop-loaded from the muzzle like a conventional mortar – this makes direct fire impossible, but increases reloading to (4i).

In addition to HE (in the table), it fires WP shells (Dmg 4d [4d] burn ex, 23-yard radius cloud lasting 1 minute), illumination rounds (600-yard radius lasting 60 seconds), leaflet propaganda rounds, and a multiple flechette round (Dmg 1d-1 pi-, Max 50/600, RoF 1×1,200). The latter is used only for direct fire against coastal targets.

A Browning M2HB heavy machine gun (included in weight) with 100-round or 400-round belt is mounted coaxially on top of the weapon (piggyback), but can not be fired at the same time.

NOS Louisville MK 4 MOD 0, 60mm (USA, 1969)

Limited issue boat armament. This is a breech-loaded gun/mortar, firing the same 60mm mortar bombs as the M19 infantry mortar (above). In addition to loading from the breech, it can also be drop-loaded from the muzzle like a conventional mortar – this makes direct fire impossible, but increases reloading to (3i).

An M60 machine gun can be mounted coaxially on top of the weapon (piggyback), but not fired at the same time as the mortar.

Light Antitank Weapons

The standard light antitank weapon was the disposable 66mm Hesse M72A2 LAW. Due to the lack of armor employed by the Communists, it was used against bunkers, boats, and other opportunity targets – the warhead penetrates 11" of steel, 36" of reinforced concrete, or 78" of log emplacements, and develops sufficient side-effects for use against personnel.

The obsolete 57×305mmR Firestone M18 recoilless rifle was still issued to the MST and PTF crews, and used mostly for fire support from boats. However, occasionally a SEAL squad would take it on an operation as well, especially for ambush missions. Its canister load was popular. A copy of the weapon was in service as the 36 *Shi* with the Chinese military, which supplied it to the North Vietnamese and Viet Cong, who used it widely as the K-36. Ammunition was interchangeable.

Also see *Light Antitank Weapons* in **GURPS High-Tech**.

Vehicular Rocket Launchers

These were mounted on support aircraft.

Also see *Vehicular Rocket Launchers* in **GURPS High-Tech**.

M158, 2.75" FFAR (USA, 1965-1979)

This is a light 7-shot rocket pod firing the 2.75" MK 40 Fin-Folding Aerial Rocket (FFAR) from Seawolf helicopters. The rockets can be fired individually or in ripple fire. It normally fires rockets with a 10-lb. HE warhead (a heavier warhead was available but not popular), but sometimes a single beehive rocket was loaded per pod for use against personnel (Dmg 1d cut, Range 450/6,500, RoF 7×2,400, Rcl 1).

LAU-3/A, 2.75" FFAR (USA, 1960s-1970s)

This is a light 19-shot rocket pod designed to fire the 2.75" MK 40 Fin-Folding Aerial Rocket (FFAR) from ground attack aircraft (p. 38). The rockets can be fired individually or in ripple fire, which empties the pod in less than 2 seconds. In addition to HE (in the table), it fires WP (Dmg 5d [3d+2] burn ex, 19-yard radius cloud lasting 1 minute), primarily for target marking.

LAU-10/A, 5" Zuni (USA, 1957-1971)

This is a light 4-shot rocket pod designed to fire the 5" MK 16 Zuni rocket from ground attack aircraft (p. 38). The rockets can be fired individually or in ripple fire. In addition to HE (in the table), it fires WP (Dmg 6d×2 [6d+1] burn ex, 45-yard radius cloud lasting 1 minute), primarily for target marking.

Hand Grenades

The standard hand grenades used by the SEALs included the MK 2 "pineapple" fragmentation hand grenade, MK 3A2 concussion hand grenade, AN-M8 smoke hand grenade, M7A3 tear gas hand grenade, M18 colored smoke hand grenade (green, red, violet, yellow), M26 "lemon" fragmentation hand grenade, M33 "baseball" fragmentation hand grenade, and M34 white phosphorous hand grenade.

The main grenade was the M26; the MK 2 was seldom used, and the M33 only slowly became available starting in 1969. The MK 3A2 was popular because it often stunned and disoriented rather than killed, allowing the SEALs to take prisoners for interrogation. The M7A3 tear gas hand grenade was used to flush out tunnels and bunkers (p. 46), and to cover retreats. One or two M18 colored smoke grenades were often carried (the AN-M8 was less commonly used), and usually used for signaling aircraft.

Also see *Hand Grenades* in **GURPS High-Tech**.

NWC China Lake Model 308-1 Napalm (USA, 1968)

This is an incendiary hand grenade issued in limited numbers from 1968 on. It spreads liquid napalm over a 3-yard

radius; this burns at 2,200°F for 40 seconds, ideal for igniting water-soaked structures and destroying hootches and rice caches. See *Flame* (pp. B433-434).

NWC China Lake Model 308-1 Marking Paint (USA, 1968)

This is a marking paint hand grenade issued in limited numbers starting in 1968. It spreads TIARA fluorescent paint over an 8-yard radius. The paint glows with a highly visible blue-green light for 20 minutes. The grenades were mainly used to mark targets for air support. Another popular use was to toss the grenade in a bunker or hootch – everybody inside would be covered by the paint, becoming easily visible in the dark and leaving fluorescent foot prints, making escape difficult. Trying to rub off the paint increases its brilliant glow.

NWM V40 (Netherlands, 1968-1972)

This is a small fragmentation hand grenade issued in limited numbers, starting in 1969. It was popular since large numbers could be carried. Its body is spherical and only 1.5" across (about the size of a golf ball). It came in bandoleers of five (1.4 lbs.).

Land Mines

Each squad usually carried two or more M18A1 Claymore mines, to set up ambushes (pp. 51-52) or as booby traps. One was always carried fitted with a 30-second time-delay fuse. This could be left behind as a diversion when extracting while being followed.

Also see *Land Mines* in **GURPS High-Tech**.

M18A1 Claymore (USA, 1960-)

This is a directional, above-ground weapon which consists of a convex block of C4 explosive in a plastic case about the size of a pocket book, with 700 steel pellets embedded in the front side. The mine is pointed toward the desired area of effect, and can be detonated by tripwire, by time-delay fuse, or remotely using a 0.75-lb. blast detonator (called a "clacker"). The Claymore comes in a 5-lb. bandoleer including a blasting cap, a 33-yard wire, and a detonator. Its use can be seen in movies such as *Platoon*, *Predator*, or *Tears of the Sun*.

When triggered, everyone in the 270 yard cone in front of the mine is attacked at 9 (flat) + 9 (the *Rapid Fire* bonus, p. B373) minus the range penalty for distance from the mine. Treat as a huge shotload with Dmg 2d(0.5) pi-, Range 55/270, RoF 1x700, Rcl 1. Resolve attacks in order of distance; if all 700 pellets somehow manage to hit something, no more distant targets can be hit. While the pellets are directed only to the front, the 6dx3 cr ex blast of the explosion is non-directional and affects a larger area to the side and rear as well. It is usually deployed 20 yards or more from friendly positions.

Use Explosives (Demolition)+4, Soldier, or Traps+2 to correctly emplace it. Disarming it requires an Explosives (EOD) roll.

Explosives

A wide variety of explosives and explosive charges were available.

Also see *Explosives and Incendiaries* in **GURPS High-Tech**.

MK 133 MOD 2 Demolition Charge (USA, 1960-1970)

A general-purpose demolition charge which can be used underwater. This charge was mainly employed to blow up rice caches, bunkers, and other structures, but also for underwater obstacle removal. It floats with its flotation pouch inflated. The charge consists of eight 2.5-lb. HBX charges connected by detonation cord and ignited by a 60-second time-delay fuse.

WEAPON TABLES

See pp. B268-271 for an explanation of the statistics. Under *Bulk*, an asterisk (*) indicates a folding or retractable stock. Folding the stock reduces Bulk by 1. When folded, subtract -1 from Acc, add +1 to Recoil (unless Rcl is 1), and multiply ST by 1.2, rounding up. Folding or unfolding the stock takes one Ready maneuver. Under *Cost*, the first figure is the price of the weapon, the second that of an empty magazine or drum.

Some of the weapons listed below are not fully described in this book; descriptions can be found in **GURPS High-Tech**.

Revolvers

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	S&W Model 15, .38 Special	2d pi	2	110/1,200	2.2/0.2	3	6(3i)	9	-2	2	\$500	3	

Semiautomatic Pistols

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Colt M1911A1, .45 ACP	2d pi+	1	150/1,600	2.8/0.5	3	7+1(3)	10	-2	3	\$600/\$27	3	
6	FN-Browning HP, 9x19mm	2d+2 pi	2	150/1,700	2.4/0.5	3	13+1(3)	9	-2	2	\$625/\$35	3	
6	Tokarev TT-33 (K-54), 7.62x25mm	2d+2 pi-	2	180/2,000	2.1/0.4	3	8+1(3)	8	-2	2	\$340/\$26	3	
7	High Standard HDMS, .22 LR	1d+1 pi-	2	70/1,200	2.6/0.2	3	10+1(3)	9	-3	2	\$700/\$25	3	
7	S&W Model 39, 9x19mm	2d+2 pi	2	160/1,800	2/0.4	3	8+1(3)	9	-2	2	\$470/\$26	3	
7	S&W MK 22 MOD 0, 9x19mm	2d+2 pi	2	160/1,800	2.1/0.4	3	8+1(3)	9	-2	2	\$1,000/\$26	3	
	Suppressed	2d pi	-	120/1,300	2.6/0.4	3/1	-	9	-3	-	-	-	[1]

[1] RoF is 1 with the slidelock engaged (-4 Hearing), 3 without (-3 Hearing).

Shotguns

GUNS (SHOTGUN) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Ithaca Model 37, 12G 2.75"	1d+1 pi	3	40/800	6.7/0.4	2x9	4+1(2i)	10†	-5	1/5	\$450	3	[1]
7	Remington Model 7188 MK 1, 12G 2.75"	1d+1 pi	3	40/800	9.3/0.8	4x9	7+1(2i)	10†	-5	1/4	\$1,000	3	[2]

[1] Rcl is 1 with multiple shot, 5 with slugs.

[2] Rcl is 1 with multiple shot, 4 with slugs.

Rifles

GUNS (RIFLE) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Browning M1918A2 BAR, .30-06	7d pi	5	1,100/4,500	21/1.6	7/9!	20(3)	11B†	-6	2	\$3,000/\$31	1	
7	Winchester M2 Carbine, .30 M1	4d+1 pi	4	330/2,100	6.3/1.1	12	30+1(3)	8†	-4	3	\$760/\$29	3	
7	SKS-45 (K-56), 7.62x39mm	5d+1 pi	4	500/3,100	8.9/0.4	3	10(3)	9†	-5	2	\$200	3	
7	AK-47 (K-56), 7.62x39mm	5d+1 pi	4	500/3,100	11.3/1.8	10	30+1(3)	9†	-5	2	\$300/\$30	2	[1]
7	Colt CAR-15 R607, .223	4d pi	4	420/2,700	6/0.7	15	20+1(3)	8†	-4	2	\$650/\$33	2	
7	Colt M16A1, .223	5d pi	5	500/3,200	7.7/0.7	13	20+1(3)	8†	-5	2	\$550/\$33	2	
7	Colt XM177E2, .223	4d+1 pi	4	420/2,700	6/0.7	15	20+1(3)	8†	-4	2	\$650/\$33	2	
7	Stoner XM23, .223	4d+2 pi	4	460/2,900	9.1/1	12	30+1(3)	9†	-5*	2	\$4,000/\$34	2	
7	H&R T223, .223	4d+2 pi	5	460/2,900	9/1.4	12	40+1(3)	9†	-5	2	\$1,200/\$30	2	
7	Colt MK 4 MOD 0, .223	5d pi	5	500/3,200	8/1	13	30+1(3)	8†	-5	2	\$550/\$34	2	

[1] Very reliable. Will not malfunction unless lack of maintenance lowers Malf. (see p. B407).

Submachine Guns

GUNS (SUBMACHINE GUN) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Guide Lamp M3A1, .45 ACP	2d+1 pi+	3	160/1,700	10.2/2.2	7!	30(3)	9†	-5*	2	\$350/\$37	2	
7	K-49M, 7.62x25mm	3d pi-	3	200/2,200	9.6/1.6	10!	35(3)	9†	-4*	2	\$350/\$29	2	
7	Carl Gustaf "Swedish K," 9x19mm	3d-1 pi	3	170/1,800	9.2/1.5	10!	36(3)	9†	-4*	2	\$250/\$30	2	
7	S&W MK 24 MOD 0, 9x19mm	3d-1 pi	3	170/1,800	8.7/1.5	12	36(3)	8†	-4*	2	\$380/\$30	2	

LMGs and GPMGs

GUNS (LIGHT MACHINE GUN) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	RPD (K-56), 7.62x39mm	6d pi	4	600/3,900	16.3/5.3	11!	100(5)	10B†	-6	2	\$1,500	1	
7	Saco M60, 7.62x51mm	7d pi	5	1,000/4,200	29.6/6.6	9!	100(5)	12B†	-7	2	\$6,000	1	
7	Saco M60 Modified, 7.62x51mm	7d-1 pi	4	900/3,750	26.9/6.6	9!	100(5)	11B†	-6	2	\$6,000	1	
7	Stoner Model 63, .223	5d pi	5	460/2,900	17.1/5.9	14!	150(5)	10B†	-6	2	\$5,000	1	[1]
7	Stoner XM207, .223	5d pi	5	460/2,900	17.2/5.6	14!	150(5)	10B†	-6	2	\$5,000	1	[1]
7	Stoner MK 23 MOD 0, .223	4d+2 pi	4	420/2,700	14.1/3.3	12!	100(5)	10B†	-5	2	\$5,000	1	

[1] Unreliable. Malfunctions on 16+ (see p. B407).

MMGs, HMGs, and Autocannon

GUNNER (MACHINE GUN) (DX-4 or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Browning M2HB, .50 Browning	7dx2 pi+	5	1,800/7,600	84/35	8	100(5)	21M	-9	2	\$14,000	1	
6	Oerlikon MK 4 MOD 0, 20x110mmRB	6dx3 pi++	6	1,700/6,400	147/62	7	60(5)	27M	-10	3	\$21,400/\$412	1	
	follow-up	2d-1 [1d] cr ex											
6	Bofors M3, 40x311mmR	6dx6(0.5) pi++	5	3,000/10,800	356/37.6	2	8(10)	41M	-12	6	\$40,000	1	
	follow-up	5d-1 [2d] cr ex											
6	Browning XM213, .50 Browning	6dx2 pi+	5	1,700/7,100	65/35	13!	100(5)	20M	-8	2	\$14,000	1	
7	Hughes MK 11 MOD 5, 20x110mm	6dx3 pi++	6	1,700/6,400	240/445	11!/70!	750(5)	30M	-10	3	\$35,000	1	
	follow-up	2d-1 [1d] cr ex											
7	GE MK 25 MOD 0, 7.62x51mm	7d pi	5	1,000/4,200	61/285	33!/66!	3,800(10)	20M	-7	2	\$20,000	1	[1]

[1] Very reliable. Will not malfunction unless lack of maintenance lowers Malf. (see p. B407). Needs power source. See description.

Indirect-Fire Cannon

ARTILLERY (CANNON) (DX-5)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
6	Watervliet MK 12 MOD 0, 127×679mmR follow-up	6d×17(0.5) pi++ 6d×6 [6d+1] cr ex	5+5	5,900/17,400	3,990/83	1	1(4i)	83M	-16	10	\$100,000	1

Grenade Launchers

GUNS (GRENADE LAUNCHER) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Colt M79, 40×46mmSR	4d-1 [2d] cr ex	1	15/440	6.5/0.5	1	1(3i)	8†	-4	2	\$500	1	[1]
7	Colt XM148, 40×46mmSR	4d-1 [2d] cr ex	1	15/440	+3.6/0.5	1	1(3i)	8†	-	2	\$600	1	[1, 2]
7	NWCCL Pump-Action GL, 40×46mmSR	4d-1 [2d] cr ex	1	15/440	10.2/2	2	3+1(3i)	9†	-5	2	\$1,500	1	[1]

[1] First number under Range is minimum range.

[2] Adds weight to weight of host weapon. Uses Bulk+1 of host weapon.

Automatic Grenade Launchers

GUNNER (MACHINE GUN) (DX-4 or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Honeywell MK 18 MOD 0, 40×46mmSR	4d-1 [2d] cr ex	1	15/400	19/12.8	4	24(5)	15M	-5	2	\$10,000	1	[1, 2]
7	NOSL MK 19 MOD 0, 40×53mmSR	4d-1 [2d] cr ex	2	35/2,200	39/39.7	6	50(5)	21M	-8	2	\$14,000	1	[2]
7	NOSL MK 20 MOD 0, 40×46mmSR	4d-1 [2d] cr ex	1	15/440	26/12.8	4	24(5)	16M	-6	2	\$10,000	1	[2]

[1] Unreliable. Malfunctions on 16+ (see p. B407).

[2] First number under Range is minimum range.

Mortars

ARTILLERY (CANNON) (DX-5)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Watervliet M19, 60mm	7d [3d] cr ex	2	100/2,000	46.3/3.2	1	1(2i)	27M	-	10	\$2,500	1	[1]
7	NADC MK 2 MOD 1, 81mm	7d×3 [4d] cr ex	3	1,000/3,900	677/9.3	1	1(3i)	42M	-12	4	\$20,000	1	[1]
7	NOSL MK 4 MOD 0, 60mm	7d [3d] cr ex	2	100/2,000	140/3.2	1	1(2i)	27M	-9	3	\$15,000	1	[1]

[1] First number under Range is minimum range. The MK2 MOD1 and MK4 MOD0 have no minimum range if used in direct-fire mode.

Light Antitank Weapons

GUNS (LAW) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Firestone M18, 57×305mmR linked	4d×2(10) cr ex 4d×2 cr ex	4+1	10/4,800	54/5.5	1	1(4)	11†	-8	1	\$2,000	1	[1, 2, 3]
7	KMZ RPG-2 (K-56), 40mm linked	7d×2(10) cr ex 6d×2 cr ex	1	10/550	10.3/4	1	1(4)	9†	-6	1	\$750	1	[1, 2, 3]
7	HEC M72A2 LAW, 66mm linked	6d×3(10) cr ex 6d×2 cr ex	1	10/1,100	5.2	1	1	6†	-4	1	\$500	1	[1, 2, 3]

[1] Hazardous backblast in a 60° cone behind the weapon doing full damage out to 2 yards per die of burning damage and half damage out to 6 yards per die. The M18 does 5d burn, the RPG-2 1d+2 burn, and the M72A2 1d+2 burn.

[2] Read the first number under Range as *Minimum Range*, not 1/2D.

[3] Weight is for empty launcher/one rocket.

Vehicular Rocket Launchers

GUNNER (ROCKETS) (DX-4 or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	M158, 2.75" FFAR	7d×3 [3d+2] cr ex	2	550/6,500	40/21	7	7(5i)	15M	-9	1	\$8,000	1	[1]
7	LAU-3/A, 2.75" FFAR	7d×3 [3d+2] cr ex	2	550/6,500	100/21	19	10(5i)	19M	-10	1	\$20,000	1	[1]
7	LAU-10/A, 5" Zuni	6d×8 [6d+1] cr ex	2	750/8,800	140/107	4	4(5i)	20M	-11	1	\$20,000	1	[1]

[1] Read the first number under Range as *Minimum Range*, not 1/2D. Weight is for empty launcher/one rocket.



Hand Grenades and Incendiaries

THROWING (DX-3 or Dropping-4)

TL	Weapon	Damage	Weight	Fuse	Holdout	Cost	LC	Notes
6	MK 3A2	8d+2 cr ex	1	4-5	-2	\$20	1	[1]
7	AN-M8	Special (7 yd.)	1.8	1-2	-2	\$45	3	[1, 3]
7	M7A3	Special (7 yd.)	1	1-2	-2	\$175	3	[1, 2]
7	M18	Special (7 yd.)	1.2	1-2	-2	\$45	3	[1, 3]
7	M26	8d+2 [2d] cr ex	1	4-5	-2	\$30	1	[1]
7	M33	9d [2d] cr ex	0.9	4-5	-1	\$30	1	[1]
7	NWC Napalm	2d [2d] burn ex	0.75	4-5	-2	\$50	1	[1]
7	NWC Marking	Special (8 yd.)		1-3	-2	\$200	1	[1]
7	NWM V40	4d [2d] cr ex	0.25	4-5	-1	\$20	1	[1]
6	VC Stick Grenade	6d [2d] cr ex	1.2	3-5	-3	\$5	1	[4]

[1] Takes one Ready maneuver to pull the pin.

[2] Fills a 7-yard radius with tear gas; see p. B439. The cloud lasts about 25 seconds under normal conditions.

[3] Fills a 7-yard radius with smoke; see p. B439. The cloud lasts about 70 seconds under normal conditions.

[4] Takes two Ready maneuvers to screw off the cap and pull the cord.

Land Mines

EXPLOSIVES (DEMOLITION) (IQ-5 and most other Explosives-4), Soldier, or Traps+2

TL	Weapon	Damage	Weight	Holdout	Cost	LC	Notes
7	M18A1 Claymore	6d×3 cr ex	3.5	-3	\$50	1	[1]

[1] Multiple projectile attack (see p. B409) with Dmg 2d(0.5) pi-, RoF 1×700, and Rcl 1 to the front. See p. 31.

Explosive Charges

EXPLOSIVES (DEMOLITION) (IQ-5 and most other Explosives-4)

TL	Weapon	Damage	Weight	Fuse	Cost	LC	Notes
7	MK 133 MOD 2	6d×12 cr ex	23.5	60	\$750	1	[1]

[1] Takes one Ready maneuver to ignite.

SEAL MOTOR POOL

"La vie sportive" – that is how a French commandant described his life on a small landing craft in the delta south of Saigon.

– Graham Greene, *Ways of Escape*

Except for the sampans and IBS, none of the vehicles below was actually *operated* by SEALs themselves. However, all were employed in direct support of SEAL missions.

SEA VEHICLES

Watercraft were the main vehicles used for insertion and extraction of SEALs in Vietnam, and the larger armed models were also significant combat vehicles.

Unpowered

Boating was one of the primary skills SEALs learned, even though unpowered boats were rarely used in actual combat operations.

Sampan

A *sampan* (Chinese for "three planks") is a small wooden boat, typically 10' long (but, being hand-built, they come in many sizes). They are used as fishing boats and as a general means of transportations on Vietnamese waterways, seating one to three adults who row or pole the craft – larger ones sometimes had an outboard engine.

SEALs would often shoot and destroy the flimsy sampans in river ambushes or blow up captured ones. Sometimes, sampans were used for clandestine insertions.

Goodrich IBS (USA, 1955-1970)

Based on the similar Goodrich LCR(S) used by the U.S. Navy in WWII, the 12' Inflatable Boat, Small (IBS) is an inflatable rubber boat. It weighs 289 lbs. equipped with paddles, CO2 inflation cylinder, hand pump, and repair kit, and can carry up to seven men and 1,000 lbs. of equipment. Normally paddled during SEAL training and some insertions (Move 1 with six experienced men paddling), it can be fitted with a 120-lb., 5.6-kW sound-baffled outboard engine (-2 Hearing) with a 6-gallon tank, which increases Move to 3 and Range to 35.

Motorboats

Small, fast, open motorboats with shallow draft were the preferred method of propulsion in most of the areas in which the SEALs operated. The U.S. Navy's and South Vietnamese Navy's riverine forces (the so-called *Brown Water Navy*, pp. 56-57) had hundreds of the Patrol Boat, River (PBR) in use; this was a heavily armed craft, very common in South Vietnam (see **GURPS High-Tech**). Crewed by normal sailors, it was often used for insertion, extraction, or SEAL fire support.

The men of MST-2 who were tasked with direct support of the SEALs mainly used dedicated vessels.

Boston Whaler STAB (USA, 1966-1967)

The 18' SEAL Team Assault Boat (STAB) is a modified commercial design. About 22 were made, 20 of which were brought to Vietnam. They were used by SEAL Team Two.

An open fiberglass design, it has four pintle mounts, one on each corner. Normally, two Saco M60 machine guns (p. 28) with 200-round belts are mounted, but Honeywell MK 18 MOD 0 grenade launchers (p. 29) or other weapons are also carried. It has two 78-kW outboard gas engines with 120-gallon fuel tanks.

Grafton Boat LSSC (USA, 1968)

We operated the Light on hit-and-run operations . . . canal sweeps, geographic and hydrographic data collection, and, of course, on occasional water-skiing trips.

– Darryl Young (SEAL Team One),
The Element of Surprise

The 24' Light SEAL Support Craft (LSSC) was specially designed for the SEALs and their unique operational requirements, replacing the Boston Whaler in most applications. Only 16 were made.

The black or green-colored LSSC has a low silhouette. Its hull is made of aluminum and filled with foam flotation aids that make it almost unsinkable. It has a very shallow draft and is driven by two water jets. Highly maneuverable, it can turn around in its own length. Its low profile also allows it to be hidden in riverside foliage. It has a crew of two to three MST-2 members and can take a fully equipped SEAL squad as passengers.

The LSSC has multiple gun positions for up to five weapons. It usually mounts either a Browning M2HB heavy machine gun (p. 27) with a 100-round belt or a NOSL MK 19 MOD 0 automatic grenade launcher (p. 29) with a 50-round belt aft. Two or four Saco M60 machine guns (p. 28) with 1,500-round belts are fitted along the sides.

It has two 161-kW gas engines with 210-gallon self-sealing fuel tanks. The engines are sound-baffled (-3 Hearing). Two 19-mile range radios are installed as standard. A foldable mast carries a 32-mile range surface search radar.

If an *Occupant Hit* (see p. B555) occurs, the ceramic armor in the hull provides DR 35 from the front, sides, and rear – at least when the occupant is crouching low. The upper part of the body is usually unprotected.

(In 1971, the Grafton LSSC MK2 became available. It was more commonly known as the Strike Assault Boat or STAB MK2 – not to be confused with the earlier Boston Whaler!)

Atlantic Research MSSC (USA, 1969)

Powered by twin . . . big-block Chevy engines with 325 horsepower and Mercury outdrives with 20" propellers, that mother had no problems getting us to or extracting us from our areas of operation in a hurry.

– Darryl Young (SEAL Team One),
The Element of Surprise

Like the LSSC, the 36' Medium SEAL Support Craft (MSSC) was specially designed for the SEALs and their unique operation requirements. Only 10 were made. The MSSC has a relatively low silhouette, but its main cargo area is covered by a canvas top. Its catamaran hull is made of foam-filled aluminum. Driven by two water propellers, it draws more water than the LSSC, but is faster and more comfortable.

It has a crew of four to six MST-2 members and can seat a fully equipped 14-man SEAL platoon on benches along the sides in the rear cargo area. A net is usually hung from the bow into the water, to allow easier boarding during extraction.

The MSSC has multiple gun positions for up to seven weapons, usually incorporating two Browning M2HB heavy machine guns (p. 27) with 100-round belts and four Saco M60 machine guns (p. 28) with 1,500-round belts along the sides. The stern pintle can mount a Browning M2HB heavy machine gun, a NOSL MK 19 MOD 0 automatic grenade launcher (p. 29) with a 50-round belt, or a GE MK 25 MOD 0 minigun (p. 29) with a 3,800-round belt – the latter was preferred, if available. Some of the side pintles are occasionally fitted with faster-firing .50-caliber Browning M3 aircraft machine guns (see **GURPS High-Tech**) or a NOSL MK 4 MOD 0 gun/mortar (p. 30) instead.

The MSSC has twin 261-kW gas engines with 300-gallon fuel tanks. The engines are sound-baffled (-3 Hearing). A 19-mile range radio and a 40-mile range radio are installed as standard. A mast carries a 32-mile range surface search radar. Some are fitted with the AN/TVS-2 7× night vision scope for observation (+2 Vision and Nightvision 5).

If an *Occupant Hit* (see p. B555) occurs, the ceramic armor in the hull provides DR 35 from the front, sides, and rear. The canvas cover provides DR 2 from the top.

Large Powerboats

SEALs were often carried by larger boats to their area of operation, and could also call upon their heavy armament for fire support. These boats included a variety of small-sized river, coastal, and ocean-going patrol craft.

Among the armored river boats available were the 36-ton Assault Support Patrol Boat (ASPB) and a variety of vessels based on the LCM-6 landing craft of WWII, including the 66-ton LCM-6 MOD 0 Armored Troop Carrier (ATC) and the heavily armed 85-ton LCM-6 MOD 1 Monitor (MON). The 75-ton Heavy SEAL Support Craft (HSSC) was also based on the LCM-6. The LCMs were commonly called “Mike” boats.

Coastal vessels included the 22-ton PCF *Swift*-class and the 80-ton PTF *Nasty*-class.

Båtservice Verft PTF *Nasty*-class (Norway, 1962-1964)

The 80' Patrol Boat, Torpedo, Fast (PTF) was a modified version of the Norwegian *Tjeld*-class torpedo boat. It was adopted to replace two earlier PT boats of WWII design (see **GURPS WWII: Dogfaces**) – in part because the boat's foreign origin gave it a measure of deniability. Named *Nasty* in U.S. service, the first 14 boats (PTF3-16) were built in Norway and outfitted in the USA. PTF17-22 boats were license-built in 1967-1968 by Trumpy & Sons of Annapolis. Six of the craft were lost during combat in the mid-1960s.

In Vietnam, the operational PTFs were assigned to MACV-SOG's maritime branch (SOG37) at Na Trang. The boats were crewed by mercenaries or South Vietnamese navy personnel who were trained and advised by an *MST-1* detachment (p. 56). They carried up to five LDNN squads (30 men) for clandestine operations in the north that inserted using rubber boats. The LDNN troops were in turn trained and advised by SEAL operators stationed at Na Trang.

This mahogany-hulled craft has an open bridge. Below decks are a plotting room with radar display and charts, a

radio room, two quarter rooms for 14 ratings, an officers' mess berthing four officers, a galley with stove and refrigerator, two heads, and the engine room.

This craft mounts a fully rotating NADC MK 2 MOD 1 gun/mortar (p. 30) on the forecastle, with a Browning M2HB heavy machine gun (p. 27) with a 100-round belt piggybacked on it. A storage compartment holding ready ammo for the weapons is located nearby, typically holding twenty-four 81mm shells and 600 rounds of .50-caliber. Amidships are two Oerlikon MK 4 MOD 0 autocannon (p. 27) with 60-round drums, one on each side of the bridge. Storage compartments near each gun hold sixteen 60-round drums each. A Bofors M3 autocannon (p. 28) with sixty-four 4-round clips is mounted in the aft position. Two storage compartments holding ready ammo are located nearby. More ammo is stowed below decks in under-floor compartments (48×81mm, 2,000×.50 Browning, 960×20mm, and 576×40mm).

The PTF has two 2,313-kW diesel engines and two 28-kW auxiliary power units with 6,100-gallon fuel tanks. It mounts two 40-mile range radios, a 6,000-mile range radio, a 50-mile range surface search radar, and a sonar depth finder.

It is equipped with two Elliot self-inflating life rafts, a 9' fiberglass dinghy (on the engine deck) with oars, and two life rings with 60-yard lines.

Seward Seacraft PCF MK 1 *Swift*-class (USA, 1965-1967)

The 51' Patrol Boat, Coastal, Fast (PCF) MK1, commonly called *Swift*, was based on a commercial oil rig crew boat. It was first modified for service in South Vietnam for MACV-SOG's maritime branch (SOG37), which envisioned a small coastal craft for counterinsurgency operations; 104 were built, plus 89 of two improved marks. Initially, the *Swifts* were only used in coastal waters, but soon they were also used for periodic raids into the larger inland waterways.

It was crewed by one officer and five enlisted, either from the *Brown Water Navy* (pp. 56-57) or *MST-1* (p. 56). It has berthing for six men and a head in the crew quarters in the bow below decks. The pilothouse amidships holds the steering wheel and navigation equipment. The deckhouse aft of the pilothouse holds the radio station and a small galley with a stove, sink, coffee machine, and refrigerator. Stores allow a mission endurance of up to five days. Passengers can be carried on deck for short distances.

The forward armament consists of twin Browning M2HB heavy machine guns (p. 27) with 500-round belts atop the pilothouse in a fully rotating mount. A NADC MK 2 MOD 1 gun/mortar (p. 30) and piggybacked Browning M2HB machine gun with 100-round or 400-round belt on a pedestal is provided on the aft deck. A total of 115 81mm mortar bombs (65 HE, 15 WP, 15 multiple flechette, 20 illumination) and 20,000 .50-caliber rounds are typically stowed. Various small arms are also carried.

The PCF has two 358-kW diesel engines with 828-gallon fuel tanks. A 6,000-mile range radio was installed, but it was of no use except to listen to continental American radio programs, since no high-frequency stations were located in Vietnam! As a make-shift, a man-portable 19-mile range backpack radio (p. 22) is carried and used for boat-to-boat communication and to contact land-based units; two 40-mile range radios are added in 1970. The PCF has a 50-mile range surface search radar as well as a sonar depth finder.

The PCF is equipped with an Elliot self-inflating life raft and two life rings with 60-yard lines.

Higgins HSSC (USA, 1967)

The HSSC was a fortress. It had firepower. It had armor. In short, just the kind of boat the bad guys loved to hate . . .

*– Bob Stoner (MST-2),
Operation SEA FLOAT/SOLID ANCHOR*

The 56' Heavy SEAL Support Craft (HSSC) was a heavily modified Higgins LCM-6 ship of WWII fame. Only two were made; one was called *Mighty Mo*.

The flat-bottomed HSSC is a reliable craft, but underpowered. It can only operate when the current is weak, or when it can move with the current. It makes up for its lack of speed and agility with heavy armament. These former landing ships are fitted with thick armor plate all-around. The open cargo well is almost entirely covered by a small landing pad that allows a MEDEVAC helicopter to land. The hull sides and the entire pilot house are also covered by bar armor made from concrete reinforcing steel rods (rebar). This is spaced about 1' from the hull in order to prematurely detonate any HEAT type warheads such as those fired from rocket launchers and recoilless rifles (also see *Spaced Armor* in **GURPS High-Tech**). Ballistic nylon fragmentation blankets are hung inside the rebar to limit the damage from fragments.

The craft has a crew of eight MST-2 members and can carry 20 SEALs in the midships cargo area. They exited over the bow landing ramp. For long trips, the craft featured a small refrigerator and a hot plate.

The HSSC has multiple gun positions. In the bow, it mounts a NADC MK 2 MOD 1 gun/mortar (p. 30) with piggybacked Browning M2HB heavy machine gun (p. 27) with 100-round belt. The mortar is usually loaded with multiple flechette rounds for use against riverside ambushes. A total of 115 81mm mortar bombs (65 HE, 15 WP, 15 MF, 20 illumination) are carried. A GE MK 25 MOD 0 minigun (p. 29) with 3,800-round belt is installed in a gun tub on the front of the helo pad. On the helo pad, a 106x607mmR Watervliet M40 recoilless rifle with an integral 12.7x77mm M8C spotting rifle (see **GURPS High-Tech**) is mounted on a pintle. Its ready round is also MF. Two Browning MK 21 MOD 0 medium machine guns

(p. 27) with 200-round belts fire to the sides aft of the mortar; they are later replaced by Saco M60s (p. 28). Four Browning M2HB heavy machine guns with 100-round belts are installed amidships, and a fifth is mounted in a gun tub in the stern as "stinger" gun.

The HSSC has twin 260-kW diesel engines with 768-gallon fuel tanks. The engines are sound-baffled (-2 Hearing). A 19-mile range radio and a 40-mile range radio are installed as standard. A mast carries a 32-mile range surface search radar. It mounts an AN/TVS-2 7x night vision scope for observation (+2 Vision and Nightvision 5).

The body and superstructure are armored all around with DR 70. The body underbody and top have DR 10. The superstructure top has DR 2. The body and superstructure sides are also fitted with spaced armor all-around. Multiply DR by 1.5 against all HEAT attacks. The fragmentation blankets in the body and superstructure provide DR 10 against attacks that penetrate the main armor.

General Dynamics MK 7 MOD 6 SDV (USA, 1969)

The 18' Swimmer Delivery Vehicle (SDV) MK 7 MOD 6, commercial designation Convair Model 14, was the standard underwater transport used by UDTs and SEALs during the late 1960s and early 1970s. The first American-made SDV, it replaced the Italian-made MK 6 MOD 0 Sea Horse. It could be deployed from the LPSS-574 *Grayback*, a modified *Regulus II*-class submarine used for UDT and SEAL support starting in 1970. The submarine could carry four SDVs in its hangars.

The MK7 MOD6 is a so-called "wet" or free-flooding submarine: the crew and passengers are immersed in water and must wear scuba gear and diving suits. Eight onboard 90-cubic feet bottles allow semi-closed-circuit diving for up to 8 hours. The crew consists of pilot and navigator seated in tandem. Two swimmers and 55 lbs. of explosives or other supplies can be carried.

The MK 7 MOD 6 is made of non-magnetic plastic materials and can dive up to 200'. It has a 1.4-kW electric engine powered by six silver-zinc batteries.



Watercraft Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ.	DR	Range	Cost	Locations	Draft	Notes
BOATING (UNPOWERED) (DX-5, IQ-5, Large Powerboat-4, Motorboat-3, or Sailboat-3)															
1	Sampan	20†	+1/1	11c	1/1	0.3	0.2	+1	3	2	F	\$200	O	0.5	
7	IBS	29	+1/2	9c	1/1	1.2	1	+2	7	1	F	\$1,000	O	0.7	
BOATING (MOTORBOAT) (DX-5, IQ-5, Large Powerboat-2, Sailboat-3, or Unpowered-3)															
7	STAB	51	+1/2	10f	2/18	3	1.5	+3	2+7	3	400	\$30,000	O2X	2	
7	LSSC	70	+1/3	10	2/20	5	2	+4	3+7	3	480	\$350,000	O5X	0.8	
7	MSSC	115	0/4	10	2/20	17	4.3	+5	5+18	3	275	\$500,000	O7X	2	
BOATING (LARGE POWERBOAT) (DX-5, IQ-5, Motorboat-2, Sailboat-4, or Unpowered-4))															
7	PTF <i>Nasty</i>	194	-1/3	11x	1/22	80.4	10	+7	18A	5	1,210	\$10,500,000	S4X	8.7	[1]
7	PCF <i>Swift</i>	130	0/3	10x	2/16	22.2	2.6	+6	6A	5	400	\$650,000	Sst2X	3.5	[1]
7	HSSC	200	-1/3	11x	1/5	75	10	+7	8+20	70Sp	250	\$750,000	O10X	3.5	[1]
SUBMARINE (FREE-FLOODING SUB) (IQ-5, Large Sub-5, or Mini-Sub-4)															
7	MK 7 MOD 6 SDV	52	+1/2	10	1/3	1.5	0.4	+3	2+2	2	100	\$750,000	O	2	

[1] Additional passengers can be carried as “cargo”: 8 on the PCF, 20 on the PFT, and 20 on the HSSC.

AIR VEHICLES

The U.S. Navy created two small aviation units, HAL-3 and VAL-4 (see *Seawolves and Black Ponies*, pp. 56-57), to support its amphibious forces operating in South Vietnam. These operated two types of combat aircraft that were widely praised by SEALs.

Light Airplanes

North American OV-10A Bronco (USA, 1967-1969)

The Navy “Black Ponies” . . . demonstrated that the OV-10 could get to the target much faster than helicopters, and they often accomplished emergency missions hours before the centrally controlled jets arrived – much to the consternation of the Air Force. The Black Ponies weren’t as restricted as the other services and probably got the most out of the aircraft.

– K.P. Rice, *The OV-10 Story*

The OV-10A, commercial designation NA300, was designed for the U.S. Marine Corps as a lightly armed reconnaissance aircraft for counter-insurgency missions. It is a shoulder-wing monoplane with two turboprop engines and twin tail booms. Entering service with both the USMC and USAF in 1967, a small number were assigned in early 1969 to the U.S. Navy’s light attack squadron VAL-4, also known as the “Black Ponies.” VAL-4 was the only Navy squadron to use the plane, and the only squadron in Vietnam to use it for ground attack – the USAF and Marines used theirs for forward air control and artillery observation. A total of 271 OV-10As were built for the U.S. Marine Corps; 14 were loaned to VAL-4 in Vietnam.

The crew compartment is a tandem arrangement, with the pilot up front and the co-pilot behind. The controls are not fully duplicated: the co-pilot cannot fully control the craft (he can land in an emergency, though), and is not able to fire any ordnance. He mainly acts as navigator, radio operator, and observer. A 75-cubic foot cargo compartment behind the crew can be accessed through a door in the rear fuselage. Three paratroops can be carried there. With the 36-cubic foot co-pilot’s seat removed, up to five paratroops or two stretcher

patients and a medic can be carried. Thus, the OV-10A can be used for parachute insertion of small recon patrols (however, no such operations have been made public, at least regarding the SEALs).

Stub wings are located on either side of the fuselage. Twin fixed Saco M60C machine guns (p. 28) with 500-round belts are installed in each wing (total of four). There are two hardpoints under each stub wing (nominally rated for 600 lbs.) and one tapped 1,200-lb. hardpoint under the fuselage. These are often overloaded! A variety of ordnance can be carried. The weapon of choice is the 5” Zuni unguided rocket. It is carried in four-round LAU-10/A rocket pods (p. 30) under the stub wings. Also often used is the 2.75” FFAR unguided rocket, typically carried in 19-round LAU-3/A rocket pods (p. 30). It is neither as accurate nor as effective as the Zuni. Two gun pods are available for strafing runs: The SUU-11B/A gun pod holds a GE GAU-2B/A minigun (p. 29) with 1,500 rounds. The MK 4 MOD 0 gun pod holds a Hughes MK 11 MOD 5 autocannon (p. 28) with two 375-round belts. This is carried below the fuselage (overloading the hardpoint). While considered effective, it is really too heavy for the aircraft, and not entirely reliable.

The Black Ponies operated in pairs. The leader typically carried two LAU-10/A rocket pods and a MK 4 MOD 0 gun pod, while his wingman carried two LAU-10/A pods and two LAU-3/A rocket pods; sometimes one of the latter was replaced by a SUU-11B/A minigun pod. For night operations, the wingman carried a flare pod with eight 3-minute MK 24 illumination flares (dropped in pairs) under the fuselage. When supporting SEALs units, they often carried a 150-gallon fuel tank below the fuselage for longer endurance (+600 mile range).

The OV-10A has two 533-kW high-performance gas engines with 248-gallon self-sealing tanks. Both crewmembers have ejection seats. It has one 30-mile range and two 50-mile range radios. It requires a 250-yard runway, 600 yards when overloaded.

Hit location g (glass windows) has DR 15 armored glass if the attack comes from the front. If an *Occupant Hit* (see p. B555) occurs, the pilot and co-pilot are protected by DR 15 component armor from below.

Helicopters

The Vietnam War was a “chopper war” – it was the first conflict in which helicopters were used on a wide scale, including for transport, fire support, and MEDEVAC.

Bell UH-1B Iroquois (USA, 1960-1964)

The UH-1B, commercial designation Bell Model 204B Huey, was adopted by the U.S. Army in 1960. Thirty of them – then already obsolete – were loaned to the U.S. Navy in 1966 for service with the Seawolves of HAL-3 (p. 56). The UH-1B remained the standard type used by that unit throughout the war, though other Huey models also served in it. There were 1,010 UH-1Bs made.

The pilot (right) and co-pilot (left) sit in front, with good vision in all directions (including below, through windows in the lower nose). Access is through doors in the sides. Behind the crew is the 140-cubic foot passenger cabin, which can accommodate eight fully armed SEALs (or 10-12 of the smaller Vietnamese LDNNs or PRUs) or three stretchers, and is accessed through large sliding doors on either side. These doors are often removed.

The UH-1B was used both as a transport (armed only with door guns) and as a gunship. Transports were called “slicks” (because of their unobstructed exterior), gunships were nicknamed “snakes” (because of their bite) or “hogs” (since they bristled with weapons).

HAL-3 mainly flew gunships; these originally carried the M16 armament system. This consists of a weapons pylon on either side of the fuselage with twin forward-firing, remote-controlled Saco M60C machine guns (p. 28) with 1,675-round belts mounted on each tip, with an elevation of +11° and a depression of -63°. They can also be trained +70° outboard and



Aircrew Survival Kit

Bronco pilots were furnished with an extensive survival kit in case they were shot down (see *The Rescue of Bat-21*, p. 55).

Their survival equipment consisted of a survival vest, a survival kit stowed in each ejection seat, and a .38-caliber S&W Model 10 revolver (carried in a holster clipped to the vest). Many also chose to carry a non-standard long arm – typically an obsolete .45-caliber Auto-Ordinance M1A1 Thompson submachine gun.

The SRU-21/P survival vest weighs 7.5 lbs. loaded and contains the following items in its 12 pockets (many of them are further detailed in *GURPS High-Tech*):

AN/URC-64 emergency radio (p. 22), 23 rounds of .38 Special (six of them tracers), 1.5-quart plastic water bag, two packs of candy, three chewing gum packs, wrist compass, MK 3 MOD 0 signal mirror, SDU-5/E strobe light (p. 24), MK 31 MOD 0 pen flare launcher with seven red flares (burn 5 seconds), whistle, MC-1 pocket knife (p. 25), butane lighter (p. B288), waterproof match case with 50 matches (p. B288), magnesium fire-starter with tinder, fishing net, 20' snare wire, 8'x4.5' aluminum emergency blanket, five safety pins, insect head net, 1-oz. insect repellent and sunscreen ointment, and a first aid kit. The first aid kit includes a first-aid dressing (p. 23), a roll of adhesive tape, a soap bar, a surgical razor, plaster strips, aspirin painkillers (p. B441), quinine antimalaria pills, antidiarrheals, antiseptic ointment, tourniquet, etc. It gives a +1 bonus to First Aid skill.

The rigid seat survival kit (RSSK) weighs 29 lbs. loaded and comes in a canvas bag with shoulder straps. It contains the following items (some duplicated from the vest):

Jet pilot's survival knife (p. 25), three 12-oz. emergency food packets (each provides almost 1/3 of the daily requirement and holds six food bars, soup cubes, and sugar and tea), two packs of candy, three chewing gum packs, 12 10-oz. water cans, 5-quart plastic water bag, 50 Halzone water purification tablets (p. B288), plastic spoon, aluminum frying pan, three trioxane fuel tablets (seven-minute burn time), wrist compass (p. B288), MK 3 MOD 0 signal mirror, SDU-5/E strobe light (p. 24), two MK 13 MOD 0 marine smoke/illumination hand signals (p. 24), MK 31 MOD 0 pen flare launcher (see above), MC-1 pocket knife (p. 25), waterproof match case with 50 matches (p. B288), magnesium fire-starter with tinder, survival fishing kit with hooks, 50' line, and lures (p. B288), 20' snare wire, 15" MB-2 wire saw, Type IV survival tool (p. 25), small whetstone (p. B289), burning glass, 11'x7' tarpaulin, five safety pins, insect head net, reversible sun hat, 1-oz. insect repellent and sun screen ointment, and first aid kit (see above).

-12° inboard. The ammunition containers (6,700 rounds total) are mounted in the cabin rear under the passenger seats. Under the pylons are 300-lb. hardpoints which carry a 7-round M158 rocket pod (p. 30) with 2.75" unguided rockets. The pilot can fire both rockets and machine guns, while the co-pilot can only fire the MGs. The MGs automatically cut off when the rockets are fired, to avoid hitting them. Often, only 3,200-4,000 rounds and eight to 10 rockets were carried, instead of a full complement, in order to save weight.

Later in the war, some HAL-3 gunships mounted the M21 armament system, which is similar to the M16 system but replaces the four M60C machine guns with two M134 miniguns (p. 29) with 3,200-round belts (with RoF 40!). If one of the miniguns is traversed too far inboard, it automatically ceases firing to avoid hitting the craft. The M134 on the other side then automatically switches to RoF 66 to keep up the fire volume. The rockets are retained. The miniguns have an automatic cut-off that allows a maximum of three seconds of continuous fire (120 shots at RoF 40!) – firing shorter bursts decreases reliability (decrease Malf. to 17+)! (See the film *We Were Soldiers* for footage of the M21 system in action.)

In addition to the forward-firing armament, the pintle mounts in each doorway on the sides of the cabin feature a Saco M60 or M60D machine gun (p. 28) feeding from a can with a 550-round belt (later, typically 1,000-2,000-round belts!).

Starting about 1970, most Seawolves mounted a modified, irregular M21 system – the right forward-firing minigun was removed (the left then always firing at RoF 66!), and the right manually-aimed door gun was replaced with either a .50-caliber Browning M2HB or XM213 heavy MG (p. 27) with ten 100-round belts or a GE MK 25 MOD 0 minigun (p. 29) with a 1,500-round belt.

A Colt M79 handheld grenade launcher (p. 29) with about 50 shells was also carried. Gunships were flown without passengers (i.e., with two pilots and two door gunners) due to the weight of the weapons and ammunition.

The UH-1B has an 820-kW gas turbine with 165-gallon self-sealing fuel tanks (but Seawolves often tanked only half-full to save weight). It has one 30-mile range and two 50-mile range radios.

If an *Occupant Hit* (see p. B555) occurs, the pilot's and co-pilot's armored seats provide DR 25 from the rear and below.

Hovercraft

A handful of hovercraft were used experimentally by the U.S. Navy in Vietnam; they also operated in support of SEALs.

Bell PACV (USA, 1966)

The Patrol Air Cushion Vehicles were real monsters to the superstitious Vietnamese. Skimming across the marshlands on their cushions of air, the PACVs could swoop in on Charlie where nothing had been able to move before.

– Richard Marcinko (SEAL Team Two),
Hunters & Shooters

In 1965, the British Westland Aircraft company supplied seven SR.N5 hovercraft to Bell Helicopters. Three of these, designated SK-5 Model 7232, were delivered to the U.S. Navy, refitted with a more powerful gas turbine and U.S. Navy electronics and armament. Their official designation was Patrol

Helicopter Extraction

Sometimes, it was impossible for the helicopters to land and take on the SEALs, for example in swamps, heavily wooded areas, or under intense ground fire. For these special situations, Sergeant Major Charles McGuire, U.S. Army Special Forces, of the MACV Recondo School developed the McGuire rig.

Introduced in 1965, it consists of three 147' nylon ropes attached to the helo and dropped to the ground. Up to three men can slip on web slings at the end of the ropes and thus be pulled in the sky. The ropes cannot be hoisted in, so the men are left dangling below the helicopter until the pilot finds a place to land . . .

The McGuire rig has several drawbacks: it can not extract unconscious personnel, it requires both hands of the operator to hold onto the sling, it causes uncomfortable blood constriction, and it often dangerously spins the men around.

After a number of deadly accidents, it was replaced by the Stabilized Airborne Operations (STABO) rig in 1969 (also see *GURPS Special Ops*).

This consists of a web harness configured just like LBE (p. 22) that is worn by the operator all the time. When he is to be extracted, he just has to buckle the leg straps (converting the straps to a so-called Swiss seat) and attach the helicopter-dropped 120' rope to two D-rings. The STABO rig, capable of supporting four men at a time, allows free hands (to hold or fire a weapon), and can be used to extract unconscious or dead personnel.

Both techniques were used by SEALs, although not commonly.

Air Cushion Vehicle (PACV), nicknamed "Pak-Vee." In 1967, they were attached to TF-116 (p. 6) at Cat Lo and used there for eight months until returned to the USA for a complete overhaul. In 1968, they operated from Da Nang and Tan My under Coastal Division 17. The Vietnamese called it *quai vat* ("monster"); due to the fear that the vehicle instilled in the VC, it was often used as the "beater" in Search & Destroy operations, flushing them straight into the ambush killing zones (p. 51) of river craft and SEALs. In 1969, the three craft were finally returned to the USA and transferred to the U.S. Coast Guard. Their high operating cost and extensive maintenance requirements made them unsuitable for general use.

The whole craft is based on a 15" deep buoyancy tank, so that it will float if not "flying" on its air cushion. The forward-positioned cabin is set into the plenum chamber and buoyancy tank. Entrance is through a large cargo hatch in the bow. The pilot sits on the right side of the hatch; the navigator/radar operator sits on the left side. The other three crewmembers man the weapons. The roomy, 350-cubic feet passenger cabin can hold up to 17 fully equipped passengers. No seats are provided. Up to 12 additional troops can ride outside, on wooden decks on the skirts.

Installed on top of the cabin is a fully-rotating ring mount with twin Browning M2HB heavy machine guns (p. 27) with 500-round belts. In addition, there is an open window in either side, where a Saco M60 machine gun (p. 28) with 200-round belt is mounted on a pintle.

The PACV has a 746-kW gas turbine and a 2.5-kW auxiliary power unit with 302-gallon self-sealing fuel tanks. The 4' skirts allow outstanding rough-country and overwave performance: it can operate on sand, mud flats, debris-strewn water, and 4.5'

waves – perfect for the rice paddies, reed flats, rivers, and coastal waters of Vietnam. It can cross a 10' ditch or bounce over a 3.5' high obstacle (including the occasional unfortunate patrol boat!). A 50-mile range radio and a 19-mile range radio are standard. It has a 32-mile range surface search radar.

The skirts protect the Body front, sides, rear, and below with DR 3 half of the time. If an *Occupant Hit* (see p. B555) occurs, the pilot and navigator's armored seats provide DR 25 from the rear and below.

Aircraft Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ.	DR	Range	Cost	Locations	Stall	Notes
PILOTING (LIGHT AIRPLANE) (IQ-6, Helicopter-4, or most other Piloting at -2)															
7	OV-10A	76	-1/3	10f	3/140	5	0.7	+5	2+3	3	780	\$2,385,000	g3WWi	30	[1, 2]
PILOTING (HELICOPTER) (IQ-6, Light Airplane-5, or most other Piloting at -5)															
7	UH-1B	66	+1/2	10f	2/69	4.3	1.4	+5	2+8	3	290	\$4,700,000	gH2R2X	0	[2]
PILOTING (HOVERCRAFT) (IQ-6, Helicopter-3, or most other Piloting at -5)															
7	PACV	91	-3/4	9f	2/35	7.8	4.4	+5	5+17	3	180	\$5,300,000	GX		

[1] Crew 1+5 optional. With overload, LWt. becomes 7.2 and Load 2.9.

[2] Rotors have DR 20; all other locations have DR 3.



LAND VEHICLES

For SEALs, the primary mode of propulsion on land was on foot; ground vehicles were seldom used. "Deuce-and-a-half" trucks like the REO M35A1 "Six-by" were sometimes employed for PRU operations. Use the *TL6 2 1/2-Ton Truck* (p. B464).

Jeeps were not used on operations, but were employed for off-time traveling (p. 52) – this could also mean the occasional sniper attack on the road. Each SEAL platoon was normally provided with a standard Ford M151A1 MUTT (see *GURPS High-Tech*) for the officers' use. Other jeeps used included the Kaiser-Willys M38A1 and the Mitsubishi CJ3B-J4, as well as locally acquired vehicles – usually "scrounged" from unsuspecting neighboring units. Use the *TL6 Jeep* (p. B464).

CHAPTER FOUR

GOOD TO GO



Facts and Fantasy

Good? Bad? War stinks! There's nothing good about it. But you know, the whole thing, it's you or them.

– Michael Thornton (SEAL Team One), interview for *Academy of Achievement* (2001)

The preferences of the players and the GM should determine the tone of the adventure or campaign. A factual campaign follows the historical events – the PCs will more or less do what real SEALs did in the war. Such a historical campaign can be very rewarding, but also requires a lot of preparation. Much of the research has already been done for the GM (and the players), but extra reading may be required to get the correct tone, setting, action, etc. – check the *Bibliography* (pp. 67-69) for suggestions.

Playing a bit looser will allow the GM to keep many historical details, but events can evolve around how history *could* have been. For example, the PCs might insert into North Vietnam (where historical SEALs didn't go, at least according to declassified records) and raise havoc there . . .

Finally, the PCs could do completely fantastic things during their tour in Vietnam. They could battle ancient amphibious evils in the Rung Sat, try to recover a UFO shot down over the Mekong Delta by an overzealous Air Force pilot, or use magic spells and enchanted Stoner guns to overcome Charlie in his own backyard . . .

See *Out in the Woods* (pp. 59-65) for suggestions on fantastic campaigns.

We moved in on the ruin just before nightfall. It was eerily quiet, none of the usual jungle sounds – like in a church. Almost made me laugh. When we reached the crumbling walls, weapons ready and nerves tight, Mr. Small peeked through the main entrance. He gave a startled cry. "Someone beat us to it!" The church floor was a sea of blood. Seven mangled corpses were hung up in the remains of the roof structure, upside down. Frankie and Lou went outside quickly "to join the perimeter."

While Mr. Small, Mr. Rochas, Chief Miller, and Doc Green were examining the broken CHICOM rifles and quietly arguing about what might have happened, I took a look around. Blood was everywhere. It didn't look like the Cambodians or even one of those primitive mountain tribes might have done this. I noticed Gieng had gone up to the altar. He was praying in front of the cross. He turned and whispered something about the "ghosts of the woods" that had come to life and would punish all those that didn't belong here. Suddenly I noticed the stench swelling up, above the blood and the corpses and our sweat . . . It was foul like rotten algae, mixed with the stink of the lion house at a zoo and something else – something that penetrated your nose and went straight to your brain . . .

This chapter provides the game master with information and suggestions for running an adventure or a campaign for a group of SEAL player characters.

VIETNAM

In Vietnam, even in the most pacified areas, a man wasn't safe.

– Darryl Young (SEAL Team One),
The Element of Surprise

Vietnam (“Country of the Viets of the South”) is a country in Southeast Asia, bordered by China to the north, Cambodia and Laos to the west, and the sea everywhere else. Its name alludes to the original settlement of the ethnic Viets, which extended as far north as China. After centuries of occupation by the Chinese and then the French (and the Japanese briefly during WWII), Vietnam achieved its independence from French rule in 1954, when the First Indochinese War ended. The Vietnamese communist movement called Viet Minh, under leadership of Ho Chi Minh, had defeated the French and taken control of a large part of the country. Vietnam was divided along the so-called Demilitarized Zone (DMZ) into *Viet Nam Cong Hoa*, the Republic of Vietnam (South Vietnam), and *Viet Nam Dan Chu Cong Hoa*, the Democratic Republic of Vietnam (North Vietnam).

See ***Funny New Guys*** for Vietnam’s history up to the war.

WELCOME TO THE JUNGLE

It's amazing how often in the Delta that would happen: we wouldn't hear, see, or smell anything until we were right on top of it. It was as if the jungle were divided into rooms separated by invisible walls.

– Richard Marcinko (SEAL Team Two),
Rogue Warrior

To the SEALs, Vietnam’s climate, geography, and even its fauna and flora appeared to be hostile. As if the war itself was not enough, the men had to constantly struggle with the adverse conditions found there.

Vietnam has the typical tropical climate of two seasons: hot and dry, and hot and rainy. In the south, where the SEALs mainly operated, the rainy season begins in late May and lasts until October. April and May are the hottest and most humid months of the year.

The average annual temperature is 80°F in southern Vietnam, but during the rainy season, there are weeks of up to 120°F heat and 95% humidity. See *Heat* (p. B434) for the effects of high temperature on fatigue. A HT-based Survival (Jungle) roll can be substituted for the HT roll to check for FP loss.

However, heat and sunburn were relatively minor problems for the SEALs, who typically operated during nighttime.

Green Hell

SEALs mainly operated in the south of Vietnam, in an area called the IV Corps Tactical Zone (CTZ) – which covered the Mekong Delta – as well as in the Rung Sat Special Zone (RSSZ, p. 00) – sandwiched between IV CTZ, III CTZ, and Saigon with its own Capital Special Zone. Both the IV CTZ and the RSSZ required units capable of amphibious warfare: they were difficult operating areas for normal ground troops, crisscrossed by large rivers such as the Mekong, Bassac, and Vam Co Dong, and their many tributaries and distributaries, as well as the hundreds of man-made canals connecting them. Saltwater

mangrove forests with a 12’ tide and the nearby coastline add to conditions that made water transportation a necessity and resulted in the troops always being wet and muddy.

At its worst, the mud is thick enough to suck a man down to his hips, holding him fast with incredible suction. SEALs sometimes were trapped and had to be extracted with the help of their squad mates, often losing a boot or two in the process. Treat the swamps and mangrove forests as *Very Bad* terrain (see p. B351). Particularly deep mud such as found in some mangrove swamps may count as *Extremely Bad* terrain, with a Move multiplier of $\times 0.10$.

SEALs were often caked in mud in during operations. One positive effect was the protection the mud offered against heat and cold – still wet, it cooled the skin against the sun’s heat (as well as taking away the itch of the inevitable insect stings and bites), and once dried, it protected against the night chill.

The flora in these areas varies widely. The typical cultivated landscape is the wet rice paddy, a field covered by 1’ or more of water during the wet season and bordered by dikes. Treat as *Bad* terrain (see p. B351). During the dry season, the dikes are frequently as hard as concrete and provide good cover, but crossing a rice paddy or getting caught by enemy fire in a field is always dangerous and to be avoided whenever possible. Rice paddies are most common in the Mekong Delta, but can be found almost everywhere.

Untended open areas are often covered by elephant grass with razor-sharp blades 6-10’ high. To move through elephant grass, you cut a path with a machete, rotating out the machete-wielder at the front every 15 minutes (Fatigue -1 for each 15 minutes of trail-cutting). Machete-chopping is pretty loud (treat as “normal traffic,” p. B358) and easily reveals your approach. Of course, if an enemy patrol comes across a freshly-cut trail, the jig is up (roll Tracking skill +5 to estimate the time it was cut – the GM rolls secretly for the error: $2d-7 \times 10\%$).

Treat a patch of elephant grass as *Very Bad* terrain (see p. B351). Men moving through it without the benefit of trail (which SEALs were sometimes forced to do for reasons of stealth, or on a hasty retreat) need to roll vs. HT + DR once per second of running, or once per minute of slow patrolling. Failure means you suffer a Moderate Pain affliction (-2 to most rolls; see p. B428) for minutes equal to your margin of failure. Those are all the little nicks, filling with sweat. On a critical failure, take 1 HP of actual injury, too.

Wooded areas include tropical rain forests with triple canopies, palm or banana groves, and bamboo thickets. This is *Very Bad* terrain (p. B351). The jungle with its thick overhead cover is often dark even during daytime. Apply a Vision penalty of -3 or more due to darkness. In addition, visibility is frequently less than five yards due to heavy underbrush.

Hand grenades and 40mm grenades would often bounce off overhead limbs and fall back, giving the SEALs a dose of their own medicine (a likely mishap for characters with the Unluckiness disadvantage . . .).

The vegetation also made it difficult to signal aircraft; special flares and smoke signals had to be used (p. 24). Likewise, helicopters were often unable to land, requiring personnel to rappel down or use extraction rigs.

Critters

Vietnam is less densely populated than many other Asian countries, and most of the population is in a few primary areas of settlement. Most of the SEALs' areas of operations were howling wilderness. Many of the wild animals inhabiting it were dangerous or at least very annoying – either in themselves or by alerting the enemy and thus forcing the SEALs to abort their operation.

Critters include millions of malaria-carrying mosquitoes, inch-long red ants, hand-sized cockroaches, bloodthirsty leeches, pan-sized spiders, and poisonous scorpions. Vietnam is home to more than 120 species of venomous snakes – including green bamboo pit vipers, king cobras, and banded sea kraits. Constrictor snakes like the Burmese python are also common. All of these animals were frequently seen. On the other hand, encounters with leopards or tigers were rare.

Perhaps most dangerous to SEALs were the crocodiles that infested many of the waters – several close calls were recorded. These included the common Siamese crocodile (up to 13' long) and, in the mangrove swamps, the rarer but much larger and more aggressive Australian saltwater crocodile (which grows over 20' long). Wild boars would also occasionally make trouble, while birds, cat-sized rats, monkeys, swamp deer, and others could alert the VC to the SEALs.

The weird lung fish, on the other hand, could trick SEALs into believing that heavily breathing enemies were near . . .

Parts of Vietnam are so rugged and unexplored that entirely new species have been found there as late as the 1990s, including several types of large birds and the giant muntjac deer. A new *genus* was even found – the saola, related to the buffalo. The giant muntjac and the saola were the first new large mammals discovered since the early 20th century. Who knows what else lurked in those jungles? See *The Horror, The Horror!* (pp. 59-61).

See *Animals and Monsters* (p. B455) for many of the above animals; others can be found in **GURPS Bestiary**.

Diseases

Another problem were the many diseases common in Vietnam, including dengue fever, dysentery, pneumonia, tuberculosis, leprosy, and, of course, malaria. Many of these could be contracted by contact with the indigenous populace; others were carried by insects or other animals. SEALs were immunized against cholera and typhus prior to being shipped to Vietnam. Against malaria, the dreaded “horse pills” had to be taken regularly once a week – their side-effects caused diarrhea

and other problems for many men, and didn't guarantee complete protection . . . Infected bug bites and small cuts were also a problem, as were intestinal parasites and fungicidal problems like jungle rot and ringworm.

See *Illness* (pp. B442-444) for more on diseases in **GURPS**; additional information can be found in **GURPS Bio-Tech**.

THE VIETNAMESE

“You and your like are trying to make a war with the help of people who just aren't interested.”

“They don't want Communism.”

“They want enough rice . . . They don't want to be shot at. They want one day to be much the same as another. They don't want our white skins around telling them what they want.”

– Thomas Fowler and Alden Pyle in *The Quiet American*

According to their legends, the Vietnamese originated from the offspring of a dragon and a goddess. The people are described as being reserved but friendly toward strangers, and as loyal and open friends once their trust has been gained.

During the 1960s, the Republic of Vietnam had about 15.5 million citizens (compared to 17 million in the North). About 15% of the population were members of ethnic minorities. These included the Cham (descendants of an ancient culture that once ruled over Vietnam), the Khmer (Cambodians), the Hoa (Chinese), and the so-called Montagnards (“mountain tribes”), plus some French and Indian immigrants.

Four out of five Vietnamese were farmers. The *ao ba ba*, the infamous “black pajamas” (loose trousers and jacket) thought of as the typical Viet Cong “uniform” by many Americans was actually the traditional attire of workmen and peasants.

Many ordinary people were strangely indifferent toward the brutal civil war between the South Vietnamese regime and its North Vietnamese communist counterpart. They were more concerned with their individual day-to-day troubles, many of these being a result of bureaucratic indifference or “friendly fire.” The universal military draft, the arrogance of the South Vietnamese ruling class, the damage done by bombs or bullets gone wild, the deforestation programs, the search operations, the curfews – all of this piled on poor and powerless people and resulted in little support for the South Vietnamese government or its close allies.

While the VC often reigned through brutal terror in the areas under their control, their propaganda promised a better future. They also played the patriotism card: many VC did not fight for Communism or the Revolution, but for freedom from foreign influence.

“Like other tropical countries, Vietnam has the usual variety of bugs, flies, mosquitoes, and other insects. It's SOP to sleep under a mosquito net.”

– Department of Defense, *A Pocket Guide to Vietnam*

Talking the Talk

Vietnamese is a tonal language that is difficult to learn for Americans – any given syllable can be pronounced in half a dozen ways, meaning totally different things (note that all Vietnamese words in this book use simplified Anglicized spelling, which often doesn't allow proper pronunciation). Even most graduates of the Defense Language Institute only achieved the equivalent of Accented in **GURPS**, and most SEALs never learned more than a few words of the language.

At the same time, most Vietnamese, especially villagers and Viet Cong, didn't speak any English either. Therefore, each SEAL platoon had one or two reliable Vietnamese assigned as interpreters. Some of them were civilians (dodging the draft of the South Vietnamese military), others were members of the regular South Vietnamese armed forces or the regional forces (a type of militia), and still others were *Hoi Chanh* ("returnees"). The interpreter's English would often not be better than Broken or Accented. Communication was frequently impossible on anything other than a tactical level, and even then mainly through gestures and hand signals ("Halt!", "Listen!", etc.). The GM can ignore this or play it out for all its worth.

Some Vietnamese, especially the elderly, spoke French. All the ethnic minorities have their own mother tongues. They don't necessarily speak Vietnamese, especially if members of the reclusive mountain tribes.

VICTOR CHARLIE

Nothing is more precious than independence and liberty.

– Ho Chi Minh

Despite the popular image of all the enemy combatants being Viet Cong, the communist guerrilla movement actually consisted of several separate but closely co-operating organizations. At the core was the *Dang Cong San Viet Nam* ("Communist Party of Vietnam"). Its military arm was the *Mat Tran Dan Giai Phong Mien Nam* ("National Front for the Liberation of Southern Vietnam"), often abbreviated as National Liberation Front (NLF), but more usually called the Viet Cong (VC) by everybody on the U.S.-allied side. As a patriotic insurgency ostensibly aimed at driving out all foreign influence on Vietnam, not all members of the NLF were communists; some had only patriotic motives. In combat, it was supported and later effectively replaced by the *Quan Doi Nhan Dan Viet Nam* ("People's Army of Vietnam" or PAVN) – commonly if incorrectly known as the North Vietnamese Army (NVA).

All pretense of the NLF being independent from the PAVN (an important propaganda distinction during the 1960s) was eventually dropped during the 1970s. To the SEALs, these details meant little difference anyway. All enemies were VC.

The Viet Cong were further divided into cadre, local force, and main force units:

Cadre made up about 15% of the VC, and were also known as the VC Infrastructure (VCI). These were noncombatants in the sense that they generally didn't carry arms, but they were very important to the overall war effort and considered the "head of the snake." The cadre included political leaders, tax commissars, psychological warfare units (including theater troupes that promoted communism and the war against the South Vietnamese government and its allies), etc. Many members of the cadre led a quiet civilian life as hamlet chiefs, merchants, or ordinary peasants.

Local force VC were the archetypal part-time guerrillas who were farmers by day and fighters by night. They made up about 65% of the VC. Most were either too old or too young to fight in regular units (or the South Vietnamese military, which drafted most men); others were women or were disabled. These part-timers "hid in plain sight," living and working in "noncombatant" villages and hamlets as rice farmers, fishermen, seamstresses, wild pig hunters, or "charcoalers." Most were not real fighters (even if armed), but provided intelligence or support functions (porters, guides, scouts, etc.). They also placed booby traps and engaged in occasional (but typically ineffectual) sniping. Local force VC were the eyes and ears of the main force units, but they could be mobilized and armed from caches. They were poorly equipped and trained, and didn't pose a real military threat. Most local force units were small, from a single three-man cell to an undermanned platoon, depending on the size of their hamlet.

Main force VC were full-time guerrillas who lived in fortified "combatant" hamlets or small encampments outside of normal society, in the jungle or across the borders in Cambodia or Laos. They made up about 20% of the VC. They were organized along military lines, although they were often split into small units of platoon- or squad-size. Main force VC were reasonably well trained and equipped, and highly motivated. Their officers were often excellent, many of them veterans of decades-long fighting against the Japanese and French. They generally operated within their home region to take advantage of their knowledge of the area and their connections to the populace.

Some main force units were even more professional, and generally organized in full battalions. They were commonly known as "hard hats" due to their uniform pith helmets that were otherwise the mark of PAVN troops.

PAVN units were similar to the bigger main force VC units, but even better equipped. They were well-trained and led, but suffered from the disadvantage of being far from home.

SEALs normally encountered enemy units of platoon-size or less. A main force VC infantry platoon nominally had a command squad and four rifle squads. The command squad consisted of a lieutenant, a staff sergeant, and a runner/bugler (in lieu of a tactical radio!). Each rifle squad had a sergeant, six riflemen (typically with the SKS-45 or AK-47), a machine gunner with a light MG (such as the RPD or DP), and a grenadier with a rocket launcher (commonly an RPG-2). Three such 39-man platoons made up a company, which also had a 5-man command squad and an attached 15-man combat support section with a 60mm mortar, a medium MG, and a light recoilless rifle. The nominal strength of a VC company was thus 137 men, but missing or understrength platoons could have from 60 to 130 men.

"Kit Carson" Scouts

Named after the famous American 19th-century trapper and Rocky Mountains guide, a "Kit Carson" scout was one of the almost 160,000 former Viet Cong who surrendered to the South Vietnamese government's *Chieu Hoi* ("open arms") amnesty program between 1963 and 1973, and switched sides. Local "Kit Carson" scouts were widely employed to help U.S. units to navigate and survive. While some of the *Hoi Chanh* ("returnees") were double-agents and led the Americans into traps or betrayed their operations, most proved fiercely loyal – capture by their former comrades meant certain death.

Local force VC platoons were similar, but they had a hodgepodge of obsolete and incompatible weapons (see *Viet Cong Weapons*, p. 46), while PAVN platoons were better equipped and would also be supported by detached elements of their company's heavy weapons platoon (which could include heavy MGs, heavy mortars, and even unguided artillery rockets) instead of the combat support section.

Both the VC and PAVN units were typically well motivated and had good offensive and defensive tactics. Their main weaknesses were their lack of modern communication gear and (at least in southern Vietnam) the complete absence of artillery. Also, they suffered from inflexibility if the tactical situation changed. This often led to high losses as they stuck to the plan whether it worked or not . . .

Due to the scarcity of radios, the VC used a variety of communication methods including messengers, hand signals, smoke signals, whistles, bugles, and rifle fire ("Charlie's jungle telegraph"). Pre-arranged whistle blows or gun shots were used for orientation, warnings, and even to send short messages. This could be used by the GM to keep the SEALs on their toes.

Viet Cong Equipment

The VC did a tremendous amount of damage with very little in the way of support . . . The guys that we fought, and shot, would have maybe a little parcel of rice wrapped in a cloth handkerchief. Their black pajamas were a simple cloth uniform, and their field gear not much more than a net hammock to keep the sleeper off of the ground. The average VC would have a rifle and perhaps four bullets with which to fight us. The VC lasted over ten years of fighting with such equipment.

– Rudy Boesch (SEAL Team Two),
Hunters & Shooters

The average Viet Cong operated in his own backyard, not far away from his camp or village, and thus didn't need to carry as much equipment as SEALs or other allied troops – nor did he have access to much extra equipment. He would typically wear the infamous black pajamas (p. 44), but main force Viet Cong troops or North Vietnamese regular soldiers were issued a simple khaki or green uniform.

Viet Cong usually went barefoot or wore "Ho Chi Minh sandals" made out of rope and a piece of truck tire. Others wore cheap plastic flip-flops or shower shoes. Better equipped

troops had ankle-high rubber-and-canvas jungle boots copied from the Canadian Bata design (these were extremely popular in Southeast Asia, and also used by the South Vietnamese military). Headwear consisted of a wide peasant's sun hat or a cloth-covered cardboard jungle hat (often called a pith helmet; it has only DR 1 and is really just protection from the sun and rain).

The typical Viet Cong carried only his weapon (typically a rifle), some ammunition (usually fewer than 120 rounds, often as little as one full magazine!), a couple of hand grenades (if he was well-equipped, and even then these were probably home-made in some jungle factory and less than reliable), a canteen or flexible bladder holding a few quarts of water, and a ball of cooked rice wrapped in cloth (on longer trips, VC often carried parched and salted rice, which could be eaten cold and aged better). For longer campaigns, he would carry a larger amount of uncooked rice (up to 15 lbs.) and cooking utensils.

Lightly encumbered, he could move quickly and stealthily, and with less fatigue. For ambushes, a VC team shared the loads of a heavy weapon such as a tripod-mounted medium machine gun, a recoilless rifle, or a light mortar.

Viet Cong Weapons

Weapons are an important, but not decisive, factor in war. The decisive factor is the man and not the weapon.

– Mao Tse-tung, *On Protracted War*

In the early 1960s, the typical Viet Cong was armed with an obsolete rifle or carbine from a variety of sources – including American, British, Chinese, Czechoslovakian, French, German, Japanese, and Soviet manufacture. Others carried a submachine gun. Some weapons were copied in underground Vietnamese shops. By 1967, more Kalashnikov rifles became

Bunkers

Sometimes, SEALs encountered single bunkers or small bunker complexes, especially where main force VC or PAVN units operated. Entering them was always dangerous – tear and concussion hand grenades were popular for flushing out the inhabitants. Once found, they had to be destroyed (see *Damage to Buildings and Structures*, p. B484).

VC bunkers were usually built of logs and mud, but they were remarkably resistant to destruction (DR 4*, HP 350, Combustible, HT 12 – see pp. B558-559). Like a beaver dam, the tangled construction often withstood direct demolition with explosives. Most bunkers were small, but some held as many as 15 men. An escape tunnel was often present, but not to the same extent as in other areas of Vietnam – in southern Vietnam, any hole deeper than 2' instantly filled with water . . .

The bunkers were well-camouflaged, especially from air observation – sometimes too well. Experienced SEALs could frequently spot them since they were often sheltered by hardwood trees in areas where woodcutters would have cut them down . . .

available, and both the VC and PAVN gradually standardized on them. Sources for the AK-47 and its variants included China, East Germany, Poland, and the Soviet Union. However, uniform armament was never achieved in VC units, and local troops often carried a number of different cartridges around in case they found a weapon that could chamber them!

Handguns were far and few between, and generally a badge of rank – people carrying one would be officers or high-ranking political cadre.

Light support weapons were mainly light machine guns and rocket launchers, again from a variety of sources. Heavy weapons (a tripod-mounted MG, a mortar, or a recoilless rifle) were reserved for ambushes or large-scale operations.

Many of the small arms employed by the VC and PAVN were of Russian design, but most weapons in the field were Chinese copies rather than the originals. They included the 7.62×39mm Kalashnikov AK-47 assault rifle and its Chinese Communist copy, the “CHICOM Type 56” (called K-56 by the

Vietnamese), 7.62×39mm Simonov SKS-45 semiautomatic rifle (also called K-56), 7.62×54mmR Mosin-Nagant K-44 bolt-action carbine (K-53), 7.62×25mm Tokarev TT-33 semiautomatic pistol (K-54), 9×18mm Makarov PM semiautomatic pistol (K-59), 7.62×25mm K-49M submachine gun (a modified MAT 49), 7.62×25mm Shpagin PPSH-41 submachine gun (K-50), 7.62×25mm K-50M submachine gun (a modified PPSH-41), 7.62×39mm Degtyarev RPD squad automatic weapon (K-56), 7.62×54mmR Degtyarev DP light MG (K-53), 7.62×54mmR Gorunov SG-43 medium MG (K-53), 7.92×57mm Maxim 24 Shi medium MG (K-24, a Chinese copy of the German MG08), 12.7×108mm Degtyarev-Shpagin DShKM heavy MG (K-54), 14.5×114mm Vladimirov KPV heavy MG (K-56), 40mm RPG-2 rocket launcher (K-56), 40mm RPG-7 rocket launcher (K-69), 89mm M20 Super Bazooka rocket launcher (K-51), 57×305mmR M18 light recoilless rifle (K-36), 75×406mmR M20 medium recoilless rifle (K-52), 60mm M2 light mortar (K-31), 82mm 82-BM-1937 medium mortar

Sample VC

I defend the Fatherland, fight and sacrifice myself for the people's Revolution.

– VC soldier oath

The following sample write-ups can be used as NPCs.

Green Main Force Viet Cong

-25 points

The green main force Viet Cong was the primary soldier of the “National Liberation Front.” He could be an eager 26-year old volunteer for the communist cause, but he could also be a frightened 18-year-old forcefully drafted away from his family and village. Some were women.

This template could also be used for a local force VC, who would probably lack some skills, such as Soldier; it is even possible that he uses his gun at default level!

Attributes: ST 9 [-10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8 [0].

Advantages: None.

Disadvantages: Duty (VC/cause, 15 or less; Extremely Hazardous) [-20]; Poor [-15].

Skills: Area Knowledge (E) IQ+1 [2]-11; Boating (Unpowered) (A) DX [2]-10; Camouflage (E) IQ [1]-10; First Aid (E) IQ [1]-10; Guns (Rifle) (E) DX+1 [2]-11; Hiking (A) HT [2]-10; Scrounging (E) Per+1 [2]-11; Soldier (A) IQ [2]-10; Stealth (A) DX [2]-10; Survival (Jungle) (A) Per [2]-10; Throwing (A) DX [2]-10.

Veteran Main Force Viet Cong

15 points

The veteran main force Viet Cong was a serious opponent for the Free World Forces. He could be a young but well-trained guerrilla fighter with a burning desire to further the Revolution, but he could also be a 40-year old warrior hardened in decades of combat against the

Japanese, the French, the Americans, and the South Vietnamese government.

This template can also be used for a PAVN soldier or a *Hoi Chanh* (“returnee”) who now works as “Kit Carson” scout (p. 20), PRU (pp. 57-58), or interpreter (p. 45) for the SEALs.

Attributes: ST 9 [-10]; DX 11 [10]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8 [0].

Advantages: Fit [5].

Disadvantages: Duty (VC/cause, 15 or less; Extremely Hazardous) [-20]; Poor [-15].

Skills: Area Knowledge (E) IQ+1 [2]-11; Boating (Unpowered) (A) DX+1 [4]-11; Camouflage (E) IQ+2 [4]-12; First Aid (E) IQ [1]-10; Guns (Rifle) (E) DX+2 [4]-12; Hiking (A) HT [2]-10; Scrounging (E) Per+2 [4]-12; Soldier (A) IQ+2 [8]-12; Stealth (A) DX+1 [4]-11; Survival (Jungle) (A) Per [8]-12; Throwing (A) DX+1 [4]-11.

VC Cadre

15 points

The VC cadre included a wide variety of administrative officials who were vital to the communist movement: hamlet chiefs, tax officials, political commissars, propaganda experts, etc. They often had influence in their civilian communities as well. Many of the cadre personnel were female.

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [10]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8 [0].

Advantages: Administrative Rank 2 [10]; Status 1 [5].

Disadvantages: Fanatic (Communist) [-15].

Skills: Administration (A) IQ+1 [4]-12; Guns (Pistol) (E) DX [1]-10; Intimidation (A) Will-1 [1]-10; Leadership (A) IQ+1 [4]-12; Politics (A) IQ-1 [1]-10; Propaganda (A) IQ+1 [4]-12.

(K-53), ROKS-2 flamethrower, LPO-50 flamethrower, F-1 fragmentation hand grenade, RPG-43 antitank hand grenade, and various stick hand grenade patterns.

Both models of the RPG rocket launchers were commonly known as the B-40, from *Bazooka 40 Ly* ("40mm Bazooka"). These weapons were especially feared by the Americans and their allies.

The VC also used obsolete American, British, French, German, and Japanese small arms, including the 9×19mm Walther P38 pistol, 7.7×58mmSR Arisaka 99 Shiki bolt-action rifle, 7.5×54mm MAS 36 bolt-action rifle, 7.92×57mm Mauser Kar98K bolt-action rifle, .30 Winchester M1 semiautomatic carbine, .30 Winchester M2 assault carbine, .30-06 Springfield M1 Garand semiautomatic rifle, 7.92×33mm Haenel StG44 assault rifle, .30-06 Colt M1918A2 Browning Automatic Rifle,

9×19mm ERMA MP40 submachine gun, 9×19mm MAT 49 submachine gun, 9×19mm RSAF Sten submachine gun (some of them copied in Vietnam), .45 Auto-Ordnance M1928A1 Thompson submachine gun (some of them copied in China or Vietnam), 7.5×54mm MAC FM 24/29 light MG, 7.92×57mm ZB26 light MG (some copied in China), 7.92×57mm Rheinmetall MG34 general-purpose MG, 7.7×58mm Koishikawa 92 Shiki medium MG, Mle 37 fragmentation hand grenade, and 97 Shiki fragmentation hand grenade.

The *Weapon Tables* (pp. 31-34) include stats for some of the most common VC weapons. For more details of most other weapons listed above, see **GURPS High-Tech**. Many are also described in **GURPS WWII** and older editions of **GURPS Special Ops**.

OPERATIONS

Good intelligence, the element of surprise, and fire superiority would result in a successful operation . . .

*– Darryl Young (SEAL Team One),
The Element of Surprise*

Just what did SEALs do in Vietnam? This section lists the most common mission types, and fictional and historical examples. Note that the missions detailed below were often combined, i.e., prisoners were taken on an ambush operation, or false documents were planted on a recon mission.

INTELLIGENCE

Intelligence on the enemy was one of the most important components of a successful operation that brought results *and* avoided friendly casualties. Where was the enemy? How many men did he have? How were they armed? Who else – allied or noncombatant – was in the area? What was the area itself like? How would the weather be?

SEAL officers received a huge amount of intelligence from the Navy (via the Naval Intelligence Liaison Officer assigned to work with their platoon) and other American sources – accurate maps (which usually didn't show the small canals and tiny

hamlets the SEALs encountered), aerial photographs, over-flight reports, after-action reports from other units operating in the area, weather forecasts, etc.

SEALs also generated their own intelligence. They would recon their area of operation (p. 52). They would interrogate the locals, especially captured enemies (p. 53), but also friendly citizens, PRUs, and South Vietnamese police forces. They would go through captured materiel . . . although the language barrier sometimes made effective use of this impossible, and they would have to wait until the NILO could supply a translation. They would set up their own nets of paid agents – friendly natives who would be met clandestinely to tell the SEALs rumors and facts and receive money for their help.

To filter out the information needed for a specific operation, use Intelligence Analysis skill.

PATROL ORDER

You made your own luck by carefully examining the available intel and planning your ops accordingly.

*– Frank Thornton (SEAL Team Two),
Hunters & Shooters*

Prior to each mission, SEALs received a briefing – as detailed as possible – from their officers, who in turn received their orders and much of their intelligence reports from higher up, typically the NAVSPECWAR command.

The patrol officer planned the patrol based on the mission. Missions were either requested from headquarters or generated by the SEAL unit. Several hours prior to the final briefing, the patrol officer issued a *warning order* (see also **GURPS Special Ops**) to allow his subordinates to prepare for the mission. This order included basic information on the mission, who is to go, and what equipment each SEAL is to bring. It also included a time schedule and specified when the men had to assemble to receive the final *patrol order* (a forerunner to the modern operations order, OPORD, see **GURPS Special Ops**).

The patrol order was issued shortly before the mission was scheduled to be staged – for an overnight mission, this usually meant the preceding morning or afternoon. It contained information on the:

Taking Turns

SEAL operations were very flexible. One result of this was that the squad's officer was not always the Patrol Leader (PL). All but the most inexperienced SEALs would be given the job of planning and leading a patrol at some point, regardless of rank. This would even place the squad's officer below the acting PL in the chain of command!

Obviously, this arrangement is perfect for gaming. Although there can only be one officer in a squad, other PCs can take turns "leading" in the field. They will need to do everything a PL does, including planning the entire operation, writing up the patrol order (at right), and filling out the paperwork afterward (p. 49).

- *Situation.* Information on identification, location, strength, and activity of enemy forces as well as the time zone, a weather forecast, and details on terrain.
- *Mission.* Outline of what the patrol is supposed to accomplish.
- *Execution.* The operational plan, both for the actual mission and for the infiltration and extraction. This includes times of departure and return, primary and alternate routes, friendly forces in the area, organization of movement, what to do on

enemy contact, rallying points, what to do when at the objective, and debriefing.

- *Administration and Logistics.* Which rations, arms, ammunition, uniform, and equipment are to be brought along. It also specifies how to deal with wounded and prisoners.

- *Command and Signal.* Which signals are to be used and how to communicate with headquarters. Specifics on frequencies, reporting times, and codes. The chain of command is also specified.

Sample Patrol Order

TOP SECRET

Copy _1_ of _1_ Copies
SPECWAR USNAVFORV
8 July 1969

Operation Order 511

Acting on PRU intelligence, Bravo squad will depart by MSSC and will insert at YSO77645, 15 km southwest of Nha Be Navy base. It will patrol about 550 m south of the coordinates to a trail and set up an overnight listening post. Anybody encountered will be challenged and brought in for interrogation if possible. Two Seawolf gunships will be on stand-by.

Standard Operating Procedures for 3rd Platoon apply.

DATE: 8, 9 July 1969

TIME: 081600H to 090800H

COORDINATES: YSO77645

UNITS INVOLVED: 3rd Platoon, Bravo Squad, MST-2, Seawolves (2)

TASK: Overnight recon

METHOD OF INSERTION: MSSC

METHOD OF EXTRACTION: MSSC

TERRAIN: Mangrove swamp, underwater at high tide

TIDE: 081720H High, 090020 Low, 090720 High

MOON: Half moon

WEATHER: Rain

SEAL TEAM PERSONNEL: ENS Rochas, Patrol Leader/Rifleman - CAR-15

GMC Miller, Assistant Patrol Leader/Rifleman - T223/LAW

HM1 Green, Corpsman/Radioman - SMG

BT3 Schaetzle, Automatic Weapons - Stoner/LAW

MM3 Amelli, Grenadier - CAR-15/XM148

SN Fisher, Automatic Weapons - M60

LDNN Gieng, Rifleman - M16

AZIMUTHS: 160 degrees 550 m

ESCAPE: 000 degrees

CODE WORDS: Challenge and Reply - Two numbers total 10.

IN THE FIELD

See *Squad Composition and Loadout* (pp. 19-21) for operational mission assignments of individual SEALs and the weapons and equipment carried by them in the field.

SEALs tried to reach their area of operation as stealthily as possible. Sometimes they walked there, possibly disguised in Vietnamese civilian clothes or even as VC (see *Recon Missions*, p. 52). Sometimes they used sampans. Mostly, they inserted using motor boats or helicopters (see *SEAL Motor Pool*, pp. 35-41). Instead of their special SEAL support boats, occasionally they would use ordinary Brown Water Navy patrol boats; these

were a common sight and wouldn't draw too much attention. To confuse any observers, fake insertions were often made - the boat or helicopter pretended to land and then take off again. In the jungle, direct line of sight was seldom given, so observers would not be able to tell the difference unless very close. After a couple of fake insertions, the real insertion was made. The men stepped from the boat's bow on the river bank, rolled off the moving boat (an "underway insertion") and waded to the shore, or jumped from the "slick" hovering up to 10' from the ground. After the real insertion, the boat or helo always made at least one more fake drop before departing the area to avoid luring the enemy to the real spot.

Standard Operating Procedures (SOP)

Every platoon had its own Standard Operating Procedures (SOP), which applied to many operational details. These ensured that specific tasks were performed in a routine and predictable way.

For example, SEAL SOPs typically stated that while patrolling, everybody would step to the same side of a trail in case contact was made with the enemy, so that the men could fire across the trail without worrying to hit a squad mate.

While SOPs were second nature to SEALs, most *players* will not and can not know all the small routines. The GM should assume the PCs don't make any dumb mistakes that violate SOP, or if in doubt have them make Soldier skill rolls.

After insertion, the SEALs – covered in camouflage paint and clothing – would set up a small perimeter and stay quiet for 10 minutes or so, waiting for the usual jungle sounds to return (their absence nearly always indicating some kind of danger!). Then they “patrolled” to the actual objective. Patrolling is slow (especially in the swamp or jungle) and hard work (see *Green Hell*, p. 43). Covering as little as a few hundred yards could take several hours (note that this avoids the -5 Stealth penalty for movement at Move 2+, see p. B222).

The point man had to find the easiest path and also had to be on the lookout for booby traps and signs of the enemy (this may require rolls for Perception, Observation, or Survival). The patrol leader, as the compass man, took care of navigation and frequently conferred with the point man on the best route (Navigation skill). The designated pacer counted his paces using a knot line, so that an estimate of the covered distance was available. The rear security not only covered everybody's behinds but also tried to erase signs of the SEALs' passing, if time allowed (Tracking skill). Whether moving or standing still, each man covered his assigned fire sector with his weapon – one left, one right, and so on. The weapons pointed wherever the eyes looked, the safeties were off, and the fingers were poised above the triggers.

Insertion typically occurred during day time, since patrolling during the dark was difficult and usually much too noisy. Roll a Quick Contest of Stealth vs. Hearing to avoid being heard, applying the darkness penalty of -1 to -9 (see p. B358) to Stealth. To avoid being seen, roll a Quick Contest of Stealth vs. Vision, applying the darkness penalty to Vision.

SEALs adhered to strict noise and light discipline. Nobody spoke, instead using standardized hand signals for basic communication (use Soldier skill – not Gesture). For those situations where more information exchange was required, low whispering was all that was needed. Every hour, radio contact was made with the support boat or the Tactical Operations Center (TOC). The radio was often used in voiceless mode, the operator employing Morse code or a pre-planned series of clicks to avoid talking and being overheard (also see *Communications Gear*, p. 22). Noise discipline also meant no coughing, spitting, or farting (many men found out the hard way that certain meals weren't advisable prior to or on an operation!). Open flames and cigarettes were banned (except in

hideouts on multi-day recon ops); flashlights were only used with colored light filters (p. 24), and always turned off quickly.

Depending on the mission, there was usually a long period of waiting once at the objective – waiting for somebody to turn up to be ambushed or snatched away. The men would try to make themselves as comfortable as possible – which usually wasn't very. Often, they had to stand for hours in breast-deep brackish water; clouds of mosquitoes circling above their heads and leeches trying to get at their legs. While waiting in a loose skirmish line, the SEALs were connected by thin parachute line tied to their hands. If someone heard a suspicious sound, he could silently alert the others by jerking the line. The line could also be used to wake up a team mate – despite the uncomfortable conditions, falling asleep was a real danger on overnight ops. “Stay awakes” (p. 024) were often used.

Unless in an ambush or snatch situation, the enemy was often not seen directly. SEALs then shot at muzzle flashes, moving vegetation, dust clouds, sounds, etc. Treat shooting at muzzle flashes as a shot through light concealment, with a -2 penalty (p. B548). Shooting at moving brush or dust is a case of “Attacker cannot see his foe, but knows his location for sure,” with a -4 penalty (p. B394). Shooting at sounds requires a Hearing-2 roll to notice the sounds. On a success, it's a case of “Attacker cannot see his foe, but can see his other surroundings,” with a -6 penalty (p. B394).

Note that the frequent rain further penalizes Vision, Hearing, and combat rolls by -3. Limited visibility due to darkness (from -1 to -9) will also impact Vision and combat rolls.

After a firefight, everybody will be momentarily near-deaf from the gunshots and explosion blasts (-4 to Hearing rolls). In addition, the carefully maintained natural night vision will have been impaired by the brilliantly intense muzzle flashes, tracers, and explosions (an *additional* -2 to Vision rolls in the dark). Hearing and Vision effects last for (20-HT) minutes (minimum 1 minute), after which a HT roll is made to recover.

Once the ambush was sprung, or the recon completed, or the objective of the mission was achieved, the men moved to a pre-planned extraction point. If under fire or pursued by the enemy, the SEALs would try to shake them off by setting up a hasty ambush, by calling in air support or artillery, or by trying to silently evade the enemy – often through the water, their “natural” environment. Emergency extraction points were also available.

Aboard the boat or helicopter, the men were safer – but not completely safe. Helicopters were shot down or crashed by accident, and boats were often ambushed from the riverbanks with rocket launchers and mines. Going home could take hours.

Upon return to the SEAL base, debriefing was necessary. Captured suspects or enemy troops were handed over to the intelligence people, as were captured documents and other materiel. The entire operation was taken apart by the participating officers and enlisted and revisited step-by-step. Mistakes and failures were analyzed so that they could be avoided in the future. The officers then had to write the after-action spot report (called a BARNDANCE card, p. 51) for their superiors, and the men had to square away the gear – maintain their weapons, dump any unused ordnance (ammunition and grenades could corrode or otherwise degrade after a single day in the jungle and swamp water), and wash their gear and themselves. Then it was chow-time (p. 23).

BARNDANCE

A BARNDANCE card was a summary of an operation, intended for SEAL command, including all important details such as:

- *Unit.* Which unit performed the mission, and who was in command.

- *Area of Operation.* Where the mission was staged.
- *Time.* The day and time the mission was carried out.
- *Officers and Enlisted.* Who commanded which men.
- *Mission Summary.* A brief summary of the entire mission, what happened where and when and in which order.
- *Results.* Lists own and enemy casualties, as well as any captured or destroyed materiel.

Sample BARNDANCE Card

BARNDANCE #: 3-511 SEAL TEAM Two; DET Alfa; 3rd PLT
DATE(S): 8/9 JUL 69 OTHER UNITS: MST-2 Det F (ENS Crow), Seawolf 66 (LT Williams), Seawolf 69 (LT Van Herms)
MSG REF(S): 9 JUL 69
NAMES OF PERSONEL PARTICIPATED: ENS Rochas (PL), Miller, Green, Schaetzle, Amelli, Fisher, 1 LDNN
MISSION TASK: Overnight recon
INTEL/INFO SOURCES: Sector S-2, NILO, PRU agent
INSERTION: TIME: 081600H METHOD: MSSC COORDINATES: YS077645
EXTRACTION: TIME: 090800H METHOD: MSSC COORDINATES: YS077755
BRIEF MISSION NARRATIVE: Departed Nha Be by MSSC at 081800H. Acting on PRU agent intel, inserted at YS077645 at 081730H and patrolled southwest to YS077755. Set up LP near trail at 081900H. No observations. At 090500H, patrolled to extraction point. Observed four individuals, three obviously armed, and came under fire. Searched two of the bodies, the others got away. Unable to follow as squad came under fire from superior forces. Eluded the enemy by wading 200 m in canal. Extracted by MSSC at YS077835 at 090830H and returned to Nha Be at 091000H.
RESULTS OF ENEMY ENCOUNTERED: 2 VC KIA (BC), 1 VC WIA (probable). 1 VC KIA (BC) identified as VC extortionist and cadre. Captured: 1 bag documents, tax receipts, and letters; 1 M1 carbine; 1 double-barrel shotgun; 3 CHICOM stick grenades.
FRIENDLY CASUALTIES: 1 WIA (slight)
REMARKS (SIGNIFICANT EVENTS; OPEVAL RESULTS, ETC):
RECOMMENDATIONS/LESSONS LEARNED:
BARNDANCE COPY DISTRIBUTION: COMNAVFORV, TF-116, OIC SEAL Det Alfa, SEAL Team One, SEAL Team Two
SIGNATURE OF PERSON MAKING OUT REPORT: *Xavier H. Rochas, ENS, USN*
BARNDANCE #: 3-511

AMBUSH

SEAL Teams operated primarily under the principle of surprise. If we didn't have surprise, we lost. We didn't have the numbers or the firepower for a lengthy battle. SEALs would shoot up a large group and run like crazy.

– Harry Constance (SEAL Team Two), *Good to Go*

SEALs often mounted ambushes of small enemy forces – until 1968, nine in ten operations were ambushes, and later they were still the majority of missions. These operations sometimes followed a recon mission that located small Viet Cong units, arms caches, etc.

For an ambush, SEALs deployed in a favorable position (often along waterways) and attacked with superior firepower (including remote-controlled mines). Survivors of the attack were captured and interrogated. Sometimes ambushes evolved into prolonged firefights as more enemy troops flocked to the ambush site. This necessitated a rapid retreat and a dangerous extraction under fire.

Most ambushes were set up in the so-called “free fire zones,” where the rules of engagement considered everything moving as hostile (this antagonized the locals) – these were often along river junctions or waterways known to be used by VC forces, and typically during curfew hours after nightfall.

Normally, the squad or platoon was divided up into a killing group and a security element (which guarded the rear and possibly the flanks). An optional destroy group (or members designated as such from the killing group) would close to finish the ambushed enemy off or to take survivors as prisoners.

The ambush was normally initiated by the patrol leader, either by rifle fire (often using tracers) or by command-detonated M18A1 Claymore mines (p. 31). Those assigned to the killing group opened fire almost simultaneously. According to a typical SOP (p. 50), everybody would fire two magazines per rifleman, one grenade and one magazine per grenadier with underbarrel grenade launcher, one 150-round belt per Stoneman, and one 100-round belt per machine gunner. The men on the flanks would each fire one magazine and then throw a fragmentation grenade. Then, if the opposition was not clearly firing back, all fire ceased so that the situation could be assessed . . . The entire kill zone was sprayed with bullets, not any individual targets – treat as *Suppression Fire* (see pp. B409-410). Despite the hail of bullets, targets often got away, if sometimes injured . . .

One particular problem was that flimsy sampans (p. 35) often sank after receiving concentrated fire. The squad's designated swimmer (p. 21) then had to enter the water and try to save what he could from the wreck. This was often the point at which new enemy forces would appear and fire upon the squad . . .

SEAL tactics differentiated between several ambush types:

- *Planned Ambush.* This was an ambush at a specific location when good intel was available, so the SEALs knew when and where to expect a target.
- *Area Ambush.* This was set up at a location where it was thought the VC would appear, but without sure knowledge of when, why, or how many. This was dangerous when the enemy proved to have superior numbers.
- *Long-Term Ambush.* This was similar to an area ambush, but the location was more specific. It was used on known trails or waterways.
- *Opportunity Ambush.* This was an *ad hoc* ambush set up using intelligence received during an operation.
- *Hasty Ambush.* This was also a hastily set up ambush during an operation, when the enemy had been encountered but were not yet aware of the SEALs.

Adventure Seed

A squad is tasked with setting up a long-term ambush at a prominent waterway near Cu Lao Dung ("Dung Island"), a free-fire zone. A canal known to be frequented by VC connects here to a small river. Movement during curfew hours is always suspicious, and shortly after midnight two sampans with five people aboard appear. Several of them appear to be armed . . .

The squad will need extra ammunition and Claymores for an ambush. Most ambushes gave no results because nobody showed up. Regardless of the success of the ambush if it actually happens (historically, many victims got away because the Claymores didn't go off, or because they dove and swam away), the SEALs might instantly come under heavy fire from the opposite side of the canal. Evidence found on killed or captured VC can lead to an opportunity ambush or even other missions – in addition to a few carbines, the SEALs might capture a bag of letters or an ammo can filled with VC documents, leading to further ambushes or other missions.

SPECIAL RECONNAISSANCE

By now I couldn't hear the support boats at all, and I was suddenly overcome by an incredible sensation of aloneness. Simultaneously, I was struck by a degree of paranoia I'd never known before . . . We were actually out in the jungle with live weapons and people who wanted to kill us.

– Richard Marcinko (SEAL Team Two),
Rogue Warrior

Reconnaissance was one of the chief missions of SEALs: Inserting into enemy-held territory (typically by boat or helicopter, but hiking, swimming, parachuting, or riding on trucks was also possible), gathering intelligence on enemy activity and things like geography (good helicopter landing sites or beachheads), and returning.

Often such recon missions evolved into search & destroy operations, with gunships, artillery, or bombers being called in to destroy what had been found. Recon missions could be straightforward missions in the Mekong Delta or Rung Sat, but could also involve infiltrating North Vietnam, Laos, or Cambodia.

Reconnaissance missions usually involved setting up a listening post in enemy-held territory, staying there for several days (up to a week) without being noticed, and observing all enemy activity in the vicinity.

Off-Time Routine

Our nights were filled with guitar playing, whiskey drinking, and writing letters home.

– Darryl Young (SEAL Team One),
The Element of Surprise

When not issued a warning order prior to an operation, day-to-day life on the bases was pretty routine. SEALs were normally housed in a separate area of a larger Navy compound – such as a PBR base or a Seabee outpost – or a South Vietnamese military base.

On the day after a night operation, the men would sleep in; otherwise, they started early in the morning with 30-45 minutes of physical training (PT) followed by a 5-mile run to keep in shape.

Due to their strange duty hours, SEALs had no extra chores like kitchen chores or perimeter guard, although those berthed in outposts had to take turns cleaning the latrines and burning the feces. Their only routine work consisted of maintaining their weapons and gear, including cleaning out the ammunition bunker, fusing and filling various munitions, etc.

Consequently, SEALs had a lot of free time to fill. Sleeping, reading, card playing, smoking, and drinking were favorites – cold beer and sodas were provided for free. SEALs were infamous for their practical jokes and pranks on fellow SEALs and other troops. Some practiced martial arts. Team sports like baseball, football, and volleyball were also popular. Some men went surfing or water-skiing – the powerful SEAL boats (p. 35) were ideally suited for the latter sport.

However, SEALs were *always* on alert status – they could be required to act on fresh intelligence or to act as relief force for a fellow squad that was out on operation. The latter could mean a roll out in minutes. A typical routine included operations every night for a week, then a week break, then a support week, on call for another platoon.

Rest & Recuperation

SEALs would often have a few days of leave to travel around in-country. By hitching a ride on a Seabee truck, an Army helo, or a Navy boat, they could quickly travel in pairs or small groups to the nearest PX outlet (to buy at least their monthly ration of two quarts of liquor and two quarts of wine), to Saigon, or to meet with SEAL or UDT friends at other bases. Most SEALs would travel armed with a sidearm or a hand grenade or two – concealed, as weapons were not allowed while on leave. They would drink and party (with fellow soldiers and "local girls") for a couple days, get into bar fights with fleet sailors or Army soldiers, avoid the MPs, and go back.

Every six-month tour, SEALs were guaranteed five nights of R&R outside of Vietnam – Australia, Japan, Malaysia, the Philippines, Singapore, Taiwan, Thailand, or Hawaii. Married or engaged men often chose to meet their wives and fiancées in Hawaii (the closest they could get to home before the end of their tour). They had to have completed at least three months of their tour before they could apply for R&R.

For some recon operations, SEALs would dress up as VC to confuse possible observers. This meant black pajamas, CHICOM load-bearing vests, and K-56 assault rifles. However, despite their best efforts, disguises seldom worked – most Americans were far too tall to pass for Vietnamese. Disguises could still help; on at least one occasion, SEALs were mistaken for Russian advisors . . .

Adventure Seed

Chau Doc province shares a border with Cambodia. MACV has declared Cambodia off-limits to U.S. forces, which means the VC use the border area as a staging area and for R&R. The men of 10th Platoon, SEAL Team Two have had enough of this. In order to set up a later ambush, they must find out where the VC are crossing the border: A three-man, all-volunteer reconnaissance team must infiltrate the area by foot, set up a listening post, observe all they can while lying low, and return after five days. This means they have to carry enough food and water for the entire time!

Though the mission may be routine, reconnaissance missions become complicated easily. The VC may not show up during the five days, or the VC might come in force – a full company of main force VC may come across the border smack into the recon team before they have a chance to get properly settled. Then the team must decide to abort the mission or attempt to avoid the VC and continue observation. They may also need to direct an ambush (p. 51) or call in air support (p. 56) to neutralize the VC.

SNATCHES

We like to grab people. That's of real value. Killing them does no good . . . But once we're seen, we're compromised. Our primary mission ceases and we turn to our secondary mission – killing VC.

– Unnamed SEAL, interview for
Pacific Stars & Stripes (1967)

SEALs were often sent to capture high-ranking opposition leaders, intelligence officers, tax collectors, paymasters, and couriers for interrogation – in other words, important members of the VC Infrastructure (VCI) or the military staff. They

“In some cases SEALs were . . . reported to have been dismal failures at selectively neutralizing the VCI, although none of them could be accused of lacking in warlike qualities.”

– Dale Andradé,
Ashes to Ashes

also tried to capture other enemies whenever possible, rather than killing them. The official goal was *neutralization*, which did *not* necessarily mean killing them. It meant taking them out of the game, which included killing, but also capturing or convincing them to switch sides. As part of the Phoenix program (p. 56), far more VCI members were captured (about 33,000) or induced to defect (about 22,000) than killed (about 26,000). Often, circumstances dictated the outcome.

For prisoner snatches, one or more members of a SEAL squad (or the PRUs, p. 57) carried a prisoner handling kit consisting of restraints, blindfolds, and gags. The prisoners were roughly manhandled to a holding area and then “processed.” Typically, SEALs weren’t involved in the interrogations, the prisoners being handed to the intelligence people or even the local police forces. However, some platoons liked to question their prisoners themselves, since the intel was often lost to the SEALs once the prisoner was out of their hands. If they interrogated the prisoners (always with the assistance of their Vietnamese interpreter) before handing them over, they could sometimes get fresh intel that could lead to new operations.

Chau Phu

There was so much lead in the air, it was absolutely incredible . . . The International Scout [automobile] that they'd given her to drive, sitting in front of the house, must have had more than a thousand bullet holes in it.

– Drew Dix (5th Special Forces Group),
interview for *American Valor* (2003)

On January 31, 1968, the day of the Tet offensive, 8th Platoon from SEAL Team Two had traveled up the Mekong River in a couple PBRs to liaison with Special Forces and CIA personnel in Chau Phu to get the latest intelligence on the Chau Doc province in which they were to operate. When the city was overrun by VC forces, the SEALs joined in the vicious house-to-house fighting that ensued.

Staff Sergeant Drew Dix, a CIA-attached Special Forces advisor to the local PRU, was concerned about an American AID nurse believed trapped in a part of the city occupied by two battalions of the enemy. He quickly assembled a relief force consisting of a handful of volunteers including Special Forces advisors, a civilian CIA agent, and three SEALs. The men rode in three jeeps (one fitted with a .50-caliber Browning M2HB machine gun) at high speed and under constant enemy fire to the house where Maggie O'Brian, the nurse, lived.

She was hiding under her bed in her room, while VC already occupied the house. The Americans told her to stay down and hosed the rest of the building with their weapons, killing or driving off the VC. They then safely extracted O'Brian to a friendly position, with no own casualties.

The leader of this ad hoc operation, Staff Sergeant Dix, received the Medal of Honor for this and several similar stunts during a 56-hour period.

A special variant of the snatch was the parakeet operation, which was used by PRU advisors (p. 55). It took advantage of the fact that single, unarmed helicopters (carrying mail, supplies, etc.) were a pretty common sight all over southern Vietnam. They could thus approach a target during daylight without arousing suspicion. Usually, a parakeet op was staged at noon, when the Vietnamese were taking a siesta. The single helo would be trailed at a distance by a pair of gunships, which flew too low to be seen. The slick would carry the PRU advisor, a handful of PRU fighters, the agent who gave the tip and could identify the target, and a SEAL automatic weapons man with a Stoner machine gun – the latter to provide overwhelming firepower. The chopper would approach the target (identified by the agent) and land before anyone could notice. At that moment, the gunships would swoop up and provide cover. The PRUs would spread out to establish a perimeter and the two SEALs would rush into the hootch and grab their target. Everybody would board the Huey again and would be away before VC forces in the vicinity could react. A parakeet op took only minutes.

Adventure Seed

An agent has sold the SEALs the information that Tran Duc Bao, a VC tax collector, regularly makes the rounds in the Long An district. Second Squad of Kilo Platoon, SEAL Team One, will try to snatch the tax collector at night while he sleeps in a small hamlet on a small island in the Rung Sat. He is supposed to travel with two guards armed with rifles.

The GM can spice this up in various ways. The SEALs could misidentify the hootch, springing the trap on an unsuspecting peasant family. The collector could be out or already have moved on, and the SEALs could try to catch up with him or set up an ambush on a probable route to the hootch. The agent could have lied and deliberately led the SEALs into a trap, with an entire company of VC waiting for them . . .

SEARCH & RESCUE

That . . . was the kind of mission every SEAL dreamed about: rescuing a fellow warrior from the enemy.

– Gary Smith (SEAL Team One),
Death in the Jungle

As the war dragged on, more American and allied personnel were captured by the opposition. SEALs repeatedly conducted assaults to free such prisoners, following a recon mission or, more usually, a tip from civilians or agents.

The Joint Personnel Recovery Center (JPRC) was a multi-service coordinating unit that collected and processed all intelligence concerning allied prisoners of war (POWs). Once it learned the possible location of POWs, it assigned a special ops unit to recover them. For the SEALs, this could either mean entire SEAL units, or a SEAL advisor and a LDNN squad or PRU platoon. The JPRC could provide special equipment for such operations, such as radios, IR strobe lights, explosive bolt-cutters, night vision gear, etc. (also see *Operation KINGPIN: What they carried at Son Tay* in **GURPS Special Ops**).

Codenamed BRIGHT LIGHT, 20 of the 88 historical operations to rescue POWs were staged by SEALs. The only operation that actually freed an American POW was made by South

Dark Waters

Following orders I had been given and training I received, we used lethal procedures when there was doubt. When we received fire, we returned fire. But when the firing stopped, we found that we had killed only women, children and older men. It was not a military victory; it was a tragedy and I had ordered it.

– Bob Kerrey (SEAL Team One), speech at Virginia Military Institute (2001)

On February 25, 1969, a squad from Delta Platoon, SEAL Team One, under the command of Lieutenant Junior Grade Bob Kerrey (p. 8) was ordered to check Thanh Phong, a small hamlet in the Than Phu zone in the Mekong Delta for a targeted VC official. The after-action report speaks of “Viet Cong aggressors” firing at the seven SEALs, who then answered in force.

Kerrey was awarded a Bronze Star for valor for this operation, having brought results of “21 killed, two hootches destroyed, and two enemy weapons.”

In 2001, Gerhard Klann, one of Kerrey’s former squad mates, and an alleged Vietnamese eyewitness claimed the “aggressors” had in fact been unarmed civilians who were executed in an unprovoked massacre at close range to ensure the squad’s safe retreat, while Kerrey maintained it was a terrible accident and that the victims were mistakenly shot from several hundred yards. However, even Kerrey admitted that only civilians (mainly women and children) were killed. Only two firearms were found in the hamlet.

Vietnamese army and PRU troops in 1969; all other efforts failed due to faulty intelligence, or because the prison camps were evacuated in time. Nevertheless, SEALs freed 252 Vietnamese personnel – almost half of all the people rescued from enemy hands by U.S. forces.

SEALs were sometimes also employed by MACV-SOG to locate downed aircrews, including ops in Cambodia, Laos, and North Vietnam.

Adventure Seed

It is late 1970. Intel gathered by agents working for Cambodian PRUs has revealed that a VC camp in the Mekong Delta holds numerous POWs. A seven-man squad of SEALs and an 18-man platoon of PRUs led by their SEAL advisor are to attack the camp, free any prisoners, and destroy the camp.

The SEALs will need sound-suppressed weapons for taking out guards, and overwhelming firepower for the actual assault. Helicopters will be used for extracting the prisoners, and probably to provide fire support if the camp is too well defended! The camp will have several bunkers (p. 46) and holding cages for dozens of prisoners – most likely Vietnamese, some possibly detained for years.

The camp may be deserted if the mission is compromised, or if the intel is outdated. A compromised mission may lead to attempts to ferret out a double-agent, which can make a great side mission for SEAL PCs!

The Rescue of Bat-21

Of course I'd do it again!

– Thomas Norris (SEAL Team One),
interview for CBS (1972)

On April 2, 1972, a Douglas EB-66B Destroyer aircraft of the USAF, call sign “Bat-21,” was shot down over enemy territory near the Demilitarized Zone (DMZ). The only crewmember to successfully eject was Lieutenant Colonel Hambleton (“Bat-21 Bravo”). This initiated the most difficult and most famous combat search & rescue operation of the Vietnam War.

Within minutes, a pair of U.S. Army Bell UH-1H helicopters, covered by two Bell AH-1G Cobra gunships, reached the area. One AH-1G and one UH-1H were immediately shot down by antiaircraft guns (only the crew of the AH-1G were saved), and the others were driven away. On April 4, a North American OV-10A Bronco aircraft (p. 38) sent to get a fix on Hambleton's position was shot down. Two days later, after making contact with Hambleton via his survival radio (p. 22), the USAF sent two Sikorsky HH-53C Super Jolly Green Giant rescue helicopters and four Douglas A-1E Skyraider attack aircraft, but one helicopter was shot down with the entire crew lost. The next day another OV-10A went down.

After the loss of five aircraft, with 11 crewmembers dead and two captured, it was decided that rescue from the air was too dangerous, and a ground team was sent in to rescue Hambleton and the surviving pilot of one of the OV-10As, First Lieutenant Clark. It consisted of four South Vietnamese LDNN seamen and their MACV-SOG advisor, U.S. Navy SEAL Lieutenant Thomas Norris (p. 8). On the night of April 10, Norris led the team into enemy territory to rescue Clark. Just as Clark reached the rendezvous point, so did an enemy patrol and no contact could be made. The team spent the rest of the night avoiding enemy patrols and looking for Clark. Just before dawn, they found him stranded on a sand bar of the Mu Gang River, and brought him back.

Hambleton's rescue was more problematic. After 10 days with little food and water, Hambleton was too weak and exhausted to assist his own extraction. After two unsuccessful sorties on territory heavily infested with enemy troops, all but one of the South Vietnamese refused to try again. On April 12, Norris and his interpreter Petty Officer Nguyen Van Kiet set out in a sampan boat dressed as fishermen. They were able to locate Hambleton and bring him onto the sampan. Then they quietly paddled back down the river, evading a number of enemy patrols. When they came under heavy machine gun fire, Norris called in an air strike and they were able to reach safety under the cover of a heavy smoke screen. Norris received the Medal of Honor, Nguyen the Navy Cross (the only Vietnamese to receive one).

Note that the film *Bat-21* misrepresents the whole story, in particular deleting the involvement of the SEAL and his men.

INTERDICTION

SEALs usually tried to remove or destroy discovered arms caches. Sometimes, however, they planted “spiked” ordnance which exploded on use. Supplied by program POOR BOY, the modified ammo was of original Chinese manufacture and acquired via clandestine sources. It was intended to disrupt the opponents' trust in their weapons and to sow discontent between the Vietnamese and their Chinese suppliers. The spiked 7.62×39mm assault rifle ammo looked like a normal cartridge, but once an attempt was made to fire it, it exploded in the rifle for 1d [1d] cr ex damage to the shooter. Similarly, an 82mm mortar bomb would explode in the weapon for 6d×2 [4d] cr ex damage to anyone nearby.

SEALs often booby trapped the areas they had reconnoitered, for example riverbanks and trails, using mines or hand grenades (also see **GURPS High-Tech**).

On some operations, LLDNs (and, supposedly, SEALs) would insert into North Vietnam and plant false evidence (forged letters or other documents) to implicate their targets as spies for the South, bringing them to the attention of the North Vietnamese secret police.



ADVISORS

The Agency people were interested in results. They didn't know what I was doing or where I was, only that I was accomplishing the mission.

– Frank Thornton (SEAL Team Two),
Hunters & Shooters

One of the *raison d'être*s for founding the SEALs was their mission to train and advise foreign troops in amphibious warfare. The very first SEALs in Vietnam were advisors training the South Vietnamese *Biet Hai* (“sea commandos”), and later their South Vietnamese counterparts, the LDNN (p. 57).

In addition, SEALs also trained PRUs (p. 57). Each province had its own PRU, and each required only one or two U.S. advisors. For example, in 1969, there were only 104 military advisors assigned to the PRUs, plus about two dozen civilian agents from the CIA – 25 of these advisors were SEALs. The SEALs were assigned to 12 provinces, all of them in the Mekong Delta and Rung Sat Special Zone. The PRU “platoons” varied widely in size, from 20 to 200 men.

The work of a PRU advisor was different. For the duration of his contract with the CIA, the advisor was a civilian agent outside the U.S. military system. He wore civilian clothes or unmarked field uniforms and was officially outside the supply system. However, despite lacking military rank, through the CIA he had access to many normal military assets (including air support), as well as other assets specifically furnished by the CIA.

Instead of his squad and platoon mates, an advisor had a motley assembly of indigenous troops under his command. These were often a rowdy lot, and most SEALs didn't even speak enough of their language to properly talk to them (see *Talking the Talk*, p. 45). With the help of the PRU chief (which he selected), an interpreter, and the universal language of military action, however, much could be achieved.

PRU advisors were very independent. They answered to no one except the Phoenix program command, which held them on a very long leash. Even though most advisors were lieutenants or senior NCOs, some where only Petty Officers Second Grade, nowhere else in the U.S. Navy could a low-ranking petty officer have so much freedom and power. They trained and advised the troops, and planned and led combat missions. From late 1970 on, however, the advisors were no longer authorized to participate in combat missions.

Advisors were quartered in housing paid for by the CIA, often in their own French villas complete with a bodyguard, a housemaid, and a cook. They handled large amounts of cash to

pay the troops and their own local intelligence agents (and not all advisors were totally honest – some sent money home . . .).

By the end of 1970, SEAL advisors and their PRUs had killed more than 2,000 VC and captured 2,700. Part of their effectiveness stemmed from their self-generated intel; part resulted from the tight security – PRUs were far more difficult to infiltrate than other Vietnamese units, which were generally held to be swarming with VC agents.

Adventure Seed

A single SEAL officer and an NCO are contracted by the CIA as advisors to a PRU. They have to whip them into shape (especially regarding discipline), train them on SEAL tactics, and organize them into a fighting force. Bonding to them (to win their “hearts and minds”) will also be important. Most of their missions will be ambushes (p. 51), snatches (p. 53), or rescue operations (p. 54). They could operate on their own or in support of regular SEAL platoons (whose men could be played by other players).

COMRADES IN ARMS

SEALs interacted with many other U.S. and allied units. Cooperation with some was very close, while others were little more than faceless support troops.

MOBILE SUPPORT TEAM (MST) CREWS

. . . I was a LTJG in charge of MST-2 Detachment F[oxtro], and two boats used to provide river transport for the SEAL operations at night . . . I attended their briefings prior to an operation. Our job was to get them where they wanted to go on the SEAL support craft that I was in charge of.

– Roger Berg (MST-2), “Mobile Support Team Two”

The MST crews were U.S. Navy sailors specially trained to operate with the SEALs, and in charge of all boats supporting special warfare operations. They were forward-deployed sub-units of the two Boat Support Units (BSU) which were co-located with the SEAL teams – BSU-1 in California and BSU-2 in Virginia.

“It didn't look good . . . The SEAL at the bar broke the silence again by saying in a slow, loud, menacing voice: ‘Nobody messes with Seawolves while SEALs are in the bar.’”

– Tom Phillips (HAL-3),
“Scramble Seawolves!”

MST crews first went to Southeast Asia as technical/operational advisors to the South Vietnamese navy personnel crewing MACV-SOG's patrol craft (such as the PTF *Nasty*-class, p. 36, and PCF *Swift*-class, p. 36) based in Na Trang. They also crewed special boats, such as the STAB, LCSR, LSSC, MSSC, HSSC, and their armament.

The men serving in MST-1 and MST-2 received a lot of specialized training, including Survival, Evasion, Resistance and Escape Training (SERE), and were even outfitted with some typical SEAL weapons – including the S&W Model 39 pistol.

SEAWOLVES AND BLACK PONIES

The Seawolf units . . . would come in and get us or provide air support whenever we asked. They did a hell of a job for us; those Seawolves were just top-notch.

– Henry Thrift (SEAL Team Two),
Hunters & Shooters

From early 1967 until 1971, the U.S. Navy helicopter crews of Helicopter Attack Squadron, Light (HAL-3), known as the “Seawolves,” operated in support of the Navy units in South Vietnam, including the Brown Water Navy (pp. 56-57) and the SEALs. The 420-man unit fielded various gunship and transport helicopters, mainly second-hand types obtained from the U.S. Army. These included the Bell UH-1C, UH-1L, UH-1M, and HH-1K, but the UH-1B (p. 39) was the main type and used for practically all combat missions. HAL-3 eventually controlled nine detachments of two helicopter gunships each (with two 4-man crews per chopper) stationed at various locations in southern Vietnam, including at Nha Be, Binh Thuy, Dong Tom, Rach Gia, Vinh Long, and onboard barracks ships stationed in the larger rivers of the Mekong Delta.

Similarly, VAL-4, called the “Black Ponies,” provided scouting, convoy protection, and attack capabilities with their North American OV-10A Bronco fixed-wing propeller aircraft (p. 38). From April 1969 to March 1972, their 14 planes were divided into two groups of five operational aircraft each (the other four planes were in reserve), one at Binh Thuy air force base and one at Vung Tau army air base. Their areas of operation covered the whole Mekong Delta, from the east coast to the Cambodian border.

Both types of aircraft were on a 24-hour alert and could scramble in less than 15 minutes at night, or half that in daylight; they could usually be on station only a few minutes later. Often, they would already be airborne in support of a specific operation.

BROWN WATER NAVY

In December 1965, the U.S. Navy created Task Force 116 (TF-116) to carry out Operation GAME WARDEN to patrol the rivers and waterways in southern Vietnam. Its main asset was the Mobile Riverine Force (MRF) that became operational in 1967. It was equipped with patrol boats (see *SEAL Motor Pool*, pp. 35-41) optimized for operation in the inland waters of South Vietnam – just as the French military had before them (during the First Indochinese War in the 1950s). The MRF was unofficially christened the “Brown Water Navy” from the sediment-rich waters that most Vietnamese rivers carried.

Its sailors – called the “Black Berets” after their adopted headwear – were normal Navy personnel who had received some special training to operate the small craft and their heavy armament.

The MRF was disbanded in December 1970, after all its boats had been transferred to the South Vietnamese navy.

LIEN DOI NGUOI NHIA (LDNN)

Some of the LDNN were real good in the bush. They had been fighting that war for 15 years before we even got there. [Others] would always have some excuse not to go out . . .

– John Fietsch (SEAL Team One),
The Men behind the Trident

The *Lien Doi Nguoi Nhia* (“frogmen team”), commonly known as the “soldiers who fight under the sea,” was the South Vietnamese equivalent of the SEALs (and the UDTs). Formed in 1961, they were trained by, advised by, and patterned after the U.S. UDT and SEAL units. SEAL advisors, in country starting in 1962, often operated with LDNN units. Indeed, many operations were conducted with mixed teams.

The LDNNs also acted as bodyguards of the president of South Vietnam, and held other high profile roles. They had the status of special police and even had cards that they could show to get out of jail.

Later in the war, the *Lien Doan Nguoi Nhia* (“frogmen group”) was formed; it also included boat support units, EOD teams, salvage divers, etc.

Use the U.S. Navy SEAL template (p. 11) with ST 10-11 and slightly lower skills. They had similar training and equipment, but typically did not have the latest state-of-the-art materiel – e.g., sound-suppressed Grease Guns and CAR-15s, but no Stoners, Hush Puppies, or miniguns.

U.S. ARMY

Occasionally (especially prior to the establishment of HAL-3, and after its withdrawal in 1971), SEALs received fire support from U.S. Army gunships. This usually meant a pair of Bell UH-1C Hueys (p. 39) with all the bells and whistles, or a team of two Bell AH-1G Cobra gunships and an armed Hughes OH-6A Cayuse scout (see *GURPS High-Tech*).

U.S. Army UH-1D or UH-1H “slicks” (troop transports) were often used for insertion, especially when working with PRUs. However, Army helo crews sometimes refused to fly at night, which caused some problems. Larger than the UH-1B flown by the Seawolves (p. 56), the extended UH-1D or UH-1H could carry 12 fully equipped SEALs or 14-18 smaller, indigenous troops. Use the stats of the *TL7 Utility Helicopter* (see p. B465).

Artillery support from the Army could sometimes also be radioed in. This usually consisted of 105x372mmR RIA M101 howitzers (see *GURPS High-Tech*).

ANZAC SPECIAL AIR SERVICES (SAS)

From 1966 to 1971, the Australian SAS Regiment – nicknamed the *Ma Rung* (“jungle ghosts”) – operated in Southeast Asia alongside the Americans (with attached troops from the New Zealand SAS). SAS troopers frequently operated together with SEALs, especially in the area east of Nhan Trach, but also on BRIGHT LIGHT operations to free POWs in Laos . . .

See *GURPS Special Ops* for more details on the SASR and NZSAS.

PROVINCIAL RECONNAISSANCE UNITS (PRUs)

. . . the PRUs were tough, frontline soldiers. What made it especially enjoyable were the strong bonds developed across cultural, language, and racial barriers. I had the utmost confidence, trust, and respect for these men.

– Harry Constance (SEAL Team Two), *Good to Go*

The members of the Provincial Reconnaissance Units (PRUs) – commonly pronounced “prews” – were a local mercenary militia paid for and ultimately directed by the CIA under the Phoenix program (p. 56). Each province in South Vietnam was assigned one, although their size varied from 20 to 120 men.

About half their members came from Vietnamese ethnic minorities such as the Khmer (Cambodians), the Nung (Chinese), or the Montagnards (“mountain people,” a catch-all for several unrelated tribes including the Abo, the Hmong, the Jarai, and the Rhadé; also see *Funny New Guys*). The others were Vietnamese, mainly former VC (*Chieu Hoi*, see p. 46) and an assortment of thieves and thugs who had chosen the PRUs instead of prison (or even the death penalty). Generally, individual PRUs were racially homogeneous to avoid infighting – most of the units advised by SEALs were Vietnamese, Khmers, or Nungs.

The PRUs had their roots in the CIA-sponsored Counter Terror Teams (CTT) active since the early 1960s. The CTTs had an image as killers and the CIA realized this was not helpful. The activation of the PRUs in 1966 was little more than a name change, since the mission stayed the same. Most PRUs were well-motivated and fierce fighters – they were marginalized in Vietnamese society, had personal scores to settle with Charlie, or simply couldn't return to ordinary life for fear of reprisals. PRU work paid well and offered better prospects than service in the ordinary South Vietnamese military. Operating in their own backyards, they were highly effective – sometimes too effective. Many had reasons to hate their enemies, were brutal, and did not always grasp the concept of taking prisoners . . .

Use the *Veteran Main Force VC* template (p. 47) as a basis for PRUs. The PRUs were typically armed with obsolete arms – Winchester M2 assault carbines, “Grease Gun” or “Swedish K” submachine guns, Colt M1918A2 BARs, and Colt M79 grenade launchers. Late in the war, they received Colt M16A1 assault rifles and Saco M60 machine guns.



MERCENARIES

MACV-SOG used many mercenaries; these sometimes operated with SEALs – either as PRUs (p. 57) or as part of boat crews. The CIA's Philippine-based Eastern Construction Company (ECC) contracted a small number of Taiwanese, Norwegians, and Germans to operate the new PTF *Nasty* (p. 36) and PCF *Swift* boats (p. 36) that initially proved too complicated for Vietnamese personnel.

The Norwegian and Taiwanese skippers operated the boats in North Vietnamese waters in 1963-1964, before they were replaced by South Vietnamese navy personnel. The rest of the crews were also mercenaries, but Vietnamese civilians. The landing teams mainly came from the LDNNs (p. 57).

Another CIA front was *Air America*. Since both Cambodia and Laos were officially neutral ground during the war, U.S. troops were forbidden from entering these countries. Since the North Vietnamese ignored this neutrality, MACV-SOG teams ventured into these countries as well, in order to attack the Ho Chi Minh Trail or for other missions. These “black ops” missions were hampered by severe restrictions.

One of the restrictions was that they could not be inserted by helicopter. When the MACV-SOG teams could not walk “over the fence” or be dropped “by accident,” they could be inserted using the CIA-controlled, “civilian” airline *Air America*, which operated aircraft such as the Bell UH-1D Huey helicopter and DeHavilland C-7A Caribou turboprop transport. The pilots were usually “former” military personnel, mainly American or Taiwanese.

While *Air America* primarily operated with Army Special Forces, SEALs who worked as PRU advisors had them on call as well.

MK 6 Marine Mammal System

With their built-in sonar, the dolphins detected enemy demolition divers on sabotage missions. They impaled them with long hypodermic needles connected to carbon dioxide cartridges. The frogmen just blew up.

– Dr. James Fitzgerald (CIA),
as cited in *SEALs in Action*

The MK 6 Marine Mammal System is part of an ongoing Navy program using sea mammals that began in 1957. It consists of specially trained bottlenose dolphins that are used to protect piers, ships, harbors, and anchorages against unauthorized swimmers, divers, swimmer delivery vehicles, and other suspicious objects.

From 1971 to 1972, the MK 6 MMS was operationally deployed, under EOD Mobile Unit One, to Vietnam to protect the naval base at Cam Ranh Bay against Vietnamese sappers. On its handler's cue, a dolphin would patrol a specific area and alert the handler once it detected something. This allowed timely measures against enemy divers to be taken.

Although vigorously denied by the U.S. Navy, rumors abound that dolphins were also trained to attack and kill enemy divers (reminding one of the film *Day of the Dolphin*). The Navy maintains that dolphins cannot discern the difference between enemy and friendly divers and swimmers, and that it would therefore not give that kind of decision authority to an animal. It denies all claims that dolphins killed dozens of VC during their deployment. In addition, the effectiveness of the claimed hypodermic needle attack must be doubted. Nevertheless, a GM might want to spice things up a bit . . .

Bottlenose Dolphin

ST 17; **DX** 13; **IQ** 5; **HT** 12.

Will 10; **Per** 12; **Speed** 6.25; **Dodge** 9; **Move** 7 (Water).

SM +1 (3 hexes); 600 lbs.

Traits: Doesn't Breathe (Oxygen Storage, 100×); Domestic Animal; Enhanced Move 1 (Water Speed 14, Costs Fatigue 2); Ichthyoid; Nictitating Membrane 1; Peripheral Vision; Pressure Support 2; Sharp Teeth; Sonar (Reduced Range 1/5); Striker (Nose, Crushing); Temperature Tolerance 1; Ultrasonic Speech.

Skills: Aquabatics-13; Brawling-15; Observation-12; Survival (Open Ocean)-14.

Nose attack damage is 1d+4 cr; hypodermic needle attack damage could be 1d-2 imp with 2d cr ex follow-up (see *Internal Explosions*, p. B415).

CHAPTER FIVE

OUT IN THE WOODS

Our perimeter guards were firing – long frantic fire, not the controlled bursts that were SOP. We rushed outside. Darkness falls quickly in the tropics. I couldn't see any enemy muzzle flashes, but Lou, Jon, and Rocco were already down. Doc radioed for the helos, which were on station and there in four minutes. We popped flares and quickly boarded the slicks when they touched down, taking our casualties with us, while the door gunners redecorated the surroundings. I was the last. Still spraying cover fire, I was suddenly hit by something like a jackhammer and went down.

Chief Miller saved my life that night and pulled me onto the Huey. Three good men crossed over the bar, and everyone except the Chief and Gieng was wounded. I still have the scars on my chest. Four long lines, as if raked with claws . . .

A squadron of A-7E Corsair carrier aircraft bombed the ruins and the surrounding swamp with all they had.

The following suggestions can be used for a SEAL adventure or campaign with a twist (also see *Facts and Fantasy*, p. 42).



THE HORROR, THE HORROR!

Our Cambodian scout . . . had started a little fire and was cooking the VC's spleen in a helmet turned upside down . . . Our scout wanted to share a part of him, his bravery . . . As the leader of the SEAL platoon I was expected to take a bite. Not to do so would have made me lose face. Actually, with a little nuoc mam sauce, it wasn't all that bad . . .

– Skip Crane (SEAL Team One),
The Men behind the Trident

It may sound trite, but war is a horror all by itself. For visualization of some of these aspects, try films like *Platoon*, *Full-Metal Jacket*, *Hamburger Hill*, *The Deer Hunter*, *We Were Soldiers*, or the surreal *Apocalypse Now*.

If the GM elects a fantastic rather than a factual campaign, he may further emphasize this using inhuman elements in a **GURPS Horror** crossover campaign.

An entirely different horror can be created by incorporating otherworldly Lovecraft Mythos creatures, such as in Chaosium's *Cthulhu Now* or its even darker spin-off, Pagan Publishing's *Delta Green*.

The Rung Sat Special Zone (RSSZ), one of the main operating areas of SEALs in Vietnam, was a virtually uninhabited 400-square mile saltwater mangrove forest southeast of Saigon. Pirates and bandits used it as retreat for centuries, and it was aptly named *Rung Sat* ("forest of assassins") by the locals. During the war, the Viet Cong used it as a hideout.

Surrounding the Saigon River for 45 miles inland, the RSSZ was crisscrossed by swamps, a tangled maze of uncharted waterways, and small patches of dry land covered by impenetrable tropical jungle with bamboo, banana, and nipa palm. The foliage was so thick that it was impenetrable by aerial observation. Below the double or triple tree canopies, it was often too dark to photograph without a flash. A strong tide (10-12' and higher) made operating in the area even more difficult.

In short, it was an archetypal Bad Place as defined in **GURPS Horror**. What if *something* other than smugglers and the Viet Cong hid out in that inhospitable area? Isolated from prying human eyes, the RSSZ would be a perfect breeding and operating ground for amphibious creatures of every description (as would the U Minh forest in the Mekong Delta, the

Fugazi

Note that the popular (if clichéd and often wrong) image of men going insane (or *fugazi*, as they called it in Vietnam) over their war experiences doesn't work in a SEAL campaign. First, SEALs were specifically *selected* to be emotionally and mentally stable, and their can-do and gung-ho spirit covered most doubts an individual might have. Secondly, SEALs were much less subject to the dull and dangerous life of normal grunts. Finally, if a SEAL broke down, he was forced to leave the Teams. This could lead to an interesting post-war campaign, but that's beyond the scope of this book.

world's second largest mangrove system). H.P. Lovecraft's Deep Ones, described in *GURPS CthulhuPunk*, would be particularly suited to this environment. (The template for the 'A'Nthleioi in *GURPS Infinite Worlds* could be used instead.) And who would be most likely to come into contact with these malicious but secretive saltwater amphibians? A squad of SEALs, of course . . .

The GM can build connections between withdrawn jungle hamlets hidden along the many waterways or the coast, the "Innsmouth Look" of local villagers, and certain horrifying rituals . . . Research may even find vague rumors of Deep One colonies in the nearby East China Sea that were at the center

of an obscure Japanese navy operation around Hui-lung Tao-ju ("Grey Dragon Island") in early 1926 (see the *Call of Cthulhu* campaign *Masks of Nyarlathotep*).

There are other appropriate monsters: transfer the South American *Creature from the Black Lagoon* (see *GURPS Horror*) or Florida's Gill Man (see *GURPS Monsters*) to Southeast Asia. Even a lone adversary could keep a whole platoon occupied – you can't shoot what you can't see. The GM should exploit the aquatic abilities of the creatures to the fullest, pulling SEALs under water while they insert, or even snatching a character sitting too close to the gunwale of a boat.

A slightly less haunting, but similarly horrifying and high-adrenaline is that seen in the film *Aliens*: a small unit of crack troops with superior firepower is dropped into an environment where the opposition is in full control. The enemy can't be seen, has much greater numbers, and acts with apparent total disregard of its losses. This may even sound familiar to a historical SEAL in a factual campaign.

A fantastic campaign should further stack the odds against the PCs. If the radio fails, the SEALs are stuck in an inhospitable and often impenetrable labyrinth that is already filled with enough dangers on a normal day (let alone night, the preferred operating time of the SEALs). Surrounded by unseen and countless enemies, the situation quickly becomes desperate. As the NPCs in the unit are killed and the group dwindles (with ammo running low), the PCs have to make a run for a busy waterway, or even the coast, to seek friendly forces – or perhaps make a last stand in a derelict temple ruin on a small dry patch. This, of course, is the hideout of the creatures . . .

The Abominable Jungle Man

Cam Ranh Bay, Vietnam . . . The guards at the depot here keep a watch for 'Powell's Ape' . . . [Its] footprint was neither human nor ape. A picture was taken of the track but no one could decide who or what had made it. It wasn't long before Captain Powell, then a depot company commander, found his name associated with the monster.

– "Ape Story Lingers," *The Army Reporter* (1970)

Some Vietnamese legends tell of the *Nguoi Rung* ("forest people"), a kind of Southeast Asian Bigfoot or yeti supposedly living in the forested highland mountains in the border area between Vietnam, Cambodia, and Laos.

Numerous sightings speak of a furred, bipedal, man-sized creature with a broad foot with very long toes. Like its elusive cousins of other continents, the "Wildman" of Vietnam has never been substantiated by a captured or killed specimen, or indeed by a clear photograph or preserved track. Yet Vietnam has proven to shelter many secrets even today, including some unclassified large mammals (see *Critters*, p. 44).

Reports of sightings of the creature were so common that in 1974, the North Vietnamese military requested a scientific survey in search of the *Nguoi Rung*. The expedition – headed by several professors – returned with a few elephants for the Hanoi circus, but didn't find anything to support the rumors.

Some observers have pointed out that *orangutan*, the name of the great ape of nearby Indonesia, also means "forest people," suggesting the creatures (if they aren't ordinary monkeys, VC, or some other normal explanation) come from a hitherto unknown orangutan population in the area.

A few cryptozoologists suggest the "forest people" are some form of prehistoric humans, remnants of an early human population and thus the missing link between man and ape.

Who knows? What about the stories about half-intelligent wildmen abducting men, and either devouring them or forcing them to mate with their females? What about the fleeting shadows many a soldier (from both sides) saw during night watch? And could those creatures not just as well live in the jungles and mangrove swamps of the south – where the SEALs operated?

Nguoi Rung

ST 11; DX 12; IQ 7; HT 12.

Will 10; Per 10; Speed 6; Dodge 9; Move 6.

SM 0; 150 lbs.

Traits: Arm ST+3; Bad Grip 2; Brachiator; DR 1; Sharp Teeth; Wild Animal.

Skills: Brawling-14; Climbing-14; Stealth-12; Survival (Jungle)-14.

These opponents could be anything, really – aquamen, reptoids, zombies, aliens, VC – even in historical firefights, SEALs often didn't actually see their opponents. Many horror/action films use this approach; for a reasonably realistic depiction of a fighting retreat, see the film *Tears of the Sun*, in which modern-day SEALs try to extract from an African jungle against overwhelming odds.

A merciless **Ultra-Tech** alien hunter like the one in the movie *Predator* would also be a worthy foe. Again, the old trick of slowly revealing the nature of the adversary will keep the PCs on the edge. Feed it a few NPCs first, then let the PCs see movement from the corners of their eyes, then short glimpses of something hunting *them* (rather than the other way round, as they are used to). When they finally see it in full color, Fright Check!

Instead of physical monsters, the GM might want to integrate Vietnamese folklore and superstitions, which center around incorporeal ghosts and the spirits of the ancestors. The SEALs might capture somebody who is in some way connected (father, daughter, betrothed, etc.) to a haunting entity. And now *they* are stalked and haunted – by a being that is invulnerable to bullets and explosives . . .

Several **GURPS** books can be used as resources for this: see **GURPS Horror** for a basic *Ma* (“ghost”); other popular ghosts are the *Ma Khoang Naau* (“headless ghost”) and *Ma Cao Roang* (“blood-sucking ghost”) – the latter undoubtedly some kind of vampire. For further inspiration, also see the Shades and Wights from **GURPS Undead**, the Sylvan Faeries from **GURPS Faerie**, and the Astral Vampires from **GURPS Blood Types**.

IF IT BLEEDS YOU CAN KILL IT

In May [1970] . . . two of our [Lockheed AC-130A Spectre] planes had 'the UFO incident,' on sequential nights in southern Laos . . . I spotted a light, which we orbited. The light, however, was above the jungle canopy, based on shadows created below it. The IR operator said it was cold, and the BC [AN/ASD-5 Black Crow electromagnetic sensor operator] said it was giving off more energy than a GCI [ground control interception] site! . . . Eventually, we figured that the light was following a circular path, following us! The command post asked if we thought it was carrying supplies south. As it was performing maneuvers that no aircraft known to man could accomplish, we said it was probably not a hostile supply vehicle, and permission to engage was denied.

– Dan Int-Hout (16th SOS), “Diary of a Spectre”

On Roswell-2, a Quantum 3 world (see **GURPS Black Ops**), everything you hear about UFOs, alien abductions, and the Greys is true. Aliens from Outer Space are out there, and *they* mean us harm. Humanity is protected by the *Men in Black* of the “Company,” a clandestine agency with unlimited funds and crack operators – the black ops. Their goal: kill aliens without public knowledge.

Modifying the basic premise a bit to include SEALs and Vietnam in a historical **Black Ops** campaign is not too difficult. Some of the real SEALs operated secretly under CIA guidance during the war, and many of their ops are still classified. Like the CIA (often known as the “Firm”), the Company might use the SEALs instead of their own operatives, no doubt because of their unique abilities, but perhaps because they are more expendable, or even because not enough black ops are at hand. Outfitted with the latest guns and gadgets from the Company's Combat department, the SEALs might look into the many reports of UFO sightings. Both discovery and recon missions as described in **Black Ops** would be particularly suitable.

Historical “incidents” such as the one quoted above could be mixed with fictional accounts such as that in David Drake's short story “Contact!,” in which an M48 tank company encounters an UFO in the Vietnamese jungle. Also see Kenneth Hite's *Pyramid* article “Black Box Down” or **Delta Green** for many ideas along this line. **GURPS Atomic Horror** can be consulted for further inspiration.

In particular, the landing on the Moon on 20 July 1969 may lead to increased UFO (and Grey) activities.

COMPANY EQUIPMENT

Historical SEALs already had access to many pieces of cutting edge equipment – but the Company could provide the PCs with even more exotic gizmos. Flechette rifles? Handheld miniguns? Just sign the equipment waiver, sailor.

The Creature Sniffer

During the Vietnam War, the U.S. Army experimented with the XM2 Manpack Personnel Detector-Chemical, which was designed to detect enemy troops by tracking chemicals such as ammonia (as found in human sweat and urine). It consisted of a sensor module – which sucked in air like a vacuum cleaner – mounted below the muzzle of a rifle, and an automated electronic analyzer in a rugged backpack, connected by a thick hose. The sensor operator was made aware of any results by an earphone alarm. It never worked satisfactorily, but the Company's Tech department found a better use for it – after some improvements. The XM22 Manpack Creature Sniffer is not only much smaller (the entire unit is miniaturized to mount below the barrel of an assault rifle), it can detect the “smell” of most wigglers and other already encountered (and dissected) creatures, out to a distance of 25 yards – certainly not far, but far enough to give a team some warning in the jungle. \$20,000, 5 lbs.

Firearms

The following weapons could be issued to SEALs employed by the Company. The standard long arms would probably be the Colt XM177E2 Commando assault carbine or the AAI XM19 flechette rifle, both fitted with the Colt XM203 grenade launcher (see **GURPS High-Tech** for these).

(Note that the weapons below were actually experimented with, but none were made in production quantities.)

Colt XM33 SCAMP, .22 SCAMP (USA, 1969-1971)

Colt's Small Caliber Machine Pistol (SCAMP) was a pistol-sized personal defense weapon (PDW) firing a high velocity small-caliber round. It was capable of single shots and 3-round high-cyclic controlled bursts (treat as Rcl 1 when firing these, also see **GURPS High-Tech**); the muzzle compensator and light round resulted in limited recoil.

Originally developed for USAF crews, it didn't enter production; only one was made in 1971.

In **Black Ops**, the Combat department introduced it as the XM33 in late 1969, issuing it as a standard sidearm.

GE XM214 "6Pak," .223 Remington (USA, 1969-1973)

A miniaturized version of the M134 minigun, this six-barreled, externally powered gun was tested (and rejected) by the USAF as the XM214 microgun. Its 0.6-kW electric motor, large battery, and solid-state fire controls are all included in a powerpack at the rear of the gun. Fire rates are pre-selectable by an armorer between RoF 6! and 166!. The trigger group allows selection between two rates, normally RoF 25! and RoF 50!. It was intended to be mounted on a vehicle or 15-lb. tripod, but can also be fired from the hip using the trigger grip and a chain saw-style top handle.

Twenty were made historically. At least one was also put on trial by the SEALs in Vietnam as boat armament, but they found it too short-ranged for a vehicle weapon. (The historical weapon of course lacked the handles for hip-firing it.)

In **Black Ops**, the Combat department decided otherwise, finding the overwhelming firepower it offered (if only over a very short time) to be very advantageous for its needs . . . especially if mounted on an articulated weapon harness from the Tech department.

Hughes XM221, 5.56×30mm Lockless (USA, 1970-1974)

The Hughes Lockless Rifle/Machine Gun (LRMG) is a revolutionary weapon using plastic-cased telescoped ammunition of flat, rectangular shape. Nicknamed "Chiclets" after the small chewing gums the rounds resembled, the ammo does not require the gun to lock (using a sliding pressure sleeve

instead), making feeding and extraction a much simpler process. This in turn keeps weight and cost down and increases reliability. In its role as a rifle, it uses a 64-round magazine, while as a machine gun, it uses a 200-round magazine and a detachable bipod.

Extensively tested by the U.S. Army during the early 1970s, the project was eventually dropped, since the round required more than three times as much propellant. Only a few prototypes were made.

In **Black Ops**, the Combat department introduced it as the XM221 as early as 1970; it was the first of many Company guns firing plastic-cased ammo.

Aerojet XM174, 40×46mmSR (USA, 1968-1969)

This lightweight automatic grenade launcher resembles a Browning M1919A4 machine gun with the stubby barrel of a Colt M79 grenade launcher, fed by a large oval drum magazine inserted on the left side. It is intended to be mounted on a vehicle or 15-lb. tripod, but it can also be fired from the hip using the pistol trigger grip and supporting the massive drum on the left forearm. Despite lacking a shoulder stock, its recoil is less than the M79.

Historically, it was introduced in small numbers by the U.S. Marines and USAF base security forces, but only 220 were built. It offers maximum firepower, but the ammunition is too heavy for effective use by an infantry squad. On the other hand, if mounted on a vehicle it is inferior to designs using more powerful ammunition or at least high-capacity belt-feed arrangements.

In **Black Ops**, the Combat department saw its applications for small squads immediately . . . the Tech department also made a thermobaric warhead available (Dmg 8d cr ex), which instantly became a favorite on bug hunts.

PUFF THE MAGIC DRAGON

The Vietcong called the SEALs the "men with green faces." They believed we had spiritual powers.

– Darryl Young (SEAL Team One),
The Element of Surprise

On Merlin-1, a Quantum 3 world (see p. B529, **GURPS Infinite Worlds**, and **GURPS Technomancer**), the Vietnam War is fought with magic.

Like the U.S. Army's 1st Necromantic Operations Detachment – the "Hell's Rangers" – and the 13th Necromantic Operations Group (see **GURPS Technomancer** and **Funny New Guys**), the SEALs quickly realized the advantages of magic-users. However, instead of units entirely made up of mages, the SEALs opted to attach individual spell-users at the squad level – Magical Special Operations Technicians (SOT). Also, unlike the Army wizards, who employed combat golems, zombies, and other questionable necromantic techniques neither fully researched nor understood at the time, the magically-active SEALs specialized in "hedgerow" magic that increased the tactical effectiveness of the small SEAL units. Like SEAL officers and corpsmen, Magical SOTs were equipped and expected to operate exactly like other team members.

SEAL mages were very proficient in the Water (of course!), Air, Movement, Knowledge, and Light and Darkness colleges (see **GURPS Basic Set** and **GURPS Magic**). The Magical SOT lens (p. 63) lists typical spells.

SEAL mages often tinkered with the weapons and equipment of the teams. Popular spells included Clean, Cold, Confound Firearm, Hail of Lead, Hotshot, Hush, Immediate Action, Steady Hand, and Volume Control (see **GURPS Technomancer** for most of these).

With mages in their ranks, the SEALs were even more effective at delivering guerrilla warfare to the Viet Cong. Carpet-equipped and provided with the latest scried intelligence, they were able to strike so fast and decisively that VC traffic and ambushes in their primary areas of operation almost completely stopped – with all the effects this had on the VC infrastructure.

In Vietnam, the SEALs were supported by two U.S. Navy squadrons made up of blue dragons obtained from the Marines. The Dragon Attack Squadron, Light (DAL-3), known as the "Seasnakes," and Dragon Attack Squadron, Light (DAL-4), called the "Ocean Drakes," were among the highest decorated dragon units of the entire conflict.

Magical Special Operations Technician

Use the following lens to create a SEAL mage.

Magical SOT (+50 points): You are trained as a SEAL mage. Navy wizards typically graduate from the 32-week Magical Special Operations Technician course at the Navy's Magicians Academy before receiving additional specialized spellcaster tutoring in the Teams. Note that this spell list describes the minimum level of competence; most SEAL mages know additional spells from a wide variety of colleges. Add *Magery* 2 [25 points] and the following spells, all (H) IQ+0 [1]-13 except where noted: *Apportation*; *Breathe Water*; *Counterspell*; *Create Air*; *Create Water*; *Destroy Water*; *Detect Magic*; *Flight* (VH) IQ-1 [1]-12; *Flying Carpet* (VH) IQ-1 [1]-12; *Haste*; *Hide Thoughts*; *Lend Energy*; *Lend Vitality*; *Levitation*; *Minor Healing*; *Missile Shield*; *Purify Air*; *Purify Water*; *Scryguard*; *Seek Water*; *Sense Danger*; *Sense Emotion*; *Sense Foes*; *Sense Life*; *Truthsayer*.

* Includes +2 for *Magery*.

Historians agree that the war was ultimately won by "morale-shattering black ops." While the highly publicized use of necromancy and combat dragons certainly had its effect, the widespread use of magic at the grunt level probably had an even greater impact, thoroughly crushing VC morale – not least by playing on Vietnamese superstitions and deep fear of evil spirits.

MAGIC ITEMS

Like all U.S. military units, the SEALs made copious use of enchanted items. In particular, each six-man squad had its own six-seat DuPont LUC-1F *Lucky* flying carpet (an older DR 4 ballistic nylon version of the LUC-1W in *GURPS Technomancer*), as well as at least one SEAL able to operate it. This allowed the squads to insert and extract on their own (without any support units). The 40-lb. carpets could be rolled up and carried once landed. The only problem was that the rugs tended to soak up water if the landing zone was not selected carefully, which would reduce their lift capacity.

Poseidon's Vest

A green vest-like garment enchanted with the spell *Swim*. Issued to all SEALs, it allows them to stay afloat even when loaded down with dozens of pounds of ordnance. (Similar vests in red color are used by life savers.) \$50,000, 2 lbs.

Recon Amulet

A compass star-shaped silver amulet enchanted with the spells *Find Direction*, *See Secrets*, and *Sense Danger*. Issued to SEAL point men, it allows unhindered movement in wilderness areas and total avoidance of ambushes and traps. \$52,500, 0.2 lb.

War Paint

Dispensed in the shape of green-and-black camouflage cream sticks, this magical elixir both aids in concealment and intimidation. It raises *Stealth* by 1d points for 2 hours. If (and only if) someone sees the SEAL anyway, it induces intense fear in the observer (as per the spell *Panic*). This is a controlled unguent elixir. \$900, 0.1 lb.

Colt-Fawkes MK 27 MOD 0, 5.56×25mm EPS (USA, 1969-1970)

When the U.S. military adopted the Colt M66 assault weapon using Fawkes' Elemental Propellant Slugthrower (EPS) technomancy in 1967, the firepower available to SEAL squads increased substantially. However, the SEALs were disappointed by the M66's short endurance; their tactics relied on short bursts of overwhelming firepower during which they would spend hundreds of rounds – they couldn't afford to wait until the fire and water elementals in the weapon regained their strength. As a stopgap measure, squads mixed a number of M66s with conventional weapons, including Stoners and M60s. By 1969, however, Colt had produced a triple-chamber revolver-action gun using EPS technomancy. Designed as a true squad automatic weapon, the three rotating chambers (each with its own elementals) not only increase the rate of fire, but also triple the endurance. A fluted extra-heavy barrel and a large drum magazine further increase its usefulness to the SEALs. The MK 27 MOD 0 quickly became the preferred SEAL weapon. Due to its cost and overall complexity, only the SEALs adopted it; production ceased after 200 had been made.

The MK 27 MOD 0 can fire 750 rounds before the elementals are exhausted, and it regains the ability to fire 75 shots for every 10 minutes that the weapon is unused. The elemental ectite chambers can be recharged more rapidly using a *Lend Energy* spell: each FP transferred to the weapon counts as 3.3 minutes of recharging.

The MK 27 MOD 0 is often enchanted with the *Hush* spell, giving it a -5 Hearing penalty that is more effective than most sound suppressors.

For a detailed description of EPS and the Colt M66 rifle, see David Pulver's *Pyramid* article "GURPS Technomancer Designer's Notes." *GURPS Fourth Edition* stats for the M66 are listed in the *Weapon Tables* (pp. 31-34).



FÜR KAISER, GOTT UND VATERLAND

Lerne leiden ohne zu klagen (“Learn to suffer without complaining”)

– Kaiser Friedrich III. (1888);
Kampfschwimmer motto

On Dixie-1, a Quantum 6 world (see **GURPS Infinite Worlds** and **GURPS Alternate Earths**), it is the German Empire that is fighting in Vietnam.

The Germans took over control of Indochina from the French in 1943 after the Second Franco-German War. Since 1946, the German *Schutztruppe* (“colonial guard”) has been facing a guerrilla war against the Viet Minh and their allies, the Pathet Lao and Freie Khmer.

On this parallel world, the task of the U.S. Navy SEALs is taken over by the *Kampfschwimmer* (“combat swimmers”) of the German *Kaiserliche Kriegsmarine* (“Imperial war navy”). They were created in 1944 by a merger of several older *Kampfschwimmer* and *Küstenjäger* (“coastal ranger”) units.

(See **GURPS WWII: Hand of Steel** for historical info on the Brandenburger, the former parent unit of the *Küstenjäger*, as well as the similar *Marineinsatzabteilung*.)

The combat swimmers were part of the navy’s *Kommando der Kleinkampfverbände* (KKV – “light combat units command”), which also included *Minentaucher* (“demolition divers”), *Sturmboote* (“assault boats”), and *Luftkissenboote* (“hovercrafts”). *Minentaucher* are the direct equivalent of the American UDTs, while the *Kampfschwimmer* correspond to the SEALs.

The templates and skills in Chapter 2 can be used for a *Kampfschwimmer* as well. Simply adjust the Military Rank (see *Kampfschwimmer Ranks*, below) and add one or two foreign languages in addition to German – some proficiency in a foreign language was much more common in Germany, and with special ops forces in particular: English, French, Russian, and Latin are common.

Kampfschwimmer Ranks

Use the following ranks instead of those on p. 14.

MR	Rank
MR 0	Maat (MT)
MR 0	Obermaat (OMT)
MR 1	Bootsmann (B)
MR 1	Stabsbootsmann (SB)
MR 2	Oberbootsmann (OB)
MR 3	Stabsoberbootsmann (SOB)
MR 3	Oberfähnrich zur See (OFRZS)
MR 3	Leutnant zur See (LZS)
MR 4	Oberleutnant zur See (OLZS)
MR 4	Kapitänleutnant (KL)

Most of the information given for the SEALs can be directly applied to the *Kampfschwimmer* – just file off the serial numbers. Instead of a Petty Officer from California, a PC might be a Bootsmann from Mecklenburg. Instead of a Stoner, he carries a Rheinmetall MG45. Instead of low-draft hydrojet boats, Messerschmitt-Bölkow-Blohm hovercrafts are used, and fire support comes from Focke-Achgelis Fa 500 Adler gunships instead of Hueys. And so on.

Note that on “today’s” Dixie-1, the war has long been lost by the Vietnamese guerrillas, but they keep on fighting. Also note the many possibilities for intrigue alluded to in **GURPS Alternate Earth**. U.S. Army and Navy junior officers and NCOs were serving on combat exchange programs with German forces (including the *Kampfschwimmer*), while at the same time, Northern idealists and mercenaries were supporting the Vietnamese – where they might find themselves fighting shoulder-to-shoulder with “advisors” from the Confederate States of America, India, and Russia . . .

FIREARMS

The standard sidearm of the *Kampfschwimmer* was the Walther P38 pistol (see **GURPS High-Tech**), which can be fitted with a 1-lb. sound suppressor (-2 Hearing). Other weapons included the Mauser StG66 assault rifle and the Rheinmetall MG45 machine gun.

Mauser StG66, 4.6×36mm (Germany, 1966-)

The *Sturmgewehr 66* is based on the Mauser StG45, using the same roller-locking mechanism. It features a retractable stock and extensive use of plastics. The StG66 is chambered for the 4.6×36mm round, which fires a uniquely shaped *Löffelspitz* (“spoon-tip”) bullet; treat as hollow-point round (p. B279). Alternatively, it can fire APHC (Dmg 4d+1(2) pi-).

Rheinmetall MG45, 7.92×57mm Mauser (Germany, 1945-1975)

A general-purpose machine gun developed from the Rheinmetall MG42, featuring many small modifications to make production cheaper and the gun lighter.

The *Maschinengewehr 45* uses 50-round non-disintegrating belts (3 lbs., 4.5 lbs. in assault drum), which can be linked to form longer belts (23.5 lbs. for 300 rounds in can.). A spare barrel weighs 4 lbs.; changing it takes three Ready maneuvers. It often fires APHC-T ammo (Dmg 7d-1(2) pi- inc). For sustained fire, the MG45 is mounted on a 46-lb. tripod (\$2,400) with integral 4× scope (+2 Acc).

HASAG Pzf350, 44mm (Germany, 1945-1968)

The *Panzerfaust 350* is the latest of the long line of German light antitank weapons. It is reloadable and very popular on the export market. It mounts a 3× sight. The Pzf350 fires a 90mm overcaliber HEAT warhead from a 44mm tube. Reloads are \$250.

WEAPON TABLES

See pp. B268-271 for an explanation of the statistics. Under *RoF*, a number sign (#) indicates a weapon capable of firing high cyclic controlled bursts (see description). Under *Bulk*, an asterisk (*) indicates a folding or retractable stock. Folding the stock reduces Bulk by 1. When folded, subtract -1 from Acc,

add +1 to Recoil (unless Rcl is 1), and multiply ST by 1.2, rounding up. Folding or unfolding the stock takes one Ready maneuver. Under *Cost*, the first figure is the price of the weapon, the second that of an empty magazine or drum.

Semiautomatic Pistols

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Colt XM33 SCAMP, .22 SCAMP	3d pi-	2	230/1,900	3.2/1	9#	27+1(3)	9	-2	2	\$750/\$27	2	

Rifles

GUNS (RIFLE) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Colt-Fawkes M66, 5.56×25mm	5d pi	5	460/2,900	9/1.4	12	125(5)	9†	-5	2	\$1,500/\$255	2	[1]
7	Mauser StG66, 4.6×36mm	4d+1(0.5) pi+	5	580/4,000	6.9/1	20	30(3)	8†	-5*	2	\$750/\$28	2	
7	Hughes XM221, 5.56×30mm	5d pi	5	460/2,900	11.3/1.6	7!	64(5)	9†	-6	2	\$1,500/\$305	2	

[1] Unreliable. Malf. 16 (see p. B407).

LMGs and GPMGs

GUNS (LIGHT MACHINE GUN) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Rheinmetall MG45, 7.92×57mm	7d-1 pi	5	1,000/4,400	22.1/4.5	30!	50(5)	11B†	-6	2	\$4,500	2	
7	Colt-Fawkes MK 27 MOD 0, 5.56×25mm	5d pi	5	460/2,900	18.5/3.8	18	250(5)	10B†	-6	2	\$4,500/\$310	2	
7	Hughes XM221, 5.56×30mm	5d pi	5	460/2,900	24.5/5.1	7!	200(5)	10B†	-6	2	\$3,000/\$315	2	

MMGs, HMGs, and Autocannon

GUNNER (MACHINE GUN) (DX-4 or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	GE XM214, .223	5d pi	5	500/3,200	61.7/18.7	25/50!	500(10)	14†	-9	2	\$18,000	1	[1]

[1] Very reliable. Will not malfunction unless lack of maintenance lowers Malf. (see p. B407). Needs a power source; see the description.

Automatic Grenade Launchers

GUNNER (MACHINE GUN) (DX-4 or other Gunner at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Aerojet XM174, 40×46mmSR	4d-1 [2d] cr ex	1	15/440	26.8/9.9	5	12(5)	11†	-6	2	\$10,000/\$280	1	

Light Antitank Weapons

GUNS (LAW) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	HASAG Pzf350, 44mm linked	6d×3(10) cr ex 7d×2 cr ex	2+1	400/1,200	15/5	1	1(5)	9†	-6	1	\$500	2	

ABBREVIATIONS

AID – Agency for International Development.	NAD Crane – Naval Ammunition Depot Crane. Manufacturer, USA.
AMC – Airport Machining Corp. Manufacturer, USA.	NAVSPECWARGRUV – Naval Special Warfare Group, Vietnam.
ANZAC – Australian and New Zealand Army Corps.	NCDU – Naval Combat Demolition Unit.
API – Armor-Piercing, Incendiary.	NCO – Non-Commissioned Officer.
A/PL – Assistant Patrol Leader.	NILO – Naval Intelligence Liaison Officer.
AP-T – Armor-Piercing-Tracer.	NLF – National Liberation Front.
ASPB – Assault Support Patrol Boat.	NOS Louisville – Naval Ordnance Station Louisville. Manufacturer, USA.
AW – Automatic Weapon.	NSWC White Oak – Naval Surface Warfare Center White Oak. Manufacturer, USA.
BC – Body count.	NVA – North Vietnamese Army.
BSU – Boat Support Unit.	NWC China Lake – Naval Weapons Center China Lake. Manufacturer, USA.
BUD/S – Basic Underwater Demolition/SEAL.	NWM – Nederlandse Wapen- en Munitiefabriek. Manufacturer, Netherlands.
CHICOM – Chinese Communist.	OIC – Officer in Charge.
CIA – Central Intelligence Agency.	OPEVAL – Operational Evaluation.
CO ₂ – Carbon dioxide.	OPS – Operational Section.
COMUSMACV – Commander U.S. Military Assistance Command, Vietnam.	OSS – Office of Strategic Studies.
COMUSNAVFORV – Commander U.S. Naval Forces, Vietnam.	PACV – Patrol Air Cushion Vehicle.
CPO – Chief Petty Officer.	PAVN – People's Army of Vietnam.
CTT – Counterterror Team.	PBR – Patrol Boat, River.
CTZ – Corps Tactical Zone.	PCF – Patrol Boat, Coastal, Fast.
DMZ – Demilitarized Zone.	PL – Patrol Leader.
ECM – Electronic Countermeasures.	POW – Prisoner of War.
ENS – Ensign.	PRU – Provincial Reconnaissance Unit.
GE – General Electric. Manufacturer, USA.	PT – Patrol Boat, Torpedo.
H&K – Heckler & Koch. Manufacturer, Germany.	PTF – Patrol Boat, Torpedo, Fast.
H&R – Harrington & Richardson. Manufacturer, USA.	PX – Post Exchange.
HAL-3 – Helicopter Attack Squadron, Light.	R&R – Rest & Recuperation.
HASAG – Hugo Schneider AG. Manufacturer, Germany.	RSSZ – Rung Sat Special Zone.
HE – High-Explosive.	SAPHEI – Semi-Armor-Piercing, High Explosive, Incendiary.
HSSC – Heavy SEAL Support Craft.	SEAL – Sea, Air, Land.
IR – Infrared.	S&W – Smith & Wesson. Manufacturer, USA.
JPRC – Joint Personnel Recovery Center.	SOG – Studies and Observation Group.
KIA – Killed in Action.	SOP – Standard Operating Procedure.
km – Kilometer (0.62 mile), called a “klik.”	SOS – Special Operations Squadron.
LAW – Light Antitank Weapon.	SOT – Special Operations Technician.
LBE – Load-Bearing Equipment.	STAB – SEAL Team Assault Boat.
LBV – Load-Bearing Vest.	STABO – Stabilized Airborne Operations.
LCM – Landing Craft, Mechanized.	TIARA – Target Illumination And Recovery Aid.
LCPL – Landing Craft, Personnel, Light.	TOC – Tactical Operations Center.
LCSR – Landing Craft, Swimmer, Reconnaissance.	UDT – Underwater Demolition Team.
LDNN – <i>Lien Doan Nguoi Nhia</i> (“frogmen group”).	UDTR – Underwater Demolition Team Replacement.
LDNN – <i>Lien Doi Nguoi Nhia</i> (“frogmen team”).	UFO – Unidentified Flying Object.
LP – Listening Post.	USAF – United States Air Force.
LSSC – Light SEAL Support Craft.	USMC – United States Marine Corps.
LST – Landing Ship, Tank.	USN – United States Navy.
LT – Lieutenant.	VAL-4 – Light Attack Squadron.
LTJG – Lieutenant (Junior Grade).	VC – Vietcong; from <i>Viet Nam Cong San</i> (“Vietnamese Communist”).
m – Meter (1.11 yards).	VCI – Vietcong Infrastructure.
MACV – Military Assistance Command, Vietnam.	WIA – Wounded in Action.
MEDEVAC – Medical Evacuation.	WP – White Phosphorous.
MK – Mark.	WWII – World War II.
mm – Millimeter (0.039”), often pronounced “mike-mike.”	
MOD – Model.	
MP – Military Police.	
MSSC – Medium SEAL Support Craft.	
MST – Mobile Support Team.	
MTT – Mobile Training Team.	
NAD – Naval Advisory Detachment.	

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