

Ghost Ops

A Modern Day Covert Operations RPG



Core Rules



The Legal Stuff

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Written and Designed by

FeralGamersInc Ltd

Artwork by

Coty Polk

Tugsbayer Jamts

Cover Artwork by

Tugsbayer Jamts

Editing by

J. A. Cummings

Proof Reading by

Ian F. White

Philip Bate

Maps by

Philip Bate

Layout by

FeralBot

The Loya Files by

Tim Loya Sgt/ USMC (ret)

Skirmish Photographs

Mark Magraf

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1. Introduction

“Thus the expert in battle moves the enemy, and is not moved by him.”

— **Sun Tzu, The Art of War**



The Birth of the I.C.O.

The dawning of the 21st Century began an era of fear throughout the world. The war on terror seemed to escalate incidents of terrorism worldwide, and with it came a flood of other situations to worry about. Drug cartels in South America and Mexico suddenly become more active and dangerous. Human trafficking from Eastern Europe became widespread, with new terror groups emerging in Africa and Asia. In Europe, the fear of terrorist attacks grew each year causing the growth of far-right groups and new laws controlling immigration, freedom of speech, human rights, and religious worship.

The culmination of these events came in Paris in 2015 when an attack on a satirical magazine by an extremist religious group was shown on international news stations worldwide. The attack showed the horror of the incident and united people across borders. Politicians quickly jumped on this wave of solidarity by coming together and showing unity and a determination to stand up to terror and call for peace, but this was not the only political event going on. As the leaders of the democratic nations held hands in the streets of Paris for the world's media, Defence ministers, military advisors and intelligence agencies met in private to discuss a response.

Those days in January 2015, when the world watched in horror as innocent people died at the hands of terror, was the birth of a new special operations unit, one that would recognise no borders or sovereign state, that would not be funded by just one government or country, but many. A unit that to all but a select few would not exist. On that day in Paris, as the world's leaders held hands to show defiance against those that would threaten our freedom, The International Covert Operations Unit was born.

What is an RPG

The **Ghost Ops Roleplaying Game** presumes that you are not new to the roleplaying game hobby. If that is the case, then most of the following sections in this chapter can be skipped. If you are new to the hobby, then let me briefly explain what you are holding in your hands.

A Tabletop Roleplaying Game is a game of imagination and storytelling. It's a game of make believe where a group of friends come together to experience worlds, situations and even beings they would never experience in their normal lives. The players, with the help of a **Handler**, will face challenges they must overcome with wit, imagination, and dice.

A typical session will last 3-4 hours, and an actual game can last anything from 1 session to an infinite number of sessions as the players gain new knowledge, experience, and items to help them on their way.

The Players

To play the **Ghost Ops RPG**, you will need players. These players make up an ICO Unit, and we recommend 4-5 as being a good balance. It would help if the players knew the core mechanic and have created Operators.

Recruitment
starts on Pg
21

The Handler should encourage the players to cooperate during Recruitment so that the Operators in the unit complement each other and have a good spread of Training and specialisations.

Players should also endeavour to use 'I' rather than 'My' when playing the Operator, 'I will rappel down the building' is much more immersive than 'My Operator will rappel down the building'.

The Handler

The **Handler** is the person that controls the world and in many RPGs is called the Gamemaster. They plan the mission, describe what the Operators see, act out the part of Non-Player Characters (NPC) and decide the difficulty of challenges that the Operators face. There should always be one Handler. There is rarely need for two. If the job of Handler can be rotated, then everyone gets the chance to play and create.

For more about the job of being a Handler check out Chapter 9

The Handler has the final say on all matters and must be fair and just. They must listen to the players, and if something crops up that is not covered in the rules, they must make the call. We recommend that the Handler does not plan the missions in advance, but just the key moments, as the players will surprise you; be ready to improvise.

The Handler should speak to the Operators, not the players, during game play as this will also keep the immersion intact.

How to Play

The **Ghost Ops RPG** is a little different to the average RPG in that the Operators have a clear objective and will work as a unit (**see Team Play below**). How the Operators accomplish their tasks is up to them, but they must accomplish it. Also, the game does not rely on loot grabs or taking out the boss. Often the missions will revolve around rescue, info gathering, disrupting communications and breaking hijacks.

The game can be played in many ways and resources should be available to the Operators to accomplish the task. Infiltration of terrorist cells, recon of drug labs, operations in urban areas, and full-out firefights are all possible.

Team Play

The **Ghost Ops RPG** encourages and relies upon team play. The Operators are a highly trained military unit, with each relying upon the other to do their part. This can make the **Ghost Ops RPG** feel different from other RPGs where characters can grab all the treasure, leave the group to their fate as they run and hide, or even have a separate agenda. In the **Ghost Ops RPG**, the Unit are all on the same side and no person is left behind.

Him and Her

In the **Ghost Ops RPG** all references to a person is made based on the Gender of the character unless the reference is to a player during examples and then it is based on the Players gender, etc.

What you will need

To play the **Ghost Ops RPG**, you will need at least **4 Fudge Dice**, also called Fate Dice. These are available from both online retailers and your local gaming store. You will also need pencils and paper.

Operator sheets can be found on DriveThruRPG.com or on the [FeralGamersInc Website](http://FeralGamersInc.com).

Getting Started

mission
available in
Chapter 11

To get started, each player should have an Operator and the Handler should have a mission to put the Operators through. Drinks and snacks should be available from the start, so no disruption breaks the game's immersion.

The **Ghost Ops RPG** is set in the real world and will face real world situations. If you are playing with a new group or have new members within the group, make sure they understand that there may be moments that could be uncomfortable or



shocking. Make it clear that players can call a time out, and any discussions of this nature should be done during a time out or after the game has ended, either as a group or privately with the Handler.

The Core Mechanic

For more info
regarding
Target
Numbers see
page 94

The Ghost Ops RPG uses Fudge Dice to **randomly generate results**. The dice result is added to the character's skill number and then compared to a Target number decided by the Handler. If the total of the **Fudge Dice and skill** is equal to or higher than the difficulty, then the character has succeeded.

Using the Fudge Dice

Fudge Dice are six-sided dice that have symbols rather than numbers, which allows the player and Handler to quickly work out the results without too much pesky math. The symbols represent a +1 or good , a 0 or blank  and a -1 or bad  result. Bad results cancel out good, and blanks do nothing.

So, rolling the dice will have various outcomes, which we will illustrate below.

    result = 0 - The minuses cancel out the pluses
    result = 1 - The minus cancels out 1 Plus
    result = 2 - The blanks have no effect
    result = 3 - The blank has no effect
    result = 4 - All pluses and a great result

So, on the flipside we could also have:

    result is a -4 - All minuses very bad result
    result is a -2 - The plus cancels out a minus
And so forth.

When to roll the Dice

The Handler should **only call for a dice roll when the Operator is facing a challenge that could possibly fail.** The Handler determines when and why the challenge will have a consequence and then decides what the difficulty number will be. The more challenging the task, the higher the number.

During Combat the dice will need to be rolled for every attack or defense made by both the Operator and the **Tangos**.

For more on
Tangos see page
202

Challenge Type

There are two types of challenge in the game: Static and Opposed. We go into more detail regarding **Challenges** in the Challenges chapter.

Challenges on
pg 87

Static Challenges

A Static challenge is one that generally does not change its difficulty without outside interference. A lock on a door will always be as easy or as hard to pick as it was the first time, as will the security fence be as easy or hard to climb as it was the first time.

Example

Sarah 'Boston' Lewis is trying to escape the compound, she reaches the security fence she climbed earlier. The Handler had said the Difficulty was a 2, which was easy when she wasn't injured. the difficulty is still 2 but Sarah's Athletics is one lower because of the wounds.

Opposed Challenges

An Opposed challenge is based upon the skill of another Operator or Tango. With their skill number or skill roll being the difficulty that the player needs to beat. Opposed challenges can change through the use of abilities or aid from colleagues.

Example

The guards are getting closer so Sarah decides to hide rather than risk the fence. The Handler asks the player to make a Stealth roll. Sarah's Stealth is 3 and the player rolls a

⊕ ⊕ − ■ on the dice giving an overall result of 4. The guards will need to beat a difficulty 4 to find Sarah.

Many factors can effect the outcome of challenges and we go into more detail on Page 92

Using Normal D6

You can use normal six-sided dice rather than the Fudge Dice, as we realise that it is not often possible for people to acquire these dice for various reasons.

To use a standard six-sided dice (D6) count the 1 and 2 result as a ■ and a 3-4 result as a ■, any result of a 5-6 is then considered a ⊕

We still recommend having at least four D6 available if possible but the game can be played with less dice rolled more often.



2. Recruitment

“Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win”

— **Sun Tzu, The Art of War**



Recruiting an Operator

To play the **Ghost Ops RPG** each player must create an Operator, this is done via recruitment. Recruitment takes a number of steps to complete and each player is advised to follow the steps below when recruiting their Operator.

Recruitment is done over 5 steps:

1. **Background** - Choose your Operators original Special Forces or Law Enforcement Background.
2. **Package** - Your Operators chosen Package
3. **Pools & Talents** - Your unique Talent.
4. **Other Stats** - The Operators Boost points, Trauma and Wound levels and Hit Locations.
5. **Loadout** - Starting Load out.

Step 1: Background

The ICO choose their operators from the best Special Forces and Law enforcement units from around the world. Each operator is appraised and recommended by the country of their origin. Many Operators turn down the position but the autonomy and freedom the ICO offers is very tempting and many do sign up.

An Operators background will give them a number of key specialisations which can often separate them from the rest of their unit, and diversity within a unit is key, this also is equally true of nationalities and units can be made up of many different nations, some which may not be as friendly to each other politically. **It is stressed that borders and politics are not recognised within a unit** and that Operators are expected to put aside their countries political or regional intolerances.

Ghost Ops is not the place for political debate. Though the game exists in the world today, the Operators have a job to do.

Creating New Backgrounds

The **Ghost Ops RPG** includes 13 countries, with each one fielding a number of background choices. These were chosen based on their rank in the world.

Handlers should feel free to create their own backgrounds based on their own countries if they are not part of this list, but we recommend that if you do that you thoroughly explore the backgrounds that you are adding in order to offer the players the level of options and realism found within this game.

Choosing a Background

Players can choose to play Operators from the same country and the same Spec Ops or Law Enforcement units, but we recommend that players work together to get a good selection of skills and specialisations. **This will ultimately make missions easier and give more options for tactics and approaches.**

Starting Skills & Packages

Skills Pg 73

Each background gives the operator 6 starting **skills** at Rank Two and Three Packages to choose from. These are designed to represent the training and experience from this background.

Many background skills and Packages will crossover, and this is because training is often shared and follow the same criteria and objectives.

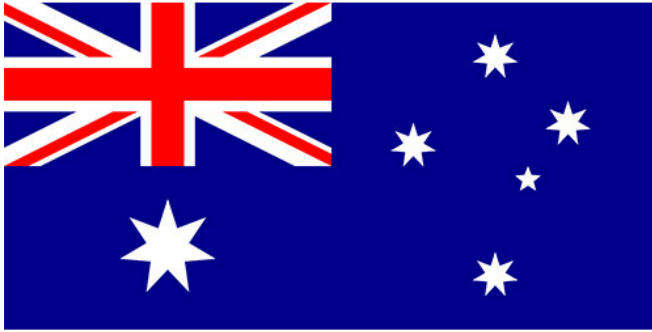
Weapons

The Weapons listed are the standard weapon for that particular force. Special Forces units are trained in many different weapon types and Operators should not feel they need to adhere to the weapons listed.

Background Options

We suggest that players should check online for details on the units listed.

What follows is a list of thirteen countries each offering a number of choices for training and specialisations. These choices represent the Operators previous career before being selected and accepted into the ICO.



Australia

Special Air Service Regiment (SASR)

Formed in 1957 the SASR was modelled on the British SAS and share the motto 'Who Dares Wins'. The unit has taken part in operations in Borneo, Vietnam, Afghanistan and many other countries.

They are trained in special reconnaissance, precision strike and direct- action operations as well as working as small units behind enemy lines, to provide intelligence, and direct air strikes on infrastructure.

Operators are selected for their ability to work in severe environments for extended periods of time.

Starting Skills

Awareness, Fitness, Manipulate, Stealth, Technical, Weaponry

Packages

Assault, Recon, Engineer.

Starting Weapon (Choose 3)

Pistol - USP Tactical

Assault Rifle - M4A5

Battle Rifle - MK 14

SMG - MP5

Sniper Rifle - SR 25

Specialist Response Group (SRG)

The SRG are a highly trained police unit of the Australian Federal Police. They are trained to respond quickly and to engage in a number of specialised tasks.

The SRG can be deployed internationally and are trained to respond to situations ranging from search and rescue missions, hostage negotiation, to tactical response. Their skill set includes tactical canine, marksman and bomb disposal.

Recruitment is taken from the standard police force and each member of the SRG must of served at least 2 years as a police officer before applying for a role within the unit.

Starting Skills

Awareness, Knowledge, Mobility, Rapport, Medical, Weaponry

Packages

Assault, Sniper, Specialist.

Starting Weapons (Choose 3)

Pistol - G17

Assault Rifle - HK G36

Shotgun - M870

SMG - MP5

Sniper Rifle - SR 25



Austria

Einsatzkommando Cobra (EKO Cobra)

EKO Cobra was established in 1978 and rose from the Gendarmerieeinsatzkommando a regional unit to eventually become under the control of the Austrian authority for Public Security.

Known operations include hostage rescue from Graz-Karlau prison, they supported police in the Munich Shooting of 2016 and have been used to end severe riots during the G20 in 2017.

Each member of EKO Cobra goes through medical, psychological and physical testing before entering 6 months of specialised training.

Starting Skills

Fitness, Rapport, Manipulate, Technical, Unarmed, Weaponry.

Packages

Assault, Engineer, Specialist

Starting Weapons (Choose 3)

Pistol - G17

Assault Rifle - STG 77

Shotgun - SPAS 12

SMG - TMP

Sniper Rifle - SSG 69



Brazil

Comando de Operações Especiais (COPESP)

The COPESP started in 1957 as a Parachute Rescue Group that conducted deep forest rescue operations. The unit was eventually disbanded until 2003 a presidential decree designated them a Special Forces unit.

COPESP are specially trained to deal with guerilla groups and to act behind enemy lines with covert recon missions. They are also trained in hostage rescue and counter-terrorism operations.

Starting Skills

Awareness, Fitness, Outdoorsman, Stealth, Unarmed, Weaponry.

Packages

Assault, Recon, Engineer

Starting Weapons (Choose 3)

Pistol - G17

Assault Rifle - HK 416

Shotgun - SPAS 15

SMG - MP5

Sniper Rifle - PSG1



Canada

Joint Task Force 2 (JTF2)

The JTF2 was started in 1993 and replaced the Special Emergency Response Team (SERT). Operations have ranged from hunting snipers in Bosnia, direct action missions in Afghanistan and more recently aiding the Iraqi military to rid the country of terrorist groups.

The JTF2 are known for their sniper skills and currently a member of the unit holds the record for the longest confirmed kill shot at 3.54km.

Starting Skills

Awareness, Fitness, Outdoorsman, Stealth, Technical, Weaponry.

Packages

Assault, Recon, Sniper.

Starting Weapons (choose 3)

Pistol - P226

Assault Rifle - C8SFW

Shotgun - M3

SMG - MP5

Sniper Rifle - PSG1

The Royal Canadian Mounted Police (RCMP)

The RCMP are both a federal and national police force. Formed in 1920 the RCMP are not an actual mounted Police Force, with horses only used during ceremonial events.

The RCMP cover a wide range of duties from enforcing federal laws on organised crime, drug trafficking and border integrity to counter terrorism and protection duties. They also provide policing for remote regions of Canada and support local police forces with investigations, forensics and bomb disposal.

The RCMP also act internationally and have officers in 23 other countries outside Canada, these provide assistance in investigations related to Canada and for the exchange of criminal intelligence.

Starting Skills

Awareness, Fitness, Mobility, Rapport, Outdoorsman, Weaponry

Packages

Assault, Sniper, Specialist

Starting Weapons (Choose 3)

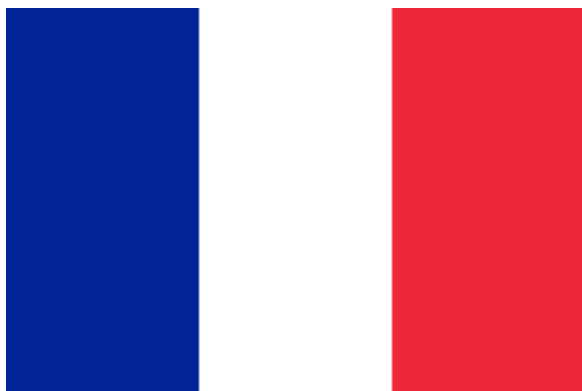
Pistol - P226

Assault Rifle - C8

Shotgun - R870

SMG - MP5

Sniper Rifle - RM700



France

National Gendarmerie Intervention Group (GIGN)

Established in 1974 the GIGN is an elite Police Tactical unit trained in counter terrorism, hostage rescue and surveillance. The GIGN also operates as a component of the French armed forces and through this can operate worldwide.

Training specialises in sniping, breaching, reconnaissance, VIP protection, airborne assault including HALO and HAHO Jumps, and driving. They have been involved in operations ranging from the rescue of children held hostage in a bus, hostage rescues on planes, the capture of well- known terrorists etc.

Starting Skills

Awareness, Fitness, Medical, Mobility, Outdoorsman, Weaponry

Packages

Assault, Recon, Sniper

Starting Weapons (Choose 3)

Pistol - FN57

Assault Rifle - SG50

Shotgun - SPAS 12

SMG - MP5

Sniper Rifle - PGM Anti-Material

13th Parachute Dragoon Regiment (13 RDP)

The 13th RDP became a reconnaissance unit in 1952, but the regiment itself was formed in 1676 as a Cavalry Regiment.

The 13th RDP are trained in recon missions behind enemy lines to gather intelligence in all environments, they are so good at this that many other forces request their assistance. The unit uses what they call hideouts, camouflaged locations used as living areas for observation and transmission.

Starting Skills

Awareness, Fitness, Unarmed, Weaponry, Outdoorsman, Mobility.

Packages

Assault, Engineer Recon.

Starting Weapons (Choose 3)

Pistol - FN57

Assault Rifle - SCAR L

Shotgun - Spas 12

SMG - MP5

Sniper Rifle - PGM II (Anti-Material)



Germany

Grenzschutzgruppe 9 (GSG9)

The GSG 9 are the elite police tactical unit of the German Federal Police, on a state level their counterparts are the Special Deployment Commando's. The GSG 9 formation is based on the SAS and Israeli Special Operations.

The GSG 9 have successfully completed missions involving aircraft hijacks, terrorist capture, VIP protection and raids. Training takes 22 weeks and is broken into 13 weeks of basic training and 9 weeks of specialised training.

Starting Skills

Awareness, Fitness, Medical, Mobility, Stealth, Weaponry.

Packages

Assault, Recon, Specialised.

Starting Weapons (Choose 3)

Pistol - PPQ

Assault Rifle - G36

Shotgun - FP6

SMG - MP5

Sniper Rifle - DSR 1

Kommando Spezialkrafte (KSK)

The KSK are hand-picked from Germany's Bundeswehr, and are often requested for anti-terror operations in eastern Europe and the Middle East.

Training involves an 18 - month long range surveillance course before KSK selection begins. The selection process involves 3 weeks of physical and psychological training, a 3- month endurance phase which includes a 90- hr. cross country run and this is followed by a 3 week combat training course. After selection candidates start the 2-3- year training which involves 20 environment and counter terrorist courses.

Starting Skills

Awareness, Fitness, Mobility, Stealth, Unarmed, Weaponry

Packages

Assault, Recon, Engineer

Starting Weapons (Choose 3)

Pistol - PPQ

Assault Rifle - G36

Shotgun - FP6

SMG - MP5

Sniper Rifle - DSR 1



Israel

Shayetet 13

The Shayetet 13 are a unit of the Israeli Navy similar to America's Navy SEALs. They specialise in sea to land incursions, counter terrorism, sabotage, hostage rescue and intelligence.

Shayetet 13 operations are all highly classified but known operations include actions against rocket positions and the boarding of ships carrying weapons to enemy nations.

Starting Skills

Awareness, Fitness, Manipulate, Mobility, Unarmed, Weapons.

Packages

Assault, Engineer, Specialist.

Starting Weapons (Choose 3)

Pistol - G17

Assault Rifle - M4

Shotgun - SPAS 12

SMG - UZI

Sniper Rifle - M24

Sayeret Matkal

The Sayeret Matkal are a recon unit of the IDF, often deployed behind enemy lines. They are also trained in counter-terrorism and hostage rescue operations.

Training lasts for 19 months and involves gruelling psychological tests as well as training in martial arts (Krav Maga), camouflage, navigation and reconnaissance. They also spend time at the parachute school as a five week counter-terror course.

The Sayeret Matkal have been deployed to theatres all over the Middle East, though most of their operations are top secret.

Starting Skills

Awareness, Fitness, Outdoorsman, Stealth, Unarmed, Weaponry.

Packages

Assault, Recon, Specialist

Starting Weapons (choose 3)

Pistol - G17

Assault Rifle - M4

Shotgun - SPAS 12

SMG - UZI

Sniper Rifle - M24



Italy

Gruppo di Intervento Speciale (GIS)

The GIS is an elite special operations tactical response unit that was established in 1977. The unit is part of the Italian Carabinieri Military Police.

Operations have included hostage rescues, VIP protection, intrusion of criminal compounds and assaults against military units. The unit is trained in counter - terrorism, demolitions and reconnaissance.

Starting Skills

Awareness, Fitness, Mobility, Rapport, Unarmed, Weaponry

Packages

Assault, Recon, Sniper

Starting Weapons (Choose 3)

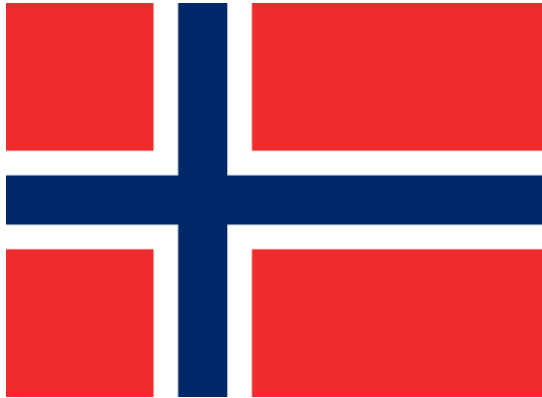
Pistol - M9

Assault Rifle - HK 416

Shotgun - M3

SMG - MP7

Sniper Rifle - M82



Norway

Jegertroppen

Planning for this all - female special forces unit began in 2013 under the codename Tundra. With the first applicants starting the selection process in 2014. By 2015 the unit was built and earned the nickname 'Hunter Troop'

Trained in special reconnaissance around urban and built up areas, the Hunter Troop had their first deployment during the Syrian conflict hunting down extremists.

Starting Skills

Awareness, Stealth, Outdoorsman, Weaponry, Investigate, Rapport.

Packages

Recon, Sniper, Specialist

Starting Weapons (Choose 3)

Pistol - USP Tactical

Assault Rifle - C8SFW

Shotgun - M1

SMG - MP5

Sniper - MSG 90



Poland

Jednostka Wojskowa GROM (JW GROM)

The JW GROM became an active unit in 1990, built as an anti-terrorist and deep recon unit trained to operate behind enemy lines.

Specialised training, includes underwater ops, marksmanship, and aerial assault, which includes both parachuting and HALO jumps. GROM soldiers are expected to take on the responsibilities of their comrades and 75% of them are trained as paramedics.

Their operations include recon missions in Afghanistan, VIP protection and hunting for war criminals in Eastern Europe.

Starting Skills

Awareness, Medical, Rapport, Weaponry, Unarmed, Fitness.

Packages

Assault, Recon, Specialist.

Starting Weapons (Choose 3)

Pistol - MK23

Assault Rifle - HK416

Shotgun - R870

SMG - MP5

Sniper Rifle - PSG 1



Russia

Spetsgrupp "A" (Alpha Group)

The Alpha Group are a dedicated counter terrorism task force of the FSB. The unit was started by the KGB in 1974 and since then has been involved in a number of operations, with involve police duties, paramilitary and covert missions both domestically and internationally.

All Alpha Group candidates must have a university degree and be both physically and mentally fit. Candidates often come from the police forces which gives them a degree of experience and skill but they still each go through 3 years of specialist training.

Starting Skills

Awareness, Fitness, Knowledge, Stealth, Unarmed, Weaponry

Packages

Assault, Recon, Specialist

Starting Weapons (Choose 3)

Pistol - MP 443

Assault Rifle - AK74

Shotgun - SPAS 12

SMG - MP5

Sniper Rifle - SVD

Sily Spetsial'nykh Operatsii (SSO)

The SSO was started in 2009 as part of the reform of the Russian Federation's Armed Forces. They are highly mobile, and well trained and equipped. They engage in sabotage, counter-terrorist, counter-intelligence and special reconnaissance missions.

Since their creation the SSO has engaged in operations across Eastern Europe and the Middle East, with the most famous being the holding off of 300 enemy troops by a 16 man unit of SSO operators.

Starting Skills

Awareness, Fitness, Mobility, Stealth, Unarmed, Weaponry

Packages

Assault, Recon, Engineer.

Starting Weapons (Choose 3)

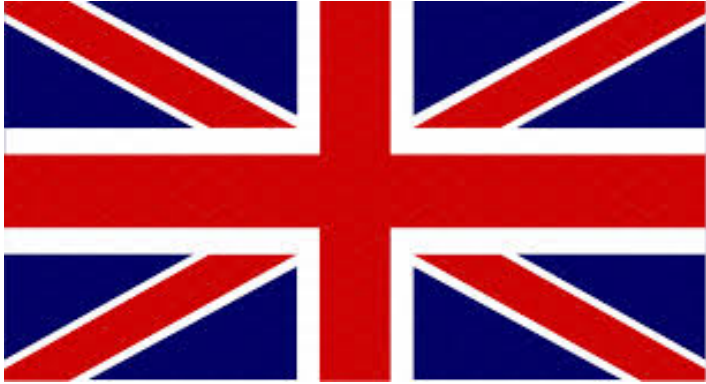
Pistol - G17

Assault Rifle - AK74

Shotgun - SPAS 15

SMG - MP5

Sniper Rifle - SVD



United Kingdom

Special Air Service (SAS)

The SAS was founded in 1941 and has been involved in a number of operations including covert recon, counter terrorism and hostage rescue, with the most famous being the Iranian Embassy Hostage situation in the UK.

Training includes escape & evasion and the resistance to interrogation (RTI) test which lasts 36 hrs. It is estimated that only 15-20% of candidates pass the selection process.

Starting Skills

Awareness, Fitness, Technical, Weaponry, Outdoorsman, Unarmed

Packages

Assault, Sniper, Specialist.

Starting Weapons (Choose 3)

Pistol - P226

Assault Rifle - C8 Carbine

Shotgun - R870

SMG - MP5

Sniper Rifle - AW 50 (Anti-Material)

Special Boat Service (SBS)

The SBS is a special forces unit of the British Navy. The unit began life in 1940 as the Special Boat Section and was renamed the Special Boat Service in 1987 when it began operations of maritime counter terrorism.

The main roles of the SBS are surveillance, reconnaissance, offensive actions, counter terrorism and the use of guided munitions and demolitions. The capabilities of the SBS and the SAS are very similar with the SBS having additional training in maritime and amphibious ops.

Training is similar to the SAS except with the addition of swimming tests in full combat gear and underwater swim of 10m to retrieve small weights. This is followed by training in the jungle, weapon and operations procedures and reconnaissance training.

Starting Skills

Awareness, Fitness, Mobility, Technical, Unarmed, Weaponry.

Packages

Assault, Recon, Specialist

Starting Weapons (Choose 3)

Pistol - P226

Assault Rifle - C8 SFW

Shotgun - R870

SMG - MP5

Sniper Rifle - AW 50 (Anti Material rifle)

Special Reconnaissance Regiment (SRR)

The SSR was established in 2005 and is part of the British Army. They conduct a range of classified activities related to covert reconnaissance and surveillance worldwide.

The unit was formed in order to relieve the SAS and SBS of Surveillance roles and has up to 700 personal in its ranks and was formed around the core of the 14 Intelligence Company (Det). The SRR has operated in the Middle East, Northern Ireland and Somalia.

Training involves a 6 -month course where they train alongside the SAS, they are trained in covert surveillance, CQB, mobility and language skills. Both men and women undertake the same physical and mental tests.

Starting Skills

Awareness, Mobility, Rapport, Stealth, Unarmed, Weaponry

Packages

Recon, Sniper, Specialist

Starting Weapons (Choose 3)

Pistol - P226

Assault Rifle - C8 SFW

Shotgun - R870

SMG - MP5

Sniper Rifle - AW 50 (Anti Material rifle)



United States of America

Delta Force

The 1st Special Forces Operational Detachment-Delta (Airborne) was founded in 1977 as a response to terrorist incidents in the 1970s, these led to the U.S. government deciding to establish a full-time counter-terrorism unit.

Delta Force Training includes marksmanship, demolitions, trade-craft and driving, the training is changing constantly with the above being the standard for all Operatives. Delta Force units are also unique in that they are granted a lot of flexibility on overseas missions, they are allowed to wear civilian clothing, adopt civilian hair cuts and facial hair in order to allow them to blend in and conduct clandestine operations.

Starting Skills

Awareness, Unarmed, Stealth, Weaponry, Mobility, Manipulate.

Packages

Assault, Engineer, Specialist.

Starting Weapons (Choose 3)

Pistol - M9

Assault Rifle - M4

Shotgun - M870

SMG - MP5

Sniper Rifle - MK 13

Navy Sea, Air and Land Teams (Navy SEALs)

The Navy SEALs was formed in 1962 from the original Scouts and Raiders school formed in 1942.

Training to becoming a SEAL begins with selection which involves passing physical and mental fitness tests, this includes 500 - yard swim and a 1.5 - mile run. Once the candidate has passed these tests they can then begin training as a Navy SEAL. SEAL training includes underwater demolitions, airborne assaults, reconnaissance and training as a combat medic.

The Navy SEALs operate worldwide and have worked with many foreign units, their expertise in maritime and underwater operations have led to them training many other special forces units.

Starting Skills

Awareness, Fitness, Manipulate, Mobility, Technical, Weaponry

Packages

Assault, Engineer, Specialist

Starting Weapons (Choose 3)

Pistol - .45 ACP

Assault Rifle - M4A1

Shotgun - R870

SMG - MP5N

Sniper Rifle - MK 13

Special Weapons and Tactics (SWAT)

The SWAT teams are elite police units of the USA assigned to deal with subversive groups, organised crime and drug cartels. SWAT officers are trained in marksmanship, close combat, negotiations and assault actions.

SWAT officers are expert in a wide range of gear and weapons, using night-vision systems, grenades, sniper rifles and other equipment normally reserved for military units.

Starting Skills

Awareness, Knowledge, Mobility, Rapport, Medical, Weaponry.

Packages

Assault, Sniper, Specialist.

Starting Weapons (Choose 3)

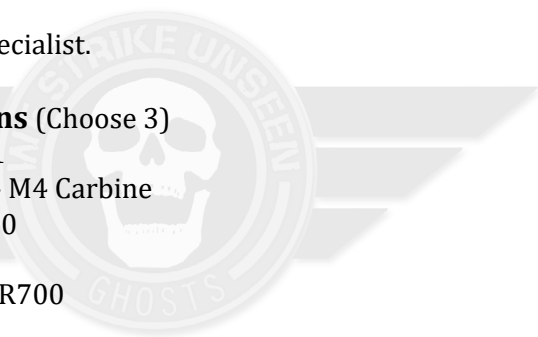
Pistol - M1911

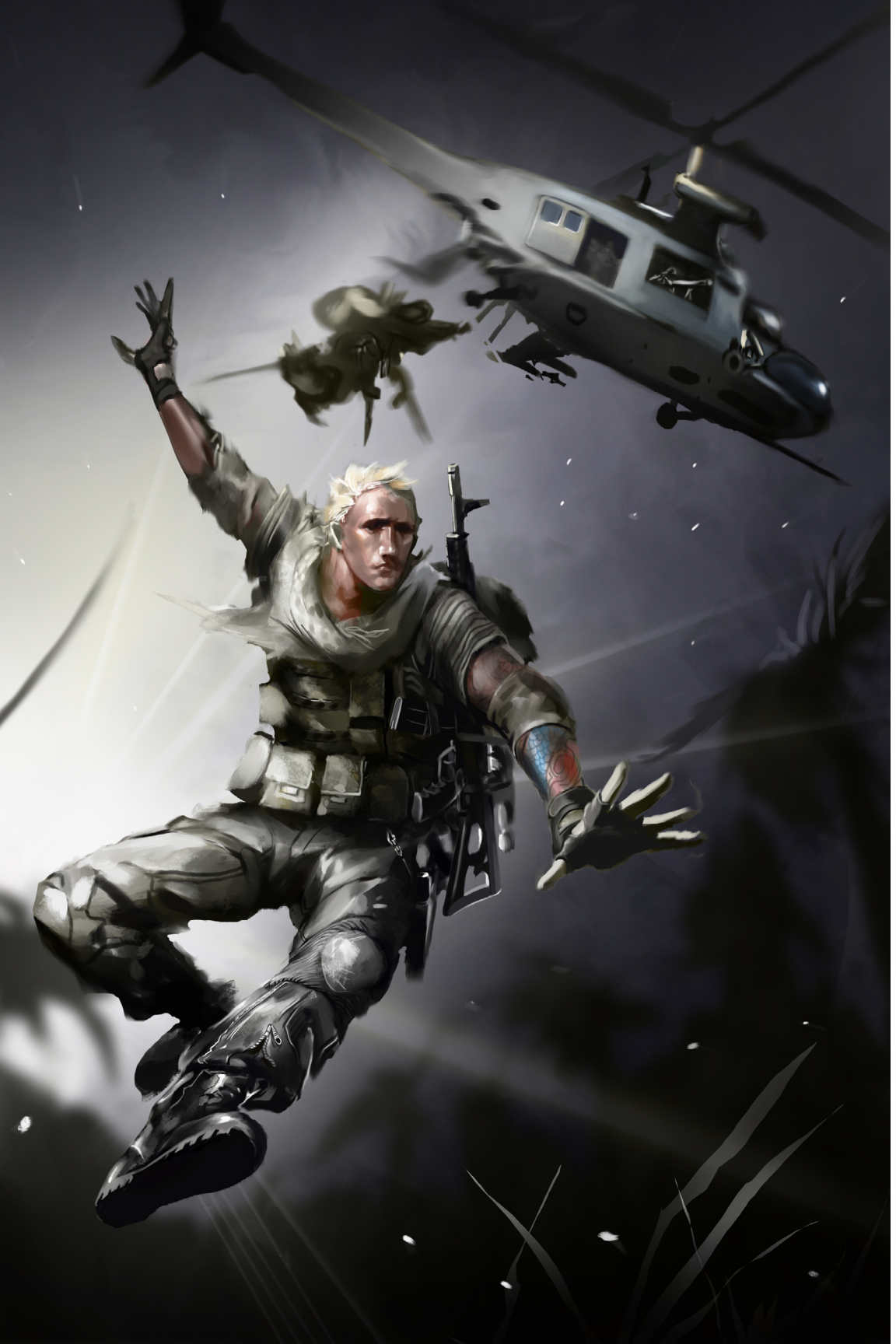
Assault Rifle - M4 Carbine

Shotgun - R870

SMG - MP5

Sniper Rifle - R700





Step 2: Packages

Players during recruitment can choose **one of the 3 Packages** offered for their Operator; this is then considered their **primary specialisation**. Once the Package has been chosen the Operator receives 3 of the abilities within as starting abilities.

Each Package contains 8 abilities, each one linked to a specific skill, this is to show the specialised training of the Operator. Abilities can only be chosen for skills that have at least a rank of 2. Skills with no rank or only a rank 1 cannot have abilities linked to them.

Each Package will also come with starting pool points.

Package Abilities

The abilities within each package give a **+2 modifier** to the skill they are linked to when used in a way that matches the abilities description.

Primary Packages

When you have chosen your Operators primary package, this then means that those abilities only cost 5 **XP** to purchase after the recruitment phase is finished. Each Operator begins with 3 for free during recruitment but after this abilities must be purchased.

XP Pg 83

Non-Primary Packages

After the primary package has been chosen all other packages are considered secondary. Operators can buy the abilities within these packages but to do so will cost 10 XP, rather than the 5 XP for the Primary.

Non-Package Abilities

There are a few non-package specific abilities that can be bought for 5XP. These are linked to specific skills and that skill will need to be at 2+ to have the abilities linked.

The Assault Package

The abilities below add a +2 to a skill when utilised. The name of the ability is followed by the name of the skill it is linked to.

Airborne (Mobility) - The airborne assault ability is used when parachuting, HALO (High Altitude - Low Opening) or HAHO (High Altitude - High Opening) into danger zones.

Breach (Manipulate) - The breach ability is used when the Operator is attempting to use breaching tools to enter a enemy held building or vehicle.

CQC (Unarmed) - The CQC (Close Quarter Combat) when the Operator is facing off against a Tango and is using a knife or entrenching tool.

IFAKs can be found in the Loadout Chapter on pg 149

First Aid (Medical) - The first aid ability is used when attempting to patch themselves or another Operator up on the field of battle. Operator must have an **IFAK** (individual First Aid Kit)

Rappelling (Fitness) - The rappelling ability is used when the Operator is attempting to abseil down a building in order to assault the enemy through a window or other entrance.

Non-Lethal Take-down (Unarmed) - The ability to take-down and subdue a Tango without causing permanent injury.

Threat Recog (Awareness) - The threat recognition ability is used to determine a threat in a crowd of people.

Tubular (Mobility) - The tubular ability is used when the Operator is assaulting the enemy in a vehicle such as a bus, airplane or yacht.

Underwater (Fitness) - The underwater ability is used when the Operator is assaulting the enemy from beneath water, or wish to sabotage underwater cables or set explosives.



The Engineer Package

The abilities below add a +2 to a skill when utilised. The name of the ability is followed by the name of the skill it is linked to.

Computers (Technical) - The computer ability is used when attempting to access computer systems to gather information or delete files.

Demolitions (Manipulate) - The demolitions ability is used when setting or diffusing explosives.

Drones (Technical) - The drones ability is used when operating drones and other mobile surveillance devices.

Electronics (Technical) - The electronics ability is used when building or repairing electronic devices, and understanding how a device works and what it does.

Hvy Weapons (Weaponry) - The heavy weapon ability is used when the Operator wishes to use vehicle mounted or self propelled weapons.

Mechanics (Technical) - The mechanics ability is used when fixing engines and weapons.

Repair (Manipulate) - The repair ability is used when making quick general repairs to gear and armour.

Structures (Knowledge) - The structure ability is used when planting explosive or searching for access or advantage in buildings.



The Recon Package

The abilities below add a +2 to a skill when utilised. The name of the ability is followed by the name of the skill it is linked to.

Camouflage (Stealth) - The camouflage ability is used when the Operator is attempting to use the environment and specialist gear to improve their stealth.

Languages (Rapport) - The languages ability is used when communicating with someone of a different culture in a different language.

Mountaineering (Fitness) - The mountaineering ability is used when attempting to climb cliffs and mountains.

Navigation (Knowledge) - The navigation ability is used when attempting to determine your position on a map, read a map or use the stars.

Non-Lethal Take-down (Unarmed) - The ability to take-down and subdue a Tango without causing lethal or permanent injury.

Skiing (Mobility) - The skiing ability is used mainly for combat skiing, the ability to be battle ready whilst skiing and avoid enemy fire.

Surveillance (Awareness) - The surveillance ability is used when checking out an enemy location and gathering important intel through observation.

Survival (Outdoorsman) - The survival ability is used when seeking food, shelter and water in harsh environments such as deserts and arctic wastes.

Track (Outdoorsman) - The track ability is used when following the prints of animals or enemies over terrain.



The Sniper Package

The abilities below add a +2 to a skill when utilised. The name of the ability is followed by the name of the skill it is linked to.

Camouflage (Stealth) - The camouflage ability is used when the Operator is attempting to use the environment and specialist gear to improve their stealth.

Comms(Rapport) - The comms ability is used when the Operator is attempting to send silent signals to allies or decipher enemy comms.

First Aid (Medical) - The first aid ability is used when attempting to patch themselves or another Operator up on the field of battle. Operator must have a IFAK (individual First Aid Kit)

Marksman (Weaponry) - The marksman ability is used for Sniping at enemies.

Martial Arts (Unarmed) - The martial arts ability is used for silent take-downs or when no weapon is available (player must choose Martial Art).

Over-watch (Awareness) - The Over-watch ability is used when the Sniper is tracking their unit and watching for enemy ambushes or threats.

Survival (Outdoorsman) - The Survival ability is used when seeking food, shelter and water in harsh Environments such as deserts and Arctic wastes.

Traps (Manipulate) - The Traps ability is used to disarm or set booby traps of a non-explosive nature.



The Specialist Package

The abilities below add a +2 to a skill when utilised. The name of the ability is followed by the name of the skill it is linked to.

Hacking (Technical) - The hacking ability is used for accessing secure computer systems, man in the middle attacks and sending viruses

Interrogation (Rapport) - The interrogation ability is used when questioning a suspect, can include both standard and 'enhanced' techniques.

Negotiation (Rapport) - The negotiation ability is used when attempting to secure the release of hostages with conflict or gaining information through coercion.

Offensive/Defensive Driving (Mobility) - The offensive/defensive driving ability is used when avoiding vehicle hijacks or attacks or attempting to run another vehicle off the road.

Paramedic (Medical) - The paramedic ability is used when an Operator or NPC has been seriously wounded and need to be stabilised

Pilot (Mobility) - The pilot ability is used to fly aircraft and helicopters.

Trade-craft (Manipulate/Stealth) - The trade-craft ability is used to pick locks, crack safes, send coded messages or crack cyphers.

Trauma (Medical) - Trauma specialist can be used to reduce trauma points inflicted on Operators.



Starting Pool Points

Each package comes with a number of starting Pool Points these can be placed in the pools immediately.

Assault - Reaction 2, Resilience 2

Engineer - Reaction 2, Focus 2

Recon - Reaction 2, Damage 2

Sniper - Reaction 2, Focus 2

Specialist - Resilience 2, Focus 2

Non-Package Abilities

The following abilities can be purchased by any package as extra abilities. Like package abilities they add +2 to the skill.

Empathy (Rapport) - The ability to respond to grief or question people without coming across as an interrogation.

Forensics (Investigate) - The forensics ability allows the Operator to understand forensic reports and use forensic tools, such as fingerprinting, DNA etc.

Law (Knowledge) - The understanding of law and legal procedure.

Research (Investigate) - The ability to find connections and know where to research individuals and groups.

Search (Investigate) - The ability to know where to look and what to look for, almost a sixth sense in some.

Shadow (Stealth) - The ability to follow someone without being seen.

Starting Skill Points

Each Operator receives 15 points to spend on skills. **No skill can be higher than 4 during Recruitment.** The cost of skills during Recruitment is point for point.

Step 3: Pools and Talents

Each Operator has 4 pools, these pools allow the Operator to have an edge over how fast they react, how much damage they do, how much damage they shrug off and whether they can use **Bullet Time** or lower a difficulty. Each pool must have a minimum of 1 point and a maximum of 10 points.

Bullet Time is gone into more detail on pg 129

Each Operator receives 15 points to spend on their pools. Operators can place up to the maximum amount of points in a pool if they wish but they must place at least 1 point in each pool that has not benefited from starting points from packages.

Reaction

The Reaction pool is linked mainly to **Initiative**, an Operator can spend points from their pool to increase their chances of reacting quicker than their units or the tangos in a combat situation. The Reactions pool can also be used to dodge out of the way of concealed traps or collapsing buildings. Any situation where the Operator needs to think quick and move.

Initiative is on pg 101

Damage

The Damage pool is used to increase the damage caused by melee, unarmed attacks and some ranged attacks. This indicates extra effort placed in the attack. The Damage pool adds to the damage of the weapon or in the case of martial arts attacks, the damage of fists, kicks or strikes. For some ranged attacks like throwing knives, bows etc. the extra damage again indicates effort placed in throwing the knife or drawing the bowstring. The Damage pool cannot be used for ballistic damage inflicted by firearms.

Resilience

The Resilience Pool is added to the armour roll of an Operator, and indicates their brace for injury, or their ability to ignore the pain etc. Points from the Resilience Pool adds to the armour points when rolled Vs. damage. Resilience Points can also be used to stave off death when the Operator is down and awaiting medical help from their unit.

Focus

The Focus pool allows the Operator to add points to a skill roll in order to gain a improved chance of accomplishing the challenge.

Focus represents the Operator spending time on the task and when focus is used the challenge takes a number of rounds equal to the Focus used.

Combat Section
starts on page
99

The other use of Focus is for Bullet Time, and this will be explained in the combat section of this book, but briefly it indicates the number of ranks the Operator adds to the dice in order to achieve multiple actions within Bullet Time.

Swapping Focus Points

Operators can choose to pass Focus points over to other Operators in their unit. This would be seen as offering advice or expertise. The Focus points used by others act in the same way as if the Operator has used the points themselves.

How to use Pool Points

As long as the Operator has pool points they can be used. Pool points act like skill ranks but the Operator can decide how many they wish to spend. The pool points can only be used on what the pool states, e.g. Damage Pool points cannot be used with Reactions and so forth.

Emptying the Pool

Operators can empty their pools of points by using all the points within the pool but doing this has its drawbacks.

Rules for Good
Successes can
be found on
page 97

Pool points will replenish back to maximum by rolling Good Successes, for each Good Success, the Operator receives back a Point that they can place to replenish one of their pools. If that pool is empty then it costs 3 Points to add the first point back.

If the Operator rolls no Good Successes or not enough to refill a pool don't worry, as all the pools are replenished at the start of a new game session.

Increasing Pool Points

Operators will be able to increase their pool points up to a maximum of ten by spending experience points. Sometimes the Handler will reward pool points for exceptional game play. For more on experience see page 79

Talents

Each Operator receives one unique talent, this indicates specialised training within their background unit. The player can choose one of the Talents from the following list. Players can if they choose also spend experience points on acquiring extra talents at a later date.

Talents give benefits in a number of ways, these can range from lowering the difficulty of a task, to adding a bonus to the dice roll or by giving the Operator a unique item or **Advantage**.

Advantage can be found on pg 91

Talent List

Bush-craft - You gain advantage when attempting to find food, water or medicinal herbs using Outdoorsman.

Canine Handler - You have trained using dogs and have a canine companion. The canine must have a K9 sheet filled in and can be taken on operations. The player should see the K9 as a second character. (For K9 Sheets see the Handlers Section).

Rules for having a K9 companion can be found on pg 212



Rules for Target
Numbers on Pg
94

Contacts - The Operator has a contact within either a Government or Federal Agency, a Military Intelligence Unit or in a significant public sector job. This contact can be called upon for aid or to answer questions they, within their particular field can answer. To find out whether the contact is available or can help, the Handler gives a **Target Number** based on the complexity of the favour and the Player must beat it with a Rapport roll.

Cryptographer - The Operator has trained as a code breaker and can crack ciphers. They receive a +1 to hacking when attempting to crack passwords or coded messages.

Eagle Eyed - The Operator has 20/20 vision and gains an advantage when attempting to spot threats or targets at a distance beyond medium.

The rules for
Safehouses
start on pg
187

Forward Air Control - The Operator has trained in Forward Air Control and the designation of targets for close air Support. Close Air support is available by upgrading the units **Safehouse**.

Hazmat Trained - The Operator is trained in the use of hazardous materials and how to dispose of them. They can recognise materials and know the dangers. The Operator gains advantage when dealing with chemicals or other dangerous materials.

Lip Reader - The Operator is able to read lips, and this skill crosses over all the languages the Operator knows. This can be done via binoculars or across a crowded room.

Resistance to Interrogation (RTI) - The Operator gains bonuses to resisting interrogation, when they are in a situation where interrogation techniques are being used the Operator receives an **Advantage** to their Rapport and a +2 to the Resilience Pool until the interrogation ends or is stopped.

Street Knowledge - The Operator knows the streets, he knows street gangs and how they think, understands the petty criminals. This includes gang signs, how to talk to criminals, what to look out for and what gang controls what area. The Operator gains **Advantage** when dealing with or spouting lore about street gangs and criminals.

Step 4: Other Stats

Boosts

Each Operator receives 3 Boosts. These act similar to luck points in that they allow the player to change or effect results in the game. The use of a Boost passes a Bust to the Handler. Busts act like Boosts that the Handler can use to enhance Tangos or effect results.

Boost Options

Re-Roll - The players can use a Boost to re-roll a fail on a challenge, they will have to accept the new roll.

Advantage - The Player can use a Boost to give them an Advantage (See Challenges Chapter for more on Advantages).

Aid - The player can use a Boost to aid another player, by spending a Boost the player receives a +2.

Narrative - The player can affect the narrative by using a Boost, this can be done to make sure a door is unlocked, or a room is empty, the guard is asleep etc. The Handler has the final say on how much of a change the player can make.

Disadvantage - A Boost can be used to give a Tango, or even another Operator a Disadvantage (see challenges section for more on **Disadvantages**). **Disadvantage on pg 91**

Busts

The Handler receives a Bust each time a player uses a Boost and with this the Handler has all the options the players have for Boosts but for the handler it affects the Tangos and HVTs. **HVT = High Value Target**

Handlers can also use the Busts to give Disadvantage to the Operators, cause them to lose or break equipment and basically make life more difficult. We do stress restraint, and the Handler should never use a Bust to break the game or make a challenge impossible. Use them to throw curve balls and to keep the Operators on their toes.

Wounds

Each Operator starts with 12 wounds, these are placed at the 1-12 numbers on a Wound clock. As the Operator takes damage their Wound clock ticks down to 0, along the way the Operator will pick up penalties to their skills to reflect the effects of the damage received.

Wound Penalties

At points on the Clock the Operator will receive penalties.

Wounds and the type of damage that can be inflicted is explained on pg 124

3 o Clock - All skills are at -1

6 o Clock - All skills are at -2

9 o Clock - All skills are at -3

Once the Operator is at 12 o Clock they are out and require serious medical assistance or they will die. For each rnd that the Operator is left in this state they lose 1 point from their Resilience Pool. Once this pool is empty they are considered dead.

First Aid will halt the pool points depleting and stabilise the Operator, until further medical aid can be given.

Trauma

Trauma indicates that the Operator is disorientated, confused, stunned or stressed. Trauma comes from explosive blasts, falling or being crushed.

The Trauma clock works the same way as the Wound Clock, the clock goes from 1-12 and at certain points the Operator receives a penalty.

- 3 o Clock - 1 Pool is locked.
- 6 o Clock - 2 Pools are locked.
- 9 o Clock - 3 Pools are locked.
- 12 o Clock - All Pools are locked.

A locked Pool cannot be used until the trauma is reduced by medical help. The GM determines which pool is locked in each instances, and can be related to the cause of the trauma.

Causes of Trauma

Explosive Blast - Being outside the blast radius of an explosive may protect you from injury but often not the shock-wave that follows. This kind of trauma could affect the Reaction or Resilience Pools.

Crushing - Having a building land on top of you could cause injury, but it would definitely cause trauma, affecting the Resilience and Focus Pools.

Knock Out - Being Knocked out will cause disorientation and a stun, this will effect the Reaction and Focus Pools.

Blunt Trauma - Some damage can cause trauma, being hit by a blunt weapon may not penetrate the body but it can break bones or shake up organs. This can effect the Damage and Focus pools.

Locations and Defence

During combat actions Operators, Tangoes and HVTs are able to make called shots or aimed shots at their targets. When this happens we use a location chart.

**Aiming and Called
Shot rules can be
found on pg 106**

Locations

Each location has a Target Number linked to it. This indicates the difficulty to hit that location. Other factors such as movement, lighting etc will add to this TN

Armour effects, modifiers and locations can be found in more detail in the Combat Chapter starting on pg 101

Armour is also a factor, as each location can have a Armour Point total indicating the armour worn.

Head - TN 4

Body - TN 2

Arms - TN 3

Legs - TN 2

Defence

Cover rules can be found on pg 109

Every Operator can attempt to avoid an attack they are aware of, for unarmed combat this is done through parrying, blocking or dodging. For ballistic or ranged combat this is done through a natural reaction of either running away from the danger, moving from the path of the danger or **getting behind cover**.

It is presumed that if the Operator is aware they are being targeted they will attempt to make it as difficult as possible for the shooter, and if the shooter is not using a aimed or called shot than the natural defense of the target is always 2

Surprise attacks allow the Operator to use either their Reaction Pool or a Boost/Bust to help avoid being hit. The Combat section of the Core Rules will go into more detail regarding defense and modifiers that can be applied.

Step 5: Loadout

All Operators receive a basic Loadout. This represent important gear that all Operators should carry. Each Operator also receives \$2000 to spend on extra gear or weapon upgrades.

Operators can change their loadouts to fit the mission parameters, this is all done via the Safehouse.

See the Section on Safehouses page 187

Safehouses

Every unit of Operators will start with a Safehouse, this can be in any country the players decide upon. Units can obtain new Safehouses as they progress.

Basic Loadout

The basic loadout is in three parts, the first part are the weapons selected from your background. The second part is the standard gear and the third part is the Operators protective gear.

Standard Gear

Comms - Short range in ear radio device.

Compass - Adds +1 to Survival when attempting to determine direction

Energy Bars - Will replace 1 point into the Focus Pool when eaten.

Flashlight - Cancels out penalties from darkness. Handler can use a Bust to make batteries drain.

IFAK (Individual First Aid Kit) - Adds +1 to First Aid attempts.

Glowsticks (5) - Reduces darkness penalties by 1 point. Lasts 6 rnds or until dropped.

Multi-Tool - Adds +1 to technical challenges

Night Vision Goggles - Cancels out darkness penalties, applies -1 to Awareness.

Pen/Notepad - Simple pen and notepad.

Quarterback Sleeve (Maps) - Velcro pouch that attaches to clothing.

Spare Batteries (6) - For the Flashlight

Watch - Standard timepiece with stopwatch function

Woobie - Wet Weather Poncho

Zip Ties - Used to secure or restrain

Protective Gear

Operators gain access to tactical vests and gear and are expected to wear their own clothing underneath as they do not receive a uniform. Tactical gear is also not suitable for every situation and sometimes Kevlar vests will be worn concealed.

The Operators armour is also decided at the loadout stage and like standard gear should be chosen to suit the mission parameters.

Ballistic Helmet - Covers and protects the head for 2AP.

Improved Outer Tactical Vest (IOTV) - The Tactical Vest protects and carries ammo and other gear.

Enhanced Small Arms Protective Inserts (ESAPI) - These insert into the IOTV above and protect the body for 3AP

Tactical Gloves - The Tactical gloves also come with elbow pads and will protect the arms for 1AP.

Tactical Boots - The Tactical boots come with knee pads and will protect the legs for 1AP.

Other Gear

The following is other gear that the Operators receive that do not fit into either the Standard or Protective gear sections.

KA-Bar Knife - The KA-Bar is the standard fighting knife of the ICO, Operators are free to use their preferred knife.

Entrenching Tool - Used to dig trenches primarily but has been known to be used as a offensive weapon. Some Special Forces train with entrenching tools.

Ammo

Each Operator receives and can carry 3 Mags of ammo for each of their weapons, along with 3 grenades. An Operator can carry between 16 and 24 shotgun shells, Ammo types are discussed in more detail in the loadout section pg 143.



3. Training

“What the ancients called a clever fighter is one who not only wins, but excels in winning with ease.”

— **Sun Tzu, The Art of War**



Operator Skills

Each Operator has 13 skills, these skills go from Rank 0 to 6. The Operators background choice will of started 6 of these skills at rank 2. The Operators receive a further 15 points to spend on their skills, each point spent equals 1 rank in a skill.

Operator skills cannot be higher than Rank 4 during Recruitment, but they can be left as rank 0, though we do not recommend it.

Abilities from packages are linked to skills and a skill needs to be at least rank 2 in order for an ability to be linked.

Skills at 0

Skills with no ranks can still be used, they cannot have abilities linked to them and add no points to the dice roll, but an Operator can attempt the skill. This applies no penalties but is a straight dice roll with the result compared to the Target Number.

Operators can also choose to use Focus on 0 ranked skills.

Using Skills

To use a skill the Operator adds the skills rank to a dice roll and the result indicates whether they have succeeded or not. If the skill has an ability linked to it, and the situation allows the use of that ability than the Operator gets a increase of +2.

The Challenges
Chapter starts
on pg 89

The use of skills and abilities to overcome challenges will be gone into further, more in-depth detail in the Challenges Chapter.

Skill Description

Each Operator has 13 skills and each of these can have up to 3 abilities linked to them. Below is a description of each skill and how it can be used.

Awareness

The Operator is aware of their surroundings and knows what to look for regarding threats and ambushes. Awareness covers all of the senses such as sight, listen, touch, smell and in some instances taste.

Examples of Awareness

The Operator has entered a building and rolls Awareness to spot anything untoward, they succeed and can smell leaking gas.

The Operators are moving slowly towards a jungle outpost, the lead Operator who is on point rolls awareness specifying traps, they succeed and spot a number of trip wires.

The Operators enter a building, the Operator on Point rolls Awareness and succeeds, they hear someone loading a gun.

Linked Abilities

Over-watch (Sniper)

Surveillance (Recon)

Threat Recognition (Assault)

Fitness

The Fitness skill covers your Operators ability to climb, jump, sprint and dodge. It represents the Operators strength, stamina and dexterity and should be used whenever these are tested.

Examples of Fitness

The Operator wishes to dive behind a wall for cover.

A large tree log blocks the road, the Operators use their Fitness to lift and move it to one side.

The window is the only way out of the room and the office is 30 storeys up, the Operator decides to climb out of the window and make their way to the next office.

Linked Abilities

Mountaineering (Recon)

Rappelling (Assault)

Underwater (Assault)

Investigation

The Operator has trained in the art of searching, using forensics and the use of research software to build a profile of their target. The Operator has an almost sixth sense when it comes to knowing where a criminal will hide his stash or understanding reports on DNA results.

Examples of Investigation

The Operator is in a cartel safe house and needs to find the data file that contains all the names of the Cartel bosses, they use Investigation to find it.

The Operators find their contact dead, a gun lies nearby and it looks like suicide. The Operator gets out their Forensics kit and checks the gun for prints and discovers someone's else's prints on the gun.

The Operator needs to build a profile of an HVT, their contacts, habits, past affiliates and so forth, the Operator uses Investigate to shift through evidence and surveillance records to build a profile.

Linked Abilities

Forensics (Non-Package)

Research (Non-Package)

Knowledge

This represents the Operators general and more precise knowledge of particular subjects, cultures, the sciences and the arts. This skill can be used whenever an Operator asks for information on a subject or place.

Examples of Knowledge

The Operator wants to know of the countries legal system and whether the Police are considered corrupt.

The Operator needs to determine where is the best location to place explosives in order to get the best results.

The Operators are deep behind enemy lines camped out in jungle with very little gear, they determine location and time of day by using knowledge to recognise stars and sun movement.

Linked Abilities

Law (Specialist)

Navigation (Recon)

Structures (Engineer)

Manipulate

The Manipulate skill allows your Operator to pick locks and pockets, disarm or set traps and explosive devices and unjam weapons. Manipulate is used to cover any challenge involving using tools or using controls.

Examples of Manipulate

The Operator comes to a locked door so they attempt to pick the lock.

The unit spots an IED on the side of the road, one Operator attempts to disarm and dispose of the device

Linked Abilities

Breach (Assault)

Demolitions (Engineer)

Repair (Engineer)

Trade-craft (Specialist)

Traps (Sniper)

Medical

The Medical skill is one of the more important skills that an Operator can have. It allows the use of first aid and lets Operators attempt to stabilise injured team mates or civilians. The medical skill gives the Operator a basic understanding of medicines and injuries as well as using the IFAK (Individual First Aid Kit).

Examples of Medical

The Operator can attempt to stop blood flow and the continued loss of Wounds.

The Operator can attempt to stabilise an Operator or civilian that are close to death.

The Operator can reduce Trauma points inflicted by critical hits on locations.

Linked Abilities

First Aid (Assault/Sniper)

Paramedic (Specialist)

Trauma (Specialist)

Mobility

The Mobility skill represents the control and use of vehicles and the ability to engage in other actions that involve tools to move, i.e. skiing, and parachuting. Is also used when attempting to assault a moving vehicle or aircraft.

Examples of Mobility

The Operators are being pursued by black SUV's with blacked out windows, time for some defensive driving.

The Operators need to HALO jump into enemy held territory.

A criminal gang has taken a plane full of people hostage, the Operators need to get on the plane and launch an assault.

Linked Abilities

Airborne (Assault)

Offensive/Defensive Driving (Specialist)

Pilot (Specialist)

Skiing (Recon)

Tubular Assault (Assault)

Outdoorsman

The skill of outdoor survival and hunting is covered by Outdoorsman and can be used for foraging for food, laying booby traps or tracking prey or tangos. Outdoorsman is another one of those important skills as often Operators will find themselves in dangerous or inhospitable environments.

Examples of Outdoorsman

The Operators are tracking a group of Tangos through a forest, to their camp.

The Operators escape capture and find themselves in a desert, they need to find water.

Building a shelter and protecting their food against wild animals when deep in a forest.

Linked Abilities

Tracking (Recon)

Survival (Recon)

Traps (Sniper)

Rapport

We cover the use of Hearts and Minds on pg 214

The art of communication is covered by Rapport, whether the Operator is negotiating a hostage release, trying to win hearts and minds or deceiving the bad guys into believing they are on the same side, Rapport is the skill.

Examples of Rapport

The Operator needs information on local cartel activity and decides to chat with the locals.

A Tango has a hostage as a shield and is threatening to kill them if the Operators get to close, one Operator uses Rapport to either distract or persuade the Tango otherwise.

The Operators need to convince the low-level Tangos that they are here as representatives of another group, ready to make a deal.

Linked Abilities

Empathy (Non-Package)

Interrogation (Specialist)

Languages (Recon)

Negotiations (Specialist)

Stealth

The Stealth skill allows the Operators to move without make any sound, use the shadows to their advantage, take down guards or other tangos quietly and shadow targets by blending in to their surroundings. This is often done with the use of specialist gear and outfits.

Examples of Stealth

The Operator slowly makes her way toward the guard, if she is spotted the guard will raise the alarm.

The Operator spots their target and quickly begins to follow, blending into the crowd so not to spook the Tango.

The Darkness of the pipes that run along the ceiling of the bunker is a perfect place to hide and await the chance to strike.



Linked Abilities

Camouflage (Recon)
Shadow (Non-Package)
Trade-craft (Specialist)

Technical

Whether fixing an engine or hacking a computer the Technical skill has the Operator covered. Technical covers a wide area of subjects from repairing weapons and vehicles, to building radios or dismantling electronic security. This skill often involves the use of tools.

Examples of Technical

The Operator sends out a Drone to scout an enemy camp and operates the drone for a small control unit.

The Operator hacks an enemy computer system to snatch files and plant a virus or spyware.

The vehicle the Operators are using breaks down and the Operator must fix the engine before they can carry on.

Linked Abilities

Computers (Engineer)
Drones (Engineers)
Electronics (Engineers)
Hacking (Specialist)
Mechanics (Engineers)

Unarmed

The Unarmed skill covers brawling, grappling, martial arts of different kinds and breaking free from being restrained. All Operators are trained in unarmed combat. This skill also includes using hand weapons, such as knives, entrenching tools, baseball bats or anything else the Operator can bash, stab or chop with.

Examples of Unarmed

The Tango pulls a knife and grins at the Operator, the Operator grabs for their KA-Bar knife and grins back.

Grabbing the wooden table leg the Operator leaps towards the Tango and bashes them across the head.

The Tango appears around the corner of the building, the Operator grabs the Tangos gun disarming him and elbowing the Tango in the face. Well trained in the art of Krav Maga the Operator cracks the Tangos kneecap and finishes them off with a chop to the throat that crushes the larynx.

Linked Abilities

Knife Fighting (CQC)

Martial Arts (Sniper)

Non-Lethal Take-downs (Recon)

Weaponry

The Operators learn how to use most weapons available, this is so they can pick up any type of weapon in the field and use it efficiently. The Weaponry Skill covers all firearms and ballistic weapons as well as ranged weapons such as bows and crossbows.

Examples of Weaponry

Using firearms of any kind.

The use of ranged weapons of any kind.

Using vehicle mounted weapons, such as cannon or hvy machine guns.

Using heavy weapons such as anti-aircraft guns or rail guns.

Linked Abilities

Hvy Weapons (Engineer)

Marksman (Sniper)

Ranking & Funding

Operators will rank up as they complete missions and perform tasks. These ranks will allow the Operators to improve skills, pool and buy new abilities.

Earning Experience (XP)

Operators earn experience by successfully completing missions, by achieving objectives or performing extremely well with challenges. Handlers can also reward XP for working as a unit, making important decisions or planning tactics that make missions conclude without any civilian or unit losses.

Each Operator has 5 XP slots that they tick, and Handlers can hand out XP values of between 1-5 points, with 1 being given for completing a mission and 5 for completing a mission above and beyond expectation. What XP is given is the Handler's call.

How to gain Ranks

Each time the Operators are rewarded experience, the player marks an experience slot. Once all 5 slots are filled, they receive 1 rank point. This point can be spent or saved. The choice is up to the player.

Spending Rank Points

One rank point can go a long way and the player has various options:

Points	Buy
1	Increase a Pool by 1 Point
3	Increase a skill by 1 Point
5	Buy a Primary Package Ability
10	Buy a Non-Primary Package Ability or Talent

Maximising your Ranks

Operators can only increase a skill up to maximum of 6. Each skill can only have a maximum of 3 abilities linked to it and pools only have 10 points max.

Using Ranks as Boosts

Rank points can also be used similar to a boost without the risk of giving the Handler a Bust. Rank points are lost once they're used.

Actual Operator Rank

The ICO does not recognise any actual ranking system within the units, with unit leaders being chosen by the unit based on their expertise in the current mission. This also allows information to be distributed amongst the Unit and make it difficult for enemies to single out one unit member.

Funds

The completion of missions gives the Operators access to funding. This funding differs for each mission and often when a new objective is added to an ongoing mission, a bonus is offered.

Example

The Operators are watching the mansion of a known cartel boss. Their current mission is to take out the boss, grab his files and destabilise the cartel's control in the area. As they are about to go in and 'clean up,' they get a message from their Handler. 'Eagle One, this is Spearhead. We have a change to the Op. The DEA have asked if we can capture the boss alive and deliver him to an airfield on the outskirts of the city. There's a tasty bonus in it for ya.'

Funding is used for improving the Operators' safe house and to pay off informants (see the Safe House Chapter and the Safehouse and Drops Sourcebook). Funding differs per mission type, and below is a list of mission types and their funding.

Mission	Fund
Hostage Rescue	
Level 1	50,000
Level 2	100,000
Level 3	200,000
Assassination	
Level 1	30,000
Level 2	70,000
Level 3	150,00
Assault	
Level 1	100,000
Level 2	200.000
Level 3	300,000
Info gathering	
Level 1	25,000
Level 2	50,000
Level 3	75,000
VIP Protection	
Level 1	20,000
Level 2	50,000
Level 3	75,000

Mission Level Breakdown

Level 1 – Mission is straightforward, with good intel, low level tangos and very little risk.

Level 2 – Mission is more dangerous or complex, with an important target, trained tangos, and possible support weaponry.

Level 3 – Mission is high risk, very little intel, fully trained tangos or local military, air support and at least one HVT.

Bonuses can be given based on how complicated a mission becomes and from adding extra objectives. Injuries or deaths in a unit can also give a bonus.

Complication	Bonus
Extra Objective	
Level 1	25,000
Level 2	50,000
Level 3	75,000
Complication	
Level 1	20,000
Level 2	40,000
Level 3	60,000
Injury	10,000
Death	50,000
Capture	25,000

Failing a mission gives no funding to the unit and may even lead to less complex or dangerous missions being offered to the unit until confidence in their abilities is rebuilt.



4. Challenges

“Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt.”

— **Sun Tzu, The Art of War**



Once the Operators agree to join the I.C.O., they will be assigned to their new units. These units then do 3 months of training. The purpose behind the training is to flush out any bad habits, to share knowledge between the Operators and to work with a new international team made up of Operators from many different Special Forces units across the world.

Operators are sent to Hereford to train for 3 weeks at the SAS training facility. Here they re-learn assault techniques and CQB (Close Quarter Battle). They then go to the GCHQ facility in Bletchley to study hacking and hacking software for 2 weeks. Once that ends, the units are flown to Los Angeles to train with SWAT teams, where they will also engage in actual SWAT activity against many of the gangs that plague the city.

The Units are then sent to Virginia to train at Quantico. Here they will learn forensics and profiling alongside some of the best criminal investigators in the world. This also includes various seminars and classes run by agents from MI6, Interpol and the CIA, which covers everything from international law to Interrogation techniques and the current political and domestic threats worldwide.

The final month of training involves the units being dropped into some of the most inhospitable parts of the world and left to survive. This is more a team building exercise than one of surviving the elements, as most of the Operators have already had extensive survival training.

Once the 3-month training period is up, the Unit is given a designated callsign and a safe house and all records are wiped clean. New identification, including passports and birth certificates, are issued and the Unit is considered active. Operators will face many challenges as they engage in missions across the world, and each should be fully trained and equipped to deal with them.

The following section will go into detail about the challenges that an Operator will face, the tools she will have at her disposal,

and what to do in the face of either extraordinary success or failure, plus much more.

Types of Challenge

There are two types of challenge that the Operators will encounter as they take on missions. These are:

Static

A Static Challenge will stay the same and is not affected by weather, day/night cycles or guard changes. Static challenges can receive modifiers, but generally they will stay at the same difficulty.

Opposed

Opposed challenges are used when the Operator is using their skill versus the skill of an NPC, Tango or another Operator. These opposed challenges work in two different ways.

Opposed Vs Skill Rank - When the Operator is attempting to out-skill an NPC or Tango, the challenge difficulty is based upon the opposed roll. It can be either the Tango's or the Operator's roll that determines the difficulty.

Highest Wins - When an Operator faces another Operator in an opposed challenge, it is often better to determine the outcome by both players rolling for their Operators and the highest result winning the challenge.

In these instances, any accumulated Advantage or Disadvantage is added or subtracted from the skill roll of those involved, this includes any advantage or disadvantage earned from the current situation i.e. travelling very fast in a car and attempting to shoot the wheels of the vehicle in front.

To Roll or not to Roll

Challenges should be exactly that, a challenge. If Operators are attempting activities that should be relatively simple, such as hopping over a small wall, driving a vehicle in normal traffic

or operating a computer to access public files or the internet, they should not be expected to roll the dice.

The Handler should only ask players to roll when the failure of the activity will have consequences or possibly result in injury.

Attempting Challenges

To attempt a challenge, the player must declare their Operator's intent. From this, the Handler can determine a Target Number (TN), and this number is what the player must either equal or roll higher than to succeed.

Challenges often use the skills and abilities of the Operator and can be modified by circumstance, items or injuries. **As explained in Chapter One, challenges involve the rolling of the Fudge Dice with the Operator's Skill Rank added to the number.**

Using the Focus Pool

Each Operator also has a Focus Pool she can take points from to help them beat the challenge. The Operator can use the Focus Pool for as long as they have points in the pool.

Advantage and Disadvantage

Every Challenge will have a Target Number which indicates that challenge's difficulty. This number is taken from a scale going from 1 to 10. When a challenge is modified, this is done by adding Disadvantage or subtracting Advantage.

Advantage can be earned by succeeding with a Great Success or by using gear. Earned Advantage can be held and used to reduce the TN of the next challenge.

Disadvantage is earned by getting a result of Bad Failure and must be used on the very next challenge.



Used as Modifiers

Advantage and Disadvantage is also used to determine Target Numbers. A locked door with a difficulty 3 lock may become harder with the Disadvantage of darkness hindering the Operator, but if that same Operator has Night Vision Goggles, then the Advantage earned from those will cancel the Disadvantage out.

This will happen a lot as Operators face challenges under various conditions or situations, with Handler's adding Disadvantage and the Operators cancelling it out by using gear or earned Advantage. Players must know what their Operator is capable of and what gear they are carrying, or they could be making life harder for themselves.

A Disadvantage always increases a Target Number by +1 to +3, whereas an Advantage always decreases a Target Number by -1 to -3. This keeps the whole negotiation simple and easy to remember. Both the Advantage and Disadvantage can be used as many times as either the Handler or Player can justify it.

Examples of Disadvantage

Guards using Flashlights

Heavy Rain (slippery surfaces or low visibility)

Motion Sensors

Guard Dogs

Darkness (low visibility)

Injury (See Challenges and Injuries)

Suppressive Fire

Tension (Tense Scenes)

Examples of Advantage

Special items

Boost Points

Aid

Talents

Aid and Hindrance

Operators are able to both aid and hinder each other. This can be done using stored Advantage. The Operator must declare their intent and why they are attempting to hinder a fellow Operator, if that is their stated action. The Advantage they offer then becomes a Disadvantage and is added to the TN of the challenge.

In game terms, hindering another Operator could be knocking away the gun before the Operator fires into a crowd, cutting the rope as the Operator rappels down the building, or distracting the Operator as she attempts to defuse the bomb.

Using Advantage to aid a fellow Operator needs no explanation, but the player must declare they are doing so. More than one Operator can aid another, as long as there is room to do so and common sense prevails. Each Advantage offered will reduce the TN by 1.

Opposed challenges will cause the Disadvantage to be deducted from the roll or the advantage to be added to the roll, creating either a easier or more difficult TN for the attacker, or causing the attacker to fail completely with their own disadvantages being deducted.

Target Numbers

Every Challenge faced will have a Target Number that indicates the difficulty. Sometimes the Target Number is generated by an NPC's skill or ability. Often the Number will be decided by the Handler.

As stated earlier in the chapter, a Target Number can be influenced by Advantage taken from gear, Talents or Boosts, etc., or by Disadvantage generated from environmental or other factors. It is the responsibility of both the Handler and player to know what they can do and what they have to earn, either Advantage or Disadvantage.

The following table offers a list of Target numbers and a descriptive title for each number which can be used as an alternative.

TN	Difficulty
10	Mythic
9	Legendary
8	Near Impossible
7	Extremely Hard
6	Very Hard
5	Hard
4	Complex
3	Average
2	Routine
1	Easy

Other Challenge Rules

Various factors can affect how a challenge progresses or fails. Most will be down to Handler discretion, but we have included a few rules to help determine what may or may not make what appears to be a simple task much harder.

Tension

Many situations within missions will have a certain level of tension and Handlers can, if they choose, take in account levels of tension during missions. Each level of tension will add Disadvantage to what the Operators are trying to do.

Troublesome - You need to place the C4 charge before the spotlight swings around and illuminates where you are. +1 Disadvantage.

Risky - The guard patrol is due any moment and the door is locked. You will need to pick that lock before the guards appear and spot you. +2 Disadvantage

Dangerous - You are being chased and you come to a dead end. The only way forward is over a 10ft tall wall. +3 Disadvantage.

The use of tension in a game is totally optional, but it can add a level of desperation to missions.

Challenges & Injury

The Operators having injuries can also cause problems when dealing with challenges. Wound levels 3, 6 and 9 will give Disadvantage to the Operator, making normal tasks much harder. Injuries can also give Advantage to Tangos. Maybe blood from the Operator is helping them track the unit, or the Operator is moving much slower. Handlers could also utilise the optional tension rules in these situations.



Challenges & Encumbrance

All Operators can carry their standard Loadout and weapons without any difficulty, but as they start adding to this, problems can arise. We go into more detail regarding Encumbrance in the Loadout chapter pg 143.

The Operator's ability to take on certain challenges will be at a Disadvantage when carrying certain extra gear. Agility and movement can be hindered, and it is often recommended that the Operator drops the extra gear before attempting the challenge.

Using Drones

The use of Drones can allow Operators to plan their next moves by knowing the placement of Tangos, spotting important infrastructure, planning routes to a target location, etc. The use of a Drone will give Advantage.

Drones are powered by batteries and do not stay airborne forever. An entry level Drone will have a battery life of 4 Rounds. This can be upgraded to 6, 8 and 10 Rounds.

Levels of Success and Failure

The Operator's challenge roll can give various levels of success or failure; it does not have to be to just succeed or fail. Degrees of Success can give Advantage, extra benefits or rewards, even positive twists to the fiction. Likewise, degrees of failure can have the opposite effect, with Disadvantage, consequences or penalties applied.

The degrees of success or failure are measured in 2's, so if the challenge roll is 2 points above or below the Target Number, then this gives either a Good or Bad result. If the result is 4 points above or below the TN, then this gives either a Critical Success or a critical fail result.

The table below shows these results and the effects of each.

Roll	Result	Effect
+4	Critical Success	Operator succeeded the task beyond expectations. They gain +2 Advantage and earn valuable knowledge.
+3	Good Success	Operator succeeded and gained extra information. +1 Advantage Forward.
+2	Good Success	Operator succeeded and gained extra information. +1 Advantage Forward.
+1	Success	Operator succeeded at the task.
TN	Success	Operator succeeded at the task.
-1	Fail	Operator failed the task.
-2	Bad Fail	Operator failed the task and received false information. +1 Disadvantage Forward.
-3	Bad Fail	Operator failed the task and received false information. +1 Disadvantage Forward.
-4	Critical Fail	The task was a disaster. The Operator has tripped an alarm, seriously injured themselves or others, etc. +2 Disadvantage.

The Narrative on Good Successes, Bad Fails, Critical Successes and Critical Fails, should move the story forward. Information should be relative if good and not too damaging if wrong.

Combat has its own unique benefits or penalties for successes or fails.



5. Combat

“All warfare is based on deception. Hence, when we are able to attack, we must seem unable; when using our forces, we must appear inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make him believe we are near.”

— **Sun Tzu, The Art of War**



The Operators will face combat situations, and when that happens, the situations are resolved through combat rounds. Operators can avoid combat if they choose by retreating, and this will be covered in the retreat section of this chapter.

Combat Rounds

A combat round is a period of time when everyone, both Operators and Tangos, engage in battle. The round lasts for as long as it takes in game time for the combatants to perform their actions.

What is a Combat Round?

A Combat Round is the name for the time it takes for all combatants to perform their actions. A battle can be made up of a number of Combat Rounds, and a Combat Round can be made up of a number of Turns.

What is a Turn?

A Turn is an Operator's or Tango's chance to act. During his or her turn, the combatant can perform two actions: one Minor Action and one Major Action. A combat round is made up of these turns, and each round can differ in how many turns it contains, based on the number of combatants in the battle.

What are the Actions?

Actions are really how you measure a round, and this is mainly measured by the Operator's actions, as they are the stars of the piece. Each Operator has two actions per turn. These are a Minor Action and a Major Action. The Handler controls the Tangos' actions, and for the purposes of dramatic license and to make the Handler's job less complicated, the Handler can decide how the Tangos react based upon the Operators' decisions.

The Operators can choose not to take any actions or just to take a single action during their Turn, but they must state this when it is their turn to act.

The Battle Breakdown

The first round of a battle is broken down into 3 steps. The first step only happens once; each round after that, the combatants can ignore the first step and continue with the second until all groups of combatants have retreated, surrendered or been neutralised.

Step 1: Initiative

Each of the Combatants should roll their Initiative to determine when they act in each round. This step is done at the beginning of the first round of the battle and then it is no longer used.

Initiative is determined by each Operator rolling the dice with the result determining their turn order. The Handler should roll for the Tangos.

When duplicate rolls by Operators happen, the players take their turns at the same time, deciding amongst themselves who should go first. Tangos always go after Operators whether they rolled the same initiative or not. An initiative roll between 4 Operators and a group of Tangos could look like the roll below:

Operator A -     = 2
Operator B -     = 0
Operator C -     = -2
Operator D -     = -1

The GM rolls for the Tangos as a group and gets:

Tango's -     = -3

So, from this we can see that Operator A is going first, followed by Operator B, then Operator D and finally Operator C. All go before the Tangos, who rolled a disastrous -3 initiative.

Operators can add as many points from their Reaction Pool as they wish in order to increase their chance to act more quickly.

Surprise can also be a factor with initiative. Surprise is discussed later in the chapter.

Step 2: Actions

Once initiative order has been set, the Operators then decide what actions they will take. As stated before, the Operators can take one Minor and one Major Action during their turn.

Minor Action	Major Action
Get to Cover	Shoot
Shout Command	Attack with Melee
Drop Prone	Unjam Weapon
Jump Small Wall	Perform Skill
Drop Item	Give First Aid
Throw Item	Change Mag*
Draw Weapon	Call in Airstrike
Reload Weapon	Start Vehicle
Run 3 Metres	Take Aim
Walk 1 Metre	Throw Grenade

**Change mag involves removing current clip, stashing it and replacing it.*

The Tangos also have similar action options which are controlled by the Handler.

Step 3: Resolve Combat

During this step, the Operators and Tangos determine the results of their actions. If some or all the combatants are still standing, a new combat round begins at Step 2 with the initiative decided in round one staying as it is.

Most combat rounds will play out with the above three steps, but often Operators will engage in combat in many different ways, and for these instances, various rules apply.





The players and the Handler should read through all the following rules in order to know what they are capable of and how the action is conducted.

Sometimes a situation will arise that is not covered in the following section. In these rare cases, the Handler should decide the correct course of action.

Basic Combat Rules

The following section covers the basics of combat. Most of this will be obvious, but it will give some insight into the nuances of the battlefield.

A Target Number is just a base number. The Handler can then add modifiers.

Ranged Combat

The Weaponry skill covers the use of ranged weapons, everything from handguns to mounted weapons on vehicles. The Operator rolls the dice and adds their Weaponry skill to the total. Unless the Operator declares they are making a Called Shot or Aiming, then a successful hit will always be to the body and a base TN of 2.

Aiming

Aiming takes time, but for each round spent aiming, the Operator gains 1 Advantage to the shot. Upon declaring they are aiming, the Operator forgoes their first round of combat but starts the second round with Advantage.

Called Shots

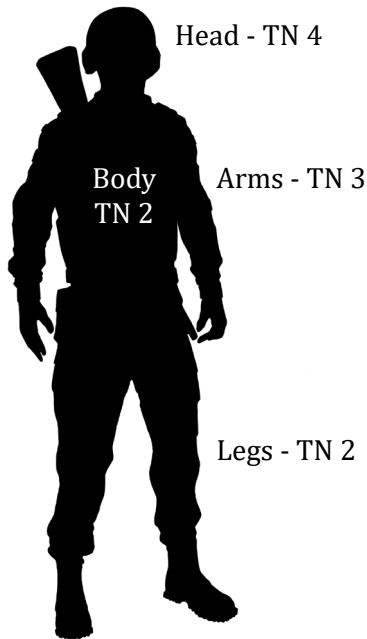
Operators can also declare Called Shots. These can be done immediately by adding 1 Disadvantage to the Target Number. A Called Shot will allow the Operator to choose a location or target to attempt to hit.

Only Handguns, SMGs, Assault Rifles and Shotguns can be used to make a called shot.

Locations and Objects

Each location on the body has a built-in TN. These are used for both Called Shots and Aiming. Standard attacks will always hit the body and the base TN for those shots is 2.

The diagram below shows the base target number of each location used in Called or Aimed Shots. The body TN is the base TN of all normal ranged attacks



The Location TN will always be the base difficulty to hit. Handlers will then add any modifiers to this TN. A base TN can be reduced using Advantage.

Objects have a TN based on size:

Huge (Car and above) - TN 1

Large (TV, Fridge etc) - TN 2

Medium (Laptop, Alarm Box) - TN 3

Small (Handgun, block of C4) - TN 4

Armour

Operators will use ballistic armour to negate damage taken from ranged combat. Armour is available for each location of the body. If a location has no armour marked, then it is considered unarmoured for the purposes of determining damage.

When a target is hit, armour is rolled the same way as skills or damage. The player rolls the dice, adds the Armour Level, and the result is removed from the damage inflicted. If the attack was from an Aimed or Called Shot, then the location's armour is rolled, if there is any.

The player can also choose to use points from the Operator's Resilience pool to add to the armour roll. These points can also be used if the Operator has no armour marked down at that location.

if the Armour Level is less than the Penetration Level of the bullet then no armour is rolled as the bullet has ignored it. If the Penetration level is less than the armour level then that amount of armour is ignored

Example

*The Operator is hit by an assault weapon round, luckily it isn't an AP, but the bullet still has a PL of 2. The Handler rolls for the damage and gets **+** **+** **■** **■** which is a 1, with the weapons 5 damage this makes a total of 6 damage.*

*The Operators armour is 3 but the PL of 2 reduces this to a 1 and the player rolls **+** **+** **+** **■** which is 3 giving a total of 4. The armour absorbs some of the damage but the operator still takes 2 Wounds. (6-4=2)*

Cover

Using cover increases the ranged attack's TN, and the type of cover will add an Armour Value to the target.

Hitting someone in Cover

The size of the cover will often determine how much harder it would be to hit the target. Cover comes in 3 sizes, each one adding Disadvantage to the TN.

Quarter Cover - This would be a thin wall, post or pillars holding up a roof. Quarter cover will allow the shooter to aim at any exposed locations and decrease the TN. +1 Disadvantage.

Half Cover - A waist-high wall, doorway, corner of a corridor, etc. Half cover will also allow for aiming to reduce the TN. +2 Disadvantage.

Full Cover - A building or wall. Full cover does not allow for aiming to hit exposed locations. No target.



Cover as Armour

Cover is not always a guaranteed way to avoid being targeted. Various ammo types are designed to shoot through armour, and this can also include cover.

Shooting someone through full cover is impossible, as this would involve either knowing the target's position (through the use of a drone, for example) or just guessing. The use of the drone to highlight a Tango's position will make the shot possible but with a Disadvantage.

Cover being used as a way to protect against damage is determined by the type of cover and the ammo being used. Each type of cover has an Armour Level (**AL**) of 1-5, with 1 being the lowest and 5 the highest. Ammo has a Penetration Level (**PL**). Shooting ammo with a lower **PL** than the cover's **AL** means that the shot is absorbed or deflected.

PL < AL = Failure

PL = AL = Success with -1 damage to target

PL > AL = Success

- If the PL rating of the ammo is less than the AL rating of the cover, it will fail to pass through.
- If the PL rating of the ammo is equal to the AL rating of the cover, then the target will be hit, taking -1 damage.
- If the PL rating of the ammo is higher than the AL rating of the cover, the target will be hit with full damage.
- The following table gives an example of types of cover and their Armour Level (AL).

Cover Type	AL
Wooden Door	1
Wooden Fence	1
Plaster Wall	1
Car Door	2
Fire Door	2
Brick Wall	3
Bulletproof Glass	4
Engine Block	4
Steel Wall	5



Handlers should use the above table as examples and then adapt the numbers to suit the situation. Ammo PL can be found in the Loadout chapter on pg 151.

Rates of Fire

During a firefight, the Operators have various firing modes available to them, and which firing mode they choose will deplete their mags faster.

Operators can only carry so much ammo, and this is represented by mags. Primary and Secondary weapons are supplied with 3 mags of ammo each, whereas Tertiary weapons, such as handguns, are supplied with 2.

On the Operator's sheet below the Weapon section are 3 blocks of 5 squares. Each of these blocks equal 1 mag in each of the three weapons. As the mag depletes, the squares are ticked. Once all squares are ticked, the mag is empty.

Firing modes affect how quickly the mag depletes, with each mode causing more squares to be marked off.

Single Shot - No Squares Marked.

Double Tap - 1 Square Marked

3 Shot Burst - 2 Squares Marked

Full Auto - 3 Squares Marked.

Operators rarely fire in full auto mode and it is much more common for single shot and 3 round bursts.

Bursts and Full Auto

Firing in a 3 round burst applies an Advantage to the chance to hit, whereas firing in full auto applies 2 Advantages, but depletes the ammo quicker. A double Tap gives no Advantage but doing so allows the Operator to roll damage twice.

Suppressive Fire

Suppressive fire is used to keep an enemy pinned, and when used is considered full auto for ammo purposes. Using Suppressive fire has two effects:

Targets under suppressive fire are at +2 Disadvantage to all actions.

Targets under suppressive fire gain 1 trauma per round.

Using Suppressive fire with personal weapons will eat up your ammo and is not encouraged.

Reloading

To reload a weapon is a minor action. Soldiers train to eject and reload mags very quickly. Larger weapons such as Light Machine Guns or Belt-fed weapons will take a Major action to reload.

Close Combat

Operatives will also get into close combat with Tangos. This is often in the form of unarmed combat using martial arts or just brawling, and melee combat using hand held weapons such as knives, batons or even entrenching tools.

Unarmed

Unarmed combat in the **Ghost Ops RPG** is also referred to as Hand-to-Hand Combat. This is the skill of defending and attacking with an empty hand. This can be done by brawling, boxing, wrestling, etc., and all kinds of fighting that are derived from those.

To engage in Unarmed combat, the attacker rolls the dice and adds their Unarmed combat skill and any abilities they may have. The defender then can choose to block, counter or dodge the attack by rolling their Unarmed skill, adding any abilities, etc., and comparing the results. The highest result wins the round.

Like all combat, Unarmed combat is set out in rounds with each combatant taking their turn.

Blocking and Dodging

Operatives can block and dodge any kind of unarmed or melee based attack. Operatives cannot block or dodge a ranged attack from ballistic weapons or bows.

To block an attack, the defender would use their own skill in Unarmed combat to counter the attacker's strike, with the highest result winning the round.

Dodging will involve a more physical action, and the defender must use their fitness skill to move out of the way quickly enough. The highest result, again, wins the round.

Martial Arts

Many Operatives and Tangos may train in a specialised form of Unarmed combat which come under the group heading martial arts. The martial arts ability is linked to the unarmed skill and will add a +2 to the skill.

There are a few different martial arts available for the Operative to choose from, and we have listed many in the Loadout chapter.

Martial Art Benefits

Studying martial arts gives the Operative a number of benefits, which we have listed below:

- **Extra damage** - Learning a martial art means that the Operative will do increased damage when engaging in unarmed combat.
- **More Moves** - The martial artist is faster and gains an extra Major Action per turn, effectively allowing them to attack twice.
- **Subduing** - The Operative can choose to subdue rather than kill an assailant during unarmed combat rounds.
- **Throws & Locks** - An operative can stun or make prone a Tango. See martial arts in Loadout Section

Martial Arts types
and damage can
be found on pg
167

Melee

The Operative can also engage in melee combat, which uses the unarmed combat skill but is conducted using a hand-held weapon such as a knife, club or other type of weapon. Like unarmed combat, melee attacks can be blocked or dodged, and the mechanic to do so is exactly the same. The attacker rolls the dice and adds their skill + any abilities, etc., and the defender rolls their skill + any abilities. As always, the highest score wins the round.

Russian Alpha Team members are trained to use an entrenching tool as a melee weapon.

The Loadout chapter has a full list of melee weapons.

Stealth Attacks

Operatives can attempt to quietly dispatch or subdue enemies using unarmed combat. A stealth attack works differently to normal combat attacks in that it does not use a combat-based skill.

The theory behind using stealth is to approach the target without being spotted and then to either dispatch or subdue them as quickly and as quietly as possible. We feel that once the target has been approached, two opportunities arise.

The first opportunity is to either kill or subdue the target. This would be done in the most effective way. Strikes will be made against unarmoured areas to get the best results.

The second opportunity is to grab the target for interrogation, as a negotiation tool or to be used as a shield.

Once the attacker declares they are wishing to stealth attack the target, they must roll their stealth skill. The target then rolls their awareness skill, with the highest result winning. If the stealth attack is a success, then the attacker gets a free attack on the target which cannot be blocked or dodged, and armour is invalid, which means there is no defence roll.

The attacker rolls for the damage inflicted, with any Good or Critical successes on the stealth roll adding to the damage



of the attack. A Good success adds +1 to the damage, whereas a Critical success adds +2.

A failed stealth attack gives the target Advantage to either dodge or attack back. Failures are treated like all standard skill failures.

Grabbing a Tango in order to interrogate or use as a shield or for hostage purposes works the same way as the attack. The difference is in the extra damage applied from any successes from the skill roll, meaning that they gain Advantages rather than damage.

Explosives

Operators will come across and get to use many types of explosive devices. These will range from types of grenade to planted explosives like C4 and mines. All explosives do set damage, so no dice are rolled.

Explosives can
be found on pg
160

Grenades

The Operative can carry a number of specialist grenades, and most Operatives will load up on grenades to meet the mission parameters. The Loadout chapter gives lists of various types, the damage they do and their area of effect (AoE).

Grenades are thrown using the fitness skill, and the range that an Operative can throw a grenade accurately is equal to their fitness in metres multiplied by 3. For example, an Operator with a fitness of 3 can throw a grenade 9 metres and hit their target.

After you release the lever, a grenade has a 3-4 second fuse until they detonate. You can also attempt to cook a grenade. This is the ability to release the lever and count down 2 seconds before throwing, which is very risky. Any Operator that cooks a grenade and then rolls a fail on throwing it has the grenade explode in their hand.

Grenades, like all explosives, have two Areas of Effect, one which determines the physical damage of the grenade and one that determines the shockwave and trauma damage.

Throwing a grenade can have various effects based upon the result.

Success – Grenade lands and will bounce 1m.

Good Success – Grenade lands and will bounce 1/2m.

Critical Success – Grenade lands and detonates.

Failure – Grenade lands and bounces 2m.

Bad Failure – Grenade lands and fails to detonate.

Critical Failure – Grenade lands and Tango picks it up and throws it back.

A grenade bouncing will do so in a random direction. This is determined by a dice roll.

 = Forward

 = Left

 = Right

Mines

Like grenades, mines come in various types and styles, and all of these are covered in the Loadout chapter. In our experience, Operators will be dealing with these as possible targets rather than placing them as defenders or attackers.

There are a few differences between a mine and a grenade. One is Area of Effect. Mines tend to be more directional rather than have a blast radius like grenades.

How Mines are used and defused also differs. The use of mines requires the manipulate Skill and the demolitions ability. An Operator can place a mine using just manipulate, but they will find it easier to defuse by also having demolitions.

Mines do not have detonation times, and most are activated by proximity or booby traps, but some are detonated by sound, vibration and magnetism. Mines are also difficult to spot. When an Operator spots a mine, the Handler should start with the manipulate skill of the Operator or Tango that placed the device as a base for the TN and then add any Disadvantages on top of that for time of day, weather, etc. The Handler can also take into consideration Anti-Tamper Devices placed in mines, for extra Disadvantage.

A mine's Area of Effect is often a Direct Blast Effect (DBE) but can send out shrapnel affecting a larger area. Most of a DBE will be directed toward the front of the mine or directly above it, and those are considered the epicentre of the blast.

Timed & Remote Bombs

Explosives such as C4 and Dynamite can be set with timers or can be activated remotely. This uses the technical skill of the Operator and would also need the demolition skill. The base TN to set a timed or remote charge would be 3.

Failed attempts will result in either the explosive detonating too soon or not at all. Like mines, the defusing of these types of explosives will begin with a base TN equal to the technical + demolition value of the Operator or Tango that set it.

These types of ordnance include Improvised Explosive Devices (IED), but these start with a base TN of 4.

Booby Traps

Operatives and Tangos have the ability to place booby traps. Traps do not always have to be explosive, but they do have to be hidden. The building and setting of a booby trap takes the technical Skill to build and the stealth skill to hide. If the Operator has the camouflage ability, they can use this alongside the technical skill to cancel out the need to use stealth. To set a booby trap has a base TN of 4.

To spot a booby trap, the Operator's or Tango's stealth or technical + camouflage is used for the base TN. Damage from a booby trap is determined by the device used and will do damage equivalent of that device be it a knife or grenade.

Explosives and Damage

All explosives, from grenades to mines to C4, do a set amount of damage. The explosive is thrown, tripped or detonated, and the damage is the same. Everyone within the AoE receives the chance to roll for defence, which is the base TN of 2 plus any attempts to dodge or deflect the blast back. They also get their armour roll.

No roll is done for damage. This is the maximum damage listed in the Loadout chapter.

Other Combat Rules

Modifiers

In the **Ghost Ops RPG**, modifiers to combat tasks are similar to modifiers for standard challenges. They act as either Advantage, which reduces the Target Number, or as Disadvantage, which increases the Target Number. Advantage will mainly come from the Operator as they use scopes, gear, etc., that helps them overcome the more common obstacles Operators will face. Disadvantage comes from the Handler and shows the added difficulty from lighting, weather and other issues.

Modifiers act as a trade-off with the Handler stating the modifiers that will increase the Target Number and the player countering with gear or options that cancel out those increases.

As a rule, we suggest that each modifier should never go above either 3 Disadvantage or 3 Advantage. This allows the modifiers to stack and be controlled and understood in a simple way.

Situation	Disadvantage
Darkness - Pitch Black	2
Darkness - Moonlight	1
Range - Extreme	2
Range - Long	1
Smoke - Dense	2
Smoke - Light	1
Weather - Harsh	1
Movement - Fast Walk	1
Movement - Run	2
Gear	Advantage
Night Vision	2
Flashlight	1
Scope	2/1
Infra-Red Vision	2

A d v a n t a g e
reduces the TN.
D i s a d v a n t a g e
increases it.

Surprise

Getting the drop on your enemies can often turn the tables and even end a battle before it begins, but how is it done? There are various types of surprise attack.

There are three ways for surprise to play out. These are:

Operators Vs Tangos - Melee

When the Operators wish to get the drop on Tangos, the Handler determines which Tango has the highest awareness. They then add +1 Disadvantage for each of the other Tangos in the group. This only applies to Tangos that are awake. This number then becomes the Target Number the Operators need to beat using stealth. If they succeed, then they receive a free attack on the Tangos.

Tangos Vs Operators - Melee

For a group of Tangos to attempt to get the drop on the Operators, the Handler determines which Tango has the lowest skill. They then add +1 for each Tango in the group. This then becomes the Target Number that the Operators need to beat with awareness. Only one Operator needs to succeed in order to cancel out the Tango's surprise attack.

Surprise using Ranged Weapons

As long as the Target is not aware of your presence, then any ranged attack will be a surprise. This ends as soon as one of the targets notices one of their comrades drop. Once the first shot is fired and it either hits a target or misses, each target gets the chance to become aware of the attack. This is done in the same way as surprise melee attacks above.

Synchronised Shots

A unit of Operators can choose to attempt a synchronised shot. This involves each member of a team making an aimed or called shot on a target and then firing together in order to take out a group of Tangos at once. These types of shots are risky, but as long as the Handler agrees that all those involved have clear shots, it can be done.

Each shot's modifiers should be worked out and applied.

Retreat & Surrender

The rules of war do apply even though as a unit you are deniable and do not exist. Units that kill without consideration of these rules will eventually be dissolved. There are exceptions, however, and units can be given kill orders which override this law.

Retreating

The way a retreat is handled varies between the Operators and the Tangos. Tangos can flee, which would offer the Operators a free attack, or Tangos can retreat tactically. A tactical retreat plays out the same as combat, with movement and cover modifiers applied to the Operators as the Tangos move back

using available cover to make their escape.

Operators cannot flee, but they can tactically retreat. The unit should work together, offering each other covering fire and moving as a team to get the best result and withdraw.

Surrender

The rules of war state that enemy combatants that surrender are no longer a threat and should be treated as prisoners of war, meaning they are to be taken to a secure location and held until the conflict is over.

Killing unarmed or prone targets is not something that is encouraged within the military, but with the covert nature of some of the missions the unit will be engaged in, keeping prisoners or handing Tangos over to an authority is often not an option. Some missions will come with a kill order, which will state that no enemy combatants should be left alive.

Kill orders are down to the Handler and the type of mission. Often the ICO will want to 'interview' the target or negotiate with them. Missions will often state that a kill order has been sent; if not, then the option is open to the Handler.

Operators are not expected to surrender, and by doing so they are left to the mercy of their captors. Only the unit can save them. No authority, be it government or military, will acknowledge the Operator's existence.

Successes & Fails

Combat Successes and Failures can be a lot more devastating than those gained with challenges.

Successes

Beating a TN in combat has the same level of Successes as challenges do, but the result of those successes can differ.

Success - A direct hit.

Good Success - A direct hit and the Operator can choose an Advance or +1 damage.

Critical Success - A critical hit, the Operator gains an Advantage and does +2 damage.

Fails

Like Successes, Failures during combat can have different effects to those achieved with challenges.

Fail - You missed the Target.

Bad Fail - You missed the Target and receive a disadvantage.

Critical Fail - You missed the Target, gain a disadvantage and also something bad happens (gun jam, dropped or broken weapon, etc).

Injury and Death

Operators will get injured and some unfortunately will possibly die. These are the facts of modern warfare.

Wounds

Each Operator has 12 wounds. These are marked out like the face of a clock. As the Operator takes damage, the clock ticks down to 0. At certain points on the clock, the Operator's ability to use skills, etc., will be affected with a modifier. This is designed to replicate injuries causing debilitations.

3 o'clock: The Operator receives -1 to all Skills

6 o'clock: The Operator receives -2 to all Skills

9 o'clock: The Operator receives -3 to all Skills

Once the Operator reaches 0 on the clock, they will no longer be able to act and will be considered out of action. This will last a number of rounds equal to the Operator's Resilience Pool, with 1 point being removed from the pool each round. Once the Pool is empty, the Operator is considered dead.

Trauma

The Operator can also face trauma from explosive blasts, concussive blows and other types of stress or danger. Trauma is similar to wounds in that there are 12 of them set similar to a clock face. At certain levels of trauma, the abilities of the Operator are affected.

Trauma can cause the Operator to lose the option to add points from their pools. This is done by locking the pools. The pool will be locked until medical attention is given.

3 o'clock: The Operator has 1 Pool locked.

6 o'clock: The Operator has 2 Pools locked.

9 o'clock: The Operator has 3 Pools locked.

12 o'clock: All the Operator's Pools are locked

For each pool that is locked, the TN to cure the trauma is increased by 1.

Medical Aid

At some point, medical aid will need to be administered to either an Operator or NPC. The type of injury determines the Target Number needed to aid the patient.

Medical Aid Vs Wounds

Applying first aid to a wound will help stabilise blood loss and even cancel out any modifiers. A standard wound without a modifier has a Target Number of 1 + the Wound amount. What this means is that if the Operator has 2 Wounds, then it is 1+2, giving a Target Number of 3.

Wounds with modifiers increases the TN by one step. So a wound of 4 will add +4 and then a further +1 for the modifier meaning a TN of 6 (1+4+1=6).

It is important that injuries are dealt with quickly so that they do not become untreatable. Medics can opt to reduce wounds by only healing a portion of the injury. This is most effective in getting the Operator 'back on their feet' by removing modifiers.

Back on your Feet

The medic can use their skill to reduce a wound to a more workable level so it can be dealt with later in a better environment or situation. This is mostly used during critical moments or in fire fights, when the medic will basically patch up the Operator so they can continue to act.

When a wound becomes untreatable, the medic can try to only remove 2-3 wound levels, to take the wounds below a modifier point.

Example

The Operator has been hit by a blast and just received 7 wounds. This has placed them at 2 Disadvantage. The medic feels that a TN of 8 would be impossible at that time so decides to try and reduce the Operator's wounds down by 3. This would cancel out one point of Disadvantage and make healing them more doable later. This makes the TN only 4, but the GM decides that as this is all happening during a battle, the tension increases this to 5.

Operators can attempt to heal themselves, but this increases the base TN to a 2.

Medical Aid Vs Trauma

Trauma, though not as debilitating as wounds, can still cause the Operator issues. trauma is not life threatening and it will not get worse over time.

Trauma will cure itself with some R&R, but in the field it can only be cured by using the medical skill + paramedic ability. Normal first aid does not work. The process of removing trauma is the same as wounds, with the level adding to a TN of 1 and any locked pools increasing the base TN by 1.

Death

All things come to an end, and Operators can die. Dead Operators are not left behind and every effort must be made to retrieve and return the body.

Operators do not wear or carry forms of ID for obvious reasons.

If an Operator dies, then the Player must create a new Operator which will be introduced into the unit during next session if they are close to a safe house, or in a location where the new unit member can be either airdropped or delivered in some other way

Other Damage

Operators will face many dangers. These will usually come in the form of bullets, but other threats do exist, and in this section, we will cover the more common ones.

Damage from falling, fire and crushing is rolled like normal damage, and the Operator can roll their armour to reduce or cancel it out.

Fire

Damage from fire happens over time. This is from the target being either set alight with the use of flamethrowers or engulfed in flame from explosives or flash fires.

For every Turn or 10 seconds that the Operator is on fire, they will take 2 wounds and 2 trauma. They can attempt to put out the flames by rolling on the floor or diving into nearby water. To do this while on fire is a fitness roll TN of 4. Others can also attempt to douse the flames with a TN of 2.

Drowning

An Operator can hold their breath for a number of minutes equal to their fitness Skill. Once this time is up, they will begin to drown. Each round of drowning causes 1 trauma and 1 wound. The Operator can attempt to hold their breath and halt this by rolling under a Target Number of 3 + trauma level per round, using their fitness. After a number of rounds equal to the Resilience Pool; the Operator will die unless rescued or they manage to get to safety.

Falling

Falling is different from jumping or dropping. Falling is uncontrolled and will cause damage. For every 3 metres that the Operator falls they will receive 1 wound. The fall can be broken by a fitness roll with a TN of 2 +1 for every 3 metres. All measurements are rounded down.

Example:

The Operator attempts to jump across two roofs but fails and ends up falling between them. The drop is 17 metres. The Handler states that the Operator can attempt to limit the damage by controlling the fall. 17 metres would add a +5 (+1 for every 3 metres rounded down) to the target number of 2. The Operator will need to roll 7 (2+5=7) or more to control the fall.

By successfully controlling the fall, all damage is halved.

Crushing

Explosions can often destabilise buildings or weaken structures, meaning that in urban environments, the threat of having a house fall on you is real. This can also be the case with rolling vehicles or falling aircraft. Being crushed causes both wounds and trauma damage.

Crushing damage is determined by the following table:

Object	Damage
Brick Wall	2W, 1T
Overhead Ceiling	2W, 2T
Family Car	4W, 2T
Military Humvee	6W, 4T
Helicopter	8W, 4T
Building	10W, 6T

W = Wounds, T = Trauma

These are examples, and the Handler has the final say on all damage. All dangers can be avoided using fitness at a TN of 3 +1 for slow, +2 fast and +3 very fast-moving threats.

Poisoning

The chance that the Operators will be poisoned is rare, and this will come mainly from reptile or insect bites while on missions in certain locales.

Each type of poison will have an effect level which acts as a TN to resist using the Operator's fitness along with any points from the Resilience Pool. If the Operator fails to resist, they take the effects of that poison until they manage to get serious medical care or find an antidote.

Poison	Lvl	Effect
Ricin	8	Attacks proteins. Instant
Tetradotoxin	6	Paralyses, Treatable
Batrachotoxin	8	Neurotoxin, Instant
Amatoxin	6	Organ breakdown, Coma, Death
Cyanide	7	Blood Cells. Instant
Nerve Gas	6	Neurological, Treatable
Brodificoum	6	Internal Bleeding, Treatable
Strychnine	8	Neurotoxin, Treatable
Polonium	10	Radioactive, Instant

Some Poisons are instant death if not resisted. We suggest you avoid these at all cost.

Bullet Time

The **Ghost Ops RPG** is a game of action, and that includes those moments when you just have to eliminate everyone in the room. During moments like these, the Bullet Time ability comes into effect.

All Operators can attempt to use Bullet Time. What this does is slow time down, allowing the Operator to take multiple actions in a slow-mo, action movie kind of way.

To use Bullet Time, the player must describe what they wish their Operator to do. This breaks down into either basic or complex actions, with each one adding disadvantage to a base TN of 2.

Basic Actions - Each adds +1 to the Base TN.

- Body Shot
- Dive
- Barge Door
- Close Combat Strike

Complex Actions - Each adds +2 to the Base TN

- Called Shot
- Acrobatic Move (Somersault, Blackflip etc)
- Dive through small space
- Martial Art Move

Example 1

The Operator will barge through the door and headshot the 3 Tangos in the room. To break this down, the Base TN is 2, the door barge adds +1, and the 3 headshots add +2 each, giving this Bullet Time action a TN of 9.

Example 2

The Operator will dive through a window, roll into a crouch and shoot the two interrogators with body shots. Breaking this down is a Base of 2, the dive is a +1, the roll into a crouch is a +2 and the two body shots are +1 each. The total TN is 7.

How it Works

The Player can only use the Operator's available Focus Pool to use Bullet Time. They can also use Boost Points to lower the TN, as they would normally. No skills or abilities can be used to succeed in the attempt.



Example 1 - Attempt

The TN is 9. The Operator has 5 Focus Points in their pool. They use a Boost Point to give them an advantage and reduce the TN to 8. The Player must now roll the dice and add Focus Points.

The player rolls a     which is a 1. They add all their Focus Points and only get a total of 6.

The Handler can decide that the Operator succeeded in some of the attempt. Maybe they barged the door and managed to get 2 of the attempted headshots off but missed the third.

Failing a Bullet Time event places the Operator as prone for 1 round, allowing any Tangos free attacks. Deciding to attempt Bullet Time is risky but can be ultimately rewarding.

A Bullet Time event, whether a success or failure, uses up Focus Points and cannot be attempted again until those points are replenished. Any damage done plays out like a normal attack, with the Operator rolling damage and the target rolling for armour.

Optional Rules

These are optional rules that can be used to replace rules you may not like.

Armour

Instead of rolling for Armour just subtract the armour total from the damage. This is much quicker, but will not allow for glancing shots etc. The AL Vs PL is still in affect but there is no armour roll.

The Loya Files

**Standard Military Training
Instruction**

Acronyms

Acronyms are a constant for militaries and government agencies the world over. Here are a few to use during your gaming sessions to make your special operations missions seem more 'special'.

OK Zero Killed "Zero K, Okay" - A term used to convey that no personnel have been killed during the operation; can be used as either a mission expectation or a status. Ex: "At end of day I expect to be at Zero K, gentlemen" or "Mission accomplished and we are Okay".

BDA Battle Damage Assessment - The action of moving into an area (typically after an airstrike) to confirm destruction/death of a target. Ex: "After we have confirmed detonation, your team will move in to BDA the area".

CASEVAC Casualty Evacuation - Either the action of removing casualties (typical emergency wounded) from the battlefield by a vehicle not specially equipped to do so, or the vehicle assigned itself. Ex: "I have wounded and am sending out a convoy of 3 trucks to CASEVAC my most in need" or "This MRAP has been CASEVAC for the last three patrols".

CBRN Chemical Biological Radiological Nuclear - Gear, personnel, or conditions involving weapons of mass destruction or defense against them. Ex: "CBRN is a serious subject boys. Laugh now, but don't come cryin' when your face is melting off".

MEDEVAC Medical Evacuation - A vehicle specially equipped and crewed to deal with medical emergencies and removing them from the battlefield, or the act of removing casualties from the battlefield utilizing a MEDEVAC vehicle. Ex: "MEDEVAC will be leaving the airfield at 0500 for Landstuhl, I expect you to be on it."

PII Personally Identifiable Information - Any piece of information that can be used to easily identify an individual or target. Ex: "Each of you needs to go through your PII checklists; this is a black op" or "I want you to check all our tangos for PII; we have to confirm we eliminated our target."

SCI Sensitive Compartmentalized Information - The official term for information classified 'above Top Secret'; the much lauded 'need-to-know' information. Ex: "This mission briefing contains information that is SCI, I need your verbal acknowledgment of that fact."

SOFA Status of Forces Agreement "So-fah" - A treaty between two nations that establishes the recognition and treatment of each other's military forces. Ex: "We have no SOFA with the target nation, so if captured you will be treated as spies."

SSE Sensitive Sight Exploitation - The identifying and procurement of items of high intelligence value from a specific location, commonly a target building. Ex: "After we have the site secured I want three guys on SSE."

TCN Third Country National - An individual of citizenship or ethnicity that does not belong in the operational area. Ex: "Yeah, Command, something bigger may be going on; we have about 50% TCNs among the downed tangos."

TOC Tactical Operations Center "Tock" - The command center for any given mission, serving as a clearinghouse for necessary information and relaying communications to supporting parties. Ex: "Are we going to have somebody competent manning the Net at the TOC this time?"

TIC Troops In Contact "Tick" - The point at which rounds are first fired, at or by the unit or the entire combat engagement. Ex: "It was at that point we had TIC" or "We currently have 3 TICs in progress across the country."

VDM Visual Distinguishing Mark - Any easily verifiable features to verify the identity of an individual or target. Ex: "If you check your dossier you will see that Target One has several VDM."

Jargon

Jargon is common with every profession and the military and government are no exceptions. These are a few common to the military in general, or the special operations community specifically, to add flavor to your character's interactions.

Ass - The vocalization of the acronym AS, standing for Armored Support, referring to any accompanying dedicated combat vehicles (Tanks, LAVs, etc). Ex: "Sir, if we're to be assaulting that heavily fortified of a position will we be bringing any Ass with us?"

B3 - A shorthand form of Beans, Bullets and Band-aids, a colloquialism for the basics of logistics, representing the need for food, ammunition, and medical supplies. Ex: "Is supply 100% on B3 this time?"

Crypto - Shortening of the word cryptography; used to describe both the process of, and the means to, secure operational communications. Ex: "Yo, did you get the SINCGARS up with the new crypto before we left the MOB, because I can't raise anyone."

Flower - Shortening of the term Flower Soldier, a holdover from the Vietnam War, used in reference to indigenous forces who don't even bother to show up for duty. Ex: "We're supposed to be training an entire company here and over half of them are Flowers."

Fobbit - A mashup of the words FOB and hobbit, used to indicate a service member who inhabits a FOB in the way the hobbits inhabited the Shire. Ex: "Careful now buddy, you keep up that kind of intel value and they'll transfer you to Fobbit country

Ghost Soldier - A non-existent soldier (similar in effect to a Flower Soldier), and another holdover from the Vietnam War, used to reference a soldier that exists only on paper, either that never existed at all, or that died and whose death was never reported. Ex: "The commander of the local ANA garrison had over 30 Ghost Soldiers on his payroll. We're to track those funds and figure out just where they went."

Gogs - A vocalization of the unofficial acronym GOG, standing for Guys On Ground; used primarily by aviation elements to describe the personnel they are providing CAS for, it has also been occasionally used to describe any personnel in the field, particularly by members of units with long-standing relationships with Special Mission Aviation units. Ex: "I've got 8 blips on thermal, South-East of building 1, is that our Gogs?"

Indig - Shorthand for Indigenous Personnel, while officially used to describe a member of the military or police forces of a nation in which operations are occurring, it can also be used to identify any native resident of the country. Ex: "We have the hostages, but I have 20 count Indigs also in detention. What is our call Command?"

Pogue - The vocalization of the unofficial acronym POG, standing for Personnel Other Than Grunt; it has a shifting definition (much like the word civilian) where members of combat arms specializations consider everyone else to be a Pogue, while those in infantry or Special Operations consider everyone not in those fields to be one. Ex: "Geez man, you take enough time recovering from that wound? You're starting to look like a pogue."

Squirter - An individual retreating from the engagement area; originally utilized by aviation units it has become more commonly used by infantry and Special Operations. Ex: "South side, South side, I've got a squirter headed out the door on the South side of the building."

Straphanger (or more commonly "Strap") -The term for Non-SOF personnel assigned to an SOF mission, often in a supporting role; can also be used to describe an individual who has not yet finished "training-up" but is still accompanying an operational unit on deployment. Ex: "BRC doesn't mean crap out here. Until you have both your bubbles and your wings you are a Strap, you hear me?"

Terp - Shorthand for Interpreter, specifically one of indigenous origin working under the promise of money, protection, relocation, or a combination of the three. Ex: "Well we're up The Creek, Terp was with Boyes and Parson in Victor One."

Hand Signals

Even in today's day and age of throat mics and satellite comms the military still practices hand signals. While this, admittedly archaic, practice may seem useless to some it has a very important real-world application. Sometimes comms break down, sometimes even subvocalization would be too loud, sometimes it's just more expedient to make a few hand motions than to speak.

While there are a pretty set standard selection of hand signals, they can vary from nation to nation and unit to unit so instead of showing what the signals are and how and when to use them, instead we'll cover just what information can be easily conveyed with hand signals.

Formation and Posture

From starting and stopping movement to indicating who will be where while that movement is occurring, hand signals can be used to declare a great number of things in this category. Rally codes can also be given and practiced indicating a series of specific actions to be taken within a given time frame before reaching a point to await the next rally code or a call to the end of the operation. Even basic changes in the ROE can be given through hand signals, indicating when to load and/ or charge your weapon or entering free-fire and cease-fire states.

Enemy Presence, Count, and Location

The specifics of an enemy position can be fairly clearly communicated via hand signals as well. Of course, just the mere presence of an enemy comes first, but with a short series of gestures count, basic armament, positioning, whether they are a static position or patrol, and even leadership can be highlighted, all without speaking a word. While specifics are outside the capability to hand signals without prearranged coordination between members, enough information can be passed to allow rough tactical plans to be drawn on the spot.

Target Building Information

If a building is being targeted for an operation, information on its structure can be passed utilizing hand signals as well. External features such as doors, windows, access ladders, etc. and on which side they are placed are some of the more commonly relayed information, but suggestions and decisions on specific entry points can also be communicated. Once inside a structure, hand signals can continue to be used, passing the same or similar information as on the external features, as well as stairwells/ ladderwells, points of interest, and potential caches.

So, as you can see, there is a huge amount of information that can be conveyed while remaining non-vocal, with the threat of detection shifting from sound to vision (you stand out quite easily making hand signals). While the biggest drawback is the inability to confer specifics of situations or things, they can be utilized to confer a wide array of information. Ultimately, it will be up to your Game Master whether a particular piece of info can be passed along utilizing hand signals or not.

Tactical Movement

To get into the specifics of tactical operations would take a far greater amount of space than is available here, and would cover a great number of subjects that have no bearing on the tabletop gaming environment. Instead we'll cover the basic rules of tactical operations, and the exception to each rule.

Never Skyline Yourself

It may look good in movies and on book covers but skylining yourself is the absolute best way to giveaway your position and get your team killed. Don't walk on the very top of crests, instead move slightly down from the top of any ridge to allow you the most visibility down from your position and allow your camouflage to do its job. The Exception: when establishing an Observation Post or a Combat Outpost, especially where its presence is an instrumental part of a deterrence plan, and 360 degree visibility is needed, then the absolute highest point is a must.

Never Bunch Up

It may look good and allow for tighter shots on television and movies, but bunching up is a great way to get a team killed with a single grenade or burst of automatic fire. Maintaining spacing is an instrumental part of training and rehearsal exercises, so much so that it becomes second nature. Knowing the armament of your enemy can also influence just how much spacing is to be maintained. The Exception: while there are a few, the most notable is taking a Diamond Formation in protection of an HVI for extraction in a hostile environment, where your job literally becomes covering as much of their surface area with your body as possible and taking any bullets that were intended for them.

Always Conserve Your Fire

Ammunition is not unlimited, and unlike in video games, running over the top of a downed enemy doesn't give you a few extra magazines. The reason marksmanship is trained so heavily is often times SOF teams will be carrying out extended duration missions with limited logistical support and bullets have a funny way of disappearing in combat. The Exception: it may seem counter-intuitive, but when engaging a numerically superior force, a team will undertake a bounding action and begin engaging with heavy fire, the intent being to convince the enemy force that they are engaging a much larger element than they are and potentially forcing a retreat or surrender.

Move With Deliberation

It's not about moving slowly, it's about moving with intention. An operator should know where he is going, and how he's going to get there, before the door is ever opened. A part of this is rehearsal exercises, if there is the intel and time to support that, and the other part is experience as regardless of region, nation, or culture, buildings tend to get laid out the same the world over. The Exception: walking into the unknown, particularly if it is an intentionally "off-designed" structure; speed becomes paramount, with the intention of catching an enemy presence unprepared and unable to react and coordinate

Laws of War

While there are literally hundreds of books written on the laws and rules of warfare, not all of these are applicable to the world of tabletop gaming simulating such situations, so we have to attempt to parse the information down to a usable level. The basic premise of the laws of war are to protect those who are not involved in the fighting, as well as those no longer able to fight. Specifics about different groups within those two categories can vary.

Civilians

Even in the era of modern war against a non-uniformed enemy, civilians cannot be intentionally targeted. Just as with a court of law, suspicion is not enough, evidence must be gathered before an individual can be declared a combatant or operating in support of the enemy. This protection extends to things considered vital to the continued survival of a local populace, to include: livestock, infrastructure, food and water sources, etc. Additionally, civilian law enforcement (CLEOs), even when armed, must be allowed to continue to conduct their business without interference by military activities.

Detainees

Once an enemy is captured they are no longer the enemy, they are a detainee. Detainees are entitled to food, water, communication, and fair treatment; this is not to say that the food and water cannot be rationed, that the communication cannot be monitored, or that the treatment requires any form of nicety, but regardless of their previous actions they are no longer a threat and cannot be treated as such. The issue arises, however, that many small tactical units cannot afford to take detainees and have limited options as to remove them as a threat. While there are several solutions to this situation, of varying degrees of humanity and legitimacy, the field execution of these individuals is not one of them.

Wounded

Regardless of which side a combatant was on, once wounded they become entitled to equal care and effort to save their lives. Additionally medical personnel, whether members of a uniformed military, local emergency service workers, or volunteers with an internationally recognized NGO, are not allowed to be targeted, coerced, or threatened while in the performance of their duties. Once an individual has received sufficient care to no longer be in a life threatening situation their status can change, but care tends to be required for wounds even upon detainment of enemy combatants.

Weaponry

Limitations to weaponry seems counter to the effort of warfighting, but is, in all actuality, an effort to allow an area to return to a semblance of normalcy after fighting has ended, or moved on. It is for this reason that area denial weapons are such a subject of contention as a majority of them remain active, and most become increasingly unstable, as they remain in place for years after the war they were utilized in.

Additionally, weapons that result in intentional maiming or lifelong health conditions are highly restricted, if not outright banned, due to the fact that soldiers do not remain soldiers their entire life and they have a right to pursue the life they chose after they exit their service.

While a certain level of flexibility should be expected at the table, and indeed is in actual war, these laws can provide the potential for an overarching theme or story outside of combat for your campaigns





6. Loadout

“He who is prudent and lies in wait for an enemy who is not, will be victorious.”

— **Sun Tzu, The Art of War**



Operators start with a basic loadout. These are the essentials and can be picked up or dropped depending on the mission parameters. The unit's safehouse will over time become more filled with gear, allowing more choice for mission loadouts as the safehouse gets upgraded.

Encumbrance

What the Operator carries and how it affects their actions is all down to encumbrance. As more and more gear is included above the basic, the more difficult it becomes for the Operator to move quickly or engage in more physical actions. There are two options that can be used when determining encumbrance and its effects.

Option 1: Common Sense – Above and beyond the basic load out (starting gear + 3 weapons) the Handler determines how much extra the Operator can carry just from working out realistically what this would look like. Carrying two light machine guns will hamper movement, whereas carrying a few extra energy bars will not.

Option 2: Encumbrance Rule – The encumbrance rule is designed to show the added penalty that carrying too much gear can give. This is shown as a form of Disadvantage and will affect movement, physical actions and stealth.

The Encumbrance Rule

Certain types of gear have an Encumbrance Number (EN) that ranges from 1-3. This number indicates the item's weight or bulk. Operators can easily carry their basic loadout plus three weapons.

ENs and what they mean:

- 1** – Light
- 2** – Bulky with weight
- 3** – Heavy

Some items do not have ENs. This is because they are either too light or are worn. Items that fall into this category are often small items like pens, notepads, energy bars, etc.

Encumbrance should not turn into a micromanagement system, as this can be dull and become distracting with Operators calculating everything they pick up to maximise their potential or avoid Disadvantage.

The standard loadout and three weapons comes to 20 EN. This will go lower if the Operator decides to swap things out because they are not needed. Reducing this loadout number does nothing and adds no advantage but will allow the Operator to carry more extra gear or found gear.

For every 5 points above the 20 EN allowed, the Operator is at +1 Disadvantage to all movement actions. If the Operator's EN is 30, they will have a +2 Disadvantage to their movement.

Operator Loadouts

Safe house
rules begin on
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Operators will have a safe house (see the Safe House chapter). This will allow the unit to store gear and upgrade the various aspects of the safe house, such as garage, armoury, medical facility and so forth. Each Operator has a locker within that safe house, and these can be set with loadouts for different mission parameters.

On the Operator sheet are 4 loadout sections. These can be filled in immediately (or whenever gear becomes available) and be selected to match the mission. This will save time. Imagine the Operator in the safe house grabbing their pack, ready to go.

Weapons and Gear

Each Operator receives a basic loadout, but they need to use their starting funds to buy any extra gear they need, and this includes extra weapons, ammo, etc. It is advised that the unit uses their starting funds to buy as much stuff as they can, as anything they use will need to be replaced.

Operator Gear

What follows is a list of available gear to Operators, this also includes available upgrades. Items marked with an * is standard Loadout for the Operators and should always be available in the Safe House.

Each gear entry has an EN number, a cost and what advantage they give. A brief description of each item follows. All costs are in dollars.

Gear Descriptions

Chemsticks – Small sticks that can be cracked open to give a personal area light or as a marker for Evac pickups. They come in three types: Glow, which creates a yellow light; UV, which gives out Ultraviolet light; and Strobe, which is mostly used for Evac markers.

IFAK – Individual First Aid Kit

Woobie – All weather poncho

QB Sleeve – Quarterback sleeve that can be attached to arm or leg and will hold maps, etc.

Maghook – The Armalite MH-12 Maghook. The Maghook is a grappling hook with magnetic head. The maghook looks like a tommy gun and is fired like a rifle. The magnetic plate can be switched on or off and comes with 50 metres (150 feet) of cable.

Designator – The laser designator is quite bulky and allows the Operator to mark locations for airstrikes.

Flotation – A circular device attached to the battle belt. When activated, the device inflates a semicircle cushion around the user allowing them to float. Often two are used.

Standard Gear List

All gear in the following table are supplied as standard to Operators. These will always be available at the Safe House. Standard gear has no dollar cost or EN as they are already factored into the Operators Loadout.

Item	Description
Batteries (6)	Standard batteries
Chemsticks	Plastic rods, shake and break
Glow	Standard
Ultra Violet	Can only be seen using UV
Strobe	Will strobe
Comms Unit	
Survival Radio	Large radio with built in GPS
Throat	Standard comms unit
Compass	Advantage to Navigation
Energy Bars	1pt to Focus Pool for 1rnd
Entrenching Tool	Can be used as a weapon
Flashlight	Advantage to searching at night
Gasmask	Gives Advantage to resisting gas
IFAK	Standard First Aid Kit
Multi-Tool	Standard Multi-Tool
Night Vision	Googles give Advantage in darkness
UV	Allows user to see Ultra Violet
IR	Allows user to see Infra Red
QB Sleeve	Holds maps
Rations	Standard ration packs
Tourniquet	Standard tourniquet
Woobie	Standard all weather poncho
Zip Ties (10)	Pack of 10 zip ties

Non-Standard Gear

The Following gear will need to be purchased or gained through improving the Safe House.

Standard gear has a EN and Cost Column.

Item	EN	Cost	Description
Binoculars	0	400	Standard binoculars
Nightvision	0	+100	Optional Night-vision
CamalBak	0	70	Water carrier
Canteen	0	40	Water carrier (belt)
Carabiners	0	30	Advantage Climbing
Designator	3	2500	Forward Air Control
Flotation	0	25	Belt carried flotation
Ghillie Suit	0/2	700	See description below
Grapple	1	40	Advantage Climbing
GPS Nav	0	75	Advantage Navigation
Hazmat Suit	0/2	800	See Description
Laptop	1	1000	Shock Resist/ Anti-EMP
Laser Pointer	0	10	Standard laser pointer
Lockpicks	0	40/120	Advantage Trade Craft
Maghook	2	400	+2 Advantage Climbing
Metal Detector	2	200	Advantage mine detection
Rebreather	0	150	Stay beneath water longer
Rope	1	20	20 metres of rope
Tool Kit	1	50	Selection of tools





Ghillie Suit

The Ghillie Suit is used by both Snipers and Recon Operators to improve their stealth.

The Ghillie Suit will add a 2 to either the Operators attempts to hide or as a Disadvantage to Tangos searching for them.

The Entry for Ghillie suit has the EN for worn (0) and carried (2).



Hazmat Suit

Not standard gear for most Operators the Hazmat suit allows the safe use of dangerous chemicals or other materials (radioactive etc).

The Suit allows the Operator to be in the proximity of dangerous materials for 20 rnds before it needs to be decontaminated.

The suit has the EN for worn (0) and carried (2)

Carriers

When building your battle belt, Molle or plate carrier you must make sure that everything is in easy reach and balanced. Snipers may consider leaving the front of a battle belt clear to make laying front down easier.

All carriers are standard issue for Operators and should be available in the Safe House.

General Battle Belt Setup

*Holster, Pistol Ammo Pouches (2), Rifle ammo Pouches (1),
Dump Pouch, Multi-tool, Flashlight, IFAK, Knife.*

Carrier	Description
Ammo Pouch	Can hold two mags of any type ammo
Backpack	Can hold up to 30 litres
Battle Belt	See below
Dump Pouch	Large pouch for storing extra mags etc
Holster	For a handgun
Ankle	Strapped to ankle
Belt	Attached to belt
Drop Leg	Attached to lower thigh
Molle	See below

Battle Belt - Highly customisable belts that can be matched with mollies and battle armour. Allows you to mount holsters and pouches. Has Velcro area for IFAK quick grab, a rappel ring and various hooks.

Molle - Modular Lightweight Load-Carrying Equipment

- Worn along with the IOTV or Tactical vest. The Molle has removeable pouches and various pockets for carrying gear.

Drones

Drones come in three types, but each type can be upgraded to the next type up, so a basic recon drone can be fitted out with tactical drone upgrades and so on. This allows the Operator to match the drone with the mission even in the field.

Drones are smaller than the standard civilian drones and can be easily carried in a pack folded.

Drone	EN	Cost	Modifier
Recon	2	1500	Advantage to Awareness
Upgrade to		300	Will upgrade to Tactical
Tactical	2	2000	Advantage to Awareness
Upgrade to		500	Will upgrade to Assault
Assault	3	3000	Uses Technical for combat

Drone Descriptions

Recon - Standard recon drone. Can be sent to scout areas, relaying information back to the Operator via video feed. Can take photos and has night-vision.

Tactical - The next step up, similar to the recon drone but can be placed in stealth mode, making it almost silent. Has night-vision and infrared, relays back information by video and sound. Can be used to pinpoint Tangos and place them on a map. Operator can zoom and mark important locations.

Assault - The assault drone is designed to take out Tangos at range. It has both video and sound feeds which are relayed back to the Operator and comes fitted with night-vision and infrared. Also has an automatic targeting and manual targeting system for the 4 missiles and 6 shot .38 gun (see weapon section for damage) built into the drone.

The drone operator will fire the weapon once the drone has the target fixed. Drones cannot make called shots but can aim.

Operator Armour

Armour is an important component in an Operator's life, but they need to know what to wear in relation to the mission. Sometimes a simple bulletproof vest is enough for those low-profile missions, and sometimes complete battle gear is called for.

Operators have a wide variety of armour at their disposal from many different parts of the world.

Underlayers & Inserts

Armour	AL	EN	Modifiers
<i>Underlayers</i>			
Army Shirt (ACS)	0	0	2 AL Vs Fire Damage
Blast Boxers	1	0	2 AL Vs Explosions
Long Johns	0	0	2 AL Vs Fire Damage
Tactical Trousers	0	0	
<i>Inserts</i>			
E-SAPI	3	3	See below
X-SAPI	4	2	See below
E-SBI	3	2	See below

Underlayer & Insert Descriptions

Underlayers - The under layers are designed to go under the body armour of the wearer. They are designed to be comfortable and flame retardant.

Blast Boxers - Designed to protect against IED shrapnel and worn under the armour.

Inserts - Ceramic plates that are inserted into plate carriers. These are needed to give armour like IOTVs there AL Value.

Body Armour

The AL of body armour is without inserts added. Armour that can be fitted with Inserts are marked *

EN number is before Inserts are added.

Armour	AL	EN	Information
<i>Body Armour</i>			
IOTV*	1	1	Disadvantage to Stealth
Light Body	3	0	+1 AL Vs Blades
Plate Carrier*	1	1	E-SAPI or X-SAPI only
IMTV*	1	1	E-SAPI or X-SAPI only
<i>Leg Armour</i>			
Boots	1	0	See description
Knee Pads	1	0	Non-slip
<i>Arm Armour</i>			
Axillary *	1	0	Must have IOTV
Deltoid *	1	1	Must have IOTV
Elbow Pads	1	0	Non-Slip
Gloves	1	0	Cut proof
<i>Helmets</i>			
Ballistic	2	1	Standard helmet
MICH	2	1	See description
ECH	2	1	See description

IOTV – Improved Outer Tactical Vest – Military standard and offers all-round protection. It is compatible with the deltoid protector and the axillary protector. Can be loaded with both E-SAPI or X-SAPI and E-SBI plates and also has velcro and straps for pouches. Weighs between 30 to 35 pounds (14-16 kg) when fully loaded. The armour can be quickly removed by pulling a hidden lanyard.

Plate Carrier - The plate carrier covers the chest and back, Built to hold gear via straps built into the vest. Can have either E-SAPI or X-SAPI plates in the front and rear pouches.

Light Body Armour - Is designed to be concealable and is what most people think of when body armour is mentioned.

Light body armour is stab resistant and will protect against some small arms fire.

Often seen being used by Agents or Police.



IMTV - Improved Modular Tactical Vest – A smaller, lighter version of the IOTV and has the same side, front and back pouches for the inserts. Due to its lighter, smaller size its often favoured by smaller Operators or female Operators.

Deltoid Protector – These cover the upper arms and are only usable with the IOTV.

Axillary Protector – This is worn under the IOTV and is attached to the underside of the shoulder section of the IOTV.

MICH - Modular Integrated Communications Helmet – The standard helmet for military personnel. Can be covered by cloth covers to match the camouflage needed and allows attachment of night-vision device and goggles.

ECH - Enhanced Combat Helmet – A more tactical design than the MICH, the ECH allows for better mobility and is lighter. Can be fitted with camouflage covers and allows attachment of night-vision and comms equipment.

Pads - Both elbow pads and knee pads are designed to be comfortable, non-slip and not hinder movement.

Gloves - The gloves are cut proof and padded.

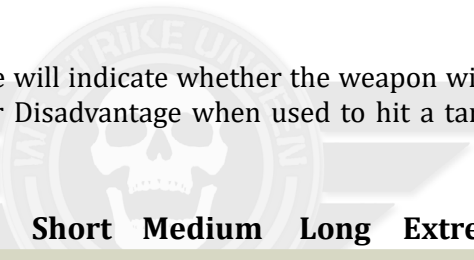
Operator Weapons

Each weapon section has both the weapon and an ammo list. In the **Ghost Ops RPG** we work on ammo damage rather than weapon damage, which allows each weapon to take a variety of ammo with varying effects. The Operator sheet allows you to mark down 3 different damage types so that the Operator can carry clips of 3 different types of ammo.

Ranges

All weapons have four ranges: S-Short, M-Medium, L-Long and E-Extreme. The table below will indicate whether the weapon can hit at that range and whether it would receive modifiers.

The weapon table will indicate whether the weapon will gain any Advantage or Disadvantage when used to hit a target at that range.



Weapon	Short	Medium	Long	Extreme
Assault Rifles	ADV 2	None	DAV 1	DAV 2
Handguns	ADV 1	None	DAV 1	
LMGs	ADV 2	ADV 1	None	DAV 2
Shotguns	ADV 2	ADV 1	DAV 1	
SMGs	ADV 1	None	DAV 1	
Sniper Rifles	None	None	ADV 1	ADV 2

If the Weapon has a modifier than it can hit at that range.

ADV - Advantage

None - No Advantage or Disadvantage

DAV - Disadvantage

Blank - Out of Range

Handguns & SMGs (Tertiary Weapons)

Name	Type	Cal	Cost
.38 Special	Revolver	.38	420
Desert Eagle	Auto	.50	1,300
FN57	Auto	5.7mm	1,290
G17	Auto	9mm	600
M1911	Auto	9mm	1,050
M9	Auto	9mm	540
Mag .44	Revolver	.44	1,350
MK23	Auto	.45 ACP	1,920
MP443	Auto	9mm	720
P226	Auto	9mm	800
PPQ	Auto	9mm	630
USP	Auto	.45/9mm	880
<i>SMGs</i>			
MP5SD	SMG	9mm	1,400
MP5	SMG	9mm	1,800
TMP	SMG	9mm	1,350
UZI	SMG	9mm	1,200

Type	Calibre						
	9mm	.45	5.7	.44	.32	.38	.50
Standard	4(1)	5(1)	4(1)	6(2)	2(1)	3(1)	7(2)
FMJ	4(2)	5(2)		6(1)	3(1)		
Hollow Point	4(1)	5(1)		4(1)	3(1)		
Hollow Point +	4(2)	5(2)			3(2)		

Number in Brackets is Penetration Level

Handgun & SMG Attachments

Upgrade	Cost	Effect
<i>Handguns</i>		
Compensator	400	+1 Damage/ -1 Stealth
Flashlight	80	Cancels out dark modifier
Match Grade Barrel	200	Reroll 1  dice
Neon Sights	120	Reroll 1  dice
Red Dot	75	Reroll 1  dice
Suppressor	240	-1 Damage/ +1 Stealth
<i>SMG</i>		
Folding Stock	220	-1 EN
Neon Sight	120	Reroll 1  dice
Laser Sight	75	Reroll 1  dice
Suppressor	320	-1 Damage/ +1 Stealth

Upgrades can only be purchased once the Safe House has been upgraded to the relevant level.

Rerolls - If the upgrade allows a reroll of 1  dice that indicates that when the Operator rolls to hit they are able to roll a number of  equal to the amount of upgrades that allow it.

Example

The Operator rolls to hit, and gets     but because they have a neon sight attached they can reroll one of the 

Maximum Upgrades - Handguns and SMGs are allowed a maximum of 3 upgrades. Also only two of these upgrades can be barrel mounted, so you can not have a Red Dot, Flashlight, and Neon sight all on the same gun.

Rifles (Primary or Secondary)

Name	Cal	Benefits	Cost
<i>Assault Rifles</i>			
AK74	5.56	Never jam on a fail	1,145
AK47	7.62	Never jam on a fail	750
C8SFW	5.56	Comes suppressed	1,500
HK G36	5.56	Fitted with telescopic sight	560
HK 416	5.56	Adjustable stock	430
HK 417	7.62	Extended barrel	700
M4A1	5.56	Comes suppressed	1,900
Scar L	5.56	Barrel upgrade to 7.62	3,350
SG 50	5.56	Telescopic sight	1,350
STG 77	5.56	Telescopic sight	2,340
<i>Sniper Rifles</i>			
AW50	.50	Adjustable stock & bipod	3,400
DSR 1	308	Comes suppressed & bipod	2,700
M24	7.62	Telescopic sight & bipod	2,400
MK13	300	Telescopic sight & bipod	3,000
PSG 1	7.62	Telescopic sight	2,100
PGM 11	.50	Telescopic sight & bipod	2,150
RM700	303	Bolt action	970
SSG 69	7.62	Bolt action	1,560
SR 25	7.62	Telescopic sight	1,890
SVD 63	7.62	Telescopic sight	1,600

Bolt Action - Bolt Action Rifles will only shoot single shot once per rnd.



Rifle Ammo

Type	Calibre					
	5.56	7.62	300	303	.50	338
Standard	5(2)	6(3)	6(2)	6(3)	9(5)	6(2)
Tracer	5*	6*	6*	6*	9*	6*
FMJ	5(3)	6(4)	6(3)	6(3)	9(6)	6(3)
Incendiary	7 (2)	8(3)	8(2)	8(3)	11(5)	8(2)
Hollow Point	6(1)	7(1)	7(1)	7(1)	10(2)	7(1)
HEIAP					11(7)	
Subsonic	6 (2)	7 (2)	7(2)	7(2)	10(3)	7(2)

* Special Effect

Tracer - Rounds are visible to the naked eye when fired.

Incendiary - Incendiary rnds are designed to explode after penetration causing more damage

HEIAP - High Explosive Incendiary Armour Piercing.

Subsonic - Subsonic rnds travel lighter than speed of sound meaning they do not 'crack'. making them suppressed

Rifle Upgrades

Upgrade	Cost	Effect
Adjustable Stock	200	Changes weapon length
Bipod	230	Reroll 1  dice
Compensator	420	+1 Damage / -1 Stealth
Flashlight	80	Cancels out dark modifier
Extended Barrel	340	Reroll 1  dice on Long shots
Grenade Launcher	360	Fires 40mm grenades
M26 MASS		Underbarrel 12 gauge shotgun
Red Dot	75	Reroll 1  dice
Reflex/Holosight	125	+1 Initiative on snapshots
Suppressed	500	-1 Damage / +1 Stealth
Telescopic Sight	700	Reroll 1  dice on long shots

Shotguns (Primary or Secondary)

Name	Type	Cal	Cost
FP6	Pump	12g	600
M3	Pump	12/20g	1,420
M870	Pump	12/16/20g	450
R870	Pump	12/16/20g	400
SPAS 12	Pump	12g	850
SPAS 15	Auto	12g	1,200

Shotgun Ammo

Type	Calibre		
	12g	16g	20g
Shot	9	9	10
Slug	7(3)	6(3)	6(3)

Light Machine Guns (Secondary)

Name	Type	EN	Cal	Cost
MAG 58	Belt	4	7.62	2,800
L7A1	Belt	4	7.62	3,200
L86A2 HK	Mag	5	5.56	3,000
AA F-1	Belt	4	7.62	2,100
MINIMI	Belt/Mag	5	5.56	2,500
Aug A1	Mag	4	5.56	3,200

Use Rifle Ammo chart for Damage



Ranged Weapons

Name	EN	Cost
Compound Bow	2	300
Crossbow	3	400
Hand Crossbow	1	600
Knife	1	60
Hatchet	1	80

Ranged Ammo

Type	Bow	Crossbow
Arrow	3	
Explosive Tip	5	
Armour Piercing	3(3)	
Bolt		5/4*(1)
Explosive Tip		6/5*(1)
Armour Piercing		5/4*(3)
Tracker*		0*

*Hand Crossbow

Explosives

Explosives will come in many different shapes and sizes, from grenades to blocks of C4, and from land mines to nuclear bombs. Using, priming and disarming them is an important skill in an Operators retinue.



Grenades/Mines/IEDs

Name	Damage	AoE (W)	AoE (T)
<i>Grenades</i>			
Frag/40mm	9(4)	4m	6m
Flashbang	Stun 1 rnd	-	6m
Phosphorous	11(3)	4m	6m
Incendiary	8*	3m	3m
<i>Mines</i>			
Anti-Personal	9(3)	2m	3m
Anti-Vehicle	10(5)	3m	4m
<i>IEDs</i>			
C4	8(3)**	7m	10m
Dynamite	7(2)**	4m	6m
Mine (IED)	7(2)	3m	4m
Molotov Cocktail	3*	2m	0

*Per Rnd ** Per Block/Stick

Launchers

Name	Damage	AoE (W)	AoE (T)
MANPADS	20(10)	5m	7m
Under-Barrel	8(4)	4m	5m
RPG-7	16(7)	5m	7m
Stinger	20(10)	5m	7m

MANPADS - Man Portable Air Defense System - Shoulder mounted surface to air missile system.

Under - Barrel - Single shot 40mm grenade launcher

RPG-7 - Anti-Tank Rocket Propelled Grenade - Most used rocket launcher in the world.

Stinger - Infrared Homing Surface to Air Missile - Gives a +2 to hit bonus.

Fixed Weapons (SAMs & Turrets)

Name	Damage	AoE (W)	AoE (T)
Anti-Tank	20 (10)	10m	12m
Anti-Aircraft	20(10)	8m	10m
M2HB .50	10(5)		
Mortar	16(5)	6m	8m
SAM	20 (10)	10m	12m

Anti-Tank/Aircraft - 120mm Cannons often fixed to a movable platform, mounted on trains etc.

M2HB .50 - Turret mounted heavy machine gun.

Mortar - Fixed indirect fire launcher.

SAM - Surface to Air Missile System with built in guidance and Radar.

Armed and Unarmed Combat

Armed combat includes knives and handheld weapons, whereas unarmed includes brawling and martial arts.

Melee & Hand to Hand

Name	Type	Damage
<i>Hand to Hand</i>		
Headbutt	Trauma	2
Kick	Trauma	2
Punch	Trauma	1
<i>Melee</i>		
Club	Trauma	3
Entrenching	Wound	3
Knife	Wound	2
Taser	Trauna	3

Martial Arts

Type	Damage	Effect
<i>Muay Thai</i>		
Punch	+2	Increases punch damage
Knee	2T	Adds knee as an extra option
Elbow	2T	Adds elbow as an option
Kick	+3	Increases kick damage
<i>Judo</i>		
Throw	-	Causes victim to be stunned 1 rnd
Pin	-	Pinned to ground & unable to act
<i>Krav Maga</i>		
Elbow	2T	Adds elbow as an option
Punch	+2	Increases punch damage
Grab	-	Successful grab allows for free action
Knee	2T	Adds knee as an option
<i>Jujitsu</i>		
Choke	-	-1 Resilience for each rnd
Lock	-	Victim is restrained
Throw	-	Causes victim to be stunned 1 rnd

The following martial art moves are achieved from a successful opposed roll (unarmed Vs unarmed).

Throw - Victim is thrown and is stunned for 1 rnd

Pin - Victim is thrown to the floor and pinned must succeed an opposed test to escape.

Choke - Victim is choked and will lose 1 Resilience Point per rnd until they win an opposed roll.

Grab - Victim is grabbed and attacker can gain free throw or pin action.

Added Rules Section

We have been asked about ammo cost as there seems to be none in the Weapon and Ammo section of the Loadouts Chapter.

This was an oversight, so we have decided to add it here as an extra ruling.

All ammo is cost based on the calibre, some ammo types in the game are illegal in real life so we will need to basically 'make it up', of course if you know better (which I am sure someone will) then please change it.

Ammo Cost

Each Calibre of ammo has a number of bullet types linked to it, so rather than create an exhaustive table of costs etc work on the basis that a a box of 30 standard bullets is \$5, with each type above Standard in the table going up by \$2, so for example,

9mm Standard rounds will cost \$5 for 30, 9mm FMJ will be \$7 per box of 30 and Hollow Point will be \$9 per box of 30.

This keeps it simple but effective.

Ranges

There are 4 ranges within the game these are Short, Medium, Long and Extreme. The below table shows what these mean in metres.

Range	Metres
Short	15 - 30
Medium	31 - 70
Long	71 - 150
Extreme	151 - 300



7. Vehicles

“Move swift as the Wind and closely-formed as the Wood.
Attack like the Fire and be still as the Mountain.”

— **Sun Tzu, The Art of War**



Vehicles can be an important part of an Operator's gear, with the use of ground vehicles in getaways or helicopters to pick up or drop off.

Obtaining Vehicles

Operators can buy vehicles for their Safehouse garage. As they improve the level of their Safehouse, they can store more vehicles and add helipads and even airfields if they have the land. Operators can also acquire vehicles whilst on missions. This is often done by either stealing them or requisitioning them from the Tangos.

The Operator may need to hotwire a car or, in the case of electronics, hack the vehicle's security. This can be done by using the technical Skill with a TN of 3.

Vehicles gained during missions can, if still in one piece, be added to the unit's Safehouse garage if they have room.

Using Vehicles

For an Operator to drive or pilot a vehicle, they need a mobility skill of at least 2+. This allows them to use the vehicle in normal conditions. What this means is that they are moving at an average speed, are not being pursued or attacked, the weather is good, and everything is peachy. No skill roll is needed to operate a vehicle in normal conditions. When operating a vehicle in dangerous or chase conditions, then the base TN of driving or piloting a vehicle is 2. This may differ based on type of vehicle.

Defensive Driving

In the **Ghost Ops RPG**, defensive driving includes any use of any vehicle in a defensive way, which includes avoiding damage, avoiding detection, losing pursuers, and even moving out of the way of guided missiles and fixed SAM launchers.

The Mobility skill is used for driving and piloting a vehicle.

The use of Defensive Driving involves skill rolls and Target Numbers. The challenges involved will be mainly active and opposed, with changing landscapes, avoiding objects and Tangos attempting to either shoot out your tires or slam you off the road.

Each vehicle has an Armour Level which will protect the vehicle against damage and is treated the same way as Operator armour. Vehicles also have locations and TNs associated with those locations, which is used for making called or aimed shots.

To hit a vehicle moving in normal conditions with a ranged weapon has a base TN of 1 and always hits the main chassis or body of the vehicle. In other conditions, refer to the ramming and being rammed section.

Offensive Driving

Offensive driving involves using the vehicle to either attack with or to attack from. This includes pilot operated weaponry, ramming or pursuing target vehicles. Using a vehicle offensively involves modifiers to the mobility skill of the driver, also to any skills used by passengers in shooting at enemy vehicles with either personal weapons or vehicle mounted weapons.

Vehicle Modifiers

Below are the modifier tables set out for both defensive and offensive driving. Each modifier is a Disadvantage to the mobility skill of the driver or pilot or skill of passengers.

Chases

Each vehicle has three speeds: normal, fast and very fast. The speed you are travelling will affect the mobility skill as seen in the modifiers above. In order to ram or get past a target car, the driver of the attacking vehicle must travel at a faster speed or at least match the speed of the target.

Defensive Driving Modifiers

Action	DAV
Speed	
Normal	0
Fast	1
Very fast	2
Rough Terrain	1
Ice	2
Sand or Snow	1
Blown out Tire	1 per Tyre
Swerving	1
Rammed	1
Low Visibility	1
Engine Hit	2

Offensive Driving Modifiers

Action	DAV
Speed	
Normal	0
Fast	1
Very Fast	2
Rough Terrain	1
Ice	2
Sand or Snow	1
Ramming	1
Shooting	1
Side swiping	1
Target Swerving	1
Engine Hit	2

Ramming and Being Rammed

Attempting to ram a vehicle from behind involves going at a faster speed than the target vehicle and then attempting to ram that vehicle. These both can create Disadvantage to the driver attempting the ram. Avoiding a ram will involve swerving away from the attacker and attempting to travel faster, which again will create modifiers. As these are opposed actions, the roll of the target and attacker become the TN.

Shooting at a target also will create modifiers to the shooters, as they deal with the movement of the vehicle they are in and attempt to get a bead on the target vehicle as well.

Example 1

*The Operators are chasing a Cartel boss. The boss's mobility is 3 and they are travelling really fast, which gives them a 2 Disadvantage. The GM rolls the dice and gets **+++ -** which is 2. This is added to the Boss's 3 in mobility and minus the Disadvantage of 2. For the Operators to catch up they will need to equal or beat TN 3. The Player rolls for the Operator driving, who has a mobility of 4. They are also driving very fast, so there is a Disadvantage of 2. The roll is **■ - ++**, which is a 1. This added to the mobility of 4 and the disadvantage of 2 gives a total 3. They catch up and can start to ram the boss off the road.*

Example 2

*The Operators are being chased by a bunch of militia in a Technical. The Operators are driving fast (-2) and swerving to avoid the gunfire (-1). The driver has a mobility of 4 and the player rolls **+++ ■**, which is 3, giving a total of 4 (4+3-2-1=4). The Militia will need to beat 4 if they want to shoot the Operators' vehicle. The Militia are also driving fast (2) and the target is swerving (1). The best weaponry skill is 3. The GM rolls **++ - ■**, which is 1, giving a total of 1 (3+1-2-1=1), which is a miss.*

Vehicles as Cover

Vehicles can be used as cover, but contrary to what Hollywood may lead you to believe, a lot of ammo will pass through a vehicle. Using a vehicle as cover uses the same rules as standard cover, the difference being the armour of the vehicles and which part you are using as cover.

Each vehicle has locations and each of those locations have armour levels. Every vehicle’s locations are the same, with the exception of some aircraft and boats. The primary locations are:

- Engine
- Fuel Tank
- Drivers Cockpit
- Wheels (Cars and Bikes)
- Body (More so with Boats)
- Passengers

Each location will have a different armour level, a different TN and will create a different effect, which will often depend on the location hit. This is for standard vehicles; armoured vehicles will differ in AL. The table below shows the base TN with the vehicles AL in Parentheses.

Type	Car	Aircraft	Boat
Body	1(3)	1(3)	1(3)
Driver	3(0)	4(0)	3(0)
Engine	2(4)	2(4)	2(4)
Fuel	3(3)	3(3)	3(3)
Passengers	3(0)	3(0)	3(0)
Wheels	3(0)	3(0)	3(0)

Hitting a Location can have different results or effects as shown in the table below.

Type	Success
<i>Standard</i>	
Body	Bullet passes through body of vehicle
Driver	Treat as a standard attack
Engine	Bullet stuck in engine block
Fuel	Fuel leak, will stop vehicle in 10 rnds
Passengers	Treat as standard attack
Wheels	See modifiers
<i>Good</i>	
Body	Bullet hits passenger
Driver	Treat as a good success attack
Engine	Vehicles top speed 1 lower
Fuel	Fuel leak, will stop vehicle in 5 rnds
Passengers	Treat as good success attack
Wheels	See modifiers
<i>Critical</i>	
Body	Bullet hits passenger as a good success
Driver	Driver is at a 2 Disadvantage
Engine	Vehicle top speed reduced by 2
Fuel	Vehicle explodes*
Passengers	Treat as a critical success attack
Wheels	See modifiers

*Treat as C4 detonation with an AoE of 2 metres

Crashing

Crashing a vehicle differs depending on the vehicle.

Wheeled vehicles

Crashing a wheeled vehicle stops that vehicle immediately. If the crash was a result of a bad fail, then the engine or vehicle is damaged and will be at a 1 Disadvantage to drive. If the crash

was the result of a critical fail, then the engine will begin to smoke and will explode within 1 round with a similar result as a fuel tank explosion.

Aircraft

Crashing in an aircraft will leave the aircraft either inoperable (bad fail) or exploding (critical fail) immediately as it impacts. A standard fail would indicate the aircraft has clipped an obstacle or the pilot lost control, and this leads to regaining control with a TN 4.

Boats

Crashing in a boat will cause the boat to be inoperable (bad fail) or to begin sinking (critical fail). Sinking will take 10 rounds. A standard crash will stop the boat and the pilot will need to make a TN 3 mobility roll in order to get the boat back on its course.

The Cinematic Stuff

The fun stuff to do with vehicles have their own range on Target Numbers. This can include driving off ramps, looping a plane or free-falling a copter. We have listed a number of 'Stunts' Operators can attempt. These may seem like fun, but they can also be used to get the unit out of many sticky situations and should not be discouraged by the Handler.

Move	TN
Jump	3
Wheelie	3
Two Wheel Drive	5
Looping	3
Copter Dive	4
Handbrake Turn	2
Free Fall	3

Jump – The use of a ramp to launch the vehicle into the air, used normally to jump gaps or other vehicles. Needs a ramp or something similar.

Wheelie – Exclusively for bikes. This allows the rider to lift the front wheel.

Two-wheel drive – Exclusively for cars. The driver forces the vehicle onto two wheels on either the left side or right side of the vehicle, which is good for tight spaces.

Looping – For helicopters and airplanes. The pilot loops the vehicle in a circle or even a figure of eight. Can be used to avoid SAMs.

Copter Dive – Exclusively for Helicopters, the Pilot points the copters nose to the ground and dives. The can be difficult to come out from.

Handbrake Turn – Cars and bikes. Allows the driver to spin the vehicle either to a halt or to immediately start travel in the opposite direction.

Free fall – The Pilot cuts the engines and allows the aircraft or helicopter to free fall or glide. Can be used for stealth.



Vehicle Types

What follows are the vehicle types available in the game. The Top Speed of vehicles are in comparison to the same vehicle type so, planes to planes, wheeled vehicles to wheeled vehicles.

Type	Top Speed	TN	Cost
<i>Cars</i>			
Compact	Normal	3	30,000
Mid-Size	Fast	3	40,000
SUV	Fast	2	60,000
Sports	Very Fast	3	70,000
Semi	Fast	2	65,000
Van	Normal	2	60,000
<i>Bikes</i>			
Motorcycle	Very Fast	2	15,000
Dirt Bike	Fast	1	12,000
Quad	Fast	1	9,000
<i>Trucks</i>			
Light	Fast	3	60,000
Medium	Fast	2	80,000
Heavy	Normal	2	90,000

Top Speed - This is the top speed of the vehicle and will apply modifiers during chases and when passing over difficult terrain.

TN - This is the Base TN when the passing over difficult terrain or for Defensive and Offensive driving attempts..

Descriptions

Light Truck - This is the average pick up

Medium Truck - A Light Haulage truck (often used by removal companies)

Heavy Truck - Long-Distance trucks and semi-trailers.

Military Wheeled Vehicles

Type	Speed	TN	Weapons	AL	Cost
Jeep	Fast	2	None	+2	90,000
Humvee	Fast	2	None	+3	120,000
Zero MMX*	Very Fast	3	None	+1	70,000
Technical	Fast	2	LMG	+2	65,000
Truck	Normal	2	None	+4	90,000

Armoured Vehicles

AAVP 7A1	Fast	2	.50 HMG	7	200k
LAV-25	Normal	2	7.62 LMG 25mm CN	8	280k
M1126	Fast	2	.50 HMG MK19	7	300k
M1128	Normal	2	105mm CN	7	320k
M1134	Normal	2	TOW	6	380k
M1A1	Normal	2	120mm CN	9	600k

* Motorcycle CN = Cannon

AL - The AL of standard military vehicles is added to the standard vehicle AL that matches it. For Armoured vehicles the AL is the full armoured capability of the vehicle.



Aircraft

Type	Top Speed	TN	Cost
Helicopter	Fast	3	150,000
Jet	Very Fast	3	275,000
Gyro	Fast	2	100,000
Taildragger	Fast	2	130,000
Seaplane	Fast	2	180,000
Glider	Normal	2	700

Military Aircraft

Type	Speed	TN	Weapons	AL	Cost
<i>Helicopters</i>					
UH-60	Fast	3	.50 HMG	5	250,000
AH-64	Fast	3	.50 HMG	5	220,000
SH-60	Fast	3	.50 HMG	5	220,000
<i>Aircraft</i>					
F-15E	Very Fast	2	Sidewinder 120 Amraam	7	2 Million
C-130	Fast	2	.50 HMG 120mm CN	10	3 Million

Boats

Type	Top Speed	TN	Cost
Rowboat	Normal	1	90
Yacht	Fast	2	200k
Hydrofoil	Fast	2	180k
Speed Boat	Very Fast	3	170k
Hovercraft	Fast	2	200k

Military Boats

Type	Speed	TN	Weapons	AL	Cost
MK6 PB	Fast	2	.50 HMG MK19	6	700k
Patrol Boat	Fast	2	.50 HMG	6	7000
Submarine	Normal	3	-	8	-
Destroyer	Normal	3	-	10	-
Carrier	Normal	3	-	10	-

Personal Vehicles

Type	Top Speed	TN	Cost
Mini Sub	Fast	3	300k
Jet Ski	Very Fast	3	90,000
DPV*	Fast	2	10,000
Wingsuit	Fast	3	25,000

*Diver Propulsion Unit



Vehicle Upgrades

Upgrade	AL	Cost
Armour	+1-5	500 - 2500
Bullet Proof Glass	+3	4000
Bullet proof Tires	+3	3000
IED Detection	-	20,000
Long Range Optics	-	25,000
Missile Jammer	-	40,000
Remote Turrets	-	80,000
Run Flat Tires	-	700

IED Detction - Adds +2 to detecting IEDs using the Technical Skills.

Missile Jammer - Uses the Technical Skill to operate, gives a disadvantage to anyone aiming missiles at vehicle

Remote Turrets - Have a Weaponry Skill of 3.

Run Flat Tires - Cancel out modifiers for flat tires.

Vehicle Upgrades Explained

Most Vehicles can be upgraded with extra features. These upgrades can only be applied at the Safehouse and the Garage of the Safehouse must be of the correct level. Upgrades that are destroyed, such as Bullet Proof Glass/Tires etc will need to be replaced at the same cost and in the Safehouse garage.

The Technical skill can be used to perform repairs on upgrades that have been damaged.

Upgrade Damage

Upgrades that are located on a part of the vehicle that is hit will be damaged on a critical success. To repair these upgrades will involve a TN of 3. Upgrades that qulify includes missile jammer, optics, detectors.

Vehicle Mounted Weapons

Type	Cal	Range	Cost
<i>Heavy Machine Guns (HMG)</i>			
M2E2	.50	Long	30,000
FN M3P	.50	Long	25,000
M134	7.62	Long	32,000
<i>Anti-Tank</i>			
WOMBAT	120mm	Long	200k
MILAN	120mm	Extreme	180k
TOW	120mm	Extreme	270k
<i>Cannons</i>			
25mm	-	Long	240k
105mm	-	Long	230k
<i>Grenade Launchers</i>			
MK19	40mm	Medium	780
<i>Missile Launchers</i>			
Sidewinder	-	Extreme	200k
AMRAAM	120mm	Extreme	300k

Vehicle Mounted Weapon Ammo

Type	120	105	.50	40	7.62
Tracer	-	-	9	-	6
SLAP*	20(10)	15 (7)	10(7)	-	7(6)
AP			7(6)	-	6(5)
HEAT*	25(10)	20(7)	-	-	-
Grenade	-	-	-	12(5)	-
Missile	18 (9)	17(9)	-	-	-

*Saboted light armour penetration

*High Explosive Anti-Tank



8. Safehouses

“When the enemy is relaxed, make them toil. When full, starve them. When settled, make them move.”

— Sun Tzu, *The Art of War*



Every unit of Operators start with a standard Safehouse. This can be in any part of the world the Operators choose. Each Safehouses has 3 levels, and the areas within the safe house also come in 3 levels. All safe houses start at level 1, and the Operators can spend funds earned from missions to upgrade different sections.

Starting Funds

Each Operator receives funds once they join the ICO. These funds are then added to the Safehouse pool in order to buy weapons and gear for their Safehouse. Each operator receives \$10,000.

Mission Funds

Every mission earns the Operators funding. The more successful the mission, the more funding they receive. This funding can be spent on improving their Safehouse, buying a new Safehouse, paying off informants and buying new weapons, ammo, gear or upgrades.

Managing the funds will be done by the Operators, and it is suggested that any expenditure is a group decision. On the Safehouse sheet there is a Funding Pool, and this should be used to keep track of the current fund amount.

Starting Fund

Every Operator comes to the unit with \$10,000 to add to the pool at the start, so a team of four Operators will have a starting pool of \$40,000. This is used to stock their Safehouse and to make sure they have enough gear to cover themselves.

Safehouse Areas

Each Safehouse has a number of areas based on their size. Each of these areas start at level 1 and each gives a group benefit. As more funds are spent on improving the areas, the benefits increase. These areas can be improved up to level 3. Once all areas are at level 3, the Safehouse becomes a level 3 Safehouse and is considered complete.

Below are the different areas in each Safehouse, the benefits each level offers to the Operators, and the cost of each level.

Standard Safehouse Cost – \$100,000

The basic Safehouse that all Operator units begin with. This can be located in any city or country that the Unit decides upon. Each location has a description and cost of upgrading, plus any benefits this brings to the unit.

Armoury

Every safe house has an armoury for the storage of weapons and ammo.

Level 1 – Free – The level 1 armoury is a gun locker with a key lock. It can hold up to 6 rifles and Handguns and has storage for 30 ammo clips.

Level 2 - \$20,000 – The Level 2 Armoury is a small room, locked by electronic keypad. It can hold up to a dozen assault rifles and handguns, has places for explosives (12 grenades, 4 blocks of C4 and 4 mines) and 50 ammo mags as well as various melee weapons. Operators can upgrade weapons.

Level 3 - \$50,000 – The level 3 armoury is a larger room locked with high level security, retinal or fingerprint scanner. The room can carry up to 24 rifles and handguns, plus 6 launchers, 100 mags of ammo, 24 grenades, 10 blocks of C4, 12 Mines, 12 Missiles as well as various melee weapons.

Garage

The Garage is for storage of vehicles and their repair and upgrading.

Level 1 – Free – The garage can hold 3 vehicles.

Level 2 - \$15,000 – The garage can hold 5 vehicles and gives a +1 Advantage to repair damaged vehicles.

Level 3 - \$30,000 – The Garage can hold 10 vehicles and gives a +2 Advantage to repairing vehicles.

Medical Facility

The Medical Facility can be used to treat injuries and even conduct research and complex surgeries.

Level 1 - Free - Basic first aid station. Operators can restock their IFAKs from this location.

Level 2 - \$30,000 – Allows the treatment of injuries and has room for 3 patient beds. Also comes with a research lab for the analyses of toxins. Adds +1 Advantage to Medical challenges.

Level 3 - \$60,000 – Med bay has room for 5 Patients, a fully functioning surgery, and a biolab for the research and storage of toxins. Adds +2 Advantage to medical challenges.

R&R

Every Operator needs to relax, and the R&R areas of a Safehouse is where this is done.

Level 1 - Free – Small room with sofas, mini fridge and TV.

Level 2 - \$10,000 – The room has a pool table, coffee machine, fully loaded fridge, cinema system and various games consoles. Reduces 1 trauma per day.

Level 3 - \$20,000 – The room has a small cinema, fully loaded bar and coffee area, a group of arcade machines with VR units, and a movie and video and board game library. Reduces 2 trauma per day.

Comms Centre

The communications centre holds the computers, satellite links, and servers.

Level 1 -Free – Computer, Internet access and radio rig.





Level 2 - \$20,000 – Computer station, Server bay, selection of Hacking software and satellite links. Will connect to palm tops or Operators' phones allowing the uploading and downloading of data. Includes top-line virus and malware protection.

Level 3 - \$50,000 – Computer Station, 4 networked Laptops holding top of the range hacking software, encrypted VPN network, Server farm, private satellite network, digital communications, and intrusion detection and is accessible worldwide by Operators.

Holding cells

Each Safehouse comes with a holding area for prisoners.

Level 1 – Free – Small cell with toilet and bed with adjoining interview room.

Level 2 - \$10,000 – 2 Small cells with toilet and bed and camera surveillance. Adjoining interview room, with security cameras and voice recording. Comes with floor and table manacles, soundproofing and lie detector unit. +1 Advantage to interrogation challenges.

Level 3 - \$25,000 – 3 Small cells with toilet and bed, 2 interview rooms with security recording devices, manacles and lie detector units. Has another room used for enhanced coercive interrogation techniques and access to extraordinary rendition black sites. +2 Advantage to interrogation challenges.

Workshop

A workshop for the repair and upgrading of gear, comms and Drones.

Level 1 – Free – Basic workshop allows the repair of basic gear.

Level 2 - \$20,000 – Workshop with electrical tools for repairing comms systems and Drones. Gives +1 Advantage when repairing electronic devices. Operators can upgrade Drones

Level 3 - \$40,000 – Workshop with electrical tools and ammo making equipment that allows the Operators to create 50 rnds of ammo per day. +1 Advantage when creating ammo.

Medium Safehouse Cost \$250,000

Larger than the standard with all the standard areas plus an extra bunker below the building and a helipad on the roof. All areas start at level 1.

Bunker

A bomb proof shelter built beneath the house, set up for emergencies.

Level 1 - Free – A basic Bunker with 5 bunks, chemical toilet, air filters and enough food and water for 3 months. Includes gun locker for up to 6 weapons.

Level 2 - \$25,000 – More advanced Bunker with 3 double bedrooms, advanced chemical toilet linked to septic tank, air filter unit, kitchen and comms room, food and water for a year and a gun room that holds up to a dozen weapons and unlimited gear.

Level 3 - \$50,000 – Top of the range Bunker, with outside security cameras and motion detectors, comms room with satellite link, 5 bedrooms, kitchen, R&R room, workshop, generator (petrol and solar powered), gun range and secure room. Enough food and water for 5 years.

Helipad

A roof-built helipad.

Level 1 - Free – A marked out area on the roof for a helicopter. Comes with landing lights.

Level 2 - \$15,000 – Secure Helipad, with landing lights and satellite links to air traffic control. Tethers are available to lock down the copter.

Level 3 - \$30,000 – Secure Helipad with built in air defence, SAM launcher. Landing lights activate by remote sensor when copter is detected. Electronic disabler cuts off copter engine when landed and can only be removed with code.

Large Safehouse Cost \$500,000

The largest Safehouse available, often with its own land. It has all the same areas as the standard and medium Safehouses but with an added Airfield and Dock.

Airfield

An airfield situated near the Safehouse will have a number of hangars, a control tower and a fuelling station.

Level 1 – Free – Small airfield with single hangar, small fuelling station and unmanned control tower.

Level 2 - \$30,000 – Medium sized airfield, has two hangars, a fuel truck, spotlights for security and night flying. Manned control tower.

Level 3 - \$60,000 – Large airfield. Has 4 hangars, air defence (SAM), and radar systems built onto 24hr manned control tower. Security flood lighting and electric fencing. Each hangar has its own fuel station and office area.

Dock

A small dock, may be open or covered depending on level. Situated near the Safehouse.

Level 1 – Free – Small wet dock near house, with a jetty and room for one boat.

Level 2 - \$20,000 – Covered dock. Can hold two boats. Comes with repair station, fuel pumps, and security lights and doors.

Level 3 - \$40,000 – Large covered dock with underground access from Safehouse. Comes with repair shop, fuel pumps, security doors and locks. Room for holding diving gear and can store up to 4 boats.

Upgrading a Safehouse

Each Safehouse has 3 levels. At the end of each mission, the squad gains access to funds. These increase as more missions are accomplished. These funds can be spent on an upgrade, spent on obtaining a new Safehouse or saved in order to accumulate enough funds to by higher upgrades.

The Safehouse will upgrade to the next level once all components of that Safehouse have been upgraded. So, a level 1 Safehouse will upgrade to level 2 once the Garage, Armoury, Medical Bay, R&R Room, Holding Cells, Workshop and Computer Room have been upgraded to level 2.

By upgrading a Safehouse, the squad gains access to better gear, more vehicles, upgrades and support. By purchasing new Safehouses, the squad has always got somewhere to go.

Each Safehouse comes with 2 drop locations and 2 Bug-out kits per level. These can be hidden anywhere within the city or country where the Safehouse is located at level 1. At level 2 they can be located in an adjoining country and at level 3 they can be anywhere in the world. This allows the squad to have access to gear in emergencies.

Bug-out Kits

A basic Bug-out kit will be a rucksack or holdall filled with rations, medical kit and ammo, with the higher-level kits being maybe lock ups or containers holding vehicles, weapons and even a whole comms room.

Bug-out kits match the level of the safe house they are linked to.

Level 1 – Emergency rations, medical kit and 5 mags of ammo.

Level 2 – As above, plus Weapons, gear, and +5 mags of ammo.

Level 3 – As above, plus vehicles, fuel and a comms unit.

Drops

These are locations where information and items can be delivered by the ICO or contacts. The drop must be arranged. Operators just turning up to a drop does not guarantee that something will be there.

A drop location could be a mail box in the middle of nowhere, a luggage locker at a train or bus station and even a box at a post office under a false name.

We will go into more detail about Safehouses and Drops in the Safehouses and Drops Sourcebook published by FeralGamersInc.



9. Handler

“In the midst of chaos, there is also opportunity”
— **Sun Tzu, The Art of War**



The World of Ghost Ops

The world of the **Ghost Ops RPG** is very similar to our own, with the same issues and the same wars. In Ghost Ops, the Operators exist to tackle some of these problems with international backing. They are a team of highly trained individuals that are not controlled or funded by any single country but by many. This allows them access to places and aid that would be closed to them if they were solely sponsored by the USA or the UK, for example.

The **Ghost Ops RPG** can be set anywhere. Missions can be placed in cities, jungles or deserts. Borders and laws are not recognised as freedom and democracy is the deciding factor. This allows missions to revolve around terrorist cells, drug cartels, criminal organisations, disreputable arms dealers and even rogue special forces units acting as mercenaries for rogue nations. The scope of the missions is endless.

As a Handler you work directly with Control under the International Covert Operations banner, and pass on the intel and mission parameters to the Operators. You control the NPCs and Tangos that the Operatives encounter and relay any mission changes that may occur.

Control and being a Handler

Who are Control?

Control are the people behind the curtain, the faceless agency and government officials that pass the jobs to you, which you then pass on to the Operatives. They can come from any country and from any agency. They are never seen and are never in any danger. Control are expected only to have the best interests of the people, and have no outside agenda, but is this always the case?

Responsibilities of a Handler

As the Handler you relay the information from Control. You

answer the questions and deal with the issues and fallout. You are the bridge between the Operators and Control, the only connection the team has to the ICO hierarchy. The Handler will often be in the field, but a lot of the information or communication you have will be through encrypted channels or Drops. Face-to-face meets with the Operators are rare.

Future Ops

The **Ghost Ops RPG** can be played in different time periods, one of which is the future. Military equipment and weaponry is advancing quickly, with smart weapons, invisibility, iron man suits and even AI and robots.

To run a Ghost Ops game in the near future will involve checking predictions of next gen military equipment and adapting it to the game. We will be releasing the Future War Supplement later in 2019 which will allow you to adapt the game to 20 years into our future.

Post -Apocalyptic

The Post-Apocalyptic scenario is a popular one and something that can easily be adapted into Ghost Ops. Setting the game after a major nuclear attack, with the Operatives emerging from their bunker, will be easy to do. Below are a few plot ideas.

Save the President – The Operatives emerge in a destroyed capital city. The last message they received was to get to the capital building and save the president and get him or her to a safe location.

Find the Bombs – Terrorists detonated 3 nuclear devices in major cities, and they say there are more. Find them and defuse them before they go boom.

Clean Up – ICO Operatives are being called to help bring order back to the city. You will need to secure hospitals and food from looters and criminal gangs.

Invasion

The Invasion scenario has been popular with movies like Red Dawn, etc., and works well with the **Ghost Ops RPG**. An invading country taking over infrastructure and key locations will give a lot of missions for secret forces like the ICO.

Infection

A world-wide pandemic, a disease released by terrorists or some other biological threat would be similar to the Post-Apocalyptic scenario, with the collapse of society and a deadly virus passing through the survivors, causing a variety of symptoms.

Zombies

The Zombie Scenario is a fan favourite and a world infested with the walking dead has been used a lot in recent years, giving the Handler a ton of source material.

Past Ops

The **Ghost Ops RPG** can also be set in the past with very little adaption. A lot of the weaponry used today has been around for a few years or are improvements upon older designs. Modern equipment like Drones, the Internet, GPS and cell phones did not exist, meaning Operators will need to rely on Payphones, Fax machines, mail, compasses and maps a lot more.

Cold War

The Cold War is a large period in history, but a lot of interesting moments happened. Spying and espionage were at an all-time high between Russia and the USA, with covert actions happening on an almost weekly basis. Setting the game between the 60's and the early 90's gives a lot of scope for missions around the world, from Embassy infiltrations, snatch and grabs, sabotage and even spreading false information.

Vietnam

The Vietnam War could be an interesting period, with most

operations happening in steaming jungles where the slightest wrong step could trigger a landmine or booby trap. Villages held enemy combatants and you could never tell who was friend and who was foe. Also, agencies like the CIA were very active, blurring the lines and dealing with all sides of the conflict.

World War II

Earliest of all the past timelines, the Second World War is another great era for exciting missions. These could include being dropped behind Nazi lines, infiltrating Nazi bomb making facilities, or taking out Nazi top brass. The Operatives could have assistance from the Resistance to sabotage research stations and put a stop to Nazi technology.

Running NPCs

The Operators will come across many NPCs during their missions, from civilians to Tangos, and as the Handler you need to run all of them. Often civilians will be there to create obstacles, give information or run screaming from the room as a hail of bullets fills the air.

Civilians

Civilians are the non-combatants in a mission. Often they are the innocent bystanders, but sometimes they may have important information or be a contact for the Operators. Civilians don't have stats; as the Handler you must decide what happens. If they get shot they are either dead or injured, and if injury happens, then it happens for a reason, either to force the Operators to help them as a distraction or as a reason for the bad guys to be even more vilified.

Civilians can always be in the background, a busy shopping market or city street, members of a village or even the workers in a cartel drug factory. Civilians make great obstacles, and the killing of civilians should be frowned upon or totally forbidden by the Operators.



The 3 Stages of Threat

The standard bad guys are the most common threat to the Operatives. These are the cartel soldiers, the militia, the camp guards and the criminal gang members. In the **Ghost Ops RPG** the bad guys are referred to as Tangos. Operators may have different names depending on who they are dealing with - Narcos or Sicarrios for Cartels, Ali Baba for Middle East criminals, Muj for Insurgents and so on.

Tangos come in three types of threat level: Minor, Standard and Major. These threat levels can show the difficulty of the mission or a particular scene during a mission. As the Handler, you must know what the Operators can deal with and fit the threat accordingly. Every Tango has 4 Attributes. These are Awareness, Weaponry, Unarmed and Skill, with skill being an overarching stat that covers everything the Tango attempts outside what the other 3 Stats are related to.

Tango Levels

Attributes	Minor	Standard	Major
Awareness	2	3	4
Skill	2	3	4
Unarmed	2	3	4
Weaponry	2	3	4
Weapon	Machete Handgun	AK-47 Shotgun	AK-47 Sniper Rifle
Armour	None	Kevlar (3)	IOTV + Inserts

All Tangos, no matter the threat level, have only six wounds. They do not suffer any effects from reaching wound number 3. As the Handler you can make Tangos last long enough to be questioned before they die from their injuries.

Tangos can have personalities, and any Tango that is captured will play hard to crack until a Good Success is rolled to either interrogate or intimidate them.

Ranking up a Tango

Tangos that escape, capture or kill an Operator or manage to force the Operators to retreat, can, if they survive long enough, be promoted by their HVT. A Tango that is ranked up will become the next level of threat (so a minor becomes a standard, or a standard becomes a major). Any Tango that is already the highest level of threat can be promoted to run their own Tangos and become an HVT.

HVT = High Value Target and is the highest level of Tango

The 3 Laws of Tangos

- A Tango's gear is never as good as the Operators'.
- A Tango will run or surrender when the odds are 3 to 1 against.
- There are always more Tangos than Operators.

High Value Targets (HVTs)

HVTs are the bosses and refer to the playing cards given to military personal and is an abbreviation for high value targets. HVTs are rare, and Operators will need to get through a lot of Tangos to meet one. When running an HVT, we suggest that they are the ultimate goal, always one step ahead of the Operators, surrounded by loyal Tangos and wealth. They will have influential connections with all kinds of people, from police chiefs to government officials.

Unlike Tangos, HVTs have all the Skills, Pools and Talents the Operators do, and Handlers should create HVTs like they would an Operator. HVTs also have 12 wounds and trauma and like Operators they experience the effects from trauma and damage as they work around the clock. HVTs do not receive Boosts, though, but any Busts the Handler has can be treated as such.

Many HVTs could be ex-special forces themselves, and the ultimate challenge to any team would be to take on a group of ex-special forces HVTs. That would be a tough job. All HVTs will be wealthy and have the loyalty of the Tangos they control.

Obstacles and Exploding Barrels

As the Operators move through areas, obstacles can be used to their advantage or used against them. Do not be afraid to litter an area with cars, fences, trees or even piles of garbage for both Operators or Tangos to hide behind or have to move through.

Exploding barrels are a great resource. Having a few red barrels littered around an area can benefit both the Operators and the Tangos and cause the players to be more alert of where they are moving. They might also gain an edge if a red barrel is close to an enemy position... but watch out for those Civilians.

Known Terrorist and Criminal Organisations

We will be releasing a number of sourcebooks over the coming months which will cover parts of the world and the criminal and terrorist groups that can be found there, but we have also included a few examples in the following pages that can be used in any missions designed by the Handler and as a taster of how these groups are shown within the **Ghost Ops RPG**.

North America

The Blackwood Group

Back in 2006, a prominent business man and ex-Marine named John Logan decided to start the Blackwood Group, a private military contractor. They quickly obtained funding from the US government to protect VIPs entering Iraq and Afghanistan, which they did for a number of years without too many incidents. The Blackwood Group thrived. In 2012, Logan was accused of stealing arms from both US and Iraqi stockpiles and selling them to insurgents in Afghanistan and Pakistan. Blackwood quickly lost their contract but not the contacts Logan had made.



Since 2012, Logan has allowed Blackwood to turn into a mercenary group, working across Europe and Middle East, Africa and Asia, selling arms and their military trained personal to the highest bidder. They have committed what some claim are war crimes working in illegal diamond mines in Liberia and Sierra Leone as enforcers and guards, working as Death Squads in South America and arming militias and organised crime families in Ukraine and Serbia.

Currently John Logan is wanted by the FBI for gun running, by the DEA and Interpol for supplying protection for drug dealers in Europe, and by various countries for a number of serious crimes and even an attempted act of genocide.

John Logan is considered an HVT

The average Blackwood Merc is a Standard Tango.

Africa

The popular Forces of Uganda (PFU)

The Popular Forces of Uganda began in 2009 in response to a power imbalance in the region. The then small group were hardly heard of and were mainly involved in small tribal conflicts. Then, in 2009, the leader, Jean-Baptiste Okeke, decided they would take the out the largest tribal presence in the region while it was in a position of flux.

By 2011, Okeke and his militia had grown into a serious threat, armed by Libya and various other rogue states as well as arms dealers like John Logan. They began to sweep across Uganda, grabbing land, hijacking aid convoys and even successfully attacking a UN compound in order to steal two helicopters and a number of armed vehicles.

Recently Okeke has been taken on more child soldiers and has also begun distributing drugs in order to control the Ugandan people and weaken any resistance. They have committed



various massacres and are negotiating with other African militia in Liberia and the Republic of Congo to create a new African government.

Okeke is considered an HVT

The PFU Milita are both Minor and Standard Tangos

Balkans

Ndjekesit e Deshmorit (Followers of the Martyr)

In 2010, an Albanian drug dealer by the name Driton Hoxha was shot down by Albanian authorities. The news spread quickly amongst crime gangs and soon, like Chinese whispers tend to do, the more people heard and talked the more the story and circumstances changed. Driton went from a drug dealer to a worker helping the poor, killed by corrupt authorities under control by outside forces. Within two weeks of being killed, Driton became a martyr.

The small crime gang that Driton ran with changed their name, claiming that they had only done what they did to help the poorest in their part of Albania, acting like modern day Robin Hoods. The people they had terrorised were too scared to contradict, and quickly the gang began to distribute food to the people to reinforce their claims, but this charity only lasted a short time.

The gang grew and changed as the years went by, and in 2018 they are the largest crime organisation in Albania. They have incorporated gun running, kidnapping, blackmail and protection into their list of criminal enterprises and have also adopted a more far-right stance, with tributes to Adolf Hitler, providing protection to far-right group rallies and marches and even being implicated in the assassination of pro-immigrant, pro-Israel leaders and influencers.



The current leader of the gang is Frenk Kreshnik, a Kosovar who moved to Albania to find work but quickly fell into crime. No one is sure how Kreshnik managed to convince the gang to take him as their leader, but since he has, the gang has become more dangerous and unforgiving.

Frenk Kreshnik is considered an HVT
Gang Member – Standard & Major Tango

K9 Companions

Operators who have chosen the K9 Companion Talent will have a dog. These specially trained dogs live with the Operator from puppyhood, and a bond grows between them both. This bond is unbreakable and is for life.

Special Operative K9s are trained in sniffing out explosive devices and taking down Tangos, and when they are present during an Operation are considered one of the team and just as valuable. The Operator with the Talent does not need to take their companion on every mission, and the Dog will be happy to wait back at the Operator's home or the Safehouse.

K9 Operators are one of the team and are treated as such. They receive the same level of medical care as a human Operator and they are never left behind. K9 Operators can parachute behind enemy lines with the unit, can use stealth to help infiltrate and will be a forward warning for the unit.

K9s have 3 Attributes, which can rank up similar to Operators.

Awareness – This is used to discover Tangos and explosives. If the Dog is sent ahead then the player will roll as if the dog was a second character. When the K9 is with the group, the dog's awareness will add Advantage to their Operator.

Skill – Skill is used for climbing, stealth and jumping and is used the same way as Operator skills.

Awareness Advantage

1-3	1
4-5	2
6	3

Unarmed – This is used for the taking down of Tangos and is treated in the same way as the Operator’s unarmed skill. See the gear section for damage.

The Operator sheet has a section for a K9 companion, and this should be filled in with all the relative information. Each K9 starts with 7 pts to spend on the three attributes.

K9 Wounds

Each K9 has 6 wounds and is similar to an NPC in that respect. They do not suffer Disadvantage when injured and if they reach zero wounds, they must be given medical care within 6 rounds or die.

K9 Gear

Each K9 receives a tactical vest with an assortment of gear and some Doggles.

Gear	AL	Effect
Comms	-	Frequency specific comms
Doggles	2	Dog goggles
GPS	-	Tracking and navigation gear
Packs	-	Packs for extra gear
Tactical Gear	3	K9 tactical vest

Attacks

Type	Dam	Effect
Bite	3	Per rnd until dog releases
Claws	2	Two attacks per rnd

Hearts and Minds

An important part of any operation, and often one that can assure success, is the ability for the Operators to connect with the locals and be in contact with any rebel factions or sympathetic groups. Understanding the culture and the current political or social aspects of an area, country or region can sway success.

As a Handler, you need to make sure the Operators understand the importance of Hearts and Minds campaigns and how they can help in a number of ways. Below is a selection of important aspects of running a Hearts and Minds mini mission within a larger campaign.

Information

No one is going to know what is happening in an area better than the locals. Gaining their trust and showing that you are there to help them will go a long way toward receiving rumours or local news which is often shared between villages or groups.

Handlers should make sure that not all the information received is relevant or correct. Often information changes as it moves between places and people, and you should let the Operators decide which rumour or snippet of info they take on board.

Extra Supplies

Gaining the trust of people will allow the Operators to acquire food or water more easily or gain local knowledge of where to find the best foraging. Rebel forces may have supply caches they will share with the Operators, along with ammo and weapons.

Back up

Being able to call upon a fully armed local rebel militia could not only save the Operators' lives but also act as a distraction. Coordinating missions with local rebels will be a great benefit, but there must be a benefit to the rebels as well.

Travel Routes

Locals will know the land, and this will include travel routes through jungles, urban locations and even deserts. They will be able to share safe areas, good overwatch spots and may even know the location of enemy camps. This could also include acquiring help from local trackers or hunters who will lead you through the more dangerous or difficult terrains.

Bug out locations

Trusted locals may shelter you if you are being hunted. Having somewhere safe to retreat to is a great resource and something that could mean the difference between life and death for the Operators.

How to gain support

Operators can gain support in a number of ways, but rapport and bribery are often key. Being able to convince a group, person or militia unit to help and possibly even fight alongside you will depend on 3 factors:

How you are Perceived

Is the country a friendly one? Have there been issues in the past with western countries, or are there trust problems that need to be overcome? The following table can be used by the Handler to determine the TN for the rapport skill

Trust	TN
Allies	0
Trusted	1
Friendly	2
Indifferent	2
Non-Friendly	3
Untrusted	4
Enemy	6

Common Enemy

If the enemy is a threat to the local people, this can often help sway an unfriendly group to a friendlier one, at least until the mutual issue is resolved. This may seem like a no-brainer but just because a local cartel are considered a major problem by the DEA does not mean that locals feel the same way. The cartel could provide jobs, give gifts of food or even fund local festivals. These should all be taken into consideration.

Also, Operatives need to show power. A criminal or terrorist group can control whole communities through fear, kidnapping loved ones, religious beliefs, etc. Locals will be more willing to help if they know they have the chance to win.

Bribery and Gifts

Gaining the trust of the locals by giving gifts of chocolate has been a tried and trusted method of gaining communities' friendship, or at least of softening any bad feelings. This is not going to work with hardened rebels. The following table shows possible modifiers that can be applied.

Social Group	Food	Money	Guns
Individuals	1 ADV	1 ADV	0
Groups	1 ADV	0	1 ADV
Rebels	1 DVA	1 ADV	2 ADV
Government Forces	1 DVA	1 ADV	1 ADV

Also, the offer in aid to solve a problem for them will often be enough.

Example 1

Hey Gringo, we will help you fight the Pendejo Cartels, but we need our men released from the Federale prison. This will gain our trust.



Example 2

As the police commissioner, I have some sway, but the gang leaves my family alone and each month I receive 2000 euros to look the other way. My hands are tied unless you can come up with another solution.

Benefits to Success

Once the Operators have accomplished gaining the support of the local people, this can manifest in various ways and will depend on how the Handler wants to run it. Offers of food and shelter are exactly that, and the Operators can forgo rations for a time. Offers of military support from rebel factions or groups could appear in various forms.

Distraction

The rebel group are attacking the Tangos at a different location, forcing Tangos away from the Operators' target or allowing the Operators advantage to infiltration as everyone is looking the other way.

Aerial Bombardment

Depending on the level of the rebels, a bombardment via mortars could weaken or suppress the Tangos, again offering advantage to the Operators.

Holding Force

The rebels could act as a holding force, entering a location in order to take control of it and secure it as a staging area or place of retreat.

Rebel groups or militias should never be used to do the Operators' job for them. The Handler should never state that they will, and the level of support will never be higher than as a back up unit. Also, for the sake of drama, any attacks by the locals should be off screen. The Operators should be aware of it, but the Handler should control the effects of the aid through narration.

Example 1

The rebel bombardment can be heard a mile away. Many of the Tangos jump into jeeps and drive off toward the attack. This has lowered the number of threats in the drugs lab.

Example 2

The mortar fire hits a number of buildings in the compound. You see the communications building collapse into rubble.

Example 3

The rebels enter the base and begin rounding up any Tangos that surrendered. The rebel leader states that they will hold this location, making sure no one can flank the Operators.







10. Skirmish

“The whole secret lies in confusing the enemy, so that he cannot fathom our real intent.”

— **Sun Tzu, The Art of War**



When I began designing Ghost Ops I wanted the option to use miniatures and to play the game as a skirmish, but I also wanted the players to be able to move their Operators seamlessly between the RPG and any skirmish element I included. So, what I have come up with is simple but efficient. It will allow the Handler to fill the table with scenery and run every combat situation or even other parts of the game, like infiltrations and chases with miniatures, and then to drop straight back into the theatre of the mind roleplay game.

These skirmish rules are completely optional, and you do not need them to play the core game, they are more as an alternative or even as a short skirmish mission designed by the Handler or even amongst the players.

What you will need

The skirmish game will need extra bits and pieces in order to play.

- **Miniatures** – I tested the system using 28mm models on square bases, but you can use any size you like. I suggest that if you are playing the game with 2 players each controlling a squad then 4 miniatures each. If this is part of an RPG mission, then each player should have a model to represent their Operator and the GM should field an equal amount of Tangos +2.
- **Scenery** – A lot of scenery, this can be bought from a wargaming website or store, or you can use books, cans, boxes and whatever you have lying around to represent buildings, trees etc.
- **Measuring Device** – A tape measure or ruler. A tape measure is better and also one per person involved would make life simple.
- **Templates** – The Ghost Ops RPG comes with a selection of templates that can be printed out.

- **Dice** – The same dice you use for the RPG are used for the skirmish game. You will also need at least 2 standard six-sided dice.
- **Table or Battle Mat** – You will need a flat surface to set up the scenery on. I have used both 2x2 and 4x4 size tables and they both work fine depending on the type of skirmish.

New Rules

The skirmish game will add certain rules to the game, these are not used in the RPG but can, if the Handler chooses, be incorporated easily into the game.

Setting Up

A Skirmish game needs to be set up and this is done by all the players deciding which end of the table they will appear from or based on the missions parameters. Table sizes are measured in feet so a 2x2 table would be 2 feet by 2 feet. On a 2x2 table each unit decides to set up 3 inches from the edge of the table opposite the opponent's entry point. On a 4x4 table then it is 6 inches from the edge.

Movement

The skirmish game relies upon rules that we do not use in the RPG, one of which is movement. Movement is measured in Inches.

Each Operator has 3 types of movement they can attempt during their turn.

1. **Stealth** – Moving quietly allows the Operator to move up to 3 inches during their turn.
2. **Standard** – Standard movement for all Operators and Tangos is 6 inches per turn.
3. **Run** – A Run movement allows the Operator or Tango to move 9 inches during their turn.



Terrain

Terrain is used both as a form of cover and as an obstacle. Cover is dealt with in the combat section of the core rules, so we will deal more with movement and terrain here.

There are a number of different terrain types, these are:

- **Impassable** – Operators and Tangos cannot pass through impassable terrain unless using special equipment or skills like Fitness (whereas movement is reduced to 3")
- **Broken** – Broken terrain includes rubble, brush and streams. A unit can pass through with a standard movement but cannot run through.
- **Buildings** – Buildings will offer various types of cover from half to full cover (see Core Rules). Passing through a building allows normal movement but doors will drop all movement to none if locked or standard if unlocked until they are passed through. Passing through an unlocked window reduce movement to 3"
- **Sloped** – Moving up a slope reduces movement to 3", whereas moving down has no effect.
- **Difficult Terrain** – Terrain such as barbed wire reduces movement to 3"
- **Walls & Fences** – Walls less than 3" in height can be climbed over, walls or fences higher than this become impassable terrain. Walls offer cover.

Line of Sight

If the model has line of sight they can engage. Line of sight is determined by 1. The direction the model is facing, and, 2. The use of a tape measure to run the distance between attacker and target to verify no obstacles are in the path.

Line of Sight Stealth

Models in stealth that fall into an enemy's line of sight must first be verified by the enemy, this is an opposed Awareness Vs Stealth test. If the target is verified, then the enemy can attack.

Range

Weapon Range differs in the Skirmish rules. Ranges are in inches rather than metres. They still have the same penalties.

Handguns – 12/24/48/60

Assault Rifles – 24/48/96/110

SMGs – 12/24/48/60

Sniper Rifles – 50/100/200

Shotguns – 6/12/24/-

Light Machine Guns – 30/60/120





Indirect fire

Fire from air support, mortars or heavy guns is always indirect unless one of the Operators has the Forward Air Control Talent. Indirect fire is determined by placing the large 6" blast template on the target and rolling the Fudge Dice and checking the result below.

Direct Hit – When there are more  than  or 

Near Miss – When there are more  than  or 

Total Miss – When there are more  than  and 

A close miss involves rolling a D6 for direction and another D6 for distance (in feet).

Roll	Result
1-2	Back
3	Left
4	Right
5-6	Forward

A Total Miss is done the same way as a Near Miss but 2D6 is rolled for the distance.





11. Mission

“Treat your men as you would your own beloved sons. And they will follow you into the deepest valley.”

— **Sun Tzu, The Art of War**



Pursuit

This is an easy to mid level mission for Ghost Ops, and can work very well as a starting mission for new Operators.

Background

The Operators have been sent to East Africa to rescue a UN Ambassador taken hostage by a rebel faction. The mission was a success and the Operators along with the Ambassador (VIP) got to the exfil site. Unfortunately as the chopper was leaving the area Rebel scouts managed to hit the tail rotor with an RPG. This grounded the chopper with possible injuries to the occupants inside.

Handlers can if they wish actually run the first part of the mission but it is not acquired for this mission to work.

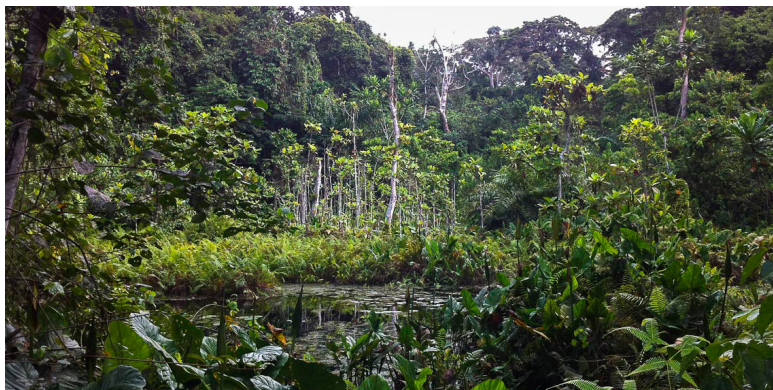
Injuries

When the chopper crashes there is a possibility that either the Operators or VIP are injured. The Handler can decide this or roll the dice. If there are more  than  then someone was injured. If this someone is the VIP then that will slow progress, if it was an Operative then it could be a -1 to skills. Trauma could also be a factor. The Handler needs to decide this as it will make the mission more difficult.

Welcome to the Jungle

The Operators and VIP will now be stuck in the jungle and hunted by rebels. Travel through the jungle will be slow, and this will be made even more evident with a civilian in tow. The Ambassador is out of shape and not dressed for jungle trekking.

The Jungle is dense and all travel times are doubled, walking 1 klick will take 40 minutes rather than 20 and so forth. There are rivers but the water will need to be purified before drinking, drinking the water unpurified will have a potency level 2 with failure resulting in vomiting and diarrhoea. Food will need to be found or killed.



Travel through the forest will reveal structures built by tribes and rebels, ranging from rope bridges, huts and lean to's.

The Operators will need to use Survival to forage for food and water and also Awareness and Survival to avoid predators or traps.

Situation	TN
Avoid Traps	2
Finding Food	3
Finding Water	4
Avoiding large predators	2
Avoid snakes	3

The Rebels

The rebels want the VIP back, and also do not wish to lose face as that could affect their hold on territory. They know the jungle and will move through it quicker than the Operators. The rebel leader will send between 10-15 rebels to hunt the Operators down. Stats for the rebels can be found in the Tango section of the mission chapter.

Starting the Mission

The mission begins with the Operators and VIP at the crashed chopper. An Operators radio squawks into life.

Alpha team can you read, alpha team come in.

The Operators must answer the call and supply the Handler with a sitrep.

What the Handler Knows

- The Operators chopper is down - The chopper suddenly disappeared from HQs trackers.
- That a CIA satellite will be coming into range within 20 minutes - This will allow the Handler to update the Operators on enemy movement.
- That there is a UN outpost 10 klicks from the Operators last known position - Once the satellite is available this will drop to 8 klicks.

The Operators can attempt to work out their location by using the Survival skill TN 3, if they have a map then TN 2. A success will allow them to get within 5 Klicks of where they actually are, a good success 3 klicks and a critical success 1 klick.

What the Operators Know

- They are in hostile territory with a civilian - The VIP must be protected at all cost.
- Rebel forces will be searching for them - The rebels will almost definitely have a good idea where the Operators crashed.
- They have very little food or water - For trained Operators this is less of an issue than it is for the VIP.

The Ambassador

The Handler should play the Ambassador how they like but it could be fun to have him complain a lot, blame the Operators

for the current situation. Have them want to stop and rest, complain about hunger and thirst and basically be a pain in the ass.

Next Move

Once the Operators have heard from the Handler they must then decide what to do next. The options are limited to three.

1. They could start moving towards the UN outpost without waiting for the satellite feed. They basically know the direction it is in.
2. They could wait for the satellite, but this would mean the rebels will be 20 minutes closer.
3. They could just wait for the rebels and shoot it out, but this would place the VIP in danger.

What ever they decide the Handler will radio back after 20 minutes to give the Operators an update.

Satellite footage is in, shows a large force headed in your direction, maybe an hour behind you. The UN outpost is 8 Klicks north east of your position. There seems to be, what looks like a Mine Pit, but there are no mines registered at that location, so its either deserted or an illegal diamond mine. We had received reports of Whitemarsh Mercs operating in the area about 2 yrs ago but it was never confirmed.

Any Operators with a background in Iran or Afghanistan will know of Whitemarsh, private military contractors, that had their government contract withdrawn due to their aggressive actions towards civilians.

The mine is 3 klicks away and the Operators can choose to move towards the mine or circumnavigate it, if they decide to go around the mine it will add 6 klicks to the journey, and they will need to avoid any patrols around the mine.

The Handler can as an option call in with an offer.

If that is an illegal mine run by Whitemarsh, I know an agency that will pay 50k for you to shut it down and take out the head snake of those merc fucks!

Journey to the Mine

The Journey to the Mine should involve Survival and Awareness rolls from the Operators in order to find food and water and avoid predators and traps. The 3 Klicks will take around 4 hrs due to the constant rest breaks of the VIP so a Survival and Awareness roll each hr would be advisable. The Operators should be made very aware of how quickly the rebels are catching up and if they can placing traps or false tracks would help to widen the gap.

Dangers

There will be a number of dangers as the Operators travel through the Jungle, mainly from Predators. Below are the more common threats.

Type	Skills	Damage	AL
Leopard	Awareness 4, Stealth 4, Unarmed 4	Claws 3 Bite 3	1
Black Mamba	Stealth 5	Lvl 7	0
Boomslang	Stealth 5	Lvl 6	0

Leopards will attack stragglers, but will run if startled. They receive 3 attacks per rnd 2 claw and 1 bite. They are a TN 2 to hit.

Black Mamba and Boomslang are snakes, they are hard to spot and will bite if threatened (step to close), their venom is the Lvl number in the damage column. They are a TN 4 to hit.

The Pit





1. Guard Towers
2. Fence
3. Prisoner Huts
4. Guard hut
5. Guard Quarters
6. Pit service road
7. Pit office
8. Warehouse
9. Tool shed
10. Latrine
11. Explosives shed

- a. Terrace
b. Work face
c. Pit bottom
d. Disused pit

The Pit

The mine is not deserted and in fact is very much active. The Operators will arrive at an overwatch position overlooking the mine.

Handler Text

As you approach the edge of the rise you begin to hear the sounds of work, picks hitting stone, the clanking of wheels running on train lines, and the shouts of commands and abuse. Below is the pit, an illegal diamond mine, worked by slaves and prisoners and patrolled by African rebels and mercs, the Whitemarsh insignia worn on the sleeves of their uniforms.

The Mine is worked by around 80 slaves who are in various degrees of starvation, injury and illness. Children as young as six can be seen, as well as men and women ranging from teenage to old age. Armed men patrol the area carrying AK47s and huge Machete. Each wear a uniform with the Whitemarsh emblem on the sleeve. A mix of African and American voices can be heard as the guards chat between each other or shout orders at the slaves.

At night the Pit has less guards on patrol, but the work continues, half the guards will be asleep in the guard quarters (5)

The Operatives have three choices:

- 1. Avoid the Pit** - The Operatives can choose to circumnavigate the pit, this will add 6 clicks to their journey. The Handler should play on this as a moral choice.
- 2. Attack the Pit** - The Operatives can choose to attack the pit and claim the reward offered by the CIA. This will slow them down but the Pit could offer cover and gear.
- 3. Wait and See** - The Operatives could hunker down and see what happens with the pursuing Rebels turn up. This will be a waiting game for around an hour. Stealth Vs Awareness will need to be made as the Rebels check the area.

The Pit

1. Guard Towers – These are held by rebels, one per tower.
 2. Fence – An 8-foot-high wire fence, it is broken in places allowing access.
 3. Prisoner Huts – This is where the miners sleep and live. At any time, there will be around 20 miners in these huts sleeping or ill.
 4. Guard Hut – A small hut normally occupied by 1 whitemarsh merc
 5. Guard Quarters - This is the guard living area. During the day it will be empty at night half the guards will be here sleeping.
 6. Service road – A dirt track leading to the mine.
 7. Pit Office – The whitemarsh commander can be found here.
 8. Warehouse – Here can be found tools and supplies. The Operators will also find a number of aid parcels here which the mercs have taken from local villages to feed the miners.
 9. Tool Shed – Stacked tools can be found here along with a box of dynamite and blasting caps.
 10. Latrine – Guard latrine
 11. Explosive Store – This is the main explosives storage, various crates of Dynamite, blasting caps, gunpowder and some bricks of C4 can be found along with primers. This building is securely locked TN 4
- A.** Terraces – These are walk ways around the pit, accessed via ramps or ladders
- B.** Work face – these are the main digging areas
- C.** Pit Bottom – Water fills the bottom of the pit. Diving into the water will also reveal a number of corpses. Good reason not to drink the water.
- D.** Disused Pit – This is an abandoned or exhausted pit area.
- X.** Guards

The Other Rebels

If the operators decide to wait and see what happens when the other rebels arrive the Handler has three options.

1. The rebels do not approach the mine and attempt to go around it, presuming the Operators did the same. This would mean the rebels are now ahead of the squad, but for how long? They will discover the lack of tracks eventually.
2. The rebels approach the mine and the Operators realise that they are the same faction as the mine guards.
3. The rebels attack the mine, and a shoot out ensues, with the slaves caught in the middle.

If you go with option 1 the rebels will start to double back after a couple of hrs, the Operators will need to move quickly and quietly to avoid, with the usual stealth vs awareness rolls.

If you go with 2, then the mine guard population increases by 10 for a short while as the rebels talk to the commander.

A choice of 3 means that you must decide who wins, a roll of more  than  would indicate the rebels win and vice versa. The Operators can choose sides adopting the 'The enemy of my enemy is my friend' philosophy.

Liberating the Pit

If the Operators liberate the Pit they will have a small fighting force which will aid them against the approaching rebels, they will grab the guard's weapons and fight with the squad. You can make this more of a negotiation using the hearts and minds rules in chapter 9, convincing the miners to fight beside them rather than flee into the jungle (they have just been imprisoned by mercs which probably look similar to the Operators).

If the miners fight then they will act like a friendly faction, they will attempt to slow the rebels down and whittle down their numbers. This will happen off screen, but the Operators will hear gunfire from the jungle. At least half the rebels should survive and confront the squad or continue to follow them.

Operators will find ammunition, body armour, IFAKs, Rations and Water in the Pit. They will also find a Jeep and two Trucks. The vehicles will make the journey to the compound easier, but it will involve a 2 Klick diversion in order to reach the road leading to the compound.

The Handler can remove the vehicles from the Pit if they want the Operators to make the mad dash to safety as explained below.

To the Compound

The compound is a further 6 klicks past the Pit. The Operators can place booby traps for the remaining rebels with any dynamite or explosives they managed to grab from the mine. The race to the compound should begin with survival rolls and begin to change into stealth rolls as the rebels catch up. The last dash to the compound should be a running battle. The UN troops will not help unless they are fired upon or the rebels get too close to the compound.

The Operators can just run for it, using their movement and zigzagging to avoid enemy fire and hope for the best, with the handler rolling for the rebels with the appropriate disadvantage.

There is cover before the compound, walls, small buildings and trees if the operators decide to stand and fight.

If the Operators grabbed a vehicle from the Pit then the above will not happen and they will manage to reach the compound in a short amount of time.

Reward

If the Operators deliver the ambassador to the UN compound they will receive a level 2 hostage rescue reward, with a level 1 complication bonus. If they took out the mine, then this will add \$50k to the reward.

The Handler should decide the XP earned based on performance.

Tangos and NPCs

Below are the Stats for the Tangos and NPCs the Operators will come into contact with during the mission.

Attributes	MerCs	Rebels	Miners
Awareness	3	3	2
Skill	3	3	2
Unarmed	4	4	3
Weaponry	4	3	2
Weapon	Machete M4	AK-47 Machette	AK-47 Pick
Armour	IMTV	Kevlar	None

Ambassador

Awareness - 3

Skill - 4

Unarmed - 2

Weaponry - 2

Armour - None. Has 6 Wounds

Weapon - None, unless given one.

Snakes

Stealth 5, TN 4 to hit and 1 Wound. Bite Venom Lvl 6/7

Whitemarsh Commander (HVT)

Ex-Navy SEAL gone bad.

Awareness - 4

Skill - 4

Unarmed - 5

Weaponry - 5

Armour - IOTV, Has 12 Wounds

Weapon - M4, K-BAR, FN57 Handgun

Leopard

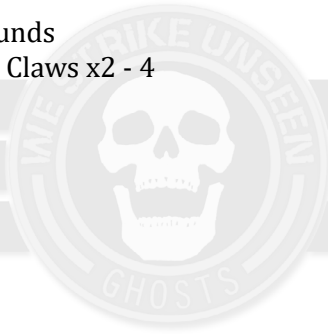
Awareness - 4

Stealth - 4

Unarmed - 4

Armour - 2, 6 wounds

Weapons - Bite 4, Claws x2 - 4







Backers & Community

“Whoever said the pen is mightier than the sword obviously never encountered automatic weapons.”

— **Douglas MacArthur**



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Sachleben, Ryan C, Ryan Linegar, Sam Benke, Sam Heazlewood, Sam Fokker, Sam Watson, Sandy Nelson, Scott Crosson, Scott Ferwerda, Scott Johnson, Scott Maynard, Scott Spicer, Scott “Disemvowel” Welker, Sean Huempfer, Sean Mulqueen, Sean Richmond, TIN, Shades of Vengeance, Shawn Carman, Shawn Walters, Shen Hung-Yang, Simon Such, SirPadras, Sophie Lagacé, Stacy Young, Stefan Pohl, Steven Maisel, Steven Trustrum, Steven D Warble, Stuart Dobson, Ted Arlauskas, Ted Wallerstedt, Terrell Scoggins, Thaddeus Ryker, Thalji, Theo, Temvaryen, The Roach, Thescourge, The.Iron.Mandarin, T. Osborne, Thomas Shaw, Thomas Walker, Tarvios, Topdecker, Timolution, Tim Davis, Tiny Terrain Models, Todd Gibel, Todd Stephens, Tommi “Baal” Paalanen, Tommi Putkonen, Thomas Piddock, Tyrarn Ulfarsson, Uwe Schumacher, Veloci, Viktor Korablin, Vinnie Santo, vincent furstenberger, Vorien, W. Reese Flory, Walter F. Croft, Walker Fitzroy, Walt Robillard, Wilfred Helling, Zack Adamskn, **Zack - Our Favorite Backer**, Zadakiel

Our Great Community

We have been lucky to have a thriving and helpful community of people who have supported the game, shared information and answered our questions. You have made the process easier and a lot more fun with all your videos, stories, advice and new articles. This game is much yours as it is mine.

Honorary Mentions in no particular order

Tim Loya, Forest Pavel, Ewan Spence, Matthew J. Barlow, Mario Cordova, Jeff Ruiz, Joey Manning, Gregory Huyghe, Joey Batts, Neil Hyde, Harold Lee Kearns III, Jessie Indracusin.

This is just to name but a few of the 200+ community, so thank you all and I salute you.

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