



BLACK OPS

Tactical Espionage Wargaming

Guy Bowers

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WARGAMES

AUTHOR

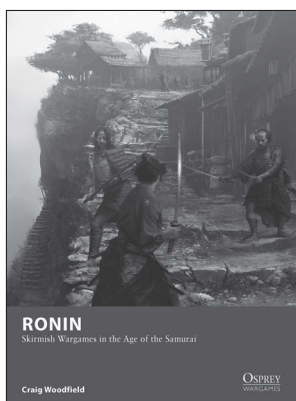
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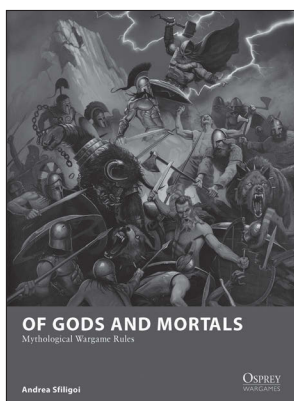
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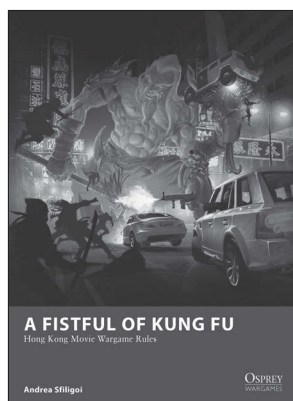
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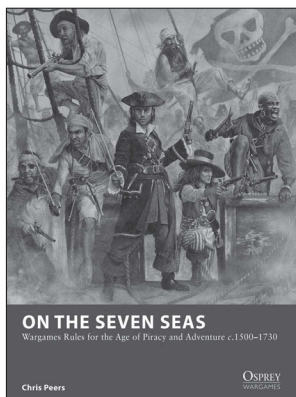
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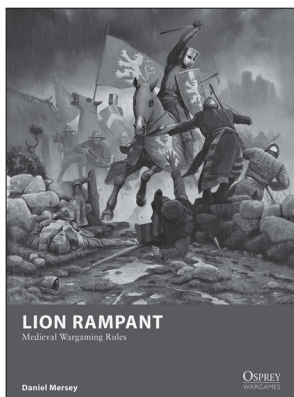
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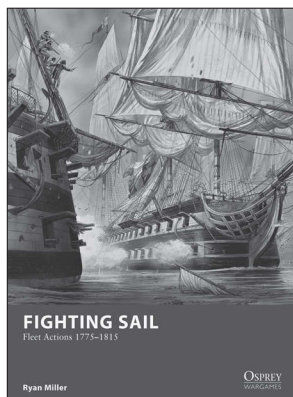
OWG 6 • 978 1 78200 638 1



OWG 7 • 978 1 4728 0140 1



OWG 8 • 978 1 78200 635 0



OWG 9 • 978 1 4728 0770 0

BLACK OPS

TACTICAL ESPIONAGE WARGAMING



GUY BOWERS

This electronic edition published 2015 by Bloomsbury Publishing Plc

First published in Great Britain in 2015 by Osprey Publishing,
PO Box 883, Oxford, OX1 9PL, UK
PO Box 3985, New York, NY 10185-3985, USA
E-mail: info@ospreypublishing.com

Osprey Publishing, part of Bloomsbury Publishing Plc

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A CIP catalogue record for this book is available from the British Library
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ISBN (print): 978-1-4728-0781-6

ISBN (ePub): 978-1-4728-0783-0

ISBN (ePDF): 978-1-4728-0782-3

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Osprey Publishing supports the Woodland Trust, the UK's leading woodland conservation charity. Between 2014 and 2018 our donations will be spent on their Centenary Woods project in the UK.

ACKNOWLEDGEMENTS

Thanks to Playtesters:

Ross Watkins, Mark Backhouse, David Davies, Sam Davies, Lee 'Pat' Hunter, Eoghan Kelly, Casey Vandenberg, , Peter Bowles, Ricky Phoenix, James Oram, Darren Ashton, Matthew Dudley, Calise North, Peter Gates, Spencer Talbot, Greg Albricht, William Salton, Jacob Fitzpatrick, Deck Haileien, Kevin Casey, Erwin Mooney, Stephan Fay, Peter Kerry, Andrew Lauton, Chris Nord, Craig Thomson, Steve Johnson, Matt Houghton, Paul O Conner, James Brandon, Nick Cleeve, Ron Seal, Ben Jeal, Cad Jeal, Adam Jeal and John Daley.

Miniatures painted by:

Paul Eaglestone, Paul Burkin, Martin Oaff, Ross Watkins and the author.

Special thanks to:

Empress Miniatures, Eureka Miniatures, Gripping Beast, Karwansaray BV and Sam Catterall.

Dedicated to the Ice Queen. Ever and always.

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FOREWORD

I've a confession to make. Computer games have been a very addictive past-time for me. The likes of *Metal Gear Solid* and *Syphon Filter* have taken up far too many hours of my spare time. Movies like *The Dogs of War*, *The Wild Geese*, *Black Hawk Down*, *Zero Dark Thirty*, the Russian *9 Rota* and dozens of other documentaries and movies made me think about recreating raids and small unit actions on the tabletop. *Black Ops* digs into these films, as well as the rich literature of spy fiction such as James Bond and Jason Bourne, and computer games such as *Metal Gear Solid* and *Splinter Cell*. You'll even find a little Arnie and Sly in here.

The game's origins started out as a project which never saw the light of day called *V for Victory*, a commando game written for Warhammer Historical. That's where I first looked at the basic ideas of a raid against an unsuspecting defending force. The basis of the scenario generator came from this commando game, so you should find *Black Ops* is quite adaptable to any 20th- or 21st-century setting with a little work. The game has evolved much since then, being heavily influenced by card activation games from the TooFatLardies and Studio Tomahawk.

These ideas for raiding missions finally took form and became a ninja game inspired by *Tenchu Stealth Assassin*, written for a demo at Salute 2012 and appearing in *Wargames, Soldiers and Strategy* magazine. Soon, the basics of a cunning game began to take root in my mind. It had to be simple, but with hidden depth, so strategy was as important as sheer might or firepower. I pitched the idea to Phil Smith when I interviewed him for the magazine. It was obvious that he did not need a commando game or a ninja game with the excellent *Bolt Action* and *Ronin* rules available, but what about a modern covert operations game? Thus *Black Ops* was born.

I wanted a tactical espionage skirmish game for two (or more) players, designed to recreate the tension of a covert operation on the tabletop. It had to be a simple 'fast play' rules set with an optional campaign system, where one side attempts to make progress towards their goal while the other side does what it can to thwart their plans. I wanted to use cards but not force players to have to buy a specialist set – hence the use of playing cards.

As with all things, there's plenty more I wish I could have added. Space and time was against me. I'm sure some of these scenarios will appear in the wargaming press or on the Osprey website. Whatever you do with *Black Ops*, have fun!



INTRODUCTION

Military technology has expanded and surpassed anything which could have been imagined a century before. Nuclear weapons can eliminate entire cities. Modern laser- and GPS-guided munitions offer incredible accuracy and modern optics can eliminate the challenges of night-fighting. Drones and satellite communication give commanders a real-time feed of events on the battlefield, while modern vehicles offer increasingly powerful armament and effective protection. Technology would seem to offer all the answers.

However, the increasing reliance on technology is not without its risks – drones can be jammed or hijacked, communications intercepted, precision weapons are only good if the correct target location is known, and a poorly trained man with an RPG can destroy a cutting-edge vehicle. Technology can give a force an edge but the deciding factors will be its tactics, training and discipline.

So how is victory to be achieved? In traditional military thought this is achieved by applying a force's 'centre of gravity' (in Clausewitzian terms) to a point in the enemy line where it can be smashed. Such *blitzkrieg* concepts work well where your enemy is defined, but are less effective in asymmetrical conflicts where the enemy is dispersed and there are no front lines.

The era of large battles may not yet be fully over, but there has been an increasing move away from the use of overwhelming force towards operations by small bodies of soldiers achieving their goals through ambush and sabotage – using the tools of the insurgent and the guerrilla against them. This echoes the strategy of Sun Tzu where victory is achieved by the extraordinary, not the ordinary. It is the surprise attack that will succeed where the frontal attack fails.

Fundamentally, all war is based on deception. Mislead the enemy and attack where they least expect it, at targets that are weak and disorganised. Make the enemy think you can strike anywhere so their resources will be divided trying to protect everything at once.

Welcome, then, to this world of espionage, sabotage and false-flag operations, where one man's freedom fighter is another man's terrorist, and the line between guerrilla and elite soldier is increasingly blurred. Welcome to *Black Ops*.



GETTING STARTED

ESSENTIAL EQUIPMENT

- Two players each with a squad, unit or cell of at least 4 models.
- A table and a good amount of scenery (open spaces do not make good locations for stealth missions!).
- A tape measure or ruler (ideally one per player).
- A handful of six-sided dice (referred to as D6).
- A deck of playing cards (for two-player games, two decks for multiplayer games).
- Counters in distinct colours to mark models that are Hidden, in Reserve or Suppressed.
- Markers for smoke, explosions and other on-table effects.

THE MODELS

These rules were playtested with 28mm (1/56 scale) miniatures based on 20mm square bases. Basing and scale is entirely up to the preference of the player as long as the facing of the model can be determined. The game will scale up or down as needed, the only real limitation is the ability to move miniatures individually.

In *Black Ops*, each model has a number of characteristics:

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Soldier	4	4	4	4	Jack	M16, Body Armour	–	7

- **Name:** This identifies the model.
- **ACC:** The model's skill with ranged weapons, ranging from 2 to 6.
- **CQC:** The model's skill in close quarter combat, ranging from 2 to 6.
- **DED:** The model's dedication under fire.
- **Save:** The model's save against hits, including any modifier (such as for armour).
- **Card:** This indicates both the relative importance of the model and the card that activates it.
- **Equipment:** The weapons and equipment carried by the model.
- **Special:** Any special skills and abilities that the model has.
- **Points:** The cost of the model when building your force.

CARD TYPES

- **Aces:** Leaders (your Bonds, Bournes, Solos and other heroes... or villains).
- **Kings:** Heavies (e.g. weapons specialists such as snipers and RPG operators).
- **Queens:** Specialists (e.g. scientists, medics and hackers).
- **Jacks:** Soldiers (the rank and file).
- **Deuces (2s):** Non-combatants (e.g. civilians).

BASIC PRINCIPLES

The following basic principles are applied in *Black Ops*.

NUMBERS

A low value is better than a high value. An expert sniper might have an ACC of 3, meaning he'll hit a target on a 3 or more on a D6. A basic trained soldier with

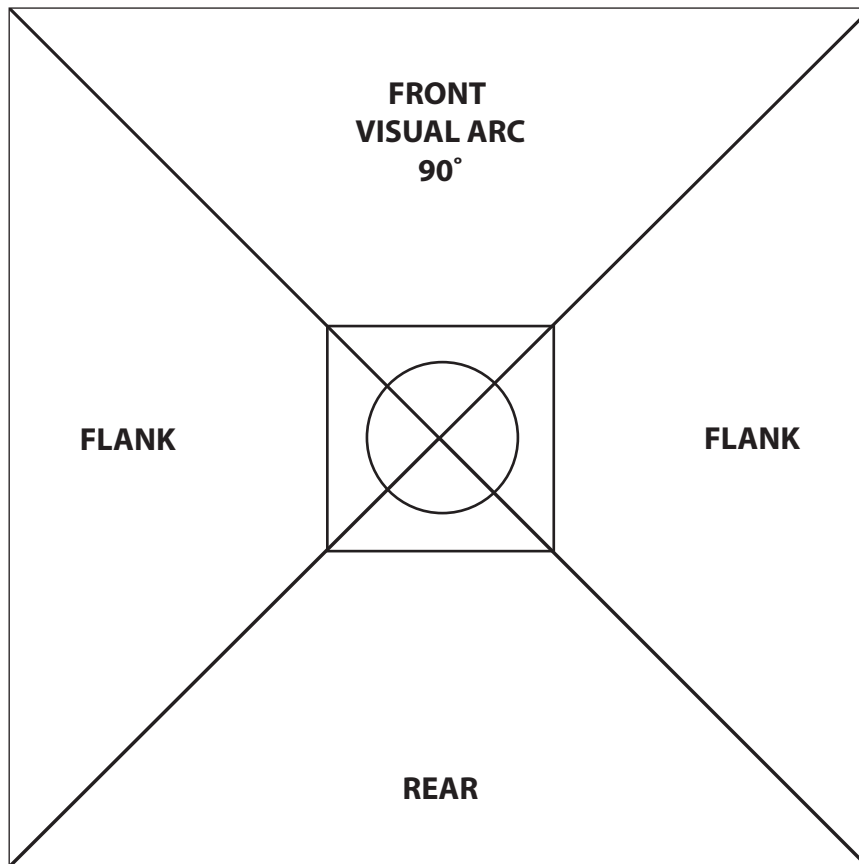
an ACC of 5 is not as good a shot, as his target number is a 5+. Consequently, the modifiers in *Black Ops* may seem odd at first: a negative modifier is good (as it lowers the target number) while a positive modifier is bad (as it raises the target number).

MEASUREMENT

Players should only measure when a model is activated and performing an action, such as moving or taking a shot. Pre-measuring should not be allowed – this is a game of skill and good estimation. If you take the shot and misjudge the range, that's your bad luck.

FACING

The direction a model is facing matters in *Black Ops*. The definition of the flank and rear are essential to recreate the feel of covert operations – nobody has eyes in the back of their head – and thus which way a model is facing is critical. Every model should be marked so its field of vision can be seen. The author's preferred method is to use square bases, but round bases could be marked with dots to identify the quarters.



A typical model's Visual Arc, flanks and rear.

MOVEMENT

As facing is crucial, a model is considered to have moved if it is touched by the player. Opponents should never touch enemy models – if this occurs they don't count as having moved! All ranges and movement are in inches (").

ACTIVATION

Models activate individually, and if a number of troops act on the turn of a single card, the player controlling them may decide the order in which they act. It is quite acceptable to resolve this group of models' actions as one if they are all within 3" of each other, taking the same action and/or shooting at the same target. No enemy model may react to an activation unless it is in 'Reserve' (see [p.10](#)). If you want to react to the enemy, plan ahead and place your models in Reserve!

COUNTERS

Black Ops does involve the use of some counters. If a reduction in the overall number of counters on the board is desired, it is quite acceptable to place a single counter for a group of models if they are together and all have the same status (e.g. all hidden or all running), as long as your opponent agrees.

RULES INTERPRETATION

While I have tried to cover almost every eventuality in these rules, there are bound to be instances or novel situations where the rules are lacking. Ideally, when a conflict or disagreement over the interpretation of the rules occurs, both players should come to an agreement. Any solution should be logical and, preferably, to neither player's advantage. If an agreement cannot be reached, roll a D6 to determine which interpretation to use.

By Dmitry Burmak © Osprey Publishing.



THE GAME TURN AND ACTIVATION

Black Ops uses a playing card-driven activation sequence. Models are divided into five types: Aces (Leaders), Kings (Heavies), Queens (Specialists), Jacks (Soldiers) and Deuces (Non-combatants). One side will play the Red faction (activated with red cards) and the other side will play Black (activated with black).

We use playing cards as they are commonly available and remove the need for specialist cards. When playing straight faction-versus-faction games, a single deck of cards will be required. For multiplayer games, a second deck will be needed (see Multiplayer Ops, [p.49](#)). Take the face cards, two Jokers (one red and one black) and two of the Deuces (2s). Keep the other non-picture cards in a separate pile, they may be used as well.

Place the relevant cards for the forces on each side you're taking into a single deck. This will be the 'Activation Deck' that determines the sequence of play. Only put into the Activation Deck cards that are reflected in the force or scenario construction. For example, if you are playing the Red faction and your force contains no Heavies, then no red Kings should be included in the Activation Deck. If no civilians appear in a scenario, then no Deuces should be included. Customise the Activation Deck to the requirements of both factions.

So, for a two-player game, you'll need – at most – the following cards:

- 2 red Aces and 2 black Aces (Leaders).
- 2 red Kings and 2 black Kings (Heavies).
- 2 red Queens and 2 black Queens (Specialists).
- 2 red Jacks and 2 black Jacks (Soldiers).
- 2 Deuces of any colour (Non-combatants).
- One red Joker and one black Joker.

THE GAME TURN

Cards are drawn one at a time from the central Activation Deck. When a card is drawn, all models associated with that card type may perform one action. Carry out all the activations for that card before drawing the next. Models can only be activated when their card comes up, unless they are in Reserve.

Most unit types will, therefore, have two activations in a turn. However, the Jokers are bonus cards that allows all Aces of the appropriate faction take one additional action or to order a single model within 6" to take an action.

ACTIVATION

When activated, a model may perform one of the following actions:

- **Hold:** Remain stationary, and may either fire a single aimed shot (-1) or become Hidden.
- **Cautious Move:** Move up to 3", and may either fire without penalty or become Hidden.
- **Advance:** Move up to 6", and may fire with a penalty (+1).
- **Run:** Move up to 9", no shooting possible.
- **Reload:** Reload a heavy weapon.
- **Major Action:** Pass on a message, operate a computer etc.
- **Reserve:** The action is saved for later in the turn (see [p.10](#)).

Minor actions (such as switching on or off night vision goggles) can be done on the move. Such minor actions count as moving, so stationary bonuses cannot be

claimed. To count as stationary, a model must not be touched by a player during its activation. Even if the model is only turned slightly, it counts as having moved.

Any move into contact with an enemy model counts as engaging in CQC (close quarter combat). Models activating when in contact with an enemy model must make a CQC test to be able to move away (see [p.18](#)).

THE END OF A TURN

Once all the cards have been drawn and resolved, the turn ends. Shuffle all the cards back into the deck and prepare to start a new turn. Players can choose to remove any cards that are no longer needed – if all your Specialists have been killed or have left the board, you no longer need Queens of your colour in the deck.

At the end of a turn, all Noise counters are removed from the board, and the effects of smoke are halved or removed as appropriate (see [p.15](#)). Reserve counters for those models that ended the turn in Reserve remain, as do unresolved Suppression counters on Suppressed models (see [p.13](#)).

RESERVE

Models put in Reserve do not move or shoot in their activation. Instead, they hold their action and wait for an enemy to appear in their sights.

A model in Reserve may move or shoot only if an enemy moves into their Visual Arc. Alternatively, it may activate when a friendly model of a different card type activates within 6". Note that a model in Reserve may choose to either shoot or move, not both. Once the action is taken, the model loses its Reserve status.

The purpose of the Reserve action is to allow models to act outside the constraints of the card activation system but with a specific intent, such as setting an ambush or stacking to enter a building as a team. The limitations described above prevent a Reserve action from being used as a generic advantage to respond to circumstances only the player (and not the model) is aware of.

Example: A SWAT team (Jacks) are stacked in Reserve, ready to enter a building en masse on the activation of their commander (an Ace). However, an enemy sniper (King) moves into position behind them and takes a shot at the stack. The stack cannot be moved as none have line of sight to the sniper.

If a model is in Reserve and its activation card comes up again, it does not get two activations.

Example: A Red faction sniper is in Reserve, taking aim down a crucial alleyway. The red King comes up and the sniper is activated. He can remain in Reserve or take another action. As the sniper has done a good job of denying use of the alley to the enemy, the player chooses to keep the sniper in Reserve. .



FIREFIGHTS

The majority of combat in *Black Ops* involves the exchange of fire between combatants, although it's usually a good sign that the stealthy approach to a mission has failed. Ranges are divided up into three bands for each weapon – Close, Effective and Extreme. Extreme range represents the maximum effective range of the weapon. There are no modifiers for cover when rolling 'to hit' – cover is factored into the 'Save' for a model instead.

LINE OF SIGHT AND AWARENESS

To be able to shoot at a target, a model has to have line of sight to it. Therefore, positioning of your models is very important. As an activation is a snapshot of real time, a model only ever has a restricted Visual Arc (see [p.7](#)). Of course, a model may move so it can see a target, but then may suffer penalties for moving.

Another important aspect is how aware the shooter is. In the standard game, both sides are fully aware and can shoot without penalty. In the stealth game (until the alarm is raised) both sides must roll to identify a target before opening fire. Is that an enemy commando walking across the street, a civilian or a friendly?

Finally, Hidden models cannot be shot at directly. However, they may be targeted by suppressive fire even if their location has not been identified (you might not be able to see them but you know they might be there).

DIVIDING FIRE

Normally, fire is directed at any enemy model that can be seen. However, individual models gain some protection from being in a group if they are within 3" of other visible allies. Thus, Leaders, Heavies and Specialists can use other friendly troops (Soldiers) as a shield – the attacker must shoot at the visible group, not an individual target. This rule only applies to infantry, never to vehicles.

The attacker works out the total number of shots against the target group, and the defender allocates these attacks as evenly as possible (i.e. if two shots target three models, the defender places one shot on each of two models of his choice; if nine shots target the same three models, each model receives three of those shots). Subject to this rule, the defender always chooses where shots are placed.

We recommend choosing different coloured dice for each target and rolling them all together. If a special weapon (such as an RPG) is used in the attack, calculate its shots separately.

Example: A Leader, Heavy and three Soldiers are targeted by an enemy squad who fire a total of eight shots at the group. One shot must be placed on the Leader (we choose a blue die), one on the Heavy (a red die) and the two each on the Soldiers (six white dice). If the enemy had nine shooting dice, the defender would have had to place another shot on either the Leader or the Heavy. In the next activation, the Leader moves around a corner and an enemy sniper in Reserve opens fire. Even though the Leader is still within 3" of his group, he is the only target the sniper can see, so the shot cannot be moved onto another model.



TAKING THE SHOT

Once the target has been seen and identified as hostile, the process for resolving a shot is as follows. When activated, a model with a ranged weapon will hit on a roll equal to or higher than its ACC characteristic. A roll of 1 is always a miss, regardless of modifiers – other factors have come into play (such as a dud round or a sudden gust of wind).

SHOOTING MODIFIERS

There are a few modifiers that affect the ACC target:

Situation	ACC Modifier
Shooting at extreme range	+2
Shooting at effective range	+1
Shooter moving (between 3" and 6")	+1
Darkness or smoke	+1
Target is stationary and unaware	-1
Large target (vehicle)	-1
Suppression fire or aimed shot (see below)	-1

A 'hit' means that the shot has gone close enough to affect the target and requires the target to make a Save or be removed from play (see Saves, [p.18](#)).

- **Range:** The further away the target, the greater the penalty. Weapon ranges take into account their real-life performance, so similar weapons may have quite different ranges. The rifle, for example, has a maximum range of 36" while the sniper rifle has a maximum of 48".
- **Moving:** We allow models to move a short distance and reposition themselves without jeopardising their accuracy. Any move of greater than 3" will affect accuracy (it's a snapshot on the move), but moving over 6" makes shooting impossible.
- **Large Targets:** Larger targets are easier to hit, so there is a bonus to hit them. See also the vehicles section ([p.46](#)).
- **Stationary and Unaware Target:** This will only apply in stealth missions for the first shots at a target before the alarm has been raised. A guard target that hasn't moved allows the shooter to take more effective aim. This is generally a 'one-time' bonus unless silenced weapons are being used. Targets will take cover once they realise they have been shot at. This modifier never applies to vehicles.
- **Suppression or Aiming:** Shooting at an area is easier than targeting an individual. Likewise, an aimed shot is more accurate than a snapshot. As you may have guessed, suppressive fire cannot be aimed.

Example: A sniper with ACC 4 moves up 4" to take a shot at an unsuspecting stationary guard. As the shot is taken, the range is measured and found to be 19" – effective range for his sniper rifle. As the shooter is moving (+1) and taking a shot at effective range (+1), his ACC increases to 6 (meaning he needs a 6 to hit). However, the sniper has a scope which ignores the penalty for effective range, so the ACC is 5. Furthermore, as it's a stealth mission (the alarm has not yet been raised) and the guard did not move last activation, the shot gains a bonus (-1, target unaware) so the final target is a 4+ to hit.

EASY SHOTS AND SHOTS NEEDING A 7+

Some modifiers may take a shot down to an ACC of 1. A roll of 1 is always a miss, regardless of modifiers.

Other shots are nigh impossible. If a target requires a hit roll of more than 6, halve the number of shooting dice (rounded down) for each point over 6. If this reduces the number of dice to less than 1, the shot automatically misses.

Example: A group of militia (ACC 5) with AK 47s is crossing an open area when it spots Solid Cobra and opens fire. There are four models firing, each with 2 shots. However, they are moving and firing at extreme range (a total of +3). So the 8 shots at a target requiring an 8+ roll would only roll 2 dice needing 6s. The shots miss and Solid Cobra ducks into cover on his next activation.

AIMING, RESERVE AND SUPPRESSION

There are several specific modes of shooting which require additional explanation.

AIMED SHOT

If a model does not move, it may choose to aim and make a single shot with a weapon as an action. This grants a -1 modifier to his ACC. A model cannot move (or even turn) and only a single shot can be fired. Weapons with the capacity to fire more than one shot may not fire more than once and still claim the bonus.

RESERVE

A model in Reserve may only choose to shoot at an enemy entering into his Visual Arc.

SUPPRESSION

Suppression is un-aimed fire at the rough location of an enemy. The soldiers are firing to keep the enemy's heads down as much as shooting to kill. Roll to hit with the bonus (-1) for suppressive fire. Each successful hit is marked by a Suppression counter next to the target rather than causing physical damage. When the Suppressed unit is activated, it can choose one of three options:

- **Face the Fire:** If the Suppressed target wants to act (moving, firing back etc.), it may do so but as it is exposing itself to enemy fire, it must first resolve the hits against them exactly as for any other successful hit.
- **Head Down:** Alternatively, the target may keep its head down and hide from the fire. It remains where it is, taking no action but effectively missing that activation.
- **Retreat:** Finally, the target may elect to retreat away from the fire. It moves directly away from the source of the suppressive fire with no ill effects.

If the suppressive fire is very heavy (resulting in a number of hits greater than the number of models being targeted) then the target(s) will have to make a DED test (see Dedication and Morale, [p.25](#)), or automatically be forced to choose from the Head Down or Retreat options.

Suppression counters are removed when one of these options has been chosen during the Suppressed target's activation, or if the target is removed from play. Any unresolved Suppression counters on a target model at the end of a turn will remain into the next turn.

Suppression can also be aimed at a point on the board to deny it to the enemy. Roll to hit as normal, and place the Suppression counters on the designated location – they will affect any model or unit which goes within 3" of them (the Dividing Fire rule applies here, see [p.11](#)). If a model clips the suppressed area, it will take half the hits. If it enters the suppressed area, it takes all the hits. Suppression counters placed on an area in this way are removed when resolved as above, or at the end of a turn if still unresolved (unlike Suppression counters on a target model).

All suppression hits against an armoured vehicle, prepared cover or a pillbox/bunker are halved.



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Publishing. Taken from Weapon 11:
The Beretta M9 Pistol.

While not necessarily deadly, suppression is a useful tool for pinning enemy units. It may also be used on Hidden models, which is an exception to the usual shooting rules.

GRENADE LAUNCHERS AND EXPLOSIVES

Grenade launchers are inaccurate weapons but they only need a near miss to be effective. Their explosive warheads have the potential to injure several targets with one explosion (see *Dividing Fire*, p.11), so most will have a HE value expressed as a die roll. So HE D3 would cause a D3 hits on a direct hit or a D3 suppression hits on a near miss.

Roll to hit with the weapon as usual, but determine the result using the table below:

Explosive Results		
Roll	Effect	Damage
Two greater than target number	Direct hit	Full damage
Equal to target number	Near miss	Suppression
Lower than target number	Clean miss	No effect

Example: A veteran M203 gunner (ACC 4) fires at a group of targets in a building 11" away. The shooter aims (-1) at the target at effective range (+1), so a 4+ is required. The firer rolls a 4, so the shot does not cause full damage (a 6 would be required for a direct hit) but it's still enough to cause some suppression. A D3 is rolled and 2 Suppression counters are placed on the target.

BUILDINGS AND EXPLOSIONS

Enclosed spaces can magnify the effect of explosives. A direct hit in an enclosed space gives a +1 modifier to the Save. This is only possible with direct fire – indirect fire can only cause suppression (see *Mortars*, below).

RPGS

Rocket-propelled grenades are designed to affect armour (use the grenade launcher rules as normal when targeting a vehicle, but only a direct hit will cause damage to the vehicle). However, in desperation, they can be used against infantry with some limited effect, mainly due to shrapnel. RPGs count as HE D3 when used against infantry (with no Save modifier). Larger anti-tank weapons count as HE D6 (with no Save modifier), if you really want to waste TOWs firing at infantry...



MORTARS AND INDIRECT FIRE

Mortars are about the largest weapon to be found in the *Black Ops* arsenal. They are neither particularly stealthy nor very portable, so tend to fall beyond the scope of these rules. Mortar fire can be called in by a model with the RT speciality (see p.62), but all shots count as extreme range if the target cannot be directly seen by the mortar team or the RT specialist.

Mortars fire once per activation. However once the correct range has been established (a hit or near miss has been achieved), they may 'fire for effect' and fire twice per activation.

Mortars cannot achieve a direct hit result against targets with overhead protection (targets in buildings or bunkers). Treat all direct hits in this case as near misses causing suppression.

SMOKE

Smoke is a non-lethal round fired by grenade launchers and mortars. If a hit or near miss is achieved, place down a number of smoke markers.

Smoke Markers	
Projectile	Number of Smoke Markers
Grenade, 40mm, 60mm	4
81mm	9

Smoke markers should be placed next to each other in a rough square pattern – two by two or three by three.

A Smoke marker should be represented by a ball 2" across. A single Smoke marker can be seen through but imparts a +1 modifier for shooting. Two or more smoke markers block line of sight. Smoke does not 'stack', so placing more smoke on top of existing Smoke markers has no further effect.

At the end of the turn in which they were placed, remove every second Smoke marker. At the end of the following turn, remove the isolated Smoke markers that remain from the previous turn.

AMMO

Most grenade launchers, RPGs and mortars have limited ammunition. They generally have a maximum of 4 shots per game unless otherwise stated.

CLOSE QUARTER COMBAT

Close quarter combat (CQC) can be quick and deadly. The combat knife can prove the most silent of weapons. But you really don't want to bring just a knife to a gunfight!

To be able to charge a target, the attacker must be able to see the new target. An attacker may move in an attempt to 'bump into' a hidden target (or one just around the corner) but then an Observation check (see p.23) is required to see the target and redirect the charge. If the check fails, the attacker is obliged to run past the target, finishing the move out of base to base contact. You simply didn't see them – tough!

To enter into CQC, an attacking model has to move into base-to-base contact with the enemy. It must always do so by the shortest distance. Given a choice between two targets, the attacker must engage the closest. A model cannot ignore one target, running past it to engage another unless that closer target is already engaged by a friendly model.

To work out the effects of CQC, the attacker and defender both roll dice against their CQC score. Compare the results:

CQC Results		
Attacker CQC Roll	Defender CQC Roll	Result
Succeeds	Fails	Defender Wounded
Succeeds	Succeeds	Lowest Roll Wins
Succeeds – tie with defender	Succeeds – tie with attacker	Compare Weapons
Fails	Fails	No Effect
Fails	Succeeds	Attacker Wounded

If the attacker succeeds in his roll and the defender fails, the attacker wins and wounds the defender (a Save is required). If both succeed, the player that rolled the lowest wins and the loser must make a Save. If both attacker and defender succeed with their rolls, but roll the same score, the weapons each is using come into play to determine who won the combat.

Typically, both sides will roll a single die for their CQC test. However, if either side has multiple dice due to some advantage (such as two weapons, flanking or supporting allies), they roll all the dice and the most advantageous die (or dice) may be chosen when comparing the results.

Example: Cobra (CQC 3) has two weapons, and thus rolls two dice for CQC. He scores a 2 and a 4, while the guard (CQC 5) he is facing rolls a 5. Cobra ignores the 2 and uses the 4. Both have succeeded, but Cobra's 4 is lower than the guard's 5, so Cobra wins and the guard must make a Save. If Cobra had rolled a 3 and a 4, he could choose to use both dice and force the guard to make two Saves.

On a tied CQC roll, the weapon, rather than the man behind it, becomes the deciding factor. Check what each miniature is armed with – the superior weapon will win the tie. For example: a bull-pup assault rifle is shorter than a standard rifle so will have an advantage in confined spaces but will be at a disadvantage in the open:

- A longer weapon beats a shorter weapon in open spaces.
- A shorter weapon beats a longer weapon in enclosed or confined spaces (trenches, indoors or woodland).
- Any weapon beats unarmed.

Example: Solid Cobra (CQC 3) attacks a guard (CQC 5) in a building. Cobra rolls a 6 but the guard rolls a 5. Both succeed, but as the guard rolled lower, Cobra is hit.

Thankfully, however, Cobra makes his Save and shrugs off the blow. On the guard's activation, he attacks and both models roll a 5, so their weapons are compared. Cobra's PDW is shorter than the guard's AKM, and they are fighting in a confined space, so Cobra wins the combat.

WEAPON COMBOS

Melee weapons may have special traits (see [p.21](#)), but in terms of comparing weapons to determine the outcome of a fight, these load-outs have special considerations:

- **Improvised weapons:** These could include rifle butts, a branch, chair leg or anything else that can be used as an impromptu melee weapon. Their only advantage over being unarmed is that they count as a weapon.
- **Shields:** Shields can defend against attacks from the front (see Saves, [p.18](#)) and may be used in combination with another one-handed weapon. This does not count as being armed with two weapons (see below).
- **Two Weapons:** With the appropriate ability (see Ambidextrous, [p.62](#)), it is possible to wield two melee weapons at once (or even a pistol and a knife, though in this instance the pistol would count as an improvised melee weapon). The attacker rolls an additional CQC dice – one for each weapon – but, even if multiple hits are inflicted, may only choose ONE weapon to deal damage.

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Taken from *Weapon 27: The FN FAL Battle Rifle*.



ATTACKS FROM FLANK AND REAR

Attacks from the flank or rear gain additional benefits. Remember that models must travel by the shortest distance to engage in close combat, they cannot 'take the long route' and move around the target to engage the flank or rear. An attacker must be in a model's flank to engage the flank and likewise in the rear to move to make a rear attack.

An attack to the flank gains the attacker an additional die on the CQC roll. Rear attacks grant the attacker one additional CQC dice and the defender cannot defend – the attacker simply rolls his CQC dice and scores hits if the dice match or exceed his CQC score. Should a defender survive this onslaught, the defender may choose to move the model and turn to face his attacker.

MULTIPLE ATTACKERS

There is a limit to the number of attackers that can surround any one model – one to the front, one to each flank and one to the rear. The active attacker adds one die to his CQC roll if there are any friendly figures also in base-to-base contact with his target. Only one die is added, no matter if there is one additional attacker or three.

DISENGAGING FROM CQC

Models may start their activation in base contact with an enemy. If the model wishes to disengage, make a CQC roll to successfully disengage. The roll has a +1 modifier for every enemy model beyond the first that is in base-to-base contact. A normal action may then be performed.

Example: Solid Cobra has been attacked by two guards. He wishes to disengage and shoot the guards. His CQC is 3 but as there's an additional guard he needs to roll a 4 or more to disengage. He rolls a 5 and disengages, moves 3" and opens up with his PDW, shooting both guards dead. Go Solid Cobra!

SAVES

When a model is hit by a weapon, there is a chance that they are seriously wounded and must be removed from play. Each model hit makes a saving throw to avoid the effects of the damage. This Save is modified by armour and cover, and also by the weapon being used (see p.20). A model hit twice makes two Saves; three hits, three Saves etc.

Saves	
Standard save	5+
Tough save	4+
Situation	Save Modifier
Body armour	-1
Heavy body armour	-2
EOD armour	-3
Shield (versus front only)	-2
In hard cover or brush (versus ranged hits)	-1
Shooting over close range at hard cover	-2
Prepared cover	-2
Pillbox or bunker	-3

If a Save is failed, the figure is removed from play. The model isn't necessarily dead but is injured enough to no longer be able to take part in the game. Alternatively, lay

the model down to show the model is injured (if the Medic rules are being used) or is a body lying in the open (if playing a stealth mission).

ARMOUR

Wearing ballistic armour protects from incoming fire and reduces the save required. However there is a limit to how much body armour can be worn and how effective it is.

Modern ballistic body armour is lightweight enough not to encumber movement. No penalty is given for wearing it. Heavy body armour, however, is cumbersome and tiresome to wear. Models in heavy body armour or EOD 'blast suit' armour cannot run and move 1" slower due to the excess weight.

SHIELDS

Shields are assumed to include modern ballistic riot shields. These can block all attacks from the front, giving the wielder a -2 modifier to their Save (from frontal attacks only). For every hit that a shield is used to successfully prevent, it must make its own Save of 2+. Failure means that the shield has shattered and must be discarded.

COVER

Cover makes it harder to hit a target. In game terms, this lowers the Save a target has to make. There are three types of cover. Brush or undergrowth offers some protection – it won't stop bullets but does makes the target harder to see. Standard hard cover (a building or ditch) offers some protection (even more beyond close range). Prepared cover is a sandbagged position with fire ports (such as a fortified building), typically with overhead protection. Pillboxes and bunkers are prepared positions with an additional bonus. However, prepared cover and bunkers should be rare or scenario-specific.

Cover	
Situation	Save Modifier
Brush or undergrowth	-1
Hard cover (close range)	-1
Hard cover (effective or extreme range)	-2
Prepared cover (all ranges)	-2
Pillbox or bunker (all ranges)	-3



OUTFLANKING COVER

Cover is directional. There will be some occasions when an attacker can reduce or eliminate the cover enjoyed by a defender, typically by outflanking them or performing a similar manoeuvre.

Rather than list every possible exemption, we suggest a common sense rule. Cover cannot give cover from every direction (with, perhaps, the exception of prepared cover or a pillbox). If an opponent has a clear advantage where the directional cover is less effective (such as shooting from a taller building onto a rooftop) then reduce the effectiveness of the cover by 1. If the target can clearly be seen by the attacker (firing down the line of a trench) then there is no bonus for cover.

SAVES OF 1+ OR LESS

Sometimes, the combination of body armour and cover can reduce a save to 1+ or less. As a roll of 1 is always a failure, for every point below a 2+ Save, reduce the number of hits by half (rounded up), to a minimum of one. Once the revised number of hits have been calculated, roll a 2+ Save for each as normal. Armoured vehicles have their own rules (see [p.46](#)).

WEAPONS

Weapons are categorised into five basic types – Melee, Basic, Military, Heavy and Support. Each ranged weapon has three range bands, showing their accuracy, the number of shots they fire per action and what special rules apply to them (if any). Ammunition is usually not taken into account (for simplicity and to save on paperwork) except in the case of powerful weapons where only a limited amount is carried in the field.

Several of the weapons below have special rules which apply to them.

Weapon Special Abilities	
Ability	Effect
Auto	Fires an additional shot when stationary.
Ammo	Limited to 4 rounds of shooting per game.
Blade	+1 Save against armoured targets.
Blunt	+1 Save against unarmoured targets.
HE (number)	Causes multiple hits (equal to the indicated number).
Heavy	Can only move and shoot 3" with penalty (+1 ACC). Cannot run (unless carried between two models).
Light	Can move 6" and shoot with no penalty.
Reload	An action must be spent to reload the weapon. An assistant may use an action to reload.
Save (+ number)	Increases target Save by indicated number.
Scope	Reduces shooting range penalties by -1.
Shot	+1 Save against unarmoured targets and doors.
Shock	+1 Save against unarmoured targets, target is unconscious.
Silenced	Makes no noise when fired.
Stun	DED check or miss next activation (+1 to the check if in a building).
Suppressor	Shooting 'noise' does not count for observation purposes.

MELEE WEAPONS

Few will enter the modern battlefield without a ranged weapon but most will carry a melee weapon as a backup. Most military rifles have bayonets and military personnel are assumed to be armed with a combat knife if no other weapon is listed. Few combatants will be armed with specialised melee weapons but they are included here for completeness. Somebody is going to want to have a ninja faction with swords – you can blame Grey Fox...

Most modern assault rifles have bayonet attachments but are not assumed to have them attached at the beginning of the battle. A model may declare it is 'fixing bayonets' any time it does not run or shoot in an activation.

Melee Weapons	Notes
Unarmed	-1 Save
Improvised weapon (e.g. chair leg, rifle or pistol butt)	May be Two-handed.
Fixed bayonet	Two-handed, Blade
Tonfa, baton	Blunt
Combat knife	Blade
Machete, sword, fire axe	+1 Save if used two-handed, Blade
Baseball bat, steel pipe	+1 Save, Blunt, Two-handed
Hand taser	Shock

BASIC WEAPONS

Basic weapons are commonly available to civilians (where legal) and police forces.

Basic Weapons	Close	Effective	Extreme	Shots	Notes
Pistol	6	12	–	2	Light
Heavy Pistol	6	12	18	1	+1 Save
Carbine	9	18	27	1	Auto
Rifle	12	24	36	1	
DB Shotgun	9	18	–	2	Reload, Shot
Pump Shotgun	9	18	–	1	Auto, Shot

Pistols includes revolvers and automatic pistols such as the Beretta or FN Five-seven. The Heavy Pistol includes high-calibre weapons such as the .50 Desert Eagle and S&W Magnum. Carbines include the civilian semi-automatic versions of assault rifles, such as the AR 15 or the vintage M1 .30 Carbine. Rifles are considered to be bolt-action or single-shot versions. Shotguns are divided into two types – double barrelled (which requires reloading after two shots) and pump-action/semi-automatic such as the Franchi SPAS 12.

MILITARY WEAPONS

Military weapons are the standard firearms of military and paramilitary forces worldwide.

Military Weapons	Close	Effective	Extreme	Shots	Notes
Assault Rifle	9	18	27	2	Auto
Battle Rifle	12	24	36	1	Auto
PDW	6	12	18	3	Light
Auto Shotgun	9	18	–	2	Auto, Shot

The standard weapon for most forces is the assault rifle. This includes the ubiquitous AK-47 series, the M16 derivatives and the most modern weapons such as the G36. The older battle rifle (such as the FN FAL or M14) are still used by some countries, but have generally been surpassed in most arsenals by the assault rifle. The PDW (Personal Defence Weapon) is a revival of the submachine gun, designed to give vehicle crews and special forces a compact weapon. Examples include the FN P90 and H&K 7 as well as older submachine gun models such as the H&K MP5 and Spectre M4. Auto shotguns such as the AA-12 and the modified Saiga 12 are effectively assault rifles firing shotgun rounds.

HEAVY WEAPONS

Heavy weapons are typically employed as squad support weapons to boost the firepower of a squad. Some (the LMG and GL) may be fielded as part of a squad's composition (Jacks) but most are fielded as separate support units (Kings). See the faction lists for details.

Heavy Weapons	Close	Effective	Extreme	Shots	Notes
Minimi	9	18	36	3	
LMG	9	18	36	2	Auto
GPMG	12	24	48	3	Auto, Heavy
Minigun	9	18	36	6	Ammo, Heavy
DMR	12	24	42	1	Auto, Scope
Sniper Rifle	12	24	48	1	Scope
AM Rifle	15	30	60	1	+2 Save, Heavy, Scope
UGL	6	12	18	1 Grenade	Reload, HE D3, Ammo
MGL	6	12	18	1 Grenade	HE D3
RPG	9	18	27	1 Grenade	Reload, Save +5, Ammo
LAW	6	12	18	1 Grenade	Disposable, Save +4

The light machine-gun (LMG) has come to its own with the FN Minimi. There are similar weapons such as the LSW and AKM-74, but these tend to lack the ammo capacity for support fire so count as LMGs. The modern general purpose machine-gun (GPMG) such as the PKM and M240) provides a high rate of fire over a distance but lacks the portability of the LMG. The minigun is really a vehicle-mounted weapon but is provided here as a possibility for mercenary forces (remember Blaine?).

A recent development (from the Soviet experience in Afghanistan) is to equip platoons with a designated marksman rifle (DMR) to combat long-range machine-gun and sniper fire. Sniper rifles (e.g. the SV 98, L96 or M40) are bolt-action weapons designed for long range sniping. Some of the best civilian hunting rifles may be classed as sniper rifles. Anti-materiel rifles (e.g. the Barratt .50) are designed to target vehicles.

Grenade launchers are a common feature in military arsenals. The UGL (underslung grenade launcher, e.g. the M203) is attached to a standard assault rifle and fires low velocity grenades. The MGL (multiple grenade launcher) is a revolver-type grenade launcher (e.g. the Milkor MGL and RG-6). The RPG (rocket-propelled grenade) is the ubiquitous anti-vehicle weapon. The LAW is a one-shot disposable weapon, with the operator retaining his main weapon. Grenade launchers have their own special rules (see [p.14](#)).



SUPPORT WEAPONS

Support weapons are either tripod- or vehicle-mounted. They are simply too heavy for one person to carry effectively on the battlefield and require a team – they can be moved or fired in a turn but not both unless vehicle-mounted.

Support Weapons	Close	Effective	Extreme	Shots	Notes
HMG	15	30	60	2	Auto, Save +1
AGL	12	24	48	2 Grenades	Auto, HE D3
ATGM	–	72	–	1 Grenade	Reload, Save +7, Ammo
Autocannon	18	36	72	2	Save +3
Cannon	18	36	72	1	Save +5
Light Mortar	–	6–18	36	1 Grenade	HE D3
Mortar	–	12–24	72	1 Grenade	HE D6

HAND GRENADES

Hand grenades are the poor man's M203. They are included here for completeness. Generally they are used for storming buildings, not for throwing at range.

Hand Grenades	Close	Effective	Extreme	Shots	Notes
Hand Grenade	–	5	10	1	Grenade, HE D3
Flash Bangs	–	5	10	1	Grenade, Stun D3

EXOTIC WEAPONS

Exotic Weapons	Close	Effective	Extreme	Shots	Notes
Knife/Shuriken	–	3	6	1	Silenced, Blade
Bow/Crossbow	–	9	18	1	Silenced, Blade, +1 Save

Bows or crossbows have excellent armour-piercing capabilities and will typically be tipped with poison (hence the +1 Save).

OBSERVATION

In most games, the enemy is obvious – he's the one shooting at you! In this sort of game we don't worry about the observing the location of enemy troops unless they are using blinds or are Hidden.

BLINDS

'Blinds' are playing cards placed face down on the table. They are used to represent the 'fog of war', as an enemy won't know exactly where the enemy has deployed. Troops (including vehicles) can be deployed as Blinds – their position is represented by the face down card on the table, only being revealed when they give away their position (by moving into the open or opening fire) or when they are spotted. Additional empty Blinds are used to represent empty positions where the enemy could be but aren't.

Remember those cards that weren't used for the Activation Deck? This is where they will come in handy. Separate out pairs of the same card – one represents the troop's position on the board, while the other is kept off-board and the models represented by the Blind are placed on it.



The same system of Blinds is used in stealth missions where the exact location of the target is or reserve forces are unknown. Each scenario will state how many Blinds may be played.

Example: A faction wishes to use Blinds. Two five of Hearts cards are used – one is off-table and has 4 Soldiers (Jacks) and a leader (Ace) on it, while the other is placed on the table to identify their location. When the card on the table is revealed, it will be removed and replaced with the troops.

A Blind is revealed under two circumstances. A player chooses to

'reveal' the troops under the Blind, place the troops under the blind onto the table and then activate the troops normally. An enemy player may attempt to observe a Blind and force the contents to be revealed. Treat it as a Hidden unit. When a Blind is revealed, the troops the card represents are placed on the table. Troops revealed in this way cannot be Hidden or in Reserve.

HIDDEN

When a model is on the table, it is assumed that its default position is to be ready to fire at the enemy, and can therefore (if observed) be targeted by the same enemy. Models may instead choose to hide in cover, remaining out of sight of the enemy. Hidden models may move up to 3" in their activation and keep their Hidden status as long as the move was entirely in cover. However, they cannot observe the enemy nor can they shoot without losing their Hidden status. An enemy may attempt to observe the Hidden position. Vehicles cannot be Hidden (see [p.46](#)).

OBSERVATION TESTS

Observation is an important part of *Black Ops*. In the standard game, it is used to reveal Hidden units and blinds. In the stealth game, it is also used by guards to spot the attackers.

In addition to their normal activation, a model may, once per activation, force an enemy model in their Visual Arc to make an Observation Test, by rolling a D6:

Observation Tests	
Standard test (in the open)	6+
Situation	Test Modifier
Per full 12" between target and observer	-1
Brush cover between target and observer	-1
Darkness	-1
Target is wearing appropriate camouflage for the terrain	-1
Hard cover between target and observer	-2
Target is Hidden, a Blind, or Disguised	-2
Per Noise counter on the target (in stealth game)	+1

If the test is failed, the target is spotted and any Hidden or Blind status removed. A roll of a 1 always fails.

In the stealth game, guards cannot take offensive action until they have identified their targets. As a guard moves about, an enemy may pass through his line of vision. At this point an Observation Test is made as above. If the roll is equal to the required score, the guard may halt his movement facing the target – his suspicion has been aroused but not enough to allow him to take offensive action against the target. If it is successful, the target may be engaged or the guard may shout 'Intruder Alert!' A guard who survives a surprise attack (hit but not wounded) is aware of his enemy and can shout 'Intruder Alert' when activated, whether he can see the attacker or not!

DEDICATION AND MORALE

War can be confusing and frightening, and even the bravest soldiers may buckle under fire. A group or individual character will have to make a test when they take casualties or come under suppression fire. Finally the faction itself will need to test at the end of every turn where the faction has lost 50% of its starting strength.

UNDER FIRE

There are advantages to being in a group. A lone individual in the open who is hit but saves must make a DED check or be forced to retreat to cover when it is next activated. A group in the open, however, must suffer more than one casualty due to enemy fire before being forced to take a DED test. Roll against the group's lowest DED score.

The test occurs on the unit's activation, so several shots at a target will only require one test. Any unit in cover does not need to test.

SUPPRESSION

If a unit is subject to suppression, it may be forced to take cover or retreat when it is next activated. Count up the total of Suppression counters on the unit: if it exceeds the number of models in the unit, then a DED test must be made. If the test is failed, the unit must either miss its next activation (ducking under the weight of enemy fire) or it must retreat without firing and abandon the position. A retreat move must be away from the direction of fire but can involve the unit becoming Hidden.

Remember that fire against a prepared cover or a pillbox/bunker is halved. Once the effect of the suppression has been resolved, remove the Suppression counters.

BREAK TESTS

With heavy losses or the loss of command, even the most dedicated force will start to question their mission objectives and think of their own survival. When half of the faction or the last Ace has been taken out of action, the faction is required to make a break test at the end of every turn. This is taken by the Ace or by the soldier with the lowest DED score if the Ace has been taken out of action.

- **On the first fail:** The faction becomes wavering – units must start to fall back towards their exit point. It is still possible for the faction to win if they have their objective and take it off table.
- **On the second fail:** The faction automatically routs or surrenders. The game ends.

TERRAIN

Terrain is the key to a good *Black Ops* game. There should be plenty of it! The days of fighting over open fields has, for the most part, gone, and even then the modern battlefield will be littered with shell holes and debris – cover to hide behind. Players should agree what terrain 'counts as' before they start their game. Be careful to limit impassable terrain – if your battlefield is full of cliffs, impassable walls and barbed wire, it'll make for a dull game.

BRUSH OR BROKEN TERRAIN

Brush represents trees, crops and shrubs. They offer some protection from observation and incoming fire but do not impede movement. Crossing streams or debris-strewn terrain will slow down a unit. Units may advance but may not run through brush or broken terrain.

BUILDINGS

Buildings offer various types of cover, depending on their construction. Most offer hard cover and block line of sight for enemies. They also offer some protection against indirect fire.

Units may move a maximum of one level (3" per activation) if they are moving up but can move at full speed coming down.

DOORS

Most doors and windows will provide an obstacle for units. Unless stated otherwise (or specifically locked by the opposing player), a door or window may be left open. Roll a 4+ on a D6 for the portal to be locked. If a door is locked, it must either be lockpicked (using B&E, see [p.62](#)) or broken down (the door has a save of 4+). Scenario-specific security doors may have an improved save.

DIFFICULT TERRAIN

Difficult terrain will slow down a unit considerably. It includes barbed wire, loose rubble or deep water. Units may only move slowly through this terrain at 3" per activation.



IMPASSABLE TERRAIN

This terrain, such as steep cliffs or deep rivers, is impassable to ordinary troops. They can only be crossed with special equipment.

WALLS

Walls and fences offer a potential obstacle to movement. We assume most walls less than 3" in height may be climbed. Higher walls are impassable terrain. Troops may attempt to climb over walls (or climb onto the roof of a one-storey property). Roll a D6:

Climbing		
D6 Roll	Result	Effect
1	Success	Obstacle crossed, model may complete remaining movement
2		Obstacle crossed, model may move up to 3"
3		Obstacle crossed, movement ends
4		
5	Failure	Model fails to cross
6		Model ends up prone

Climbing Modifiers	
Situation	Modifier
Elite	-1
Two or more models attempting to cross at same point at once	-1
Militia	+1

The modifier for two models attempting to cross at the same point at once is intended to represent a climber being given a foot-up or a boost by an ally, and should be interpreted logically – models should start their climbs no further than 1" apart for this modifier to apply.

DARKNESS

While not a terrain effect, darkness will affect observation and shooting. An attacker can choose to attack at night and impose darkness conditions on the battlefield. We assume there is some light from the moon or lighting.

By Johnny Shumate © Osprey Publishing. Taken from *Weapon 14: The M16*.





By Dmitry Burmak © Osprey Publishing.

STANDARD AND STEALTH MISSIONS

There are two types of mission in *Black Ops*. There is the standard mission where both sides are aware of the opposition. Then there is the stealth mission where the attacker has caught the defender by surprise. As the defender's forces have no idea what is about to descend upon them, there have to be special rules to simulate this kind of mission.

It is quite possible for factions to use different forces when they are attacking or defending in missions – while you may use your most elite forces on a sabotage mission, you almost certainly are not going to use the same troops to guard a warehouse or patrol a street. So a faction may choose to attack with their elite 'Beta Task Force' while defending with standard troops. Elites rarely stand guard duty!

THE STANDARD MISSION

In a normal wargame, both sides to have full control over their miniatures. There is generally no restriction on movement or shooting apart from line of sight and Hidden troops.

The 'godlike' perspective that most gamers enjoy looking down on the table-top can be easily justified in *Black Ops* – drones or satellites can be feeding the events live to each side's headquarters.

THE STEALTH MISSION

In a stealth mission, the game is quite different. The defender sets up his forces on the table and the attacker can enter from any board edge.

At first, the defender has only limited control over his guards until the alarm is raised. Their moves are effectively random, although they will be influenced by noise or suspicious movement. After the alarm has been raised, the game is played as a standard mission.

Stealth missions require a certain amount of 'role-play' and fair judgement on both sides should prevail.

AIMS

The aim in a stealth mission is to sneak as close to an objective as possible and achieve the mission. At some point it is likely that the attackers will be spotted and the alarm raised. The attacker's objective will be to get in, get the job done and get out before enemy reinforcements arrive.

NOISE

Noise is a key component of *Black Ops*. The more noise the attackers make, the more likely it is that the enemy will move in their direction and spot them. We use the term 'noise' to describe both actual noise made by the attackers and any suspicious activity. For example, someone running might not be that noisy but will almost certainly be suspicious!

Noise counters are placed next to the source of the noise, and remain in play until the unit's next activation or the end of the turn if the unit has had its two activations already. Explosions and smoke are the exception, as described below. Noise counters are placed for the following situations:

Noise	
Situation	Noise Counters
Attacker running or climbing	1
Ongoing CQC	1
Per gunshot	1
Guard shouting 'Intruder Alert!'	2
Explosion	3 (plus Smoke)
Smoke	2

Running or climbing is suspicious and is likely to draw a guard's attention. If a close quarter combat was finished, there is no noise (stealth kill!). However, if both combatants are still active, the sounds of the ongoing fight will attract attention. Gunfire is self-explanatory – a single shot produced one Noise counter, a three-shot burst would produce three counters. A guard who has spotted the enemy may raise the alarm by shouting 'Intruder Alert' (see Observation Tests, [p.23](#)). Explosions are unique, as they generate 3 Noise counters plus 2 from smoke (for a total of 5). While the 3 Noise counters from the explosion will leave play as above, the 2 from the smoke remain in play until the end of the turn after next (see Smoke, [p.15](#)) – guards may mistake it for a fire and raise the alarm.



GUARDS

Every target will have guards posted. These guards are always the lowest ranking characters, you don't find mighty heroes or villains on guard duty! No Aces may be on guard duty, they are either busily working, have company, or are sleeping. The Ace will be inactive (cannot take any actions when an Ace is drawn) but has an opportunity to be roused by noise or calls from the guards (see Raising the Alarm, p.32).

Each scenario will state how much of the defending force is patrolling and how much is either in barracks or off board as reinforcements.

The defender has free reign to place his guards anywhere on the table and chooses the direction in which they are facing. This initial placement is vital, as the attacker then chooses which entry point (board edge) his team will use. It is recommended that the defender carefully considers the best positions for his guards.

We don't worry about every single guard and rolling for each of their reactions every activation, unless there is the possibility that they can spot the attackers. Therefore, we only roll for guards who are in potential line of sight to the enemy or are within 12". Only these are activated and rolled for. If a guard is beyond 12" or cannot possibly see the attackers from where he is, he does nothing. Alternatively, any guard out of range can be moved 3" directly forward by the defender. This allows the defender to 'drift' his guards into range (if they are facing the right way, that is – positioning is all important!).

What does *potential* line of sight mean? It means there's a possibility that the guard might turn and be in a position to spot the enemy from his position. As a guard can conceivably end up facing in any direction, this equates to a 360-degree potential field of view.

Example: A guard on a rooftop is 30" away from a member of the assault team who is running across a street. As there's a chance the guard may turn and see the attacker, he is rolled for. Another guard just 14" away from the same assault team member but behind a building is not rolled for as he has no chance of seeing the attackers.

A guard's response is determined randomly – roll a D6 every activation to see how they react. This roll is modified by the amount of noise the attackers are making.

GUARD REACTIONS

Although guards are moved using a random roll, some common sense will need to be exercised in the execution of the randomly defined moves. For example, a guard

will never make a suicidal move off a bridge or tall building, nor will they turn directly into, or attempt to walk straight through, a wall. If the result of the roll gives a clearly illogical result, given the guard's position and surroundings, remedy it by changing the result of the roll as little as possible.

Example: A guard is patrolling a river bank, with the impassable river on his left. He rolls a 5 on the Guard Reaction table, and then a 2 on the subsequent D6 roll to determine which way he turns. By the letter of the result, he should turn 90 degrees



to his left and then walk straight into the river. In this situation, the most logical solution is for him to turn right instead, and then complete his 6" movement. If, say, a wall was on the same guard's right, the most logical solution would be to carry out the 6" movement in a straight line, and then perform the 90 degree turn. If a 6 was rolled for this turn, the guard would be staring right at the wall. Again, this is a rather illogical move, so the roll should be assumed to be result in a left-hand turn.

Guard Reaction		
D6 Roll	Reaction	Effect
1	Yawns and stretches	No movement. (3" drift is still allowed).
2	Looks around	Guard turns 90 degrees. Roll another D6: odds, turns left; evens, turns right.
3	Patrol	Guard turns 90 degrees, then moves 3". Roll another D6: odds, turns left; evens, turns right.
4	Patrol	Guard turns 180 degrees, then moves 6".
5	Patrol	Guard turns 90 degrees, then moves 6". Roll another D6: odds, turns left; evens, turns right.
6	"Huh?"	Guard moves 6" in the direction he is facing.
7	"What was that noise?"	Guard turns as necessary and moves 6" towards closest enemy model.
8+	"Advance and be recognised!"	Guard comes under the defender's control.

The presence and number of Noise counters will modify a guard's reaction, increasing the possibility that they will move towards the attackers. Distance and cover, however, reduce this likelihood.

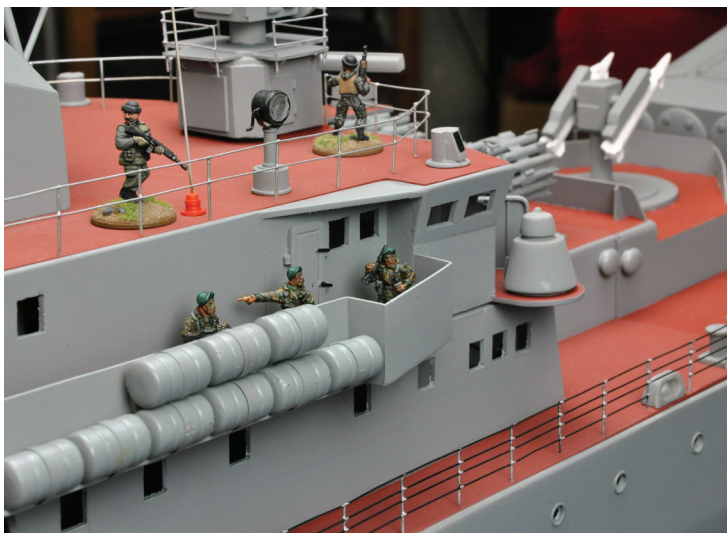
Guard Reaction Modifiers	
Situation	Modifier
Per Noise counter on the board.	+1
The closest Noise counter is more than 12" away from the guard.	Halve the total modifier (round down, minimum +1).
There is cover between the guard and the closest Noise counter.	Halve the total modifier (round down, minimum +1).

Example: A guard is suspicious of an above-average number of gunshots sounding from the opposite end of the street he is patrolling. As the source of the gunshot is potentially within his line of sight, he rolls on the Guard Reaction table. First, he calculates the modifier. There were six shots, and six Noise counters were placed, so the modifier starts at +6. However, the closest counter is 14" away from him, so that +6 is halved to +3. Fortunately, there is no cover between him and the closest Noise counter, otherwise the modifier would be halved again to just +1.

GUARD ACTIONS

As a guard moves around, there is a chance he will observe the intruders. A guard won't shoot unless he has identified a clear enemy target, nor can a guard raise the alarm until a clear threat is spotted. Once an enemy has been identified (see Observation Tests, [p.23](#)), a guard may take offensive action (open fire or shout 'Intruder Alert!').

A guard can only be put in Reserve when the defender rolls an 8 or higher for his reaction (as above), placing the guard under the player's control. Once placed in Reserve, however, the guard's actions do not have to be rolled for until the defender chooses to take a different action.



RAISING THE ALARM

Only an enemy Ace can raise the alarm and end the stealth rules. The defender's commander is assumed to be resting along with the defender's reserves (we generally place our Aces in separate quarters from the common men). This means that when an Ace is drawn, the defender cannot activate the commander unless there are Noise counters on the table – the sound of gunfire or alarm calls will rouse him to action.

If there are no Noise counters, the commander carries on undisturbed. If there are Noise counters, the defender should roll on the Guard Reaction table for the Ace, exactly as if for a guard, applying the same modifiers (note that if the Ace is asleep in a building, there will almost always be cover between him and the closest Noise counter). Unlike a guard, however, a roll of 8+ means that the Ace has been woken or roused by the commotion, and is placed on the board. Any other result and he remains undisturbed. A roll of 1 is, regardless of any modifiers, always a failure (some people will sleep through anything!)

When the Ace is placed on the board, the alarm is not automatically raised – but the enemy commander is suspicious. Work out his subsequent movements using the Guard Reaction table as you would any guard. If an 8+ result is achieved, the commander may spend his action to raise the alarm and end the stealth phase of the mission.

If, by some luck or strategy, the attackers manage to kill the Ace commander, the alarm is automatically raised. If a defending force has two Aces, one is designated as the commander and only he can raise the alarm. The other becomes active only once the alarm is raised.

ALARM! ALARM!

Once the alarm is raised, play reverts to the normal game. In addition, any troops in barracks or held off-board by the defender as reinforcements become available and can be activated when their cards come up.

REINFORCEMENTS

As the attacker is in the midst of enemy territory, the defender may gain additional reinforcements from the surrounding area. It is important that the mission is completed before the enemy has time to reinforce the area.

At the end of each full turn, roll a D6 and keep a running total of the results. When activated with the Joker bonus card, the defending commander may choose to call in additional support and add the result of a D6 roll to the running total.

When the running total reaches 6, the defender can bring on 10 points of additional troops. These reinforcements arrive via a random board edge and are treated as additional guards if the alarm has not yet been raised. The defender may choose to gamble and wait until the running total reaches 12, in which case he can then call upon 25 points of reinforcements (which may include vehicles).

Once reinforcements are brought on in this way, the running total is reset to 0 (any surplus points are lost – e.g. if you have a running total of 8, and you bring on reinforcements, the running total goes back to 0, and the additional 2 points are lost).



SCENARIOS

Each of the following missions for *Black Ops* represents a possible real mission a special operations team might attempt. There are three standard *Black Ops* missions (A–C) and six Stealth missions (1–6).

For every mission, the players should either mutually agree who is attacker and who is defender or roll a D6 to see who will take on which role. If you are playing a campaign, the side who currently has the highest INTEL score adds +1 to their roll. The highest score wins and may choose to be attacker or defender, a tied result means the defender in the last scenario becoming the attacker for the current one.

SETTING UP A SCENARIO

CHOOSE YOUR FORCES

How many points will you be playing with? A typical stealth mission will involve 50–75 points maximum. Try fitting your force into 50 points. Larger missions or multiplayer? The sky's the limit!

WHAT IS YOUR MISSION?

Either agree with your opponent, or roll a D6 on the Scenario table to be assigned your mission.

Mission Generator		
D6 Roll	1–2: Standard Mission	3–6: Stealth Mission
1	Mission A: Encounter	Mission 1: Assassination
2		Mission 2: Extraction
3		Mission 3: Espionage
4	Mission B: Assault	Mission 4: Sabotage
5		Mission 5: Raid
6	Mission C: Breakout	Mission 6: Surveillance

FIND YOUR TARGET

What is your target? Where will your mission take place? Roll on the specific scenario table to see which board will be used for the game.

CHOOSE YOUR ENTRY POINT

The mission board will determine where the defenders are placed. Typically for stealth missions, the attacker chooses any board edge to enter from (unless there are special rules he is using).

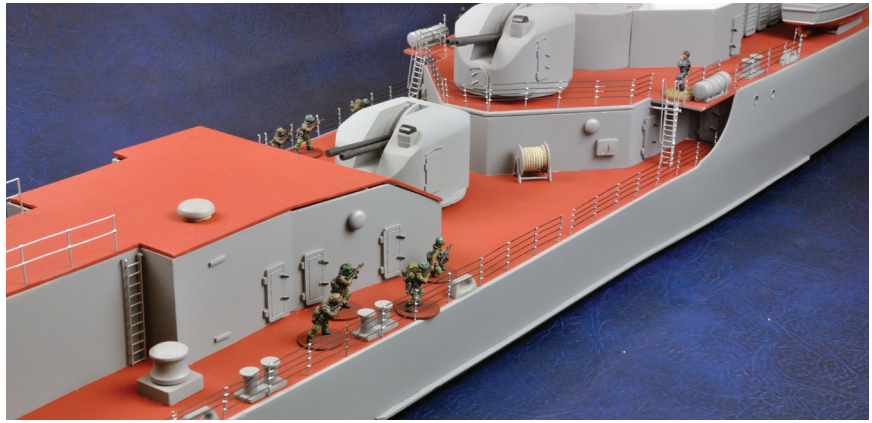
BLINDS

In standard missions, each side can choose to use Blinds to represent their forces. For an encounter mission, up to six Blinds can be taken by each side. For the Assault and Breakout missions only the defender may use Blinds.

In stealth missions, the attackers do not use Blinds – they have the advantages of stealth. The defender can deploy up to 6 Blinds, one of which one must have the objective and the other his on-board reinforcements.

HOW MANY TURNS?

We give no exact number of turns, most missions are complete within 1–2 hours of play with a typical mission lasting 3–4 full turns.



END MISSION

The mission ends when either the mission objective is met, one side breaks or one opponent concedes.

STANDARD MISSIONS

These are standard scenarios with no stealth rules used. Both the attacker and defender are aware of the other's presence. They can be fought out over a standard table or can use the same boards as the stealth missions.

MISSION A: ENCOUNTER

Rival reconnaissance forces have encountered the enemy and have chosen to fight instead of withdraw.

Players roll to see which board edge they set up on. Each side may place troops up to 6" in from their board edge. Any unit out of sight of the enemy may use Blinds.

Victory is determined by the side that inflicts the most casualties (points wise) on the opposition. Alternatively, each player chooses two key locations on the board (up to 12" from the centre of the board). Victory goes to the side that controls the most locations at the end of the game. To control a location, one side must have troops within 6". Contested locations (i.e. those with troops from both sides within 6") are not considered to be under anyone's control.

Play continues until one side concedes, retreats off the board or for a total of 7 turns.

MISSION B: ASSAULT

An attacking force must break through a key point. There is no time for subtlety – brute force must be applied. For this mission, the attacker will have one and a half times the points of the defender.

The attacker's board edge is either chosen randomly or by agreement. The defender sets up his entire force anywhere 24" away from the attacker's board edge. These forces may use Blinds or be Hidden. The attacker enters from his board edge.

Victory is determined by the side that inflicts the most casualties (points wise) on the opposition, the attacker is expecting casualties so these are worth half. Alternatively, the attacker can choose three key locations in the defender's set up area. Victory goes to the side that controls the most locations at the end of the game. To control a location, one side must have troops within 6". Contested locations (i.e. those with troops from both sides within 6") are not considered to be under anyone's control.

Play until one side concedes, retreats off the board or for a total of 7 turns. The defender does not have to make DED checks if his force falls under 50% starting strength.

MISSION C: BREAKOUT

After successfully completing a mission, the attacker has taken refuge in a nearby building. Unfortunately the defenders have tracked the team down and now threaten to surround them. The attacking team must break out of the net before it closes and they are wiped out. For this mission, the defender will have one and a half times the points of the attacker.

The attacker's entire force is occupying buildings in the centre of the board. The defender's forces enter from any board edge (in fact to stop the attacker, he will have to split his forces to cover every board edge). To win, the attacker must exit with at least half of his force intact by any board edge within five turns. Any other outcome is a defender's victory.

STEALTH MISSIONS

Stealth missions use the full stealth rules. The defender has no idea that the attacker is coming and has to obey the stealth rules limiting his force's movements until the alarm is raised.

To identify the target and the location, roll 2D6 on the table for each mission. The first D6 identifies the target, and the second determines the location.

MISSION 1: ASSASSINATION

An enemy leader has become troublesome and must be eliminated by your team of operatives. Your team is to infiltrate the area and remove the target. The term in the trade for this sort of mission is 'wetwork'.

The only task is to ensure the leader does not leave the table alive. The leader counts as an expert Ace armed with a pistol. The attackers win if the leader is killed, otherwise they lose.

D6 Roll	The target is...	And is currently...
1	...an important politician or army commander.	...being flown out. Play on the Terminal board.
2	...an enemy specialist or scientist.	...in transit by convoy. Play on the Defile board.
3	...an informer who must be silenced.	...resting at a local residence. Play on the Compound board.
4	...a turncoat from a friendly organisation.	...travelling to a safe-house. Play on the City board.
5	...an enemy 'Ace'.	...inspecting a local factory. Play on the Factory board.
6	...a family member of one of the above (re-roll).	...resting in a local village. Play on the Village board.



MISSION 2: EXTRACTION

An important person is being held under armed guard by the opposition. Your mission is to rescue (or capture) the target and bring them in unharmed for interrogation. Another form of extraction is the 'extraordinary rendition'.

The only task is to ensure the target leaves the table alive in your team's custody. The prisoner counts as veteran Ace and is unarmed. The defenders must place a guard with the prisoner – only when the guard is killed or knocked unconscious can the prisoner escape. The guard cannot be a hero (that's grunt's work!). The defenders may not harm the prisoner until released by the attackers, and if the target is killed the game is a draw. The prisoner may be recaptured by beating him in CQC.

D6 Roll	The target is...	And is currently...
1	...a politician or commander sympathetic to our cause.	...being flown out. Play on the Terminal board.
2	...a defecting specialist or scientist.	...in transit by convoy. Play on the Defile board.
3	...a useful informer.	...being held at a local residence. Play on the Compound board.
4	...a defector to our cause.	...being taken to a safe-house or hotel. Play on the City board.
5	...a captured 'Ace'.	...being held at a local factory. Play on the Factory board.
6	...a family member of one of the above (re-roll).	...being held in a local village. Play on the Village board.

MISSION 3: ESPIONAGE

Important documents or equipment must be stolen from the enemy. Your mission is to break into the area and steal the target. This sort of mission is known as a 'black bag' job.

The attacking team must be in contact with the objective for two activations while they steal the plans or item, and must then retreat off the board.

D6 Roll	The target is...	And is currently...
1	...a communication or encryption device.	...being flown out. Play on the Terminal board.
2	...a new test weapon.	...in transit by convoy. Play on the Defile board.
3	...a new experimental formula.	...being held at a local residence. Play on the Compound board.
4	...secret enemy plans.	...being held in a local hotel. Play on the City board.
5	...new detection radar.	...being held in a safe at a local factory. Play on the Factory board.
6	...incriminating financial records.	...being held in a local village. Play on the Village board.

MISSION 4: SABOTAGE

An important piece of equipment vital to the enemy's cause must be sabotaged. The team is to infiltrate onto the table, set explosives and leave. This may be a false-flag mission to blame another organisation for the attack. Note that all the targets are extra-legal or military by nature, no civilian targets are included (and quite rightly).

The attacking team must be in contact with the objective for two activations while they sabotage the equipment. The assault team is assumed to be given enough explosives to take care of the objective.

D6 Roll	The target is...	And is currently...
1	...a communications hub.	...on a plane. Play the Terminal board.
2	...a cache of weapons.	...near a bridge or tunnel. Play the Defile board.
3	...a supply of drugs.	...being held at a local residence. Play on the Compound board.
4	...a mainframe or terminal.	...in a local hotel. Play on the City board.
5	...a secret radar component.	...in a local factory. Play on the Factory board.
6	...a shipment of valuable artefacts.	...in a building in a local village. Play on the Village board.



MISSION 5: RAID

By Dmitry Burmak © Osprey Publishing.

An enemy force has been found: infiltrate and destroy them! The team has but one objective, destroy the enemy.

The winner is the one who inflicts the most casualties (points wise) on the opposition.

D6 Roll	The target is...	And is currently...
1	...an enemy force.	...preparing to leave the country. Play the Terminal board.
2		...near a bridge or tunnel. Play the Defile board.
3		...being held at a local residence. Play on the Compound board.
4		...in a local hotel. Play on the City board.
5		...in a local factory. Play on the Factory board.
6		...in a building in a local village. Play on the Village board.



MISSION 6: SURVEILLANCE

A key area of interest is being surveyed by both sides. Each must investigate the area and drive off the rival teams.

Six markers are placed in turn on the board. Each represents an area of interest to be surveyed by the teams. Each player takes it in turn to place down a marker on the table. Markers cannot be placed within 12" of an entry board edge or within 9" of another marker. To survey the area, simply move a model into contact with the marker and spend an action while in contact. The team with the most markers wins.

D6 Roll	The target is...	And is...
1	...an area of interest	...a transport hub. Play the Terminal board.
2		...in transit by convoy. Play the Defile board.
3		...holed up in a local residence. Play on the Compound board.
4		...in a safe-house. Play on the City board.
5		...hiding out in an industrial centre. Play on the Factory board.
6		...resting in a local village. Play on the Village board.

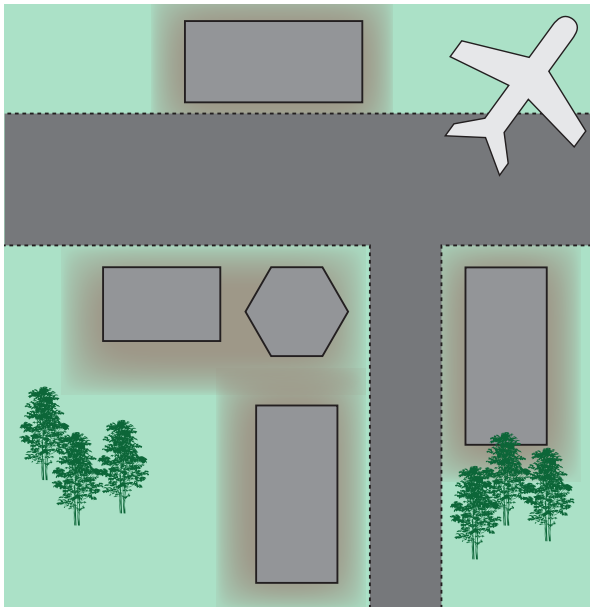
THE BOARDS

Each of the boards should be set up using whatever terrain is available. Feel free to improvise or change the layout as you wish. Remember to use as much terrain as is possible – it enriches your game and gives both sides plenty of cover behind which to hide! These, of course, are just a sample of the large variety of boards players can use. Feel free to invent your own, with your opponent's permission. A good board should offer advantages for both attacker and defender.

All the gaming areas are played out on a 4' by 4' boards or larger.

THE TERMINAL

The terrain for this map is an airport or similar transport hub (such as a train or bus station). The terminal should consist of several buildings and a plane, helicopter or train in one corner (for Missions 1–2) or in the middle (for Missions 3–5). Other aircraft and vehicles may be added for cover. There will almost certainly be civilians around the terminal. Roll 2D6 for the minimum number of civilians.



STARTING POSITIONS

If playing Missions 1–2, half the defender's team start by the aircraft guarding the target. They must escort the target from one corner of the board to the other. This can be moving to the aircraft or from the aircraft (roll to determine which). The escorts move 6" until the alarm is raised, from which point they can run 9". If the target reaches the opposite corner of the board, they are assumed to have escaped. Once the alarm is raised, the rest of the defender's team may enter the board from the aircraft.

If playing Missions 3–5, place the aircraft or helicopter in the middle of the board. Half the defender's team start on guard, while the rest are billeted in a barracks off-board. The attackers may enter from any board edge. Once the alarm is raised, the defender's reinforcements enter from a random board edge not used by the attacker.

If playing Mission 6, both teams enter from opposite board edges.

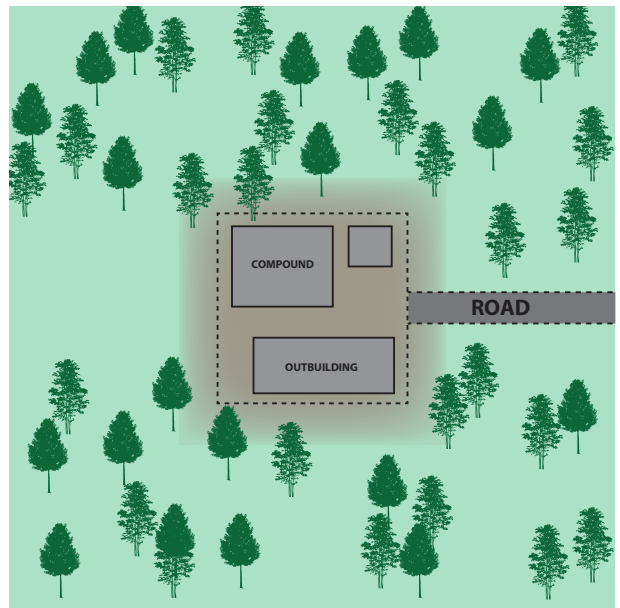
THE COMPOUND

The terrain for the mission is a quiet country chateau, compound or farmhouse, currently being occupied by the enemy. The compound itself extends up to 18" in the centre of the board. Outside the compound should be a generous amount of cover (in the form of walled fields, woods or similar cover). The compound should contain at least two buildings, an outbuilding that serves as a barracks block and the main compound building that houses the target.

STARTING POSITIONS

If playing Missions 1–5, the defender deploys first with half of his force patrolling the surrounding area or a quarter in the main compound building itself and the rest barracked in the outbuilding. The attackers may enter from any board edge. Once the alarm is raised, the defender's reinforcements enter from a random board edge not used by the attacker.

If playing Mission 6, both teams enter from opposite board edges.



THE DEFILE

The target for the mission is a bridge or similar choke point. Alternatives include a narrow valley or short tunnel. The enemy must pass through this defile. A road crosses the defile from one board edge to another.

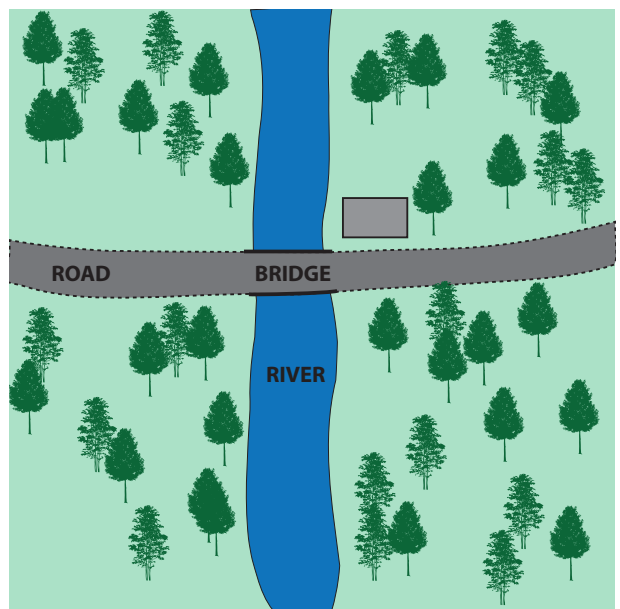
If a bridge is being used, a river crosses the board, otherwise it should be steep or impassable hills. There should be no access from one side of the board to the other except through the defile. The centre of the board should be the defile. Away from the defile and road, there should be a generous amount of cover (in the form of walled fields, woods or similar cover). The odd building or drainage ditch may be added.

STARTING POSITIONS

For Missions 1–3 and 5, the attackers deploy up to 15" in from their side and may have a roadblock on their side of the defile. The defenders are in a convoy of vehicles which arrive on the board edge opposite the attacker. They are attempting to cross the defile and cannot turn around. They must leave by the opposite board edge.

For Mission 4, the defenders are guarding the defile. They deploy half their forces within 6" of the defile, the rest in a nearby ditch or building. Reinforcements enter from a randomly chosen edge not used by the attacker as an entry point, once the alarm is raised. The attackers deploy within 6" of any non-river board edge.

For Mission 6, both attacker and defender deploy opposite each other within 6" of their board edge.





THE CITY

The city or town terrain for this board should consist of several buildings and roads, possibly with a park. Use what terrain you have available. There will almost certainly be civilians on the board. Roll 2D6 for the minimum number of civilians.

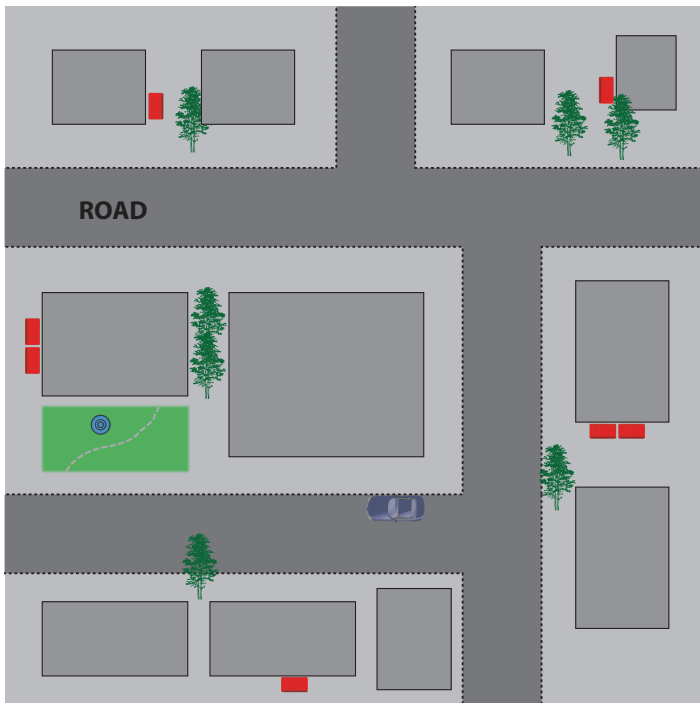
STARTING POSITIONS

If playing Missions 1–2, in one corner of the city board is a safe-house. Half the defender's team start up to 9" from the corner directly opposite the safe-house. They must escort the target from this corner to the house. They can move at 6" per

activation, only running 9" when the alarm is raised. If they reach the safe-house, they are assumed to have escaped – the mission ends. A quarter of the total force can be placed on guard around the city, while the rest will be in the safe-house or off-board. Once the alarm is raised, reinforcements enter the board via a random edge or from the safe-house. The attackers enter from any board edge as long as they are 12" away from the safe-house or 12" away from the defender's starting position.

If playing Missions 3–5, the target building is in the middle of the board. Half the defender's team start on guard duty in the local area, a quarter in the building itself and a quarter off-board. The attackers enter from any one board edge and once the alarm is raised. The defender's reinforcements enter from a random board edge not used by the attacker.

If playing Mission 6, both teams enter from opposite board edges.



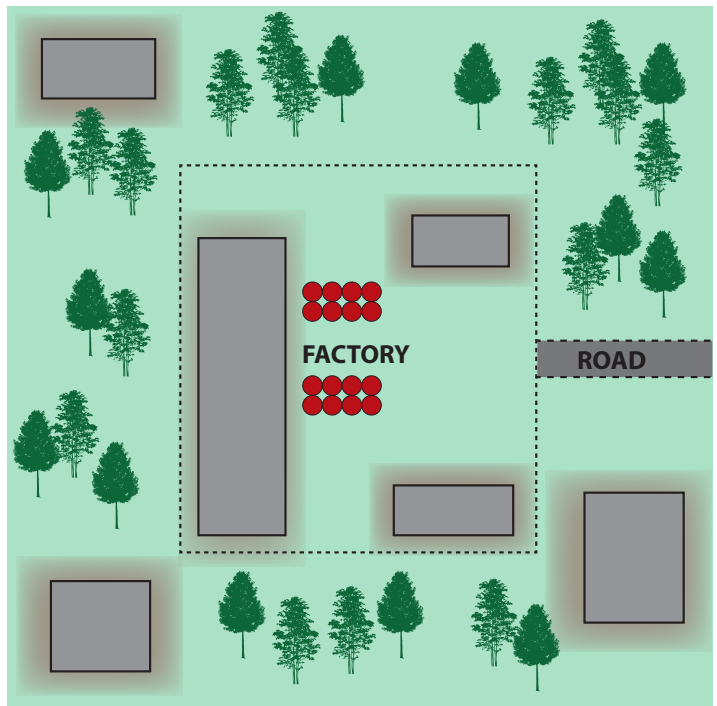
THE FACTORY

The terrain for the mission is a factory complex or oil refinery. The factory compound extends up to 24" in the centre of the board, surrounded by a wall or fence. Outside the complex should be a good amount of cover (in the form of walls, buildings, woods or similar). Inside the complex should be many vehicles, crates and machinery (for infiltrators to hide behind). The compound should also contain several buildings, one of which serves as an office building (where the target is) and one which serves as barracks.

STARTING POSITIONS

If playing Missions 1–5, the defenders deploy first within the factory complex. One quarter of the defending force is on guard duty. Up to a quarter of the rest may be in the office building itself while the rest are in reserve (barracked in a building near the main gate). Guards may not leave the factory compound unless the alarm is raised. The attackers deploy within 12" of any board edge.

If playing Mission 6, both teams enter from opposite board edges.



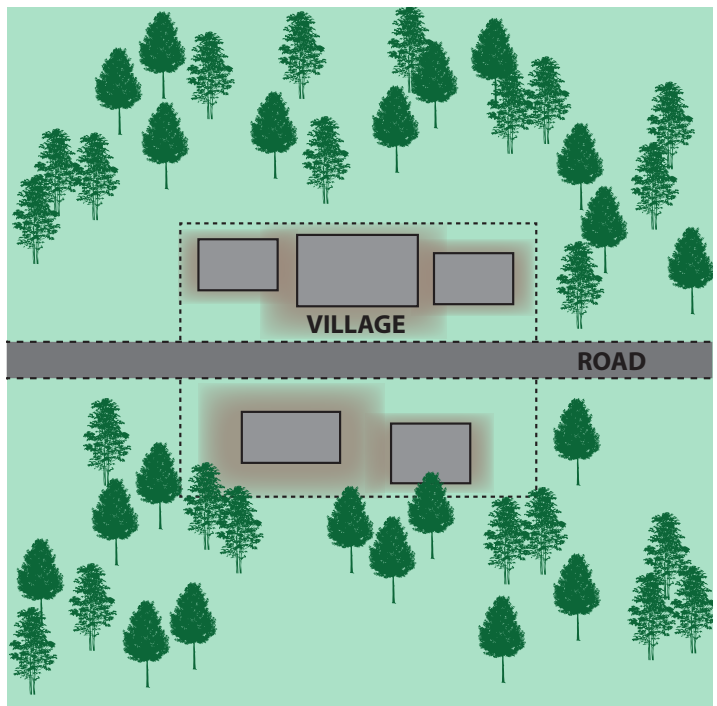
THE VILLAGE

The target for the mission is in a small village or hamlet. It occupies a roughly 24" x 18" footprint and is surrounded by cover (walled lanes, hedges, woods or similar). The defender chooses which building the target is in. There will almost certainly be civilians at the Village. Roll 1D6 for the minimum number of civilians.

STARTING POSITIONS

For Missions 1–5, the defender splits his forces in half. One half is in the village, the other half is on patrol and may come in from any table edge (except the one by which the attacker entered) as reinforcements. The attackers deploy within 6" of any board edge.

For Mission 6, both attacker and defender deploy opposite each other within 6" of their board edge.





By Johnny Shumate © Osprey
Publishing. Taken from *Raid 45: Killing
Bin Laden*.

CAMPAIGN MISSIONS

What follows is a simple scenario generator and campaign system for *Black Ops* missions. The principle is to create a series of linked scenarios where two rival factions fight it out for supremacy. Two opposing groups have gone head-to-head. One wishes to carry out a master plan, the other wishes to stop them at any cost. We will call these two rival groups after their card colours, the Red faction and Black faction.

INTEL

INTEL is used to track the progress of both sides. The Red faction will want to track down the means to make their plan happen. The Black faction will want to prevent this and track down the secret site from which the Red faction's plan will be launched. Both sides may gain INTEL by winning scenarios.



Every time a side wins a scenario, it may roll on the following table:

INTEL	
D6 Roll	Result
1	Double-cross! The mission backfires and the enemy gains 1 INTEL.
2	The mission succeeds but few leads turn up. Gain 1 INTEL on a D6 roll of 4+.
3	The mission succeeds. Gain 1 INTEL.
4	
5	A good mission! Gain 1 INTEL, and a second on a D6 roll of 4+.
6	Jackpot! The mission gains you 2 INTEL.

At any time, one of the players may attempt to trigger the 'Final Battle' scenario using the INTEL they have gained. Roll equal to or under your current INTEL total on a D6. A success means the final scenario is launched, a failure means that you lose 1 INTEL on a D6 roll of 4+ and the opposition seizes the initiative and may choose whether to be attacker or defender in the next scenario.

THE FINAL BATTLE

Eventually one side will gain enough INTEL and trigger the final scenario. The side who triggers the Final Battle scenario can claim a strategic victory. Even though their faction's plan may be thwarted at the last minute, the fact they were *that* close to their goal is impressive.

We include no definitive guide for the final battle. It could be inside a dead volcano, a mountain citadel or an underwater facility. It might even be the interior of Fort Knox! There is just too much variation for a simple table to be included. Mission 5: Raid is a good starting point.

If you can, double the amount of points available for both sides and let loose with everything you've got!

If the Black faction triggered the final battle, they surround the Red faction's main base and must capture or kill the head of the organisation. The Red faction must get their Leader off the board, where a waiting monorail or escape pod will take him to safety.

If the Red faction triggered the final battle then the Black faction must break in and take the control room (or doomsday device) to prevent the master plan from taking effect. They must spend one turn (two full activations) in uninterrupted contact (i.e. not in combat) with the main controls to deactivate it. A countdown starts at the end of the 3rd turn. Roll a D6 at the end of the 4th turn – on a 6, the device is triggered. At the end of the 5th turn, the device activates on a 5+, at the end of the 6th turn, on a 4+ and so on until... If the device is triggered, the Red faction wins. Capturing or killing the Black faction's Leader is also a priority.

CREATING THE STORY

Instead of running through a set of random scenarios, players may choose to try and weave a coherent narrative thread between the games. This isn't necessary and not every mission will make sense ('need to know' and you... don't need to know!), but it is a fun thing to try.

Example: A mission (Mission 6: Surveillance) reveals that a prominent scientist's daughter is being held in an effort to coerce his latest invention from him. He agrees to cooperate if his daughter is saved (Mission 2: Extraction, Objective 6). He then reveals that the plans for his latest device are being held in the warehouse (Mission 3: Espionage) and so on...!



OTHER MISSIONS

Other missions can be easily created for *Black Ops*. Inspiration can come from TV, movies, computer games and real life (truth is always stranger than fiction). We wholeheartedly recommend that players design their own boards and their own missions. One idea we had during playtesting was a series of linked missions following the same sort of story you find in a game like *Metal Gear Solid* or *Splinter Cell*. The one thing against such a campaign is that it's essentially one player battling the odds while the other provides the cannon fodder. For such a sequence of missions to work, the protagonist should have some sort of bonus. We'd recommend the antagonist has 50% to 66% of the forces of the protagonist for each battle 'scene'.

OPTIONAL RULES

CIVILIANS

Innocent passers-by may sometimes get caught up in and get in the way of a mission. They are assumed to have the following stats:

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Civilian	5	5	5	5	Deuce	–	–	–

Their reactions are rolled for randomly, just as with guards. To determine a civilian's move, a D6 is thrown every action to see how they react.

Civilian Reaction		
D6 Roll	Reaction	Effect
1	Yawns and stretches	No movement.
2–3	Looks around	Civilian turns 90 degrees. Roll another D6: odds, turns left; evens, turns right.
4	"Get away!"	Civilian moves 6" away from closest enemy model (including Hidden models).
5–6	Wanders	Civilian moves 3" and turns 90 degrees. Roll another D6: odds, turns left; evens, turns right.
7	"What was that noise?"	Civilian moves 6" towards closest enemy model (including Hidden models).
8+	"Who's that?"	Roll for Civilian loyalty.

The presence of Noise counters will modify a civilian's reaction, exactly as for a guard (see Guard Reactions, p.30).

On a roll of 8+, the attacker should roll again to see whose side the civilian is on.

Civilian Loyalties		
D6 Roll	Result	Effect
1	Positive	The civilian offers solid information. Reveal a defender's Blind.
2	Positive	The civilian has some vague information. Reveal a defender's Blind on a 4+.
3-4	Neutral	The civilian simply doesn't care. No effect.
5	Unfavourable	The civilian causes a disturbance. One Noise counter.
6+	Unfavourable	The civilian attempts to warn the enemy! Two Noise counters.

Civilian Loyalty Modifiers	
Situation	Modifier
Deep in enemy territory.	+1
Accompanied by an interpreter.	-1
In friendly territory.	-1

NEUTRALS

Another possibility for *Black Ops* is a two-player game with a neutral third party, such as a police or private security force. This third faction can make things more interesting... and chaotic!

Any neutral force should be built with half the points available to the players. If there is an imbalance in the forces (i.e. one player has more points with which to build a force than another) for whatever reason, use half of the larger total when building a neutral force.

Neutrals are considered to be hostile to both sides, and will act as guards (as per stealth missions) until they are attacked or the players' forces spotted. Half will be deployed in one building (their station house or barracks) and the rest around the board (players may take it in turns to place them). Once the neutrals have been attacked or the alarm raised, determine their reactions logically (employing a degree of roleplaying or common sense – police are likely to close and engage in CQC to arrest models, engaging in a firefight only when shot at, while private security is more likely to hunker down and blaze away) or roll for them randomly.

Neutral Reaction		
D6 Roll	Reaction	Effect
1	"Someone's out there..."	Go in Reserve, facing the direction from which an attack is most likely.
2-4	"Fire!"	Open fire on the nearest target (if possible) or advance into a position that provides a target (if not).
5	"Take cover!"	Advance towards nearest cover.
6	"Charge!"	Run into CQC (if possible) or for nearest cover (if not).

SAMPLE NEUTRALS

POLICE OFFICER

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Police Neutral	5	4	4	4	Deuce	Pistol, Body Armour, Taser	–	6
Upgrades								Cost
– Swap Pistol for Carbine or Shotgun								Free



SECURITY CONTRACTOR

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Contractor Neutral	4	4	5	4	Deuce	Assault Rifle, Body Armour	–	6½
Upgrades								Cost
–								–

VEHICLES

Vehicles are an interesting option in *Black Ops*. At first they may be just scenery and cover for your troops to fight over and around, but sooner or later someone is bound to suggest jumping in a vehicle and driving it.

Vehicles offer a few challenges for players. The first one is working out who is sat where in the vehicle. A template off board can be useful so you have the relative positions of the crew without the need of actually having the crew in the vehicle.

MOVING VEHICLES

Vehicles are activated on Kings. They have activations similar to infantry and have three speeds that correspond to the three infantry moves. They also may aim and lay down suppressive fire if armed, and may opt to wait in Reserve. They cannot, however become Hidden.

The following movement rates assume a typical vehicle. Players wishing to model specific vehicles may want to modify these rates as they see fit, subject to consensus.

- **Cautious Move:** Move up to 6", may turn up to 180 degrees, and may fire without penalty.
- **Advance:** Move up to 12", may turn up to 90 degrees, and may fire with a penalty (+1).
- **Run:** Move up to 18", may not turn, and no shooting possible.

ARMOUR

Military vehicles will have armour, which will vary depending on whether the vehicle has been shot from the front, side or rear.

Most civilian vehicles have no armour and can be affected by small arms. Armoured vehicles can only be affected by weapons with a Save modifier, and ignore small arms.

The direction from which the shot is being fired will determine the armour modifier the vehicle may use to modify its Save. So, if the vehicle is hit by a shot from its rear, its rear armour will modify its Save.

SHOOTING AT VEHICLES

Most vehicles count as large targets. Smaller vehicles such as motorbikes may count as normal man-sized targets.

When a hit is achieved, roll for where it strikes.

Vehicle Hit Location					
Vehicle Type	D6 Roll				
	2	3	4	5	6
Car	Tyres	Engine	Weapon	Crew	
Truck	Tyres	Engine	Crew	Cargo OR Passengers	
APC	Tyres/Tracks	Engine	Weapon	Crew	Passengers
Tank	Tracks	Engine		Weapon	Crew

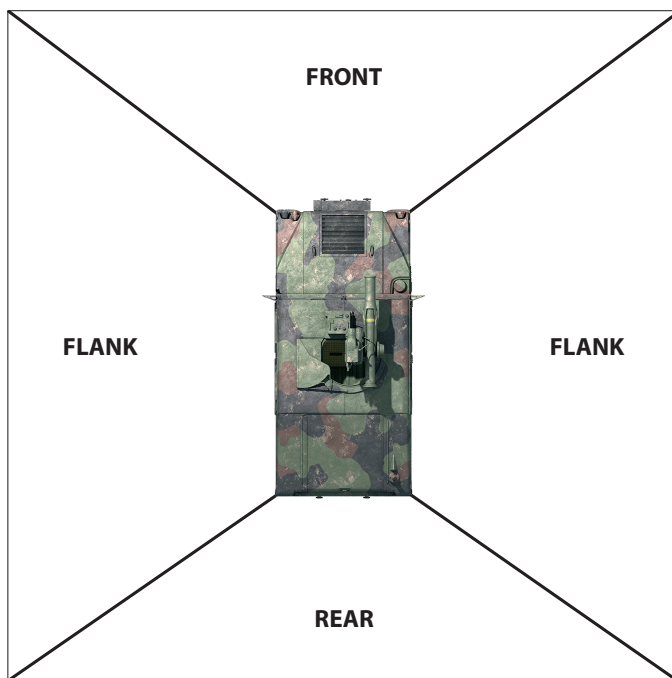
Once the location has been identified, the vehicle makes a Save on a 4+, modified by the appropriate armour and the Save modifier for the weapon. If it passes, no damage is taken. If it fails, check on the following table for the effects.

Vehicle Hit Effects			
Hit Location	Failed by 1-2	Failed by 3-4	Failed by 5+
Tyres/Tracks	Slowed	Halted	On Fire
Engine	Halted	On Fire	Explodes
Weapon	Weapon Knocked Out	On Fire	On Fire
Crew/Passenger	Hit	Hit	Hit
Cargo	No Effect	On Fire	Explodes

Crew/Passenger Hit: Determine randomly which model is hit. The model makes a Save modified by their armour as usual. Grenade launchers and RPGs do their specific hits (D3 or D6) against the crew.

- **Slowed:** The vehicle may only move at half speed.
- **Halted:** The vehicle cannot move for the rest of the game.
- **On Fire:** The vehicle must be abandoned. Roll when the burning vehicle is activated, on a 5+, the vehicle explodes. On a 1, the fire goes out. Crew may pass a DED test to put out the fire.
- **Explodes:** Everyone aboard the vehicle must make Saves against their base Save (i.e. no modifiers for armour etc.) or be removed as casualties.

Example: An armoured truck is hit in the side by an RPG. A 1 is rolled on the Vehicle Hit Location table, indicating that the truck's tyres have taken the brunt of the blast. The truck has armour -2 for front, side and rear, but the RPG has Save +5. The vehicle therefore has a total of +3 to its Save. This raises the 4+ Save to an impossible 7+. The truck cannot prevent damage, but it may be able to minimize it, so the roll is made anyway. A 6 is rolled, meaning that the truck has only failed its Save by 1 so, miraculously, the only damage is a blown-out tyre. The truck is Slowed, but not stopped!



SAMPLE VEHICLES

Here is a list of generic vehicles for *Black Ops*. Crew must be bought separately as Jacks from the faction lists, with the additional options of being unarmed (-1 point) or armed with just a pistol (-½ point).

Most stealth missions won't involve vehicles. Arriving in an easy-to-spot vehicle will automatically raise the alarm for the defenders. Cars and trucks will, however, be on the table and so in theory could be driven by either side once the alarm is raised (treat accessing a vehicle as per doors, p.27). Points cost are included here for standard missions and for reinforcements. Civilian transport is essentially free (requisitioned from local sources).

CAR OR TRUCK

Name	Front	Side	Rear	Card	Equipment	Crew (Passengers)	Points
Car/Truck	0	0	0	King	–	Car: Driver (3) Truck: Driver (10)	0
Upgrades							Cost
– Add 1 point armour to all locations (Kevlar inserts)							+4
– Add 2 points of armour to all locations (steel plates), reduce speed by 1" (Cautious), 2" (Advance) and 3" (Run)							+8
– Add GPMG (one Passenger become Crew as a gunner)							+2
– Replace GPMG with ATGW, AGL or Cannon							+3

ARMoured PERSONNEL CARRIER

Name	Front	Side	Rear	Card	Equipment	Crew (Passengers)	Points
APC	-3	-2	-2	King	HMG	Driver & Gunner (10)	12
Upgrades							Cost
– Increase armour by 1 on front and side, reduce speed by 1" (Cautious), 2" (Advance) and 3" (Run)							+3
– Add Smoke Launcher							+1

LIGHT TANK

Name	Front	Side	Rear	Card	Equipment	Crew	Points
Tank	-5	-3	-2	King	Cannon, GPMG	Driver, Gunner & Commander	20
Upgrades							Cost
– Increase armour by 1 on front and side, reduce speed by 1" (Cautious), 2" (Advance) and 3" (Run)							+3
– Add Smoke Launcher							+1
– Add roof HMG							+3



MULTIPLAYER OPS

The world of undercover operations is seldom easy or clear. Sometimes organisations who should be considered to be 'on the same team' may find themselves competing for the same goal at the same time. This opens the possibilities to cooperative or competitive missions with more than the standard two players.

Black Ops can be easily converted into a game for three or four players. This will require an additional pack of playing cards (for a total of two decks).

THE FOUR-PLAYER GAME

A four-player game can be generated by assigning each player a suit. One player plays Hearts, one plays Diamonds, one plays Clubs and one plays Spades. The four-player game requires four jokers, two red (Hearts, Diamonds) and two black (Clubs and Spades).

Gameplay can be cooperative or competitive as the players choose. A four-player game could be the two Red factions fighting the two Black factions or a free-for-all four-way battle where everyone fights everyone else.

THE THREE-PLAYER GAME

For a three-player game, simply drop one of the suits from play.

For fairness, a three-player game should be split into three rival factions where only one can win or where one player has twice the points of the other two. One player can be the defender in the scenario while the other two are competing attackers, trying to outdo the other.

MORE THAN FOUR PLAYERS

We have playtested with more than four players (by assigning lower suit cards to further factions, 3 = Ace, 4 = King, 5 = Queen and 6 = Jack) and the game still works but, inevitably, it does slow down with more players, so four is really the recommended limit on any one table. If you have more players or wish to do a club night, why not set up two or more tables and have the missions linked?

SOLO GAMING

Finally, *Black Ops* can be used for solo gaming. While wargaming is largely a social activity, there will be times when, due to distance, circumstance or preference, solo gaming may be the best option. All the stealth missions will adapt well to solo gaming. Use the rules for neutrals when the alarm is raised.

FACTIONS

Here is a sample of some of the myriad of factions you can take for *Black Ops*. There is a points cost guide at the end for those wanting to develop their own. Always go by the real life equipment and TOEs of an organisation when doing so.

Models – use what you like. You can always say these are false-flag ops, designed to blame another organization for an operation.

Black Ops works on the scale of the individual model. Players are free to keep their models in units (benefitting from the 'Dividing Fire' rule) or split them up as they see fit.



UNITS

Units are divided into fire-teams (otherwise called 'cells') consisting of ordinary operatives (Jacks). Two fire-teams make up a squad or section. Each fire-team can be of any size from 2 men upward, but we recommend 3–5 men. The Chinese use 3-man fire-teams, the West 4-man ones (which can divide into two 2-man sections). Heavy weapon teams (Kings) are typically 1–3 men strong consisting of one gunner and his assistants (who carry the ammo, help reload the weapon etc.). Assistants are armed and equipped as a standard soldier (Jack) of the appropriate faction. Leaders (Aces) and Specialists (Queens) are always bought individually.

The suggested organisation charts below assume the best possible equipment being available. It is quite likely that some equipment won't be available or won't be taken. LAWs, for example, might not be taken (troops are notorious for only carrying what they need) or the unit LMG may be missing. So if your cell only has four assault rifles, don't worry about it!

Some factions allow some of the lighter support weapons (such as the LMG or the UGL) to be purchased for fire-teams (Jacks). For simplicity's sake, models armed with these weapons are activated as Jacks along with the rest of their unit.

MIXING FACTIONS

With the opponent's permission and a good reason, players may build a force using different factions. For example an Organized Crime force might hire a hitman (Mercenary Heavy) or a Professional squad might be accompanied by a Special Forces sniper Ace. Regardless of the composition, the units in a mixed faction force will activate on the same cards.

MILITIA

Militia are either local civilians impressed into military service or *ad hoc* local tribes or gangs. They are generally poorly equipped and low on ammo. Morale is usually low although some are drawn together by tribal loyalties or, in some cases, kept high through drugs or alcohol. Marksmanship is generally poor due to a lack of practice ammo. Examples of militia include modern-day pirates and guerrilla forces.

- One Militia Heavy can be taken for every two Militia units. One Militia Ace and one Specialist (Queen) can be taken for every 50 points.
- **Squad Upgrades:** No squad upgrades. They can't afford any!
- **Specialists:** Medic, Linguist.
- **Faction Special Abilities:** May be Endless (at extra cost). May be Unsteady.

MILITIA SOLDIER

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Militia Soldier	5	5	5	5	Jack	Rifle	–	3
Upgrades								Cost
– Swap Rifle for Carbine								Free
– Swap Rifle for Assault Rifle or PDW								+½
– Machete & CQC 4								+1½
– DED 4								+½

MILITIA HEAVY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Militia Heavy	5	5	5	5	King	GPMG	–	5½
Upgrades								Cost
– Swap GPMG for RPG								Free
– Swap GPMG for Grenades								–2
– Swap GPMG for DMR & ACC 4								+1
– DED 4								+½
– Add assistant/loader to team								+3

MILITIA ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Militia Ace	4	4	5	5	Ace	Assault Rifle	Leader	8
Upgrades								Cost
– Machete & CQC 3								+1½
– DED 4								+½
– Equip with Grenades								+1
– Tough								+1
– Resilient								+4
– Add one Speciality								+?

ORGANIZED CRIME (MILITIA)

This faction represents the numerous but averagely equipped criminal element. As crime is big business, many of the larger organisations can field significant numbers. They may have some military-grade equipment, but rely on civilian gear. They have access to some useful Specialists.

By Dmitry Burmak © Osprey Publishing.



- Organised Crime are treated as Militia. They can usually only have basic weapons but some may be able to get hold of military hardware. Military weapons should be available to no more than half the force and explosives (grenade launchers, anti-tank weapons etc.) non-existent. A model with Demolitions may be equipped with an IED.
- **Squad Upgrades:** None.
- **Specialists:** Medic, B&E, Demolitions, Linguist, Hacking.
- **Faction Special Abilities:** Intimidation.

CONSCRIPTS

Some countries practice conscription, which means that, while the country can call upon large numbers of its populace in time of war, their training cannot be as good as full-time professional soldiers. Conscripts tend to be well-motivated when defending their own soil but less so in foreign campaigns. The basic equipment is the assault rifle, and they have a good selection of squad and heavy weapons.

- This assumes a conscript army following the old Soviet model. Typical Motorised Infantry organisation is one 3–4-man fire-team, supported by one 3-man heavy weapon team. One Conscript Heavy can be taken for every Conscript fire-team. One Conscript Ace and one Specialist (Queen) can be taken for every 50 points.
- **Squad Upgrades:** Grenades, Smoke, HAZMAT.
- **Specialists:** Medic, B&E, Demolitions, MANPAD, RT.
- **Faction Special Abilities:** May purchase Air Support, Artillery (one tube) and HELO Insertion at extra cost. May be Unsteady.

CONSCRIPT SOLDIER

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Conscript Soldier	5	5	4	5	Jack	Assault Rifle	–	4
Upgrades								Cost
– Reluctant Conscripts (DED 5)								–½
– Swap Assault Rifle for Battle Rifle								Free
– Body Armour								+1
– Make up to 50% Veterans (ACC 4 & CQC 4)								+2
– One soldier swap Assault Rifle for DMR & ACC 4 (1 fire-team in 2)								+2
– LAW for fire-team								+1
– One soldier swap Assault Rifle for LMG								+1
– One soldier add UGL (1 fire-team in 2)								+1

CONSCRIPT HEAVY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Conscript Heavy	5	5	4	5	King	GPMG	–	6
Upgrades								Cost
– Swap GPMG for RPG								Free
– Body Armour								+1
– Make up to 50% Veterans (ACC 4 & CQC 4)								+2
– Reluctant Conscripts (DED 5)								–½
– Add assistant/loader to team								+4
– Add NODS								+1

CONSCRIPT ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Conscript Ace	4	4	4	5	Ace	Assault Rifle	Leader	8
Upgrades								Cost
– Swap Assault Rifle for PDW								Free
– Body Armour								+1
– Add UGL to Assault Rifle								+1
– Swap Assault Rifle for DMR								+2
– Tough								+1
– Add one Speciality								+?

CHINESE PLA (CONSCRIPTS)

The Chinese People's Liberation Army is a well-equipped conscript force. They use a three-man 'cell' concept with three 'cells' to a squad. Typically, two of the cells will act as fire-teams, having QBZ 95 Assault Rifles (one with UGL) and a LMG (QBB-95, treat as a Minimi). The third cell will be heavy support, with a GPMG or RPG (the PF 98, which can fire a HE shell). Second-line forces will be equipped with older weapons.

Use the conscript list with the following upgrades for PLA.

PLA Upgrades	Cost
– Lower CQC to 4 (Jacks & Kings)	+1
– PF 98 HE Shell is +1 Save and a D6 HE (Kings)	+1

ISRAELI IDF (CONSCRIPTS)

The Israeli Defence Forces are an interesting mix of well-trained conscripts and professionals. IDF squads can have an *ad hoc* nature, throwing together whatever is needed. It is believed they operate 3-man fire-teams similar to the Chinese 'cell'. Two fire-teams (each of two Assault Rifles and one Minimi) are supplemented by one heavy support team. Each fire-team can have one UGL.

IDF Upgrades	Cost
– Veterans (ACC 4 & CQC 4) (Jacks & Kings)	+2

PROFESSIONALS

Most Western armies rely on volunteers rather than conscription. These forces are generally well-trained, motivated and have access to good equipment. As they practice regularly, their marksmanship is generally good. Assault rifles are still the standard weapon but they are being supplemented by DMRs and machine-guns (the GPMG) that offer greater range.

- Players should go by national equipment TOEs. Below are some examples. One heavy support can be taken per fire-team. One Professional Ace and one Specialist (Queen) can be taken for every 30 points.
- **Squad Upgrades:** Grenades, Smoke, HAZMAT, NODS.
- **Specialists:** Medic, B&E, Demolitions, MANPAD, RT, Jammer, Linguist.
- **Faction Special Abilities:** May purchase Air Support, Artillery (two tubes) and HELO Insertion at extra cost.

Sample Professional TOEs

In the field, these TOEs may change depending on the operation. A maximum of one LAW might be taken out on patrol (just in case) but more carried (one per soldier) if a compound assault is planned.

US Fire-team: 1x Assault Rifle & LAW, 1x Assault Rifle with UGL, 1x Minimi, 1x Assault Rifle.

UK or Australian Fire-team: 1x DMR, 1x Assault Rifle with UGL, 1x Minimi or LMG, 1x Assault Rifle.

French Groupe De Combat: (Assault team) 2x Assault Rifle & LAW, 2x Assault Rifle.

(Support team) 1x Assault Rifle with UGL, 1x Minimi, 2x Assault Rifle.

PROFESSIONAL SOLDIER

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Professional Soldier	4	4	4	4	Jack	Assault Rifle, Body Armour	–	7
Upgrades								Cost
– National Guard or Territorials (ACC 5 & CQC 5)								-2
– One soldier swap Assault Rifle for DMR								+1
– LAW								+1
– One soldier swap Assault Rifle for Minimi or LMG								+1
– One soldier add UGL to Assault Rifle								+1

PROFESSIONAL HEAVY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Professional Heavy	4	4	4	4	King	GPMG, Body Armour	–	9
Upgrades								Cost
– Swap GPMG for RPG or Light Mortar								Free
– Swap GPMG for Sniper Rifle (ACC 3)								+1
– Add assistant/loader to team								+7

PROFESSIONAL ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Professional Ace	4	4	4	5	Ace	Assault Rifle, Body Armour	Leader	9
Upgrades								Cost
– Swap Assault Rifle for PDW								Free
– Add UGL to Assault Rifle								+1
– Swap Assault Rifle for DMR								+2
– Tough								+1
– Add one Speciality								+?

POLICE (PROFESSIONALS)

Most police forces are armed with basic weapons (typically pistols) and tasers. Up to half may take military weapons (typically PDWs). Heavies include snipers. No grenade launchers may be taken unless they fire smoke and non-lethal rounds. More paramilitary forces should be fielded as Conscripts or Professional soldiers.

- One heavy support can be taken for every three teams. One Professional Ace and one Specialist (Queen) can be taken for every 30 points.
- **Squad Upgrades:** Smoke, HAZMAT, NODS, Breaching Equipment, Disguise, Gun Case
- **Specialists:** Medic, B&E, Demolitions (with EOD), RT, Linguist.
- **Faction Special Abilities:** May take HELO Insertion at extra cost.

Police Upgrades	Cost
– Corp Cops or 'Volunteers' (ACC 5 & CQC 5) (Jacks)	-2
– No Body Armour (Jacks)	-1
– Tough (SWAT or equivalent) (Jacks)	+1
– Lower CQC to 3 (Jacks)	+1
– Swap Assault Rifle for PDW (up to 50% of force) (Jacks)	Free
– Swap Assault Rifle for Shotgun or Carbine (Jacks)	-½
– Swap Assault Rifle for Baton and Shield (Jacks)	-½
– Swap GPMG for DMR (ACC 3) (Kings)	Free
– Swap GPMG for MGL (non-lethal) (Kings)	+1

SPECIAL FORCES

Special Forces are the elite of the military, with the brightest and best put through an intensive training programme. This faction includes Rangers, Paras, SEALs, Royal Marine Commandos, Delta Force, SAS and Spetznaz, amongst others. Well-trained and well-equipped, they may sometimes lack in subtlety and Specialists, but they'll get the job done.

- One Special Forces Heavy can be taken per fire-team. One Special Forces Ace can be taken for every 30 points. They generally do not use Specialists, relying on training their troops in specialist tasks. The SAS, for example, are known for going into an area dressed as locals and having at least one man with the appropriate linguistic skills.
- **Squad Upgrades:** Grenades, Smoke, HAZMAT, NODS, Rebreather, Disguise, Gun Case, Suppressor.
- **Specialists:** None.
- **Faction Special Abilities:** May take Air Support, HALO and HELO Insertion at extra cost.



SPECIAL FORCES SOLDIER

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
SF Soldier	3	3	4	3	Jack	Assault Rifle, Body Armour	Tough	10
Upgrades								Cost
– Swap Assault Rifle for Auto Shotgun, Battle Rifle or PDW								Free
– Add UGL to Assault Rifle								+1
– Swap Assault Rifle for DMR or Minimi								+1
– DED 3								+½
– Silenced Pistol								+1½
– Add one Speciality								+?

SPECIAL FORCES HEAVY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
SF Heavy	3	3	4	3	King	GPMG, Body Armour	Tough	12
Upgrades								Cost
– Swap GPMG for RPG or Light Mortar								Free
– Swap GPMG for Sniper Rifle								Free
– Add assistant/loader to team								+10
– DED 3								+½
– Add one Speciality								+?

SPECIAL FORCES ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
SF Ace	3	3	4	3	Ace	Assault Rifle, Body Armour	Tough, Leader	12
Upgrades								Cost
– Swap Assault Rifle for Auto Shotgun, Battle Rifle or PDW								Free
– Add UGL to Assault Rifle								+1
– DED 3								+½
– Silenced Pistol								+1½
– Add up to two Specialities								+?

MERCENARIES

Mercenaries and contractors hire out their military expertise and services to governments and corporations. They can be a group of individuals or something larger like a private military company. Mercenaries are usually fairly well-equipped, often with army surplus or privately bought equipment, giving them a rag-tag appearance. Loyalty can be a problem, as they fight for pay rather than national or political loyalties, and they are often seen as rogues or hired guns who work for the highest bidder.

Contractors are typically ex-military hired to protect facilities or for bodyguard duty. As such, they don't require heavy weapons and won't typically be equipped with them. Typical armament would be an assault rifle with perhaps a Minimi or DMR in support. The more general mercenary cadres can provide 'private armies'. Going by the movies, they have a variety of different equipment, in fact any equipment they please! The list reflects this variety of choice.

- One Mercenary Heavy can be taken per fire-team. One Mercenary Ace and one Specialist (Queen) can be taken for every 30 points.
- **Squad Upgrades:** Grenades, Smoke.
- **Specialists:** Medic, B&E, Demolitions, RT.
- **Faction Special Abilities:** May take HELO Insertion at extra cost. May be Unsteady.

MERCENARY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Mercenary Soldier	4	4	5	4	Jack	Assault Rifle, Body Armour	–	6½
Upgrades								Cost
– Irregular Mercenary (ACC 5 & CQC 5)								-2
– Swap Assault Rifle for Auto Shotgun, Battle Rifle or PDW								Free
– Swap Assault Rifle for Minimi or DMR								+2
– Add UGL to Assault Rifle								+1

MERCENARY HEAVY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Mercenary Heavy	4	4	5	4	King	GPMG, Body Armour	–	8½
Upgrades								Cost
– Swap GPMG for RPG or Light Mortar								Free
– Swap GPMG for Minigun (unique: 1 per force)								Free
– Add assistant/loader to team								+7
– Swap GPMG for MGL (unique: 1 per force)								Free

MERCENARY ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Mercenary Ace	4	4	4	5	Ace	Assault Rifle, Body Armour	Leader	9
Upgrades								Cost
– Swap Assault Rifle for PDW								Free
– Add UGL to Assault Rifle								+1
– Swap Assault Rifle for DMR								+2
– Tough								+1
– Add up to two Specialities								+?



NINJA

This faction is here just for fun! There is little historical basis for ninja existing today but they are included in *Black Ops* as a homage to Gurei Fokkusu and Tiger Tanaka. The ancient ninja were the infamous covert mercenaries of feudal Japan. Ninja in *Black Ops* can be descendants of the historical Shinobi or modern imitators.

- Ninjas do not use heavy support (and thus do not have Kings unless vehicles are used). They rely entirely on stealth and surprise. They do employ some Specialists. One Ninja Ace and one Specialist (Queen) can be taken for every 30 points.
- **Squad Upgrades:** Smoke, Disguise.
- **Specialists:** Medic, Allure, B&E, Linguist, Jammer.
- **Faction Special Abilities:** Stealth, Traditional Weapons (ACC 3 when using traditional weapons, e.g. bow, shuriken).

NINJA

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Ninja	4	3	4	4	Jack	Sword, Body Armour	–	7½
Upgrades								Cost
– Add Pistol or Bow/Crossbow								+½
– Add PDW								+1
– Silenced Weapons (PDW or Pistol)								+1
– Fanatical (DED 3)								+½
– Add one Speciality								+?

NINJA ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Ninja Ace	4	3	4	4	Ace	Sword, Body Armour	Tough, Leader	10½
Upgrades								Cost
– Add Pistol or Bow/Crossbow								+½
– Add PDW								+1
– Silenced Weapons (PDW or Pistol)								+1
– Fanatical (DED 3)								+½
– Add one Speciality								+?



FANATICS

Dedicated to their cause, be it religious or political, the fanatic is usually well-equipped (they tend to have generous sponsors) but generally lacking in subtlety, training and Specialists. They are willing to kill and die to further their cause, but tend to have neither the survival instinct nor the tactical awareness to become veterans. This faction includes various terrorist and revolutionary 'cell' groups.

- One Fanatic Heavy can be taken for every Fanatic cell. One Fanatic Ace and one Specialist (Queen) can be taken for every 50 points.
- **Squad Upgrades:** Grenades.
- **Specialists:** Medic, Demolitions, MANPAD.
- **Faction Special Abilities:** Merciless. Any model with Demolitions may take an IED. May purchase Artillery (one tube) at extra cost.

FANATIC SOLDIER

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Fanatic Soldier	5	5	3	5	Jack	Assault Rifle	–	4
Upgrades								Cost
– Make up to 33% Veterans (ACC 4 & CQC 4)								+2
– One soldier swaps Assault Rifle for Rifle (ACC 4) (1 fire-team in 2)								+½
– LAW (max. 1 per fire-team)								+1
– One soldier swaps Assault Rifle for LMG								+1
– One soldier may add one Speciality at double-cost (1 fire-team in 2)								+? (x2)

FANATIC HEAVY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Fanatic Heavy	5	5	3	5	King	RPG	–	6½
Upgrades								Cost
– Swap RPG for GPMG, DMR or Sniper Rifle								Free
– Make up to 33% Veterans (ACC 4 & CQC 4)								+2
– Add assistant/loader to team								+4½
– Demolitions								+1

FANATIC ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Fanatic Ace	4	4	3	5	Ace	Assault Rifle	Tough, Leader	9½
Upgrades								Cost
– Swap Assault Rifle for PDW								Free
– Body Armour								+1
– Swap Assault Rifle for DMR								+2
– Add one Speciality								+?

INTELLIGENCE AGENCIES

Intelligence agencies are responsible for the gathering of intelligence and, if needs be, arranging covert operations. Typically, they have a good selection of Specialists and prefer subtlety over firepower. Weapons tend to be of a concealable nature. Heavy weapons, such as grenade launchers are generally not available.

- **Squad Upgrades:** Smoke, HAZMAT, NODS, Rebreather, Disguise, Gun Case.
- **Specialists:** Medic, B&E, Demolitions (with EOD), Allure, RT, Jammer, Linguist.
- **Faction Special Abilities:** SIGINT. HELO Insertion at extra cost.

AGENT

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Agent	4	4	3	5	Jack	Pistol	–	6
Upgrades								Cost
– Recruits (ACC 5 & CQC 5)								–2
– Add Pump Shotgun or Carbine								+½
– Add Assault Rifle or PDW								+1
– Silenced Weapons (PDW or Pistol)								+1
– Suppressed Weapons (Assault Rifle or DMR)								+½

AGENT HEAVY

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Agent Heavy	4	4	3	4	King	Sniper Rifle, Body Armour	–	6½
Upgrades								Cost
– Veterans (ACC 3)								+1
– Swap Sniper Rifle for DMR								Free
– Add assistant/loader to team								+6
– Suppressed Weapons (Sniper Rifle or DMR)								+½

AGENT ACE

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Agent Ace	3	3	3	3	Ace	Pistol	Tough, Leader	9½
Upgrades								Cost
– Add Pump Shotgun or Carbine								+½
– Add Assault Rifle or PDW								+1
– Resilient								+4
– Add DMR or Sniper Rifle								+2
– Silenced Weapons (PDW or Pistol)								+1
– Suppressed Weapons (Assault Rifle or DMR)								+½
– Add one Speciality								+?

SECRET POLICE (INTELLIGENCE AGENCIES)

Some countries might have intelligence agencies with fewer scruples (or less oversight from politicians or the Press), that will run similar covert operations. The Russian FSB is known for its use of Maskirovka (false intelligence) and specialist silenced weapons.

- **Squad Upgrades:** Smoke, HAZMAT, NODS, Rebreather.
- **Specialists:** Medic, B&E, Demolitions (with EOD), Allure, RT, Jammer, Linguist.
- **Faction Special Abilities:** Maskirovka. May take HELO Insertion and Intimidation at extra cost.

Secret Police Upgrades	Cost
– Up to 25% may add Shield (Jacks)	-½
– Swap Sniper Rifle for VSSK Vыхлоп (Kings)	+2
– Add ASH-12.7 (Jacks & Aces)	+1

The Vыхлоп ('Exhaust') is a short-range silenced sniper rifle firing a .50 calibre slug at subsonic speeds. The ASH-12.7 is an assault rifle built on the VSSK system.

FSB Weapons	Close	Effective	Extreme	Shots	Notes
VSSK Vыхлоп	6	12	18	1	Silenced, Scope, +1 Save, Auto
ASH-12.7	6	12	18	2	Auto, +1 Save

SPECIALISTS

Specialists are in a category all of their own and have their own unique card – the Queen. These include medics, interpreters, hackers, RT operators and EOD experts. Specialists are usually not armed – weapons must be bought for them at extra cost. Any Specialist enjoys 'Civilian' status unless they are carrying more than a Pistol or PDW. The faction will determine the highest level of 'expert' available to a force:

- **Untrained:** may be recruited by any faction that can take Specialists.
- **Trained:** maximum level of Specialist for Militia and Fanatics.
- **Veteran:** maximum level for Professionals, Mercenaries and Conscripts.
- **Elite:** only available to Intelligence Agencies and Ninja.

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Untrained	6	6	4	5	Queen	–	1 Speciality	3
Trained	5	5	5	5	Queen	–	1 Speciality	5
Veteran	4	4	4	5	Queen	–	1 Speciality	7
Elite	3	3	4	5	Queen	–	1 Speciality	9
Upgrades								Cost
– Add basic weapon								+½
– Add military weapon								+1
– Add one Speciality								+?



POINTS COSTS

War is not fair. In any skirmish or battle, both sides will seek to maximise their advantages. However let's roll with the illusion of equality... for our games on the tabletop at least. What follows is a list of points for use in your games, from building new factions to adding NPC figures to the board.

BASE COST

Name	ACC	CQC	DED	Save	Points
Untrained	6	6	4	5	2
Trained	5	5	5	5	4
Veteran	4	4	4	5	6
Elite	3	3	4	5	8
Base Upgrades					Cost
– Increase DED by 1					-½
– Reduce DED by 1 (no lower than 3)					+½
– Increase ACC or CQC by 1					-1
– Reduce ACC or CQC by 1 (no lower than 3)					+1
– Make the model an Ace					+2

WEAPONS

Every non-civilian model is assumed to be armed with some form of weapon – it'd be a very short game otherwise! We assume that the standard starting weapon is the Assault Rifle and that everyone has a Combat Knife or equivalent.

Weapon Upgrades	Cost
– Unarmed: bring a knife to a gunfight...	-1
– Basic Weapon (see p.21); Melee Weapon (see p.21)	-½
– Military Weapon (see p.21); 2 Basic or Melee Weapons	Free
– Heavy Weapon (Minimi, LMG, DMR, Sniper Rifle, UGL, LAW)	+1
– Heavy Weapon (RPG, GPMG, MGL, Minigun, AM Rifle); Light Mortar	+2
– Support Weapon (HMG, AGL)	+3
– Support Weapon (ATGM, Autocannon, Cannon, Mortar)	+5

ARMOUR/SAVES

Armour/Save Upgrades	Cost
– Tough	+1
– Body Armour	+1
– Heavy Body Armour	+2
– Shield	+½

SQUAD UPGRADES

Each faction list will note the additional resources a squad can take. The cost is per unit (3–4 men), unless otherwise specified. Leaders, Specialists and Heavies pay half cost.

Squad Upgrade	Effect	Cost
Civilian	May not be targeted unless the model takes offensive action (attacks or uses a Speciality). Requires Disguise or Gun Case if armed.	Free
Grenades	Equipped with grenades. A squad equipped with grenades has enough to last the game, but only one member of a squad may throw a grenade per activation.	+2
NODS	Night vision. Eliminates observation and shooting penalties at night.	+4
HAZMAT	NBC gear. Grants immunity to gases or disease. Reduces observation (-1) and increases penalty for extreme range (+1).	+4
Breaching Equipment	+2 Save for doors.	+2
Silencer	Weapon gains Silenced ability. Pistols or PDWs only.	+1 per weapon
Smoke	Equipped with smoke grenades. Allows smoke to be thrown or fired by GL. A squad equipped with smoke grenades has enough to last the game, but only one member of a squad may throw a grenade per activation.	+2
Gun Case	May carry one disassembled military weapon or Sniper Rifle as a 'Civilian'. The weapon requires an activation to assemble.	+2
Suppressor	Weapon gains the Suppressed ability.	+½ per weapon
Disguise	Disguised models counts as a civilian until the disguise is seen through. Only pistols or PDWs can be carried.	+4
Rebreather	May enter a scenario from any water feature. May cross impassable water terrain at 6" speed.	+5
WP	White phosphorous. Generates the effect of a grenade and smoke.	+4

SPECIALITIES

Specialists (Queens) and some Aces have access to several unique skills. Where a roll is required, a Specialist (or Ace) will succeed on a 3+. Double-specialisation is possible – simply pay twice the listed cost for the Speciality to reduce the roll needed for success to 2+.

Speciality	Effect	Cost
Allure	Target team or individual must pass a DED check or else be distracted.	+1
Ambidextrous	May use a one-handed weapon in each hand (e.g. two pistols).	+1
B&E	Breaking and entering. Used to start vehicles or open locked doors.	+1
EOD	EOD armour for defusing IEDs. Requires Demolitions.	+3
Demolitions	Setting and defusing explosives.	+1
Hacking	Can hack computers and electronic doors.	+2
Jammer	Jams enemy frequencies. Prevents RT and remote IEDs.	+5
Leader	May use own DED to influence troops within 6"	+1
Linguist	Speaks local language. Useful for civilian reactions.	+1
Medic	Can patch up wounded soldiers (see below).	+2
Resilient	May ignore the first failed Save in a game. One use only.	+50% of model's base cost
RT	Radio operator. May re-roll dice for Reinforcements.	+3
Tough	-1 Save	+1

MEDIC!

When a soldier fails a Save, lay it down, facing up – he is Injured. At the end of every turn, take any Injured models and turn them face-down – they are now Badly Injured. Any Badly Injured models are removed from play. Any model can attempt to stabilise an Injured or Badly Injured model on a 5+, or a 3+ if they have the Medic Speciality. If this test is successful, roll a D6 on the Medic table:

Medic Table	
D6 Roll	Result
1	Dead
2	Medevac! The model needs to be taken off the board immediately for treatment.
3	Stable. The model is unable to fight, but otherwise ok.
4	Walking wounded. The model may keep fighting, but with +1 ACC and CQC.
5	
6	Patched up. The model may keep fighting as normal.

FACTION SPECIAL ABILITIES

Some factions have special abilities. Some are unique and can only be taken by that faction. Others may be purchased.

Ability	Effect	Cost
Artillery	Off-table mortar fire directed by an RT Specialist. Fires on RT activation. Ammo for 8 shots.	+6 per tube
Air Strike	One per game. Counts as six mortar shots. Fire directed by RT Specialist.	+6 per strike
Stealth	Can run without making noise.	Unique
Endless	Any casualties may enter as reserves. Reserves that become casualties remain so – they cannot be brought on a second time.	+20% of force cost
HALO Insertion	Set up attacker in the middle of the board. Roll a D6 for each model – on a 1 they are unavailable for this mission.	+6
HELO Insertion	Set up attacker in the middle of the board. Alarm is automatically raised.	+6
MANPAD	Portable AA missile. Prevents HELO Insertion and negates Air Strikes.	+5
Maskirovka	May have one more Blind in a scenario or stop the effects of SIGINT.	Unique
Merciless	May target civilians. Ignores Civilian special rule.	Unique
Intimidation	Once per game an Ace may use its special action to force a non-Ace enemy model to make a DED check. On a failed check, the target may not do anything that activation, and the Ace may choose to force a second DED check. If this second check is also failed, the target joins the Ace's team for this game. If any check is passed, the target may act as normal.	+5
Manpack IED*	May be carried or placed on a Blind. Causes 1D6 HE hits. +3 Save if a vehicle is hit.	+5 per IED
Vehicle IED*	May be placed in a vehicle (Blinds may be used). Causes 2D6 HE hits. +6 Save if a vehicle is hit.	+10 per IED
SIGINT	Superior INTEL forces the opponent to reveal one Blind before the game starts.	Unique
Unsteady	Forced faction retreat on the first failed DED test.	-20% of Force Cost

* IEDs can be triggered by a Demolitions Specialist on their activation. If a Jammer is in play, the Specialist has to be within 12" of the IED.

FIVE MINUTES FROM NOW

The *Black Ops* genre often includes futuristic weapons, be they stealth suits, jump packs or advanced weaponry. Many of these can seem a little far-fetched, but with advances in technology, particularly charge storage and nanotech, they're more a matter of 'when', not 'if', and I would not be being true to the genre if I did not include at least some pieces of possible future tech for use in games. These are all to be used with opponent's permission.

Gear for 'Five Minutes From Now'		
Gear	Effect	Cost
Exoskeleton	Heavy armour and heavy weapons incur no movement penalty	+5
Stealth Suit	Defeats Heat Imaging.	+3
Heat Imaging	May shoot at Hidden targets and ignore smoke.	+3
Penetrator Ammo	+1 Save versus body armour.	+2
Thermal Smoke	Smoke that defeats Heat Imaging.	+3
Jump Pack	May ignore walls. Climbs levels at 6" per activation.	+4
Blinder	+1 ACC when shooting at a target with a Blinder. Cannot be Hidden.	+2
Stealth Camouflage	The model is always Hidden. "Any time".	+10

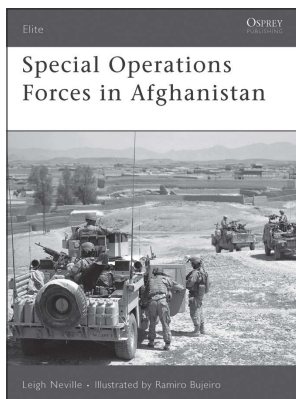


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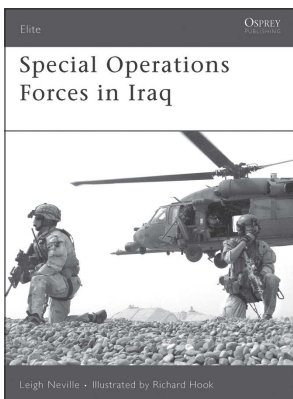
Direct Energy Weapons (DEWs) were the stuff of science fiction, but with advances in battery technology, man-portable energy weapons have become a possibility. Railguns fire ferric projectiles at hypersonic speed. Both have to recharge between shots unless vehicle-mounted. A Pulser is a sonic nausea-inducing weapon to temporarily disorientate crowds.

Weapons for 'Five Minutes From Now'	Close	Effective	Extreme	Shots	Notes	Cost
DEW	24	72	–	1	Light, Reload, Silenced, Heavy	+4
Railgun	15	30	60	1	+3 Save, Reload, Heavy	+3
Pulser	15	–	–	1	Stun D6	+2

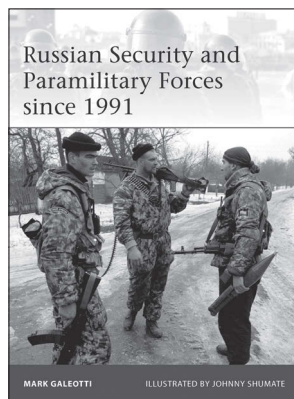
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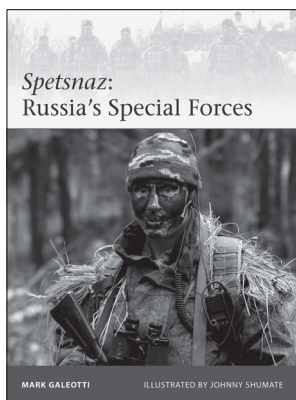
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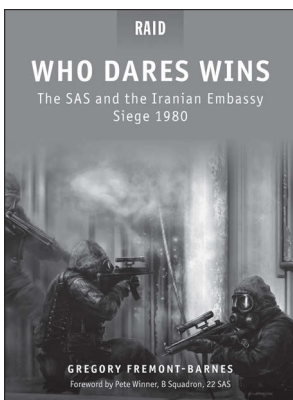
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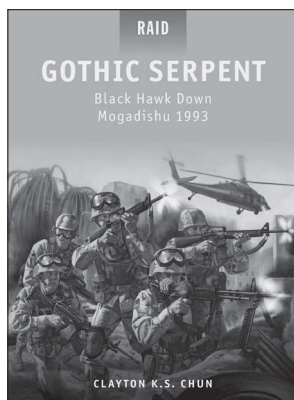
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