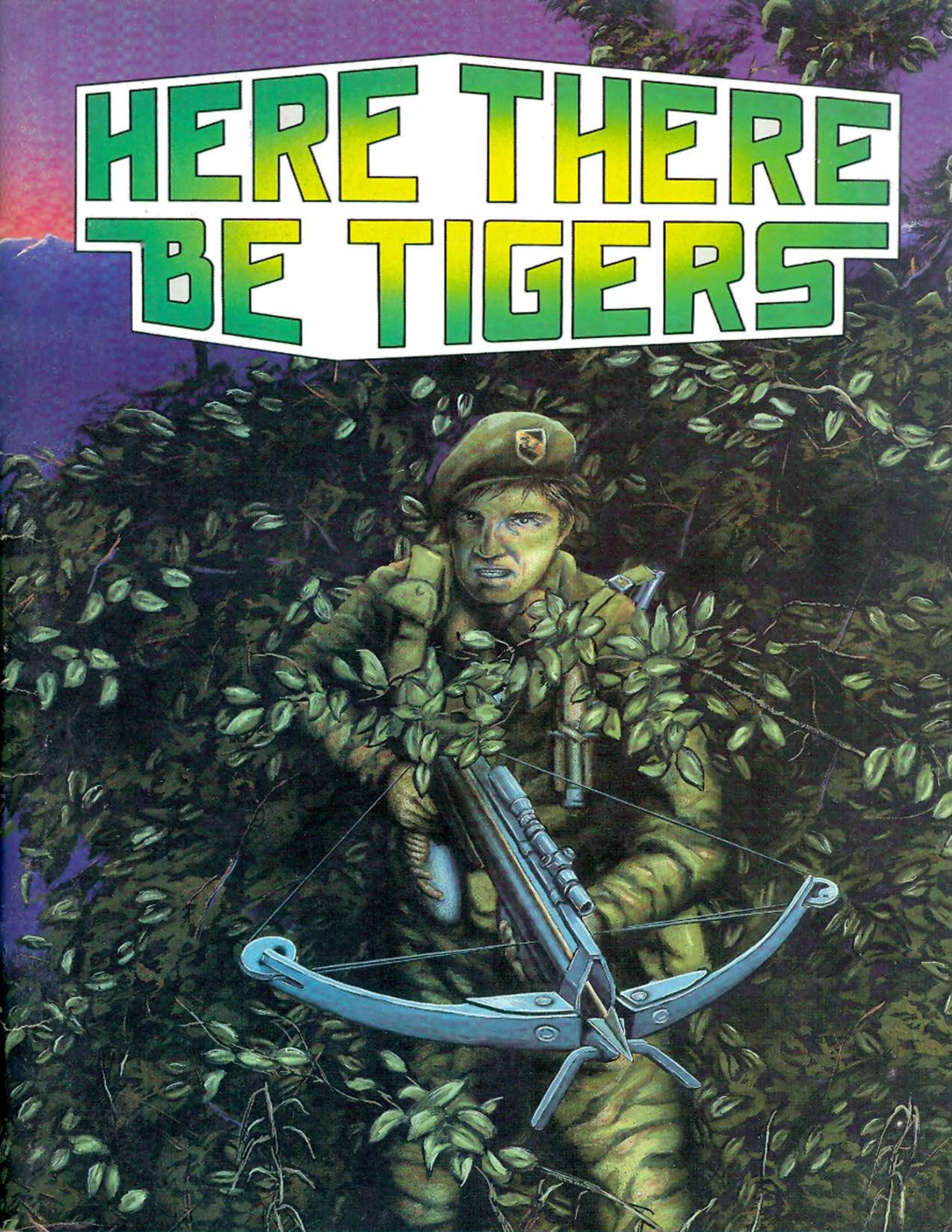


HERE THERE BE TIGERS



HERE THERE BE TIGERS

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"Storm Center, this is Thunder Two. Do you copy?, over."

"Thunder Two, this is Storm Center. We read you 5 by 5, over."

"Storm Center, Lightning has struck the Clearing. We have six Hailstones for pickup, repeat, six Hailstones, over."

"Thunder Two, we have Sunshine, repeat, Sunshine at Cloud. The Rain is NOT, repeat, NOT Falling, over."

"Storm Center, this is Thunder Two. NUTS! Thunder out."

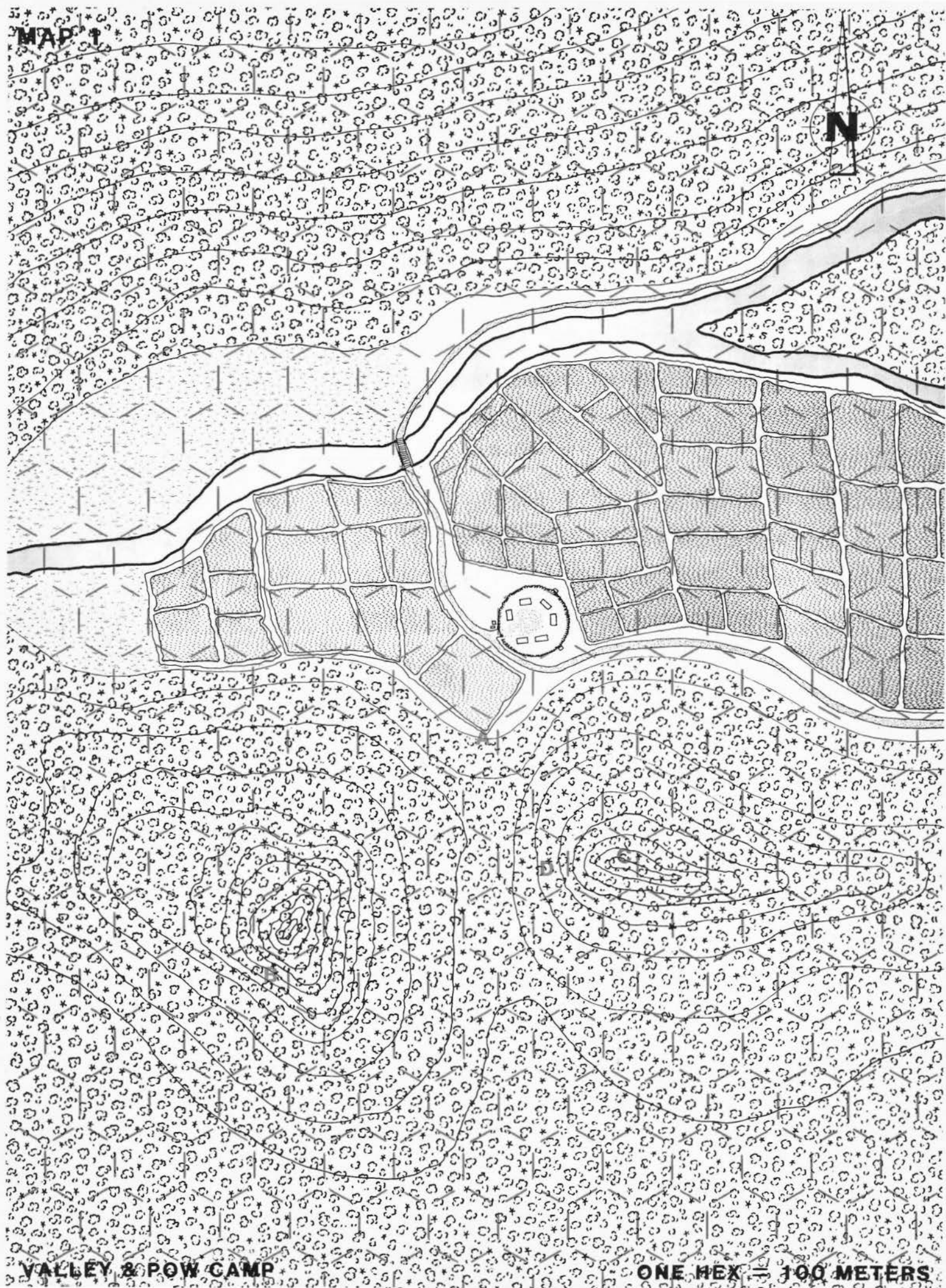


MAP 1

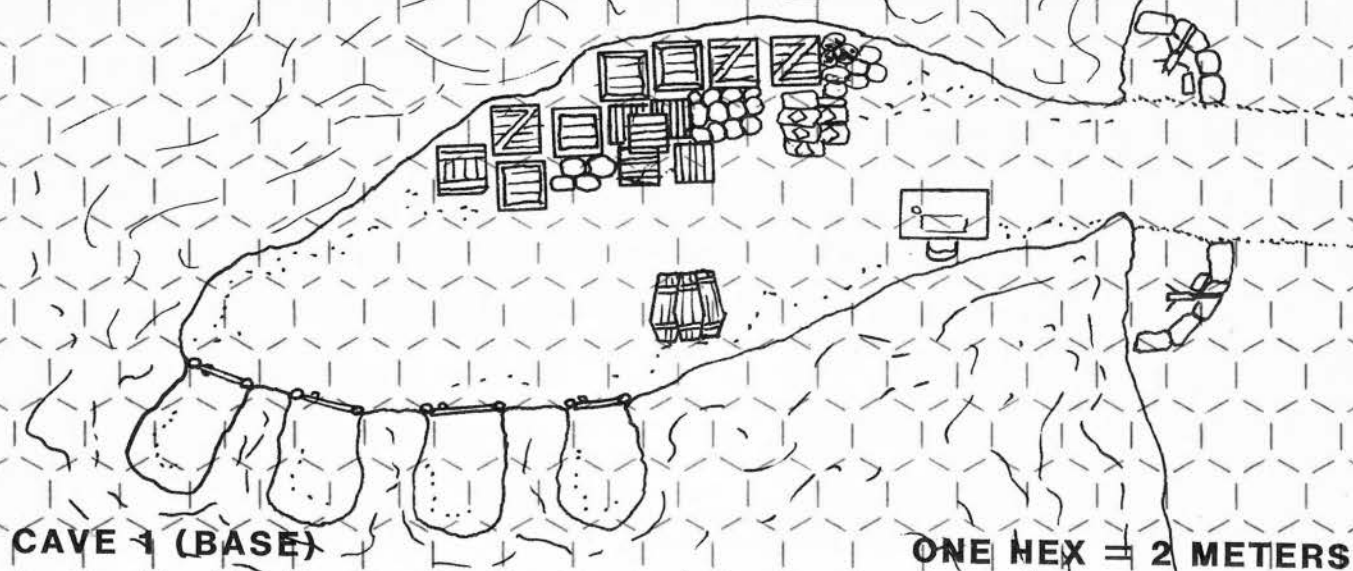
N

VALLEY & POW CAMP

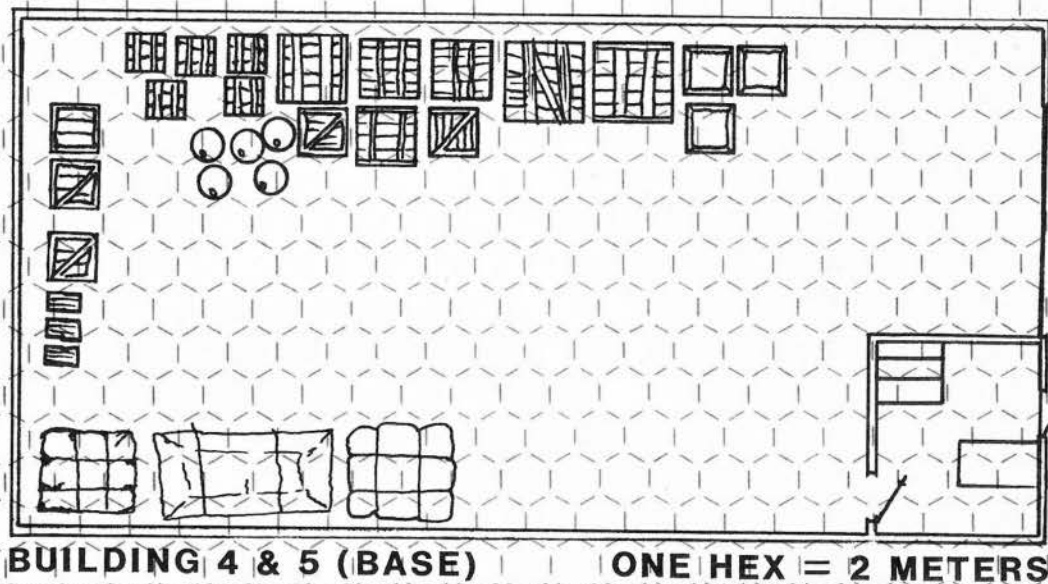
ONE HEX = 100 METERS



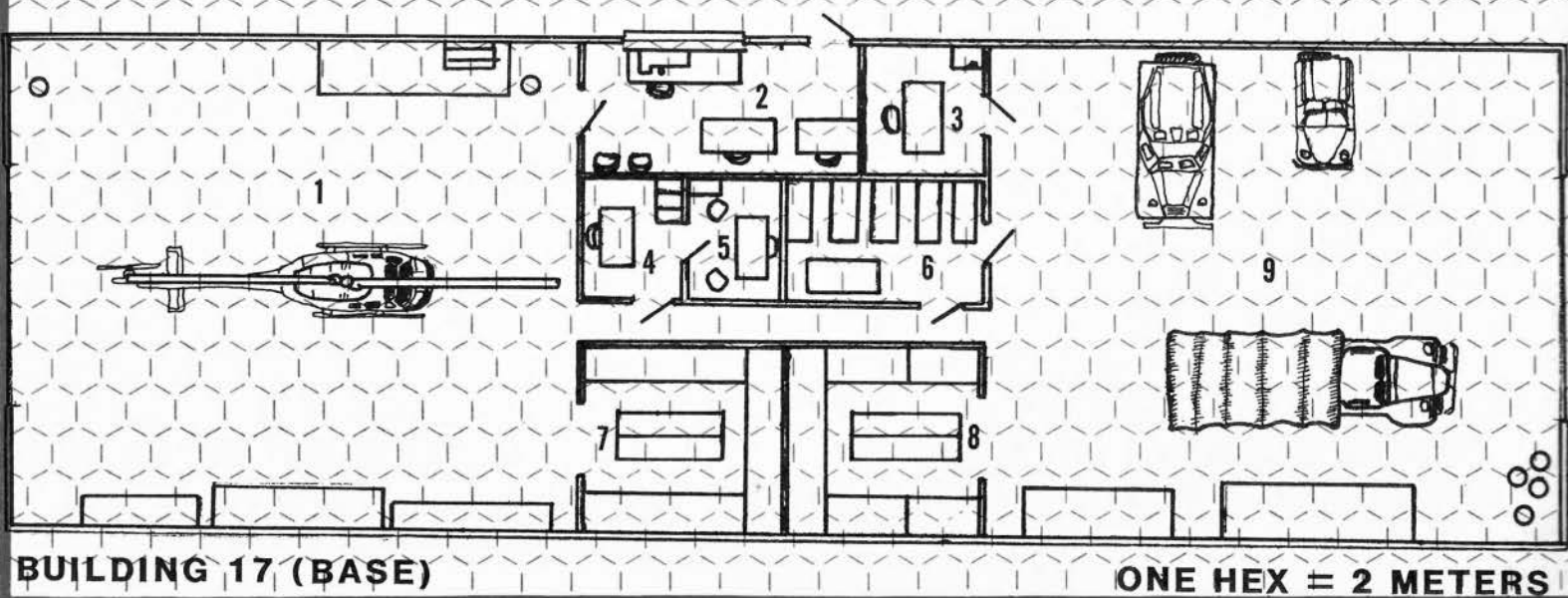
MAP 2



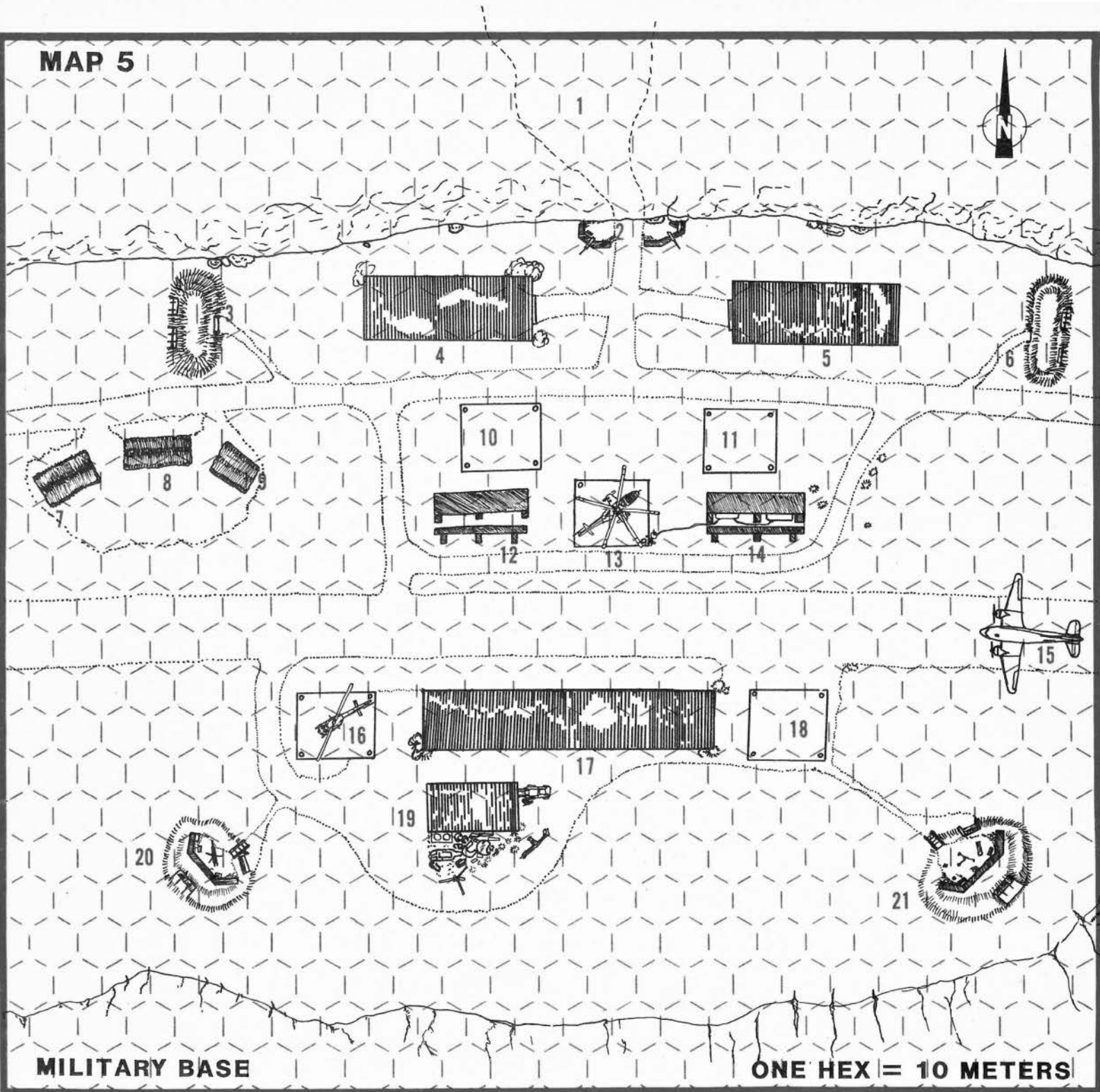
MAP 3



MAP 4



MAP 5



1. PRISONERS CAVE

2. CAVE ENTRANCE

3. BARRACK BUNKER

4. STORAGE QUONSET HUT

5. STORAGE QUONSET HUT

6. BARRACK BUNKER

7. TROOP BARRACK

8. TROOP BARRACK

9. NCO BARRACK

10. LANDING PAD

11. LANDING PAD

12. AMMO BUNKER

13. LANDING PAD

14. FUEL BUNKER

15. DC-3 AND LANDING STRIP

16. LANDING PAD

17. VEHICLE AND ADMINISTRATIVE BUILDING

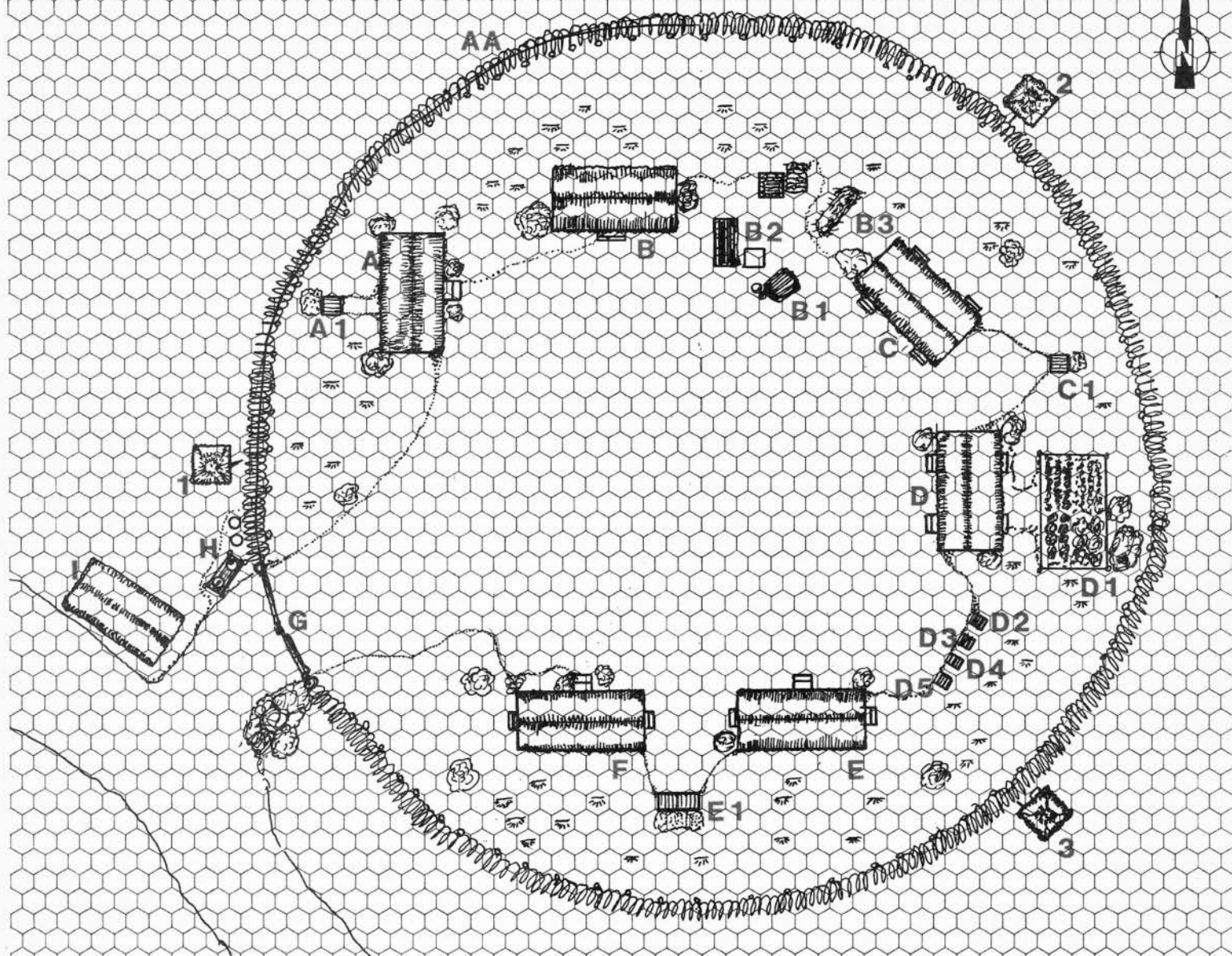
18. LANDING PAD

19. JUNK STORAGE QUONSET HUT

20. FIGHTING BUNKER

21. FIGHTING BUNKER

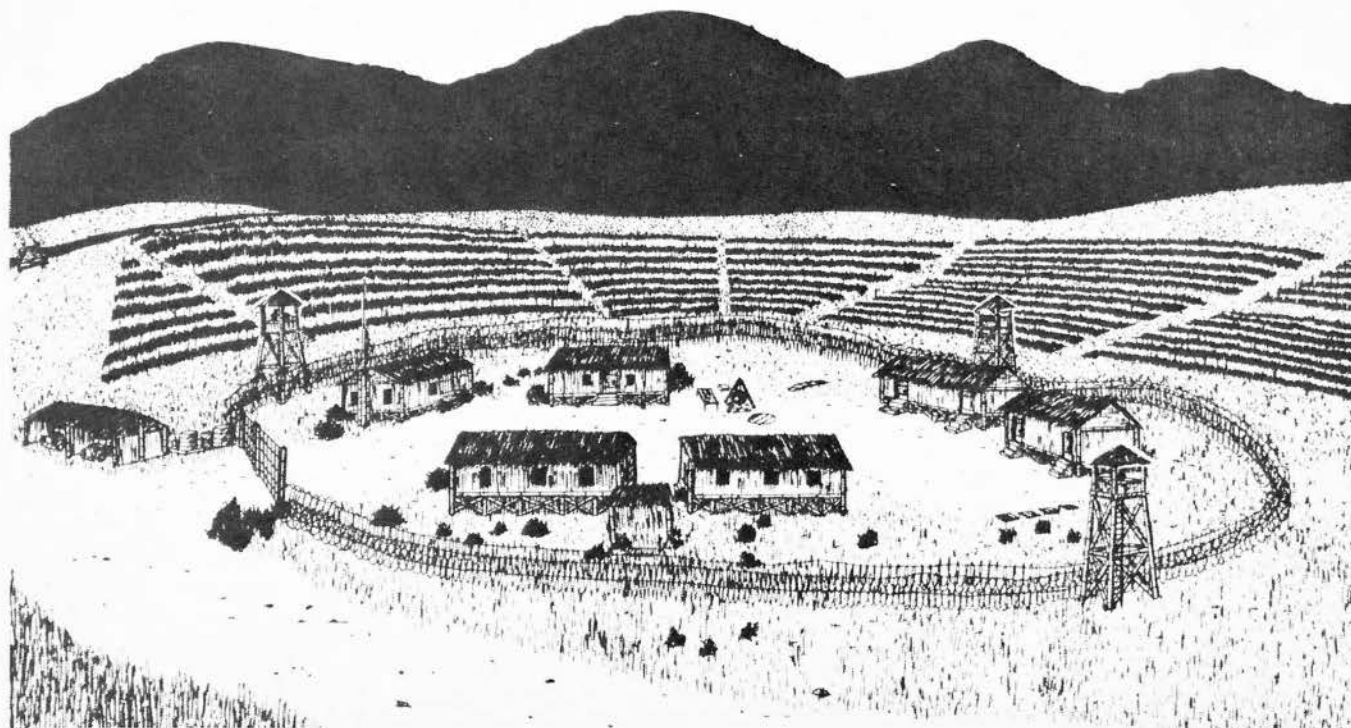
MAP 6



POW CAMP

(CODE NAME "CLEARING")

ONE HEX = 2 METERS



PROLOGUE

Vietnam. The name still brings strong reactions from much of the American public. In the Spring of 1985, we reflected on the 10th anniversary of the fall of South Vietnam, two years after the U.S. pulled out.

During the years of U.S. involvement in Vietnam, we suffered almost 46,000 dead and over 300,000 wounded. More than 3,000 individuals were also listed as Missing In Action (MIA) or Prisoners Of War (POW.) After the return of 591 men in 1973, there were still over 2,500 people listed as MIA. The number included 96 POW's, 1,175 Killed In Action - body not recovered (KIA-BNR), and 1,279 MIA's. Even though the total number of MIA's was less than 5% of the fatal losses, as compared with 22% for World War II and over 25% for Korea, there is still a strong public outcry for information about the Vietnam MIA's.

The law requires a presumptive finding of death (PFD) if there has been no information regarding an MIA after he has been lost for more than a year. Public sentiment prevented these PFD's from being declared until the late 1970's. But between 1975 and 1982 the U.S. Defence Intelligence Agency (DIA) received 1,682 reported sightings of American POW's still in Southeast Asia. Most of these reports would not stand up to investigation but several hundred are solid undeniable sightings of non-Asian prisoners.

The authors do not claim any special knowledge of live POW's in Vietnam but offer this module and story as a conceivable sequence of events based on available information.

JUNE 1985

KEVIN DOCKERY
BOB SCHROEDER

INTRODUCTION

HERE THERE BE TIGERS is a daring mission into Northern Laos to secure the release of a few POW's who have been there since the Vietnam War. Conventional diplomacy has failed to establish whether there are any of them left alive but first hand and intelligence reports positively prove that there were some POW's remaining a few months ago. Time is critical, the monsoons are coming and no one knows when the prisoners may be moved from their last reported location. A few friends come together to rescue a former comrade-in-arms, risking imprisonment or death for his sake.

As an adventure for ESPIONAGE/DANGER INTERNATIONAL, this is fiction and some liberty has been taken in the conception of this mission. However, the places are real, the weapons and equipment do exist, and the dangers involved in such a rescue mission are carried over in the tone of this adventure. The characters must be constantly alert. While not necessary, it would be very helpful if the GM became well versed in the flavor of Southeast Asia, to the point of studying maps and reading about the culture and customs of the people in the area. U.S. government Area Handbooks are an especially good source of information.

A special training section has been included to show how military style missions are prepared. Elite military package deals are included, and as an added bonus, Training Camp rules have been incorporated to expand Agents' training in the same way that Danger Rooms expand Superheroes' training. With a little work, this could be the best adventure you, as the GM, have ever run and the best time your players have ever had.

HERE THERE BE TIGERS is a supplement to Hero Games' DANGER INTERNATIONAL. Inside this book you will find new Skills, weapons, drugs, animals, and vehicles - all in addition to a scenario of the same name as this book. Some rules or statistics among the vehicles or weapons may vary from those listed in DANGER INTERNATIONAL. Either set of statistics may be used.

LONG TERM USE OF THIS MODULE

This book is divided into two main sections, supplementary information for use with ESPIONAGE/DANGER INTERNATIONAL, and a scenario using that information. The book has been organized along those lines so that readers may have to refer back to the first half for details on certain sections for use with the adventure.

Replay value of this book can be found in the New Skills, Regression and Training of Skills, Elite Characters, Training Camp, and the Black Market sections. If your campaign is such that characters go on missions only once or twice a year, Training Camp is ideal to expand upon the dead times. Remember, there will always be missions where time is critical so that no extra training can take place, but most governments and agencies don't spend millions of dollars in training and equipment on characters just to "flush it down the drain."

The scenario was designed to give the GM and players an idea of what military style training is like. SWAT teams, counter terrorist agencies, and even some firemen go through a similar style of training. Essentially, it is outlining a feasible plan BEFORE even attempting it. Extensive intelligence work was sought after to try to make this plan contain the same type of encounters that the players would actually meet while on such a mission. Then, the members of the team practice, practice, PRACTICE!

After each set of practice runs, which may vary, a discussion is held to gain feedback. The members might have noticed something that the original planners missed. Any significant ideas are examined and if the new data changes the plan and improves upon it, all the better.

Replay value of the rescue scenario by itself is small. The authors realize this, but the camp is similar to all Prisoner of War camps used in the area, thus providing GM's with the basics to generate their own original scenarios. Materials of construction, arrangement of buildings, size, etc., would change from locale to locale, but essentially would be the same.

The base is an old CIA base built in the area after the French moved out, so it's typical of that kind of base.

This adventure should impress upon both the GM and players the capabilities of elite military units and the importance of a good plan. Hopefully, players will now take time to think through a plan by outlining objectives, gathering intelligence, and running through the proposed plan a couple of times. In real life, there is no GM who calmly waits while you stumble through a situation by "winging it."

Finally, we have tried to present you with a factual and complete module that is also entertaining to play. We hope that you will get as much satisfaction and hours of enjoyment in playing this as we have in presenting it.

THE AUTHORS

NEW SKILLS

DEX BASED SKILLS

PARACHUTING:

This DEX based Skill gives a character the ability and knowledge to do a free fall, rip cord jump. He is trained to fall from a height of between 2,000 and 10,000 feet and to open the chute at 5 second intervals. The character also knows how to land properly on open ground or water. If a character is performing a static line jump (i.e. the chute cord is attached to the plane and opens automatically upon exiting the plane) he receives a +3 modifier to his Skill Roll. There are 5 main military style jumps: High Altitude High Opening (HAHO), High Altitude Low Opening (HALO), HALO SCUBA, Low Altitude Low Opening (LALO), and Low Altitude High Speed (LAHS).

The HALO jumps involve drops from 25,000 feet or higher and free falling until approximately 1200 feet where the character then opens his chute. Oxygen is given to the character during his free fall time. As he is falling at a velocity of 30" per second (122+ miles per hour), there is very little time to activate a reserve chute. He will have to recognize that his chute has failed to deploy properly (PER Roll), and immediately open his reserve. As the character will fall 180 feet per second and was at 1200 feet when he first activated the main chute, you can see that at the very least, the character will land "hard" (about 30 dice of damage) if his second chute doesn't deploy. Characters receive a -3 modifier to their Skill Roll.

A subclass of HALO is the HALO SCUBA jump. The character must have the Professional Skill SCUBA diving as well as Parachuting with HALO. Breakfall is also recommended. This Skill allows the character to do a HALO jump with full SCUBA gear, land in the water and immediately cut away the main chute to perform a SCUBA mission. Characters receive a -2 modifier to their Parachuting Skill Roll when doing this style of jump.

The LALO jumps involve drops at less than 150 feet and the chute should be activated immediately. These jumps are used when little chance of return fire is

expected in the area of the DZ (drop zone) and when detection may be expected at higher altitudes. As in the HALO, if the chute fails to deploy properly, the character has little time to activate a reserve. Because characters do not have much time, a -2 modifier is applied to their Parachuting Skill Roll..



The HAHO jump involves drops from 30,000 feet with the chute opening after a 2 phase free fall. Characters involved will be given an oxygen supply for breathing until reaching an altitude where there is enough oxygen for them to breathe independently. While still at a high altitude, the character opens his chute and then glides for distances of up to 30 miles. During the glide, the character may have to make further Parachuting Rolls for direction changes which may be required. A reserve chute is always carried but it is a standard free fall chute. A character trained in HAHO jumps receives a -1 to his Parachuting Skill Roll.

The LAHS is the newest style of jump and is similar to a LALO. The difference is that the characters involved are jumping out of a plane which is travelling at 250 miles per hour. This type of drop is also used to deploy equipment and supplies. It is used when return fire is expected and a quick in and out is desired by the pilot. Because of the velocity of the plane and the height of the fall, Characters receive a -3 modifier to their Skill Rolls.

Finally, there is a new system of jumping known as "Tandem." This involves an experienced parachutist jumping with a inexperienced character having his own chute attached to the parachute's gear with a tow line. This style of jump would only be used in HAHO jumps and all maneuvering Parachuting Skill Rolls receive a -2 modifier.

The modifiers to the jumps are there to simulate the additional training necessary to do them. These are military jumps and there are three levels of parachutists in the military. They correspond to Skill Rolls as the next chart demonstrates. Furthermore, all characters suffer modifiers to their Skill Roll according to the following:

MILITARY LEVEL OF PARACHUTIST	SKILL ROLL OF
PARACHUTIST	11-
SENIOR PARACHUTIST	14-
MASTER PARACHUTIST	18-

MODIFIERS TO PARACHUTING SKILL ROLL (Cumulative)

Static Line	+3
Free Fall	+0
HALO	-1
HALO SCUBA	-2
LALO	-2
HAHO	-3
LAHS	-4
Tandem	-2
Combat Equipped	-1
Night Jumps	-2
Mass Tactical	-3
(Large, 100+ group jump)	

If the character has never made the particular type of jump before (i.e. HAHO, Free Fall, etc.), he takes an additional -1 modifier. If the character has qualified on the specific type of jump, (has made at least 5 jumps of that type), he receives a +1 modifier.

Failure of this Skill Roll may result in a variety of problems. If the initial Skill Roll is missed but an 18 is not rolled, the character has become disoriented. He must make further rolls to realign himself while falling and a successful roll will get him back into the proper position. During this time, the character will continue to fall. The distance fallen depends on the character's Speed (characters with higher Speeds can move much faster, thus making the distance smaller.) This distance also causes the character to miss his exact landing hex, depending on the type of chute being used. The distance fallen and the amount by which he misses is detailed in the following charts.

DISTANCE FALLEN

CHARACTER'S SPEED	DISTANCE
1	3600"
2	1800"
3	1200"
4	900"
5	720"

LANDING ZONE MISSED

CHUTE TYPE	HEXES SHORT OF LZ HEX
Standard	100 per pt. by which missed.
Para Commander	50 per pt. by which missed.
Para Wing or Ram Air	10 per pt. by which missed.

However, if an 18 is rolled something has gone wrong with the deployment of the main chute. Roll 3D6 and consult the following chart for problems and solutions:

3D6 ROLL	RESULT
3-4	Blown Panel (parachute tears) ¹
5-6	Jammed Pins (chute doesn't deploy) ²
13-14	Mae West (lines interfere with the chute) ¹
15-16	Barber's Pole (lines twisted behind head) ¹
17-18	Horse Shoe (character is entangled in chute lines) ¹

-5 Die Modifier if Rigging Skill rolled is missed.

SOLUTIONS

¹Cut away main chute, pull reserve.

²Pull reserve.

In all cases where the chute activates but doesn't deploy properly, the correct action is to cut away the main chute. To "cut away" the main canopy, the Capewell quick releases, one on each shoulder, are opened and pulled. The character will almost always know that his chute hasn't deployed (+5 to PER Roll) and it takes about 2 phases to cut away the chute. If the character doesn't have the time to cut away, as in a LALO or LAHS jump, the reserve chute is pulled immediately and the character prays a lot. Roll 3D6 again. If the character misses this Parachuting Skill Roll, the reserve chute has gotten entangled with the main.

With the proper opening and deployment of the chutes, the character will land gently, (as compared with when it doesn't, but there is still the chance of a "hard" landing. Upon landing, the character must make a final parachute Skill Roll. If he fails, the character will take damage as if he fell and has a velocity of 5". This is a 5D6 roll and the Breakfall Skill can be used to roll with it, minimizing the damage. Falling amongst trees with the new style of chutes will not kill characters, but will cause damage as if they missed the final Parachuting Skill Roll.

NOTE: Many civilian parachutists can pack their own main chutes but only a certified Rigger is allowed to pack a reserve chute.

COST: 3 Character Points for a basic roll of 9+ (DEX/5), +1 for 3 points for the standard jump. Each special type jump costs 1 additional Character Point and will have the same chance of success. Complementary Skills include Contortionist, Rigging, Acrobatics, and Breakfall.

MOUNTAINEERING:

This Knowledge Skill is a subclass of Climbing Skill. It allows the character to successfully rappel and climb surfaces without handholds. Mountain climbing equipment, (rope, pitons, hammer, etc.) is necessary.

COST: 2 Character Points for Base Climbing Skill.

INT BASED SKILLS

ORIENTEERING

This INT based Skill allows the character to read

maps, use compasses, and other navigational devices. It allows a character to determine different paths or courses, the inherent dangers of each based upon terrain, and the time necessary for them. Maps, aerial photographs, and topographical models act as skill Modifiers (+1 to +5 depending on their detail) and Area Knowledge acts as a complementary Skill.

Orienteering costs 3 Character Points for a base roll of 9 + INT/5 or less on 3D6. +1 to Skill Roll for 2 Character Points.

PROFESSIONAL SKILLS

INSTRUCTOR

This Professional Skill allows the character to teach another player any Skill that the instructor has at Competent level. He may instruct other characters up to his level at a rate of one point per training course. (The levels of Skills are presented in the Training section.)

Time, money, and Experience Points depend upon the guidelines set forth in the Training Section and upon the method of training, that is, Normal or Intensive.

The Success Roll however, depends upon two rolls when a player character is teaching another player character. The first roll is the success of the instructor making his Instructor Skill Roll. If he makes it, then the student may make a success roll.

Instructor Skill costs 3 points for an 11 or less roll, +1 for 2 points.

RIGGING:

The ability to pack/unpack parachutes insuring their correct deployment and opening. Because of the intensive training and requirement necessary, the base chunk of this Skill is 14 or less. A character may still buy Familiarity of this Skill for one point, but the dangers are as great as in Familiarity with Demolitions. This Skill also gives the character the ability to repair any chute and the ability to prepare anything for a drop. (Also see the Rigger Package in the Elite Characters and Package Deals section.)

NOTE: Many civilian parachutists can pack their own main chutes but only a certified Rigger is allowed to pack a reserve chute.

COST: This Professional Skill costs 2 points for an 11 or less roll. +1 for 1 point. Minimum Cost is 5 points if the character wishes to be certified as a Professional Rigger.

KNOWLEDGE SKILLS

CBR:

This Knowledge Skill is comprised of 3 subgroups in which there are many similarities, but they are different enough from each other that the separate subgroups are necessary. The character is taught the use of detection equipment, protective methods of avoiding contaminated areas, protecting himself while crossing contaminated areas, and to decontaminate equipment once through a contaminated area. He is also taught to tell others with the use of signs, hand

signals, etc., of this important information. These Skills are inherent to each subgroup.

CHEMICAL: The character is taught to recognize the various methods of contaminating an area and the physical signs of contaminated areas (i.e. dampness of leaves with no recent rain or dew having occurred.) He is also taught to look for symptoms of contamination in humans and animals. Finally, while under attack, he is taught the special methods of protection.

BIOLOGICAL: As in Chemical but signs of contamination are the absence of animals or dead ones where animal activity was normal before.

RADIATION: The character is taught the immediate protection steps if caught in the open, the methods if a 30 second or more warning is given, and how to follow up on each. He is taught basic survival techniques while operating in a contaminated area and also to look for physical signs of contamination (dust on the ground and cars, sick animals and humans, etc.)

For 2 Character Points the character has a base 11 or less roll on 3D6 with the base Skill and one subgroup as well as Familiarity with the other two subgroups. To raise the other subgroups' proficiency to the level of the first one costs 1 Point each. +1 to the Skill Roll costs 1 Character Point.

IDENTIFICATION (WEAPONS):

There are five subgroups to this Knowledge Skill. When a character first takes this skill, he chooses one subgroup Handgun, Rifle, Submachinegun, Machinegun, or Heavy Weapons, and two nationalities i.e., American and Russian Rifles.

Each additional subgroup costs 1 point. Additional nationalities will cost 1/2 point each. The main nationalities include NATO, Warsaw Pact, and Third World. Third World weapons tend to be from the surpluses of the industrial nations. They are generally the weapons from World War II and earlier with the most modern being from around the mid 1960's (Vietnam).

The character has a base 11 or less roll to identify a weapon by sight. If the character has to identify it by touch alone, there is a -3 modifier. Each +1 to his Skill Roll costs 1 Character Point.

AERIAL OPERATIONS:

This Knowledge Skill gives the character the ability to act as a "traffic controller" in the midst of inhospitable terrain. He is trained in the use of arm signals and verbal instructions by radio.

This Skill gives a pilot no negative modifiers when landing. For every 2 points by which this Skill is missed, the pilot suffers a -1 to his Piloting Skill in addition to any terrain modifiers inherent to his landing area of which the pilot is not aware.

Cost is 2 points for an 11 or less roll, +1 for 1 points.

FORWARD OBSERVATION

Forward Observation is a Knowledge Skill, the art of directing fire from a position other than that in which

the firer is located. For each round of fire, the forward observer must make his Skill Roll to see if he delivers correct information to the firer. This takes into account that he must see the target and have some way of communicating with the firer. Normal sight perception modifiers apply as do size modifiers. If the Skill Roll is made, the firer may add a +2 cumulative modifier to his "to hit" chance.

This Skill may also be used by a "Spotter" working with a sniper (at the level of Familiarization: 8-). The spotter calls corrections to the firer for every shot impact which the spotter sees.

Perception Rolls are made by the Forward Observer based on the background of the target area. The following chart details some of the modifiers to Perception Rolls.

Sand/Loose Dirt	+3	Tracer Rounds	+6
Stone/Brick	0	Water	-4
Wood/Trees	+1	Nothing	-10
Brush/Shrub	-5	Steel/Metal	-1

Making the Perception Roll allows the Forward Observer to relay information on where the firer missed and to what degree. The firer then receives a +1 cumulative modifier to his "to hit" chance for every 2 points by which the Forward Observer makes his roll.

Forward Observation Skill is mainly used for indirect fire with indirect fire weapons. All such weapons have only a base 8 or less chance to hit any intended hex within their Maximum Range. They also have a Minimum Range which is the closest distance such weapons may fire. Between Minimum and 1/2 Maximum, all modifiers apply normally. Between 1/2 Maximum and Maximum, no better than an 11 or less chance is possible. Remember, indirect weapons fire at hexes (DCV 3) or large structures (buildings, vehicles, etc.) and only Size Mods, Range Mods, and levels with the weapon apply. Without the Forward Observer, the firer may only apply 1/2 of his Skill levels.

This Skill costs 2 points for a base 11 or less roll on 306. +1 per point.

PATHFINDER:

This Knowledge Skill gives a character the ability and knowledge to conduct reconnaissance to select and prepare landing (plane and helicopter) and drop (parachute) zones. This includes clearing of the area and minor modifications to the landscape. Given enough time and the necessary equipment, no die roll is necessary. Modifiers to the die roll range from -1 to -10 depending upon the amount of time, equipment at hand, and suitability of terrain. These are summarized by the following chart:

SITUATION	MODIFIER
Perfect Conditions	no roll
No heavy Equipment	-3 to -5
A day or less	-3 to -5
Necessary to rework the entire area	-10

Knowledge of Area would be a Complementary Skill. Failing this roll would indicate that less than

desirable results have been achieved, forcing Pilots to make a Piloting Skill Roll at a minus equivalent to the amount by which the Skill Roll was missed.

Cost is 2 points for an 11 or less roll, +1 for 1 point.

GENERAL SKILLS

AMBUSH:

This General Skill gives a character the ability to effectively lay or defeat an ambush. These may be as simple as a pit trap (with punji sticks), or as complex as the character is capable of making it. Both static (non-mobile) traps and moving (using men) traps can be made at the same level of proficiency, although the more men used, the better the chance of blowing it.

Stealth, Concealment, and Terrain can all act as Complementary Skills. Failure of the Roll (made by the GM) means that the character(s) miscalculated somehow, alerting the opposition.

Cost is 3 Character Points for an 11 or less roll, +1 for 2 points. GM's should note that static traps are laid better by using Concealment Skill in which case, the Ambush Skill acts as complementary. Ambush takes into account not the proper building of the trap, but the proper placing of it, ensuring the best possible location for the best possible physical results.

TACTICS

This INT based Skill is taught to policemen, military men, etc. It represents the coordination of their efforts in a more constructive mode. All characters have a base 8 or less chance to coordinate with anything. In combat, this means hitting a target simultaneously at the same DEX and Speed. If the roll fails, the attacks are rolled normally and are considered to be separate hits. If at least two characters succeed, the attack is rolled normally, but any STUN that passes the target's defenses is added together to determine if the target is STUNNED. Knockback is calculated normally, then added together. This is also known as "Coordinating Attacks."

For all Skill Rolls, this means two or more characters are combining their respective talents to succeed. To use "Tactics," all involved characters must have the Skill needed (i.e. a full Skill, not just Familiarity) and make their Tactics Roll. If any character fails, he may not get any of the bonuses received by those who succeed, although he may still roll normally, possibly succeeding that way even if everyone else fails. If at least two characters succeed, they get a bonus to their Skill roll(s) as follows:

NUMBER OF SUCCESSFUL CHARACTERS	BONUS
2	+1
3	+2
4	+3
5	+4
etc.	etc.

There is a small penalty for coordinating groups of characters. Coordinating only 2 characters takes 1/2 phase, add +1/2 phase per additional character for larger groups, whether or not they succeed with their Tactics Roll. It takes time ensuring that correct information is relayed to each and every person. The more people there are, the longer it takes.

Another main advantage of Tactics is similar to Deduction. The character is pursuing a course of action but is unsure of the best way to handle it. This Skill may be used for that purpose. In this regard, it acts like Deduction. Unlike it however, the character must have a course of action outlined. The GM can then give the character(s) hints on position, placement, ways of assault, anything that gives positive modifiers, or the least number of negative modifiers to the chosen plan.

EXAMPLE:

A group of characters are determining which way to assault the 2 story house in front of them where a group of terrorists are "holed up." They know that there is a front and a back door, a total of 6 windows on the first floor and 10 on the second. All windows and doors are probably barred. Their initial plan is simply to storm through the front door. One character decides to make a Tactics Roll and succeeds. The GM informs the players that if they all rush the front, it will allow the terrorists to escape out the back. The

characters then plan to assault both entrances simultaneously, during a meal being the most likely time to do it.

Tactics is an INT based Skill and costs 3 points for a 9 + INT/5 roll. +1 per 2 points.

MINE WARFARE

This Knowledge Skill allows a character to use mines and explosives in an offensive combat role. Demolitions acts as a complementary Skill in selecting the correct type of mine or explosive, but not knowledge as to where placement should occur for best psychological effect.

COST: 2 Character Points for a base 11 or less roll, +1 for 1 Character Point.

DEFENSIVE POSITIONS

This Skill allows a character the ability to select natural fortifications or to build one if necessary. The materials necessary are essential if no natural fortifications exist. The character may also gain bonuses to his Perception Roll to determine blind spots and the best avenue of approach to an existing fortification when this Skill is used as a complementary Skill.

COST: 2 Character Points for a base 11 or less roll, +1 for 1 Character Point.

TRAINING/REGRESSION OF SKILLS

Throughout a person's life, he learns new things and forgets portions of the knowledge which he already possessed. The following rule system accounts for this and requires very little bookwork from the players or the GM. There are two major subsections; losing unused skills and relearning dormant ones.

Losing Skills And Characteristics

A character will lose his "edge" on any Skill or characteristic that he does not continue to use. An athlete loses his form and endurance, a weight lifter's muscles lose their tone, ordinary people forget portions of history, geography or mathematics learned in high school or college. Player characters

are no exception. Any Skill that is not used in a given amount of time will regress. This time factor depends on the type of Skill and the degree to which the character is proficient with that Skill. Losing Skills and Characteristics is commonly known as REGRESSION.

Regression can be a useful plot tool to simulate NPC's who were once good but have slipped, or PC's who go on a binge (drugs, alcohol, overeating, extended time with the opposite sex, anything that gets them out of shape.) We'll simply define a chart or two that will act as modifiers to a character's Skill Levels, Skill Rolls and Base Characteristics. The character sheet needn't be modified, the player and the GM just take these modifiers into account. The player will have to record how long the character has been out of training or action. This will determine which column of the chart he will use. For every 1 week training or 1 adventure the character will gain back 1 level on the chart. Thus, any character can train himself back after about 4 weeks or so.

REGRESSION CHART

TIME SINCE LAST TRAINING OR ADVENTURE	SKILLS AND SKILL LEVELS			
	Skill Roll 11+	Skill Roll 14+	Skill Roll 18+	
	Skill Levels 1+	Skill Levels 3+	Skill Levels 5+	
More than 1 month	-----	-----	-1 Level or Roll	
More than 3 months	-----	-1 Level or Roll	-2 Level or Roll	
More than 1 year	-1 Level or Roll*	-2 Level or Roll	-3 Level or Roll	
More than 3 years	-2 Level or Roll	-3 Level or Roll	-4 Level or Roll	

* Minimum Level 0.

TIME SINCE LAST TRAINING OR ADVENTURE	Characteristic of 11+	Characteristic of 16+	Characteristic of 21+
More than 1 month	-----	-----	-1
More than 3 months	-----	-1	-3
More than 1 year	-1*	-3	-5
More than 3 years	-3	-5	-7

* Minimum 10 Characteristic.

TRAINING OR ADVENTURE	Skill Roll 11+ Skill Levels 1+	Skill Roll 14+ Skill Levels 3+	Skill Roll 18+ Skill Levels 5+
More than 1 month	-----	-----	-1 Level or Roll
More than 3 months	-----	-1 Level or Roll	-2 Level or Roll
More than 1 year	-1 Level or Roll*	-2 Level or Roll	-3 Level or Roll
More than 3 years	-2 Level or Roll*	-3 Level or Roll	-4 Level or Roll

* Minimum Level 0.

TRAINING OR ADVENTURE	Characteristic of 11+	Characteristic of 16+	Characteristic of 21+
More than 1 month	-----	-----	-1
More than 3 months	-----	-1	-3
More than 1 year	-1*	-3	-5
More than 3 years	-3	-5	-7

* Minimum 10 Characteristic.

Thus, a character with DEX 21, CON 13, and Stealth of 14- who hasn't adventured for over a year would act on his first mission as DEX 16, CON 10 and Stealth of 12-. Actually, he could even go up the level near the end of the mission, hopefully at a dramatic moment. The system is, of course, optional and the GM need not use it.

Normal And Intensive Training

NORMAL TRAINING

Most civilians condition themselves physically in their spare time. This basically equals one hour per day or two to three hours on the weekend. Thus, it takes about 4 weeks to earn one Experience Point.

The second requirement is cost and equipment. This varies from one training course to another but a general rule is \$500.00 times the Characteristic Cost Multiple. This cost includes the use of equipment and a qualified instructor. The character may negate this second requirement by using makeshift equipment or not having an instructor but the time requirement then doubles.

The third requirement is Experience Points. The character notes the amount of Experience Points which the training will require. Those points are recorded as spent points and at the end of the training time, the character receives the benefits of the course.

Optionally, the character may try experimental techniques to try to learn faster. In this case, the character may bet one point on any base (not figured) Characteristic and at the end of training time, he

makes a Success Roll. This roll is simulated by the following formula.

If the Success Roll is made, the character gets 2 points towards his Characteristic. If he blows the roll, he loses the point. This simulates the character by using experimental techniques, being able to achieve great results at the low end, but making it progressively harder at the higher end of the scale.

Finally, remember to record any of a character's won or lost Experience Points as REAL EP's. All characters should be point balanced at all times.

SUCCESS = Maximum Characteristic - Character's Current Characteristic +3.

EXAMPLE:

Steve is trying to raise his STR from 15 to 16 by training. The time necessary is 4 weeks x 1 or 4 weeks. He must spend \$500.00 and his success role is 20 - 15 + 3 or, 8 or less on 3D6.

Skills, on the other hand, are learned through schools. It is possible to find a school for almost any Skill. The necessary time and money are equated to Experience Points so no bonuses are necessary. A general rule is: 4 weeks times the cost of the Skill.

INTENSIVE TRAINING

Military, Police, Firemen, and Olympic or Professional Athletes also condition themselves physically but on a much more demanding schedule.

Instead of just one hour, many hours are spent per day in rigorous training. This cuts down the necessary time for improving Characteristics and Skills.

For Physical and Mental conditioning of Characteristics the time necessary is: 4 hours per day for 2 weeks times the Characteristic Multiple. Thus, if Steve was in the military, it would only take 2 x 1 or 2 weeks to raise his STR from 15 to 16. Most intensive courses are in two parts. The first is book work including active instruction on procedures and techniques, a question and answer period, the setting of short range goals, and testing (usually on a weekly basis) of success in meeting those goals. This is immediately followed up by practical work. The character gets out and practices what he has just been taught. By combining these parts of training, the character actually learns at a faster rate. A one week course in the military equals 2 weeks on the outside. If using the experimental techniques system Success Rolls stay the same, except that the inherent modifier is +4 (not +3.)

Intensive training can modify the amount of time and experience actual Skills take. The time factor for new Skills is 4 hours per day for 2 weeks times the cost of the Skill. If the character already possesses the Skill, the formula is: 2 week times the cost for +1 Skill point. Experience Points for intensive training are the normal cost and the amount of money needed doubles. The Success Roll is:

$SUCCESS = 3 + \text{Maximum Characteristic} - \text{Current Characteristic}$.

Remember, the Success roll system is optional. If the GM uses the system for Normal Training, then he should use it under Intensive Training. If he doesn't, then it would not apply here. The main advantage of Intensive Training is less time overall. Maximum allowable Training Time is 60 hours per week. Exceeding this time is essentially wasting effort.

The following chart is provided to summarize this section:

<u>CHARACTERISTICS</u>		
TIME	NORMAL	4 weeks x Characteristic Cost Multiple.
	INTENSIVE	2 weeks x Characteristic Cost Multiple.
MONEY	NORMAL	\$500.00 x Characteristic Cost Multiple.
	INTENSIVE	\$1000.00 x Characteristic Cost Multiple.
EXPERIENCE POINTS	NORMAL	Normal cost.
	INTENSIVE	Normal cost.
SUCCESS (If using)	NORMAL	Maximum Characteristic level - Current Characteristic +3.
	INTENSIVE	Maximum Characteristic level - Current Characteristic +4.

SKILLS

TIME	NORMAL	4 weeks x the number of Experience Points needed for a Skill.
	INTENSIVE	2 weeks x the number of Experience Points needed for a Skill.
MONEY	NORMAL	\$150.00 x cost of Skill in points.
	INTENSIVE	\$300.00 x cost of Skill in points.
EXPERIENCE	NORMAL	Normal Cost.
	INTENSIVE	Normal cost.
SUCCESS (If using)	NORMAL	20 - Current Skill Roll +3.
	INTENSIVE	20 - Current Skill Roll +4.

MODIFIERS

Double the Time necessary if training to Characteristic 16+, Skill Roll 14+, or Skill Level 3+. Double the Time necessary again if training to Characteristic 20+, Skill Roll 18+, or Skill Level 5+. Halve Time Necessary if training under Instructor who makes his Instructor Skill Roll. Note that the Instructor must have Skill or Level equal to or greater than the character's in the subject being taught for this half time benefit to apply.

COMMENT: This training system is optional. The GM needn't use it. What it does provide, however, is a way to handle dead times between adventures. Regular adventures also count as "Normal" training time and if the character is with another character who has Instructor Skill during an adventure, the training time necessary is halved (if he makes his Instructor Skill Roll.)

TRAINING CAMP AND CONFIDENCE COURSES

Training adds a new dimension for ESPIONAGE / DANGER INTERNATIONAL games. Many movies and books show how agents go through training in preparation for their missions but up to this point, no system for this has been presented. Thus, what CHAMPIONS III Danger Rooms do for Superheroes, Training Camp does for Agents (Superheroes may also go through it.)

Training Camp can consist of many parts; Weapon Ranges, Gymnasiums, and Confidence Courses are all included. They may be either inside a building or outside in natural surroundings. In movies or books, these courses help prepare a character for a specific mission or maintain their Skills at their optimum level. Characters may use Training Camp to practice combat, gain proficiency at teamwork and tactics, and learn new Skills.

The system included here will allow characters to run with a GM or "solo." A character may wager

Experience Points in the hope of getting higher returns. The courses are designed to run characters singly or in groups. Also, with correct planning and forethought, the characters can construct training camps that encircle their base completely, forcing any villains or invading forces to go through them in order to reach the heart of the base.

Weapon Ranges

The Weapon Ranges are detailed and complex because many factors come into play. The major problem encountered during play will be time as all ranges are set up according to real time. Thus, players should note the length of their characters' phases in seconds and also how long 1/2 phase lasts. Each range will also detail if there are any variations on the HERO system because of this. It is suggested that players take their time when reading a weapon range and look at all examples. Determine how the modifiers show up and in what manner they may be applied. When running the range on your own with a weapon having different stats then the example, determine the modifiers for Range, Bracing, and Bracing and Setting. If the weapon uses Modified Range Modifier (MRM) rules, determine the range Modifier as well. The following text and example are provided to explain what MRM is.

MODIFIED RANGE MODIFIER: As an optional alternative to RNG MOD to help explain the long effective ranges of certain weapons, the following advantage is given. It should be restricted to tripod mounted weapons, recoilless rifles and heavy weapons. The x4 RNG MOD bonus for Bracing and Setting is already included.

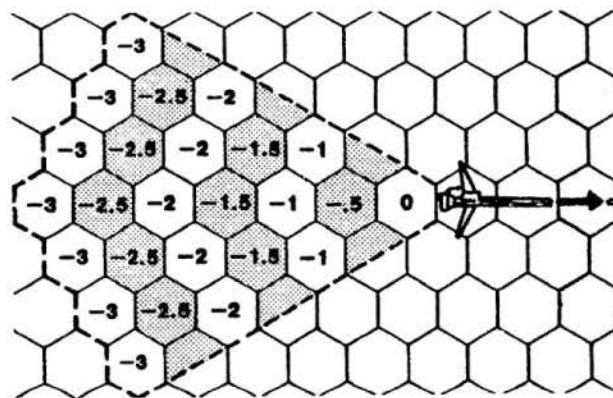
Instead of the normal method of reduction of ONE to the attack roll per MULTIPLE of the RNG MOD (normally -1/3"), the successive reductions are taken over increasingly greater distances.

Take a RNG MOD of -1/3 as an example:

RNG	0-3	4-6	7-9	10-12	13-15	16-18	19-21
RNG MOD	0	-1	-2	-3	-4	-5	-6 etc.
MRM	0	-1	-2	-2	-3	-3	-3

As shown, no reduction is taken between 0" and 3". One is taken between 4" and 6". Another -1 is applied between 7" and 12" (a total of 6"), twice the usual distance. A third -1 is applied between 13" and 21" (9"), three times as much. A fourth would apply between 22" and 30" (12"), four times, etc.

A special note on certain weapons concerns "backblast." All missiles, recoilless weapons and claymores have this characteristic. When the weapon fires, a special killing explosion extends in a cone from the weapon in the opposite direction from that in which it is fired. Thus, it is unsafe to stand behind these weapons. The following diagram shows the loss of dice. (In most cases, the damage is 3 1/2D6 Killing.)



Weapon Ranges are used for two basic purposes, to retrain a character who has Regressed, and for mercenary resume sheets. Each course takes about a week to complete as the character practices on the range a few times before qualifying. Characters who go through weapon ranges are assumed to have done the practice ranges and are now "qualifying." At the end of each course, simply note how well the character scored and his Level of Qualifying. This will go on his Resume sheet. When a character applies to a unit needing higher level weapon users, consult the following bonus chart for hiring purposes.

LEVEL	BONUS TO HIRE
MARKSMAN/2nd Class	+1/4
SHARPSHOOTER/1st Class	+1/2
EXPERT	+1

The chart is for each weapon and all bonuses are cumulative. Thus, a character who has qualified Marksman with a M60 and 90mm, Sharpshooter equivalent with grenades, M16A1, and M14, and Expert with UZI, Mossberg Shotgun, and M2 50 caliber Machinegun would earn 1/4 + 1/4 + 1/2 + 1/2 + 1/2 + 1 + 1 + 1 totalling +5 bonus to being hired. The base chance to be hired by most agencies is left up to the GM, but assume a base chance of 8 or less. Other pertinent Skills may also apply. Any bonuses for these are decided by the GM.

A final option for players who like to bet Experience, is to wager 1 EP over a course of 4 ranges. The character must then qualify EXPERT in all 4 ranges to win 1 Experience Point. Failure to achieve Expert in even one range means that the character loses the wagered Experience Point.

As most ranges are laid out, it is not uncommon for the character to get Marksman or Sharpshooter if he has any levels already with the weapon. Included are one Pistol/Revolver, one Rifle, two machinegun, one automatic rifle, and one grenade course.

REVOLVER AND PISTOL RANGE

- The following rules simulate a standard Pistol/Revolver Range used by the United States Army. Any character may run through it using any standard pistol or revolver but for example purposes a M1911A1 will be used.
- The pertinent stats or characteristics from the character which are important are: INT for Perception, DEX for OCV, and SPEED. In addition any levels with the weapon or Perception should be

noted. The inherent OCV and the Range Modifier from the weapon are also important.

The M1911A1 has an inherent OCV of +1 and a Range Modifier of -1/3". The character has INT of 13, DEX of 14, and SPEED of 3.

3. There are 5 parts to this range. The character will participate in all 5 for qualification.
4. The first step is to spot the target. The targets will range from 10 to 31 meters. The following chart details this for both the M1911A1 .45 caliber pistol and the .38 Revolver.

ID6			PER	TARGET	FINAL	RNG
ROLL	METERS	HEXES	RNG MOD	VISIBILITY	PER MOD	MOD
1	10	5	0	+2	+2	-1
2	13	6 1/2	0	+2	+2	-2
3	16	8	0	+2	+2	-2
4	17	8 1/2	-1	+2	+1	-2
5	23	11 1/2	-1	+2	+1	-3
6	27	13 1/2	-1	+2	+1	-4
	31	15 1/2	-1	+2	+1	-5

5. To determine if a character spots the target, apply the following formula:

SIGHTED TARGET = PER Roll + FINAL PER MOD or less on 3D6.

6. When firing upon this range, a total of 30 targets will be exposed. The character has 40 rounds to complete it, the 10 extra rounds may be used to re-engage a target that he has missed but the character must stay within the time limit of target exposure. He is not penalized for firing those rounds, nor for any unused rounds at the end of the course.
7. On certain phases, two magazines are used (in the case of pistols.) The first magazine will only contain one round. When a target pops up, the character will engage it and then have 8 seconds (2 phases) to reload the weapon by changing magazines and be ready to engage the next target. If the character fails to reload and engage within the time limit, the target will be counted as a miss. A DEX Roll 9 + (DEX/5) should be made to determine if the character successfully reloads.
8. Phase I consists of one magazine and 7 rounds. Targets will be exposed one at a time until 5 targets have exposed. All will be single targets and the character has 3 seconds (1 phase) to engage each one. The character will be shooting from a standing position.
9. Phase II consists of two magazines, the first of which is loaded with only one round. The character will follow the procedure detailed in step #7. There are 4 single targets (3 seconds each) and one set of multiple targets (5 seconds.) The character will be shooting from the standing position.
10. Phase III consists of one magazine and 7 rounds. There will be 5 targets exposed. The character will be shooting from the standing position. There

will be 3 single targets and one set of multiple targets with the same time limits given in step #9.

11. Phase IV consists of one magazine and 5 rounds. The character will be shooting from the standing position. There are two single targets and one set of multiple targets with the usual time restrictions (step #9.)
12. Phase V is the last and final round. It consists of 1 magazine with 1 round, 1 magazine with 7 rounds, and 1 magazine with 5 rounds. The character starts 10 meters behind the firing line in the middle of the trail. Initially, the magazine containing one round will be loaded into the pistol. The character then puts the magazine containing 7 rounds into his pistol belt. The 5 round magazine will be held by the scorer (a NPC), then given to the character during a controlled reload phase. The character will then walk forward and when he reaches the firing line, a single target will be exposed for 2 seconds, then lowered if not hit. The character is assumed to be delaying his fire until the target pops up. Then, there is an 8 second delay in which the character will change magazines (see procedure in step #7.) A second single target is exposed for 2 seconds. If the character has not had time to change magazines, the target is scored as a miss. The Range Master (GM) will then call out, "MOVE OUT," and expose two sets of multiple targets at various ranges. The character is allowed 4 seconds for each set. After this, the pistol will be reloaded with the 5 round magazine, the command "MOVE OUT" is given and the remaining targets are presented in sequence (2 single, 1 multiple.) The character then returns to the starting point with the pistol in the raised position and turns in all unused ammunition.

13. The following chart summarizes the range.

PHASE I		PHASE IV	
TIME	TARGET	TIME	TARGET
3 seconds	1	2 seconds	1
3 seconds	2	2 seconds	2
3 seconds	3	4 seconds	3,4
3 seconds	4		
3 seconds	5		

PHASE II		PHASE V	
TIME	TARGET	TIME	TARGET
3 seconds	1	2 seconds	1
3 seconds	2	2 seconds	2
5 seconds	3,4	4 seconds	3,4
3 seconds	5	4 seconds	5,6
3 seconds	6	2 seconds	7
		2 seconds	8
		4 seconds	9,10

PHASE III	
TIME	TARGET
3 seconds	1
3 seconds	2
3 seconds	3
5 seconds	4,5

14. The distances involved are not given as the Range Master (GM) has the option of deciding which target to raise. The targets are located at distances of 5 hexes, 6 1/2 hexes, 8 hexes, 8 1/2 hexes, 11 1/2 hexes, 13 1/2 hexes, and 15 1/2 hexes. If there is no GM, then the long range 15 1/2 hex target may not pop up. A 1D6 roll determines which target appears. If, as a result of die rolls the same target should appear, it becomes the long range target the first time it occurs. Further rolls indicating the same target are read as that target.

15. This range is also used for revolvers. Instead of changing magazines, a controlled reload time is allocated.

16. Many times, a character may not have a full phase in which to act. Sometimes, he may have a delayed phase saved up, but not always. To simulate this, the character may quick fire (doing only the 1/2 phase of firing.) During a non-combat situation such as this, there is no penalty, nor is a full phase counted.

17. To determine if the character hits any given target, figure the range modifier, and apply the following formula.

HIT TARGET = 11 + character's OCV + Pistol's OCV + Range Modifier + DCV.

18. For game terms, the following apply: The range starts on Phase 12. The character may have a delayed action saved up. All targets pop up with a DEX of 20, Speed of 12. All targets have a DCV of 3. Any character may fire without penalty at a 2 second exposure target by using 1/2 firing only. The character must spot each target before firing on it.

19. Each hit is worth 10 points. Total the number of hits which the character made, multiply by 10 and check the Qualification Chart to determine the level of expertise received.

QUALIFICATION SCORES

260 - 300	EXPERT
210 - 250	SHARPSHOOTER
160 - 200	MARKSMAN
150 or less	UNQUALIFIED

20. GOOD LUCK!

EXAMPLE:

Bob is firing a M1911A1 on Phase IV of the range. The first target pops up at 11 1/2 hexes (the character is told which target it is by the GM.) Bob only has 2 seconds to fire at this target. He determines if he spots the target with a chance of 13 or less to do so, rolled on 3D6 (Perception Roll of 12 plus 1 for range.) He rolls an 11 then shoots at the target immediately. His chance to hit is 11 + 5 (Bob's OCV) +1 (inherent OCV) -3 (RNG MOD) -3 (DCV of target) or 11 or less. He rolls an 8 and hits.

GRENADE RANGE

1. This course, unlike the weapon ranges, does more than just measure the level of efficiency with a certain weapon. The character will be tested on use of cover, (the various places where a character may hide himself from the enemy), the correct procedure of gripping and throwing, (to ensure the safety of his fellow soldiers), and the ability to properly place, via throwing, a grenade into the designated target.

2. The character will use certain Characteristics, Skills and Stats to simulate the course. INT is used for Perception and INT Rolls, DEX will be used for OCV, Skills, and DEX Rolls, STR will be used to determine throwing distance, and SPEED will determine how fast a character reacts and moves through the course.

3. The range consists of 5 parts involving various types of terrain from which the character will throw grenades, at targets ranging from a single silhouette type target to bunkers with distances from 20 to 30 meters. The character will receive 10 grenades with which to run the course. The extra grenades are there for use if the character misses on his first try at hitting the target.

4. The first step is to spot the target. The following chart shows the Perception Rolls needed at the various ranges.

METERS	HEXES	PER RNG		MODIFIERS FOR TYPE OF TARGET	
		MOD			
20	10	-1	Foxhole	-1	Group +1
25	12 1/2	-1	Window	-1	Bunker +2
30	15	-1	Trench	-1	Inherent +3

5. Because the range simulates "under fire" conditions i.e., you are being fired upon (with blanks), the character does not receive a bonus for extra time spent scanning as in other courses, but does receive an inherent +3 as a grenade is usually thrown at a suspected target position. To determine if a character sees a target, use the following formula:

SIGHTED TARGET = (PER Roll + PER ROLL MOD + Target Mod) or less on 3D6.

6. The first part involves the character throwing from a standing position. He will be using a chest high wall for cover. His target is a silhouette in a foxhole at 20 meters. After throwing, the character will observe his results before running to the second part.

7. Part 2 involves the kneeling position, a window target at 20 meters, and a low wall for cover. After throwing, the character takes over and after the grenade goes off, he observes his result. The character will either throw again or run to the third part.

8. Part 3 involves the "prone to kneeling and back to prone" position. From the prone position and without cover, the character looks for his target.

This is a group of silhouettes in a trench at 20 meters. While in that position, he prepares the grenade by pulling the pin, then quickly assumes the kneeling position and throws it, falling prone again as he does so. After the grenade goes off, the character scans for results and either throws again or runs to the fourth position.

9. Part 4 involves the kneeling position, a trench target, with a group of silhouettes at 25 meters, and a low wall for cover. After throwing, the character takes cover and observes the result. He then moves to part 5.
10. Part 5 involves the character throwing from a standing position in a foxhole. His target is a group of silhouettes in the open at 30 meters. After detonation, observe, and either throw again or move to the final part.
11. Part 6 first involves the character spotting a bunker position. He then approaches it from the rear and engages it either from there or from the side. After the grenade detonates, the character runs to the end of the course.

NOTE: The character should approach to within 10 meters of the target to ensure his hitting it. With bunkers it's not a good idea to miss.

12. The distance which a character can throw a grenade is dependent upon certain factors. There are three of these that come into play: 1) Character's STR, 2) the grenade weight, and 3) the position from which the throw is executed. To use the chart, first subtract the STR necessary to lift the grenade from the character's STR. For the examples provided here, the weight is .454kg or -35 STR. Then, match the difference with the STR column and cross reference with the position. The number of inches which results is the maximum distance the character may throw the grenade.

STR	RUNNING THROW	STANDING THROW	KNEELING THROW	PRONE THROW
0	0"	0"	0"	0"
5	4"	2"	1 1/2"	1"
10	8"	4"	3"	2"
15	12"	6"	4 1/2"	3"
20	16"	8"	6"	4"
25	20"	10"	7 1/2"	5"
30	24"	12"	9"	6"
35	28"	14"	10 1/2"	7"
40	32"	16"	12"	8"
45	36"	18"	13 1/2"	9"
50	40"	20"	15"	10"

13. To determine if the character hits his target, apply the following formula.

HIT = 11 + Character's OCV + levels + RNG MOD + SIZE MOD.

14. Thrown grenades have a RNG MOD of -1/2". Thus, the character will suffer RNG MODS according to the following chart:

METERS	HEXES	RNG MOD
20	10	-4
25	12 1/2	-6
30	15	-7

15. The SIZ MOD is the size of the target that the character is trying to hit. This may be a small area (such as a window) or large (such as a trench or open area.) Targets of a grenade toss usually have the same DCV as one hex because the explosive blast of the grenade usually takes care of near misses. As such, the DCV's of targets have been included in their SIZ MOD's. The following chart gives the modifiers for SIZ.

	SIZ MOD AND DCV
Foxhole	-4
Window	-5
Trench	-1
Open	-3
Bunker Opening	-2

16. When running the course, the character is tested on three things: use of cover, correct throwing procedures, and whether or not he hits anything. At each station, the character will receive 2 points if he uses the protection provided. An INT Roll may be used in parts 1-5 to determine if the character does so. A correct throwing procedure is also worth 2 points for each station. An INT Roll will again suffice for this. There are a possible 24 bonus points for performing these actions correctly.
17. Each target is worth 6 points in itself if hit on the first attempt, but only 3 points if hit on the second. An effective hit is considered to be a direct hit on point targets (windows, doorways, and bunker apertures), or a detonation within 15 meters if the character misses by 3 or less for open or uncovered positions such as foxholes, open trenches, etc. There are a possible 36 points for hitting the targets.
18. Total the character's score and compare it to the following chart for his level of proficiency:

LEVEL	SCORE
EXPERT	50-60
FIRST CLASS	40-48
SECOND CLASS	30-39
UNQUALIFIED	29 or less

EXAMPLE:

George is running through Part 2 of the range. He tells the GM that he is getting into position (kneeling) and scans for his target, a window on the side of a building. He has a PER Roll of 12. He has modifiers of -1 for range, -1 for type of target and a +3 inherent bonus. Thus, he needs 13 or less to spot and he rolls a 10. George throws his grenade properly, but forgets to duck behind the wall (INT Roll missed.) He can throw the grenade 13 1/2 hexes (STR 10 - -35 equaling 45) and since the window is only 10 hexes away, the target is within his range. His chance to hit is 11 + 5 (his OCV) +0 (levels) -4 -5. This gives him a 7 or less chance. Luckily, he rolls a 5 and the grenade

makes it through. He will score 2 points for correct throwing procedure, 0 for use of cover, and 6 for hitting on the first try. His total score is 8 out of a possible 10.

RIFLE RANGE

1. The following rules simulate a standard Rifle Range used by the United States Army. Any character may run through it and use any standard rifle, but for example purposes, a M16A1 rifle will be used.

2. The pertinent stats or characteristics from the character are important: INT for Perception, DEX for OCV, and SPEED. In addition, any levels with the weapon or Perception should be noted. The inherent OCV and the Range Modifier from the weapon are also important.

The M16A1 has a inherent OCV of 2 and a Range Mod of -1/5". The character has INT of 13, DEX of 14, and SPEED of 3.

3. The rifle range will consist of 9 parts involving targets ranging from 25m (12 1/2 hexes) to 300m (150 hexes). This is a timed event. Targets up to 200 meters will only stay in sight for 5 seconds. Targets at the 250 and 300 meter ranges will stay up for 10 seconds. You will fire once at each target. There are 3 possible outcomes - hit, miss, or no fire.
4. The first step is to spot the target which has an inherent +2 PER MOD. The following chart shows the Perception Rolls needed at the various ranges.

CHARACTER		DAYLIGHT or NIGHT	
METERS	HEXES	PER MOD	TARGET VISIBILITY FINAL MOD TO ROLL
25	12 1/2	-1	+2 +1 -1
50	25	-2	+2 0 -2
100	50	-3	+2 -1 -
150	75	-4	+2 -2 -
200	100	-4	+2 -2 -
250	125	-4	+2 -2 -
300	150	-5	+2 -3 -

5. To further assist you, a character may add +1 per second that he scans for his target that is not part of his phase. As targets remain up for either 5 seconds (at ranges of 201 meters and more), this equates to +0/+5 (for SPD 2), +1/+6 (for SPD 3), and +2/+7 (for SPD 4) respectively. Once you have seen the target, a character may shoot at it. Use the following formula to determine if a character sees it on 3D6.

Sighted target = $9 + (\text{INT}/5) + \text{DAY/NIGHT RNG MOD} + \text{extra time modifier}$.

6. Because of various positions which the military uses, a character may be able to brace himself before firing. If the character has time, he may also "set" for a phase. This requires extra time, so a character may or may not be able to perform this maneuver. Any character may choose this

option, but does so at a cost of "seeing" the target by subtracting time. This may negate the "extra time modifier" explained in step 5. If the character chooses to "brace and set," the extra time modifiers change to N.A./+0 (SPD 2), N.A./+4 (SPD 3), and N.A./+5 (SPD 4). Remember, bracing gives a +1 to OCV and x2 RNG MOD. Setting gives another +1 and another x2 RNG MOD. The following chart details this using a M16A1.

		NORMAL	BRACE	SET
		OCV	OCV	OCV
		MOD	MOD	MOD
METERS	HEXES	-1/5"	-1/10"	-1/20"
25	12 1/2	-2	-1	0
50	25	-4	-2	-1
100	50	-9	-4	-2
150	75	-14	-7	-3
200	100	-19	-9	-4
250	125	-24	-12	-6
300	150	-29	-14	-7

*The +3 is for normal day fire. The +5 is for night fire in burst mode.

7. The gun has an inherent OCV of +2. Bracing gives a character +1 OCV, Setting gives him +1 OCV, and Bracing and Setting gives him +2 OCV. Burst fire give a +2 OCV.
8. Bracing takes 1/2 phase, setting takes 1 phase, bracing and setting takes 1 phase, and firing takes 1/2 phase. The first 5 parts take place from a position in which the character may already consider himself to be "braced". On steps 6-8, the character is slowly walking forward, so he has to take the extra time if he wants to "brace" himself. On step 9, the character is again "braced" and is firing in "burst" mode at 3 rounds each.
9. To determine whether or not a character hits his target, use the following formula:
$$11 + \text{OCV} + \text{OCV MOD} - 3.$$
10. Some times, a character may have a set time limit of 10, 15, or 20 seconds to fire at multiple targets. The character is free to choose the manner in which he spends his time. He may, for example, purposely decide not to fire at one of the targets to guarantee the chance of hitting the others. He is free to do so. At other times, he may have only 3 seconds to fire one or two shots. He may brace if there is one target but not if there are two. A "double shot" will be required in this case, and both shots receive a -2 OCV.
11. At the completion of the course, each character gets 1 point for each hit, and nothing for misses or no fires. Total score and check following chart for level of qualification.

QUALIFICATION SCORES

75-100	EXPERT
66-74	SHARPSHOOTER
54-65	MARKSMAN
53 or less	UNQUALIFIED

NOTE: The "Extra Time Modifier" and the "Double Shot" rules on 2 targets are deviations from the normal HERO system. Only in cases when there is no possibility of return fire (i.e. no combat) can characters use these rules.

EXAMPLE 1:

Erik is trying to shoot a target that has just popped up at 100 meters (50 hexes). He has a 12 or less Perception Roll with modifiers of -3 (Range) and +2 (target visibility), netting him a 11 or less chance of seeing his target. As he has 5 seconds to shoot, he decides to brace and then shoot. He may add +1 to his Perception roll giving him a final value of 12 or less. He rolls the dice and gets a 10. Seeing his target, he now fires upon it. His chance to hit is $11 + 5(\text{OCV}) - 7(\text{Range}) + 2(\text{Gun OCV}) + 1(\text{Brace OCV}) - 3(\text{DCV of target})$. This results in a 9 or less chance of hitting. He rolls a 12 and misses.

EXAMPLE 2:

Erik is now on the Move-out portion of the range. Two targets pop up suddenly, one at 150 and one at 300. He has 15 seconds to engage both. He immediately "braces and sets" which leaves him only 7 seconds. Erik looks for the first (-4 for range, +2 for target visibility) and decides to spend no extra time on it. He has a 10 or less chance of seeing it ($12 - 4 + 2$) and he rolls a 6. He now shoots at it needing a 14 or less [$11 + 5 - 3(\text{brace and set range mod}) + 2 + 2(\text{brace and set}) - 3$]. Erik rolls a 12 (a HIT!). This reduces his time to 3 seconds so he makes a quick perception check with no extra time needing a 9 ($12 - 5 + 2$) or less. He rolls a 10 and barely misses.

EXAMPLE 3:

Erik is on the night portion of the range. He has 30 rounds to engage 10 targets which are exposed every 20 seconds. The targets pop for the first time. He has a 12 or less chance to see them [$12 - 1(\text{night range mod}) + 1(\text{time mod})$]. He rolls a 12. Now he shoots at it. His chance to hit is $(11 + 5 - 2 + 4 - 3)$ 18 or less. He rolls a 15 and hits 2 times (one at 15 and one at 17.)

THE RANGE

RECORD 1

TABLE 1		TABLE 2		TABLE 3		TABLE 4	
METERS	TIME	METERS	TIME	METERS	TIME	METERS	TIME
200 -	5	100		50 -	5	100	
150 -	5	250 }	15	200 -	5	250 }	15
250 -	10			100 -	5		
300 -	10	300		150 -	5	300 -	10
50 -	5	50 }	15	300 -	10		
150 -	5			250 -	10	50	
100 -	5	150		50 -	5	200 }	10
250 -	10	100 }	10	200 -	5		
200 -	5			150 -	5	150	
100 -	5	150		250 -	10	300 }	15
		50 }	20				
		250				50	
						200 }	10
		200 -	5				
						100 -	5

RECORD 2

TABLE 1		TABLE 2		TABLE 3		TABLE 4	
METERS	TIME	METERS	TIME	METERS	TIME	METERS	TIME
150 -	5	100		100		150	
300 -	10	200 }	10	250 }	20	300 }	15
				150			
100		250 }	15	100		150	
200 }	10	300 }	15	200 }	10	200 }	20
				250			
150		250		150		25	- 3
250 }	15	100 }	15	200 }	10		
						25	
100		250 -	10	25		25 }	3
300 }	20			25 }	3		
200		300 -	10				
				25	- 3	25 }	3
300 -	10	25 }	3				
		25 }	3				

NIGHT COURSE

METERS

25	10 targets	30 rounds
50	10 targets	30 rounds

AUTOMATIC RIFLE

1. This is a standard Automatic Rifle Range used by the U.S. Army. Any character who has qualified with a rifle that has automatic fire capacity may use this course. Any rifle which can fire on automatic may be used, but for example purposes, the M16A1 will be used.
2. The pertinent stats or characteristics which are used in this range come from two sources. From the character, his INT (for Perception Rolls), DEX (for OCV and DEX Rolls), and SPEED are all important. From the weapon, the inherent OCV and Range Modifier are used. Finally, any levels with the weapon or Perception should be noted.

The M16A1 has an inherent OCV of +2 and a RNG MOD of -1/5". The character has INT of 13, DEX 14, SPD of 3, and one level with the M16A1 rifle.

3. The range consists of 2 parts involving targets ranging from 100 meters (50 hexes) to 300 meters (150 hexes.) This is a timed event. There are 4 types or groups of targets: The small area (2x man size), the large area (3 man sized targets, each in its own hex and set up in an inverted "V" formation so that they are adjacent to one another), the linear (a set of 4 targets, in a straight line perpendicular to the character, each in its own adjacent hex), and the single man sized target. The character will fire bursts of 3 rounds at each exposed target. He will be given 5 seconds per round to hit each target so that the time will vary from 15 seconds for the single man target to 60 seconds for the linear target.
4. The first step is to spot the target which has popped up. Three things are important in determining a character's chance to spot: the character's Perception Roll, including any levels, the Perception Modifier for range, and the modifier for target visibility. The last varies upon the type of target. The single man size is

+2, the small, large and linear areas are each +3. The following chart shows the Perception Roll Modifiers which the character has at the various ranges.

METERS	HEXES	PER MOD	TARGET VISIBILITY	FINAL MOD
100	50	-3	+2	-1
125	62 1/2	-3	+2	-1
150	75	-4	+3	-1
200	100	-4	+3	-1
250	125	-4	+2/+3	-1/-1
300	140	-5	+2/+3	-3/-2

- At both 250m and 300m, the character will be firing at the single target, the large area target, and the linear. Apply the appropriate Target Visibility Modifier.

- To further assist you, a character may add +1 per extra phase that he scans for his target. This time varies with the type of target being shot at, but generally a character with speed 3 may add +3 to his Perception Roll for each target for which he scans. Once the character has seen the target, he may then fire upon it. Use the following formula to determine if a character sees it on 3D6.

SIGHTED TARGET = PER ROLL + levels + FINAL MOD + Extra Time Mod.

- The character will be firing the weapon on a bipod which automatically gives him "braced" ability. The character may also "set" before firing at a penalty of lessening his extra time modifier explained in step #6. Remember, the character is firing on burst mode which gives him a x1/2 Range Mod, and +2 OCV. Bracing gives x2 Range Modifier and +1 OCV and setting gives x2 Range Modifier and +1 OCV. The following chart details this using a M16A1.

METERS	HEXES	BRACED OR SET RNG MOD	BRACED & SET RNG MOD
100	50	-9	-4
125	62 1/2	-12	-6
150	75	-14	-7
200	100	-19	-9
250	125	-24	-12
300	150	-29	-14

The gun has a +2 inherent OCV. Bracing gives a character a +1 OCV, Setting gives him a +1 OCV, and Bracing and Setting gives a +2 OCV. The DCV of the target is 3.

- Remember, the weapon is considered to be braced, so no time is added. Setting the weapon takes one phase, auto firing takes 1/2 phase.

- To determine whether or not a character hits his target, use the following formula:

11 + OCV + TOTAL OCV MOD + Levels + RNG MOD + DCV.

- The character is firing in bursts, so on the larger targets, he is firing one, three, or four

bursts, one at each target in the groups. The Small Area is considered to be one target. As the character has 5 seconds per round, he has the time to "set." On Small Area Targets, the character receives a +1 OCV.

- At the completion of the course, the character gets one point for each target that is hit with at least one round and 0 points for misses. Total the score, then check the following chart for the level of qualification.

QUALIFICATION SCORES

EXPERT	27 - 32
SHARPSHOOTER	23 - 36
MARKSMAN	16 - 22
UNQUALIFIED	15 or less

METERS	HEXES	TYPE	NUMBER OF TARGETS	TOTAL ROUNDS	EXPOSURE TIME	MAX KILLS
200	100	LG. AREA	3	9	45	3
100	50	SINGLE	1	3	15	1
300	150	LINEAR	4	12	60	4
250	125	SM. AREA	1	3	15	1
150	75	LINEAR	4	12	60	4
200	100	LG. AREA	3	9	45	3
200	100	LINEAR	4	12	60	4
125	62 1/2	LG. AREA	3	9	45	3
300	150	SM. AREA	1	3	15	1
250	125	LG. AREA	3	9	45	3
300	150	SM. AREA	1	3	15	1
200	100	LINEAR	4	12	60	4

EXAMPLE:

Dennis is firing at the 200 meter Large Area target. His chance to see it is initially 12 (PER Roll) + 0 (levels) -1 (FINAL MOD). As he has 45 seconds to shoot at 3 targets, he decides to set (4 seconds) and give himself 3 phases (12 seconds) to further his chances of spotting the target. He now has (11 + 3) or a 14 or less chance on 3D6 to see the target. Dennis rolls a 12, then calculates his chance to hit. Because he is bracing and setting, his RNG MOD for all 3 targets will be -9. Thus, he has an 11 + 5 (OCV) + 1 (level) + 6 (OCV MOD) -9 (RNG MOD) -3 (DCV) or an 11 or less chance to hit each target. He has 25 seconds to shoot at the three targets. Dennis rolls a 10 and hits the first target once, then aims again and fires at the second one. He rolls an 8 and hits twice. This leaves him with 13 seconds remaining. He rolls a 14 on the third target and misses it completely.

SUBMACHINEGUN RANGE

- The following rules simulate a Weapon Range for use with any submachinegun. Speed, Accuracy, and Target Identification are all stressed.
- The range consists of 11 phases. On Phases 1-3, the character will be using semiautomatic fire on single targets ranging from 15 to 50 meters. On Phases 4-6, he will be firing bursts at single targets ranging from 3 to 10 meters. Phase 7 consists of semiautomatic fire at multiple targets. Phase 8 emphasizes pivots and turns

before firing. Phases 9 and 10 are malfunction and reload phases. Finally, Phase 11 is firing on semiautomatic for "head" shots.

An UZI submachinegun will be used for example purposes. This weapon has a +1/+2 inherent OCV, an inherent OCV of +1 when firing in semiautomatic mode, a +2 when firing on autofire or burst mode, and a -1/3" Range Modifier. Any character used will have INT 13, a 12 or less Perception Roll, a Speed of 3, and Familiarity but 0 levels with the weapon.

3. The first step in all but Phase 10 is to spot the target. The targets are roughly man sized so no modifiers are given. The firing distance varies from 15 to 50 meters, and the following chart summarizes the Perception Roll Modifiers and Range Modifiers for use on this course.

METERS	HEXES	PER ROLL MODIFIER	NORMAL RANGE MODIFIER	BURST RANGE MODIFIER
3	1 1/2	+2	0	0
5	2 1/2	+1	0	-1
7	3 1/2	+1	-1	-2
10	5	0	-1	-3
15	7 1/2	0	-2	-
25	12 1/2	-1	-4	-

PHASE

1. Semiautomatic, single target, 4 shots
2. Semiautomatic, single target, 4 shots
3. Semiautomatic, single target, 4 shots
4. Burst, single target, 2 bursts
5. Burst, underarm, 2 bursts
6. Burst, underarm, 2 bursts
7. Multiple targets, double fire, perform twice
 - a. 2 targets, 1/2 hex apart
 - b. 3 targets, 1/2 hex apart
 - c. 4 targets, 1/2 hex apart
8. Pivots and turns, underarm only, bursts, 5 times each,
 - a. 90° Right turn
 - b. 90° Left turn
 - c. 180° pivot
9. Malfunction drill, clear, then fire, underarm, burst, single target, 6 times
10. Reloads, 5 times, no fire
11. Head shots, semiautomatic, 5 shots

8. DETAILED EXPLANATION OF THE COURSE

- A. The character fires on semiautomatic mode (one shot per pull of the trigger) at a target which is 50 meters downrange. He has 4 seconds for each shot. For Speed 2 characters, this is fine as firing only takes 1/2 phase or 3 seconds. remember, Perception normally takes No Time. Thus, a Speed 2 character has 1 second, a Speed 3 character has 2 seconds, and one with 4 Speed has 2 1/2 seconds. In courses where there is no possibility of return fire, a character may add one to his Perception roll for every second that he scans for his target. (i.e., a Speed 2 character gets +1 and a Speed 3 or 4 character gets +2.)

50 25 -2 -9 -

4. To determine whether a character sees the target, use the following formula:

SIGHTED TARGET = PER Roll + levels + PER Roll Modifier.

5. The second step, once a target is sighted, is to fire upon it. The character will be firing from the shoulder position (no modifiers) or from the underarm position (-1 OCV.) These are known as "Position Modifiers." His chance to hit is calculated as follows:

TARGET HIT = "11 + Character's OCV + levels + weapon's Inherent OCV + Burst OCV Modifier + Position Modifier + Range Modifier + Number of Targets Modifier + Time Modifier -3 (DCV) or less on 3D6.

6. Phases 9 and 10 are also combat related. They serve to instruct a character to clear a weapon of a malfunction or to reload. On phase 9, the character is also expected to fire once the malfunction has been cleared. These will be detailed later.

7. The course is detailed as follows:

RANGE METERS/HEXES	ALLOTTED TIME	MAX POINTS
50//25	4.0 each	20
25//12 1/2	2.5 each	20
15//7 1/2	1.7 each	20
10//5	1.5 each	20
7//3 1/2	1.0 each	20
3//1 1/2	.7 each	20
5//2 1/2	1.5	40
5//2 1/2	2.0	60
5//2 1/2	2.5	80
7//3 1/2	1.5	50
7//3 1/2	1.5	50
7//3 1/2	2.0	50
5//2 1/2	3.0	60
-	5.0	0
7//3 1/2	2.0	25

- B. As above, but the distance is 25 meters and the time allowed is only 2 1/2 seconds per shot. For characters with Speed 3 or 4, this is no problem as they move fast enough to account for this. However, characters with a Speed of 2 do not have enough time. Their phase consists of 3 seconds (1/2 second too slow.) Thus, he will have to apply a Time Modifier. Any character who does not have sufficient time in his phase to shoot, may shoot regardless, but will suffer a -1 OCV for every second, or fraction thereof, that he is forced to hurry. Alternatively, the character may use the Double Fire Gun Combat Maneuver.

- C. As in A and B but the distance is only 15 meters

and the allotted time is only 1.7 seconds. Those characters with Speed 4 are fine, but Speed 2 or 3 characters suffer from not having enough time. Use the Time Modifier explained in B.

- D. The character will be firing at a single target in burst mode. Normally, a burst is considered to be 5 shots when in combat. For Weapon ranges only, a burst can be any number of rounds between 2 and 7. all normal rules of +2 OCV and x1/2 Range Modifier apply, but the character can choose the number of rounds fired. GM's may rule that 5 rounds are expended in a burst anyways, but the character will only receive credit for 2 hits maximum on each target throughout this course. The target is located 10 meters downrange and characters have 1.5 seconds for each burst. Characters will have sufficient time to fire if they are at least Speed 2. There is no time modifier.
- E. As in D but the distance is 7 meters and the allotted time is 1.0 seconds per burst. Every character will have to suffer the Time Modifier (explained in note A.) Furthermore, the character will be firing from the underarm position so he suffers an additional -1 OCV.
- F. As in D and E but the character only has .7 seconds for each burst. This will amount to a Time Modifier of -3 OCV for Speed 2, -2 OCV for Speed 3, and -1 for Speed 4 characters. The underarm position is used (-1 OCV) and the target is 3 meters downrange.
- G. Phase 7 consists of Double firing at multiple targets. There will be a total of 36 rounds fired during this phase. "Double Fire" is a gun combat maneuver when using a double action or semiautomatic weapon. The character is able to fire twice at the same or different known targets at a penalty of -2 OCV on each shot, a x1/2 DCV modifier, and one full phase. To perform this maneuver, the character is essentially being penalized -1 OCV per target, x1/4 cumulative DCV modifier, and 1/2 phase cumulative time factor. Thus, for 2 targets, the values remain unchanged but for 3 targets the values change to -3 OCV for each, a 3/4 reduction in DCV and 1 1/2 phases. 4 targets become -4 OCV, 0 DCV, and 2 phases. The Time Modifier is also applied if the character doesn't have enough allotted time to shoot the targets. 8 rounds are expended on the 2 target portion, 12 rounds on the 3 target, and 16 rounds on the 4 target portion.
- H. Phase 8 consists of the character performing a turn or pivot before firing. These take No Time to perform but require a DEX Roll to be made for the character to maintain his balance for firing. If this roll is missed, the character suffers a -3 OCV modifier. Use the Time Modifier (if necessary) and burst fire rules.
- I. Phase 9 is the malfunction drill. The character starts with the gun chamber empty but there are 2 rounds in the magazine. The gun itself has been jammed (by a NPC.) The character must clear the malfunction by making a Gunsmith Roll (1/2 phase) or by a DEX Roll at -2 (full phase.) The character

then shoots a burst from the underarm position 5 meters downrange at the target. He has 5 seconds to do so. If the character has extra time, he may "scan" for his target (note A) or brace/set. The character repeats this 6 times.

- J. Phase 10 has no shots. This is only a test of the character to quickly reload. the character starts with a weapon and a partially empty magazine. He is to remove it and insert a fresh magazine. There is a 5 second time limit to these actions. Reloading takes 1/2 phase. A normal DEX Roll is needed as the character is acting under pressure. Extra time may be spent as follows, for every second the character has that is not part of his phase, he may add +1 to his DEX Roll. The reason for this phase is twofold, to instruct characters to not wait until his magazine is empty before reloading. He may not be in a position to do so. Taking an extra second or two in order to ensure that this is done properly can make a world of difference. Although no shots are fired, failure to do this correctly will cost the character 5 points from his total score each time that he fails to reload correctly.
- K. Phase 11 is the last phase. The character is to fire 7 meters downrange at the "head" of a target. The character has only 2 seconds to complete each shot. This will mean a Time Modifier for characters with 2 Speed. Finally, remember that making a "head" shot has an inherent -8 OCV modifier.
9. The course has a total of 107 shots fired at targets. Each hit is worth 5 points and each miss is worth 0 points. There is a 5 point penalty for taking too much time on a target or not completing the course. Total the character's score and consult the Qualification chart to determine a character's level of proficiency.

LEVEL	SCORE
EXPERT	405-535
SHARPSHOOTER	350-400
MARKSMAN	290-345
UNQUALIFIED	255 or lower

EXAMPLE:

Brian is on Phase 9 of the course. He has a Speed of 3 so his phase consists of 4 seconds and he does have Gunsmith as a Skill. His first action is to clear the jam. He makes his Gunsmithing Roll (1/2 phase or 2 seconds) which leaves him 3 seconds for the rest of his allotted time. Firing only takes 1/2 (2 seconds), so Brian spends the extra 1 second to help his Perception Roll. The target is 5 meters away, so his Perception roll is 12 +1 (Range) +1 (time modifier) totalling a 14. He rolls a 12 and sees the target. Now, firing at it, he calculates his chance to hit. Brian has 11 + 5 (OCV) + 2 (UZI's inherent OCV in burst mode) +2 (Burst Mode Modifier) -1 (Burst Mode Range Modifier) -1 (position modifier) +0 (Number of targets modifier) +0 (Time Modifier) -3. This totals 15 or less. He rolls a 14 indicating 1 hit (one at 14 and one at 16 which misses.) He scores 5 points, then repeats the procedure five more times.

LIGHT AND MEDIUM MACHINEGUN RANGE

- The following rules simulate a standard Machinegun Range used by the U.S. Army. Any character may run through it and use any standard Light or Medium Machinegun but for example purposes, the M60 Machinegun will be used.
- The following pertinent stats or characteristics are important:
From the character, INT for Perception, DEX for OCV, and SPEED. In addition, any levels with weapon or Perception should be noted. From the weapon, the inherent OCV, Range Modifier, and Modified Range Modifier (MRM) are important. The M60 has an inherent OCV of 2, a normal Range Mod of -1/5" and a MRM of -1/13". The character has an INT of 13, DEX 14, and SPD 3.
- The range consists of 2 courses, the first involving targets from 10 meters (5 hexes) to 800 meters (400 hexes). This is a timed event. The amount of time depends upon the course being fired on.
- The first step is to spot the target which has an inherent +2 PER MOD. The following chart shows the Perception roll Modifiers at the various ranges.

PERCEPTION RANGE MODIFIER

METERS	HEXES	PER MOD	TARGET VISIBILITY	FINAL MOD TO ROLL
10	5	0	+2	+2
400	200	-5	+2	-3
450	225	-5	+2	-3
500	250	-5	+2	-3
550	275	-6	+2	-4
600	300	-6	+2	-4
650	325	-6	+2	-4
700	350	-6	+2	-4
800	400	-6	+2	-4

- The first course is the Tripod-mounted, Basic (10 meter) Range. Tripod mounted machineguns use MRM to calculate modifiers for range. It has two groups of targets. The first consists of 8 targets, for which the character has 48 rounds (i.e. 6 rounds per target). He has 50 seconds to fire these rounds. The second group has 5 targets for which the character has 30 rounds (again, 6 rounds per target). He has 40 seconds for this grouping.
- The first group of targets is worth 48 points (1 point for each of the six shots that hit). Each target has a 2 point bonus if the scoring space has been hit at least once. Thus, a total of 64 points is possible. The second group of targets is worth 30 points (1 point for each of the six shots that hit.) The 2 point bonus is also given for this firing. The maximum total is 40 points. Thus, the total possible score for this phase of firing is 104 points! The minimum score to qualify on the

Basic Range is 65 points. The following chart details the Basic Range.

		OCV MOD		SIZE		OCV FOR SET/		FINAL	
METERS	HEXES	MOD	RNG	OCV	TARGET	FIRE	BRACED	MOD	
10	5	-1/13"	0	+2	-6	+2	+2	+0	

- Procedure for firing:
 - See it: PER ROLL +FINAL MOD or less on 3D6. (See Note B).
 - Shoot: 11 +OCV value -3 or less on 3D6.
 - Determine the number of hits (i.e. For every 2 points by which the character makes his attack roll, he hits the target once.)
 - Record Score: [(each shot that hits the target) x1] plus [(number of targets hit at least once) x2].
 - If this score is 65 or more, continue to course number 2.
 - The second course is known as Transition Firing. It consists of 8 targets ranging from 400 meters to 800 meters. The machinegun is fired from the bipod position which gives it an inherent bonus of already being braced. The targets take up a full hex (-2 DCV.) The targets will pop up in random order, except for two exceptions. The first target is always the first (400 meters), and the second, third, or fourth target must be target eight (800 meters). Each character is given 120 rounds and 4 minutes to engage these eight targets. Thus, 30 seconds and 15 rounds for each target are allowed. A maximum of two firings are allowed at each target (any number of rounds is considered a firing), but the character may fire the second round only if the first fails to hit.
- The GM may announce which target pops up, or a 1D6 roll may be made to determine the random target.
- Each target hit is worth 10 points. No bonus points are given for this course. A maximum possible score is 80 points and the minimum score of 50 is required. The following chart details the Transition Range and Note A explains the character's options.

TRANSITION RANGE CHART^A

		NORMAL	BRACED	SET	
METERS	HEXES	RNG MOD	RNG MOD	RNG MOD	
400	200		-1/5"	-1/10"	-1/20"
450	225		-38	-18	-8
500	250		-43	-21	-10
550	275		-48	-23	-11
600	300		-53	-26	-12
650	325		-58	-28	-13
700	350		-63	-31	-15
750	375		-68	-33	-16
800	400		-78	-38	-18

The DCV of the target is 3. Bracing gives a character +1 OCV, Setting gives him +1 OCV, and Bracing and Setting gives a character a +2 OCV. Burst fire gives a character a +2 OCV and 1/2 Range Modifier, autofire gives him +4 OCV and 1/2 Range Modifier, and Size of Targets gives him +7 OCV.

10. Procedure for Firing:
 - 1) See it: PER Roll + FINAL MOD or less on 3D6 (see note B.)
 - 2) Shoot: 11 + Character's OCV + FINAL OCV MOD + RNG MOD + DCV or less on 3D6.
 - 3) If a miss results, fire again, but see Note C.
11. Score Result and add to score received on Basic Range. Check Qualification Chart for level of proficiency.

QUALIFICATION CHART	
155-184	EXPERT
140-154	FIRST CLASS GUNNER
115-139	SECOND CLASS GUNNER
114 or less	UNQUALIFIED

12. GOOD LUCK! (you'll need it)

NOTES:

- A. The character has several choices. He may fire braced (-1/10" column) or braced and set (-1/20") which is recommended. Remember, he has 30 seconds to fire at each target. It takes one phase to realign the gun's sights (either 4, 3, or 6 seconds, depending on speed), time to see the target (see note B), one phase to set, and any other left over time may be spent as the character desires. The character may have to fire twice if he missed on the first try.

The character may decide how to fire, but remember, burst fire takes 5 rounds and autofire takes 10 rounds.

CAUTION: Using autofire or burst fire options cause a x1/2 to the Range Modifier, so go down one level (i.e. set to braced or braced to normal.)

- B. The character may add one to his Perception roll for every second he spends searching for his target. He must still go by the limits of his speed as to how many times he can act in a given turn, but once seen, he may react.
- C. Remember to subtract the time and rounds for his first shot to find out how much time he has for his second.
- D. A deviation of normal burst fire is that on ranges where no combat (i.e. return fire) is expected, a burst can consist of 3 to 7 rounds and the burst amount here is 6.

EXAMPLE:

Ross is firing on the 10 meter basic range. The target has come up and he determines if he sees it. As he has 50 seconds to fire at 8 targets, he has only 6 seconds at each one. The gun is on a tripod mount, so it is already "braced and set". He decides to spend 4 seconds to scan for the 4 centimeter target. His roll is 12 (PER Roll) +0 (RNG MOD) +2 (target visibility) +4 (extra Time Modifier) which equates to 18 or less. He rolls a 14 and sees the target. Ross has only 1/2 phase left, so he shoots. His chance is 11 + 5 (OCV) +2 (OCV MOD) -3 (DCV) which equals 15 or less on 3D6. He rolls an 8 and hits 4 times (one at 8, one at

10, one at 12, and one at 14, burst fire rules.) He will receive 3 points for hitting Target 1 four times and a 2 point bonus for hitting the target, netting him 6 points total.

EXAMPLE:

Ross is now on the Transition Range and has managed to hit the first and miss the second targets (ranged 400 and 800 respectively.) The third target (600 meters) now pops up. He has 30 seconds to fire upon this one. Ross decides to set and brace (one phase or 4 seconds) and to spend 6 seconds trying to see his target. His chance is 12 (PER Roll) -4 (FINAL MOD) + 6 which is 16 or less. He rolls a 12. Seeing his target, he now fires upon it. He chooses to fire only a single shot. The GM rules that to do so with an automatic weapon, he must make a DEX Roll with a -2 modifier (10 or less.) He rolls a 10 and manages to squeeze off just one round. His chance to hit is a 11 + 5 (OCV) + 9 (OCV MOD) -13 (RNG MOD) -3 (DCV.) This is 9 or less and Ross manages to roll a 9, hitting the target.

HEAVY MACHINEGUN RANGE

1. The following rules simulate a standard Heavy Machinegun range used by the U.S. Army. Any character may run through it and use any heavy machinegun, but for example purposes, the M2 HB will be used.
2. The following pertinent stats and characteristics are important from the character: INT for Perception, DEX for OCV, and SPEED. In addition, any levels with weapon or Perception should be noted. From the weapon, the inherent OCV, and the Modified Range Modifier (MRM) are important.

The M2 HB has an inherent OCV OF +2 (SEMIAUTOMATIC) and +2 (burst or autofire), and a MRM of -1/17". The character has INT 13, DEX 14, and SPD 3.

3. The range consists of 3 possible courses. The first involves stationary targets that are 10 meters distant. The second involves stationary targets ranging from 400 meters to 1000 meters. The third (if fired on) involves moving targets ranging from 300 to 1000 meters. These are timed events, the exact time depending on the course being fired.
4. The first step is always to spot the target. The following chart shows the Perception roll Modifiers at the various ranges:

CHART # 1, PERCEPTION

METERS	HEXES	PER MOD	TARGET SIZE	TARGET VISIBILITY	FINAL MOD TO ROLL
10	5	0	+2	0	+2
300	150	-5	+2	+1/+2	-2/-1
400	200	-5	+2	+1/+2	-2/-1
500	250	-5	+2	+1/+2	-2/-1
600	300	-6	+2	+1/+2	-3/-2
700	350	-6	+2	+1/+2	-3/-2

METERS	HEXES	PER MOD	TARGET SIZE	TARGET VISIBILITY	FINAL MOD TO ROLL
800	400	-6	+2	+1/+2	-3/-2
900	450	-6	+2	+1/+2	-3/-2
1000	500	-6	+2	+1/+2	-3/-2

- Where there are 2 numbers, the first is for stationary targets, and the second is for moving ones.
- The first course is the Basic 10 Meter Range. It has two groups of targets, either of which may be the initial target. The first group consists of 5 targets and the second has 8. Each character is to fire six rounds at each target (for range fire purposes only, a burst may consist of 3-7 rounds). Thus, there are 78 rounds of ammunition for this course (5x6 plus 8x6). The character has 90 seconds to complete this course. (This gives the character about 7 seconds to fire at each target.)
- The first group is worth 30 points (each hit is one point), the second is worth 48 points (again, each hit is one point). A bonus of 2 points is given for each target hit, regardless of how many times it has been hit. Thus, 26 points (13x2) is the maximum bonus score. Course I has a total of 104 points (30+48+26) and the character must achieve 55 points as a minimum. The following chart details the Basic Range.

CHART #2, BASIC RANGE

METERS	HEXES	RNG MOD	OCV FOR	MOD FOR	GUN OCV	SIZE MOD FOR TARGET
10	5	-1/17"	0	+1	-6	
		BURST FIRE	OCV FOR SET/BRACED	FINAL OCV MOD		
		+2	+2	-1		

- Procedure for firing:
 - See it: PER Roll + FINAL MOD or less on 3D6.
 - Shoot it: 11+ OCV -1 or less on 3D6.
 - Determine number of hits: autofire rules -2 cumulative for successive hits).
 - Record Score: Each shot that hits x1 Plus a 2 point bonus for each target hit.
 - If score is 55 or more, continue. If not, the character is unqualified.
- The second course is the 1000 meter transition range. There are 5 targets on this which range from 400 meters to 1000 meters. The character must engage the three near targets (400, 500, and 600 meters) before firing on the two far ones (800 and 1000 meters). The 900 meter line is only used for Course #3. All targets on this range take up one hex. Each character has 60 rounds and 3 minutes to complete the range. Thus, a character has 36 seconds per target. The first three targets must be fired upon twice, or 5 points are deducted from

the score. The last two targets cause a penalty of 5 points if more than 5 rounds are used. Failure to engage a target causes a loss of 10 points.

- The score received for this course depends upon the number of hits each target receives. Ten points are received if a target receives 3-5 hits. Seven points are given if only 1-2 hits are achieved. Each target is worth a maximum of 10 points. Four bonus points are awarded for completion of the event. A maximum of 54 points may be received. The following chart details this range:

CHART #3, TRANSITION RANGE

METERS	HEXES	MRM -1/17"
400	200	-4
500	250	-4
600	300	-5
800	400	-6
900	450	-7
1000	500	-7

The Size Mod of the target gives a character +2 OCV. The DCV of the target is 3. Braced and Setting of tripod weapons is automatic and yields a +2 OCV. Burst fire gives a character +2 OCV and autofire gives him +4 OCV.

- Procedure for firing:
 - See it: PER Roll + FINAL MOD or less on 3D6.
 - Shoot it: 11+ character's OCV + OCV MOD + MRM + DCV or less on 3D6.
 - Remember, fire twice on the first 3 targets, 5 rounds maximum on the last two.
 - Record Score: 3-5 (or more) hits = 10 points each target.
1-2 hits = 7 points each target.
4 bonus points for completion.
-5 if the first 3 targets are not fired upon twice.
-5 if more than 5 rounds are shot at the last 2.
-10 points per target not fired upon.
 - If the score is 7 or more, the character conditionally qualifies but this is combined with his score on the Basic Range to determine the level of qualification.

QUALIFICATION SCORES

139 - 154	Expert
123 - 138	1st Class
108 - 122	2nd Class
107 or less	unqualified

- If the character qualifies as an Expert or 1st Class Gunner, he may continue on the moving range.
- The Third course is the Moving Target Range. Each character has 25 rounds for this course. Targets will range from 500 to 1000 meters (250 - 500 hexes) with speeds between 5 and 30 mph. The size

of the targets will be 2 hexes. Use Chart #1 to determine if a character sees the target. Use Chart #3 and Chart #4 to determine if the character hits the target.

14. Five rounds are to be fired upon each target. Each hit is worth 5 points. There are 5 targets, thus, the maximum score for this course is 125 points.

CHART #4, MOVING TARGET MODIFIERS

SPEED	DCV	DCVM	TOTAL DCV
5	1	-4	-3
10	1	-4	-3
15	1	-4	-3
20	2	-4	-2
25	3	-4	-1
30	3	-4	-1

15. Procedure
for firing: 1) Range Master will call out, "Moving target," and state a range.
2) See it: PER Roll + FINAL MOD to PER ROLL or less on 3D6.
3) Shoot it: 11+ Character's OCV + (FINAL OCV MOD - 2) + MRM or less on 3D6.
4) Determine the number of hits.

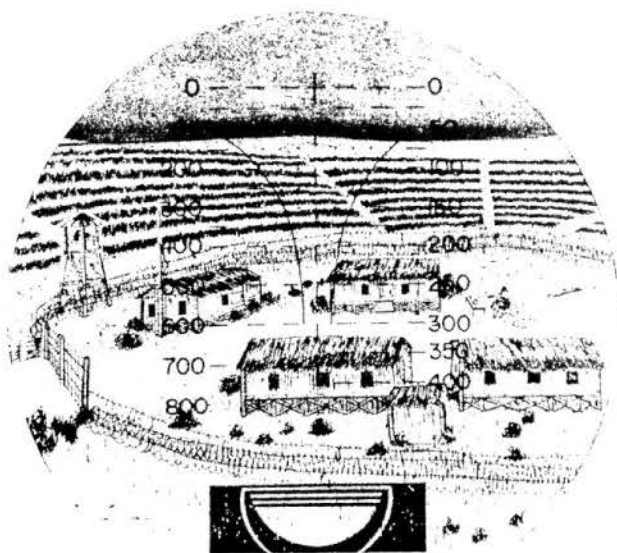
16. Total the score for this range and add it to the total received from Ranges one and two. Check the following Qualification Chart for level of proficiency.

QUALIFICATION SCORES

252 - 279	Expert
223 - 251	1st Class
195 - 222	2nd Class
194 or less	Unqualified

17. GOOD LUCK!

90MM RANGE



1. The following rules simulate a 90mm Recoilless Rifle Range used by the U.S. Army. With minor modification such as distance or targets, it may be used for any direct fire Heavy Weapon. All examples will be for a 90mm Recoilless Rifle.
2. These pertinent stats or Characteristics from the character are important. INT for Perception, DEX for OCV, and any levels which the character has. The inherent OCV and Range Modifier from the weapon are also important.

The M67 90mm Recoilless Rifle has an inherent OCV of -1 and a Modified Range Modifier of -1/5". The character has INT 13, DEX 14, and no levels.

3. The Range consists of 3 phases involving targets which vary from 2 hex panels, to bunkers of any size, to tanks (75-225 hexes range). The character may fire twice at each target, the second shot being used if the first shot misses.
4. The first step in conducting the range is for the character to spot a target. For ease of calculations, targets will occur at 50 meter intervals. The range of the target will give a Perception Modifier which is then combined with the Size Modifier. Use the following formula and charts to determine if a character sees the target.

SIGHTED TARGET = PER Roll + levels + Range Modifier + Target Size.

METERS	HEXES	PER RNG MOD	TARGET SIZE		SIZE MOD	
150	75	-4	2 hex panel		+1	
200	100	-4	2 hex panel		+1	
250	125	-4	3 hex panel		+2	
300	150	-5	small bunker		+1	
350	175	-5	medium bunker		+2	
400	200	-5	large bunker		+3	
450	225	-5	tank		+3	

5. In non combat situations such as this range, a character may take extra time to look for his target. This may be simulated by adding a +1 to PER Roll for every phase a character spends looking. In combat situations, this rule may not be used, unless specifically allowed by the GM, as the target may fire upon the character at any time.
6. The second step is the actual firing of the weapon at the target. The character will be firing from the prone position in parts 1 and 3, and from the foxhole supported position in part 2. In all cases, the character is able to properly "brace and set." Because the weapon range is figured as the Modified Range Modifier, the x4 bonus to Range Modifier has already been taken into account, but the character may still receive the +2 OCV bonus. The actual range of the targets being fired upon may vary from shot to shot. Phase I involves targets from 200 to 450 meters. There will be one target at each listed range (200, 250, 300, 350, 400, 450) and 4 random range targets. Roll 1D6 (1 being 200 meters and 6 being 450 meters) to determine the Range. Phase II consists of firing at moving tanks, varying in speed

from 10 to 15 mph at ranges of 400 to 450 meters. Phase III consists of 2 to 3 hex size panels and ranges from 150 to 450 meters. The following charts summarize the various modifier for each chart.

METERS	HEXES	RNG MOD	GUN OCV	SET & BRACED	INHERENT TOTAL MOD
150	75	-5	-1	+2	-4
200	100	-6	-1	+2	-5
250	125	-7	-1	+2	-6
300	150	-8	-1	+2	-7
350	175	-8	-1	+2	-7
400	200	-9	-9	+2	-8
450	225	-9	-1	+2	-8

SIZE	SIZE MOD	PANEL	SIZE	1D6 ROLL	BUNKER SIZE	ROLL 1D6
2 hex	+4	2 hex		1-3	small	1-2
3 hex	+5	3 hex		4-6	medium	3-4
small bunker	+4				large	5-6
medium bunker	+5					
large bunker	+6					
tank	+6					

MOVEMENT STATUS	MOD
immobile	0
10 mph	-1
15 mph	-2

SUCCESSFUL HIT = Character's OCV + Inherent Total Mod + SIZE MOD + Movement Mod -3.

EXAMPLE:

Dean is trying to hit a bunker on his ninth shot in Phase I. He rolls 1D6 for Size and gets a 5. This is a large bunker. Then he rolls to determine range and gets a 4, yielding a range of 350 meters. His chance to hit is 11 + 5 (his OCV which is 14/3) -7 (Inherent Total Mod) +6 (SIZE MOD) -0 (Movement Mod) -3. This comes to a total of 14 or less chance to hit on 3D6. He rolls a 12 and hits the bunker.

- The character will participate in all 3 phases of the course in order to qualify. On Phases I and II, hitting the target with the first shot earns 10 points. A hit with the second shot is worth 6 points, and a miss earns 0 points. On Phase III, a first shot hit is worth 20 points, a second shot hit yields 12, and 0 points are earned if both miss. At the end of all 3 phases, total the score and consult the Qualification Chart.

LEVEL OF QUALIFICATION	SCORE
EXPERT	210-260
1ST CLASS GUNNER	185-209
2ND CLASS GUNNER	160-184
UNQUALIFIED	Below 160

THE RANGE

PHASE I			PHASE II			
TARGET	RANGE	TARGET TYPE	TARGET	RANGE	SPEED	TARGET TYPE
1	200	Panel	1	400	10	Tank

PHASE I			PHASE II			
TARGET	RANGE	TARGET TYPE	TARGET	RANGE	SPEED	TARGET TYPE
2	250	Panel	2	450	10	Tank
3	300	Panel	3	450	15	Tank
4	350	Panel	4	400	15	Tank
5	400	Bunker	5	400	10	Tank
6	450	Panel	6	450	10	Tank
7	random	Panel	7	450	15	Tank
8	random	Panel	8	400	15	Tank
9	random	Bunker	9	400	10	Tank
10	random	Panel	10	450	10	Tank

PHASE III

TARGET	RANGE	TARGET TYPE
1	150-300	Panel
2	250-400	Panel
3	350-450	Panel

RANDOM RANGE DETERMINATION

PHASE I		PHASE III					
1D6 ROLL	RANGE	1D6 ROLL	1st TARGET	1D6 ROLL	2nd TARGET	1D6 ROLL	3RD TARGET
1	200	1	150	1	250	1-2	350
2	250	2-3	200	2-3	300	3-4	400
3	300	4-5	250	4-5	300	5-6	450
4	350	6	300	6	400		
5	400						
6	450						

SHOTGUN RANGE

- The following course is a simulation for learning the basic procedures of fire with a shotgun. Speed, Accuracy, and Target Identification are all stressed.
- The range consists of 6 phases. Phase I-III will be firing with buckshot, Phases IV and V are malfunction/reload and then fire courses. Phase VI consists of firing with slugs.

For this course, the Mossberg shotgun will be used. It has the pertinent stats of 1" Point Blank Range, 9" Damage Range, -1/6" Range Modifier, and a +1 inherent OCV. The character used in examples is assumed to have 13 INT yielding a 12 or less Perception Roll, DEX 14 giving a 5 OCV, and 3 Speed.

- The first step in Phases I, II, III, and VI is to spot the target. The targets will be roughly manshaped above the waist. Their inherent OCV is 3 and there is no bonus to Perception rolls. The firing distance will vary from 3 meters (1 1/2 hexes) to 50 meters (25 hexes.) The following chart shows the various Perception roll Modifiers and Range Modifier for firing at the various targets.

METERS HEXES PER ROLL MOD RNG MOD

3	1 1/2	+2	0
5	2 1/2	+1	0
7	3 1/2	+1	0
10	5	0	0
15	7 1/2	0	-1
50	25	-2	-4

4. To determine if a character sees the target, use the following formula:

SIGHTED TARGET = PER Roll + levels + PER Roll Modifier.

5. The second step in those phases where a character fires at a target, is to actually hit the target. The character will fire from the shoulder (no modifiers) or from the underarm position (-1 OCV.) His chance to hit is calculated by the following

formula:

TARGET HIT = 11 + Character's OCV + levels + weapon's inherent OCV + Position Modifier + Range Modifier + Number of Targets Modifier + Time Modifier.

6. Phases IV and V are also combat oriented. They serve to instruct a character to either first clear the weapon because a shell has failed to eject, or to reload. The character is then expected to fire. To clear the weapon, the character must either make a DEX Roll with a -2 modifier, or a Gunsmith Roll, whichever is higher. To reload, the character must make a normal DEX Roll. The reason for the rolls is that the character is under a time limit to perform these actions.

7. THE COURSE IS DETAILED AS FOLLOWS:

PHASE	METERS	HEXES	ALLOTTED TIME
I. a. One target, 5 shots	15	7 1/2	2.0
b. One target, 5 shots	10	5	1.5
c. One target, 5 shots	7	3 1/2	1.0
d. One target, 5 shots	3	1 1/2	.7
II. Pivots and turns, one target, 5 shots each			
a. 90° right turn	7	3 1/2	1.5
b. 90° left turn	7	3 1/2	1.5
c. 180° pivot	7	3 1/2	2.0
III. Multiple targets, one shot on each, perform twice, underarm position only			
a. 2 targets, 1/2 hex apart	5	2 1/2	1.5
b. 3 targets, 1/2 hex apart	5	2 1/2	2.0
c. 4 targets, 1/2 hex apart	5	2 1/2	2.5
IV. Malfunction Drill, one target, underarm position, 5 shots, each type of malfunction			
a. Failure to eject (Eject, then fire)	5	2 1/2	3.0
b. Shell jumps the shell stops (Failure to load)	5	2 1/2	6.0
V. Reload and fire, 5 times	7	3 1/2	3.0
VI. Slugs			
a. single target, 10 times	50	25	3.5
b. head shots, 5 times	7	3 1/2	2.0

- 8.

DETAILED EXPLANATION OF COURSE

A. On Phase I, the character is issued buckshot rounds. There are 4 steps to this range. The character will be firing at the target 5 times at each step. This amounts to 20 shots. You will notice that the time allowed is very small (1/2-2 seconds) and very few characters, including Superheroes, have Speeds high enough to account for the time allotted. This is taken care of by a Time Modifier applied to the chance to hit. Normally, it takes 1/2 phase to fire a gun. For various characters, this amounts to 3 seconds for a Speed of 2, 2 seconds for a Speed of 3, and 1 1/2 seconds, for a Speed of 4. For every second (or fraction thereof) that the character tries to fire a weapon under his normal time allotment, he suffers a -1 to his chance to hit. For example, a character with Speed 3 or 4 tries to fire

in 1.0 seconds, he will suffer a -1 chance to hit.

NOTE: Time Modifiers may only apply when the character is in training courses that have no return fire capability.

B. The character is using buckshot rounds. He will be expected to turn or pivot, aim and fire. The simple pivot or turn takes no time, but a normal DEX Roll is needed for the character to maintain his balance while firing. If the DEX Roll is missed, the character suffers a -3 modifier to his OCV. Again, use the Time Modifier rules located in Step A if the character doesn't have enough time. There are a total of 15 shots in this phase.

C. The character will be firing a total of 18 shots using buckshot on multiple targets, spaced at 1 meter (1/2 hex) apart. He is expected to fire once

at each target. The character is essentially using the "Double Fire" Gun Combat Maneuver but it is somewhat modified. Normally, Double Fire allows a character to fire his gun twice in a phase when using a semiautomatic or double action gun. Pump shotguns are also covered under this. This maneuver allows for a character to shoot twice at the same or different known targets at a -2 OCV on each shot. He also suffers a x1/2 Modifier to his DCV and it takes a full phase to do so. Generally, this amounts to a -1 cumulative OCV modifier per target, x1/4 cumulative DCV Modifier per shot, and a 1/2 phase cumulative time factor. Thus, for 2 targets, the rule stays the same (-2 OCV on each shot, 1/2 DCV 1 phase); for 3 targets, the character suffers a -3 OCV on each shot, a 3/4 reduction to his DCV, and a 1 1/2 phase time factor. For 4 shots, he suffers a 4 OCV per shot, loss of all DCV, and a total of 2 phases. (WOW! No wonder they invented burst and autofire capable guns!)

Furthermore, The character is restricted in this range by the Time Modifier rules that all shots must be completed in the allotted time. The following example should help illustrate all of this.

EXAMPLE:

Ray is firing on the 4 target multiple target part of this range. He has 13 INT, a 12 or less Perception Roll, OCV of 5, and Speed of 3. He is using the Mossberg shotgun. Ray's first action is to spot the targets. Since they are at 5 meters downrange, he gets a +1 modifier to his Perception roll, giving him a 13 or less chance to spot them. He rolls a 10 and sees the targets, then fires rapidly at all four. Ray will suffer the following OCV modifiers: -4 for 4 targets and -1 for underarm position. He would normally take 2 phases to complete this, but only has 2 seconds to do so. His Speed gives him 1 1/2 seconds per shot so that the best he could do is 6 seconds. Thus, Ray suffers a further -4 to his OCV (6 seconds reduced to 2.) His chance to hit each target is:

BASE CHANCE	OCV	LEVELS	WEAPON	OCV	POSITION
11	+ 5	+ 0	+ 1	- 1	1

RNG MOD	TARGETS	TIME
+ 0	- 4	- 4

Or, 8 or less chance on 3D6. He rolls 3D6 four times and the results are 13, 8, 9, and 14, indicating two misses, one graze, and one hit.

D. The malfunction and reload drills require the character to first either clear his weapon of the malfunction, or to reload. Step number 6 explains how to do this. There are 10 shots in the malfunction phase and 5 shots in the reload phase.

E. The last phase consists of firing "slugs" instead of buckshot. There are a total of 15 shots (10 normal, 5 head) in this phase. The main difference is when firing on the "head" shot portion, the character suffers a -8 OCV modifier.

9. The course has a total of 83 rounds to be fired. Each direct hit (rolling your chance to hit or less

on 3D6) yields 5 points. A "graze" (missing your chance to hit by 1) yields 3 points. A "miss" (missing your chance to hit by 2 or more) yields 0 points. There are a total of 415 possible points on this course. There are also two ways a character may earn penalty points; taking too much time (overtime shot), or not completing the course. The character is always free to take more time to shoot than is allotted, but for each shot that he does so, he earns -5 points. Failure to complete the course earns -5 points as well.

Total the character's score after he finishes the course and consult the Qualification Chart to determine his level of proficiency.

LEVEL	SCORE
EXPERT	311-415
SHARPSHOOTER	274-310
MARKSMAN	224-273
UNQUALIFIED	223 or below

CROSSBOW RANGE

1. To this date, no U.S. military organization nor accepted private organization has a standard crossbow range. The crossbow is not seen as a standard military or sportman weapon. It would more likely be used as a specialty weapon for special missions.
2. For purposes of this module, the Pistol/Revolver range will be used but it is modified to reflect the various advantages and limitations of the crossbow.
3. The crossbow used in HERE THERE BE TIGERS is called the Thunderbolt. It has the pertinent stats of +2 OCV and a -1/3" Range Modifier.
4. The target distance has been modified, doubling that of the pistol range. Again, the first step is to spot the pop up target. The following chart reflects this Perception Modifier and Range Modifier.

1D6 ROLL	METERS	HEXES	PER RNG MOD	TARGET VISIBILITY	FINAL PER MOD	RNG MOD
1	20	10	-1	+2	+1	-3
2	26	13	-1	+2	+1	-4
3	32	16	-1	+2	+1	-5
4	34	17	-2	+2	0	-5
5	46	23	-2	+2	0	-7
6	54	27	-2	+2	0	-8
	62	31	-2	+2	0	-10

5. To determine if a character spots the target, apply the following formula:

SIGHTED TARGET = PER Roll + FINAL PER MOD or less on 3D6.

6. The character will go through 5 phases to complete the range. Phase I consists of 5 targets. To determine which target appears, roll 1D6 and

consult the preceding chart. The first time a target should be reported, use the 62 meter (31 hex) target instead. Once the target is known, the character should check to see if he spots it (detailed in step 5), and if so, fire upon it. Each target remains in the up position for 6 seconds. Any character will have at least one phase to shoot and very fast characters will have two. the character may Set if he has the time.

7. Use the pistol range for the various targets in each phase. However, unlike the pistol range, there are no multiple targets in the crossbow range. Instead, the character will simply shoot at another target.

EXAMPLE:

The pistol range, Phase II shows targets 3 and 4 as multiple targets. On the crossbow range, these are simply run as 2 individual targets. Thus, Phase I consists of 5 targets, Phase II has 6, Phase III has 5, Phase IV has 4, and Phase V has 10. This total 30 targets, the same number as that in the pistol range.

8. There is no Move Out portion on Phase V. The character will always stay at the firing line.
9. To determine if a character hits his target, use the following formula:

$$\text{HIT TARGET} = 11 + \text{CHARACTER'S OCV} + \text{CROSSBOW'S OCV} + \text{RANGE MODIFIER} - 3.$$
10. To score, use the procedure set forth in step 19 of the pistol range. The Level of Qualification remains the same.



Confidence Courses

Confidence courses must be laid out by the character/GM. We've provided the rules to construct one and included the Jungle Confidence Course as an

example. These may be laid out with variable levels of lethality and at very high levels can even kill characters. Unlike danger rooms which usually have a computer controlling actions, Confidence Courses are usually controlled by physics, gravity, and natural terrain. A Stealth Course would pit character against character as he tries to get from point A to B without one player contacting the other. A booby trap course would include one character getting from start to finish either by not tripping, or negating any traps encountered.

At the end of this section is an example of such a confidence course. We suggest that you look at this course while reading the various sections through. This may help resolve any questions or problems which you may encounter.

A plot device for Confidences Courses is to build them as deathtraps for characters. They must be crossed in order for the characters to escape. Meanwhile, the villain will carry on with his schemes to take over the world. Another device might be to create a Confidence Course and have the villain challenge the player's character to go through it. The villain does so without a hitch (naturally, since all weapons fired blanks and all grenades used flash powder), but when the hero goes through, there are real bullets and grenades.

The Confidence Courses are limited by different ratings that control the amount of damage they do, the OCV and DCV of the weapons and targets, and general characteristics. There are 3 main ratings, 3 calculated ratings, and a damage setting.

The first rating is called Lethality. It controls how much damage everything does in the course. Each time a weapon is created, the player rolls 1D6 and adds it to the Lethality Setting to find the weapon's basic dice damage.

The second rating is called Accuracy. It controls the OCV and DCV of everything in the course. There are two types of Accuracy Ratings. The first is PASSIVE which has OCV 6 and 3 DCV. These are weapons that only need to be avoided or negated by certain Skill Rolls. The Second is ACTIVE. Each time an ACTIVE weapon is created, the player rolls 1D6 and adds it to the ACCURACY rating to find the OCV of the weapon. Then, roll another 1D6 and add it to 1/2 the ACCURACY Rating for the DCV of the weapon.

There is no Toughness Rating in Confidence Courses although they do exist in Danger Rooms (see CHAMPIONS III.) This is because many obstacles are passive in nature and the character only has to negate or bypass these. Remember, characters are not beings with Superpowers who could probably walk right through most obstacles without noticing them.

The final base rating of a Confidence Course is Speed. It represents how quickly the course reacts to events. Only ACTIVE courses will have this rating as PASSIVE items can only respond and thus, are automatically a little slower than the character.

Weapons can be set for various levels of Damage: None, Normal, and Full. No Damage is used for

instructional purposes only. Normal Damage is for a more serious method of telling the character that he "goofed" and Full Damage is used when simulating real encounters, allowing any type of damage.

TYPES OF GEAR IN CONFIDENCE COURSES

There are three types of equipment which a character may encounter: Weapons, Traps, and Obstacles.

Weapons are set on automatic control and have a specific field of fire. They may fire No Damage, Normal, or Killing attacks. The player simply chooses a specific weapon or makes up his own and places it in the course (described later.)

Traps are mechanisms that will attack a character by surprise and try to restrict his movement or cause him damage. A trap is good only once and is no longer a threat after being triggered or negated. They may do No Damage, Normal, or Full Damage.

Obstacles are the final items in a Confidence Course. Many courses consist only of obstacles. These serve to slow down, stop, or force a character to detour. Usually it will require Characteristic Rolls to traverse them. These will be detailed in their section which is presented later.

SETTING UP THE CONFIDENCE COURSE RATINGS

When a character enters the Confidence Course, it will already be set up with the Basic Ratings and the Damage Class. As a safety measure, characters should set the ratings 1 to 3 below the Base Rating.

BASE LETHALITY = Character's Largest Defense/4.

The Base Rating for Lethality is equal to the character's Largest Defense divided by 4 (rounded up.) Normally, agents do not have resistant defenses (such as armor.) In this case, the Base Lethality is 0. This will make sure that most attacks that hit will hurt their targets. A character who has a large difference between his Physical Defense and his Energy Defense may base the Lethality on the smaller defense to practice, but should use the larger one when he's wagering Experience Points. Finally, to negate Regressed Skills, the Lethality Rating may be set at any level.

BASE ACCURACY = Character's Maximum DCV (including Dodge)/3.

The Base Rating for Accuracy is equal to one third of the character's maximum DCV, including Dodge and all Skill levels that affect DCV against ranged attacks. This means that the weapons will often hit their target, unless the character is at long range or dodging. Weapons set on automatic control are affected by these rules. Passive weapons and traps always have a 6 OCV.

BASE SPEED = Character's Speed.

The Base Speed rating should equal the Character's Speed Characteristic. Active courses have this base, Passive courses' Base Speed is one less than Active as

they only react.

LAYING OUT CONFIDENCE COURSES

Once a character has decided upon the Confidence Course Ratings, he can then set up the course itself. Players should create each one on blank hex paper. The character should keep in mind the type of course being designed and what types of Characteristic rolls will be necessary to transverse it. There should be "Start" and "Finish" positions which may or may not be at the same location, but in no case should courses with live ammunition endanger those not in that specific course. The path or enclosure should also be clearly marked to prevent accidental entry by nonparticipants.

Triggering hexes for traps should be marked and fields of fire outlined. Areas needing Characteristic Rolls should state what type and any modifiers inherent to the task.

Now that the course is outlined on paper, the player should generate the starting items for the run. Most courses start with one item per 20 hexes. These should be consistent with the overall viewpoint of the course. One should not find an "Active" machinegun nest on a map reading course, but if simulating a patrol action in enemy territory anything is possible. The final decision as to what is placed should be made intelligently with forethought. For initial rolls, weapons items may be traps as well, depending on what the course is simulating. An 8 rolled on a grenade course would be a weapon, but the same roll on a booby trap course would indicate a trap which might or might not be a weapon. Random placement should only occur when trying to simulate battlefield conditions. If doing so, Roll on the following chart to see exactly what each item is.

TYPES OF ITEMS			
INITIAL ROLL 3D6	REACTION ITEM ROLL 3D6	ITEM TYPE	MODIFIERS
3-8	3-6	WEAPON	+6 not combat oriented
-	7-14	TRAP	-5 if combat oriented
9-18	15-18	OBSTACLE	

Now that the player knows what the items are, (planned or random), he should refer to the individual section on building each item and should then have it placed on the map or master sheet.

SETTING UP OBJECTIVES

Characters entering Confidence Courses may have different objectives in mind. These may be individual practice, teamwork practice, exercise, or curiosity. All of these are fun and instructional for both the player and character but the most dramatic use of confidence courses occurs when a character is wagering experience Points and running "blind". This means that the GM sets up the course and runs characters through it.

When a character is wagering an Experience Point, specific objectives should be set up. One of these should be the allotted time period in which to traverse the course. This period is calculated by the following formula:

TIME (in seconds) = (Number of encounters) x2 plus (length of course)x(mode of movement).

The mode of movement number is based upon the movement of an average Human Normal in a single phase. A course may have portions where the mode of movement changes. In that case, figure each section individually and add them together to find the total movement time. This is detailed as follows:

RUNNING = 1	JUMPING = 1
CRAWLING = 3	FAST CRAWL = 2
CLIMBING = 3	CAUTIOUS MODE = 2

The fast crawl is where a character is keeping low to the ground but is able to use his hands and feet. The cautious mode is when the character is moving in half-moves, allowing reaction time and/or combat.

The second objective is to finish the course. The third is encounters. The course will have 3 encounters per Skill, (the character is testing at a minimum level.) Finally, other objectives can be set by the following table:

CONFIDENCE COURSE, ADDITIONAL OBJECTIVES

<u>3D6 Roll</u>	<u>Special Objectives</u>
3-14	None
15-16	Pick up a small item and deliver it to the finish line.
17	Pick up a medium sized object and deliver it to the finish line.
18	Pick up a large object and deliver it to the finish line.

Objectives that characters must pick up and transport to the finish line come in 3 sizes: Small, Medium, and Large. Small items create no limitations for the character carrying them and have a DCV of 7 because of their size. The character transporting such an item must first make a grab maneuver to pick it up. A medium item is DCV 4 and not heavy but it is about 1/4 man size and bulky. Because of its bulk, any character carrying it is -1 DCV. A large item is man sized with a DCV of 1 and bulkier still. Any character carrying a large item is -2 DCV.

CONFIDENCE COURSE: SEQUENCE OF PLAY

Confidence Courses have a set sequence of play, just like combat (and CHAMPIONS III Danger Rooms). The player steps through the sequence of play, segment by segment, executing all of his actions and responding to reactions from the course. This continues until the character finishes the course or is considered to have lost.

SEQUENCE OF PLAY

- 1) The player notes the start of a new segment.
- 2) The player responds to any reactions from items on the course which he has caused to occur.
- 3) If the character moves during this segment, he should execute all of his movements, maneuvers, attacks, and Characteristic/Skill Rolls.
- 4) If the character moved, check to see if there is a reaction caused by his movement or failure of a Characteristic/Skill Roll. If there is, (via the Reaction Roll), then find the new weapon, trap, or obstacle and record it.
- 5) Execute any actions by a reactive item when triggered if immediate, or start a countdown for any delayed reactions.
- 6) Return to Step 1.

EXPLANATION OF SEQUENCE

1. The character notes the start of a new segment: The player should check the Speed Chart to see if the character goes this segment. If running with multiple characters, determine if any move. If it's Segment 12, do Post-Segment 12 recovery at the end of the segment.
2. The player responds to any continuous reactions from items that were caused by his previous action. If an earlier movement or failure of a roll caused a delayed action or sustained-continuous fire from a weapon, resolve that action. This may mean counting down, (if a grenade which has a 4 second detonation delay was triggered last phase, mark off 1 second), it may mean marking off a distance, (the character goofed and is falling a certain distance so mark off the distance travelled this segment), or it may consist of making an attack, (the grenade detonates, a machinegun is set on sustained fire, etc.) Resolve all actions in order of DEX.
3. If the character moves during this segment, he should execute all of his movements, maneuvers, attacks, and Skill/Characteristic Rolls: The character may execute these the same as in regular combat or play. The character's final DCV should be noted for later reference.
4. If the character moved, check to see if it causes reaction to his movement or a failure of a Skill/Characteristic Roll. The Reaction Roll is equal to 8 plus the number of inches which the character moved, minus the number of items revealed by the Confidence Course.
5. Execute any actions by reactive items just triggered if the response is immediate or start a countdown for any delayed actions. If the item is capable of an attack response, determine whether it is immediate or time delayed. For purposes of determining DEX for the order in which actions occur, assume that all items have a DEX of 15.
6. Return to Step 1 and repeat the sequence until the character has run out of time, is unconscious or dead, or has finished the course.

EQUIPMENT BUILDING

Some subsystems for creating equipment are used in several different plans throughout these rules. These subsystems are collected here. The actual building charts will simply specify the characteristic of the equipment needed. The player should refer to these charts to find the characteristic requested in the individual section. Alternatively, the Player or GM may choose a specific level for which the character must roll.

CHARACTERISTIC ROLL, PERCEPTION ROLL, AND SKILL ROLL MODIFIERS

Whenever a Characteristic Roll, Perception Roll, or Skill Roll is called for, the player should roll on the following chart to discover what modifiers, if any, the roll should have. Each modifier need only be found once.

3D6 ROLL	CHARACTERISTIC ROLL, PERCEPTION ROLL AND SKILL ROLL MODIFIER
3	+2
4	+1
6-12	Roll has no modifier
13	-1
14	-2
15	-3
16	-4
17	-5
18	-6

EXAMPLE:

Tim is trying to find a mine in front of him. He knows that there should be one because he's found himself in a minefield. The player rolls 3D6 on the chart above, making a 12. He needs to roll only a normal perception modifier to see the mine. Assuming that he has seen it, Tim must now disarm it. He rolls a 15 to find out what level of modifier there is to disarm the mine and also from the chart above, he knows that it has a -3 modifier to his Demolition Skill Roll.

EQUIPMENT CHARACTERISTICS

Whenever a piece of equipment is specified, it may have several different characteristics including OCV, DCV, Damage, and DEX. The formulas below show how each of these is derived from the Confidence Course Ratings.

OCV = Accuracy + 1D6	(active)
6	(passive)
DCV = 1/2 x Accuracy + 1D6	(active)
3	(passive)
Damage = Lethality + 1D6	
DEX = 15	

EQUIPMENT LOCATION

Whenever a player creates a new piece of equipment, he must roll to find its exact location on the Confidence Course. The following chart describes the general location.

EQUIPMENT GENERAL LOCATION

1D6 ROLL	GENERAL LOCATION
1	Left, ahead
2	Left, behind
3	In front
4	Right, ahead
5	Right, behind
6	In back

The General Location corresponds to the six sides of a hexagon. The specific subsection on items will determine the exact hex in which the item is located.

WEAPON BUILDING CHARTS

These are the charts a player uses to create new weapons for Confidence Courses. They will not be used for courses which are not combat orientated such as, obstacle courses. The player may also wish to predesignate the weapons on the course. In this case, simply place the weapon according to the Weapon Placement Section. If the player wishes randomize the possible weapons in the course, the following list shows the different steps necessary to create them.

WEAPON BUILDING SEQUENCE

- 1) Find the weapon's OCV, DCV, DEX, Damage, DEF, location, and Response Mode.
- 2) See if the weapon is Obvious or Hidden.
- 3) See what modifiers the weapon has on its damage.
- 4) Use the Modifiers Chart to find the actual number of dice of damage of the attack.
- 5) Place the weapon on the course.

Use the formulas and the charts in the Equipment Building Section to find the OCV, DCV, DEX, Damage, and General Location. Next, roll on the Specific Location Chart for location. Then, roll on the Hidden or Obvious Chart. If it is hidden, the character must make a PER Roll to spot the weapon before it fires. Roll on the Modifiers chart to determine how well the weapon is hidden. If the character fails his PER Roll then the hidden weapon takes him by surprise and his DCV is halved.

SPECIFIC LOCATIONS FOR WEAPONS

Once the general direction is known, roll 3D6 to determine the range. Lay out this distance and note if any natural obstructions (tree, boulder, wall, etc.) obstruct this. If so, the range is lessened until a clear line of fire occurs. This is where the weapon will be located.

HIDDEN OR OBVIOUS WEAPON

3D6 ROLL	STATUS
3-10	OBVIOUS WEAPON
11-18	HIDDEN WEAPON (Roll for PER Modifier)

Next the player needs to find out what kind of attack the weapon throws. Roll 3D6 on the following chart to find out whether the weapon fires a Normal

Attack, a Killing Attack, or a Special Attack. If the course is in instructional mode, all damage from weapons will be "No Damage." In this case, a flag, sound, or puff of smoke may indicate that the character is in a field of fire.

ATTACK TYPE	
3D6	
ROLL	TYPE OF WEAPON ATTACK
3-7	SPECIAL
8-15	NORMAL ATTACK
16-18	KILLING ATTACK

If the attack was a Normal or Killing Attack, roll again on the next chart to discover whether it's a Physical or Energy Ambush.

FORM OF ATTACK	
3D6	
ROLL	TYPE OF ATTACK
3-14	PHYSICAL
15-18	ENERGY

EXAMPLE:

The GM has decided to roll up a weapon and it has come out as a Energy Killing Attack. Thinking things over, the GM decides that a flamethrower fits this category. (Note: Flamethrowers are detailed in THE ARMORY, VOL 1.)

NORMAL ATTACK AND KILLING ATTACK MODIFIERS

Each Normal Attack and Killing Attack has a chance to have certain capabilities that modify the effects of the attack and the amount of damage done. Roll 3D6 on the Modifiers chart and note the special attributes of the attack.

DAMAGE MODIFIER CHART		
3D6 ROLL	TYPE OF ATTACK	MODIFIER
3-9	No Special Abilities	0
10-11	-1D6 Stun Multiple ¹	-1/2
12-13	+1D6 Stun Multiple ¹	+1/2
14	Autofire	+1/2
15	Explosion	+1/2
16	Area Effect Radius	+1
17	Stun Only	0
18	Gas (No Normal Defense)	+1 1/2

¹ Only for Killing Attacks. For Normal Attacks read as no modifier.

If there is a special ability, roll 3D6 again and subtract 2 from the total to find out if there is a Secondary Modifier. Note all abilities and total all Modifiers. Take this total and the Damage value (calculated under the Equipment Characteristics Section) and cross reference them on the Damage Conversion Chart shown below. The result will be the actual dice of damage of a Normal Attack. Divide the result by 3 if the attack is a Killing Attack.

DAMAGE CONVERSION CHART

BASE DAMAGE	TOTAL MODIFIERS						
	-1/2	0	+1/2	+1	+1 1/2	+2	+2 1/2
1	1	1	1	1	0	0	0
2	3	2	1	1	1	1	1
3	4	3	2	2	1	1	1
4	6	4	3	2	2	1	1
5	7	5	3	3	2	2	1
6	9	6	4	3	2	2	2
7	10	7	5	4	3	2	2
8	12	8	5	4	3	3	3
9	13	9	6	5	4	3	3
10	15	10	7	5	5	3	3
11	16	11	7	6	5	4	3
12	18	12	8	6	5	4	3

EXAMPLE:

The GM is setting up a range and decides to place two weapons on it. The First is Normal and the second is Killing. The range has a lethality of 2 and he rolls a 4 and a 1 for the Damage Rolls. Thus, the first weapon has a Base Damage of 6 and the second one has 3. Then he rolls on the Modifiers chart. The first weapon rolls are an 18 and another 18. This means it is a 2D6 Area Effect Gas Attack (the Base Damage of 6 cross referenced with 2 1/2 Total Modifiers.) For the second weapon, the GM rolls a 12 and a 14 as modifiers which yields a +2D6 Stun Multiple. Totalling the Modifiers, (+1), and cross referencing, he finds that this weapon does 1D6 Killing (conversion result of 3 divided by 3) with a +2 Stun Multiple. NASTY!

SPECIAL ATTACKS

Weapons with Special Attacks use the following tables to discover their effects. Roll 3D6 to find the type.

SPECIAL ATTACK TYPE

3D6 ROLL	ATTACK TYPE	MODIFIER
3-13	DARKNESS (see Darkness Chart)	0
14-18	FLASH (Dice + Radius = Damage)	+1
DARKNESS		
3D6 ROLL	DENSITY OF DARKNESS FIELD	RADIUS MOD
3-14	Apply Night Modifiers only	-1
15-16	Impervious to Sight	-2
17-18	Impervious to Sight and Infrared	-3

Darkness Radius = (Damage + Radius Modifier)/2.

The Darkness Special Attack requires an extra roll to find out which Enhanced Senses they prevent. Normal Smoke or Darkness makes the characters use Night Modifiers for Sight Perception Roll if using normal eyesight. Using Infrared or Starlight devices cancel this modifier. If the darkness is extra thick, as in rolls of 15-16, Starlight devices are rendered useless as well but heat sensors still work. Finally, rolls of 17-18 indicate fields of darkness so thick that only radar, sonar, and other special sensory devices will

detect objects within it. Subtract the Radius Modifier of the Darkness from the Damage (it should always be a smaller number) and divide the result by 2 to find the radius of the Darkness.

IMMEDIATE ACTION OR TIME DELAY

Once all characteristics of a weapon are known, the final step is to determine if it is triggered upon contact or has a time delay. Roll 1D6 and consult the next chart.

1D6 ROLL	TIME ACTIVATION
1-4	IMMEDIATE
5-6	1 PHASE DELAY

FINAL COMMENTS ON WEAPONS: By using the charts provided, a GM can come up with a list of numbers, but no names of what the weapon actually is. The GM may consult various HERO GAMES or FIREBIRD LTD. products to find one that fits or just keep them as numbers. The Jungle Confidence Course shows examples on how this may be done.

Energy Attacks will be the hardest for a GM to deal with. First, review what forms of attack are energy based. These include Fire, Ice, Electricity, Lasers, and others of a similar type. In today's world there are Flamethrowers, White Phosphorus, fire extinguishers which use CO₂, electric wires and fences, Lasers and Tazers. These will work as an energy attack form. The GM can come up with more of these with a little extra thought.

TRAPS

Traps are surprise attacks against a character that restrict his movement and can cause damage. A trap consists of 3 major parts: the Attack Mechanism, the Damage, and the Escape Route. When a trap is set off, it's automatically sprung in the hex which the character occupies. The character must make a PER Roll with a modifier to spot it. If he does spot the trap, he may attempt to Dive for Cover away from the 1 hex Area Effect Traps, or Dodge from the Grab/Weapon Traps. If he doesn't spot it, he's automatically trapped by the 1 hex Area Effect Trap and has one half DCV against the Grab and Weapon Traps.

There are 4 different kinds of Attack Mechanisms. The first is a Weapon Trap. These are weapons set up with automatated releases such as, wire, pressure plates, electronic eyes, etc. Once activated, they have a DEX of 15 and DCV of 6. They will always do bodily harm to the character and are the only type of trap to be this severe. Build it as a weapon and place it as a trap. If the trap makes its Attack Roll, the character is hit. An example would be a crossbow bolt trap.

The Second Attack Mechanism is the Grab Trap. These may be active or passive in nature and will attempt to grab the character and restrict his movement in some fashion. Find the OCV of the trap as shown in the Equipment Building section and assume that it covers the entire hex. If the trap makes its Attack Roll, the character is grabbed. An example of this might be a

snare.

The Third Attack Mechanism is the Surrounding Trap. These are 1 hex Area Effect traps in the hex occupied by the character. This type of trap surrounds the character in a field or grill work that restricts the character but won't restrict his ability to attack or be attacked. A wooden or metal cage would be applicable here.

The final Attack Mechanism is the Covering Trap. These are 1 hex Area Effect traps within the hex occupied by the character. They cover a character with some substance, restricting his ability to move and escape. Depending on the type of covering, the character may or may not be able to attack or be attacked, for instance, a net. Roll on the following chart to find the Attack Mechanism of the Trap.

ATTACK MECHANISM

3D6 ROLL	ATTACK MECHANISM
3-8	Weapon Trap
9-12	Grab Trap
13-15	Surrounding Trap
16-18	Covering Trap

Grab Traps may restrict a character's ability to use his accessible items (or Foci) and reduce the character's DCV to 0. A bolo or coil trap would fall under this category. The trap may only restrict his ability to move, still reducing his DCV to 0, but leaving his hands free. A bear trap is such an example.

Surrounding Traps don't restrict a character's foci, but halve his DCV because of the restricted space. A Tiger Pit might be placed here.

Covering Traps reduce the character's DCV to 0 and may block his line of sight if the covering is opaque. A drop net and fluid liquid cement are types that would fit into this category.

Traps can do damage to a character within them. Roll on the next chart to find out if the trap does damage.

TRAP DAMAGE

3D6 ROLL	TRAP DAMAGE
3-8	Trap does not do any damage.
9-10	Trap does damage when character tries to escape regardless of success.
11-12	Trap does damage if the character tries to escape and fails.
13-18	Trap does damage at all times.

ESCAPE ROUTES

A character can escape from every trap which he encounters that he has not negated by deactivating it or avoiding it. Each trap will have a combination of Characteristic Rolls which the character can attempt to escape the trap.

The player should roll to find out what Characteristic Rolls are necessary to escape each trap. The trap will require one primary roll and one or more secondary rolls. The player should roll 3D6 on the Primary Escape Roll. Then he should roll for the Modifier for the roll from the Equipment Building section.

Next, the player should roll on the Secondary Escape Rolls chart. If the character gets "No Secondary Escape Roll," then the trap only has a Primary Escape Roll. If there is a Second Escape Roll, he rolls 3D6 again to find out what it is and again gets a modifier from the Equipment Building Section until such time that "No Secondary Roll Needed" comes up.

Weapon Traps are escaped by their very nature. Either the character has been hit, he has deactivated it, or it has missed him. In all cases concerning traps, once the trap has been activated or negated, it is no longer a threat.

PRIMARY ESCAPE ROLL

3D6 ROLL	PRIMARY ESCAPE ROLL
3-9	DEX ROLL
10-11	INT ROLL
12-14	PER ROLL
15-18	EGO ROLL

SECONDARY ESCAPE ROLL

3D6 ROLL	SECONDARY ESCAPE ROLL
3-10	No other roll needed
11	DEX ROLL
12	INT ROLL
13-15	PER ROLL
15-18	EGO ROLL

EXAMPLE:

The GM has determined that there is a trap in the Confidence Course in which Mark is running. He rolls 3D6 to determine his PER Modifier to spot it before it activates. He rolls an 11 which means that there is no modifier, but it doesn't matter because he then rolls a 14 and misses his Perception Roll by 2. Thus, he is surprised by the trap.

The GM rolls 3D6 to find out what type of trap it is and gets a 13 indicating a Surrounding Trap. Since Mark was surprised, it gets him in a one hex Area Effect.

Now the GM rolls to find out if the trap does any damage. He rolls a 15 and finds that the trap does damage all of the time. Then the trap's damage is rolled. Since the lethality of the course has been set at 1 (3 as base damage), further rolls on the "Attack Form" and "Type" charts in the weapon building section reveal the trap to be a 1/2D6 Physical Killing Attack with a +1 Stun Multiple. The GM ponders for a moment and decides that Mark falls into a Pungi Pit with spikes. He rolls the damage and a 4 Body is the result, leaving him with 6. For Stun, he rolls a 4 which results in the character taking 16 Stun. He is stunned

for the next phase, then tries to escape. His primary roll is a 15, meaning that he needs an EGO Roll (for pain resistance) with no modifier. A secondary roll results in a DEX Roll with no modifier. If he fails, he'll take more damage. Mark rolls an 11 EGO Roll (successful) and an 8 for the DEX Roll (freeing himself) but is definitely in pain and has taken Body damage.

FINAL COMMENTS ON TRAPS: By using the charts provided, the GM may well have a list of numbers, but no names attached to them. Look at the Jungle Confidence Course Trap section for examples of how to arrive at names for an actual trap.

OBSTACLES

Obstacles can cut characters off from their objectives by restricting their movement. The following charts describe how to make obstacles and where to place them.

The first step after determining how many obstacles there are is to place them. These initial obstacles are primary obstacles and should be major barriers such as 2 hex boulders, 5' walls, 5' trenches, and streams. The player must have logical choices for these and many courses are already laid out with these in existence for instance constructed or natural terraces. Other items such as walk beams, rope climbs, swing ropes, hand over hand parallel bars etc., would also fall into this category.

Reaction obstacles are items that the character may not be initially aware of. These could be exposed roots, rabbit holes, loose sand, quicksand, and various minor incidents that could make a player lose time while trying to navigate or evade.



For the placement of reactionary obstacles, roll 1D6 to determine direction and consult the following chart.

1D6	OBSTACLE DIRECTION
1	Ahead, left
2-5	Straight ahead
6	Ahead, right

Once the location is rolled, roll 1D6 for distance in hexes from the character. Roll for a Perception Modifier (Equipment Building Section) to determine if the character sees the obstacles. If the character does spot the obstacle, he may avoid it by simply going around it, over it, under it, etc. If the character

does not spot the obstacle, he is assumed to have encountered it. He should roll on the Characteristic Roll, Perception Roll, and Skill Rolls chart with a +3 die roll modifier to determine the level of DEX Roll needed to just avoid it. If he makes this roll, nothing further occurs as the character lost no time avoiding the obstacle. If the character misses this DEX Roll, the obstacle has been encountered.

Once the character has encountered an obstacle, he is assumed to have fallen down. He will lose the rest of this phase and spend the first part of his next phase just getting up, wasting precious time.

Unlike in other sections, there are no charts peculiar to building obstacles. The player is free to use his imagination to describe each obstacle depending on the situation at a given time. Remember, obstacles are there to obstruct characters and limit their movement and are not easily destroyed with bare hands.

WAGERING EXPERIENCE POINTS

The most exciting use of a Confidence Course happens when a character wagers Experience Points. The character puts his time and training on the line in the hopes of learning faster under fire. Players should realize and understand that wagering Experience Points is dangerous. Characters can not only lose Experience Points but their lives as well. Unlike Danger Rooms, however, most Confidence courses will only injure rather than kill as their Lethality levels are much lower.

NOTE: In almost every case of agents in training, courses are set at Familiarity or Instructional mode only. Characters should not die during training except when an accident occurs (which is thoroughly investigated). No course in this module is ever set at Full Damage mode as the characters just won't survive. However, if the character wants to wager Experience Points, give him a flak suit so that he will have some resistant defenses and wish him luck. He'll need it!

A character may wager 1 Experience Point at a time. This is unlike the Weapon Ranges. The character sets aside an unspent Experience Point, then gets permission from the GM to wager it. If the GM allows the wager, the player sets up the specific confidence course outlining which Skill(s) he is trying to learn. Then the GM may run the character through the course or the player may run his character through himself.

When wagering an Experience Point, the character must have the Confidence Course Ratings equal to their Base Levels or higher. All weapons and traps are set to Full Damage. The player will be observed by a Range Master who can order the range to shut down in case the character gets into serious trouble or just decides to quit.

The character must complete all of the assigned objectives from the objective section to win the wager. If the character completes all of his objectives, he gets back the wagered Experience Point in addition to winning a new one. If the character doesn't complete all objectives, he may lose his Experience Point. If the character is knocked unconscious, quits, or completes less than half of his objectives, he loses

the wagered Experience Point. If he stays awake through the entire run and completes more than half of his objectives or runs out of time, he keeps his Experience Point but does not gain any additional points.

Once a character has won an Experience Point at a given setting of difficulty, he must either increase the setting or decrease the time limit before wagering again. Each of the ratings must be increased by 1 from the last wager or time decreased by one phase. If the character's abilities have increased, the ratings must be a minimum of his new base ratings.

It is possible that some characters may be overly efficient at running certain Confidence Courses because their Skills and abilities are extremely high. Other characters may be very inefficient. The GM should rule that the overly efficient character has just been promoted to Range Master of that course and will then train other characters. He may still run through the course to keep his Skills and abilities at his current levels, but he may not wager more Experience Points. Alternately, the GM may rule that double the Experience Points must be wagered (2) to obtain 1, but any failure, no matter how small, will cause the loss of all Experience Points wagered. Inefficient characters should probably only run at Instructional levels until they become more proficient. Otherwise, they may get hurt.

MULTICHARACTER CONFIDENCE COURSES

Multiple characters may use Confidence Courses at the same time for any of its uses, including wagering Experience Points but certain restrictions apply. The Base Ratings are set according to the greatest Base Rating of each character involved. The course is designed in such a manner that multiple encounters occur but the time factor is still set as if only one character is running through. Experience Points wagered and won during this type of run do not apply to any Skill but must apply to the Tactics and Coordinating Skill as the characters involved are learning the basics of working together.

Unfortunately, the use of these high settings may overpower some characters. If any character falls unconscious, he will not be able to win his wager, but other characters may still do so. In order for that to happen, the unconscious character will become a "large object" which must be delivered to the finish line. No extra time is allowed for this new objective and this may cause everyone to lose their wagers.

PURCHASING CONFIDENCE COURSES

The cost of active Confidence Courses depend upon how high the ratings can be set and on the size. Each rating has a maximum value. The initial cost of a Confidence Course is equal to half the total of all Maximum Ratings. This gives a base size of 10 hexes and is true whether the range is outside or inside. To this, add 1 point for every +10 hexes in size which the range is to be. Once the course is built, the characters may increase the Maximum Ratings by 2 for each 1 point invested.

CONFIDENCE COURSE EXAMPLE: JUNGLE SIMULATION

The rules beforehand show how to design a Confidence Course. This is an example of one such course laid out to help show the various steps involved in creating any course.

This one is designed to help build experience in Stealth, Camouflage, Perception, and Demolition Skills. The characters will be traversing a 500 square hex area and will be expected to 1) complete the course, 2) evade or negate any boobytraps, and 3) evade the "Stalker" (the Range Master) who is trying to "negate" the characters. This range will be in Instructional Mode only and no real ammunition is issued. The terrain is heavy forest, simulating a jungle.

The first step is to lay out the course itself. Since it takes place in a forest, most of the course has natural obstacles called trees. A 3D6 roll is made for tree density with 14 being the outcome. This means a -2 modifier to all Sight Perception Rolls. There is also a 6 foot wide stream running through the course. This is located in a 18 foot wide ravine and a rope bridge has been constructed over it. The modifier to cross the stream using the bridge requires a DEX Roll. Rope bridges tend to sway back and forth while being crossed. A 3D6 roll is made and a 14 is the result so the DEX Roll has a -2 modifier. The bridge is 30' above the water. The slopes are rather gentle so no Climbing or Mountaineering Skills are necessary but the ground near the stream is loose dirt and gravel which will slow movement (-2" to Running Speed) and will also necessitate a DEX Roll for any sudden changes in direction. The DEX Roll modifier is rolled resulting in a 9. This means a 0 modifier to this roll. There are no other natural obstacles and there are paths from one end of the course to the other, each being one hex wide.

COMMENT: As shown, this course has been laid out over natural existing terrain. Only a few modifiers have been created for these natural obstacles.

The Second step is to add the Items which exist to test the Skills of the characters running through the course. The main Skills tested are Perception, Stealth, Camouflage or Concealment, and Demolition. There will be 10 initial items and 15 reactive items somewhere on the course. Detail the initial items with ten 3D6 rolls to determine what they are. The die rolls are: 5, 7, 8, 10, 03, 11, 12, 13, 13, and 15, resulting in 3 weapons and 7 obstacles.

The third step is detailing the initial items. The easiest to deal with are the obstacles. These will be areas of thick undergrowth requiring a machete to cut a path for passage. The character decides to randomly determine the size of the areas and rolls 2D6 for each; 4, 6, 6, 7, 8, 8, and 9 hexes in size respectively. If he tries to go through the undergrowth without the use of a machete, the GM will rule that a STR Roll and a DEX Roll are needed, both having a -4 modifier. Using the machete will negate these modifiers, but in both cases, the character's movement rate is reduced to 1" (6 feet) per phase.

Detailing the weapons is next. Rolling for their status, we find one which is obvious and two that are hidden. The obvious one comes out with an Autofire modifier and a +2 Perception modifier so the GM rules

that it is a Vietnamese pistol. The hidden weapons are not identified to the character by the GM. Since wildlife is abundant in the area these become animals that might injure or kill an unprepared character. For this example, neither has a Perception Modifier so they are defined as a crocodile in the stream and a tiger with cubs near a 30' fallen tree. As this course is initially run in Instructional Mode, none of the weapons do damage and are represented by stand up targets (various weapon positions), and pop up targets (hidden weapons.)

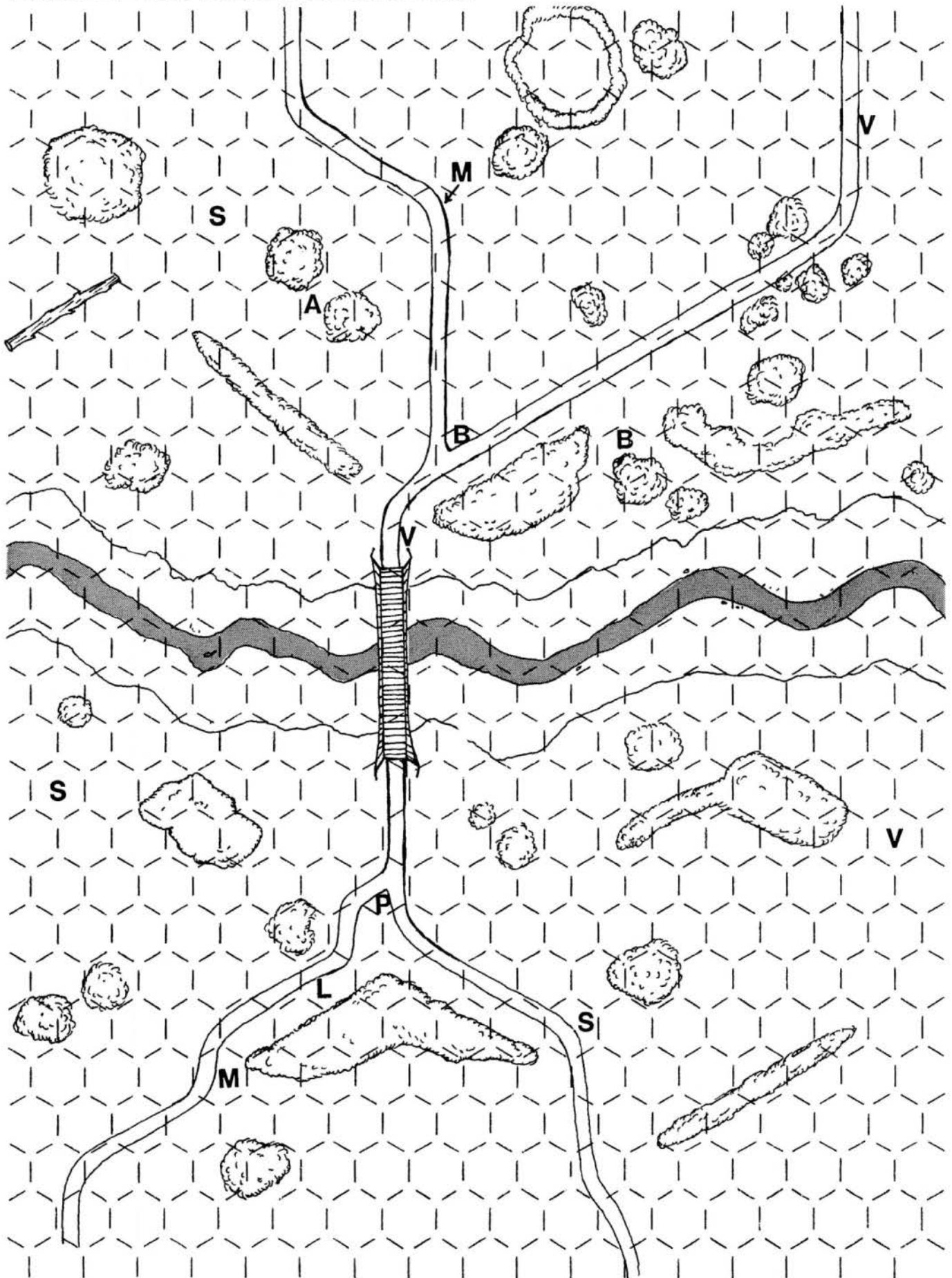
Placement of the weapons and obstacles is somewhat random, but should be done in a logical manner. The thick undergrowth areas would not be placed on a trail, the tiger would not be on the bridge, nor would the patrol usually be in the areas of undergrowth.

If a GM is running the course, he will determine and place the reactive items. Since the length of the course is 500 hexes in size, we find 500 hexes divided by 30 hexes reveals 15 reactive items. The dice are rolled resulting in 4, 7, 8, 8, 9, 9, 11, 11, 11, 12, 12, 13, 13, 13, and 16. Thus, there is one weapon, 13 traps, and one obstacle. The obstacle could be anything, but the GM decides on an old tiger pit which is 7 hexes in width and 3 hexes deep. Characters will need to make a PER Roll with a +2 modifier to see it. The weapon is detailed and becomes a feral water buffalo (pop up.) If this was encountered during a live course on full damage, the water buffalo would do a 10D6 normal charge attack. The water buffalo is by the water (+3 to PER Roll.) Rolls are made for the traps using the Jungle Confidence Course Traps section and the resulting die rolls are 7, 7, 8, 9, 9, 11, 11, 13, 14, 15, 15, and 16. these are 2 spike board traps, 1 venus pit trap, 2 venus can traps, 3 mace deadfalls, 1 log deadfall, 1 pivotal spike trap, 2 bamboo whip traps, and 1 arrow gun trap. Details of these are found in the Jungle Confidence Course trap chart.

Remember, these are reactive traps so no initial placement is made if running the course solo. If a GM is running the course, the traps would be placed beforehand in order to shorten the time necessary to run through the course. The character may trip any one of the traps on any of his moves.

If all of these things don't make it difficult enough, we now add a STALKER. His job is to be a moving object designed to "stalk" his prey (the character) and encounter him. He will move via Stealth, Camouflage, and Concealment, trying to encounter each character. He will know where all initial items are and unless he is a player character testing his own Skills of Shadowing, Camouflage, Concealment, and Stealth, he will also know all reactive items' locations. If he is another player character, he too will be blind about the reactive items. Skill versus Skill rolls will be used when the two characters are in the same general area to determine whether they encounter each other. If they don't, continue running the course until the first character finishes or the Stalker manages to encounter the character at a later time. If they do encounter one another, resolve the situation normally via the sequence of play. Note that the Stalker usually surprises the other character and this should be taken into account if it happens.

JUNGLE CONFIDENCE COURSE MAP



A = Arrow Gun, B = Bamboo Whip, L = Log Deadfall, M = Mace Deadfall, P = Pit Trap, S = Spike Boards, V = Venus Fly (can)

In the Firearms data section, specifications are given for a paint pistol and rifle. Both bolt action repeating weapons fire a plastic pellet filled with Red, Yellow, or Blue paint. The pellets shatter on impact marking the target with a bright splash of paint. Since the weapons are powered by CO₂ cartridges, the pellets are low velocity and safe for use in training. The character must wear safety goggles or a gas mask for eye protection.

JUNGLE CONFIDENCE COURSE TRAPS

GRENADE TRAPS

There are four main possible types of this trap. The first is where a grenade is attached to low underbrush, anchor stakes, or a tree trunk alongside a path. A trip wire is tied to the grenade safety pin or ring and stretched across the path where the other end is secured to another anchor stake.

The second form is similar in nature, but instead of the grenade being secured, it is placed inside a can or tube large enough to let the grenade slip easily into it, but small enough that the pin remains down in the safe position and the can is secured. It differs from the first because when activated, the grenade pops out into the path instead of remaining tied to the securing stake.

The third type of grenade trap differs in nature. This is where a grenade is secured to the top of two bamboo poles that are lashed together forming an arch over the path. The grenade goes off in the air and does about 50% more damage. Any grenade may be used, simply multiply the damage by 1 1/2 to determine the new resultant dice of damage.

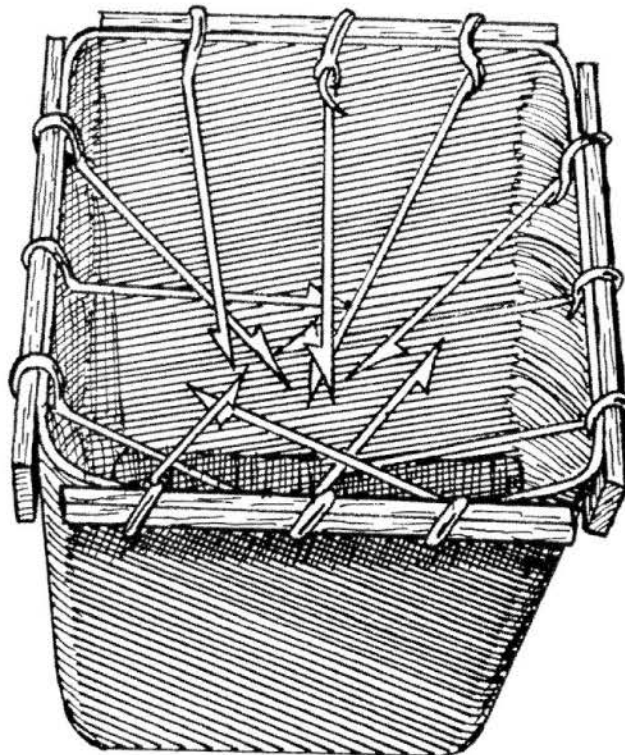
The fourth type is where the grenade is activated after being placed in a soft mud ball. When the mud dries, the safety lever will remain depressed but when the mud ball is broken by being thrown or stepped on, the safety lever is released, allowing the grenade to detonate. This trap is superior to others because no trip wire is used. The character sees only a lot of mud lumps. The problem is, of course, with making them. The lever may pop out while the balls are being molded or dried, resulting in a premature detonation (a missed Demolitions Roll.) During the rains (Monsoons) another problem is demonstrated. When the mud is softened by enough rain, the grenade will detonate.

The grenade usually used in such traps is the fragmentation type (Normal and Killing) although others could easily be substituted. Spotting the trap is not easy. The wire is about one foot high off of the ground and is dark so that it will blend into the background of the path. Characters suffer a -4 to Perception Rolls for spotting the wire. The grenade itself is placed with either a Camouflage Skill Roll or a Concealment Skill roll and the "Skill vs. Skill" system is used to determine any modifiers. For the purposes of the Jungle Confidence Course example, assume that the modifier is -3. The trap is activated when the trip wire is pulled. This initiates the delay action inherent to any grenade. Most grenades have a 4 second delay before detonation.

BAMBOO TRAPS

Other than the bamboo arch grenade trap, the main use of bamboo was in vehicular traps. A bamboo stalk would be split in half and nailed or glued to a wooden board. Inside it would be two plates connected to a battery and a mine. The circuit would be open until a vehicle ran over it, crushing the bamboo and closing the electrical circuit when the plates touched. The mine goes off resulting in a damaged or destroyed vehicle. A variant on this uses splintered bamboo so that a man's weight would cause the collapse and complete the circuit. The mine could be anything such as a grenade, claymore, blocks of explosives, etc., and pressure plates could be used instead of a electrical circuit.

SPIKE TRAPS



These are the most numerous and the simplest type of traps to build and emplace. There are lots of variations, but we'll detail the more common types used during the Vietnam era.

- 1) Spike Boards: Essentially a simple board with spikes driven through it and placed upright in dense grass and undergrowth. Modifiers for Perception vary as it all depends on "where" they are placed. A character walking through a hex containing this type of trap should make a PER Roll to spot it. If he misses it, the trap will attack the character with an OCV of 3.
- 2) Foot Traps: A small pit is combined with spike boards, or punji stakes. These are usually placed along trails or anywhere that foot traffic is likely to take place. There are 3 main types:
 - a) Spike Board Foot Trap. As above in spike boards, this is combined with a camouflaged pit (18 real inches x 1 foot deep) and if the character misses his PER Roll to see it, he'll fall through and impale himself on the spikes.

b) Venus Fly Trap, pit type. A rectangular framework is placed with overlapping barbs covering a pit. The initial damage caused is relatively low compared to the amount which a character will take if he tries to remove his foot without first cutting or bending the barbs.

c) Venus Fly Trap, can type. A metal can is placed into a snug fitting pit. Metal barbed spikes are set in a criss-crossing pattern so that a character's foot or leg will be impaled by numerous spikes. The initial damage is small compared with the amount received if the spikes are not first rendered harmless.

PIT TRAPS

These are large traps, 2 hexes square by 1 1/2 hexes deep, placed on paths or trails. The dirt walls are strengthened by boards or logs to prevent cave ins. The bottoms are covered by spikes or punji stakes and the tops are camouflaged. There are two main types of this trap:

- a) Tilting Lid Spike Pit. This kind of pit trap is equipped with a counter balanced lid which pivots when a character steps onto it and drops him into the pit. The trap then resets itself with the lid swinging back to its original position.
- b) Punji Jungle Trap. This kind of pit trap is covered over with a bamboo lattice and camouflaged with mud or leaves. Any character stepping on it will fall through, impaling himself on the stakes at the bottom.

DEADFALLS

Various types of devices are suspended in the dense foliage above jungle paths. there is a trip wire stretched across the path which is connected to the deadfall. When a character steps on or strikes this wire, the deadfall is released and it swings or falls, striking the character below. Many types of devices can be used, some of which are a mace (spike studded ball

or log), a spike ball (mortar or concrete ball into which spikes have been put), falling logs, and so on. The trip wire has a -4 modifier to PER Rolls and the deadfall is usually camouflaged well enough (-6 to PER Roll) so that it's hard to detect.

PIVOTED SPIKE BOARDS

This is a variation on the spike pit trap where the pit consists of a board covering connected to a spiked board. When a character steps on the board, his own weight causes the other half to swing upwards and strike the chest or head region. PER Roll modifiers are only -3.

BAMBOO WHIP

One of the famous types of traps, a 3" bamboo pole is bent backwards across a jungle path and placed in an arc position by a catch device. This is connected to a trip wire which when activated, releases the whip. The whip attack with a 6 OCV. Punji stakes are placed at the end of the pole and these impale the character in the chest or stomach region. The entire setup is then camouflaged.

ARROW GUN

The last type of common trap is the Arrow Gun. It is simply a hollow bamboo log with an arrow inside it, the trap is activated by a tripwire and then performs like a crossbow, attacking at 6 OCV. This trap is the hardest to spot as only the exit hole (1" diameter) and the trip wire need to be exposed. So, there is a -4 PER Roll for the trip wire and a -8 for the arrow hole.

TRAP DAMAGE

Damage from traps varies depending on what the setup conditions are. A person's weight and the falling velocity of an object are two of the main factors. The mode of the Confidence Course is a third. Damage is summarized in the following chart according to mode and type of trap.

TRAP DAMAGE SUMMARY

306 ROLL	TRAP	INSTRUCTIONAL	NORMAL	FULL	PRIMARY ESCAPE	SECONDARY ESCAPE
3-5	Grenade Trap	none, smoke only	5D6	1/3D6 Killing +	none	none
6	Bamboo	none, smoke only	5D6	12D6 Normal	none	none
7	Spike Boards	none, paint only	5D6	1/2D6 Killing	DEX Roll	(EGO Roll)
8	Venus Pit Trap	none, paint only	4D6	1/2D6 K/2D6 K	DEX Roll	EGO Roll, STR Roll
9	Venus Can Trap	none, paint only	5D6	1/2D6 K/2D6 K	DEX Roll	EGO Roll, STR Roll
10	Pit Trap	1D6 Normal and paint	6D6	1D6 N plus 2D6 AP Killing	DEX Roll	EGO Roll, STR Roll
11	Mace Deadfall	none, sign only	4-8D6	4-8D6 Normal + 1D6 Killing	none	none
12	Spike Ball Deadfall	none, sign only	3-5D6	3-5D6 Normal + 1/2D6 Killing	STR Roll	none
13	Log Deadfall	none, sign only	2-5D6	4-10D6 Normal	DEX Roll	none
14	Pivoted Spike Trap	1D6 Normal & paint	7D6	1D6 Normal & 2D6 AP Killing	EGO Roll	EGO Roll, STR Roll
15	Bamboo Whip	2D6 Normal	6D6	2D6 Normal + 2D6 AP Killing	none	none
16-18	Arrow Gun	Paint only	5D6	1D6 AP Killing	none	none

The DEX Rolls simulate removing the trap from one's body without causing additional damage by encountering other portions of the trap. The EGO Rolls simulate the pain which the character must endure while removing portions of the trap (spikes, stakes, etc.) from himself. If the spikes are barbed as in the Venus Traps, the EGO Roll is mandatory, otherwise it is not. This is represented by the parentheses around EGO Rolls. If the EGO Roll is in parentheses, the spikes are assumed to be non-barbed and no EGO Roll is necessary. The STR Roll represents things such as bending barbs, jumping necessary distances, or removing logs from on top of the character.

This chart may be used in lieu of the Random Trap Attack Mechanism Chart. Game Masters are free to develop other charts like this to individualize a course for a specific location or goal. All of these traps do damage and the two Venus Traps do more damage if the character tries to escape and fails. This is demonstrated by the number following the slash on the chart. Both the Grenade and bamboo traps may do even more damage depending on the type of grenade or explosive used.

NOTE: The ARMORY series by Firebird Limited contains numerous grenades that may be used and are presented with stats for use with the HERO GAMES system.

To use the preceding chart, roll 3D6. The resulting number determines the type of trap and the amount of damage done, dependant upon the mode. Instructional mode traps usually do no damage but when a fall occurs or an object whips into the character, minimal damage will be inflicted. Normal damage will cause some BODY to characters with low PD's, but highly trained characters will suffer only STUN. The objects are real, but instead of spikes and metal fragments, blunt objects and small concussive explosives are used.

ELITE CHARACTERS

The Hero System has 5 types of people in it. these are the Incompetent Normals, starting with -20 Character Points, the Normal, starting with 0 Character Points and average Characteristics, the Hero who begins with 75 Character Points, and the Superhero who has 100 Power Points to begin with. The ESPIONAGE/DANGER INTERNATIONAL game has characters who are Talented Normals, JUSTICE, INC. lets characters begin as Heroes, and CHAMPIONS games revolve around Superheroes.

HERE THERE BE TIGERS details some of the elite military units of the U.S. Armed Forces. By nature, these characters are the Hero or Superhero equivalent in today's world because of their training. A quick study of the training which a Marine Force Recon character receives shows a total of about 65 Character Points while the Army Special Forces totals about 100 Character Points. This quickly demonstrates that characters would be overly burdened with Unluck, Monitoreds, and Psychological Limitations. Berserks and Physical Limitations are ruled out because no character could have these traits and remain in this type of unit. They are by nature ELITE.

The packages and information which follow are very

complete and specific to the units mentioned. The DANGER INTERNATIONAL rulebook gives a much simpler package for an Elite military character. Both packages may be played in the module portion of this book. The detailed packages are given here to add to the flavor of HERE THERE BE TIGERS and to reinforce the fact that these men are among the best soldiers in the world.

The Game Master has some choices when deciding whether players can have this type of character. He can simply rule that no one may start at this level, he can let any player choose to be Elite, or he may let fate decide. If he chooses the last option, every player will roll 3D6 to determine his character's starting Character Points.

3D6 ROLL	LEVEL OF CHARACTER	STARTING BONUS
3-11	Talented Normal	50 points
9-15	The Hero	75 points
16-18	The Superhero	100 points

Many players will quickly cry out "UNFAIR" when they begin as a Talented Normal while their buddy manages to start as a Hero or Superhero level character. The GM may change either level or he may remind the player that, "everyone in the world is not a carbon copy of everyone else." Where would the player himself start in the GM's world? Is he of Superhero capability? Another observance by the authors is that in a 125 point game, very few characters begin below the starting level. In CHAMPIONS where 225-300 points are the norm, 85% of the players just load up the Disadvantages to reach the level total set by the GM. Remember, this is Role-Playing and players should strive to do that. Experience Points help negate starting levels, as lower point characters earn more than their higher point counterparts. Eventually, everyone will even out.

Another way to look at this problem is for the GM to decide beforehand what type of campaign he will run. If he wants a lot of Special Forces type characters, then let characters play them. Training is the essential dividing point.

The breakdown of Elite Military units is as follows: The Marine Force Recon (scouts) and the Army Rangers (commandoes) are usually Hero level characters. They start with 75 Character Points. The Army Special Forces are usually Superhero level and receive 100 Character Points. This is not to say that Special Forces are greatly superior to the others, but for their designed missions, they are more extensively trained and must be of higher quality. There are Marines and other Army personnel who could be Special Forces level, but have elected not to be for one reason or another. This does not mean that a talented normal couldn't be one of these either. He'll just have to work a little harder to overcome his natural handicaps. Of course, this means that he can brag a little more and hold his head a little higher. He knows just how hard he had to work in order to achieve the end result.

Remember, these characters start out at this level because of the extensive training which they experience and all of them are volunteers.

The following is a list of Package Deals for

military units including the Marine Force Recon, Army Ranger, Airborne, and Special Forces. The list is far from complete as there are literally thousands of jobs in the military, but it will give GM's and players a choice of playing Elite Military characters. Remember, these are the minimum standards. The Character is always free to add more Skills, Disadvantages, Skill levels, etc., as long as he takes the set presented.

A. To play a normal Army or Marine soldier, take the Boot Camp Package, the Advanced Infantry Package, and an MOS package.

B. To play a Marine Force Recon character, the player must purchase the Boot Camp Package, Advanced Infantry Package, an MOS package, and then the Force Recon Package. The Force Recon are elite scouts whose technique is "silent, but deadly." For the U.S. Marine Corps, to have an elite unit such as this demonstrates how they view their job once they are in a country.

C. To play an Army Airborne Character, take the list under A and then add the Airborne Package Deal. These characters are used to get behind enemy lines quickly and perform a specific mission.

D. To play an Army Ranger Character, take the list under A and then add the Ranger Package Deal. The main function of Rangers is as commandoes. They get the dirty jobs, going where they are needed, usually behind enemy lines but they are not designed to stay there for long. Many Rangers are also Airborne trained. If the character wants to be an Airborne Ranger, then add the Airborne Package.

E. The E-5 and E-6 Package Deals are there for characters who want military characters who achieved the higher ranks. They are more versatile as they have had a few more years of training. These are optional to any list proceeding.

F. To play the Special Forces character (get ready for the packages), the character must take the Boot Camp Package, the Advanced Infantry Package, an MOS package, an E-5 package, an E-6 package (optional), the Special Forces Basic package, and a Special Forces Primary MOS package. For those characters who do not choose the Medic as an MOS, now take a secondary MOS package. This secondary MOS package is one that is not the same as the character's primary MOS. For example, a Light Weapon's Leader could not take the secondary MOS Light Weapon's Package Deal, but must choose one of the others. These characters are considered to be among the best soldiers and fighting men in the world.

G. The Rigger: See Rigger Package Deal.

PACKAGE DEALS

ARMY/MARINE BOOT CAMP	
Skill	Pts
Familiarity w/Grenade Launcher	1
Familiarity w/Pistols	1
Familiarity w/LAW	1
Familiarity w/Rifles	1
Familiarity w/KS: Military Services	1
Familiarity w/PS: CBR	1

Familiarity w/Concealment	1
Total	7
Package Bonus:	-0
Characteristic Minimums: STR 12, CON 11, DEX 10	-1
Monitored: Military 8-	-5
Total Cost	1

ADVANCED INFANTRY TRAINING

Skill	Pts
Familiarity w/Demolitions	1
Familiarity w/KS: Radio Operator	1
Familiarity w/KS: Military Equipment ID	1
Familiarity w/Tactics	1
PS: CBR	1
KS: Orienteering	2
Concealment	2
Climbing	3
First Aid	3
Forward Observation	3
Total	18
Package Bonus:	-4
Characteristic Minimums: STR 13, CON 13, DEX 12	-2
Monitored: Military 11-	-3
Subject to Orders	-4
Total Cost	5

NOW CHOOSE AN MOS PACKAGE

MOS PACKAGES

INFANTRYMAN

Skill	Pts
+1 with M16 Rifle	3
Total	3

HAW CREWMAN TOW (post 1976)

Skill	Pts
Familiarity w/TOW	1
+1 with TOW	3
Total	4

HAW CREWMAN 106mm (pre 1976)

Skill	Pts
Familiarity w/106mm	1
+1 w/106mm	3
Total	4

MAW CREWMAN 90mm (pre 1976)

Skill	Pts
Familiarity w/90mm	1
+1 w/90mm	3
Total	4

MAW CREWMAN Dragon (post 1976)

Skill	Pts
Familiarity w/Dragon	1
+1 w/Dragon	3
Total	4

SQUAD GUNNER

Skill	Pts
+1 w/50 Caliber M2HB Machinegun	3
Total	3

M60 MACHINEGUNNER
Skill Pts
+1 with M60 Machinegun 3

GRENADIER
Skill Pts
+1 with 40mm Grenade Launcher (M203 or M79) 3

RADIO-TELEPHONE OPERATOR
Skill Pts
PS: Radio Operator 1
Familiarity w/Electronics 1
Familiarity w/Cryptography 1
Total 3

SCOUT
Skill Pts
KS: Military Equipment ID 1
Familiarity w/Heavy Machineguns 1
Familiarity w/Cryptography 1
Total 3

DRIVER
Skill Pts
Driving (Wheeled or Tracked) 3
Familiarity w/Mechanics 1
Total 4

AIRBORNE
Skill Pts
Breakfall 9+(DEX/5) 3
Parachuting All types 9+(DEX/5) 6
Total 9

Package Bonus: -3
Total Cost 6

E5
Skill Pts
Familiarity w/KS: Defensive Positions 1
Radiotelephone Operator 3
KS: Orienteering +1 1
+1 w/All Small Arms (or upgrade) 5
Familiarity w/Dragon 1
Familiarity w/TOW 1
Familiarity w/PS: Mine Warfare 1
Driver Package (wheeled) 4
Total 17

Package Bonus: -4
Monitored: Military 14-
Subject to Orders (additional) -1
Total Cost 10

ADDITIONAL E-5 REQUIREMENTS BASED UPON MOS

MECH UNITS ONLY
Skill Pts
Driver Package (if not possessed already. 4
If so, +1 to roll.)
Total 4

ADDITIONAL SKILLS

HAW SQUAD LEADER (TOW)
Skill Pts
+1 to Tactics 2

+1 to Camouflage 2
Total 4

Package Bonus: -1
Total Cost 3

FIRE TEAM LEADER
Skill Pts
Demolitions 2
+1 to Tactics 2
Total 4

FIRE TEAM LEADER (MECH ONLY)
none

E6 ADDITIONAL REQUIREMENTS
Skill Pts
+1 to PS: CBR 1
+1 to Tactics 2
+1 to Concealment 2
+1 to KS: Orienteering 1
Instructor 3
+1 to any other Skill 3
Total 12

Package Bonus: -2
Total Cost: 10

RANGER
Skill Pts
Familiarity w/PS: Aerial Operations 1
Familiarity w/PS: Radio Operator 1
Familiarity w/Bayonet 1
+1 with Climbing 2
PS: Mountaineering 2
Demolitions 2
+1 with all Combat 8
Survival 3
Stealth 5
Commando Training 10
Total 35

Package Bonus: -3
Monitored: Military 14- -2
Subject to Orders (additional) -5
Characteristic Minimum: DEX 14, INT 13, SPD 3 -4
Total Cost 21

AIRBORNE RANGER
Skill Pts
(As in above with the addition of
the Airborne Package.)
Ranger Package 35
Airborne Package 9
Total 44

Package Bonus: -6
Subject to Orders -5
Monitored: Military -2
Characteristic Minima: DEX 14, INT 13, SPD 3 -4
Total Cost 27

RIGGER
Skill Pts
Rigging Skill 15 or less 5

Airborne Package Deal	9
Total	14
Package Bonus:	-3
Total Cost	11

The Rigger is a professional who routinely holds other men's lives in his hands. He packs ALL reserve chutes and places his name on them afterwards. The Rigger is jump qualified as well so he also knows the thrills and dangers of parachuting. Carefully trained to pack and especially repair all types of parachutes and harnesses, the rigger also prepares all types of equipment, from drop packs to main battle tanks, for air delivery by parachute. He is the only man in the Army qualified to do so.

FORCE RECON (Marine Scout)	
Skill	Pts
Familiarity w/Bayonet	1
+1 with Climbing	2
PS: Mountaineering	2
Demolitions	2
+1 with all Combat	3
Survival	3
Stealth, +1 to roll	
Commando Training	10
Parachuting, Standard and HAHO	4
PS: Scuba Diving	2
Total	41

Package Bonus:	-4
Monitored: Military 14-	-2
Subject to Orders (additional)	-5
Characteristic Minima: STR 15, CON 15, DEX 14	
BODY 13, INT 13, PD 5	
SPD 3	-9
Total Cost	37

SPECIAL FORCES	
Skill	Pts
Familiarity w/Cryptography	1
Familiarity w/PS: Pathfinding	1
PS: Instructor	2
PS: Mountaineering	2
PS: Radio Operator	2
KS: Military Equipment ID	1
Airborne Package	6
Demolitions	2
+1 with hand-to-hand combat	5
Survival	3
Stealth	5
Another Language	1
Commando Training	10
Total	41

Package Bonus:	-7
Monitored: Military 14-	-2
Subject to Orders (additional)	-6
Characteristic Minima: DEX 14, BODY 13, INT 13,	
INT 13, PD 5, SPD 3	-5
Total Cost	21

FIRST, CHOOSE ONE OF THE NEXT FOUR PACKAGES FOR YOUR PRIMARY MOS

OPERATIONS SERGEANT AND ASSISTANT OP. SGT.	
Skill	Pts
Criminology 9 + INT/5	2
Cryptography 9 + INT/5	2
Familiarity w/Interrogation	1
Familiarity w/Conversation	1
Familiarity w/Bribery	1
Bureaucratics 9 + PRE/5	3
Another Language	1
Another Language	1
Familiarity w/Streetwise	1
Knowledge of Enemy Service 9 + INT/5	2
Linguist	3
Total	18

Package Bonus:	-5
Characteristic Minima: INT 18, PRE 13,	-2
Total Cost	11

LIGHT WEAPONS LEADER	
Skill	Pts
KS: Weapons Identification (all weapons)	2
Gunsmith: 11-	3
Weapon Skill levels: +1 with all guns	5
Mechanics: 11-	3
Total	13

Package Bonus:	-2
Characteristic Minimum: DEX 17	-2
Total Cost	9

DEMOLITIONS	
Skill	Pts
+1 to Demolitions Roll: 15-	3
Inventor 9+(INT/5)	3
Mechanics: 14-	3
Electronics: 14-	3
Total	12

Package Bonus:	-2
Characteristic Minimum: DEX 18	-2
Total Cost	8

MEDIC	
Skill	Pts
+2 to First Aid	6
Pharmacology: 13-	4
Professional Medicine: 8-	1
+1 w/Survival Skill: 12-	2
	13

Package Bonus:	-4
Total Cost	9

COMMUNICATIONS	
Skill	Pts
KS: Radio Operator: +2	4
Cryptography	2
Bureaucratics: 11-	2
Electronics	3
Mechanics	3
Total	14

Package Bonus:	-5
Total Cost	9

THEN, CHOOSE ONE OF THE FOLLOWING PACKAGE DEALS, (THAT THE CHARACTER DID NOT CHOOSE AS HIS SPECIALTY), FOR HIS SECONDARY MOS.

OPERATIONS SERGEANT & ASSISTANT OP. SGT.

Skill	Pts
Familiarity w/Criminology	1
Familiarity w/Interrogation	1
Familiarity w/Bribery	1
Another Language	1
Another Language	1
Total	5
Package Bonus:	-1
Total Cost	4

LIGHT WEAPONS LEADER

Skill	Pts
KS: Identification: Handguns and Rifles	1
Gunsmith	3
Familiarity w/Mechanics	1
Total	5
Package Bonus:	-1
Total Cost	4

DEMOLITIONS

Skill	Pts
+1 to Demolitions Roll	2
Familiarity w/Inventor	1
Familiarity w/Mechanics	1
Familiarity w/Electronics	1
Total	5
Package Bonus:	-1
Total Cost	4

COMMUNICATIONS

Skill	Pts
KS: Radio Operator	1
Familiarity w/Electronics	1
Familiarity w/Mechanics	1
Cryptography	2
Total	5
Package Bonus:	-1
Total Cost	4

HERE THERE BE TIGERS

In March of 1984 a Thai smuggler entered a bar in Bangkok, Thailand and approached an off-duty American oil field foreman that he had been searching for. The smuggler said that he had worked with an American while in a prison camp in Laos who had helped him when he was injured. The American had given him a letter to try to deliver upon his release, could the foreman help him to deliver it?

The foreman, Sam Haley, was wearing a cap with "Gardner Oil" on the bill and thought that he recognized the signature on the letter as belonging to the son of his boss's deceased partner and brother, William Gardner.

Sam saw that the letter made its way through private channels into the hands of Ed Gardner, President of Gardner Oil and so Ed Gardner heard from his lost nephew for the first time in almost 12 years. He had spent a long time dealing with the government in an attempt to get some information about his MIA nephew, his only surviving family. The result was that the

Government declared Sergeant William Gardner Jr. dead in 1980 under a presumptive finding of death. With evidence in hand proving his nephew to be alive, Ed Gardner refused to further trust a government that claimed otherwise.

Through his contacts in the government, Ed obtained satellite photographs of sufficient clarity to show that there was something at the location indicated by the rough map in Will's letter. After some negotiation, Ed had the Thai smuggler, Lee Van Nuk, come to the United States. With Lee Van Nuk's consent, Ed had him questioned by a team which included an Ex-Laotian University professor and an expert polygraph operator. According to the team, Lee was telling the truth as best he knew it and they considered his information to be legitimate. Ed now knew his nephew's location and he would see to it that he was rescued and brought home.

Through friends in the security business, Ed located Mike Deckert, an old teammate of Will's and convinced him to undertake a rescue operation. A team would be located and gathered and Ed would supply a training area, money, and any support which he or his company would be able to provide.

HOW TO USE THIS ADVENTURE

The GM should first read through the entire mission, paying particular attention to possible variations in events which might occur. Once you have an idea of what the scenario is all about, visualize why the characters are willing to go back to Southeast Asia. We've helped you here with some background but, as the GM, you have the final decision as to whether the players will accept the reasons given.

Next, read the Training Rules, try out a few weapon courses, and get a feel for what Confidence Courses are all about. Finally, give your players their characters (their choice or yours) and let them spend a few hours or days trying to get a "feel" for them.

The following checklist shows how to use the adventure most efficiently. The GM may read passages from the text, but it's best for him to embellish descriptions and events in his own words as much as possible. Some parts of the text are printed in bold type. Those bold type sections are designed to be read to the players verbatim.

GAME MASTER'S CHECKLIST

- 1) Read the Mission, especially the GM's Notes. Get familiar with the new Skills and any advantages which the pregenerated characters may have over those done by the players.
- 2) Become familiar with the possible variations. These include:
 - 1) Buying weapons on the Black Market.
 - 2) No rescue team shows up.
 - 3) The Base.
 - 4) Use the female doctor instead of Schremphski
- 3) Play through by yourself with some Weapon Ranges and Confidence Courses.

- 4) Brief the players:
 - a. hand out character sheets (may be photocopies.)
 - b. answer questions based on GM's Notes and personal research if any is done.
- 5) Start Training Camp. Have the characters run through weapon courses for weapons which they'll be using during the scenario. Run through the Jungle Confidence Course, then run through the Camp Scenario as a dry run. This is done just as the real mission would be with pop-up targets and blank ammunition. Run through the camp again, this time in live fire mode (using real ammunition.)
- 6) Arrival in Bangkok.
- 7) Securing Equipment and Passage into Laos. A possible variation here is for the equipment to be secured through the Black Market.
- 8) The "Drop."
- 9) The Camp.
- 10) Exfiltration and Extraction. Possible variations here: no rescue helicopter shows up or the team finds information of additional POW's at the nearby military base.
- 11) Return to friendly hands: Experience Points and Brownie Points.

GAME MASTER'S NOTES AND THE PLAYERS BRIEFING

NOTE: Indented material is for the Game Master's use and should not be read to the players. Other than the GM's notes, this entire briefing may be read out loud to the players by the GM, playing the part of a briefing/training officer (possibly Ed Gardner.)

The team will be gathered and work in a remote section of Colorado for a majority of their training. Since most of the team has been "out of the business" since leaving the service, they will all have some "rusty" Skills. At the very least, the players should run through a "dry run" of the raid on the camp. With the information from Lee, Gardner has had a full scale mockup of the camp built at the training site. Before training, the players should receive the briefing on the camp and its surrounding area as well as the plan, either the one given in this module (recommended) or one developed by the GM/Players.

Details of the prison camp and surrounding area follow. The Game Master should familiarize himself completely with this section as it is needed for Training Camp. A mock setup should be used for the various dry and live runs in which the characters will take part, but described in generalities only (about 20 men, about 30 prisoners, etc.) The specific numbers and items contained here are for the actual scenario and may surprise the players. Permission is given to photocopy (for personal use only) the floor plans of the various camp buildings. These plans are drawn in 25mm scale and can be used to set up a scale model of the camp for the briefing. A copy of the Area map (Map 1) and POW camp (Map 6) should also be made available to the players for the briefing.

PLAYER'S BRIEFING (Refer to Map 1)

The camp is located at 20°50'N by 102°37'E in a rural valley in the highlands of North Central Laos. Situated on the South side of the East/West running valley, the camp is a relatively small agriculture oriented POW facility.

There are 2 hills, relatively close to the prison camp. They are still jungle covered as the Vietnamese consider it to be too much trouble to clear them. They do occasionally send a patrol out to check things over, but once a month is considered to be adequate since the camp is far from any known guerilla activity. There are various places where the foliage is thin enough for a firebase to be established. To the West and Northwest of the camp, there is a marsh with no heavy trees, but a large amount of brush and grass.

A patrol consists of 12 men and the activation of two levels of Unluck is needed for a patrol to be out on the same day as the characters' landing.

The Drop Zone (DZ) is located on the far side of the 2 hills.

This is approximately where the players come down. If parachuting Skill Rolls were missed, the exact location will vary (depending on how many and badly the rolls missed) but unless an 18 is rolled, they should still land on the south side of the hills.

The camp is operated by roughly a platoon strength (20 men) infantry unit. Made up primarily of young conscripts, the camp is under the command of a single officer (Captain), backed by a five man NCO cadre.

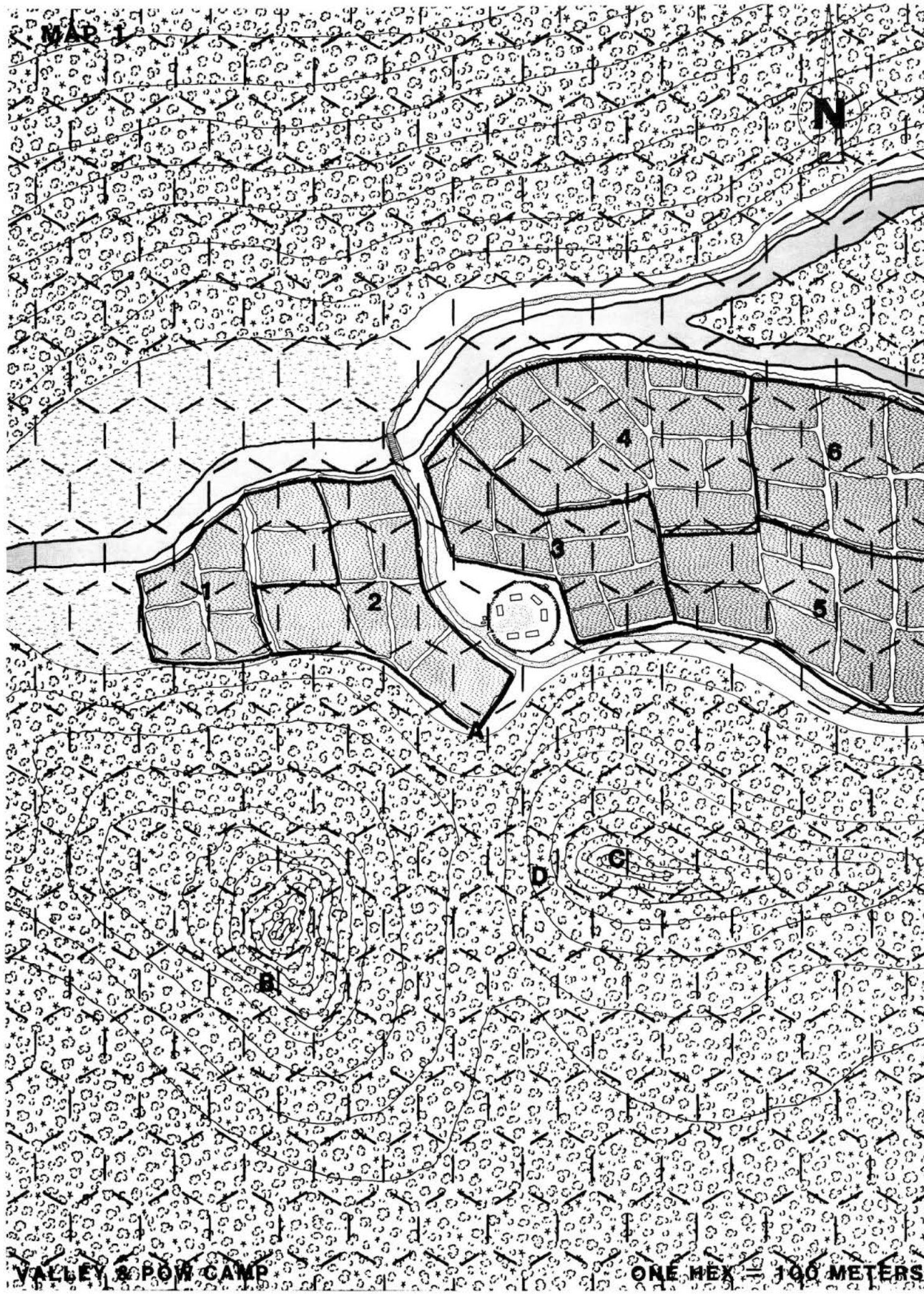
There is actually a CO, 5 NCO's, and 24 soldiers of which 6 are newly arrived conscripts.

The prisoners are primarily ex-South Vietnamese officials and "political prisoners" with the balance made up of local native offenders. There is a maximum of 30 of these Asian prisoners located at the camp. Of primary interest is the reported existence of as many as six American Prisoners of War from the Vietnam era. Most of the prisoners are functional and mobile although after receiving "discipline" they are usually incapable of walking and bedridden for at least a day. Discipline generally consists of being placed in a "Tiger Pit" (a 2x2x4 foot, semi-underground cage) for up to 48 hours.

There are actually 6 American POW's and 18 Asians. 15 of these are local political prisoners, one is a drug smuggler, and two are guerillas.

The main responsibility of the prisoners is the cultivation of a large area of rice paddies surrounding the camp. The prisoners exact working location varies as they are moved periodically in an attempt to cover the entire area.

This area has been subdivided into 6 areas.



When the characters arrive and scout the area, roll 1D6 to find the sub area in which the prisoners are working.

Each area is worked for 6 days before moving on. The prisoners work down to dusk with two breaks and a lunch period. The paddies average 4' below raised earth walkways and there is usually 1 to 1 1/2 feet of standing water in all paddies.

Being in the paddies offers a Sight Perception Roll modifier of -4 for prone characters.

A secondary responsibility during the off season is the maintenance of the supply road to the camp as well as various construction projects in the area. It has been reported that the American POW's will occasionally be required to perform duties specific to their military training such as the repair of abandoned American equipment. General treatment of the prisoners is harsh; little or no medical care and they are only fed if they have worked. This "work for food" policy makes the Tiger Cage punishment even more severe, as prisoners are not fed while in the cage or recovering. A punishment stint of 5 days in the pit is normally considered a death sentence.

The camp is physically fairly small, only about 100 meters across. The compound is surrounded by a mined, circular, triple row concertina fence, penetrated by a single double door gate.

There are a few structures outside the fence proper, the most important of which are the three elevated gun towers. The towers are spaced equidistantly around the perimeter of the camp with one just to the left of the gate. Each tower is built of bamboo/mat material and consists of a thatch-roofed, 2 meter square, open walled hut placed on a fifteen foot tower. Each of the towers is reached by a ladder and trapdoor on the side furthest from the fence.

The bamboo sections of the towers are DEF 5, BODY 2 while the mat material is DEF 0, BODY 6 (non resistant).

Tower One overlooks the gate, vehicles, fuel dump, and access roads as well as most of the camp. This tower is the most important of the three. Two guards are supposed to be located here at all times. The tower mounts a DShk 12.7mm Russian machinegun on an anti-aircraft mount.

The machinegun swivels on its mount allowing it to traverse 360° and angles downwards to cover all but its own hex. The weapon statistics are located in the back of this book, as with all weapons. Crossing the rice paddies gives a -1 to Perception Rolls, crossing the roads gives a +1 to Stealth Skill Rolls. Remember to account for night modifiers. Characters will have to cross in the open (no modifier) and cross the road (+1 to Stealth Roll) to approach the tower.

Tower Two overlooks the northeast corner of the camp and the surrounding areas. There is one guard here at all times. This tower is considered to be less

important, so the weapon here is a RPK 7.62mm machinegun. It has a mounting similar to that in Tower One.

Tower Three is similar to Tower Two except that it commands the southeast corner covering the rice paddies and the blind spots of the other two towers.

Moving between towers along the fence requires a normal Stealth Roll. The various small shrubs gives a -1 Perception Rolls for squatting or kneeling characters and -2 for prone characters. Blowing Stealth Rolls will allow the guards to make Perception Rolls to spot the characters. If there are 2 guards in Tower One, one man may even descend to check things out (EGO roll needed.) In any event, the guard(s) will then be even more alert.

Guards are rotated once every eight hours during daylight hours and rarely during the night. The guard shift consists of four men. The better shifts (daylight) are reserved for the oldtimers at the base while the less pleasant night shift is usually given to the newest conscript arrivals. If the base comes under fire from outside agencies, the daylight guards will return fire without hesitation. Tower One will engage any vehicles as its first priority.

The night guards however, are "new boys" who have never seen combat. Guard duty has become very boring to them. As such, they've decided to draw straws for the night to see which one gets to sleep in one of the vehicles. The other three will man the towers. This is simulated by a 1D6 roll. On a 1-4, one guard gets the night off. On a 5-6, all four guards will be on station. If attacked, all of these men have a -3 to their EGO Rolls to see if they'll return fire (making the roll), or cower in the corner of their respective towers (if they fail.)

The fence (AA) surrounding the camp itself is a triple concertina made of barbed tape (abandoned materials from the U.S.) It is built in sections, each being approximately 15 meters long and 1.8 meters high. The sections are built of three coils, two lower and one upper, each coil being about .95 meters in diameter. This results in a fence thickness of 1.8 meters.

Cutting through the wire itself necessitates a DEX Roll with a -7 modifier to prevent being caught by one of the razor barbs and a STR Roll at +2 to move them out of the way. The wire has been in place for over 10 years and various spots are rusty. If a character misses his DEX or STR Roll, he will suffer a 1/2D6 Armor Piercing Killing Attack. He must then make another DEX Roll with the same modifier to extract himself. Backing out, the level of intensity stays at 1/2D6 AP Killing Attack, but if the character moves forward, every missed DEX Roll raises the level of damage by 1 pip. This means that with the character's second missed DEX Roll,



the damage becomes $1/2D6 + 1$, the third becomes $1/2D6 + 2$, the fourth is $1/2D6 + 3$, and the final missed roll is $1/2D6 + 4$. The character may only move $1/4"$ per phase through the wire so there is a possibility of having to make 4 DEX and 4 STR Rolls.

A character may also try to jump over the wire. He may do a running broad jump equal to the jump distance given in the STR chart (Game Rule Book.) He may only jump upwards $1/4$ of that distance. Characters with 20 or more STR might be able to clear the fence so the ground on both sides is kept soft. This effectively reduces a character's STR for jumping purposes by 5 (20 becomes 15, 18 becomes 13, etc.) Furthermore, a DEX Roll or Acrobatics Roll must be made at -3 in order to keep all limbs from contacting the wire.

If the character fails to make his jump, he immediately falls into the wire. This has two effects. The first and most serious for the game is that the character will set off the mines because his weight has pulled the

tripwire. The mine setup is described later in this section. The second but more immediate consequence to the character himself is being "sliced and diced." He will immediately suffer 4 attacks at $1/2D6$ Armor Piercing Killing. Body armor, if the character wears any, will only protect those areas covered. His entire body is caught, so the character will suffer damage anyways. If not using Hit Locations, then just make 4 rolls to determine damage with no chance of armor protecting the character. If the GM is using hit locations, roll damage for each unprotected part, total all damage, then divide by the number of areas unprotected. This will give the average damage done. The result is multiplied by 4 to give Total Damage Done. Yes, this wire can kill!

By training, characters can reduce the negative DEX Modifier by -1 per week. A concertina wire setup can be tricky and unpredictable after being cut or moved. By spending a few hours per day, the characters can become learn this and reduce the

penalty. Thus, at the end of the 6 week training camp, characters will only suffer a -1 DEX Roll.

Throughout the wire fence, there is a single row of POMZ-2 mines set on stakes.

These are set one in every other hex 25cm above the ground and located between the bottom two rows of concertina wire with an additional wire connected to each mine's fuse. A pull on this wire or weight falling on the fence, causes pressure on the wire, pulling the fuses to either side of the stress. This causes the mines to go off. Each mine will do a 4D6 normal attack and a 1/3D6 fragmentation attack. Two mines will affect the character. Use the Grenade Combat Rules to determine how much damage the character will take. The final problem with setting off the mines is that the entire base will be alerted to an invasion or escape.

There is a 10 meter wide gate (G) through the fence at the southwest section of the compound. The gate is a double door design, bamboo construction which is 10 centimeters thick, and secured with a simple crossbar arrangement.

The gate has DEF 3, BODY 4 when not latched by the crossbeam. When secured, the defense stays the same but is modified when being pushed against or rammed. It will then have a DEF of 6.

The only other constructions to note outside of the fence line are the POL storage (H) and the vehicle shed (I). The vehicle shed is a simple, open sided, thatched roof structure containing, at most, two Soviet GAZ-51NU 4x2 trucks with a 1500 kg load capacity. Like all structures, it has a bamboo framework and thatched walls.

The framework has DEF 3 and BODY 2. The thatched portion of the walls has DEF 6, BODY 2 non-resistant.

The POL storage consists of a rack holding several drums of fuel for the trucks, a drum of Kerosene, and a few containers of lubricating oil.

If hit by a bullet, there is a small chance (5 or less on 3D6) of igniting the fuel. If a demo charge, flamethrower, or incendiary is used, it will ignite. After a 10 second delay, the entire area will go up, causing a 2D6 Energy Killing Explosion with a 1/2D6 continuous Energy Killing Attack every phase afterwards for five minutes. The explosion may set existing structures on fire as well.

There are six major buildings within the perimeter of the wire as well as several smaller constructions. Each of the buildings are of the same general construction and are built of local materials. All buildings are rectangular and about 10 meters long, 5 meters wide, and built on open frames that hold the

floor about 1 meter off of the ground. The floors are made of wood with the walls being bamboo frames with woven split bamboo mats laced to the framework. All roofs are of thatched bamboo.

Since the prisoners are required to clean the various buildings, there is a good idea as to the internal layout of each from Van Nuk's report. Building A is the headquarters of the camp and contains the living quarters of the camp C.O., an orderly room holding the camp records, as well as the radio used to contact the local military base. This building also contains quarters belonging to the C.O.'s orderly and two "interrogation" rooms. Just to the rear of Building A is a small hut (A1), used as a latrine.

The records include a detailed list of all American POW's ever held at this location, their arrival and departure dates, names, ranks, service, serial numbers, date of birth, and notes on their behavior (cooperative, hard working, belligerent, uncooperative, etc.) A map showing the camp, the base, and the locations of other POW camps is also found here.

Building B is the NCO's barracks as well as a storage area. Internally the building is broken into 3 rooms with the center room being the sleeping quarters for the First Sergeant of the camp. To the left of the center room is the living quarters belonging to the camp's other two sergeants. To the right of the center room is the storage/arms room. This room contains the camp supplies as well as much of its ammunition. The door to the supply room is always locked with a padlock and chain, the First Sergeant having the only key. There is a food preparation area (B2) next to Building B consisting of a work table and a fire pit with a tripod and cook pot. A covered well (B1) is next to the fire pit and a trash heap (B3) is behind the cooking area.

Building C is of primary interest as it is the security lockup for prisoners and where the POW's are held. Two "hallways" cross the width of the building with six individual cells, three to each side facing both halls, twelve cells total. Each cell is designed to hold an individual prisoner and the doors are secured with padlocks. The prisoners are occasionally shackled to the floor at night as punishment. The small outbuilding (C1) between buildings C and D is a latrine for the prisoner's use.

As there are only 6 American POW's, they will be evenly spaced so that no two are adjacent. Thus, there are two men in the first row, one in the second, two in the third, and one in the fourth.

Building D is the "bulk" prisoner barracks where the general prisoners are kept. The building is separated into two rooms, each holding about 15 men. The doors to the building are not locked but the men are secured during the night. The prisoners are laid out in two rows with their feet towards the center of the room and their ankles held between two sets of bamboo poles that run the width of the building. The poles are each locked with a single padlock at one end. Behind Building D is a small garden (D1) maintained by the

prisoners.

Between Buildings D and E, in front of Guard Tower 3, is a row of four "tiger pits" (D2-5). Each of these punishment cages holds a single prisoner and are sunk almost to their tops in the ground. The lids of the cages are held by a transverse bamboo pole and are covered by a sheet of corrugated metal.

To determine if any prisoners are in the pits, roll 3D6. On rolls of 3-8, no one is in them, on 9-15, there are rats, on 16 the Marine LCPC is there, and on 17 or more a random roll of 1D6 is used to determine which of the 6 Americans is there. Note that the marine has the greatest chance to be in the pits.

The final two major structures of the camp, Buildings E and F, are both guard's barracks and can be considered identical. Each building has beds for ten men as well as cooking facilities. There would normally be nine enlisted men and one senior private or corporal in each barracks.

Behind and between the two barracks is a large covered latrine (E1) for use by the men. The center "parade field" area of the camp is of beaten earth and gravel with relatively little grass growing there. Around the buildings and the fence there is some scrub brush, a few small trees, and a good amount of grass, some of which is tall enough to act as sparse cover.

The cover will give a -1 to Perception Rolls. All buildings have DEF 3, BODY 2 frameworks and DEF 6, BODY 2 non-resistant walls. Latrines simply cover a makeshift toilet made of bamboo and a hole in the ground. They have DEF 2, BODY 1, and are not securely attached to the ground. Any strong wind or shove will cause the structure to fall over.

The Radio Tower and Flag pole is a bamboo construction which serves both as a stabilizing device for the camp's radio and a pole for the camp's flag. The radio tower stands 15 feet tall and is made of bamboo (DEF 3, BODY 8.) The radio is used to relay each day's morning report at 7:30 AM to the main base, 48 kilometers away. Failure of the radio means that the report must be hand delivered to the base by noon. One of the camp's vehicles is used for this backup system and will then also be used to pick up supplies. If the report fails to arrive by noon, the base will react. Their response is covered in a specific section on the base.

The following is a summary of the camp's reaction to an attack. It is set up on a timetable by phases so, if the GM wishes to change some details about the guards reactive speed, he may do so.

Phase 0: Attack occurs.

Phase 1: All sleeping guards awaken. Those already awake try to grab weapons if

unarmed. If armed, make EGO Rolls to return fire (tower guards), and fire if they make the roll. Note: Trang (Slobber) is the only man who sleeps with a weapon (TT-33 Tokarev pistol) immediately at hand. All the guards' weapons are unloaded in racks in the center of each barracks.

Phase 2: Guards just awakened are conscious enough to get out of bed and rush to get their weapons. Those who were awake now have weapons and rush outside. Tower Guards continue to make EGO Rolls, if not already successful.

Phase 3: All guards now have weapons. Those inside buildings will now have weapons. The ones already outside find targets and fire upon them. If any guards remain in the tower and are not firing yet, they now obtain a +1 modifier to the EGO Roll which accumulates each phase to determine if they fire.

Phase 4+: Continue to make EGO Rolls until tower guards return fire. Resolve combat normally.

Guards must also make EGO Rolls to grab weapons if their buildings are on fire because the buildings will burn quickly. If they fail, self preservation becomes the single most important instinct at that moment and they run for their lives. The Sergeant will run anyways because of his paranoia, but will return once the shooting stops. The other guards will keep running unless rallied by the Sergeant or Commanding Officer. The Commanding Officer will, on Phase 2, rush to the radio instead of a weapon, and by Phase 4, will have gotten a message out to the nearby military base. After that, he will grab his weapon and try to rally his troops to repel invaders. The base will respond immediately.

POW CAMP DAILY SCHEDULE

This is the schedule of the camp's routine for an average day. During the planting season, January through February, or harvesting season, May to mid June, the prisoners spend little time in the camp and work the fields from 0600 hrs to 1930 hrs. A few prisoners are left in the camp to cook and what food the prisoners receive is brought to them in the fields by these prisoner/Trustees. The Trustee prisoners will not respond positively to the rescue team and will report any suspicious activity to the guards.

0500 hrs - Reveille: The Night trustee awakens the guards and unshackles the prisoners.

0530 hrs - Muster formation: The guards and prisoners gather in the center of the camp for a head count and work assignments. Trustee prisoners build up cook fires and start cooking the guards' breakfast and the prisoners' rice ration for both breakfast and lunch.

0545-0615 hrs - Breakfast and the guards' shift change take place at 0600 hrs. The prisoners are fed a bowl of rice and given a bamboo tube of rice for their midday meal.

0615 hrs - The prisoners move out for their work shift.

1200 hrs - Lunch: The guards on duty are brought lunch by the Trustees and the prisoners are allowed to eat their rice.

1300 hrs - The prisoners are moved out to work the fields if they are not already there.

1400 hrs - The guards' shift change takes place.

1800 hrs - The Trustees cook dinner for the camp.

1900hrs- The prisoners are brought in from the fields. Muster and the head count are held in the center of the camp.

1930 hrs - The prisoners are issued dinner. The guard staff eat and food is taken to the guards on duty.

2000hrs- The prisoners are given indoctrination in the center of the camp.

2100 hrs - The prisoners are secured for the night.

2200 hrs - The night guards' shift change takes place. A single Trustee also goes on duty for the night.

0200 hrs - The Trustee cooks and takes a night meal to the guards on duty.

GM'S BRIEFING USING YOUR OWN CHARACTERS

The mission team has certain prerequisites, primarily, a motivation factor for rescuing some Americans that almost everyone else has forgotten. The training is carried out in secret as a necessity, the CIA and other governmental agencies would be very worried about a freelance operation such as this (aside from it being illegal.) As a result, Monitors become very important. Since almost all of the equipment is being smuggled into Southeast Asia, confiscation is a possibility. Also, the characters are breaking quite a few laws while trying to pull off this mission.

The characters will need Language Skill in the local languages, medical knowledge specific to the conditions of the POW's, Parachuting Skill (unless one plans to walk 400 miles there and back), Knowledge of the terrain, Stealth, Concealment, and Familiarization with a variety of weapons.

The basic mission also requires former military personnel. They know the ways and means to establish identification with the POW's and to prove to them that their rescue is not just another trick by the Vietnamese or the Russians to break them completely.

Of course, players may choose to use their own characters. As a result, the mission may or may not go off as planned but there is always the possibility that others could do the job even better, especially in the possible variations. Means are provided for generating original characters appropriate to the mission through the use of Package Deals.

The mission team as given is comprised of 6 former servicemen all of whom had, at one time or another, been friends with Sergeant Gardner. It is possible for more men to go on this type of mission, but a small, highly trained team has a much better chance of success than a large mob. Fewer men, and any accidental injury or death will compromise the mission.

For Game Masters that really like to throw "curve balls" to their players: If it has been decided to use the pregenerated characters, some one wishes to run a female character, or there are only 5 players, one option is to replace the Medic (Steve Schremphski) with the female doctor who is detailed later.

At this point, the players should be given the briefing if they haven't already received it. The GM should role play Mr. Gardner, contacting each man separately (with or without those who have already agreed to participate in the mission) and convince them to go. The players are on their own to decide how to learn their job, but remember that Mr. Gardner is hiring them as "security" for his overseas drilling.

All characters should be introduced to each other at the Training Camp and should recognize each other's strengths and weaknesses. The player running Deckert should be tactical leader, but any of the players may assume this role, especially if some are running their own characters. The choice of leader should be based upon experience and competency.

Note that the characters might know more than the players. You, as the GM, should be aware of this so that you may give information freely about the area, people, etc. Bonuses for certain ideas or situations may be in order. You should not penalize players for their lack of knowledge because their characters would know.

Additional Notes on the Players Briefing

Lee Van Nuk was captured and put in this camp in late May of 1984. Lee was released in December of that same year and contacted Gardner Oil in late January of 1985. The equipment and team can be assembled at the Colorado training site by the first week of March, 1985. The earliest target date for the rescue is the third week of April, after the winter monsoons are over. The latest the team can go in and expect a full complement of prisoners on hand is the second week of May. The team can expect six weeks of training at the least, possibly as many as eight weeks. This still allows two weeks flexibility for the rescue. Also, the annual opium harvest for this area takes place between late April and early May, possibly affecting the team.

From interviews with Van Nuk, the following

specific intelligence is known:

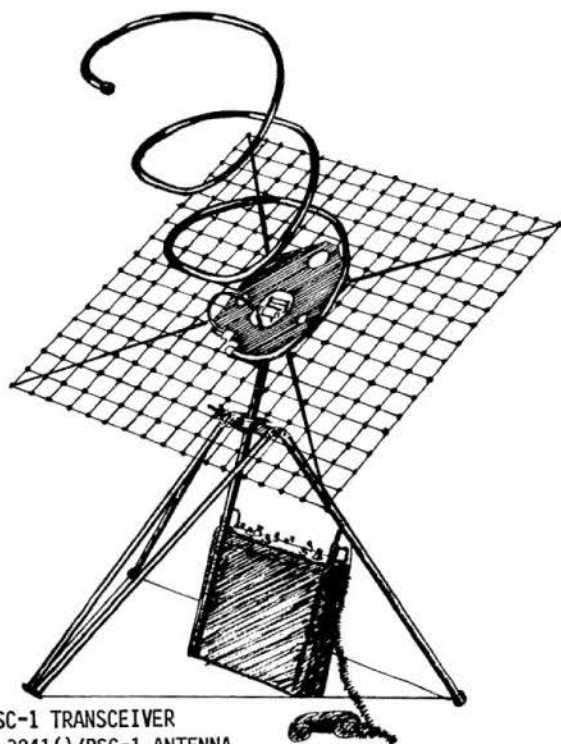
Yes, there is or was a camp at this site. It was operational when Van Nuk was there. Yes, he can identify Gardner. No, he doesn't know the exact number of soldiers but he remembers clearly the commanding officer and sergeant. The number of troops was dependent on whether there was guerilla activity in the area, transfers in and out, and the time of year. Yes, he remembers the daily schedule of prisoners and the "No Work-No Eat" law. Yes, he remembers the snakes, the rats, the mosquitoes, and the tiger pits.

SPECIAL EQUIPMENT FOR THE TEAM

The team is clothed in old style camouflage uniforms and headgear as the POW's would remember these and not the more recent ones.

They are using Para-Wing type parachutes. These rectangular 9-cell parachutes allow for a 4 to 1 glide ratio and are very steerable. The men can glide at almost thirty mph and can carry a 23 kilogram pack or a 57 kilogram kit bag on a lowering line. Using the heavier kit bag reduces the glide ratio to only 3 to 1. The reserve chutes have circular type canopies and will land the man safely but cannot glide well.

M67 90mm Recoilless rifle: This is the largest recoilless rifle capable of being shoulder fired. The M67 also has a built-in tripod for accurate fire in the prone position. The high explosive shell is a modified 81mm mortar round and is the equivalent to a good sized cannon shell. The HEAT round can defeat any known armored vehicle in Southeast Asia and the cannister round is a very effective antipersonnel round. The backblast of the M67 is large and will knock down most brush and vegetation behind the weapon.



AN/PSC-1 TRANSCEIVER
w/AS-3241()/PSC-1 ANTENNA

AN/PSC-1 UHF Satcom Transceiver: This transceiver is capable of using satellites to allow it to communicate from Southeast Asia to the mainland United States. The transmitter is capable of sending voice, key, or data at 300 bits/sec. A very small package for its capabilities, the AN/PSC-1 weighs only 8.8 kilograms with its battery and fits in a small backpack. As it has been available since 1977, the technology of the AN/PSC-1 is not being watched closely by the State Department and a private company could use one in a foreign country without having to get a special permit or smuggling the device out of the United States.

AS-3241()/PSC-1 Helical Antenna: This is a folding antenna that can be set up in less than three minutes. The antenna can tight-beam a transmission to a satellite or receive a satellite signal and, when used with the AN/PSC-1, is almost impossible to detect. Folded in its carrying case, the AS-3241()/PSC-1 weighs only 2.5 kilograms and is little more than a foot square and 4 inches thick.

FB1028 Facsimile Transceiver: This West German manufactured transceiver is capable of transmitting or receiving black and white pictures. The printer uses regular paper and will print, or transmit, an 8 1/2" by 11" picture in seven minutes. Packed in its special case and set up for interface with the radio, the FB1028 weighs about 40 kilograms. The FB1028 uses the same power source (battery) as the AN/PSC-1.

Thunderbolt crossbow: The Thunderbolt is one of the most powerful crossbows available. Built in a "bullpup" style, the Thunderbolt has a short overall length with a long pull, allowing it to fire a longer, heavier bolt. The compound bow action causes the Thunderbolt to have a very smooth push to the bolt, making for a 100 meter accurate range. The Viper broadheads are four-bladed, razor sharp, arrowheads with a special pivoting action. The blades are hinged at their bases and will unfold into an "X" shape after hitting the target. The



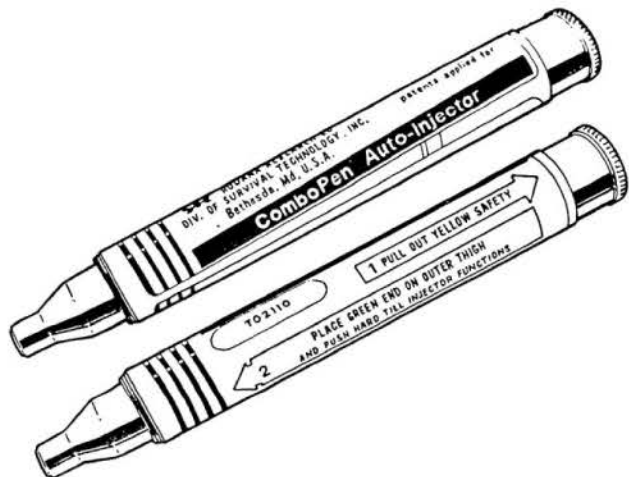
combined shock and damage of a Viper hit is so great that the target will be physically incapable of uttering a sound if hit in the mid or upper torso. Death is almost instantaneous with any solid torso hit. The telescopic sight is specially built for a crossbow with a marked crosshair reticle that allows for different points of aim at longer ranges.



M60E3: A lightweight conversion of the M60 machinegun, the M60E3 comes with a standard length or shortened barrel. The light built-in bipod and vertical forward handgrip make the M60E3 a much easier weapon for one man to use than the full sized M60.

Colt ACE .22: The ACE is a conversion kit that fits on a standard M1911A1, allowing it to fire .22 Long rifle ammunition. This conversion allows anyone familiar with a M1911A1 .45 to fire the ACE effectively. Fitted with a silencer, the ACE can be made into a very quiet weapon, much quieter than a standard .45 when fitted with a larger silencer.

M112 C4 block: This block of explosive has a strip of adhesive along one side allowing it to be stuck to a target. 10 of the blocks can be easily attached to a five foot length of pole in a double layer making a pole charge for cutting wire that is even more effective than a standard bangalore torpedo.



Thorazine ComboPen: Normally used with Atropine against Nerve gases, these automatic injectors have been filled with a single 25 milligram dose of the tranquillizer Thorazine. The drug is included in each man's kit to help safely control prisoners who might panic at a situation that they do not understand. The injectors are very easily used. By removing the yellow cap and pressing the green end against the patient, the needle of the ComboPen is spring driven into the body, automatically injecting the contents. A single injection will make a normal man relaxed, cooperative, and somewhat drowsy. An immediate second injection will normally make an individual semiconscious and a third immediate injection, 75 milligram dose, will quickly cause unconsciousness.

THE PLAN

(SUGGESTED OPERATION WITH TIMETABLE)

The following is a step by step suggestion for the overall action to take place during the mission. It describes the most likely location for each character at a given time, how to proceed at each step, and what the objectives might be at any given moment. This is an original plan conceived by us but both GM's and players should realize that it is not "set in stone." If they feel that there is something missing or not accounted for in the plan, they should change it to suit their own requirements. They may want to make up their own completely different plan but we recommend that the GM run the players through this plan as it stands at least once before it is decided whether it is the best one to use.

The GM should run players through which ever plan is chosen a minimum of two times as a dry run before the actual mission. The first time is known as a "dry fire" run. There are no real targets or real ammunition used during this time. Pop up targets are used to simulate the guards. In this manner, the characters will become familiar with the plan and the order in which actions should be taken. They should continue training with this type of run until they are able to do it with their eyes closed. The second phase is known as "live fire." This is where the characters run through the plan with real ammunition (except for the 90mm which is simulated a little differently.) Pop up targets are used again but they will have a set return fire with a the target's front. The buildings are set with explosive charges equivalent to the 90mm HE rounds and will detonate if the practice shell hits the building. The live fire practice is run only once. By now, the characters should know where to go and what to do. The live explosions and rounds are there to simulate problems which may arise if characters are not where they should be at the appropriate time.

The plan may be read aloud to the players after the briefing. Using the maps and buildings will greatly add to the players understanding of this type of mission.

I.

(Refer to MAP 7)

After completing training, the team turns its weapons and equipment over to Gardner Oil representatives who will ship them to Thailand. The team breaks up to enter Thailand by different routes. Deckert and Gerald will fly directly to Bangkok, Brown will fly to Tokyo and connect to Bangkok, Schremphski will move to Bangkok from Australia, Danaher and Munroe will arrive by way of the Phillipines. The team will meet at a hotel near Bangkok's Don Maung International Airport and will travel overland to Chiang Rai. Lee Van Nuk meets the team at the hotel and provides transport to Chiang Rai.

II.

At the Chiang Rai Airport, the team is introduced to the pilots supplied by Lee who will fly them to the

release point. They are professional smugglers and will be flying a small, perishable cargo of polio vaccine to Hanoi where the disease is almost epidemic among the children of Vietnam. The plane is a Beechcraft Super King Air 200 with a service ceiling of 31,000 feet and will enable the team to make a HAHO parachute glide of up to 14 miles. The team will also pick up their equipment at the airport and pack it in the proper drop containers. The flight will take place at night with the team being released at 31,000 feet about 12 miles to the south of the target. The planned time for the drop is 0100 hours D-day minus one.

III.

The High Altitude High Opening (HAHO) jump will take place with each of the men carrying a share of the teams heavy equipment and weapons. The equipment is packed in drop containers attached to the men by a 15 foot lowering line. Mike Deckert will lead the jump and be first out of the plane with Mitch Gerald acting as jumpmaster and being the last man out. The team will guide on Deckert using the luminescent tape attached to the jump harness as an indicator. There will be communications among the team members during the jump, through the use of headsets and each man's AN/PRC-68 transceiver. Though the transceivers have a short range, communications are to be held at a minimum for security. If any man has so much trouble that he has to break formation, Deckert will guide on him with the rest of the team following that man to the ground.

IV.

0200 hrs. D-Day Minus One

After the team has gathered on the ground, Brown and Munroe will guard the perimeter of the DZ while the rest of the team sterilizes the area, burying the parachutes and unpacking the equipment. Schremphski and Munroe will cut two six foot bamboo poles to sling the facsimile transmitter and explosives between them for carrying. The team moves out to prepare landing zone OAK TREE. Deckert and Brown rotate taking point between them while Schremphski, Gerald, and Munroe's primary responsibility is to protect the communications gear.

V.

(Refer to MAP 1)

0500 hrs. D-Day Minus One.

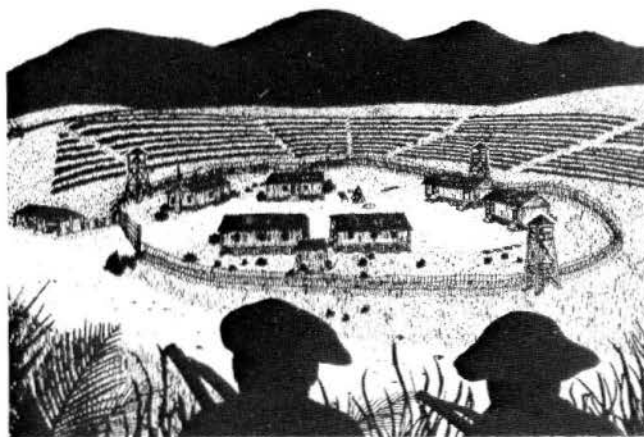
After arriving at OAK TREE, Gerald lays out the landing zone while Munroe prepares any charges that might be required to clear trees. After the area is prepared and the charges readied but not fired, the team moves out to Fire Point Charlie just behind the crest overlooking CLEARING. While moving to Fire Point Charlie (C on MAP 1, the team establishes the location of Rendezvous Bravo and Fire Point Delta (B and D respectively on MAP 1).

VI.

0700 hrs. D-Day Minus One

At Fire Point Charlie, the team sets up for the day. Danaher and Gerald set up the firing point and establish communications with STORM CENTER. Schremphski stands watch while the fire point is

being set up. Deckert, Brown, and Munroe move forward and, while Deckert and Brown stand guard, Munroe emplaces claymore mines to defend the gun position as well as the escape path. Munroe moves back to Fire Point Charlie while Brown and Deckert do a recon of CLEARING and its surrounding area, locating and photographing any non-Asian POW's. Deckert and Brown travel armed lightly for the scouting mission and avoid any contact with the enemy. They will penetrate as closely as possible and photograph as many POW's as possible without being detected before returning to Fire Point Charlie.



VII.

1300 hrs. D-Day Minus One

Brown and Deckert return to Charlie where they develop and print the best of their photographs. Gerald contacts STORM CENTER and transmits all the relevant data. STORM CENTER will have on hand at least one congressman, a representative from the League of Families, and reporters from both New York and Washington D.C. newspapers. Since this is an unauthorized mission, some groups in the U.S. government might prevent them from completing it. The photographs will prove to the people at STORM CENTER that the team is in a position to rescue live POW's and should be able to prevent any interference with RAIN arriving at OAK TREE. No matter what comes back from STORM CENTER, live POW's will not be left behind. Deckert and the team decide on their plan of action for that evening while awaiting an answer from STORM CENTER. Munroe prepares his charges for the penetration. CLEARING is kept under constant observation during the day.

VIII.

2200 hrs. D-Day Minus One

CLEARING is kept under constant, careful observation with the location of prisoners during the night noted. Final information is transmitted to STORM CENTER.

IX.

0100 hrs. D-Day

Danaher and Gerald take up their firing position overlooking CLEARING. Danaher mans his M21 which has the starlight scope fitted to it. Gerald mans his M60E3 and controls the claymore detonators. Deckert, Munroe, Brown, and Schremphski move out to penetrate

CLEARING and perform the rescue.

X.

(Refer to MAP 6)

0200 hrs. Penetration

Deckert and Munroe have moved to a position near Tower One. Using the paddy dikes as cover, they can move to within thirty meters of Tower One with little chance of being detected. Moving to the vehicle shed (I) will take them to within 14 meters of the tower but they will have to cross the road which is open. Brown and Schremphski move into position near Tower Three. They can approach to within fifty meters of the tower and still remain in the jungle. To get closer to Tower Three, Brown and Schremphski must cross open ground but will find fair cover within twenty meters of Tower Three. When both teams are in position, Munroe eliminates the guard in Tower One with his crossbow. Deckert backs up Munroe firing his crossbow if Munroe misses or if there is a second guard in Tower One. Munroe moves to the base of Tower One and climbs into the tower at his earliest opportunity. Deckert moves to Tower Three and backs up Brown who eliminates the guard in Tower Three. Schremphski remains in position at Tower Three and gives one of his two pole charges to Deckert. Moving to Tower Two, Deckert eliminates that tower's guard with Brown backing him up. Brown moves back to Schremphski at Tower Three where Brown proceeds to penetrate the wire with Schremphski following him. Deckert penetrates the wire at Tower Two. Munroe is in Tower One during the elimination of the other guards and is covering the camp while the guards are hit. Danaher is also covering the camp but holds his fire unless absolutely needed to prevent discovery. His M21 does not eliminate a target as well as the crossbow and a bullet strike could cause a man to cry out.



XI.

0220 hrs. RESCUE

Once inside the wire, both Deckert and Schremphski place their pole charges underneath the wire to cut a wide escape path. Schremphski's charge will cut the primary escape route, while Deckert's is not fired but used as a backup escape route if there is trouble. Brown will cover Schremphski while he checks the Tiger Pits. Any POW's found in the pits

will be left with Brown. Since the prisoners could be delirious and not understand that they are being rescued, they may have to be secured and gagged to prevent them from running or crying out. Deckert moves to Building C and releases any POW's held there. Leading the POW's behind Building D, Deckert will take them to Schremphski who controls them while Deckert detonates the pole charge, blowing the fence.

XII.

0230 hrs. Firefight

Detonation of the pole charge is the signal to initiate the firefight. When the charge goes off, Munroe will fire a white parachute flare to illuminate the escape path for the POW's. After firing the flare, Munroe opens up with the tower's machinegun, targeting the antenna tower on Building A. Munroe will keep firing on the antenna until it is destroyed or Building A is hit by the 90mm at which time he will fire at targets of opportunity until disengagement. When the flare has illuminated CLEARING, Danaher will open fire with the 90mm targeting Buildings F, B, and A in that order. The first round will eliminate a large portion of the defending force. The second round eliminates the NCO's and most of the leadership and the third round reinforces the destruction of outside communications. Because of the blast radius of the 90mm HE rounds, building E will not be fired upon by the 90mm. Gerald will crew for Danaher, reloading the 90mm until the fourth HE round is loaded at which time he will go back to manning his M60E3. Brown will throw an M34 White Phosphorus grenade into building E when the charge detonates and provide covering fire while the prisoners are gotten out. Schremphski will then take the prisoners to Rendezvous Alpha while Deckert remains at the wire, ready to fire the disengagement signal. Besides detonation of the pole charges, firing a white flare at any time during the penetration or rescue is the emergency signal to initiate the firefight. If the team is on the outside of the wire when the flare is launched, they will use the pole charges to blast into the camp and Brown will suppress Building E with his M203.

XIII.

0235 hrs. Disengagement

When Deckert has confirmed that all of the POW's are out, he will fire a green star cluster flare to signal disengagement. Upon disengagement, Danaher will fire his fourth HE round to cover Munroe leaving Tower One. The round is targeted to impact between buildings A and F. Munroe will use the explosion to cover his climbing down from the tower and move to Rendezvous Alpha. While moving to rendezvous, Munroe will plant his two small charges at the fuel stores and his two large charges on the vehicles in the shed. Deckert will provide covering fire for Brown while he moves to the outside of the wire. Once outside the wire, Brown covers for Deckert's escape. When both Brown and Deckert are outside the fence, they will confirm over the radio that all the other team members are away from CLEARING and will themselves move to Rendezvous Alpha (A on MAP 1), picking up any stragglers along the way.

XIV.

0250 hrs. Rendezvous Alpha

Schremphski leads the POW's to the edge of the rice paddies nearest the pass and holds them there at Rendezvous Alpha. Deckert and Munroe meet the POW's at Alpha and move with them to Rendezvous Bravo. Brown moves to Fire Point Charlie to assist in moving the communications equipment. When Brown arrives at Charlie, Gerald contacts STORM CENTER to signal for RAIN to start FALLING and meet them at OAK TREE. The communications gear is then broken down and THUNDER moves to Fire Point Delta where it can cover both Rendezvous Bravo and keep CLEARING under observation.

XV.

0330 hrs. Rendezvous Bravo

After arriving at Rendezvous Bravo, Schremphski treats any of the POW's which he can help while Deckert photographs and fingerprints them. Gerald, Danaher, and Brown move from Fire Point Delta to Rendezvous Bravo after the POW's arrive there safely. When he reaches Bravo, Gerald will set up communications with STORM CENTER and transmit the information and photographs of the POW's. If for some reason photographs cannot be sent, the League of Families representative will have a previously prepared list of questions that only the POW's could answer, such as their mother's maiden name. This backup verbal confirmation should ensure that there is no outside interference with the mission by the United States government. After confirmation of the POW's, Gerald will confirm the arrival time of RAIN at OAK TREE. Brown and Danaher will guard the perimeter of rendezvous Bravo until it becomes time to move out to OAK TREE.

XVI.

0430 hrs. Extraction

The team will move out to arrive at a point within 100 meters of OAK TREE thirty minutes before RAIN is due. RAIN is a Sikorsky S-76 helicopter leased by Gardner Oil for exploration in Thailand. The S-76 is capable of carrying 12 passengers and cargo but if any equipment must be abandoned, it is to be destroyed. Gerald will signal RAIN to land and will direct the loading of the POW's. Schremphski will load with the POW's while the rest of the team holds the area securely. After the POW's are loaded, any abandoned equipment is destroyed and the remainder of the team will load for exfiltration. RAIN will fly nap-of-the-earth back to CLOUD in order to avoid radar and will land at a civilian airport in CLOUD.

CODE NAMES

THUNDER and LIGHTNING: The entire team.

THUNDER: The fire team.

THUNDER ONE: Ed Danaher.

THUNDER TWO: Mitch Gerald.

LIGHTNING: The penetration team.

LIGHTNING ONE: Mike Deckert.

LIGHTNING TWO: Oliver Brown.

LIGHTNING THREE: Steve Schremphski.

LIGHTNING FOUR: Roger Munroe.

HAILSTONES: Rescued POW's.

STORM CENTER: U.S. base.

CLOUD: Thailand:

RAIN CLOUD: Thailand base (Lee Van Nuk.)

RAIN: Rescue helicopter.

RAIN IS FALLING: The rescue helicopter is on its way.

CLEARING: The POW camp.

OAK TREE: The landing zone for the rescue helicopter.

SUNSHINE: Abort.

"So that's the plan," said Mike, "We go in seven weeks. Any questions?"

A quiet muttering went through the room. "Wow," said Mitch, "Hokey code names and everything, just like the Army."

Quiet laughter went through the group. "Worse than that Mitch," said Mike. "Since there are no questions, everybody get some sleep. Wake up is at 0430 hours. Tomorrow, my dear civilians, we start training."

MISSION TRAINING SCHEDULE - FOUR TO SIX WEEKS

MONDAY 0600 - Reveille

On the first day, reveille is at 0430 so that the men can be issued all of their equipment.

0700 - PT

0800 - Breakfast

0900 - 1100 - Hand to Hand combat

1100 - 1300 - Classroom training, Small Arms (All types expected to be encountered)

1300 - Lunch

1400 - Language refresher course

1500 - 1800 - Small Arms firing range

1800 - Evening Run

1900 - Evening Meal

2000 - No later than 2400 - Infiltration training

TUESDAY 0600 - Reveille

0700 - PT

0800 - Breakfast

0900 - 0945 - Transport to Jump area

1000 - 1800 - Jump training (2-4 jumps), Lunch served in training area

1800 - 1845 - Return to camp

1900 - Varies - Cross country compass course

Evening meal is served after the compass course

WEDNESDAY 0600 - Reveille

0700 - PT

0800 - Breakfast

0900 - 1100 - Hand to Hand combat

1100 - 1300 - Classroom training, Area of operations - briefings

1300 - Lunch

1400 - Language refresher course

1500 - 1800 - Small Arms firing course

1800 - Evening run

1900 - Evening meal

2000 - 2100 - Reconnaissance training

2100 - 2400 - Night confidence course

THURSDAY 0600 - Reveille
 0700 - PT
 0800 - Breakfast
 0900 - 1100 - Confidence courses
 1100 - 1300 Classroom training, First aid and prisoner treatment
 1300 - Lunch
 1400 - Language refresher
 1500 - 1800 - Small Arms firing range
 1800 - Evening run
 1900 - Dinner
 2000 - Weapons maintainance
 2100 - 2400 Night firing range (All weapons)

FRIDAY 0600 - Reveille
 0700 - PT
 0800 - Breakfast
 0900 - 1100 - Hand to Hand combat
 1100 - 1300 - Classroom training, Demolitions and Heavy Weapons
 1300 - Lunch
 1400 - Language refresher
 1500 - 1800 - Range firing Heavy Weapons, Demolitions, Grenades
 1800 - Evening run
 1900 - Evening meal
 2000 - 2200 - Classroom training, Commo equipment, Photography, Facsimile Transmitter

SATURDAY 0600 - Reveille
 0700 - PT
 0800 - Breakfast
 0900 - 1300 (Approximately) - Dry Run
 1300 (Approximately) - Lunch
 1400 - 1800 - Debriefing
 1800 - Evening meal
 1900 - 2400 - Survival, Escape, Resistance, and Evasion training (SERE)

SUNDAY 0600 - Reveille
 0700 - PT
 0800 - Breakfast
 0900 - 1300 - Weapons and equipment maintainance
 1300 - Lunch
 1400 - 1800 - Mission planning
 1800 - Evening run
 1900 - Evening meal
 2000 - Personal time

Each team member runs the qualification course for his primary and secondary weapon once a week. Each team member also runs at least once through the qualification course for each of the rest of the team's weapons.

The Dry Run takes place each week. On the last week the run takes place from late Friday night to early Saturday morning and is a Live Fire exercise. All weapons are cleaned immediately following range firing.

ARRIVAL IN BANGKOK

The characters will travel separately from Colorado to Bangkok by plane over a two day period. They have been provided with passports, visas, and proof of employment with Gardner Oil.

Once in country, the characters should secure housing and a means of transportation. Lee Van Nuk will contact them after a day and they will travel overland by roads to Chiang Rai. Unless the characters are doing something suspicious, they should have no problems up to this point. There may be trouble if they try to smuggle in weapons on their own or have Hunteds in the area. Customs will interfere in the former case and normal Hunted rolls should be made for the latter.

Travelling from Bangkok to Chiang Rai covers approximately 500 miles over major roads. Characters should have found a suitable vehicle and the entire trip should take about 10-15 hours.

The characters will then arrive in Chiang Rai. Housing should be secured for at least one night's rest, preferably two in order to counteract fatigue and jet lag. Lee Van Nuk will complete the final preparations with transport into Laos by use of a Beachcraft AIR 200, securing any additional equipment which the characters may want. The characters should then go to pick up their equipment which is stored in a warehouse located near the airport at Chiang Rai.

Once at the warehouse the characters should check to see if everything has arrived and is operational. (NO YOU DON'T FIRE THE WEAPONS TO CHECK THEM OUT!) If everything has gone as scheduled, the equipment will be in good order.

However, at this point, there is a chance of things going wrong. If the characters talked to friends about what they are going to do before leaving, those friends may have been indiscreet. Eventually, someone could pick up on what is happening and contact the government. This is simulated by an 8 or less roll on 3D6.

If the characters are monitored or hunted by any U.S. or Thailand government agency, their Monitor roll determines if the government interferes. Finally, Unluck Rolls should be made. If Unluck activates, the government interferes. Government interference will occur in one of two ways, confiscation of equipment at the warehouse, or prevention of the helicopter from lifting off at a later time. There is a 50% chance of either happening (i.e. 3-10 confiscation, 11-18 abort helicopter's lift off.) In the latter case, the characters will not know what is happening until they have rescued the POW's and are awaiting pickup. Their options will be discussed at that point.

The former case needs to be explained. The characters will arrive in the area by civilian plane. They will have REAL passports and job related identification. Then, they will travel to the warehouse to get the equipment. While taking inventory, or upon arrival, a government official will arrive, backed up by policemen. The players can A) try to bribe the officials, B) fight their way out, or C) flee.

If they choose option A, they must first get the official alone before attempting bribery. They must then offer a rather large amount of money (\$10,000 U.S. or more) and they must have the cash in hand. The Bribery Skill roll is then made with the following modifiers: -3 for the official, he's not likely to take bribes, +1 for every \$1,000 more offered, and a similar

penalty of -1 for every \$1,000 under the base amount. Failure of the Roll means "attempted bribery of a government official" will be added to the character's list of crimes. This forces characters to adopt one of the remaining options, but the police will be even more alert.

If they choose option B, they may attempt it. Set up the warehouse scene (the warehouse contained in ESPIONAGE scenario "Merchants of Terror" might be used for this) and run the combat through. The police are Normals having one level with their weapon.

The characters are trying to escape with their equipment using this option. If they decide to leave it, the GM should run the situation as though option C is actually being used.

If the characters escape, they'll be pursued and hunted. Remember, they are Americans in a non-caucasian society, so this makes hiding much more difficult. Using this option makes the character's job much more difficult and also guarantees a lot of governmental pressure on Gardner Oil. The characters may have succeeded in getting the weapons out with them, or they may not. It entirely depends on their actions. Finally, it means a very good chance (16 or less on 3D6) of the helicopter not being able to lift off later.

If they choose or are forced to choose option C, the characters will escape. The GM may have a chase scene to heighten the tension, but no one should get hurt. After all, the equipment is the important factor. Without it, the government will assume that the mission cannot take place.

THE BLACK MARKET

The characters may find themselves without equipment but Lee Van Nuk can help them at this point because his family knows of certain "contacts" with the Black Market. The characters will have to get more money from Mr. Gardner for purchasing power. For this purpose, assume that he can lay his hands on \$20,000. This amount may be modified by Luck or Unluck. For every level of Luck that activates, roll 1D6. This is the amount in thousands of dollars over the base amount. For Unluck, the reverse is true. The amount may vary as this is the amount of money which Mr. Gardner can raise instantly in country.

Once at the Black Market, the GM and players should role-play the entire episode (the "Meeting in Munich" portion of "The Merchants of Terror" scenario may be used for a location). Conversation and Persuasion Skills should be used to haggle prices (assume that the character running the market has a 14 or less chance with all appropriate Skills.) The Black Market Chart lists various weapons by category; their availability on the open and black markets, and their price. The list provided is not given to the characters. They should ask for equipment and the GM will tell the players if he has it available. If they ask for a reasonable piece of equipment but it is not available, the GM should come up with a reasonable figure, based on those already given. Use the Rating Scale in the Black Market Chart to determine the initial number of a certain weapon in stock. For any more weapons of that type use the following Availability Chart.

AVAILABILITY

NONE
POOR
FAIR
GOOD
VERY GOOD

3D6 ROLL

none
8-
11-
14-
16-

No modifier can be applied to the availability except time. With a 50% down payment, the Availability level will increase by one with each week that the characters wait, that is, poor to fair, good to very good, etc. Remember, the characters have a maximum of 8 weeks before the monsoons hit. Also, for every week that they wait, there is a 25% chance (8 or less on 3D6) that one of the American POW's has been moved to the military base. The choice of which prisoner has been moved will be made on a random basis.

	COST (MARKET)		
	Open	Black	Availability
PISTOLS			
M1911A1	140	50	Very Good
Tokarev		50	Very Good
HP-35		75	Good
Makarov		50	Fair
High Standard w/Silencer		200	Poor
SHOTGUN			
Mossberg M500	95	100	Good
SUBMACHINEGUNS			
Madson M50		150	
PPsh-41 (Type 50)		75	Good
K-50		100	Good
MP-40		75	Good
PM-12		300	Fair
Thompson M1A1		100	Good
Thompson M1928		100	Fair
M3A1		75	Fair
UZI		400	Poor
Ingram M10 (9mm) w/Silencer	120	600	Poor
RIFLES			
M16A1	225	600	Very Good
CAR-15 (XM177E2)		800	Fair
HK-33		500	Fair
FN-FAL		300	Good
M14	135	300	Good
G-3		300	Good
M2 Carbine		100	Very Good
SKS		75	Good
AK-47		200	Good
AKM-47		250	Good
M1 Garand	250	300	Very Good
AR-10	160	400	Fair
Enfield No. 4 Mk I		75	Very Good
M1903 Springfield		100	Good
Japanese Type 99		50	Very Good
MACHINEGUNS			
M60	1500	2000	Good
MG-42		2000	Fair
Browning M1919A6	579	1000	Fair
RP-46 (Type 58)		500	Good
RPD (Type 56)		600	Good
M1918A1 BAR	319	500	Good

	COST (MARKET)			
GRENADES	Open	Black	Availability	
Mk II	3.57	10	Very Good	
M26		20	Fair	
M34 WP	6.55	20	Fair	
M7A1 CS		15	Fair	
AN-M8, HC		5	Good	
Chinese Stick		5	Very Good	
EXPLOSIVES				
TNT Block (8 lb charge)		100	Fair	
TNT (Salvaged*) (8 lb charge)		50	Very Good	
C-3 (2 lb block)		50	Poor	
Primercord 100 feet		25	Fair	
Electrical Caps (each)		5	Fair	
Non-Electric Caps 10		5	Good	
HEAVY WEAPONS				
RPG-2		500	Good	
RPG-7		4000	Fair	
57mm M18 RR		1000	Fair	
3.5 in M20		1000	Fair	
60mm Mortar	2485	5000	Fair	
40mm M79	256	300	Good	
40mm M203 w/M16A1		1000	Fair	
M67 90mm RR		5000	Poor	
COMMUNICATIONS				
Type 883 Transceiver		500	Good	
AN-PRC-25		1000	Fair	
AN-PRC-77		2000	Poor	
R-105M Radio		1000	Good	
R-123M		2000	Fair	
Type 63		2000	Fair	
Civilian Walkie-Talkies (1 watt)		25	Very Good	
(5 watt)		100	Good	
Batteries		5	Good	
HEAVY WEAPONS AMMUNITION				
PG-7 HEAT		150	Good	
PG-2 HEAT		100	Good	
57mm HEAT		50	Good	
57mm HE		75	Fair	
57mm Canister		25	Fair	
3.5 in HEAT		50	Fair	
60mm HE	17	10	Good	
60mm WP		25	Fair	
90mm HEAT		100	Fair	
90mm HE		150	Poor	
90mm Canister		75	Fair	
40mm HE	6.04	10	Good	
40mm Buckshot		10	Fair	
M72A1 LAW	135	200	Poor	
M18A1 Claymore	119	50	Fair	
EXOTICS				
Crossbow		50	Good	
Starlight Scope		2000	Fair	
Extra Batteries		50		
Night Vision Goggles		3000	Poor	
Extra Batteries		50		
Infra red rifle sight		1000	Fair	
Extra Batteries		10		
Silencer for M14 or M16		500	Poor	

GENERAL	COST		Availability
	Open	Black	
M17 Gas Mask		50	Fair
ShM-1 Gas Mask		10	Good
C-Rations (12)		50	Good
Flak Vest		25	Good
Machetes		5	Very Good
T-10 Parachute		500	Fair
Para-Commander Parachute		1000	Poor
Medical Kit		200	Good

(All costs are listed in U.S. dollars)
 *Requires Successful Demolition Skill Roll

RATING SCALE:

Very Good: Very common item, has large quantity available.

Good: Common item, has many available.

Fair: High demand item, has a few available.

Poor: Very difficult item, may have 1 or 2.

AMMUNITION

CAL	AMOUNT	COST IN \$
9x19	(50)	25
45 ACP	(50)	25
7.62x25	(50)	10
9x18	(50)	25
7.62x33	(100)	25
7.62x51	(100)	50
7.62x51 belt	(100)	75
7.62x63	(100)	50
7.62x63 belt	(100)	75
7.62x39	(100)	25
7.92x57 belt	(100)	50
12 Ga 00 Buck	(25)	25

Each Pistol comes with 1 or 2 magazines.
 Each SMG comes with 4 to 8 magazines.
 Each Rifle comes with 4 to 6 magazines.

Weapon Statistics are located on the Weapons Charts.

ANIMALS

The animals native to this area are too numerous for us to detail them all so we have concentrated on those that are most interesting or dangerous to a group of adventurers. If the GM wishes to include more animals, he should study texts on insects, birds, reptiles, etc. and expand the number of possible encounters.

Most animals have attacks in one form or another. They may have 2, 3, or even 4 attacks in one phase. The number of attacks is designated by a number times a certain amount of dice. Each number is considered to be a separate attack (i.e. 2x1D6 means 2 attacks with each being 1D6). If they do have multiple attacks, roll the listed number of dice for damage but only one roll for All Stun multiples. Apply each result to the

character's defenses separately.

Some animals have a poison attack as well. If any BODY gets through the character's defenses, follow the procedure listed under the Poison section in DANGER INTERNATIONAL to determine the damage.

An animal's defenses may or may not be resistant in nature. Some animals have both to represent overall toughness. If an animal does have resistant defenses, it is listed among its Skills and is included in its characteristics.

The first attack by most animals is a PRESENCE attack which they will use against a character if they cannot take him by surprise. A lion's roar or a rattlesnake's rattle would be such an attack. These are used to set you up for their physical attack or to make you leave the area.

Characters may also use PRESENCE attacks to frighten the animals away. Psychological limitations such as "afraid of _____" or "shy of humans" would raise the result of a PRESENCE attack by one or more levels while BERSERK at the sight of "_____" would lower the affects on the animal.

Animal encounters should be minimal as the characters are staying close to human inhabited areas but a check should be made every 4 hours (after all the characters are in the jungle.) This time factor may be modified by a GM depending on the style of scenario he wishes to run. Finally, during firefights carnivores will be attracted by the sound of gunfire. Everything else will hide.

BENGAL TIGER

This is the equivalent of a good sized specimen of tiger. Although larger one exist, The ones described here will give players a challenge.

CHARACTERISTICS

STR: 28 DEX: 21 CON: 23 BODY: 15 INT: 5
EGO: 5 PRE: 25 COM: 14 PD: 12 ED: 6
SPD: 4 REC: 11 END: 46 STUN: 41 COST: 230

PTS	SKILLS
4	+1 PD Armor
20	2x 1D6 Claw/Bite
20	10" Running
18	+6 Perception
62	SKILLS COST

PTS	DISADVANTAGES
15	No Manipulatory ability
15	Nonsentient
262	TOTAL POINTS

BANTENG (Water Buffalo)

Perhaps one of the best "wild game" animals, the Banteng and its relatives are formidable indeed. In most instances, a shot from anything less than a .375 H+H Magnum just gets the animal's attention and makes him madder. Most Bantengs can take 2-3 shots in the chest region and keep coming. The following description is for a specimen which is above average in size and larger ones do exist.

CHARACTERISTICS

STR: 30 DEX: 13 CON: 25 BODY: 24 INT: 5
EGO: 8 PRE: 18 COM: 0 PD: 12 ED: 12
SPD: 3 REC: 11 END: 50 STUN: 52 COST: 226

PTS	SKILLS
30	6 PD, 6 ED Armor all over
8	+3 PD, +3 ED on 8 or less (head)
36	1x3D6 Horn attack
50	10D6 Charge attack
18	9" Running
12	+4 Perception
154	SKILLS COST

PTS	DISADVANTAGES
15	No Manipulatory ability
15	Nonsentient
350	TOTAL POINTS

ASIATIC ELEPHANT

Though smaller than its African counterpart, the Asiatic elephant is used more often as a beast of burden and is still impressive to behold. The one demonstrated here is typical of the species and while basically a herd animal, a single rogue male may be even larger (and even more temperamental.)

CHARACTERISTICS

STR: 45 DEX: 10 CON: 30 BODY: 25 INT: 5
EGO: 5 PRE: 30 COM: 0 PD: 16 ED: 13
SPD: 2 REC: 15 END: 60 STUN: 63 COST: 255

PTS	SKILLS
25	Size Increase
22	4 PD, 2 ED Armor all over
8	+4 PD, +2 ED on 8 or less (head)
15	+3D6 Charge attack
24	12" Running
4	+2 Perception
98	SKILLS COST

PTS	DISADVANTAGES
15	Nonsentient
338	TOTAL POINTS

MALAY BEAR

This is the equivalent of a good sized example of his species. Smaller ones are more common, but larger ones do exist.

CHARACTERISTICS

STR: 26 DEX: 16 CON: 19 BODY: 18 INT: 5
EGO: 5 PRE: 20 COM: 0 PD: 12 ED: 6
SPD: 3 REC: 9 END: 38 STUN: 41 COST: 201

PTS	SKILLS
12	+2 PD, +1 ED Armor
27	2x 1D6+1 bite or claw
16	8" Running
15	+5 Perception
70	SKILLS COST

PTS	DISADVANTAGES
15	No Manipulatory ability
15	Nonsentient
241	TOTAL POINTS

RETICULATED PYTHON

One of the larger members of the snake family, the Python usually captures its prey by clamping its jaws upon it, then wrapping around its chest cavity and squeezing in order to suffocate it. Birds and monkeys are common prey of pythons which are often found in trees. The average length of the python varies from 24 to 36 feet. They do not normally attack anything which they cannot eat but are quick to defend themselves when attacked.

CHARACTERISTICS

STR: 5 DEX: 15 CON: 10 BODY: 8 INT: 3
 EGO: 3 PRE: 10 COM: 0 PD: 2 ED: 2
 SPD: 2 REC: 3 END: 20 STUN: 11 COST: 106

PTS	SKILLS
28	+7D6 attack (only after successful grab)
5	Infrared Vision
6	+2 Perception
-6	-3" Running
5	1x 1/3 D6 bite
38	SKILLS COST

PTS	DISADVANTAGES
15	No Manipulatory Ability
10	Nearsighted (-1/1" Range PER MOD: normal sight only)
15	Nonsentient
104	TOTAL POINTS

BANDED KRAIT

Although only about 3 feet in length, the poison carried by this snake more than makes up for its size. Sometimes known as the "one-step," the poison is so virulent that a character bitten has about that much time to act before lapsing into unconsciousness with death following soon after. It's this poison that gives the Banded Krait a high PRESENCE. Because Kraits are not very aggressive, their bites usually occur when they are stepped on while sunning themselves on an open path. Their small size prevents them from being able to bite easily through a combat boot.

CHARACTERISTICS

STR: -30 DEX: 14 CON: 5 BODY: 3 INT: 3
 EGO: 3 PRE: 25 COM: 0 PD: 1 ED: 1
 SPD: 2 REC: 1 END: 10 STUN: 8 COST: 63
 STRIKE SIZE: 1

PTS	SKILLS
4	-1x 1/3D6 bite
315	Poison: Affects STR, CON, BODY. Standard dose 3D6, 20 minute intervals. Recovery in one day intervals. (Only if bite penetrates).
5	Infrared Vision
10	Size decrease
6	+2 Perception
4	2" Running
344	SKILLS COST

PTS	DISADVANTAGES
15	No Manipulatory Ability
10	Nearsighted (-1/1" Range PER MOD for normal sight only)
15	Nonsentient
250	TOTAL POINTS

INDIAN COBRA

A variety of cobra found in this area, it usually grows to a length of 6 feet. Cobras do not have an audible warning device such as a rattle, but before striking they usually lift up and spread their upper bodies into a fan. The Indian Cobra has the widest spreading hood of any cobra and it is often known as the Spectacled Cobra because of the adjoining white and black markings on its fans.

CHARACTERISTICS

STR: -25 DEX: 17 CON: 5 BODY: 5 INT: 3
 EGO: 3 PRE: 20 COM: 0 PD: 1 ED: 2
 SPD: 2 REC: 1 END: 10 STUN: 8 COST: 78
 STRIKE SIZE: 3

PTS	SKILLS
4	1x 1/3D6 Killing (bite)
187	Poison: Affects STR, CON, BODY. Standard dose 2D6, 20 minute intervals. Recovery in one day intervals. (Only if bite penetrates).
5	Infrared Vision
6	+2 Perception
10	-5" Running
212	SKILLS COST

PTS	DISADVANTAGES
15	Manipulatory Ability
10	Near-sighted (-1/1" Range PER MOD for normal sight only)
15	Nonsentient
250	TOTAL POINTS

BAMBOO VIPER

Named for the location where it is most often encountered, the Bamboo Viper's venom is toxic enough to kill but it works more slowly than some others. The following description is typical of its species.

CHARACTERISTICS

STR: -35 DEX: 15 CON: 5 BODY: 3 INT: 3
 EGO: 3 PRE: 10 COM: 0 PD: 1 ED: 1
 SPD: 2 REC: 1 END: 10 STUN: 5 COST: 51
 STRIKE SIZE: A

PTS	SKILLS
4	1x 1/3D6 Killing Attack
105	Poison: Affects STR, EGO, BODY. Standard dose 1D6, 20 minute intervals. Recovery in one day intervals. (Only if bite penetrates).
5	Infrared Vision
8	4" Running
6	+2 Perception
128	SKILLS COST

PTS	DISADVANTAGES
15	Manipulatory Ability
15	Nonsentient
10	Near-sighted (-1/1" on Range PER MOD)
139	TOTAL POINTS

MALAYAN KRAIT

This snake is named for its habitation locale and it is dangerous to man. It averages 3 feet in length and is one of the most feared snakes in the area.

CHARACTERISTICS

STR: -30 DEX: 14 CON: 5 BODY: 5 INT: 3
EGO: 3 PRE: 20 COM: 0 PD: 1 ED: 1
SPD: 2 REC: 1 END: 10 STUN: 7 COST: 62
STRIKE SIZE: 1

PTS SKILLS

4 1x 1/3D6 Killing Attack
210 Poison: Affects STR, CON, BODY. Standard dose 2D6, 20 minute intervals. Recovery in one day intervals. (Only if bite penetrates).
5 Infrared Vision
6 +2 Perception
8 4" Running
233 SKILLS COST

PTS DISADVANTAGES

15 No Manipulatory Ability
15 Nonsentient
10 Near-sighted (-1/1" Range PER MOD)
255 TOTAL POINTS

ASIATIC COBRA

A common variety of cobra, its range extends into all of Southeast Asia and beyond (compared to the Indian Cobra whose range is more limited.) It averages 6 feet in length and has poison comparable to that of the Indian Cobra.

CHARACTERISTICS

STR: -25 DEX: 18 CON: 6 BODY: 6 INT: 3
EGO: 3 PRE: 20 COM: 0 PD: 2 ED: 2
SPD: 2 REC: 1 END: 13 STUN: 9 COST: 87
STRIKE SIZE: 3

PTS SKILLS

4 1x 1/3D6 Killing Attack
187 Poison: Affects STR, CON, BODY. Standard dose 3D6, 20 minute intervals. Recovery in one day intervals. (Only if bite penetrates).
5 Infrared Vision
6 +2 Perception
12 6" Running
214 SKILLS COST

PTS DISADVANTAGES

15 No Manipulatory Ability
15 Nonsentient
10 Near-sighted (-1/1" Range PER MOD)
261 TOTAL POINTS

KING COBRA

The snake most feared and recorded in fictional stories, the King Cobra averages 18 feet in majestic length. Although its poison is not the most lethal, it injects a greater quantity so that the results are about the same as with the more deadly ones. It is sometimes referred to as a "two-step." The following description is for an average member of the species.

CHARACTERISTICS

STR: 0 DEX: 20 CON: 8 BODY: 10 INT: 3
EGO: 3 PRE: 10 COM: 0 PD: 4 ED: 4
SPD: 2 REC: 2 END: 16 STUN: 14 COST: 121
STRIKE SIZE: 4+

PTS SKILLS

20 +4D6 PRESENCE Attack while "fanning" its hood
4 1x 1/3D6 Killing Attack (bite)
315 Poison: Affects STR, CON, BODY. Standard dose 3D6, 20 minute intervals. Recovery in one day intervals. (Only if bite penetrates).
5 Infrared Vision
6 +2 Perception
14 7" Running
364 SKILLS COST

PTS DISADVANTAGES

15 No Manipulatory Ability
15 Nonsentient
10 Near-sighted (-1/1" Range PER MOD)
445 TOTAL POINTS

SIAMESE CROCODILE

Found along major riverbanks, these crocodiles have only one enemy, man. They are adapted for land and water and can fight equally well in either environment. Its tail can lash out and knock prey down while its jaws are designed to rip out large chunks of meat. It can move fast when it wants to and often surprises its prey with this speed. In water, the Siamese Crocodile swims well and usually floats with only its eyes and upper mouth exposed (resembling a log with eyes.) Its armor protects it from most ordinary attacks.

CHARACTERISTICS

STR: 25 DEX: 16 CON: 15 BODY: 13 INT: 5
EGO: 5 PRE: 18 COM: 0 PD: 7 ED: 7
SPD: 3 REC: 8 END: 30 STUN: 34 COST: 172

PTS SKILLS

10 +2D6 with Tail
16 1x 1D6+1 Killing Attack (bite)
9 3 PD, 3 ED, Armor (all over)
14 7" Running
8 4" Swimming
57 SKILLS COST

PTS DISADVANTAGES

15 Nonsentient
15 No Manipulatory Ability
199 TOTAL POINTS

LEECH

Although leeches are not necessarily dangerous singly, they tend to attack in a mass when a person walks through their area. They are usually found in mud banks along rivers but also drop from the branches of trees when a suitable host comes along. The major problems caused by leeches are disease and infection. The right first aid rolls will counter these.

CHARACTERISTICS

STR: -75 DEX: 6 CON: 1 BODY: 1 INT: 1
EGO: 0 PRE: 0 COM: 0 PD: 1 ED: 1
SPD: 1 REC: 1 END: 2 STUN: 2 COST: 29

PTS	SKILLS
3	1x 1/2 Pips Killing Attack
3	1/2 Pip Endurance drain
50	Size Decrease (5 times)
56	SKILLS COST

PTS	DISADVANTAGES
15	No Manipulatory Ability
15	Nonsentient
55	TOTAL COST

BLACK SCORPION

Black Scorpions are found in wood piles, dense foliage, and similar environments. They can remain motionless for hours before attacking their prey. Like all members of their species, they use the stinger located on their tail to paralyze. Black Scorpions will not hesitate to strike at anything that moves. While their poison does not usually cause death in humans, it can produce sickness.

CHARACTERISTICS

STR: -60 DEX: 11 CON: 3 BODY: 2 INT: 1
 EGO: 0 PRE: 10 COM: 0 PD: 1 ED: 1
 SPD: 1 REC: 2 END: 6 STUN: 5 COST: 57
 STRIKE SIZE: 0

PTS	SKILLS
4	1x 1/306 Killing Attack (stinger)
52	Poison: Affects STR, CON, BODY, STUN. Standard dose 1D6+1, 20 minute intervals. Recovery in one day intervals. (Only if stinger penetrates).
1	1/3" Running
40	Size Decrease (4 times)
97	SKILLS COST

PTS	DISADVANTAGES
15	Nonsentient
15	No Manipulative Ability
143	TOTAL COST

STRIKE SIZE/LOCATION

As a rule of thumb, most snakes can only strike a

distance equal to one third of their body length. The most common style of strike is for the snake to pull its body into an S shape and strike by rapidly straightening the S. Kraits and Vipers normally strike this way. The next most common strike is where the snake rears up into the air and strikes by lunging or falling forward. Cobras attack this way. Venomous snakes average four to five feet long and so can only strike one or two feet off the ground. The following chart is to help determine the location of a bite for a snake striking from the ground.

	STRIKE SIZE					
	0 ¹	1	2	4	4+ ²	A ³
Feet	3-11	3-11	3-9	3-4	18	-
Ankles	-	12-18	10-13	5	17	-
Calfs	-	-	14-18	6-7	16	-
Legs	-	-	-	8-9	15	-
Thighs	-	-	-	10-11	14	-
Stomach	-	-	-	12-15	13-12	-
Chest	-	-	-	-	11-10	-
Shoulders	-	-	-	-	9	3-6
Arms	-	-	-	16-18	7-8	7-9
Hands	12-18	-	-	-	6	10
Neck	-	-	-	-	5	11-12
Head	-	-	-	-	3-4	13-18

All numbers are the results of 3D6 Roll.

¹May only strike at body it contacts, (i.e. feet if stepped on, hand if picked up).

²Large enough to strike at entire body.

³Arboreal or Tree dwelling snakes, normally only strike at upper portions of the body.

The chart is used to determine the location of a snake hit for random encounters. Only the larger snakes can strike through a heavy leather boot, such as a combat boot, and these boots protect the feet and ankles. A shoe, of course, only protects the foot. All but the smallest (size 0 and 1) snakes can strike through tennis shoes or the canvas portion of jungle boots.

ANIMAL COMBAT CHART

ANIMAL	DEX	SPD	OCV	DCV	STRIKE SIZE	PD ^A	ED ^A	BODY	STUN	MOVE	DAMAGE
Bengal Tiger	21	4	8	6	-	1/13	6	15	41	10"	2x1D6
Banteng (Water Buffalo)	13	3	6	4	-	6/18	6/18	24	52	9"	(10D6)
Asiatic Elephant	10	2	4	2	-	4/20	2/15	25	63	12"	(12D6)
Malay Bear	16	3	6	5	-	2/14	1/7	18	41	8"	2x1D6+1
Reticulated Python	15	2	6	3	-	2	2	8	11	4"	(8D6)
Banded Krait	14	2	5	7	1	1	1	3	8	3"	1x1/3D6 ^B
Indian Cobra	17	2	6	5	3	2	2	5	13	5"	1x1/3D6 ^C
Bamboo Viper	15	2	5	8	A	1	1	3	7	4"	1x1/3D6 ^D
Malayan Krait	14	2	5	6	1	1	1	5	8	4"	1x1/3D6 ^C
Asiatic Cobra	18	2	6	4	3	2	2	6	9	6"	1x1/3D6 ^B
King Cobra	20	2	7	3	4+	4	4	10	14	7"	1x1/3D6 ^B
Siamese Crocodile	16	4	5	5	-	3/10	3/10	13	33	7"	1x1D6+1 ^E
Leech	6	1	1	1	-	1	1	1	2	1/6"	1/2 pip
Black Scorpion	6	1	4	5	0	1/2	1/2	2	15	1/3"	1x1/3D6 ^F

^ANumber to left of slash is resistant, number to right is normal.

^BPlus 3D6 Poison (see text for particulars).

^CPlus 2D6 Poison (see text).

^DPlus 1D6 Poison (see text).

^E+2D6 Normal Attack with tail: totals 7D6.

^FPlus 1D6+1 Poison (see text).

INTRODUCTION TO THE BASE

There are four basic ways in which the characters may come into contact with the base, its personnel and its vehicles. The GM should decide beforehand whether the base will have any impact on the scenario. If he doesn't want to add this section, the scenario may still be run, but some excitement and role-playing possibilities may be lost. The GM should still read this section through before deciding, as possible variations in the basic scenario lead the characters directly to the base.

Lee Van Nuk knows of the base. He knows that American POW's are sometimes sent there to repair old American equipment. At other times, they are sent there and never return. These prisoners get sent there to die. Many times, the prisoners themselves didn't know whether they were coming back.

Note to the GM: If the base is to be run as part of the scenario, Lee would inform them about it at one of two times; in the initial briefing, or when they are forced to buy weapons on the Black Market. As the base runs an opium operation to subsidize itself, they are the main competitors against Lee's family in that area. He might persuade his family to part with some money if the characters guarantee that they will also hit the base.

The first way that the characters may come into contact with the base is through a missed orientation Skill Roll when parachuting. What this means is that the lead jumper (Deckert) has misjudged the direction of the camp and the characters land closer to the base than the camp. As Deckert has an Orienteering Roll of 16 or less, this is highly improbable. (Unluck activation adds to this possibility but only on an 18 for the Skill Roll would this come into play). Once the characters have started their parachute glide, the distances between the camp and base make it progressively harder for them to end up in the wrong spot. There is no detailed workup of the terrain between the camp and the base. The general terrain is a winding valley with both a river and a road with the predominant terrain being jungle. The characters will have to decide after landing and realizing that they are not where are supposed to be, what course of action to take. Assaulting the base first does have some advantages, but also many disadvantages. The players will have to weigh these and choose their course of action based upon this decision.

The second way in which the characters may encounter difficulties from the base will occur if they allow a radio message to get out from the camp. The base will instantly dispatch one of its Huey gunships with 6 soldiers to the camp. They will investigate the situation and report back, via radio. The base may then send either trucks loaded with additional men, the Hind, or both. If the gunship spots only a small group of men (one of the teams) it might land the troops and take on what is apparently a small, lucky (i.e. successful in raiding the camp), guerilla force. Another possibility is that a patrol from the base hears the explosions of the firefight and sees the flares. They report to the base and the Huey is

dispatched to the camp. This could result in the players having to defend the landing zone and their helicopter.

The third way is for the characters to remain in the area when morning comes. At 0730 the morning report from the camp is due at the base. Failure of it to come by radio will be interpreted as a breakdown of communications. A truck will be sent to the camp's location. One Russian observer will accompany the truck to get a first hand look at the camp and to talk a little with the POW's. A clever player may deduce that although no one could impersonate a Vietnamese, one could possibly pass as a Russian. At 1200 hours (noon), if no word comes from the camp, the Huey will be dispatched. Finally, at 1500 hours, (three in the afternoon), the Hind will be ordered to go to the camp. It will go in combat ready and release its chemical weapons.

If the characters are still in the camp's location at this point, the scenario is over.

Note for the GM: The 90mm cannister round will knock out the Huey while the Hind may be eliminated with the HEAT round.

The fourth and final way is for the characters to be without transport (their helicopter doesn't lift off.) This means that they are stuck with the third situation, listed above. Essentially, the players either take the truck which comes in the morning, or walk to the base. Either way, they must be out of the camp's locale by mid-afternoon for the scenario to continue. The base will not be on alert status until they send the Huey out. After all, communication breakdowns do happen occasionally. Failure of the truck to report back means something is wrong. Even if the truck breaks down along the way, it has a working radio so this would be reported.

As stated before, the base is located about 30 miles (48km) from the camp. Jungle is the predominant terrain so if the characters walk, movement is reduced to a maximum of 8 hexes per turn (12 segments.) Movement by ground vehicles is limited to about 25km/hour (about 35 hexes per second) on the main road. Therefore, the cross country trek will take 11 hours by foot and about 2 hours by truck.

The GM should be aware that although the first portion of the scenario has a detailed, regimented plan provided, there is no plan here. The players are on their own. He should point out that Special Forces personnel are trained to cope with this. After all, they are trained to go behind enemy lines and stay there, training natives and continuing the fight. The GM should be liberal in allowing the players to discuss options with regard to time. Only if the players are purposely stalling should he start counting off game time. The GM should also help the players with possible suggestions (or Deduction Skill Rolls) as to course of action.

WHY THE TEAM HELICOPTER MAY NOT COME: Remember the monitors or the possible confrontation with the government agency at the weapons confiscation? Well, there was a 50% chance that the helicopter would be grounded by the government. Unluck may also cause this

to happen because of a normal breakdown. If Unluck is the cause, note the number of unluck levels that activate and roll 3D6. Then consult the following chart:

LEVEL OF UNLUCK	NO HELICOPTER
1	8-
2	11-
3	14-

The third way in which the team may lose their helicopter is because of a character's Hunteds. Not every Hunted would stop the helicopter nor if the Hunted Roll falls within its activation level will it guarantee grounding. The GM should take into account the type of Hunted, their resources, and knowledge (or lack of knowledge) as to what is happening. Guerrilla activity in the area between Chiang Rai and the Camp or Base could easily be represented by these rolls.

What all of this means is that the players must go to the base, taking the POW's with them. They may already have decided to go there for the other Americans whose existence they discovered through Van

Nuk and confirmed by Gardner, the POW's, and the records of the camp's commanding officer. Schremphski would definitely want to go to the base. The others would also. If the characters decide not to, they'll have to walk or ride out through approximately 200 miles of hostile territory which will be alert because of the camp. The People's Republic of Vietnam does not want live POW's to appear anywhere.

If the GM does not wish to include these possibilities, he may simply leave the base out of the picture, edit what the NPC's know, and run the scenario as it stands. We think that he'll be missing out on a lot of fun though, especially if the characters can bring back the Hind. If they get their hands on it, the CIA will move mountains to help bring everyone back (no matter what previous orders were) and the characters will profit financially as well, receiving a \$500,000.00 to \$1,000,000.00 reward for this piece of equipment if delivered intact, especially with its chemical weapons.

NOTE: Moving mountains in this instance means a Sikorsky UH-60A Blackhawk being immediately dispatched for transport of the POW's. In addition, two Apache AH-64A gunships will provide covering fire and escort. Finally, the CIA will start diplomatic procedures as well.



THE BASE

The Vietnamese are using an old CIA Air America Base as a supply dump and command point for operations in the area. There is a small company of 60 men here who maintain the area as well as conduct local operations. This is also the main body of men who supply the camp with personnel. The majority of supplies are stored to support several companies in case of renewed aggression from China, less than 100 miles to the North.

(Refer to MAP 5)

The base itself is built on a shelf in the mountainside on the north wall of the valley. Enlarged years ago to accomodate a single airstrip, the area was cleared of jungle and has since been kept that way. The jungle line stops 100 feet above the plateau and begins again 75 feet below the cliff on the south side of the base.

Any characters on the cliffside receive a +3 Perception Modifier for being sighted in the open.

(Additional reference to MAP 2)

1) The Cave: This is a large natural cave with four cells built into the wall. Originally planned for secure storage, the cells each have an iron bar door secured with a padlock. They are used to contain POW's. The cave also holds a large quantity of munitions including ammunition, grenades, explosives, and mines. Since the POW's are not expected to leave the base alive, (note the coffins in the cave), it is not considered important if they see the stores. There is a guard station near the mouth of the cave with 1 or 2 guards on duty. Locked in the cell closest to the guard station are several hundred kilograms of opium gum intended for conversion to Heroin and sale to the West.

If the ammunition in the cave is detonated there will first be a 35D6 Normal Explosion (-1D6/hex). The fragmenting shells and grenades add to the explosion with a Grenade attack with an OCV of 14, -1/5" RNG MOD and a 5D6 Killing Damage per hit Shrapnel Attack. The statistics are for those GM's who like hard numbers. It is far simpler to state that the plateau enlarges considerably as the side of the mountain moves into the valley.

2) The Cave Entrance: There are two sandbag emplacements to either side of the cave opening. Each emplacement has a covered RPD machinegun with several hundred rounds of ammunition. There is one guard on duty in each emplacement who takes cover in the cave entrance during bad weather.

3 and 6) Barrack/Bunkers: These two bunkers have been converted to quarters for 20 men each. The bunkers are built of concrete and have toilet facilities as well as food and water sufficient for 20 men to last one week. There is a field telephone and a small armory containing ammunition and small arms in each bunker.

The bunkers each have DEF 10 and 14 BODY.

(Additional reference to MAP 3)

4 and 5) Storage Sheds: These are identical steel quonset huts used for storage. Building 4 contains stored weapons and equipment. There are AK-47's, Tokarev pistols, light machineguns, heavy machineguns, 82mm mortars, and RPG-2's and 7's sufficient to arm several light infantry companies. All the weapons are in crates, coated with grease to preserve them. There are magazines and ammunition belts for the weapons but no ammunition is stored in building 4. Building 6 contains general supplies, uniforms, rice, boots, etc., also in sufficient quantities to equip several companies. The building doors are padlocked at night but are not specially guarded.

The buildings each have DEF 4 and 3 BODY. The weapons cannot be fired without first having been disassembled and cleaned. Familiarization with the weapon requires 30 minutes. Each level with the weapon reduces the time by one half. Thus, a character with 2 levels requires only 7 minutes. The characters may attempt to fire the weapons in their current condition. Any character with Gunsmith Skill or any trained soldier will know not to do this. Others may roll a Deduction Skill Roll. The grease will necessitate a roll on the following Special Malfunction Chart. Jams and misfires are likely.

MALFUNCTION CHART¹

3D6 ROLL	BALLISTIC WEAPONS	MISSILE LAUNCHERS	(RPG-2 and RPG-7)
3-13	JAM	MISFIRE	
14-15	MISFIRE	JAM AND HANGFIRE ²	
16-18	DETONATION IN CHAMBER ³	JAM AND HANGFIRE ²	

¹Use Misfires and Jams Rules.

²The round detonates in about 2 phases (5 seconds.)

³Detonation causes character to take 1/2 damage to left hand from ballistic weapons and 1/2 Radiant damage from missile launchers.

(Additional reference to Camp Floor Plans A and B)

7, 8, and 9) Administration Buildings: These are three bamboo construction buildings of the same type as those found at the POW camp. Building 7 (for the floor plan see building A of the camp) is the base commander's quarters. There is an orderly room where the general paperwork of the camp is done. The table holds a field telephone and typewriter. Opposite the table are several more filing cabinets as well as a large scale map of the area showing some troop locations, areas of operations, chemical weapon test sites, and other camps including POW holding facilities. Of particular interest are the files which contain the names and locations of the other POW's, shipping points of POW remains, as well as the locations and descriptions of other camps. Also in the files are the names and location of the opium smugglers, as well as the location of the heroin processing lab where the opium gum in the cave is to be shipped. The central room is also used as an office by visiting dignitaries as well as being the orderlie's quarters. The office is

presently being used by a visiting Russian unit that is field testing chemical weapons in a tropical environment with a Hind D. There are files in the office stating which weapons were used where and the results. There are two rooms used as quarters by the Russians, filling out the remainder of the building. Building 8 (equal to the camp's building B) is the NCO quarters. There are bunks for 6 NCO's, two in the left room, one in the center, and three in the right room. Building 9 is an infirmary and storage for medical supplies. Laid out physically the same as building 8, the left room is a small operating theater and examination room, the center room a recovery area with several bunks, and the room to the right is a store room for medical supplies.

10 and 11) Landing Pads: these are reinforced concrete pads for landing helicopters to reload and refuel.

12) Ammunition Bunker: This is a reinforced concrete bunker with an open front facing a blast wall. The bunker contains ready ammunition for the helicopters. 7.62 and 12.7mm belted ammo, 2.75 inch and 57mm Explosive rockets, and 250kg chemical bombs for the HIND.

The bunker has DEF 10 and 14 BODY. If the ammunition stores are detonated, a 20D6 Normal Explosion will result and 4D6 Shrapnel Attack (as in grenades) with OCV 10, Range Modifier of -1/2", and a Radius of 15". For the Chemical bombs effects, see the Chemical Weapons Table in the weapons section. The fire will also continue to burn (doing 1/2D6 Energy Killing Attack each phase) for 30 minutes before extinguishing itself.

13) Hind Pad: This is the central reload helicopter pad physically the same as pads 10 and 11. There is a fully armed and fueled Hind D on the pad. The Hind has two UB-32 rocket pods, one on the outside mounting of each wing, each holding 32 S-5 57mm HE rockets. Each wing also has one KhAB-250 two hundred and fifty kilogram chemical bomb on its inside mounting point. The KhAB-250's are filled with RYU 15-B chemical agent (called Blue X in the West.) There is one crewman, the gunner, who will be sleeping/working in the Hind. There is a fueling pump next to the aircraft with a supply hose leading to the fuel bunker. The Hind has 2 crew, the pilot and the gunner. It carries 2 passengers on missions; the Chemical Weapons man and a GRU observer. The Hind can carry 8 troops w/full combat gear so that if necessary, the team and P.O.W.'s could cram themselves inside. All troops on the Hind will carry AKR's as their main weapon. An option here for use by the GM might be for the Russian gunner to be willing to defect to the West, providing he is given the opportunity by the team to convince them that he wishes to do so. This gives the team immediate access to the helicopter's weapons and a second man capable of reading Russian.

14) Fuel Bunker: This bunker is built along the same lines as the ammunition bunker (12). Aviation fuel for the aircraft and gasoline for the vehicles is stored here in two large tanks.

The bunker has 10 DEF and 14 BODY. If

ignited, a 15D6 Energy Killing Fire Attack will occur for one hour.

15) DC-3 (C-47): This is an operational DC-3 left over from the Air America days. Used for shuttling supplies and dignitaries, it is fully fueled and ready for flight.

16) Huey Pad: This pad is identical to pads 10 and 11. On the pad is a ready Huey UH-1B helicopter with the M21 armament system (Gunship version.) The M21 system consists of two 7.62mm M134 Miniguns, one to each side, and two 7 round M158A1 2.75 inch rocket pods. The weapons are fired by the pilot or copilot from triggers on their control sticks. The miniguns have a full load of ammunition on board, 3,000 rounds per gun. The rocket pods are not loaded, their ammunition being in the ammunition bunker (12). It would take two men 10 minutes to get the rockets from the bunker, unpack and prepare them, and load them into the launchers.

(Additional reference to MAP 4)

17) Vehicle maintenance and control room shed: This is a long quonset hut building with sliding doors at either end and offices in the center section. The room 1 is for aircraft maintenance. There are tool boxes on the north wall with parts cabinets along the south wall. In the center of the room is a Huey UH-1D helicopter that was in for maintenance. The UH-1D is fully operational and ready to be flown. The Huey is armed with the M23 armament system which consists of M60D machineguns (equal to the M60), one in each door. The mounts for the guns each hold 600 rounds of ammunition and they are fully loaded. Room 2 is the control room for the airstrip. It has a large window and a door leading to the outside. The table by the window has a large radio and field telephone. There are also several other desks and chairs in this room. Room 3 is the dispatchers office for the vehicles. Room 4 is the maintenance and supply clerk's office. The records of the aircraft and supplies of the camp are kept here. Room 5 is the briefing room for pilots. There is a large map of the area on the wall behind the desk. 6 is the quarters for the five mechanics and their sergeant who is also the dispatcher. 7 and 8 are parts supply stores, room 7 being for aircraft and room 8 for vehicles. Room 9 is the vehicle maintenance area. There are cabinets for tools along the south wall with several drums of oil in the corner. A large sliding door is in the East wall of the room with a ZIL 151 2500kg truck facing it. Also in the room is a GAZ 69 jeep and a BTR-152 armored car, armed with a DshK 38/46 12.7mm machinegun.

Building 17 has DEF 4 and 10 BODY.

18) Landing Pad: A concrete landing pad, identical to pads 10 and 11.

19) Generator Shack and Junk Pile: This building and its surrounding area contains various salvaged parts and scrap iron from old vehicles. Some of the parts are usable, most are simply rusting junk. Inside the building there is a diesel generator that supplies electric power for the camp. The electrical cables are underground and the generator does not run constantly but is shut off at night and during part of the day. The base's radios and telephones have battery backup allowing them to be used any time.

20 and 21) Barrack/Bunkers: These are two bunkers built and manned the same as Bunkers 3 and 6. There are emplaced weapons in these bunkers consisting of two mounted SG-43 machineguns inside each bunker and a DshK 38/46 machinegun emplacement on top of the bunkers for antiaircraft use.

EXPERIENCE AND BROWNIE POINTS

When the characters get back home, the GM should give out Experience and Brownie Points as the scenario is essentially over. Repercussions based on the character's actions are outside the scope of this module, but a subsequent scenario or two might occur as a result. Each character gets Experience Points based on the following:

Successful return with proof of live POW's,	+1 pt.
Successful return with live POW's from the Camp, i.e. a successful mission,	+2 pts.
Return with all team members,	+1 pt.
Return with captured Russian equipment,	+1 pt.
Characters walked back to friendly territory,	+1 pt.

Brownie Points, on the other hand, are more difficult to assess because the characters provided for this module do not have an agency and any character with governmental connections who goes on the mission will have "bucked" his agency to do so.

The following is a guideline for GM's to give out which can apply to future requests for help from a governmental agency:

Captured by the enemy,	-10
"Bucked" own agency,	-5
Unauthorized actions resulting in loss of a team member,	-3
Bringing back a live POW, (additive, each POW)	+2
Bringing back proof of the existence of additional POW's,	+2
Bringing back a Russian defector,	+1
Bringing back the Russian chemical bomb,	+6
Bringing back the HIND-D without chemical weapons,	+4
Bringing back the HIND-D completely intact,	+10
Individual acts of outstanding heroism,	+2

If the Game Master has decided not to use the Base portion of the module, adjust the base Experience Point for a successful mission down by one point and reduce the loss in Brownie Points for bucking one's own agency by -1 (from -5 to -4.)

Thus, without the base, this scenario is worth a maximum of 4 Experience Points and 14 Brownie Points. With the base, the totals become 5 Experience Points and 25 Brownie Points. If the characters manage to achieve such a high score, they will find themselves to be considered national heroes and the government will then give them an even more dangerous mission.

Monetary Rewards

The team can expect to receive the following though they do not realize it:

For the Hind D	\$500,000.00
For the Hind D with the Chemical Bomb	\$1,000,000.00
Live P.O.W.s	\$250,000.00 to \$1,000,000.00

The CIA pays the rewards for the equipment to the team. The reward for the P.O.W.s comes from various private groups and can increase. If the team decides to share the reward with the P.O.W.s, who receive back pay from the government, it will add to the possible increase in private rewards.

CHARACTERS

NAME: Mike Deckert
Team Leader
Intelligence Sergeant

STR	13	KS: CBR	13-
DEX	14	Demolitions	11-
CON	13	Orienteering	14-
BODY	13	KS: Forward Observer	11-
INT	20	Survival	11-
EGO	11	Concealment	13-
PRE	18	KS: Identification of Vehicles	11-
COM	10	Paramedic	13-
PD	6	Cryptography	13-
ED	3	Tactics	12-
SPD	3	KS: Pathfinding	11-
REC	8	Instructor	12-
END	40	Breakfall	12-
STUN	40	Parachuting	12-
		Familiarity with Rigging	8-
		+2" Running	
		Criminology	13-
		KS: System Operator: Radio	12-
		Bureaucratics	13-
		Climbing	12-
		Mountaineering	12-
		Familiarity w/all Weapons	
		Familiarity w/Identification all Weapons	
		Familiarity with Ambush	8-
		Stealth	12-
		Another Language, Russian 3 pts.	
		Interrogation	13-
		Conversation	13-
		Bribery	13-
		Familiarity w/Streetwise	8-
		Another Language, Vietnamese 4 pts.	
		2 levels w/Killing Blow	
		1 level w/Hand to Hand	
		Linguist	
		Another Language, Laotian 3 pts.	
		Familiarity w/Vietnamese Army	8-
		Commando Training	

CHA PTS = 80
SKILL PTS = 115
TOTAL = 195

DISADVANTAGES 100+	PTS.
41 years old	3
Will sacrifice himself for others	8

Overconfident	11
Numerous scars	1
BONUS	72
TOTAL	195

NAME: Roger Munroe
 Combat Engineer
 Demolitions

STR 13	Familiarity w/Cryptography	8-
DEX 18	Familiarity w/all Weapons	
CON 13	Familiarity w/Vietnamese Army	
BODY 13	Familiarity w/History of Own Service	
EGO 11	KS: CBR	11-
PRE 14	Orienteering	13-
COM 10	Foward Observer	12-
PD 6	Concealment	13-
ED 3	Paramedic	12-
SPD 3	Tactics	11-
REC 8	Climbing	12-
END 40	Mountaineering	12-
STUN 40	Familiarity w/Ambush	8-
	Demolitions (+4 to roll)	15-
	+1 w/Service Weapons	
	System Operator, Radio	11-
	Survival	11-
	KS: Identification, Vehicles	11-
	KS: Pathfinding	12-
	Instructor	12 -
	Breakfall	12-
	Parachuting	12-
	Familiarity w/Rigging	8-
	+2" Running	
	Familiarity w/Criminology	8-
	2 levels w/Killing Blow	
	Familiarity w/Bureaucratics	8-
	one level w/Hand to Hand Combat	
	Familiarity w/Identification all Weapons	
	Stealth	13-
	Another Language, German 3 pts.	
	Inventor	14-
	Mechanics	14-
	Electronics	14-
	Commando Training	

CHA PTS = 77
 SKILL PTS = 113
 TOTAL = 190

DISADVANTAGES 100+	PTS.
Age 43	3
Loves kids	11
Likes to use explosives	8
BONUS	68
TOTAL	190

NAME: Ed Danaher
 Light Weapons

STR 18	Familiarity w/all guns	
DEX 14	Familiarity w/Knowledge of Enemy Service	
CON 13	Familiarity w/History of Own Service	
BODY 13	KS: CBR	12-
INT 13	Orienteering	12-
EGO 11	Paramedic	12-
PRE 14	Forward Observer	11-
COM 10	Concealment	12-

PD 6	Tactics	12-
ED 3	Climbing	12-
SPD 3	Familiarity w/Ambush	8-
REC 8	Demolitions	11-
END 40	Familiarity w/Radio Operator	8-
STUN 40	Survival	11-
	KS: Identification: Vehicles	11-
	Familiarity w/Cryptography	8-
	KS: Pathfinding	11-
	Instructor	12-
	Breakfall	12-
	Parachuting	12-
	Familiarity w/Rigging	8-
	+2" Running	
	Familiarity w/Bureaucratics	8-
	Mountaineering	12-
	Identification All Weapons	11-
	Stealth	
	Another Language, Thai 3 pts.	12-
	Gunsmith	14-
	+2 w/All Guns	
	+1 w/Hand to Hand	
	2 levels w/Killing Blow	
	Mechanics	12-
	Commando Training	

CHA PTS = 61
 SKILL PTS = 107
 TOTAL = 168

DISADVANTAGES 100+	PTS.
Age 33	0
Post Traumatic Stress Syndrome	5
Monitored: Department	
of Treasury, ATF	8

BONUS	55
TOTAL	168

NAME: Steve Schremphski
 Medic

STR 13	Familiarity All Weapons	
DEX 14	Familiarity w/History of Own Service	
CON 13	Familiarity w/Vietnamese Army	
BODY 13	KS: CBR	12-
INT 18	Orienteering	12-
EGO 11	Foward Observer	11-
PRE 14	Concealment	12-
COM 10	First Aid	15-
PD 6	Tactics	13-
ED 3	Climbing	12-
SPD 3	Familiarity w/Ambush	8-
REC 8	Demolitions	11-
END 40	Familiarity w/Radio Operator	8-
STUN 40	+1 w/Service Weapons	
	Survival	13-
	KS: Identification: Vehicles	11-
	Familiarity w/Cryptography	8-
	KS: Pathfinding	11-
	Instructor	12-
	Breakfall	12-
	Parachuting	12-
	Familiarity w/Rigging	8-
	Familiarity w/Criminology	8-
	2 levels w/Killing Blow	
	Familiarity w/Bureaucratics	8-
	Mountaineering	12-
	Stealth	12-

Another Language, Vietnamese 3 pts.
 Pharmacology
 Professional Medicine
 Another Language, Humong 4 pts.
 Commando Training

14-
 11-

CHA PTS = 74
 SKILL PTS = 84
 TOTAL = 158

DISADVANTAGES 75+	PTS.
Age 46	3
DNPC normal wife	3
DNPC incompetent son	5
Loyal to family and friends	5
Hates snakes	8
 BONUS	 59
TOTAL	158

NAME: Lowe-Ying See
 Doctor

STR 8	Bribery	11-
DEX 15	Bureaucratics	11-
CON 10	Concealment	13-
BODY 9	Favors: U.S. Government	14-
INT 18	Survival	13-
EGO 11	Familiarity w/Orienteering	8-
PRE 10	Climbing	11-
COM 14	Stealth	14-
PD 4	Paramedic	17-
ED 2	KS: Medicine	14-
SPD 4	KS: Pharmacology	14-
REC 6	Thai 4 pts	
END 30	Vietnamese 3 pts	
STUN 20	French 2 pts	
	English 3 pts	
	Humong 4 pts	
	Linguist	
	Running: +2	
	Weapons Familiarity: AK-47	
	Familiarity w/Radio	
	Familiarity w/Ambush	
	Advanced Kung Fu	
	KS: South East Asia - general	11-
	KS: Cambodia	14-

CHA PTS = 60
 SKILL PTS = 95
 TOTAL = 155

DISADVANTAGES 50+	PTS.
Hunted by Viet Cong 8- (cash reward)	11
Goes to pieces in cages/jails	8
Hates North Vietnamese	11
Age 30	0
 BONUS	 75
TOTAL	155

NAME: Oliver Brown
 Force Recon

STR 20	Familiarity All Weapons	
DEX 14	Familiarity w/Knowledge of Enemy Service	8-
CON 18	Familiarity w/History of Own Service	8-



BODY 14	KS: CBR	12-
INT 13	Orienteering	12-
EGO 13	KS: Forward Observer	11-
PRE 14	Concealment	12-
COM 10	First Aid	12-
PD 7	Tactics	12-
ED 4	Familiarity w/Ambush	8-
SPD 4	Demolitions	11-
REC 8	Familiarity w/Radio Operator	8-
END 45	Familiarity w/Aerial Operations	8-
STUN 40	Familiarity w/Bayonet	
	Climbing	14-
	Mountaineering	14-
	+1 w/Hand to Hand Combat	
	+1 w/Bayonet	
	+1 w/All Guns	
	Survival	11-
	Stealth	14-
	+2" Running	
	Breakfall	12-
	Parachuting	12-
	Familiarity w/Rigging	8-
	Advanced Karate	

CHA PTS = 89
 SKILL PTS = 97
 TOTAL = 186

DISADVANTAGES 75+	PTS.
Vengeful	11
Loyal to friends	8
Hates Drug Pushers	4
Age 34	3
 BONUS	 85
TOTAL	186

NAME: Mitch Gerald
 Air Cav

STR 11	Familiarity All Weapons	
DEX 14	Familiarity w/Knowledge of Enemy Service	8-
CON 11	Familiarity w/History of Own Service	8-

BODY	11	KS: CBR	12-
INT	13	Orienteering	12-
EGO	13	KS: Forward Observer	11-
PRE	10	Concealment	12-
COM	10	Tactics	12-
PD	4	Climbing	11-
ED	3	Familiarity w/Ambush	8-
SPD	3	Familiarity w/Demolitions	8-
REC	6	Paramedic	12-
END	30	Familiarity w/Radio Operator	8-
STUN	30	+1 w/Service Weapons	
		Breakfall	12-
		Parachuting	12-
		Rigging	15-
		+2" Running	
		Piloting (Single, Multi, Helio, Jet)	15-
		+1 w/M60	

CHA PTS = 50
 SKILL PTS = 63
 TOTAL = 113

DISADVANTAGES	50+	PTS.
Age 44		3
Likes to have fun		5
Loyal to friends		5

BONUS	50
TOTAL	113

PRISONERS OF WAR

	A	B	C	D
STR	13	10	8	6
DEX	14	11	9	8
CON	13	11	9	7
BODY	13	11	9	8
INT	13	13	13	12
EGO	13	13	10	8
PRE	14	10	10	5
COM	10	10	8	5
PD	5	3	2	1
ED	3	2	2	1
SPD	3	3	2	2
REC	6	4	4	1
END	30	22	18	14
STUN	30	22	18	15

NOTE:

All characters at level A have regressed 1 level.
 level B have regressed 2 levels.
 level C have regressed 3 levels.
 level D have regressed 4 levels.

All Skill levels at Familiarity level only.

The decision as to the condition of the POW's at the camp should be made by the GM. It should be remembered that the condition of the prisoners at the military base will be poor at best, as most of them have been sent there to die.

CAMP GUARDS

STR	13	Familiarity w/Vietnamese national weapons	2
DEX	11	+1 with AKM	3

CON	11	Native Language	0
BODY	10	English, basic	1
INT	10	Area Knowledge, Region	2
EGO	10	Familiarity w/History of Own Service	1
PRE	10		
COM	10		
PD	4		
ED	2		
SPD	3		
REC	4		
END	22		
STUN	23		

GRU AGENT

STR	13	Commando Training (MP,MT)	
DEX	14	Familiarity w/all firearms	
CON	11	+2 w/Makarov	
BODY	10	+2 Perception Roll	14-
INT	13	Combat Vehicle Operation	12-
EGO	13	KGB Knowledge	11-
PRE	13	Interrogation	12-
COM	8	Stealth	12-
PD	3	Streetwise	12-
ED	2	Shadowing	11-
SPD	3	Persuasion	12-
REC	5	Bureaucratics	12-
END	22	Vietnamese	
STUN	23	English	
		Laotian	
		Russian	

SOVIET GRU GARRISON SOLDIERS

STR	13	Trooper	
DEX	11	Familiarity w/Soviet firearms	
CON	11	+1 w/AKM	
BODY	10	+1"Running	
INT	8	Vietnamese, 1 pt.	
EGO	8		
PRE	13	Pilot	
COM	8	Piloting, Helicopter	14-
PD	3		
ED	2	Sergeant	
SPD	2	+1 w/Soviet firearms	
REC	5	Vietnamese (adds to previous) 1 pt.	
END	22	Persuasion	12-
STUN	23		

CAMP AND BASE GUARDS

STR	13	Soldier	
DEX	11	Familiarity w/Soviet firearms	
CON	13	+1 w/AKM (Soviet Assault rifle)	
BODY	10	English	
INT	10		
EGO	10	Sergeant	
PRE	13	Persuasion	12-
COM	8	+1 w/Soviet firearms	
PD	3	Interrogation	12-
ED	3		
SPD	2		
REC	6		
END	26		
STUN	24		

BACKGROUNDS

"So that's the story," said Gardner, "He's my only living kin and you've seen the proof that he's alive and where he is. Will you go?"

Deckert looked up from his seat at the strong, proud man, willing to beg to get the help he needed to rescue his nephew. "How much is the pay?" he asked.

"Damn," said Gardner, "always thought myself a better judge of men than that. Never took you for a mercenary. I don't care if it costs me all I have to get Will back! How about \$50,000.00 per man?"

Smiling softly, Mike replied, "Your judgement is fine. There isn't enough money to pay me to go back. I'll do it for Will."

"The money is what I can offer to the others but the men I'm thinking of will probably go for the same reasons as myself. We were a team and we never leave one of our own."

Mike Deckert; Mike was in Special Forces for most of his time in the military serving as an intelligence specialist during his several tours in Vietnam. Leaving the service after the fall of South Vietnam, Mike worked as a security consultant and as an executive bodyguard, quickly establishing a reputation as an experienced and capable man. Purchasing a retreat in Colorado, Mike presently works as a successful writer for several professional and action oriented magazines. Quick to respond to solid evidence of Gardner's captivity and location, Mike will unhesitatingly volunteer for a rescue effort. Mike was a member of Recon Team Tiger Snake when it was saved from destruction by an unauthorized helicopter flight orchestrated by Will Gardner.

Ed Danaher; Leaving the service in 1974 after six years in Special Forces, Ed used his G.I. benefits to open what is now a successful sporting goods store and gunsmithing service. Though able to deal with civilian life, there was a lot of stress left in Danaher's makeup and it resulted in his divorce after a 4 year marriage. Presently living a successful life, Ed will immediately turn over the running of the business to his partner to help rescue Will. Ed was a light weapons specialist while in the forces and was with Recon Team Tiger Snake when it was rescued by Gardner.

Roger Munroe; Trained as a combat engineer (demolitions) in Special Forces, Munroe quickly found work demolishing old buildings for a construction company after leaving the service in 1974. Being one of the five survivors of the twenty man Recon Team Tiger Snake, Roger quit his job rather than risk missing the chance to help rescue Will Gardner. Having a particular fondness for children, Roger takes great pleasure in staging a "Fourth of July" celebration for local kids, regardless of what the date happens to be.

Steve Schremphski; Leaving the service at the end of the Vietnam War, Steve completed the medical education which he had begun as a Special Forces Medic. Having completed his residency, Steve is a fully accredited doctor as well as a Husband and Father. Married for

four years, Steve is the father of a two year old son named Michael. Responsible to his family, Steve also feels a great debt to Will Gardner who saved him when he was severely wounded as a member of Recon Team Tiger Snake. Having been a field doctor among the Humong hill tribes of Vietnam, Steve also feels a great sadness about their treatment under the present regime.

Oliver Brown; Raised in the inner city, Oliver joined the Marine Corps after having been offered enlistment as an option by his local judge. Being an intelligent as well as powerful man, Brown joined Marine Force Recon where he was assigned to MACV-SOG. Being black, Oliver remembers Gardner as being "the most color blind soldier I ever met." Also, having been a member of Recon Team Tiger Snake, Oliver feels a strong kinship to the rescue team. He was once put in the hospital by six off-duty redneck MP's and received a list which Gardner "happened to come by" of six military police who frequented a particular bar during their off-duty time and considered it their private property. After leaving the service when threatened by possible court martial for "severe assault to Army personnel," Brown obtained his teaching certificate and at this time teaches physical education at an inner city High School. Oliver also is a third dan black belt in Karate and teaches a martial arts class for local kids.

Mitch Gerald; Starting in the service as a "Ground Pounder," Mitch received training as a Pathfinder and parachute rigger before joining the Air Cavalry. While in the Air Cav, Mitch was a doorgunner in Vietnam until he attended flight school and became a chopper pilot. Assigned to CCN of MACV-SOG, Mitch flew a variety of missions for SOG as well as what he called "R and R" flights. Mitch was facing charges at Da Nang (something about using a helicopter to go waterskiing in the harbor) when he was bailed out by Will Gardner who had "Secret Orders" concerning a "Spook" mission which Gerald had to fly, resulting in the charges being dropped and Gerald being released. Mitch's most outstanding eccentricity is his headgear. He always wears the baseball cap of the most recent World Series winners (i.e. the Detroit Tigers for 1985.) Will talked him into flying the rescue operation for Recon Team Tiger Snake with Will running as crew and door gunner and Mitch agreed even though higher command had listed Tiger Snake as wiped out. After leaving the service, Mitch became a free lance pilot working for various corporations as an Executive Shuttle Service. Mitch quickly took a leave of absence to go on the rescue, his reason, simply that Will might need a pilot.



Lowe-Ying See; Phai-Ying See married an American Air America pilot, Robert Lowe, during the Summer of 1971 in South Vietnam. Lowe, a close personal friend of Mitch Gerald, was listed as KIA-BNR when his plane was shot down in the Spring of 1972. Ying See returned to her native village in the highlands of Vietnam after the death of her husband to care for her mother who was her only surviving relative. Working as a nurse with a support group of Special Forces personnel, Ying See stayed on in her village after the Americans pulled out in 1973. When her village was overrun by the invading NVA troops in 1975, Ying See's mother was among the many villagers killed by the NVA because of their involvement with the Americans. Realizing that Saigon was about to fall, Ying See escaped to the west, travelling through Cambodia during its civil war. Arriving in Bangkok Thailand after her difficult journey, Ying See was able to prove her American citizenship to the American Embassy personnel and was able to enter the United States. She received citizenship from the U.S. government, enabling her to attend medical school where she received her M.D. in 1984. Ying See is willing to travel back to S.E. Asia and help in rescuing the POW's to end their suffering at the hands of a government who's atrocities she has personally felt.

NOTE: Lowe-Ying See is an optional character for use at the GM's discretion. She can be used in place of Schremphski as a member of the six person team. If the team is increased to seven people, Ying See would carry the same equipment as Schremphski, less the commo gear, and would work with him during the rescue.

Lee Van Nuk; Lee is, in its simplest terms, a smuggler. His family has been successful at its work for generations and is firmly entrenched in Thailand where it has both wealth and power. Lee was captured by the Pathet Lao while in Laos on an opium buying expedition. He was held in the same prison camp as Will Gardner while his family negotiated for his release. While at the camp, Lee was bitten on the hand by a snake known as a "Two Step" (a Dusky Krait) and would have died except for the quick action of Will who saved his life. While recovering, Will also supplied Lee with extra food from his own meager ration. When Lee's freedom had been purchased by his family, he smuggled a letter out for Will and swore to him that it would reach the proper hands. Lee owes a very great debt to Will and will do anything in his power, including risk his own life, to assist in Will's rescue. He will not, however, risk his family's situation or honor as he feels that his debt to Will is a deep and personal one.

Captain Chien; An educated man, Captain Chien feels that his present assignment is beneath his capabilities and is the result of jealous contemporaries in Hanoi. Having been a liaison officer with the U.S.S.R. during the war, Chien speaks both Laotian and English as well as having a working knowledge of Russian. Always conscious of his appearance and dress, Chien has been secretly nicknamed "Stiff Britches" by the POW's.

Sergeant Trang; First Sergeant at the camp, Trang is in his own words, "One mean tuff sumbitch." A sadist by nature, Trang especially hates the Americans who he blames for the loss of his left hand when a boobytrap which he was placing fired prematurely. Trang exercises his sadism at the slightest excuse,

especially against the defenseless POW's. Systematically robbing the POW's, his own men, and any locals luckless enough to fall under his control. Trang is restrained somewhat by Captain Chien who needs him to run the camp. Trang understands the hatred directed towards himself and is very paranoid as a result. Nicknamed "Slobber" by the POW's for his habit of spraying spittle when angry, Trang is directly responsible for the deaths of many American POW's.

Lan Tai; Tai was an enlisted man serving as a clerk in the South Vietnamese Army. Seeing which way the wind was blowing in 1974, Tai deserted to the Communists where he attached himself to Captain Chien and ingratiated himself with his ability to read and write English. Referred to as "Cheetah" by the POW's because of his inane smile, Tai is little trusted by anyone in the camp and works as the Captain's orderly and clerk.

POW'S LOCATED AT THE CAMP

1. Jarvis, Duane, SGT U.S. Army, infantryman:

Captured in 1971 during a Viet Cong overrun of his position, Duane has been transferred from camp to camp on a periodic basis. Resigned to his fate, he works hard and tries to make the best of his position. Although he has not sold out the U.S. Government, he does have some resentment at being left behind.

Mother's maiden name: Martha Enders.

Home Town: Leslie, Michigan.

Deceased brother's name: Matthew.

2. Armbruster, Russel E., PFC U.S. Army, Radioman:

Captured in 1970 when his patrol was ambushed, Russel has become mostly a "zombie." He does what he is told, mechanically. Russel's one stint in the tiger pits has apparently broken him and he will even allow rats to steal his food at times because the outside world no longer seems to exist. The characters will not be able to get any information out of him unless they can make a Persuasion Roll at -4.

Mother's maiden name: Laverne Bailey.

Tattoo: Dragon on right arm.

Favorite vacation spot: Mount Revelstoke National Park in British Columbia, Canada.

3. Hoffman, Frank L., Private, U.S. Army, Mortarman:

Captured in 1972 while fleeing from the Viet Cong, he has reverted to his one love in life, farming. He was the one to convince Captain Chien to let the POW's have their own garden and provides his captors with hints on better production of the rice crop. His attitude of "Okay, we're slaves, but even slaves must be kept happy" has created some animosity with the other POW's, but he has never volunteered information to the Vietnamese, nor completely broken.

Mother's maiden name: Mary O'Neal.

Home Town: Robinson, Iowa.

Teenage Hobby: Butterfly collecting.

4. Ackerman, Chris W., Lt. U.S. Air Force, Pilot:

Captured in 1973 when his chopper went down, Chris works hard and with dedication. He constantly plans to escape but he doesn't have the courage to do so after seeing what became of others who tried and were brought back. When first captured, he struck one of his captors and has not done so since. His broken left arm was never set properly and still causes him pain when moving it. Although technically the Commanding Officer among the POW's because of his rank, he defers to Gardner constantly.

Step Father's name: Richard Hurley.

Home Town: Sulfur, Kentucky.

Hobby: Wild Boar Hunting.

5. Wepking, Jim A., LCPL U.S. Marine Corps, Radio Repairman:

Captured in 1972 when his repair station was overrun, Jim hates his present predicament, his captors, and his government. His attitude and work habits border on insubordination but he's very careful not to push too hard. He arrived at the camp only a few months ago and has yet to become "one of the guys" among the prisoners. Jim hates Sergeant Trang with a passion that even exceeds Trang's sadism. He is the only man to survive a 5 day long stint in the Tiger Pits. He will not leave until he sees Trang's body or has killed him himself.

Kid brother's name: Michael.

Fiancee's name: Melissa Allen.

Scars: Appendix was removed when he was 16.

6. Gardner Jr., William, Sergeant, U.S. Special Forces:

Will comes from a long line of rugged individualists and so when it became time for him to choose a career, he joined the military to earn his own way, rather than "Ride his father's coattails." Being both physically rugged and sharply intelligent, Will quickly earned himself a place as an Intelligence Sergeant with the Special Forces. Shipped to Vietnam in 1971, Will was assigned to Command and Control Group North of the MACV-SOG. Quickly building a reputation among the men for honesty and loyalty, both in the field and off-duty, Will was captured in the Fall of 1972 during one of the last deep penetrations into Laos. He knows of the information located in the C.O.'s office that tells of other POW's and he will inform his rescuers of this immediately. Will is likely to go after the information himself if no one else seems to want it. He also knows of the POW's at the base and will remind the characters of constantly that it's only 30 miles or so down the valley.

EQUIPMENT

COMMON EQUIPMENT (All Men)

Tiger Suit

Green Beret or other hat

Jungle Boots

Pistol Belt w/harness, ammo pouches, first aid packet and 2 canteens w/water purification tablets, large sheath knife

1 Colored Smoke Grenade (either Red or Yellow)

Survival Kit

Compass

Signal Mirror

Strobe Light

Pen Flare Gun w/4 Flares

Rucksack

Two days rations

Five days emergency rations

Weapon cleaning kit

Area maps

Poncho

Pocket Knife w/can opener, bottle opener, flat screwdriver, awl, and blade

Waterproof Matches

Insect Repellent

Salt Packets

Gloves

Penlight

Radio

Swiss Seat w/snap links (for rapelling)

Notebook & pencil

Two cravat bandages

Large canteen

Roll of tape

Earplugs

2 Thorazine ComboPens

INDIVIDUAL CHARACTER EQUIPMENT LISTS

MIKE DECKERT

Thunderbolt Crossbow w/4 power scope and sling

6 Aluminium bolts w/Viper broadheads and quiver

Mossberg M500 ATP8S Shotgun

100 rounds Magnum 2 1/2 inch 00 buckshot

Colt M1911A1 pistol w/ACE .22 conversion kit and suppressor

1-10 round magazine w/50 rounds boxed

3-M26A1 Fragmentation grenades

1-M34 WP Grenade

1 pair wire cutters

1 pair bolt cutters

1 pair 7x50 binoculars

1 M127A1 White Star Parachute

1 M125A1 Green Star Cluster

1 M18A1 Claymore

1 XM591 90mm HE Round

1 35mm Camera w/1000mm Telephoto lens (May be used as telescope)

Film

Developer system

Printer system w/film

OLIVER BROWN

Thunderbolt crossbow w/4 power scope and sling

6-Aluminium bolts w/Viper broadheads and quiver

M203 Grenade Launcher

6-30 rd. M16 Magazines w/100 rds. boxed (280 rds.)

12-M381 40mm HE rounds

6-M576E1 40mm Buckshot rounds

Colt M1911A1 Pistol

3-7 round Magazines w/50rds. boxed (71 rds.)

1 pair wire cutters

1 pair bolt cutters

2 M26A1 Frag Grenades

2 M34 WP Grenades

1 M583 40mm White Parachute flare

1 M663 40mm Green Star cluster

- 1 pair 7x50 Binoculars
- 1 XM591 90mm HE round
- 1 M18A1 Claymore
- 1 20 meter coil 16mm nylon climbing rope

ROGER MUNROE

- UZI Submachinegun
- 6-32 round magazines + 100 rounds boxed (292 rds.)
- Thunderbolt Crossbow w/4 power scope and sling
- 6 Aluminium bolts w/Viper broadheads and quiver
- 2 M183 Demolition charges made into;
 - 2 -3 block (M112) charges primed with 30 second fuses
 - 2 -1 block (M112) charges primed with 60 second fuses
 - 2 -10 block (M112) pole charges (five blocks long, two blocks thick) on six foot poles primed with M1A1 15 second delay detonators (2 each charge)
- Remaining M112 blocks (4) remain as packed in case
- 10 M7 Nonelectric blasting caps w/carrying case
- 8 M1A2 15 second delay detonators
- 1 100 ft. coil Type I Class E detonating cord
- 2 M142 Firing Devices (universal booby trap fuse)
- 1 50 ft. Coil M700 Time fuse (40 seconds/ft)
- 5 M60 fuse igniters
- 1 pair cap crimpers
- 2 M127A1 white parachute flares
- 1 XM591 90mm HE round
- 1 Browning HP-35 pistol
- 3 -13 round magazines w/50 rds. boxed (89 rds.)
- 1 spool (200 ft) 30 lb. fishing line
- 4 M26A1 Fragmentation grenades
- 1 M18A1 Claymore
- 1 AN/M14 TH3 Thermite grenade (equipment destruction)

MITCH GERALD

- M60E3 Machinegun
- 3 -100 round belts (300 rds.)
- Colt M1911A1 pistol
- 3 -7 round magazines w/50 rds boxed (71 rds.)
- 4 M26A1 Fragmentation Grenades
- 1 90mm HEAT round
- 1 machete
- 1 entrenching tool
- 1 AN/PSC-1 UHF Satcom Transceiver
- 1 AS-3241()/PSC-1 Helical Antenna
- 1 M18A1 Claymore
- 1 pair 7x50 Binoculars

ED DANAHER

- M67 90mm recoilless rifle
- 1 XM590E1 90mm Cannister round
- M21 Sniper rifle w/telescope sight and suppressor
- 5 -20 round magazines w/100 boxed rounds match ball ammunition (200 rds.)
- Colt M1911A1 Pistol
- 3 -7 round magazines w/50 boxed rounds (71 rds.)
- 4 M26A1 Fragmentation grenades
- 1 entrenching tool
- 1 machete
- 1 M18A1 Claymore
- 1 AN/PVS-4 Starlight Scope

STEVE SCHREMPHSKI

- M177E2 Submachinegun
- 6 -30 round magazines w/100 rds boxed (280 rds.)
- Browning HP-35 pistol
- 3 -13 round magazines w/50 rds boxed (89 rds.)
- 4 M26A1 Fragmentation grenades
- 1 pair bolt cutters
- Medic kit

- 1 XM591 90mm HE round
- FB1028 Facsimile transmitter
- 1 M18A1 claymore
- 4 Thorazine ComboPens (6 totals)
- Antivenin kit (Snakebite antidote)

This is all the equipment needed to complete the plan as given. The common list is the equipment all the men are issued and the Individual list is the material which each man is responsible for. Schremphski jumps with only his personal weapons and the Facsimile Transmitter. Brown carries his pack, ammunition, and supplies, turning them over to Steve after the team lands.

DRUGS

THORAZINE

The mission team has been supplied with injectors containing the drug thorazine. It has two basic effects on the human body. The first is that the recipient will become quiet and cooperative. The second is that he will become unconscious. The dosage amount, the person's characteristics, and whether any other type of sedative (including alcohol) has been administered will be factors in determining the effect of thorazine on each individual.

The first effect (the character becoming quiet and cooperative) is simulated by EGO Rolls with the drug lowering the EGO. Each 25 mg (milligrams) dosage will lower the characteristic EGO by 3, i.e. a -1 to a character's normal EGO Roll. When a suggestion or order is given to the subject he must then make an EGO Roll. Failure of the roll means that the character will follow the instruction. Modifiers for this are applied and depend upon the type of suggestion given. Self destructive suggestions gain the most modifiers while those that the subject would do normally gain the fewest. The following chart summarizes these modifiers:

If the suggestion is one that the character would do normally	+1.
If the suggestion is one that the character wouldn't normally do but he has no psychological limitations against it	+2.
If the suggestion is one that the character would not do normally and he also has psychological limitations against it	+3.
If the suggestion is self destructive	+4.

Thorazine's second effect is drowsiness which may eventually lead to sleep or a coma. This is simulated by a lowering in the subjects STUN Pips. For every 25mg or fraction thereof, the character loses 106 STUN. He is further limited by not being able to Push Characteristics and all Endurance costs are doubled.

Both effects last for 6 hours. Alcohol and other depressants (in moderation) double the intensity but not the duration of the drug.

TO SUMMARIZE THORAZINE:

Affects EGO, CON, subtracts STUN. Standard dose (25mg) 10 2 minute intervals. Recovery in 6 hour intervals. Injected only.

VEHICLES

TRUCKS	PASS.	CREW	RANGE	MAX	ACC	DCC	TURN	FRONT ¹	BACK ¹	LEFT ¹	RIGHT ¹	TOP ¹	BOTTOM ¹	BODY ¹	STR	SIZE	DMG	SIZE	DCWM	KNR	STALL ²	PACK # ³
BTR-152	17-18	2	780m	10	2	2	3	5	5	5	5	5	5	11	43	4	+7D6	8	-8	-2	-	1
GAZ-5INU	7	1	255m	10	2	4	3	4	2	3	3	3	3	9	33	3 1/2	+6D6	7	-8	-6	-	-
GAZ-69	5	1	300m	12	2	2	3	3	3	3	3	3	3	6	23	1 1/2	+4D6	3	-4	-4	-	-
ZIL-151	10	1	340m	7	1	2	3	4	4	4	4	3	4	8	38	4	+6D6	8	-5	-6	-	-
PLANES/HELICOPTERS																						
Beechcraft AIR200	6	2	1824m	80	6	3	20	3	3	3	3	3	3	6	30	5	+6D6	15	-10	-6	21"	-
Sikorsky S-76	12	2	461m	43	6	3	15	3	3	3	3	3	3	6	38	4 1/2	+6D6	9	-9	-6	-	-
S-70 Sikorsky UH-60A Blackhawk	11	3	373m	50	6	4	15	4	4	4	4	4	4	5	43	3 1/2	+7D6	11	-9	-7	-	2
Bell Huey 1B Iroquois	4	2	239m	29	6	4	12	6	3	3	3	3	3	6	38	2	+5D6	6	-7	-5	-	3
Bell Huey 1D Iroquois	12	1	347m	31	4	4	10	7	4	4	4	4	3	5	38	3	+6D6	6	-7	-6	-	4
MH1 MI-24 Hind D	8	2	98m	46	9	15	15	12	10	11	11	9	12	14	45	9	+7D6	18	-11	-7	-	5
DC-3	27-28	2-3	1600m	56	2	3	3	3	3	3	3	3	3	16	45	14	+10D6	42	-13	-10	19"	-
Para Wing	-	-	3/1 ⁴	5	-	2	2	-	-	-	-	-	-	4	-	-	-	4	-	-	0	-
Para Commander ⁴	1	1	1/1	3	-	-	1/2	1	1	1	1	1	1	4	-	-	-	4	-	-	-	-

¹Defense of the vehicle broken down into 6 areas. Determine where the round hits for defense of the vehicle.

²Planes' minimum speed to remain airborne. Helicopters may go sideways 1/4 of max and backwards 1/3 of max.

³If armed, there is a Package Number. See Package number for details.

⁴There is a three foot forward glide for every foot of altitude.

PACKAGES

#1) 1 DShk 38/46 Machinegun.

#2) Radio, Radar Detector, Infrared Suppressor, 2 M600 machineguns.

#3) Radio, Radar Detector, Infrared Suppressor, 2 M600 machineguns (one each side), 2 M158AI rocket pods.

#4) Radio, Radar Detector, Infrared Suppressor, 2 M134 Miniguns (one each side), 2 M158AI Rocket Pods.

#5) Infrared Vision (active), Laser Ranger Finder, Computer Interlock, Radar Detector and Jammer, Infrared Suppressor, 4 SWATTER B's, 4 UV-32-57A Rocket Pods (or 2 UV-32-57 Rocket Pods and 2 - 250kg bombs), 1 UBK Rotary machinegun.

#6) Radio, Infrared Vision, Lower Range Finder and Designator, Computer Interlock, Radar Detector and Jammer, Infrared Jammer and Suppressor

Weapon additions to Package #6

6a: 8 Hellfire missiles, 2 XM260 Rocket Pods, 1 M230E1 Chainingun.

6b: 16 Hellfires, 1 M230E1 Chainingun.

6c: 4 XM260 Rocket Pods (76 M229 HE Rockets), 1 M230E1 Chainingun.

WEAPONS

PISTOLS	CALIBER	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	SHOTS	SIZE	MADE IN
M1911A1	.45	+1	-1/3"	1D6+1	+1	10	7	4	U.S.A.
Tokarev M1933	7.62x25	+1	-1/2"	1D6+1	0	9	8	3	RUSSIA
HP-35	9x19	0	-1/3"	1D6+1	0	9	13	3	BELGIUM
Makarov PM	9x19	+1	-1/2"	1D6	0	7	8	2	RUSSIA
High Standard w/silencer	.22	+1	-1/1"	1D6-1	-1	6	10	5	U.S.A.
Paint Pistol	.68 Pellets	0	-1/3"	-	0	6	10	5	U.S.A.

SUBMACHINEGUNS

Madson M50	9x19	0//+1	-1/3"	1D6+1	0	8/13	32	9/11	DENMARK
PPsh-41 (Type 50)	7.62x25	+1/+1	-1/3"	1D6+1	0	7/12	35	12	RUSSIA
K-50	7.62x25	+1/0//+2+1	-1/3"	1D6+1	0	8/13	35	9/11	VIETNAM
MP-40	9x19	+1//+2	-1/3"	1D6+1	0	14	32	10/12	GERMANY
PM-12	9x19	+1/0//+1	-1/3"	1D6+1	0	8/13	32	8/10	ITALY
Thompson M1A1	.45	+2/+2	-1/3"	1D6+1	+1	7/12	30	11	U.S.A.
Thompson M1928	.45	+1/+1//+2/+2	-1/3"	1D6+1	+1	12/17/7/12	50	10/12	U.S.A.
M3A1	.45	+1//+2	-1/3"	1D6+1	+1	13	30	9/11	U.S.A.
UZI	9x19	+1/+1//+2/+2	-1/3"	1D6+1	0	8/13	25	8/10	ISRAEL
Ingram M10 w/silencer	9x19	+1/0//+2/+1	-1/3"	1D6+1	0	8/13	32	5/9	U.S.A.
CAR-15 (XM177E2)	.45	+2/0	-1/3"	2D6-1	-1	10/15	30	11/11	U.S.A.
AKR "Krinkov"	5.45x39	+1/-1//+2/+0	-1/3"	1 1/2D6	0	13/18//10/15	30	8/11	RUSSIAN

RIFLES

M16A1	5.56x45	+2/0	-1/5"	2D6	0	10/15	20	12	U.S.A.
HK-33	5.56x45	+2/0	-1/4"	2D6	0	10/15	20	12	GERMANY
FN-FAL	7.62x51	+1/0	-1/5"	2D6+1	+1	13/18	20	13	BELGIUM
M14	7.62x51	+1/0	-1/5"	2D6+1	+1	13/18	20	13	U.S.A.
G-3	7.62x51	+1/0	-1/4"	2D6	+1	11/16	20	13	GERMANY
M2 Carbine	7.62x33	+2/0	-1/4"	1 1/2D6	0	8/13	30	12	U.S.A.
SKS	7.62x39	+2	-1/5"	2D6	0	10	10	13	RUSSIA
AK-47	7.62x39	+2/0	-1/4"	2D6	0	11/16	30	13	RUSSIA
AKM-47	7.62x39	+1/0	-1/4"	2D6	0	10/15	30	13	RUSSIA
M1 Garand	7.62x63	+1	-1/5"	2D6+1	+1	12	8	13	U.S.A.
AR-10	7.62x51	+1/0	-1/5"	2D6+1	+1	13/18	20	13	U.S.A.
Enfield No. 4 MK I	7.7x56R	+1	-1/5"	2D6	+1	11	10	13	BRITAIN
M1903 Springfield	7.62x63	+1	-1/5"	2D6+1	+1	12	5	13	U.S.A.
Japanese Type 99	7.7x58	+1	-1/5"	2D6	+1	10	5	13	JAPAN
M21 w/sight & silencer	7.62x51	+2	-1/9"	2D6+1	+1	13	20	13	U.S.A.
Thunderbolt Crossbow	-	+2	-1/3"	2D6	+1	8	6	10	U.S.A.
Native Crossbow	-	+2	-1/3"	1D6	0	8	6	10	-
Paint Rifle	.68 Pellets	+1	-1/4"	-	0	8	25	12	U.S.A.

MACHINEGUNS

M60	7.62x51	+1	-1/5"	2D6+1	+1	19/16	100	13	U.S.A.
MG-42	7.92x57	0	-1/5"	2D6+1	+1	19/16	50	14	GERMANY
Browning M1919A6*	7.62x63	+2	-1/13"	2D6+1	+1	14	250	-	U.S.A.
RP-46 (Type 58)	7.62x54R	+1	-1/6"	2D6+1	+1	17	250	14	RUSSIA
RPD (Type 56)	7.62x39	+1	-1/5"	2D6	+0	16/13	100	13	RUSSIA
M1918A1 BAR	7.62x63	0	-1/5"	2D6	+1	17/14	20	13	U.S.A.
DSHK 38/46*	12.7x108	+2	-1/27"	3D6	+4	18	50	-	RUSSIA
UBK Rotary Machinegun	12.7x108	+6	-1/27"	3D6	+4	N/A	2000	-	RUSSIA
M134 Mini-gun	7.62x51	+1	-1/11"	2D6+1	+1	14	1500	-	U.S.A.
M60E3	7.62x51	0	-1/5"	2D6+1	+1	18/15	100	13	U.S.A.
SG-43*	7.62x54	+2	-1/13"	2D6+1	+1	14	250	-	RUSSIA

* Uses MRM rules.

HEAVY WEAPONS**

	CALIBER	OCV	RNG* MOD	STR MIN	SHOTS	SIZE
RPG-2 ¹	40	+2	-1/3"	0	1	12
RPG-7 ²	40	+2	-1/4"	4	1	12
57mm M18 RR ³	57	-1	-1/6"	0	1	15
3.5" M20 ⁴	89	+1	-1/3"	4	1	15
90mm M67 RR ⁵	90	-1	-1/5"	0	1	14
M203 ⁶	40	+2	-1/5"	8		12
M79 ⁷	40	+2	-1/5"	8	1	11
M72A1 LAW ⁸	66	+1	-1/3"	4	1	12
UV-32-57 ⁹	57	+3	-1/24"	0	32	14
M158A1 ¹⁰	70	+4	-1/24"	0	7	15
XM260 ¹¹	70	+4	-1/26"	0	19	16
M230E1 ¹²	30	+6	-1/27"	5	1200	16

* All of these weapons use the Modified Range Modifier (MRM) rules.

** These weapons are used to shoot the warheads. See Grenade/Explosive chart for their Damages.

¹ Fires the PG-2 shaped charge.

² Fires the PG-7 shaped charge.

³ Fires the 57mm HEAT shaped charge, 57mm HE explosive, and the 57mm antipersonnel.

⁴ Fires the 3.5" HEAT shaped charge.

⁵ Fires the 90mm HEAT shaped charge, 90mm HE explosive, and the 90mm antipersonnel.

⁶ Fires the 40mm HE (M381, M384) and the 40mm antipersonnel.

⁷ The same as in 6.

⁸ Fires the M72A1 LAW shaped charge.

⁹ Fires the S-5 explosive.

¹⁰ Fires the M151 explosive.

¹¹ Fires the M229 explosive.

¹² Fires the M789 shaped charge.

SHAPED CHARGE ROUNDS

RADIANT DAMAGE/SHAPE CHARGE DAMAGE*

PG-7	11D6/5D6+1
PG-2	10D6/5D6
57mm HEAT	7D6/4D6+1
3.5" HEAT	10D6/5D6+1
M72A1 LAW	9D6/5D6+1
90mm HEAT	11D6/3 1/2D6
SWATTER B	13D6/6D6
Hellfire	12D6/6D6
M789	2D6/4D6

* Shape Charge rounds have 2 forms of damage. The first number is the explosive normal armor piercing damage in a 180° arc away from the direction of travel. The second number is the armor piercing killing attack at the point of impact.

SHOTGUNS/ANTIPERSONNEL

	GAUGE	OCV	PB	RNG RNG	DMG RNG	DAMAGE	STR MIN	SHOTS	SIZE
Mossberg M500	12	+1	1"	-1/4"	-1/9"	1D6+1	5	8	12
Claymore*	N/A	10	3"	-1/6"	25"	SHELL	0	1	1
XM591 (90mm)	N/A	-1	20"	-1/5"	50"	3D6	-	Single	14
40mm	N/A	+2	1"	-1/5"	6"	1/3D6	-	Single	-
57mm	N/A	-1	10"	-1/6"	20"	2 1/2D6	-	Single	-

*The Claymore weapon stats are as shown. Damage Characteristics are under the Grenade Explosives Chart.

GRENADES & EXPLOSIVES⁵

	DAMAGE	TYPE	OCV	RNG MOD	DAMAGE/ HIT	RADIUS
S-5 ¹	11D6	NE	10	-3/2"	1D6+1	11
POMZ-2	4D6	NE	6	-3/1"	1/3D6	5
MK II	3D6	NE	6	-3/1"	1/3D6	4
M26A1	7D6	NE	9	-2/1"	1D6	8
RPG-5	5D6	NE	8	-3/2"	1/2D6	7
40mm M384 HE	4D6	NE	6	-3/1"	1/3D6	5
Chinese Stick	4D6	NE	6	-3/1"	1/3D6	4
Claymore mine*	10D6	NE	10	-1/6"	3D6	125
TNT Block	14D6	NE	-	-	-	-
TNT Salvage	7D6	NE	-	-	-	-
C-3	16D6	NE	-	-	-	-
1 Block M12	16D6	NE	-	-	-	-
3 Block M12	20D6	NE	-	-	-	-
10 Block M12	24D6	NE	-	-	-	-
57mm HE	8D6	NE	8	-3/2"	1D6	11
60mm HE	7D6	NE	8	-1/1"	1 1/2D6	18
90mm HE	12D6	NE	8	-3/2"	1D6+1	11
40mm HE M381	2D6	NE	7	-2/1"	1 pip	6
Chemical Weapon						
Bomb ⁴	15D6	NND	-	-	-	50
M229 HE (171b.) ²	13D6	NE	8	-1/1"	1D6+1	17
M151 HE ³	12D6	NE	8	-3/2"	1D6+1	17

*The Claymore operates like a shotgun. As such, it has added capabilities (see Shotgun Chart.)

¹Fired by the UV-32-57 launcher.

²Fired by the XM260 launcher.

³Fired by the M158A1 launcher (Vietnam era weapon.)

⁴A new Russian chemical weapon, nicknamed Blue-X, the damage shown covers an area of 100 hexes. NND is a Hero Games term for No Normal Defense. If the character does not have the particular defense (CBR gear), he takes the damage shown directly to his STUN.

⁵-1D6/N0. 0F HEXES = 1 for all weapons except:

POMZ-2 = 2

40mm M384 HE = 1/2

40mm HE M381 = 1/2

INCENDIARY GRENADES/BOMBS¹

	DAMAGE ²	OCV	MOD	DAMAGE	RADIUS
M34 WP Grenade	1 1/2D6	10	-1/1"	1/2D6	17
AN-M14 TH3 Incendiary	3D6	-	-	-	1
Russian Incendiary Bomb	8 1/2D6	9	-3/2"	1/2D6	12
Napalm Bomb	6D6	-	-	-	-

¹All attacks continue to burn as a continuous attack at a -1D6 per phase until extinguished.

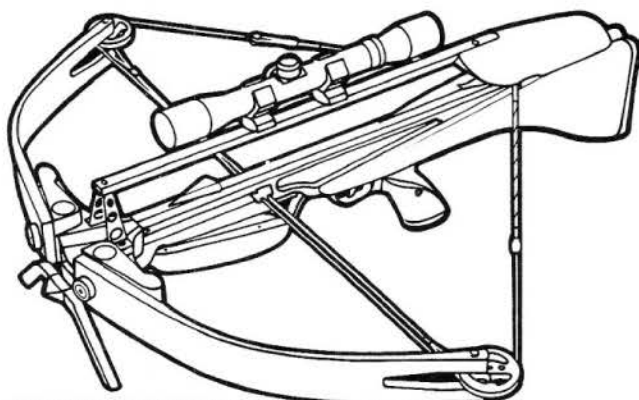
²Damage is a Armor Piercing Killing Attack.

RADIOS*

	SIZE	FREQ	STR MIN	MAX RNG	MOUNTING
R-105N	7	20-26	-5	8.5m	MAN
R-113	8	20-22	0	11.4m	VEHICLE
R-123M	10	20-51	0	31.3m	VEHICLE
Type 883	6	45-50	-5	3.6m	MAN
Type 63	8	1.5-6	0	28.4m	MAN
AN-PRC-25	7	30-80	0	4.5m	MAN
AN-PRC-77	6	30-80	-10	4.5m	MAN
AN-ARC-131	8	30-80	0	**	VEHICLE
Walkie Talkie	3	20	-20	.5m	MAN

*All radios listed are FM except for the Type 63.

**L.O.S. (Line of sight.)



Thunderbolt Compound Crossbow
with T-Bar Foot Stirrup

"Disengage," shouted Mike, "Steve, get those POW's out of here."

"Wait, Jim's missing!" called Will, "Oh my God! He's going after Slobber."

Slobber? What the hell's a Slobber? thought Deckert. In the wavering light of the burning flare, Mike saw a POW tearing through the ruins of one of the buildings. "Get those POW's to the rendezvous," he called to Steve, "I'll get that last man."

As he ran across the compound Deckert radioed to Munroe, "Don't fire on B, that man's one of ours."

"Got it," Munroe called back as the heavy, thundering fire of his machinegun suddenly stopped.

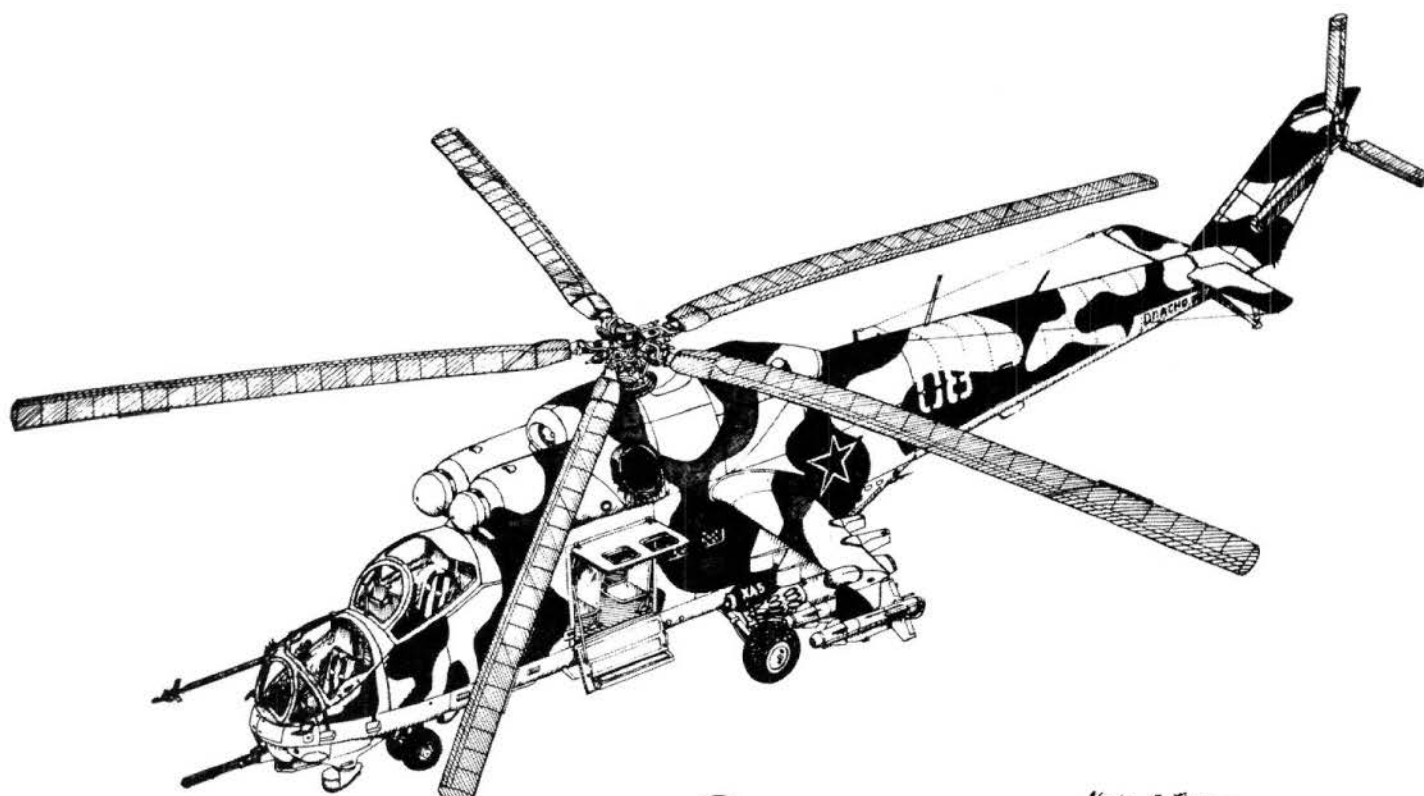
Just as he reached the building, Mike saw the POW straighten from his digging in the rubble.

"Why hello Sergeant Trang," Mike heard him say softly, "So nice to see you like this."

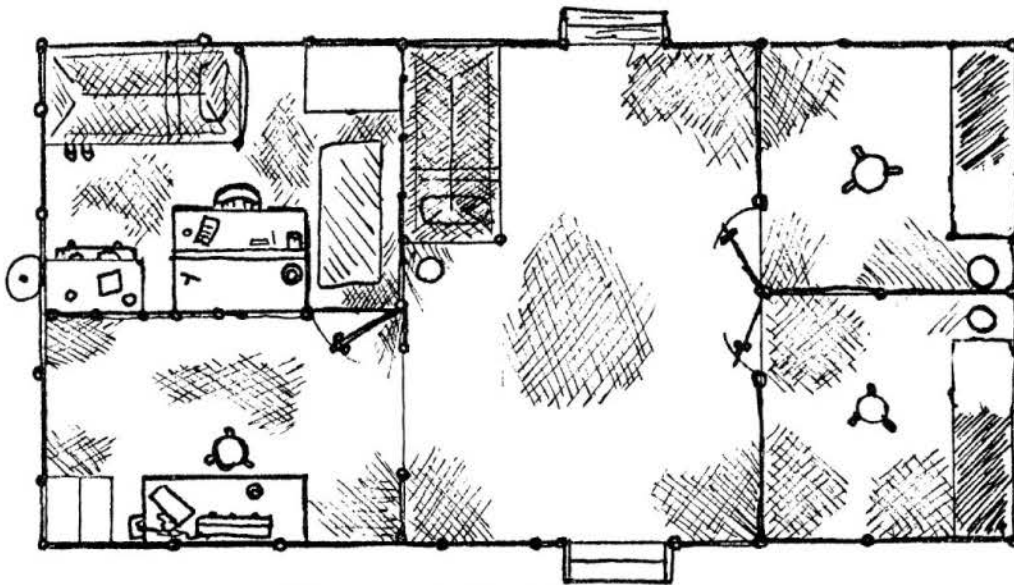
Mike looked at the Vietnamese sergeant who was pinned to the ground by a piece of bamboo through his leg. This guy's lost it, he thought. "Look Jim, we have to go," Mike said, "Leave him."

"Oh no," Jim replied, "this guy killed four of my friends and put me in that hole to die. I won't leave here without finishing him."

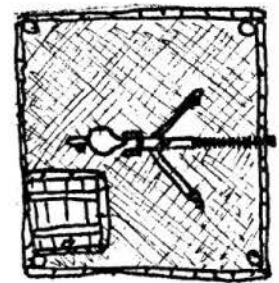
Mike looked down at the grovelling man and thought of all the tortures he must have done and the nightmares he must have made of the POW's lives. "Here," said Mike as he handed Jim his pistol, "don't take too long, we have to go."



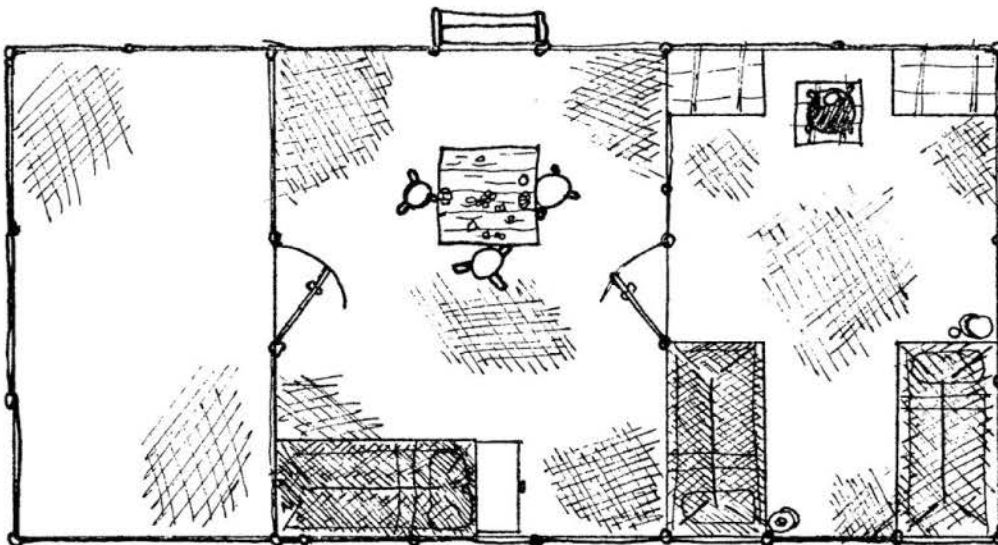
CAMP FLOOR PLANS (25mm Scale)



BUILDING A - HEADQUARTERS



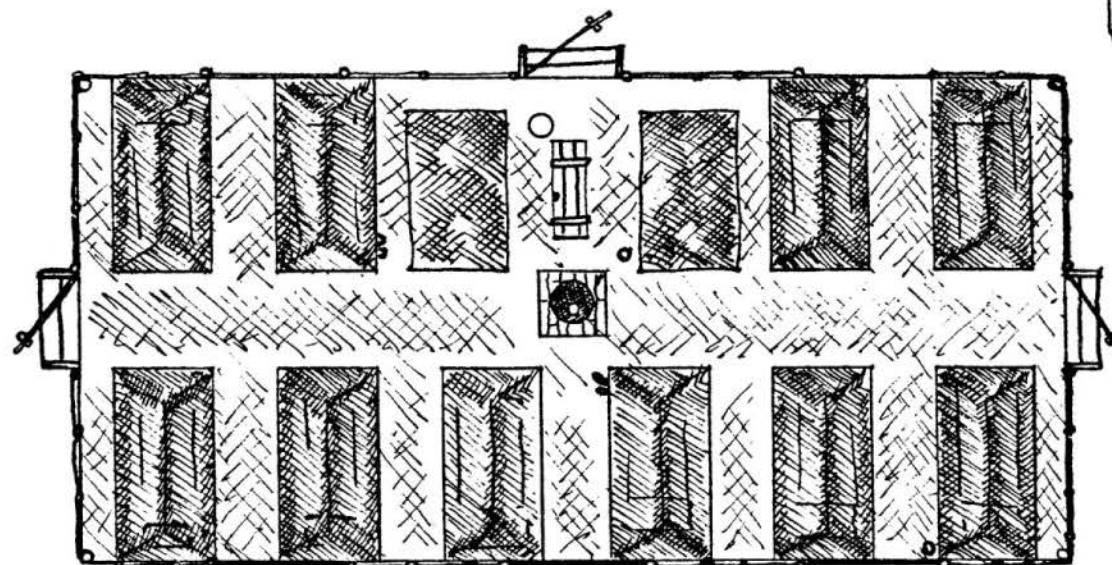
TOWER 1



BUILDING B - NCO BARRACKS



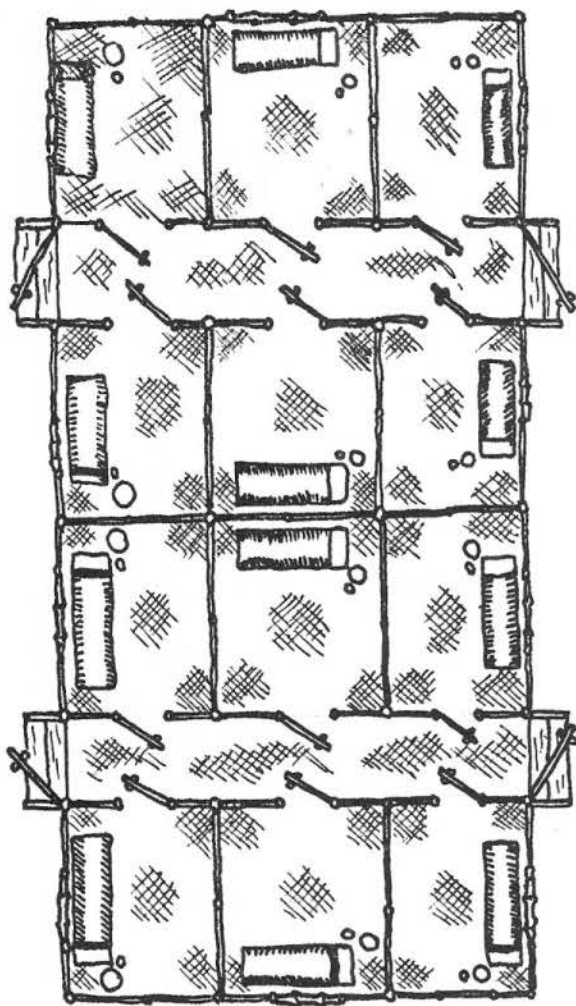
TOWER 2



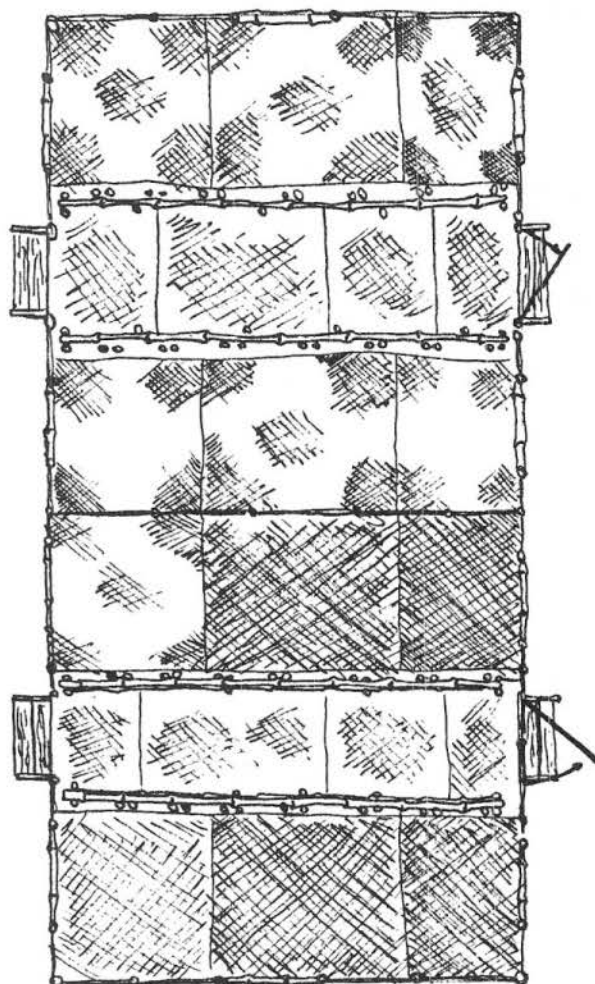
BUILDING E - GUARD BARRACKS



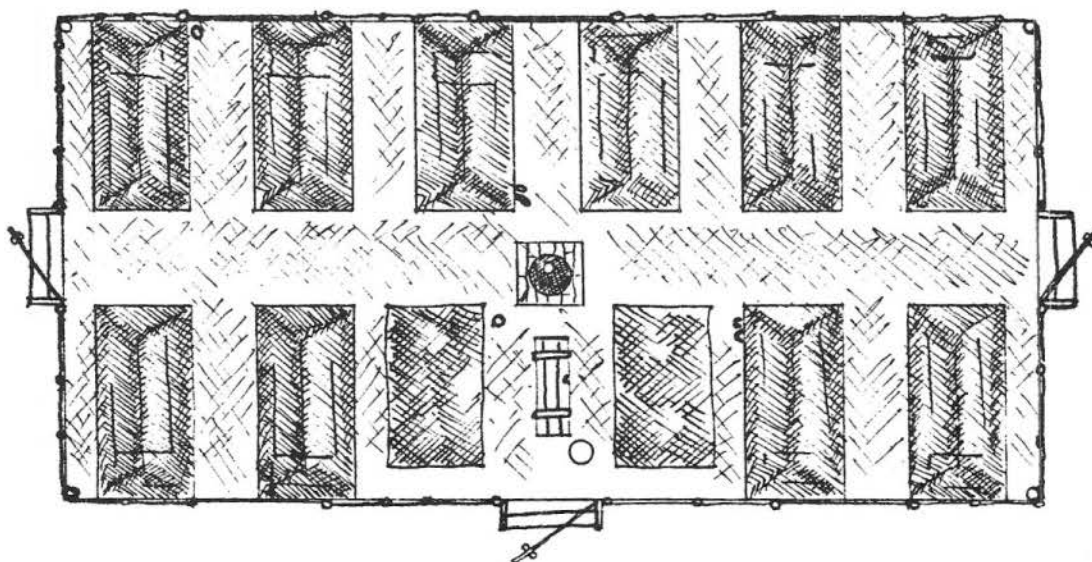
TOWER 3



BUILDING C - SECURITY LOCKUP



BUILDING D - PRISONER BARRACKS



BUILDING F - GUARD BARRACKS

The five floor plans shown here are of the camp buildings and are all in 25mm scale. The GM may use these to make his own game map as a miniature set. Permission is given to photocopy them for personal use only.

"THE GIANTS RETURN"

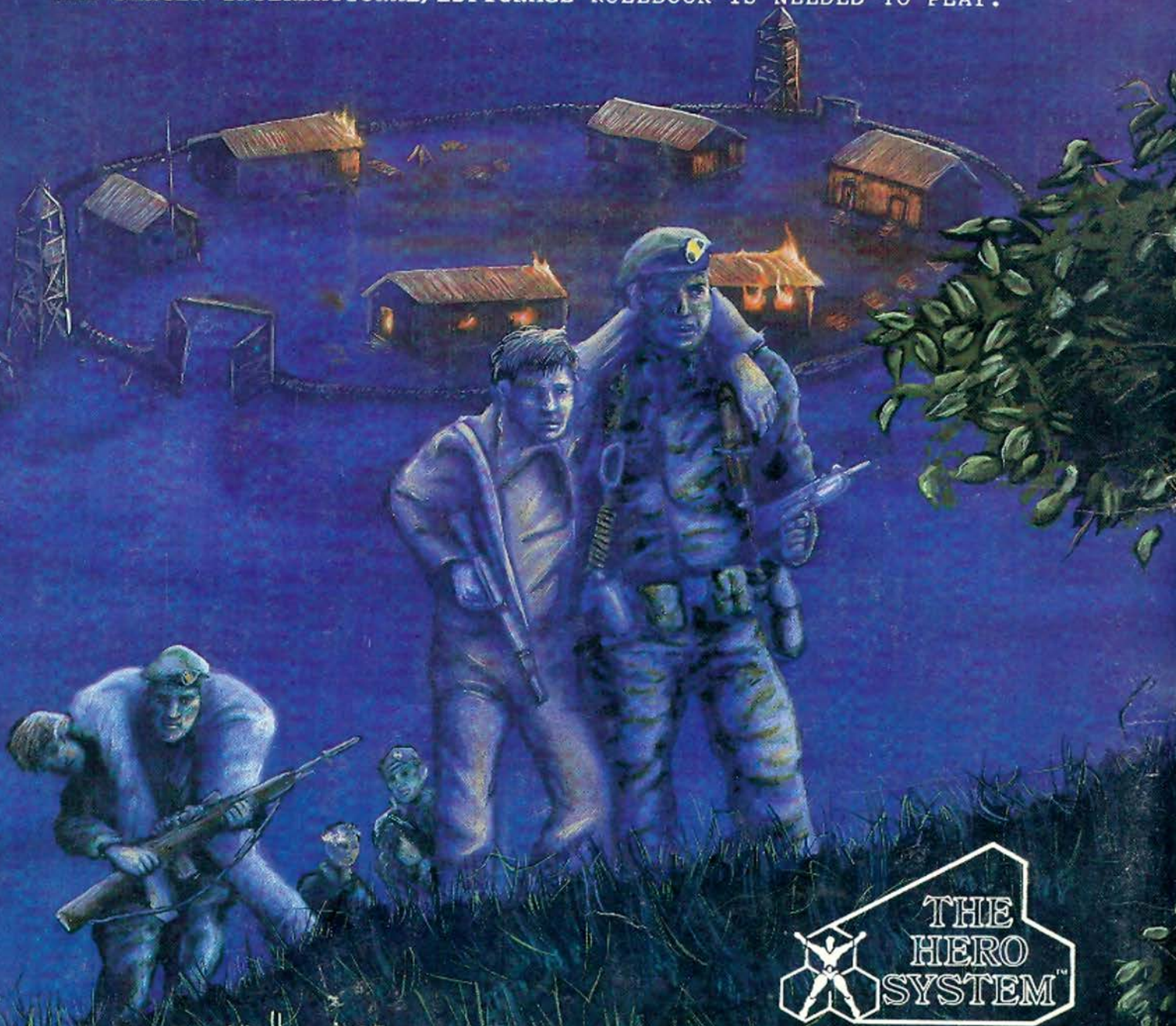
LIVE AMERICAN POW'S ARE IDENTIFIED AND LOCATED AND A GROUP OF FORMER SERVICEMEN DECIDE TO RISK THEIR LIVES TO RESCUE THEM.

TRAINING IN SECRET, THEY HAVE ONLY ONE CHANCE TO DO THE IMPOSSIBLE - PENETRATE 200 MILES INTO HOSTILE TERRITORY, RESCUE 6 POW'S, AND GET BACK OUT. ALL, WITHOUT ANY HELP FROM THE GOVERNMENT.

CAN YOU DO IT?

HERE THERE BE TIGERS IS AN ACTION PACKED ADVENTURE FOR ESPIONAGE/DANGER INTERNATIONAL WHICH INCLUDES NEW PACKAGE DEALS FOR THE ELITE MILITARY SERVICE GROUPS, A TRAINING CAMP IN WHICH CHARACTERS ACTUALLY TRAIN FOR MISSIONS VIA WEAPON RANGES AND CONFIDENCE COURSES, AND THE NEW LEVEL AGENT - THE 100 POINT AGENT!

THIS IS A MODULE/SUPPLEMENT FOR DANGER INTERNATIONAL/ESPIONAGE. THE DANGER INTERNATIONAL/ESPIONAGE RULEBOOK IS NEEDED TO PLAY.



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