

BLOOD AND GUTS

WAR ON TERROR

V2.0



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Introduction

Welcome to the second edition of Blood and Guts: War on Terror, the campaign model that serves as the monster manual for the Blood and Guts line. In the real world the monsters are human and War on Terror updates these monsters to the second edition following the pattern used in Blood and Guts 2: Special Operations Command. These rules should provide the game master with the perfect opponents for his special operations campaigns, providing adventure hooks, historical information on the organizations involved as well as a number of ready made NPCs representing the rank and file of the different groups presented.

Terrorism Primer

What is Terrorism?

The official United States definition of terrorism is defined in federal law as follows: "The unlawful use of force or violence against persons or property to intimidate or coerce a government, the civilian population, or any segment thereof, in furtherance of political or social objectives."

The FBI also makes a distinction between domestic and international terrorism.

Domestic Terrorism

Domestic terrorism is the unlawful use, or threatened use, of force or violence by a group or individual based and operating entirely within the United States or its territories without foreign direction committed against persons or property to intimidate or coerce a government, the civilian population, or any segment thereof, in furtherance of political or social objectives.

International Terrorism

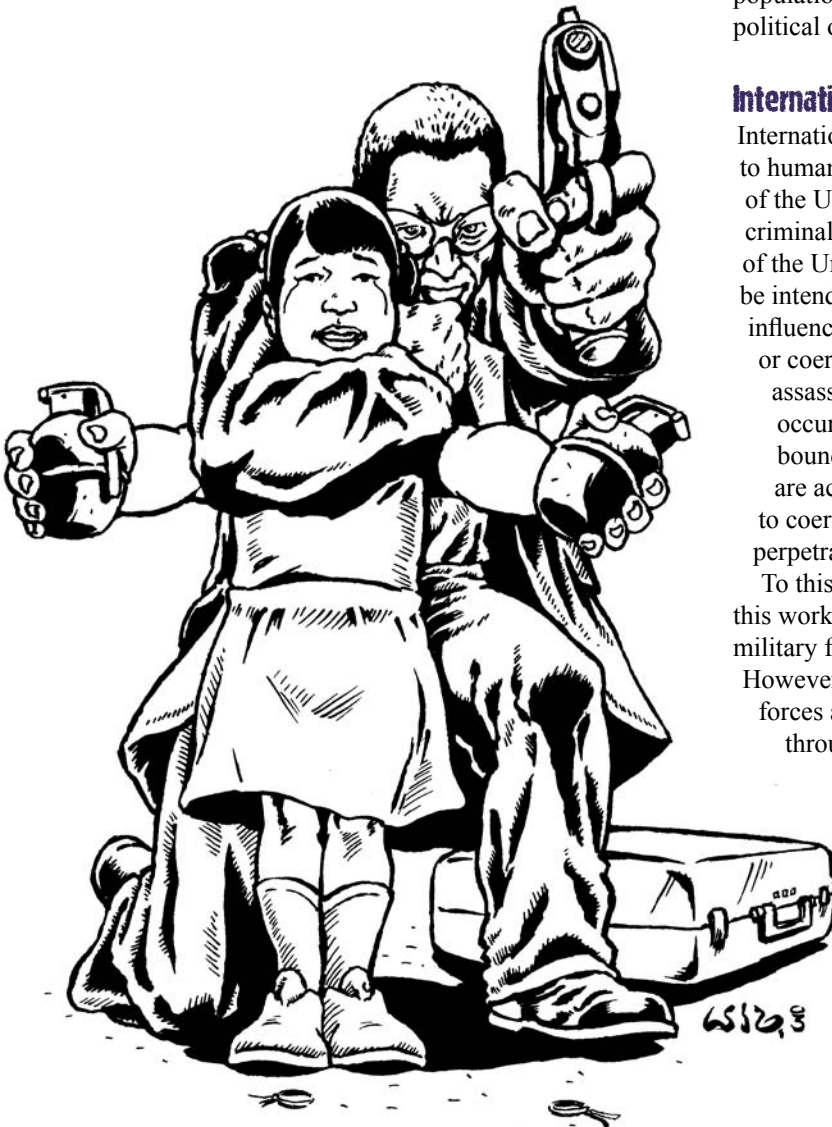
International terrorism involves violent acts dangerous to human life that are a violation of the criminal laws of the United States or any state, or that would be a criminal violation if committed within the jurisdiction of the United States or any state. These acts appear to be intended to intimidate or coerce a civilian population, influence the policy of a government by intimidation or coercion, or affect the conduct of a government by assassination or kidnapping. International terrorist acts occur outside the United States or transcend national boundaries in terms of the means by which they are accomplished, the persons they appear intended to coerce or intimidate, or the locale in which the perpetrations operate or seek asylum.

To this, an added definition is assumed throughout this work, that those forces which attack government and military forces exclusively are *guerillas*, not terrorists. However, a force which attacks both government/military forces and civilians is considered a terrorist organization throughout this work.

Homeland Security Advisories

In an effort to coordinate domestic efforts to combat terrorism, the Homeland Defense Agency issues a daily threat level based on a five-tier color-coded system.

Green (Low Threat Level): At this threat level, agencies concentrate on maintaining alertness, and training personnel,





including training on the Homeland Security Advisory system. All facilities and regulated sectors will be monitored for any weaknesses in security, and all possible steps will be taken to mitigate any weaknesses discovered.

Blue (Guarded Threat Level): This condition indicates a general risk of terrorist attack. In addition to the procedures outlined above, agencies will: 1) Check emergency communication with designated emergency command centers; 2) Review and update emergency response centers; 3) Provide the public with any information that would strengthen its ability to act appropriately.

Yellow (Elevated Threat Level): This condition indicates a significant risk of terrorist attack. In addition to the procedures outlined above, agencies will: 1) Increase surveillance of critical locations; 2) Coordinate emergency plans with neighboring jurisdictions; 3) Assess whether the precise characteristics of the threat require refinement of preplanned Protective Measures; 4) Implement, as appropriate, contingency and emergency response plans.

Orange (High Threat Level): This condition indicates a high risk of terrorist attack, usually in regards to a specific statement by one or more terrorist groups or intelligence of a specific risk of imminent attack. In addition to the procedures outlined above agencies will: 1) Coordinate necessary security efforts with Federal, State, and local law enforcement agencies, or the National Guard, or any appropriate armed forces organizations; 2) Take additional precautions at public events, including consideration of other venues or cancellation; 3) Prepare to execute contingency plans, including relocating command centers or dispersing emergency services personnel; 4) Restricting access to any threatened facility to essential personnel only.

Red (Severe Threat Level): This condition indicates a severe threat of terrorist attack, almost always coupled with a specific threat or specific intelligence. This threat level is not meant to be maintained for extended periods of time. In addition to the procedures outlined above agencies will: 1) Increase or redirect personnel to address critical emergency needs; 2) Assign emergency response personnel and pre-position and mobilize specially trained response teams or resources; 3) Monitor, redirect, or constrain transportation systems; 4) Close public and government facilities.

Terrorism Sourcebook

Below are described various terror groups, their motivations, and their histories. Before each group is described, relevant information is provided for the GM, including Holy Wars, Operatives, Size, Cells, and Financial Resources.

Holy Wars: An organization's Holy Wars determine which targets Zealots and Terrorists will get bonuses

“Certain groups of people: Christian Fundamentalists, Jewish Fundamentalists, Muslim Fundamentalists, and just plain guys from Montana, are eventually going to provide us with a great deal of entertainment.”

George Carlin

Max and Bri walked hand in hand down by the water. Following that business with the Hanmei and Marcel, they had come to South Korea, the place where Bri's soul could always feel at home. They were two lovers, trying to rediscover what they'd lost. “Bri! Max!”

They turned, seeing Kimmy running up to them at full tilt. Max laughed, “I told you the old man would send someone after us.”

Then they saw the blood. About twenty yards away from the couple, Kimmy collapsed, blood seeping from her shoulder.

Kimmy woke to find Max and Bri standing over her, she started to sit up. “Where...”

Max shook his head. “Don't move. Don't. You took a through and through to the shoulder. I patched you up, but stay still.”

Kimmy's eyes wandered lazily around the small minbak the couple had rented. Max got up, giving Bri room to sit on the edge of the bed. “Kimmy, it's Bri honey, we need to know... where's my father? You and he went to see the old Korean Folk Village. Do you remember?”

Suddenly, the girl's glazed eyes focused on Bri. Her hand grabbed the older woman's forearm in a bruising grip. “They took him Bri. They had masks, and guns. I tried to stop them, but they shot me, and then I just ran. I knew I had to find you. I knew...”

And then she was unconscious, those words taking the last of her energy.

against, and in general who the organization will conduct operations against. As the campaign progresses, these enemies may change, and a change in leadership in the organization will almost always add an enemy to the list.

Operatives: This indicates where you are likely to encounter members or affiliates of a group in small numbers. These affiliates will usually not have access too much of the organization's resources (maximum requisition value being one-fourth the organization's resources).

Size: Size indicates the general size of the organization, including leadership, die-hard members, affiliates and those who provide aid. Small organizations are more difficult to locate and track through the Investigate skill, but tend to have more resources.

Home Base: A group's main bases of operations.

Cells: Cells indicate where the organization has active cells working on future terrorist action. Members of a



Cell will have the Cell or Splinter Cell feat, and thus be much harder to trace back to the home organization with the Investigate skill. Cells can requisition Equipment at a –6 penalty, while Splinter Cells requisition equipment at a –10.

Financial Resources: The wealth of the group. The number given is the maximum Wealth value of items that may be requisitioned from the group.

17 November

17 November was established in 1975, and named after a student uprising that occurred two years earlier (November 17th 1973) that protested the government's military ties to the United States. The group seeks the removal of U.S. military bases, and the withdrawal of Greece from NATO and the European Union (EU).

17 November has engaged in the assassination of U.S. and Greek officials, bombing and assassination of EU targets, and attacks on foreign companies investing in Greece. Kidnapping of foreign businessmen is a possibility, both as a means of raising capital, and to draw further attention to their cause from the international community.

Recently, rocket attacks have been conducted against targets of opportunity. These attacks seem to be more spur of the moment, rather than planned operations.

Holy Wars: Greek Government, European Union, NATO, United States.

Operatives: Europe, Turkey, Cyprus.

Size: Small.

Home Base: Athens, Greece.

Cells: Europe.

Financial Resources: +15 (well funded by a small, committed group).

Group Requirements

To qualify for 17 November a character must meet the following criteria.

BAB: 3+

Skills: Knowledge (tactics) 3 ranks, Demolitions 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency, Exotic Firearms Proficiency (Rocket Launchers)

Group Features

All of the following are features of 17 November.

These specialties and abilities take effect 30 days after you join the group and last until 30 days after you leave the group.

Group Specialties: +2 competence bonus to Demolitions skill checks, +1 competence bonus with rocket launchers.

Group Enemies: Members of 17 November receive a +1 morale bonus to hit and damage when fighting American or Greek military or government officials.

Typical 17 November terrorist (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 14, flatfooted 13 (+0 size, +2 Dex, +2 class, +1 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+4, Combat Martial Arts), or +5 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +3, Ref +3, Will +0; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.

Occupation: Military (Demolitions, Knowledge [Tactics])

Skills: Climb +5, Craft (structural) +3, Demolitions +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +3, Repair +3

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Martial Arts, Exotic Firearms Proficiency (rocket launchers), Personal Firearms Proficiency

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Leather Jacket, Walther PPK

Plot Hook: Anniversary Present: On November 17th group members decide to remind the world of their cause by kidnapping an American serviceman, Capt. Ronald Tracy, having lunch with his girlfriend. Unknown to the terrorists, the girl is the daughter of an American ambassador. Since she would make a much better “statement” than a fighter pilot, and one hostage is easier to care for than two, Greek Intelligence believes Capt. Tracy will be killed the moment the group discovers the girl's identity.

At the insistence of the Greek government, American special operations forces must work with Greek authorities and free the hostages before the situation turns into a major international incident. Also, one member of the Greek forces the PCs are working with is a 17 November plant, who will try to alert his fellows to the identity of the girl without being detected. Worse, if he is unable to do that, he will try to turn any operation into a bloodbath, killing his fellows to turn them into martyrs, as well as the hostages, and damaging both the reputation of the Greek and American forces, but also souring their relations with one another.

Abu-Nidal

Abu-Nidal (also known as Black September) and its leader, Sabri al-Banna, split from the PLO in the 1970's. Since that time, Abu-Nidal has engaged in terrorist operations in over twenty countries, killing close to a thousand people.



Targets have included the United States, Great Britain, Israel, the PLO, moderate Palestinians and Arabs.

Abu-Nidal is believed responsible for the Pan Am Flight 73 Hijacking in 1986, and the assassination of two high-ranking PLO officials in the early nineties. For unknown reasons, Abu-Nidal has not attacked a Western target since the late 1980's.

The membership of Abu-Nidal is believed to be close to five hundred, and in the past the organization has received money, equipment, training, and logistical support from Iraq, Syria, and Libya. Due to a falling out with Syria in 1987, and current United States and British operations in Iraq, it is believed that this organization's external support has been considerably diminished of late.

Holy Wars: Israel, PLO, moderate Arabs, Palestinians, and Muslims; previously the United States (Abu-Nidal has not attacked a United States target since the late eighties. Future attacks are still a possibility, however, since no formal cessation of hostilities has been declared and the United States continues to work with Abu-Nidal's enemies, particularly Israel.)

Operatives: Europe, Africa, Middle East, Asia.

Size: Medium.

Home Base: Believed to have relocated to Iraq in 1998. Previously believed to be based in the Bekaa Valley of Lebanon.

Cells: West Bank, Lebanon, Syria, Sudan.

Financial Resources: previously +25 (considerable external support from Iraq, Syria, and Libya); currently +20 after ongoing operations in Iraq and a falling out with Syria (considerable external support from Libya).

Group Requirements

To qualify for Abu Nidal a character must meet the following criteria.

BAB: 2+

Skills: Hide 6 ranks, Move Silently 6 ranks, Demolitions 6 ranks

Feats: Personal Firearms

Group Features

All of the following are features of Abu Nidal. These specialties and abilities take effect 30 days after you join the group and last until 30 days after you leave the group.

Group Specialties: +4 competence bonus to Demolitions skill checks; +4 competence bonus Hide and Move Silently skill checks in desert or urban terrain.

Group Enemies: +1 morale bonus to attack and damage rolls against the PLO and moderate Palestinians and Arabs. +2 morale bonus to attack and damage rolls against American and Israeli military forces.

Typical Abu Nidal member (Fast Hero 3) CR 3;

Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 40 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +2; Grap +4; Atk +4 melee (1d4+2, Knife), or +4 ranged (2d6+0, Ruger Service Six); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +2, Ref +4, Will +1; AP 1; Rep +1; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Survival)

Skills: Craft (mechanical) +4, Demolitions +7, Drive +8, Hide +10, Knowledge (Streetwise) +4, Move Silently +10, Survival +6

Feats: Armor Proficiency (light), Endurance, Personal Firearms Proficiency, Point Blank Shot, Stealthy

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Possessions: Knife, Ruger Service Six

Plot Hook: *The Great Escape:* High-ranking Abu-Nidal organizers, trapped in Iraq since the beginning of American and British operations there, have decided the time has come to slip out of the country. American and British special operations are alerted to the pending escape by Saudi intelligence. The group's plan is to slip out of Iraq into Jordan (a country not at all friendly to terrorists),





pass through Jordan to Egypt (another country that would happily arrest and kill them) to make their way to Libya where they can expect safe haven.

Depending on how evil the GM is feeling, the PCs could apprehend the terrorists' small, heavily-armed convoy in the desert on their way to the Jordan border, or the PCs could be forced to pursue the terrorists through Jordan and Egypt, where the PCs will *not* be much more welcome than the terrorists. Collateral damage or civilian casualties would be a nightmare for America, but the terrorists are considered an important enough target to risk it. GMs who wish to complicate matters further could have Jordan decline American requests for special operations to seek the terrorists in their country (this is the most realistic response they would have in fact), and have the PCs ordered to attempt a covert, illegal apprehension of the terrorists in Jordan or Egypt.

Abu Sayyaf

Abu Sayyaf seeks to create an independent Muslim state in Mindanao, an area of the Southern Philippines with a large Muslim population. Their leader was killed in a clash with police in 1998, and the current leadership of the group is unknown at the present time.

Many members of Abu Sayyaf went to fight with the Mujahadin resistance to the Soviet invasion of Afghanistan, and this action led to members returning to the Philippines with Al-Qaeda contacts, as well as better training, battle experience, and more radical views toward America. After September 11th, United States Special Operations units have been aiding the Philippine military in their attempts to combat Abu Sayyaf.

Throughout April 2002, Abu Sayyaf claimed responsibility for a series of bombings in the Mindanao city of General Santos. The organization is also known for kidnapping foreign tourists. Twenty tourists seized in May 2001 were either ransomed for large amounts of money (one of the organization's methods of raising capital to continue its activities) or killed in June 2002, and the United States, Britain, Australia, and Canada have travel advisories in place warning tourists to avoid the Island of Mindanao, although unexploded bombs were discovered in the northern city of Manila in March 2002.

Holy Wars: Philippine Government, United States.

Operatives: Afghanistan.

Size: Small.

Home Base: Southern Philippines (Mindanao Island and Sulu Archipelago).

Cells: None.

Financial Resources: +16 (small group of devoted followers with outside aid from Al-Qaeda, and other Mid East and Asian Islamic terror organizations).

Group Requirements

To qualify for Abu Sayyaf a character must meet the following criteria.

BAB: 2+

Skills: Knowledge (streetwise) 3 ranks, Demolitions 3 ranks, Hide 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Abu Sayyaf. These specialties and abilities take effect 30 days after you join the group and last until 30 days after you leave the group.

Group Specialties: +2 competence bonus to Demolitions skill checks, +2 competence bonus to Hide and Survival checks in Philippines

Group Enemies: Members of Abu Sayyaf receive a +1 morale bonus to hit and damage when fighting American or Philippine military or government officials.

Typical Member of Abu Sayyaf (Fast Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 40 ft; Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +2 equipment); BAB +2; Grap +3; Atk +3 melee (1d4+1, Knife), or +4 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +4, Will +2; AP 1; Rep +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Survival)

Skills: Craft (mechanical) +3, Demolitions +6, Drive +5, Hide +7, Knowledge (Streetwise) +3, Move Silently +4, Survival +7

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Dodge, Mobility, Personal Firearms Proficiency

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Possessions: Pull-up pouch vest, Knife, AK-47

Al-Jihad

Al-Jihad seeks to overthrow the government of Egypt and replace it with an Islamic state. Targets high-ranking Egyptian government officials, such as Cabinet ministers, for assassination. Assassinated Egyptian President Anwar Sadat in 1981.

Ayman al-Zawahiri, a key leader of one Al-Jihad faction, is believed to be in Afghanistan right now, and is believed to be a key ally of Bin-Laden's Al-Qaeda, who provide Al-Jihad with funding.

One of the most effective tactics employed by Al-Jihad is the surprise SMG attack launched from the back of a motorcycle. This was the attack method used in the assassination of President Sadat.

Max was yelling into the phone. Bri helped Kimmy sit up so she could sip some tea.

"No. No. I don't give a fuck who you are. I want to speak to General Eiling. A Japanese citizen was kidnapped today, an ex-Ambassador. He is a personal friend of the General. Is this starting to soak through to your ass where the thinking part of you is, Lieutenant? No, I won't give you my number. I'm going to stand here on hold while criminals hold the General's friend, who is very elderly and could die at any moment, while you haul your ass like it never has been hauled and get the General on the phone for me soldier!"

Max finally paused for breath, sinking into a chair and exhaling heavily.

"Ok, I have impressed on Lieutenant Waid the importance of his waking the General up."

Bri sat down on the huge bald man's lap, "You know you're amazing when you get like that right?"

Max just laughed. "Yeah I know, I was here the whole time remember gorgeous? How's the patient?"

Bri looked over at the bed, suddenly serious, watching the girl, who was already asleep again. "Better. Not a bad job for someone who supposedly had very little medical training. She just needs rest. How she made it all the way to us with that wound is a mystery to me."

Max shrugged, one arm slipping lazily around Bri's waist. "She's tough, that's how. Listen, there's something you need to know. I didn't think this would be an issue, but I have a pretty good idea who these guys are that nabbed your old man, and I want to tell you before you hear me tell the General."

Bri just looked down at him, chestnut and blonde hair a beautiful contrasting frame to the almost perfect oriental cast of her face. Max steeled himself. He hated it when she did that. She was the most beautiful woman in the world when she was all quiet and serious like that.

"Your father wasn't just an ambassador, Bri. Your father was a spy."

Holy Wars: Egyptian Government, Israel, United States.

Operatives: Africa, Middle East, Europe.

Size: Medium.

Home Base: Cairo, Egypt.

Cells: Afghanistan, Pakistan, Sudan, Britain.

Financial Resources: +20 (supported by Al-Qaeda, Iran, and Sudan, as well as from Islamic charities and donations).

Group Requirements

To qualify for Al-Jihad a character must meet the following criteria.

BAB: 3+

Skills: Knowledge (tactics) 3 ranks, Drive 3 ranks

Feats: Personal Firearms Proficiency, Drive-by Attack, Weapon Focus (Skorpion)

Group Features

All of the following are features of Al-Jihad.

These specialties and abilities take effect 30 days after you join the group and last until 30 days after you leave the group.

Group Specialties: +2 competence bonus to Knowledge (tactics) and Drive skill checks.

Group Enemies: Members of Al-Jihad receive a +1 morale bonus to hit and damage when fighting American or Egyptian military or government officials.

Typical Member of Al-Jihad (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +4; Atk

+4 melee (1d4+3, Knife), or +6 ranged (2d4+0, Skorpion); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +4, Ref +3, Will +0; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 10.

Occupation: Military (Demolitions, Drive)

Skills: Climb +3, Craft (structural) +4, Demolitions +4, Drive +8, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

Feats: Armor Proficiency (light), Combat Driving, Drive-by Attack, Personal Firearms Proficiency, Weapon Focus (Skorpion SMG)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, Skorpion

Plot Hooks (*Devil's Bargain*): Abu-Nidal organizers, fleeing Iraq, with American and British forces nipping at their heels, barter Sarin Nerve gas with Al-Jihad for safe haven and passage to Libya. If the PCs are illegally pursuing Abu-Nidal through Cairo, this would be an especially evil plot twist. (See the *Great Escape* plot hook under Abu Nidal for more information).

Al-Qaeda

Al-Qaeda ("The Base") grew out of the Mujahadin resistance to the Soviet invasion of Afghanistan. Although this resistance was supported by many, the two forces with the greatest bearing on the eventual formation of Al-Qaeda as it is known today from the Mujahadin are the United States Central Intelligence Agency, and Usama Bin Laden.

Many of the Mujahadin were trained in paramilitary



and unconventional warfare tactics by the CIA, and felt there was an implied promise that America would help Afghanistan rebuild from the long and bloody conflict with the Soviets. When the United States “abandoned” the Mujahadin after the Soviet withdrawal, a deep hatred of the United States was sparked in many of the revolutionaries that had flocked from the Middle East to join the conflict as these soldiers, with their Jihad experience returned home to countries such as Egypt, Algeria, and Saudi Arabia.

In an effort to fund the Mujahadin, many Arab “money men” were brought into the picture. One of these was Usama Bin Laden, who, after the Soviet withdrawal from Afghanistan, began to shape the organization, using his vast personal wealth to provide training camps and “courtesy houses”. United States citizens were recruited to make financial transactions on behalf of Al-Qaeda, allowing these transactions to draw less attention from the authorities. In the early 90’s, Al-Qaeda issued several Fatwahs, or interpretations of Islamic law stating the just and noble cause of destroying the United States, Israel, and various “illegitimate” governments (those deemed to be supported by the United States, such

as Egypt and Saudi Arabia). One of these Fatwahs stated, “in compliance with God’s order we issue the following fatwah to all Muslims: the ruling to kill the Americans and their allies, including civilians and military, is an individual duty for every Muslim who can do it in any country in which it is possible to do it.”

After the Gulf War, in 1991, and Operation: Restore Hope in Somalia in 1992, which Al-Qaeda saw as American precursors to occupation of the Holy Land, Al-Qaeda became even more focused on the destruction of the United States.

Al-Qaeda maintains close ties with numerous groups that share its goals, including Al-Jihad and Egyptian Islamic Jihad, and has contacts with terrorist groups in Sudan, Saudi Arabia, Yemen, Somalia, Eritrea, Djibouti, Afghanistan, Pakistan, Bosnia, Croatia, Albania, Algeria, Tunisia, Lebanon, the Philippines, Tajikistan, Azerbaijan, the Kashmiri region of India, and the Chechen rebels in Russia. Al-Qaeda is known or suspected to have cells operating in Kenya, Britain and the United States.

Since 1993 Al-Qaeda has been involved in attacks in Somalia, Kenya, Tanzania, Yemen and the United States that have resulted in thousands of deaths.

Al-Qaeda is an umbrella organization. They provide logistical aid, money and training to small groups who share their goals (usually the destruction of enemies on Al-Qaeda’s Holy War list). The result of this chaotic network makes Al-Qaeda uniquely difficult to track. In game terms, each group working under the Al-Qaeda umbrella is a Cell or Splinter Cell.

Holy Wars: United States, Israel, “infidel governments” (varies- includes Egypt, Saudi Arabia, all secular governments, and all pro-Western governments).

Operatives: Global.

Size: Large (but see below).

Home Base: Afghanistan.

Cells: Africa, Britain, Saudi Arabia, United States.

Financial Resources: +40 (virtually unlimited resources; large internal support from leader Usama Bin Laden, as well as extensive external support).

Note: Since Al-Qaeda is a network of likeminded organizations, there are no group requirements, features or typical members. Operatives from any affiliated organization will be recruited based on the requirements of the target the group to attack.



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Alex Bancayao Brigade

Formed in the mid-1980's, the ABB performs acts of terror and assassination on behalf of the Manila Communist party, dedicated to turning the Philippines into a communist country.

ABB has been credited with more than 100 murders, including the death of American Army Colonel James Rowe in 1989. In the mid 90's Philippine law enforcement successfully engaged in several successful raids on the organization, killing and imprisoning many key members. Although thought destroyed by these raids, a subsequent assassination of a high-ranking Philippine official shows the group, though seriously weakened, still maintains the ability to strike.

Holy Wars: Philippine Government, United States.

Operatives: Manila.

Size: Small.

Home Base: Manila.

Cells: None.

Financial Resources: +10 (small group that has recently taken serious blows due to clashes with law enforcement; some outside assistance from the Revolutionary Proletariat Party).

Group Requirements

To qualify for Alex Bancayo Brigade a character must meet the following criteria.

BAB: 2+

Skills: Intimidate 3 ranks, Survival 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Alex Bancayo Brigade

Group Specialties: +2 competence bonus to Intimidate skill checks; +2 competence bonus to Survival and Hide checks in the Philippines.

Group Enemies: Members of Alex Bancayo Brigade gain a +1 morale bonus to attack and damage roles when fighting American or Philippine military or government forces.

Typical Member Alex Bancayo Brigade (Tough Hero 3)
CR 3; Medium-size humanoid; HD 3d10+6 plus 6; HP 29; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +2; Grap +3; Atk +3 melee (1d4+1, Knife), or +4 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +2; AP 1; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Craft (structural) +3, Demolitions +3, Drive +7, Hide +4, Intimidate +2, Pilot +4, Survival +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Toughness, Vehicle Expert

Talents (Tough Hero): Robust, Damage Reduction 1/—

Possessions: Pull-up pouch vest, Knife, AK-47

Armed Islamic Group

Armed Islamic Group is an extremely violent group, seeking to replace the Algerian government with an Islamic religious state. Terrorist activities began in the early 90's when the Islamic Salvation Front (FIS), Algeria's largest Islamic political party won seats in the first round of a legislative election, and the government voided the results of that election (whether because the election results were tainted or because the government simply wanted to keep the FIS out of power is a subject of some debate).

GIA engages in frequent attacks against foreigners, particularly journalists and businessmen. GIA also conducts particularly bloody attacks against villages who disagree with their views, and has massacred entire villages in successive terror campaigns. Also uses car bombs, and is known for kidnapping victims and slitting their throats.

The GIA hijacked an Air France flight to Algiers in 1994, and is suspected of a series of bombings in France in 1995.

The GIA has an estimated several thousand members, and receives support from Algerian nationals living in Western Europe. GIA also receives support from Sudan and Iran. Algeria has severed all diplomatic relations with Iran as a result of their support of the GIA.

Holy Wars: Algerian Government, United States.

Operatives: Africa, Iran, Sudan, Western Europe.

Size: Medium.

Home Base: Algeria.

Cells: France.

Financial Resources: +20 (medium organization supported by Algerian expatriates in Western Europe, as well as receiving support from Iran and Sudan).

Group Requirements

To qualify for Armed Islamic Group a character must meet the following criteria.

BAB: 3+

Skills: Knowledge (tactics) 3 ranks, Demolitions 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of Armed Islamic Group.

Group Specialties: +2 competence bonus to Demolitions and Knowledge (tactics) skill checks; +2 competence bonus to Hide and Survival skill checks in Algeria



Group Enemies: +1 morale bonus to attack and damage rolls when fighting American or Algerian military or government forces.

Typical Member Armed Islamic Group (Strong Hero 3)

CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+4, Knife), or +6 ranged (2d10+0, HK G3); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Craft (structural) +4, Demolitions +7, Hide +6, Knowledge (Streetwise) +4, Knowledge (Tactics) +7, Move Silently +3, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Stealthy, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, HK G3

Aum Supreme Truth

A cult established in 1987, Aum was at one time a legal, legitimate religion under Japanese law and ran candidates for Parliamentary election in 1989. The cult believes that “Armageddon” is near, and will be caused when the United States attacks Japan, starting World War III.

In the late 80’s the group began its first terrorist activities, targeting rival cult leaders and reporters critical of the group. When the group’s Parliamentary bids proved unsuccessful, the organization became increasingly radical, and attacks moved from those who opposed the cult directly to Japanese and American authorities.

In 1995 the group’s religious recognition was revoked, but it was not outlawed. In March of that year, Aum operatives released Sarin nerve gas on the Tokyo subway, killing 12 and injuring 6,000. The organization also has attempted to use biological weapons without success.

Although the leader of Aum was arrested and has been charged with 17 counts of murder, the organization continues recruitment, and its website still promotes the group taking over Japan, anti-American sentiment, and the imminence of Armageddon.

Shortly before the subway attacks, Aum claimed to have 9,000 members in Japan, and 40,000 members worldwide. Its current membership is unknown, but estimated at 2,000 members.

However, reports indicate Aum now seeks nuclear and radiological materials, and the Japanese government is so convinced of the movement’s continued danger to public safety that it has successfully expanded police powers to investigate the group.

Holy Wars: Japan, United States.

Operatives: Australia, Russia, Ukraine, Germany, Taiwan, Sri Lanka, United States.

Size: Large.

Home Base: Japan.

Cells: Unknown.

Financial Resources: +21 (large organization with legitimate businesses and many contributors).

Group Requirements

To qualify for Aum Supreme Truth a character must meet the following criteria.

Skills: Craft (chemical) 6 ranks, Craft (electronic) 6 ranks, Demolitions 6 ranks

Feats: Builder

Group Features

All of the following are features of Aum Supreme Truth.

Group Specialties: +2 competence bonus to Craft (chemical), Craft (electronic) and Demolitions skill checks

Group Enemies: +1 morale bonus to attack and damage rolls when fighting American or Japanese government or military forces.

Typical Aum Supreme Truth Member (Smart Hero 3)

CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 12; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +1; Atk +1 melee (1d3+0, Unarmed Strike), or +2 ranged (2d6+0, Ruger Service Six); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +2, Will +4; AP 1; Rep +1; Str 10, Dex 13, Con 12, Int 15, Wis 14, Cha 8.

Occupation: Technician (Computer Use, Craft [chemical], Craft [electronic])

Skills: Computer Use +8, Craft (chemical) +13, Craft (electronic) +10, Craft (mechanical) +8, Craft (pharmaceutical) +8, Demolitions +10, Disable Device +10, Knowledge (Current Events) +8, Knowledge (Tactics) +8, Knowledge (Technology) +8, Knowledge (Theology and Philosophy) +5, Repair +5

Feats: Builder (Craft [chemical], Craft [electronic]), Cautious, Combat Expertise, Personal Firearms Proficiency

Talents (Smart Hero): Savant (Craft [chemical]), Plan

Possessions: Ruger Service Six

Plot Hook: *The stuff of nightmares:* South Korean intelligence alerts PCs that Aum operatives have made contact with North Korean intelligence about purchasing radiological materials suitable for the construction of a dirty bomb (a conventional bomb used to spread radiological materials, and thus spreading toxic radiation—not an atomic or nuclear weapon, but still capable of causing mass casualties by both the explosion itself and lingering radiation).

It was a week later. Kimmy and Bri were talking over by the window. Max hung up the phone. Bri turned, the dusk light making her hair glow as it filtered into the small room. “What did they say?”

“They said there are no known currently active terrorist groups in South Korea, there have been no known terrorist attacks in South Korea for... blah blah blah. They said nothing. Basically.”

Bri shook her head and headed for her gym bag. “I’m calling some friends of mine. They have helped me with stories in the past, back when I worked for the Sentinel. They will know something and then we...”

Max reached out and snared her hand, gently pulling her close. “I’m sorry. He asked me not to tell you.”

Brianna let herself be pulled closer, speaking softly, “I’m not mad at you per se Max. But dad’s career was always a big issue for me. Mom always seemed so worried about him. About me. I guess I know why now. You didn’t lie to me Max. He did. His whole life was a lie.”

Max shook his head. “When you’re in that life, you agree not to talk about it. It’s a solemn duty. There’s things I did in the service I can’t talk about either. It comes with the territory.”

Brianna just nodded as she dug out her Palm and started looking for the phone number she needed. Just before she turned away, in a soft voice she said, “You’re just like him, which is why you always scared me Max.”

This adventure could be played out in several ways. First, the PCs could seek the materials en route from North Korea to Japan in a fast, well armed, speedboat flotilla. This would be an especially interesting mission for a SEAL/Special Boat Unit party. For PCs with a more investigative bent, the adventure could begin with the materials already in Tokyo, with Parliamentary elections underway, the PCs must coordinate with Tokyo police and track the group down before the bomb is constructed and detonated.

Basque Fatherland and Liberty

Formed in the 50’s, ETA (Euzkadi Ta Askatasuna) is devoted to the formation of an independent Basque state, devoted to Marxist ideals from areas now part of Northern Spain and Southern France. ETA has engaged in bombings and assassination of Spanish judges, politicians, and military forces. The organization also engages in robberies and kidnappings to finance its operations.

In addition to ties with Nicaraguan and Cuban Marxist organizations, ETA also has ties with Libyan and Lebanese terrorist groups, as well as the IRA. Cuba has provided safe haven for ETA refugees seeking to escape Spanish and French authorities.

Holy Wars: Spain, France.

Operatives: Libya, Lebanon, Nicaragua, Cuba.

Size: Medium.

Home Base: Northern Spain/Southern France.

Cells: None.

Financial Resources: +16 (medium group with training support from Marxist/Communist countries worldwide, particularly Cuba).

Group Requirements

To qualify for Basque Fatherland and Liberty a character must meet the following criteria.

BAB: 2+

Skills: Demolitions 3 ranks, Hide 3 ranks, Move Silently 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Basque Fatherland and Liberty.

Group Specialties: +2 competence bonus to Demolitions skill checks; +2 competence bonus to Hide and Move Silently skill checks in Basque region of Northern Spain and Southern France.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting Spanish or French government or military forces.

Typical Member Basque Fatherland and Liberty (Fast Hero 3) CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +2; Grap +4; Atk +4 melee (1d4+2, Combat Martial Arts), or +4 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +4, Will +2; AP 1; Rep +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Survival)

Skills: Craft (mechanical) +3, Demolitions +6, Drive +5, Hide +5, Knowledge (Streetwise) +3, Move Silently +5, Pilot +5, Survival +4, Tumble +5

Feats: Combat Martial Arts, Dodge, Mobility, Personal Firearms Proficiency, Point Blank Shot

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Possessions: Beretta 92F



Continuity Irish Republican Army

A very small group (estimated around 50 members) that broke away from Sinn Fein (the IRA's political arm) when peace was signed with Britain that continues the fight to unite Ireland and continues to attack British and Irish Protestant targets. They continue to engage in assassinations, bombings, kidnappings, and even the occasional attack on Protestant towns.

Holy Wars: Britain, Irish Protestants.

Operatives: Britain, Ireland.

Size: Small.

Home Base: Northern Ireland.

Cells: None.

Financial Resources: +15 (very small group, but with outside aid from extremist supporters in the United States).

Group Requirements

To qualify for Continuity Irish Republican Army a character must meet the following criteria.

BAB: 3+

Skills: Demolitions 3 ranks, Knowledge (streetwise) 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of Continuity Irish Republican Army.

Group Specialties: +2 competence bonus to Demolition skill checks; +2 competence bonus to Hide and Knowledge (streetwise) checks in Northern Ireland.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting British and Irish government or military officials.

Typical Member Continuity Irish Republican Army (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +4; Atk +4 melee (1d4+3, Knife), or +6 ranged (2d10+0, HK G3); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Climb +3, Craft (structural) +4, Demolitions +7, Hide +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, HK G3

Dev Sol (Revolutionary Left)

Egypt's largest militant group seeks to overthrow the Egyptian government and replace it with an Islamic state. Dev Sol also signed Usama Bin-Laden's fatwah calling for attacks against the United States, but claims it does not support Al-Qaeda.

Has engaged in attacks against Egyptian government officials, Coptic Christians, and moderate Muslims, as well as foreign tourists. Killed 58 foreign tourists in Luxor in 1998. Attempted to assassinate President Hosni Mubarak in Ethiopia in 1995.

Holy Wars: Egyptian Government, United States.

Operatives: Global.

Size: Medium.

Home Base: Egypt.

Cells: Britain, Afghanistan, Austria.

Financial Resources: +20 (Medium group with popular support in home country and external aid from terrorist groups such as Al-Qaeda and Iranian and Sudanese militants).

Group Requirements

To qualify for Dev Sol a character must meet the following criteria.

BAB: 2+

Skills: Intimidate 3 ranks, Survival 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Dev Sol.

Group Specialties: +2 competence bonus to Intimidate skill checks; +2 competence bonus to Survival and Hide skill checks in Egypt.

Group Enemies: +1 morale bonus to attack and damage rolls against American and Egyptian government and military forces.

Typical Member of Dev Sol (Tough Hero 3) CR 3; Medium-size humanoid; HD 3d10+6 plus 6; HP 29; Mas 15; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +2; Grap +3; Atk +3 melee (1d4+1, Knife), or +4 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +2; AP 1; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Demolitions +3, Drive +5, Hide +5, Intimidate +2, Knowledge (Streetwise) +3, Survival +4

Feats: Combat Martial Arts, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Toughness

Talents (Tough Hero): Robust, Damage Reduction 1/—

Possessions: Knife, Beretta 92F

HAMAS (Islamic Resistance Movement)

Formed in 1987, HAMAS seeks to replace Israel with an Islamic state. HAMAS uses both terrorism, as well as peaceful political activity, such as running candidates in West Bank elections, in order to achieve its goals.

HAMAS engages in spectacular attacks, including suicide bombings, which target Israeli civilians, Palestinian collaborators with Israel, and rival Islamic groups. The number of “hard core” members of HAMAS (those willing to engage in terrorism) is unknown, but the organization’s total membership likely exceeds ten thousand.

HAMAS receives extensive funding from Palestinians living abroad, Iran, and private donations from Saudi Arabia and other moderate Arab states. The organization also conducts fundraising and anti-Israeli propaganda campaigns in Europe and North America.

Recently, HAMAS has been a major roadblock to peace between Israel and Palestine, using carefully timed terrorist attacks to keep the tensions high between the two forces.

Holy Wars: Israel.

Operatives: The Middle East.

Size: Large.

Home Base: Gaza Strip and the West Bank.

Cells: Israel, Jordan.

Financial Resources: +25 (large organization, extensive fund-raising efforts, both illicit, and openly through charities and mosques and political rallies).

Group Requirements

To qualify for HAMAS a character must meet the following criteria.

BAB: 3+

Skills: Demolitions 3 ranks, Hide 3 ranks, Knowledge (tactics) 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of HAMAS.

Group Specialties: +2 competence bonus to Demolitions and Knowledge (tactics) skill checks; +2 competence bonus to Hide and Survival checks in the Gaza Strip and the West Bank. +1 competence bonus to attack rolls in the Gaza Strip and the West Bank.

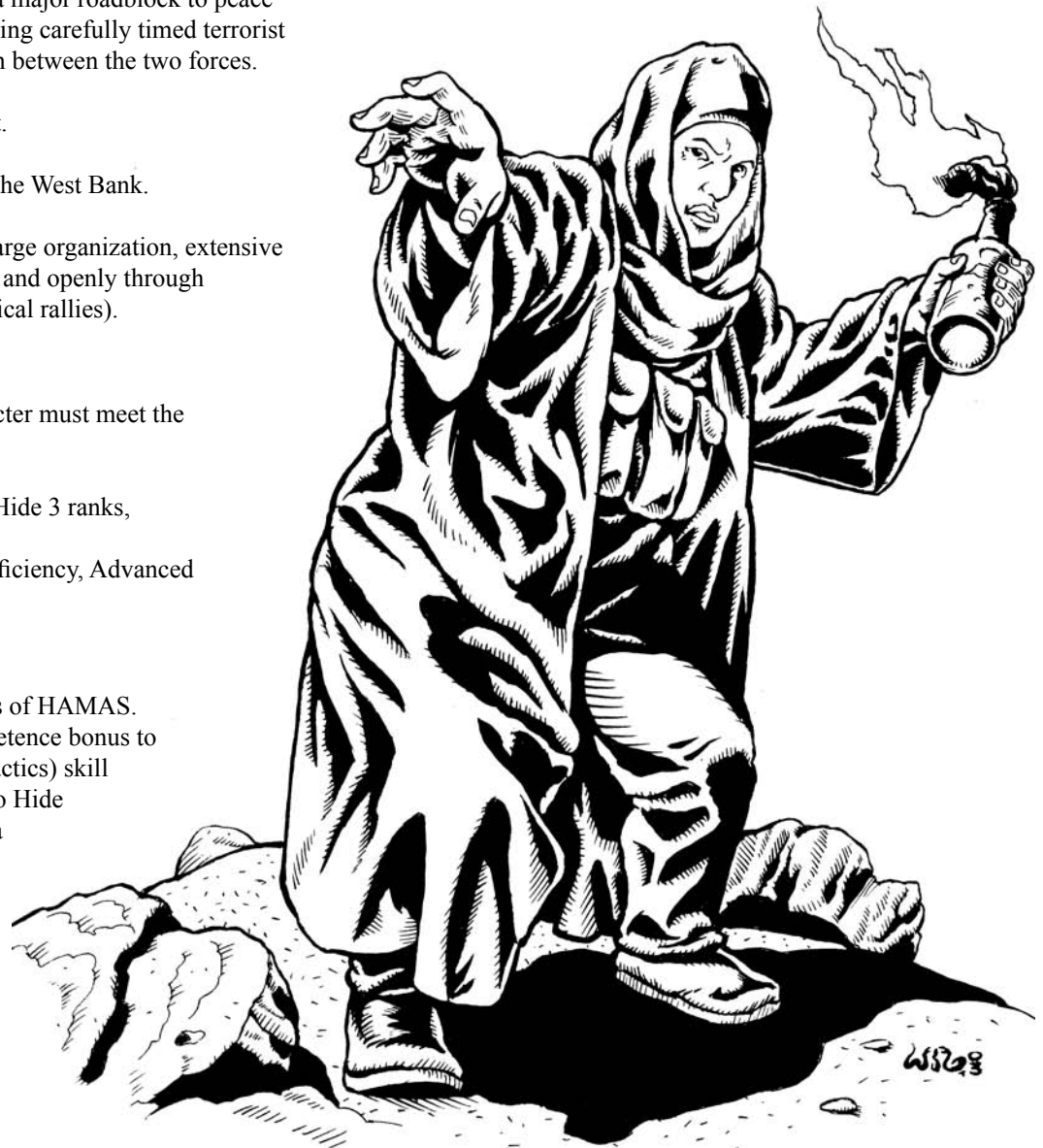
Group Enemies: +2 morale bonus to attack and damage rolls against Israeli military and government forces.

Typical Member of HAMAS (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +4; Atk +4 melee (1d4+3, Knife), or +6 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Climb +3, Craft (structural) +4, Demolitions +7, Hide +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Drive-By Attack, Personal Firearms Proficiency, Weapon Focus





Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, AK-47

Plot Hook (Gang War): The new Palestinian leadership has cracked down on terrorist attacks as part of the “roadmap for peace”, and the result is a counterattack by HAMAS, Palestinian Islamic Jihad, and other militant groups that has thrown the West Bank and Gaza Strip into complete chaos. The new leadership, teetering on the brink of collapse, has asked the United States for assistance, with one condition: no Israeli Special Operations forces will enter Palestinian held lands; the authorities think all the militant factions would ignore their current differences with each other and the leadership, and concentrate their aggression on the Israelis, sparking a full-scale war.

The Israelis have agreed to allow use of their territory as a staging area for American special operations, but they warn if the current conflict goes on much longer, that they *will* intervene to prevent a massacre of Israeli civilians still living in settlements.

A long, dangerous series of adventures could result from this plot hook, with special operations forces first securing and evacuating Israeli citizens, and then going after the terrorists. This would be an excellent adventure to introduce a new terrorist mastermind, pulling the strings.

Harakat ul-Mujahidin (HUM)

Harakat ul-Mujahidin (HUM) is an Islamic terrorist group with operates in the Kashmir region of Pakistan and India. HUM is a signer of Bin Laden’s 1998 Fatwah calling for attacks against the United States, and terrorist training camps in Afghanistan have been the subject of United States attacks. These attacks have led HUM to promise retribution against the United States.

HUM has been responsible for terrorist attacks against India, and numerous operations in the Kashmir region of India and Pakistan. The organization has also conducted kidnappings and murders of Western tourists.

Holy Wars: United States, India.

Operatives: Middle East.

Size: Medium.

Home Base: Kashmir region, Pakistan.

Cells: India.

Financial Resources: +20 (medium organization, supported externally by Saudi Arabian interests, and also provided aid by Al-Qaeda).

Group Requirements

To qualify for HUM a character must meet the following criteria.

BAB: 2+

Skills: Hide 3 ranks, Move Silently 3 ranks, Survival 3

ranks

Feats: Personal Firearms Proficiency, Far Shot

Group Features

All of the following are features of HUM.

Group Specialties: +2 competence bonus to Hide and Move Silently skill checks; +2 competence bonus to Survival skill checks in the Kashmir region of India and Pakistan.

Group Enemies: +1 morale bonus to attack and damage rolls against American and Indian government and military forces.

Typical Member of HUM (Fast Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 40 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +2; Grap +3; Atk +3 melee (1d4+1, Knife), or +4 ranged (2d10+0, Remington 700); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +4, Will +2; AP 1; Rep +1; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Occupation: Military (Demolitions, Survival)

Skills: Balance +5, Demolitions +3, Drive +5, Hide +10, Knowledge (Streetwise) +3, Move Silently +10, Survival +4, Tumble +5

Feats: Advanced Firearms Proficiency, Dead Aim, Far Shot, Personal Firearms Proficiency, Stealthy

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Possessions: Knife, Remington 700

Hezbollah

Also known as Islamic Jihad, Islamic Jihad Organization, Revolutionary Justice Organization, Organization of the Oppressed on Earth, Islamic Jihad for the Liberation of Palestine, Organization of Right Against Wrong, Ansar Allah, Followers of the Prophet Muhammed.

Hezbollah is a Shiite Islamic terrorist group dedicated to the establishment of an Iranian-style Islamic government in Lebanon and the destruction of Israel. Hezbollah is also very anti-Western and anti-American in particular. The organization performs missions on behalf of Iranian supporters, but also has conducted independent operations in the past.

Hezbollah was responsible for the suicide truck bombing of the Beirut Marine Barracks in 1983, has taken American and Western hostages in Lebanon, and attacked the Israeli embassy in Argentina in 1992.

Holy Wars: Israel, United States.

Operatives: Middle East.

Size: Large.

Home Base: Lebanon.

Cells: United States, Canada, Western Europe (various countries), Israel, Gaza Strip and West Bank, Africa



(various countries).

Financial Resources: +25 (state sponsored terrorist group, supported, trained, and directed by Iran; also receives extensive support from Syria).

Group Requirements

To qualify for Hezbollah a character must meet the following criteria.

BAB: 3+

Skills: Knowledge (tactics) 3 ranks, Demolitions 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of Hezbollah.

Group Specialties: +4 competence bonus to Demolitions and Knowledge (tactics) skill checks

Group Enemies: +1 morale bonus to attack and damage rolls when fighting American or Israeli military or government forces.

Typical Member Hezbollah (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+4, Knife), or +6 ranged (2d10+0, HK G3); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Craft (structural) +4, Demolitions +7, Hide +6, Knowledge (Streetwise) +4, Knowledge (Tactics) +7, Move Silently +3, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Stealthy, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, HK G3

Liberation Tigers of Tamil Elam

The Tamil Tigers (LTTE) seek an independent Tamil homeland in Sri Lanka, the small island southeast of India, connected to the Indian mainland by a narrow strip of land. They have massive external support among front organizations and Tamil communities in North America, as well as drug smuggling operations in Europe.

The Tigers engage in guerilla warfare with the governments of Sri Lanka and India, including terrorist tactics. Sri Lankan politicians and military leaders have been the targets of assassinations, and suicide bomb attacks have been carried out against both Sri Lankan President Ranasinghe Premadasa in 1993 and Indian Prime Minister

Rajiv Gandhi in 1991. The Sri Lankan capitol of Colombo has also been the target of numerous bombings.

The Tigers control the north and eastern coast of Sri Lanka, particularly the Jaffna peninsula, where Tiger control is so complete that the movements of strangers are monitored at all times.

The Tigers have a policy of not attacking foreigners, thinking that to do so would cause a backlash against their foreign front organizations' fundraising activities.

The Tigers armed membership is said to top 10,000.

Holy Wars: Sri Lanka, India.

Operatives: Global.

Size: Large.





Home Base: Jaffna, Northern Sri Lanka.

Cells: United States (fundraising only), Canada (fundraising only), Europe (drug smuggling/fundraising), Asia (fundraising), India (terrorism).

Financial Resources: +25 (massive external fundraising among Tamil communities worldwide, with dozens of front organizations raising capital).

Group Requirements

To qualify for Tamil Tigers a character must meet the following criteria.

BAB: 2+

Skills: Demolitions 3 ranks, Hide 3 ranks, Move Silently 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Tamil Tigers.

Group Specialties: +2 competence bonus to Demolitions and Survival skill checks; +2 competence bonus to Hide and Move Silently skill checks in Sri Lanka.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting Indian and Sri Lankan government or military forces.

Typical Member Tamil Tigers (Fast Hero 3) CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 40 ft; Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +2 equipment); BAB +2; Grap +4; Atk +4 melee (1d4+2, Combat Martial Arts), or +4 ranged (2d8+0, Mossberg); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +4, Will +2; AP 1; Rep +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Survival)

Skills: Craft (mechanical) +3, Demolitions +6, Drive +5, Hide +6, Knowledge (Streetwise) +3, Move Silently +6, Survival +5, Tumble +5

Feats: Combat Martial Arts, Dodge, Mobility, Personal Firearms Proficiency, Armor Proficiency (Light)

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Possessions: Mossberg, Pull-up pouch vest

Plot Hook (*The Hammer Falls*): A “shore leave” adventure, in which the PCs, employed as special operations forces, mercenaries, CIA, DEA etc. are vacationing in exotic Sri Lanka when the Tigers actually succeed in toppling the government. Surrounded by chaos, the PCs would have to choose their course of action. Do they slip out of the country? Stay and make sure foreign tourists are safeguarded during the chaos? Or do they attempt to reverse the tide and cause the coup to fail.

Japanese Red Army

A communist terrorist group, JRA was formed in the 70's, with the stated intention of overthrowing the Japanese government, including elimination of the monarchy, and “fomenting world revolution”. During the 70's, JRA conducted many spectacular terrorist attacks, including the massacre at Lod airport, Israel, in 1972. The group was also responsible for several hijackings of Japanese airplanes, and attempted to sieze the American embassy in Kuala Lumpur.

In the 80's, the group was known to be organizing cells in Asian cities such as Manila and Singapore. In 1988, a JRA member was arrested on the New Jersey Turnpike with explosives. In 1995, a member was arrested in Romania and extradited to Japan.

It is believed that about eight members, including the group's leader and founder, remain at large.

Holy Wars: Japan, United States.

Operatives: Global.

Size: Small.

Home Base: Lebanon.

Cells: Manila, Singapore, United States.

Financial Resources: +15 (very small group, with backing from Syria, and possibly some covert support from legitimate Japanese political parties).

Group Requirements

To qualify for JRA a character must meet the following criteria.

BAB: 2+

Skills: Intimidate 3 ranks, Survival 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of JRA.

Group Specialties: +2 competence bonus to Intimidate and Demolitions skill checks

Group Enemies: +1 morale bonus to attack and damage rolls against American and Japanese government and military forces.

Typical Member of JRA (Tough Hero 3) CR 3; Medium-size humanoid; HD 3d10+6 plus 6; HP 29; Mas 15; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +2; Grap +3; Atk +3 melee (1d4+1, Knife), or +4 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +2; AP 1; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Demolitions +3, Drive +5, Hide +5, Intimidate +2, Knowledge (Streetwise) +3, Survival +4

Feats: Combat Martial Arts, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Toughness

Talents (Tough Hero): Robust, Damage Reduction 1/—
Possessions: Knife, Beretta 92F

Kach and Kahane Chai

Kach was founded by radical American Rabbi Meir Kahane. After his assassination, his son Binyamin founded Kahane Chai, or “Kahane Lives”. Anti-Arab and Palestinian group with the stated goal of restoring “Biblical” Israel. Was declared a terrorist group by the Israeli government in 1994 following an attack on a mosque by the group, and the release of anti-government statements by the group.

Most of the group’s activities are criminal but non-violent: harassing and threatening West Bank Palestinians, threatening Arab and Israeli government officials. However, the group has claimed responsibility for several shootings of Palestinians in the West Bank in 1993, including three deaths, and seems to grow increasingly radical and violence-prone over time.

Kahane Chai is known to receive donations from sympathizers in Europe and America. The exact size of the group is unknown at the present time.

Holy Wars: Palestine, Arab governments, Israeli government.

Operatives: Israel and the West Bank.

Size: Small.

Home Base: Hebron, West Bank.

Cells: Unknown.

Financial Resources: +15 (small group supported by Jewish-American sympathizers).

Group Requirements

To qualify for Kahane Chai a character must meet the following criteria.

BAB: 2+

Skills: Intimidate 3 ranks, Knowledge (streetwise) 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Kahane Chai.

Group Specialties: +4 competence bonus to Intimidate skill checks; +2 competence bonus to Knowledge (streetwise) skill checks in Israel and the West Bank.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting Palestinian and Israeli government and military forces.

Typical Member of Kahane Chai (Tough Hero 3) CR 3; Medium-size humanoid; HD 3d10+6 plus 3; HP 26; Mas 15; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d6+2, Club), or +3 ranged (2d6+0, Ruger Service

Six); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +2, Will +1; AP 1; Rep +1; Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 12.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Drive +4, Intimidate +7, Knowledge (Streetwise) +3, Knowledge (Tactics) +3, Listen +2, Spot +5

Feats: Alertness, Brawl, Personal Firearms Proficiency, Power Attack, Streetfighting

Talents (Tough Hero): Robust, Damage Reduction 1/—

Possessions: Club, Ruger Service Six

Khmer Rouge

The Party of Democratic Kampuchea, a Maoist-style communist terrorist group attempting to impose “agrarian utopia” communism (sometimes called Mao-Style Communism) on Cambodia. During a four-year reign during the late 70’s, Khmer Rouge killed 1.7 million people by torture, slave labor, execution, and starvation. Despite numerous efforts to bring the leaders of these atrocities to trial, currently only two Khmer Rouge members are awaiting trial, and none have been convicted.

Recent defections, beginning in 1996 and accelerating since then, have destroyed the Khmer Rouge as a viable insurgent organization capable of overthrowing the Cambodian government. However, the group still controls some areas of the countryside, and low-level attacks continue.

The group also attacks Cambodian and ethnic-Vietnamese villagers, and has killed foreigners traveling in rural areas.

Holy Wars: Cambodian Government.

Operatives: Cambodia.

Size: Small.

Home Base: Cambodia.

Cells: None.

Financial Resources: +10 (small group, self-supported through banditry).

Group Requirements

To qualify for Khmer Rouge a character must meet the following criteria.

BAB: 2+

Skills: Intimidate 3 ranks, Survival 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Khmer Rouge

Group Specialties: +2 competence bonus to Intimidate skill checks; +2 competence bonus to Survival and Hide checks in Cambodia.

Group Enemies: Members of Khmer Rouge gain a +2 morale bonus to attack and damage roles when fighting Cambodian military or government forces.



Brianna snarled into the phone. “You remember that oil deal I clued you into? You owe me you little shit.”

Kimmy just watched, amazed, then turned to Max.

“You realize she’s exactly like you don’t you?”

Max just laughed. “Except she’s meaner.”

Brianna flipped him off, voice sweet and light now, “Ok listen, you know that thing in New Orleans. The cop killing. No. No. The whole thing is being covered up. I know you were looking to break a big police case, and this might be the biggest one. I was going to do it myself but...”

Brianna was writing, nodding. Max suddenly found himself looking for a cigar. He knew he had some more around here. Suddenly she clicked her phone off. “Ok Max, you were right. This is about something that happened twenty years ago. And the government is going to sweep this whole thing under the rug, too. We have to do something.”

Max nodded. That sixth sense of his never let him down. Biting the end off his cigar, he spit it into the trashcan. “Right. We need to meet with some friends of mine first. This isn’t some prissy little martial arts tournament.”

Bri just looked at him. “This is Korea. Do you have any idea how hard it will be to get your hands on a gun?”

Max laughed, lighting up. “In the first place, darlin, we’ll need guns not gun. And in the second place, I know a guy.”

Typical Member Khmer Rouge (Tough Hero 3) CR 3; Medium-size humanoid; HD 3d10+6 plus 6; HP 29; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +2; Grap +3; Atk +3 melee (1d4+1, Knife), or +4 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +2; AP 1; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Demolitions +3, Drive +7, Hide +4, Intimidate +4, Knowledge (streetwise) +3, Survival +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Toughness, Vehicle Expert

Talents (Tough Hero): Robust, Damage Reduction 1/—

Possessions: Pull-up pouch vest, Knife, AK-47

Plot Hook (*The Extradition*): The United Nations has decided to try some of the old-guard Khmer Rouge leaders for war crimes/crimes against humanity. The United States is asked to help secure some captured leaders for transport to Geneva. Making it to the airport, being attacked several times along the way by die-hard supporters, should prove for an exciting adventure.

Or perhaps, the attackers are the family of the Khmer Rouge’s victims, seeking a more satisfying brand of justice than that which would be handed down by a tribunal. GMs who enjoy evil moral quandaries can have the PCs’ vehicle surrounded by victims of their charges, missing limbs and bearing horrible scars, and let the PCs decide if protecting some old men who don’t even regret their sins is worth succeeding in their mission.

Kurdistan Workers’ Party

A Marxist-Leninist communist group composed primarily of Kurds, founded in the mid-70’s, they seek to establish an independent Kurdish state in Southeastern Turkey. In the ‘90s, they moved from a rural-insurgent group to an urban terrorist group.

Their primary operations include attacks on Turkish government officials and security forces. In 1993 and 1995, they attacked dozens of Turkish diplomatic facilities throughout Western Europe. The PKK has attempted to damage Turkey’s tourist industry through attacks on hotels, and the kidnapping of foreign tourists.

Holy Wars: Turkish Government.

Operatives: Middle East, Europe.

Size: Large.

Home Base: Southeastern Turkey (near the Iraq border).

Cells: Iraq, Western Europe.

Financial Resources: +25 (large group, external support from many sympathizers in Western Europe, may also receive modest support from Iran- Syria and Iraq have provided support in the past).

Group Requirements

To qualify for Kurdistan Workers’ Party a character must meet the following criteria.

BAB: 3+

Skills: Knowledge (tactics) 3 ranks, Demolitions 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of Kurdistan Workers’ Party.



Group Specialties: +2 competence bonus to Demolitions and Knowledge (tactics) skill checks; +2 competence bonus to Hide and Survival skill checks in Southeastern Turkey and Northern Iraq

Group Enemies: +2 morale bonus to attack and damage rolls when fighting Turkish military or government forces.

Typical Member Kurdistan Workers' Party (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+4, Knife), or +6 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Craft (structural) +4, Demolitions +7, Hide +6, Knowledge (Streetwise) +4, Knowledge (Tactics) +7, Move Silently +3, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Stealthy, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, AK-47

Manuel Rodriguez Patriotic Front (FPMR)

Manuel Rodriguez Patriotic Front (FPMR) began as the armed wing of the Chilean Communist Party, which sought to turn Chile into a Soviet client state in the mid-80's. After a factional split, some of the organization decided to pursue legitimate means and became a political party, while the rest continued armed means of bringing about political change.

With only 50-100 members and little support, FPMR focuses on lightly guarded targets for terrorist attacks such as restaurants, U.S. businesses, and Mormon churches. Government counter-terrorism actions have been highly successful against this group.

At least one escaped FPMR member has been granted asylum in Switzerland, which has refused to extradite him.

Holy Wars: Chilean Government.

Operatives: South America, Switzerland.

Size: Small.

Home Base: Chile.

Cells: None.

Financial Resources: +10 (Small organization with no outside support).

Group Requirements

To qualify for FPMR a character must meet the following criteria.

BAB: 3+

Skills: Knowledge (tactics) 3 ranks, Demolitions 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of FPMR.

These specialties and abilities take effect 30 days after you join the group and last until 30 days after you leave the group.

Group Specialties: +4 competence bonus to Demolitions skill checks.

Group Enemies: Members of FPMR receive a +2 morale bonus to hit and damage when fighting Chilean military or government officials.

Typical FPMR member (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 14, flatfooted 13 (+0 size, +2 Dex, +2 class, +1 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+4, Combat Martial Arts), or +6 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +0; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.

Occupation: Military (Demolitions, Knowledge [Tactics])

Skills: Climb +5, Craft (structural) +3, Demolitions +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +3, Repair +3

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Martial Arts, Personal Firearms Proficiency, Weapon Focus (Walther PPK)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Leather Jacket, Walther PPK

National Liberation Army of Columbia

National Liberation Army of Columbia (also known as ELN or the Ejercito de Liberacion Nacional) is a pro-Cuban, anti-American guerilla group. The organization has engaged in ecoterrorism, attacking foreign oil pipelines and causing massive oil spills. They support themselves through kidnapping of foreign workers and extorting money from local coca and poppy farmers. They also attack government anti-drug forces that seek to restrict coca farming.

The National Liberation Army has close to 5,000 armed members, with little or no external support.

Holy Wars: United States, Colombian Government.

Operatives: Venezuela.

Size: Medium.

Home Base: Columbia-Venezuela border.

Cells: None.



Financial Resources: +16 (medium organization, self-supported through kidnapping and extortion).

Group Requirements

To qualify for National Liberation Army a character must meet the following criteria.

BAB: 3+

Skills: Demolitions 3 ranks, Knowledge (streetwise) 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of National Liberation Army.

Group Specialties: +2 competence bonus to Demolition skill checks; +2 competence bonus to Hide and Knowledge (streetwise) checks in Columbia.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting American and Columbian government or military officials.

Typical Member National Liberation Army (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +4; Atk +4 melee (1d4+3, Knife), or +6 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Climb +3, Craft (structural) +4, Demolitions +7, Hide +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, AK-47

National Liberation Army of Iran

Formed in the '60s to combat excessive Western influence in the Shah's regime, NLA's ideology is a dangerous mixture of Marxism and radical Islam. In its history the group has gone from conducting some of the most spectacular and famous anti-American attacks to attacks on the clerical regime that currently rules Iran.

In the '70s, the NLA attacked Americans working on defense projects in Tehran, and killed numerous civilians and military personnel. In 1979 it supported the takeover of the American embassy in Tehran.

However, in the '90s, the group began a campaign

targeting not America, but the Iranian clerical regime. Although this campaign has stressed propaganda over violence, April of 1992 saw attacks on Iranian embassies in thirteen countries, demonstrating NLA's ability to conduct near-simultaneous global operations. Recent attacks include bombings and assassinations inside Iran.

Successful counter-terrorism operations in the '80s forced the NLA's leaders to flee Iran. Eventually these leaders settled in Iraq.

Holy Wars: Iranian Government, United States.

Operatives: Global.

Size: Large.

Home Base: Iran.

Cells: Iraq.

Financial Resources: +25 (Large organization, extensively supported through front organizations, charities, and expatriate Iranians).

Group Requirements

To qualify for NLA a character must meet the following criteria.

BAB: 3+

Skills: Knowledge (tactics) 3 ranks, Demolitions 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of NLA.

Group Specialties: +4 competence bonus to Demolitions and Knowledge (tactics) skill checks

Group Enemies: +1 morale bonus to attack and damage rolls when fighting American or Iranian military or government forces.

Typical Member NLA (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+4, Knife), or +6 ranged (2d10+0, HK G3); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Craft (structural) +4, Demolitions +7, Hide +6, Knowledge (Streetwise) +4, Knowledge (Tactics) +7, Move Silently +3, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Stealthy, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, HK G3

Plot Hooks (*The enemy of my enemy*): The PCs, conducting special operations activities in Iraq, seeking



terrorists and weapons of mass destruction, come upon a heavily fortified NLA compound and seize it, capturing several leaders and dozens of soldiers.

In the wake of this adventure the PCs are given an offer by several NLA leaders. They know the time that an Abu-Nidal convoy (see the *Great Escape* plot hook included with that organization) is leaving for the Jordan border with a large amount of Sarin nerve gas, which they plan to barter to other terror groups for safe haven and passage to Libya (see the *Devil's Bargain* plot hook in the Al-Jihad organization).

Both the PCs and the NLA are enemies of Iran; will they trade the leaders' freedom in return for the information needed to aid the prevention of the sale of a weapon that would kill thousands?

New People's Army

Militant arm of the Communist Party of the Philippines, NPA is a Maoist-style, rural-based communist terrorist group devoted to overthrowing the Philippine government. The NPA has also developed an urban infrastructure capable of carrying out terrorist attacks in Manila and other large cities. The group also has elite assassination squads known as Sparrow Units (depending on how cinematic the campaign is, and how high level the PCs are, these Sparrow Units could be mid level Guerillas/Zealots all the way to high level Terrorists).

Factional infighting and a lack of money have weakened this group in recent years, though the group is still quite active, targeting corrupt politicians, Philippine security forces, and drug traffickers. The group also imposes "revolutionary taxes" (extortion) on businesses to supplement its waning funds.

Holy Wars: Philippine Government, United States.

Operatives: Philippines.

Size: Medium.

Home Base: Rural Philippines.

Cells: None.

Financial Resources: +15 (Medium group, largely self-supported through extortion).

Group Requirements

To qualify for NPA a character must meet the following criteria.

BAB: 2+

Skills: Intimidate 3 ranks, Survival 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of NPA.

Group Specialties: +2 competence bonus to Intimidate skill checks; +2 competence bonus to Survival and Hide skill checks in Philippines.

Group Enemies: +1 morale bonus to attack and damage rolls against American and Philippine government and military forces.

Typical Member of NPA (Tough Hero 3) CR 3; Medium-size humanoid; HD 3d10+6 plus 6; HP 29; Mas 15; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +2; Grap +3; Atk +3 melee (1d4+1, Knife), or +4 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +2; AP 1; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Demolitions +3, Drive +5, Hide +5, Intimidate +2, Knowledge (Streetwise) +3, Survival +4

Feats: Combat Martial Arts, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Toughness

Talents (Tough Hero): Robust, Damage Reduction 1/—

Possessions: Knife, Walther PPK

Palestinian Islamic Jihad

Also PIJ-Shaqaqi Faction, PIJ-Shallah Faction, Islamic Jihad of Palestine, Islamic Jihad in Palestine, Abu Ghunaym Squad of the Hezbollah Bayt Al-Maqdis.

A loosely organized coalition of many groups (each name above is actually a separate faction that works independently, but collectively comprise PIJ) formed in the Gaza Strip in the 70's. The PIJ's stated goal is the destruction of Israel and the creation of a Palestinian state in its place. The United States is an enemy of the PIJ because of its strong support for the state of Israel, and PIJ also opposes "Western" governments in the Middle East, such as Egypt, Saudi Arabia, and Jordan.

PIJ has conducted suicide bombings in Israel, the West Bank, and the Gaza Strip. Has threatened to attack United States interests in Jordan and elsewhere, but so far has not followed through on those threats.

Although the PIJ conducts most of its operations in the occupied territory, the group's base and largest concentration of support and followers are in Syria.

Holy Wars: Israel, United States, "infidel" Middle Eastern governments (such as Egypt and Saudi Arabia).

Operatives: Middle East.

Size: Medium.

Home Base: Syria.

Cells: West Bank, Gaza Strip, Israel.

Financial Resources: +20 (medium group, externally supported by Iran and Syria).

Group Requirements

To qualify for PIJ a character must meet the following criteria.

BAB: 3+

Skills: Demolitions 3 ranks, Hide 3 ranks, Knowledge



(tactics) 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of PIJ.

Group Specialties: +4 competence bonus to Demolitions and Knowledge (tactics) skill checks; +2 competence bonus to Hide and Survival checks in the Gaza Strip and the West Bank.

Group Enemies: +1 morale bonus to attack and damage rolls against American, Infidel and Israeli military and government forces.

Typical Member of PIJ (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +4; Atk +4 melee (1d4+3, Knife), or +6 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Climb +3, Craft (structural) +4, Demolitions +7, Hide +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Drive-By Attack, Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, AK-47

Revolutionary Armed Forces of Columbia

Revolutionary Armed Forces of Columbia (FARC) is the largest, best-trained, and best-equipped of Columbia's guerilla groups. It was formed in the '60s as a pro-Soviet, anti-American army attempting to establish a Soviet client state in Columbia.

FARC carries out frequent attacks against Colombian government, judicial, military, and economic targets, particularly the country's large oil pipelines. It also carries out kidnappings of foreigners as a way to raise funds. FARC also receives money from drug farmers and traffickers, providing protection from both government drug enforcement agencies, as well as other guerilla groups (such as the National Liberation Army of Columbia).

FARC's membership is estimated to exceed 10,000 armed members. It is believed, though undocumented, that the group has wide support among Columbia's rural population.

Holy Wars: United States, Colombian Government.

Operatives: South America.

Size: Large.

Home Base: Columbia.

Cells: Venezuela, Panama, Peru, Brazil, Ecuador.

Financial Resources: +25 (large organization, self-support through kidnapping and extortion, as well as external support from drug traffickers and growers for protection and raids against government drug enforcement attempts).





Group Requirements

To qualify for FARC a character must meet the following criteria.

BAB: 3+

Skills: Demolitions 3 ranks, Knowledge (streetwise) 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of FARC.

Group Specialties: +2 competence bonus to Demolition skill checks; +2 competence bonus to Hide and Knowledge (streetwise) checks in Columbia.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting American and Columbian government or military officials.

Typical Member FARC (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +3; Grap +4; Atk +4 melee (1d4+3, Knife), or +6 ranged (2d6+0, HK-MP5); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Climb +3, Craft (structural) +4, Demolitions +7, Hide +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Pull-up pouch vest, Knife, HK-MP5

Revolutionary People's Liberation Party

This is a Marxist group, a splinter faction of Dev Sol that broke away after factional differences in ideology. They have extreme anti-American/anti-NATO views. They have conducted attacks against Turkish military and government officials, along with United States contractors and military personnel living and working in Turkey. The Revolutionary People's Liberation Party conducted rocket attack against United States consulate in Istanbul in 1992, and assassinated a prominent Turkish businessman in 1996.

This organization is self-supported through kidnapping, robbery, and extortion.

Holy Wars: United States, NATO, Turkish Government.

Operatives: Europe.

Size: Small.

Home Base: Turkey.

Cells: Europe, Egypt.

Financial Resources: +15 (Small group, self-supported).

Note: Except for its enemies (RPLP gains a morale bonus to attack and damage rolls against American, NATO and Turkish forces) this group is identical to Dev Sol, from which it broke away.

Tupac Amaru Revolutionary Movement (MRTA)

Tupac Amaru Revolutionary Movement (MRTA) is a traditional Marxist-Leninist group dedicated to ridding Peru of "imperialist" influences and establish a Marxist-style communist regime in place of the current government. Recently, the organization has been thrown into disarray by effective government counter-terrorism efforts and a dwindling of support. Many die-hard members are currently incarcerated, further hindering MRTA's ability to recover from recent setbacks.

MRTA has conducted bombings, kidnappings, ambushes, and assassinations targeting government, security, and foreign interests; has also conducted numerous anti-American attacks and operations. In December 1996 the group seizes the Japanese Ambassador's residence during a diplomatic reception. Government forces eventually stormed the residence, freeing all but one hostage. This was the last operation undertaken by MRTA.

MRTA is believed to have less than 100 remaining members.

Holy Wars: Peruvian Government, United States.

Operatives: Peru.

Size: Small.

Home Base: Peru.

Cells: None.

Financial Resources: +10 (small group, with dwindling support, many members currently jailed).

Group Requirements

To qualify for MRTA a character must meet the following criteria.

BAB: 3+

Skills: Demolitions 3 ranks, Knowledge (streetwise) 3 ranks

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency

Group Features

All of the following are features of MRTA.

Group Specialties: +2 competence bonus to Demolition skill checks; +2 competence bonus to Hide and Knowledge (streetwise) checks in Peru.



“I told you, I heard something.”*

“You’re always hearing things. It’s your deal anyway.”

Suddenly the window collapsed inward. The room descended into stunned silence for a moment, the two men looking dumbly at the small round object on the floor.

Suddenly, the men were on the ground.

“Grenade!”

The men covered their ears, waiting for the explosion, curled up into little balls in a vain attempt to protect themselves. From the hallway of the hotel room outside they heard the sounds of fighting.

In a moment, the men looked around, the object hadn’t exploded. A huge bald man wearing a tank top, camo pants, and military boots was crouched on the table where the men had been playing cards. He smiled at them.

“What do you know? Damn thing was a dud. You guys better hurry up and surrender. The girls outside are much, much meaner than me.”

The men turned around as the elevator door opened.

They had been through this routine before. The hotel staff had been bribed to move everyone off this floor. And if someone came up here by mistake, they were “encouraged” to get off on the next floor. As always, one of them waited for the doors to open, face an impenetrable mask of intimidation.

When the door was only open a crack, a hand reached through and grabbed the Korean thug by his tie and smacked him against the still opening doors. He slumped to the ground, unconscious.

There was a moment of quiet disbelief in what had just happened. In the moment the doors opened all the way, and a second guard, who had been standing behind the

first, dropped like a wet sack, as a blur seemed to come out of the elevator. Brianna crouched on top of the prone guard, and blew a kiss to the other two guards.

From the room the men were guarding a crash sounded, which caused one of the men to glance away from the woman crouching over his two companions. The fourth reached into his jacket for a pistol.

Eyes darkening, Brianna hissed, “Kimmy”.

The tiny woman emerged from the elevator, and rolled forward, a series of bullets buried themselves in the wall over her head, never seeming to catch up to her. Suddenly a plaintive scream broke the odd quiet that had descended over the hallway. The man’s hand, and the gun it held, was lying on the ground. He seemed dazed, unable to believe he had not felt the blade move through flesh and sinew and bone.

The man next to him, the lone remaining guard, finally stirred to action by the screams of his friend, reached for his gun, but a Sai pinned his hand to his chest, and before he could free it, Kimmy caught him square across the jaw with her Katana’s sheath, and in a spray of blood and teeth, the last guard was on the ground.

Behind the two women, the elevator doors closed.

Brianna just shook her head. “Where did you learn this again?”

Kimmy frowned ever so slightly. “My father thinks he lives in Tokugawa Japan, what can I say.”

The door to the hotel room opened up, and Max stepped through, carrying a bundle over one broad shoulder.

“He’s drugged, and the street outside looks like the DMZ right now, so let’s go.”

They hit the stairs at a run.

*Translated from the Korean- your multilingual editor.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting American and Peruvian government or military officials.

Typical Member MRTA (Strong Hero 3) CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +3; Grap +4; Atk +4 melee (1d4+3, Knife), or +6 ranged (2d4+0, Skorpion); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Demolitions, Hide)

Skills: Climb +3, Craft (structural) +4, Demolitions +7, Hide +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Weapon Focus

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Knife, Skorpion

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