

v2.0

BY
CHARLES RICE

COVER ART
JEREMY SIMMONS

RPG
OBJECTS

INTERIOR ART
**JOSEPH WIGFIELD
V. SHANE**

d20
system

EDITING
CHRIS VAN DEELEN

LAYOUT
CHRIS DAVIS

PLAY TESTING
**PAULA RICE, EDWARD LENNON,
COREY HODGES, CHRIS DAVIS, CHARLES
BAIZE**

WWW.RPGOBJECTS.COM

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission

‘d20 System’ and the ‘d20 System’ logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

★★★
BLOOD & GUTS
★★★
MODERN MILITARY

SPECIAL OPERATIONS COMMAND

M1911 MANCOURN
Caliber: .38 S&W
Length: 6 in.
Weight: 1 lb. 14 ounces
Standard issue sidearm for US Military Officers
-Extremely lethal and powerful - classic-

AIRCRAFT CARRIER
-massive tonnage, carries enough aircraft for a
7-month long operation-
-armed with anti-aircraft guns, depth charges and
surface-to-air, surface-to-surface missiles-
-Operational in nearly all ocean theaters-
-Should be always close with marine escort craft,
vulnerable in close combat where its guns, cannot
be utilized for defense

M1A1 ABRAHAM LINCOLN
-Ultimate armored vehicle (best armor) (best gun) (best fire power)
-computerized targeting, remote-controlled interior, satellite
communication system
-Featured combat presence
-Single most advanced combat armored vehicle in the world



SPECIAL OPERATIONS COMMAND

INTRODUCTION

On April 16, 1987 the United States Special Operations Command (USSOCOM) was established to bring the special operations forces of all the armed services under one joint command structure. The need for this command had been seen for some time but the single event most responsible for the formation of USSOCOM was the disastrous attempt to rescue hostages held in Iran during the Carter Administration. The creation of USSOCOM, whose commander in chief has great flexibility and spending discretion, was further aided by the creation of a Assistant Secretary of Defense for Special Operations and Low Intensity Conflict.

This joint command is based out of MacDill Air Force Base in Florida and is commanded by a 4-star General with the title Commander in Chief, United States Special Operations Command (USCINCSOC). This joint command has an annual budget of about 4.9 billion dollars and is tasked with providing special operations support to various government agencies, including regional Commanders in Chief and diplomatic services and is capable of providing a wide variety of mission-capable personnel from Civil Affairs to PSYOP to Foreign Internal Defense and Direct Action units.

In July 2002 Secretary of Defense Donald Rumsfeld ordered Special Operations Commander, Air Force General Charles Holland to come up with a plan to use special operations forces to locate and eliminate terrorist cells worldwide. This led General Holland to request an additional 50 billion dollars to purchase more equipment, employ more training personnel stateside and expand the total size of the special operations forces from 47,000 to 56,000.

WHAT IS A SPECIAL OPERATIONS UNIT?

A special operations unit is a small, elite unit employed in direct or indirect military action. These operations tend to be politically sensitive which heightens the need for elite soldiers capable of ensuring success and avoiding detection in missions where the prestige of the United States is at stake. Missions undertaken by special operations units include (but are by no means limited to): foreign internal defense, hostage rescue, counter-terrorism, unconventional warfare and direct action.

SPECIAL OPERATIONS CHARACTERS

SPECIAL OPERATIONS TRAINING

Special operations training is granted to the elite of the elite. Many soldiers aspire to this level of excellence and commanders share a love-hate relationship with these units that both provide an essential function in combat and siphon the best soldiers away from their units.

REQUIREMENTS

To qualify for special operations training a character must meet the following criteria.

Base Attack Bonus: +5

Feats: Personal Firearms

Special: A character must also have successfully transferred to one of the special operations units listed below.

CLASS INFORMATION

The following information pertains to the special operations prestige class.

Hit Die: 1d8

Action Points: 7+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Special operations training grants the following class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (structural) (Int), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, tactics) (Int), Listen (Wis), Navigate (Int), Read/Write Language (all), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (all), Spot (Wis), Survival (Wis) and Swim (Str).

Skill points at each level: 7+Int. modifier

CLASS FEATURES

All of the following are features of the special operations training prestige class.

Advanced Training: Each time the character gain this class ability, the character may pick a talent from the advanced training list (see Blood and Guts II: Military Training Manual page X-X).

Mental Toughness: The character adds his special operations levels to any saving throw to resist fatigue, hunger, torture, brainwashing, fear, combat fatigue, and to level checks to resist intimidation.

Silent Kill: The character gains the listed damage bonus against surprised, flat-footed or flanked targets.

If the victim of this attack is surprised and fails a Massive Damage Threshold saving throw, the character is eliminated in complete silence, requiring a Listen check (DC 30) for anyone nearby to notice something amiss.

At the GM's discretion, in Gritty or True Grit campaigns (see the new combat rules for definitions of these terms), Ordinaries may not receive a MDT



TABLE 1-1: SPECIAL OPERATIONS TRAINING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Advanced Training; Mental Toughness	+1	+1
2nd	+2	+2	+2	+2	Silent Kill +1d6; Hostage Rescue	+1	+1
3rd	+3	+2	+2	+2	Advanced Training; Cat Nap	+2	+1
4th	+4	+2	+2	+2	Silent Kill +2d6; Counter Terrorist	+2	+2
5th	+5	+3	+3	+3	Advanced Training; Grace Under Pressure	+3	+2

save against this attack. See the d20 Modern Core Rulebook for the definition of an Ordinary.

Hostage Rescue: Special operations training includes training in techniques to rescue hostages from hostile forces. Whenever an Ordinary would be subject to an attack from Crossfire (see the new combat rules in the Combat Procedures Manual for more information on this optional rule) the character may spend an action point to negate that attack.

If the campaign does not use the optional Crossfire rules this ability may be replaced with the Harm's Way ability from the Bodyguard advanced class.

Cat Nap: Special operations forces learn to sleep in short naps while in the field, never slipping into so deep a slumber as to leave them vulnerable. Characters with this talent can survive for long periods of time on only four hours of sleep per day with no ill effects. This talent also allows a character to add twice his special operations class levels to any Listen check made while asleep (characters normally make Listen checks at -10 while sleeping, so a character with 5 special operations training levels would make Listen checks normally while sleeping).

Counter Terrorist: Special operations forces receive extensive training in preventing and combating terrorism. Characters with this ability add their Reputation modifier to all Gather Information, Intimidate and Knowledge (tactics) skill checks involving terrorists.

Grace Under Pressure: Special operations characters are rare individuals who thrive under stress.

When a character spends an action point to aid a skill check he adds all the dice he is entitled to roll to the skill check (characters normally add only the highest die).

SPECIAL OPERATIONS UNITS

Elite Units Feats: One of the many changes between the 1st and 2nd editions of Blood and Guts are the elimination of Elite Unit Feats. In Blood and Guts, just as a character qualified for inclusion in a special ops unit by meeting prerequisites and taking one or more levels in a class, he qualified for serving in an elite unit (such as the 101st Airborne) by meeting prerequisites and taking the elite unit feat. This is one of many cases where Blood and Guts suffered from "feat overload", a failing we have worked very hard to reduce in the 2nd edition. Feat overload means that in order to qualify for some of the high-end classes (such as Delta Force or SEALs) that the character had no feat choices until 10th level and beyond, having been slotted into a path by the fact that the character wished to be in Delta Force. We consider this a bad idea. Certainly qualifying for Delta Force should not be *easy* but we have tried to at least reduce the number of prerequisites.

In Blood and Guts 2nd edition, special operations units are treated like inclusion in any other unit. There is no concept of an elite unit. Each unit will have

certain training requirements to be considered a part of that unit. A character must meet all the requirements for a unit to request a transfer to that unit. Requesting a transfer is done through a requisition check. The DC of this check is 15 for a normal unit and 20 for a special operations unit.

Once a character has joined a unit he will begin to receive certain benefits in terms of training options, morale bonuses to certain attacks and so forth. The benefits a character receives take a certain amount of time to take effect and fade if the character leaves that unit for another (or retires from the service). These effects represent the constant training and drilling the character receives as a member of that unit.

Following each Unit feat is a typical NPC statistical block for gamemasters to quickly plug in their campaigns. The statistical blocks were created using RPGObjects' Modern Character Generator.

AFSOC

AIR FORCE SPECIAL OPERATIONS COMMAND

Air Force Special Operations Command (AFSOC) was created May 22, 1990 as a component of USSOCOM. Like other special operations forces, those of the air force conduct foreign internal defense, unconventional warfare and direct action missions around the world. Other missions undertaken by soldiers of the AFSOC include special reconnaissance and counterproliferation (the detection, containment and elimination of nuclear, chemical and biological warfare materials). To perform these missions the AFSOC employs a number of high-tech devices and specialized aircraft.

Currently AFSOC employs 12,500 active duty, reserve and Air National Guard forces and more than 160 fixed and rotary wing aircraft worldwide. AFSOC is headquartered out of Hurlburt Field in Florida.



AIR FORCE COMBAT CONTROLLERS

Combat Controllers enter enemy territory by any means necessary (Land, Sea, Paratroop) and set up air traffic control facilities in enemy territory without being detected by enemy forces. Whenever possible they will make contact with friendly indigenous forces, and if necessary they will fight their way out.

In recent months, Combat Controllers provided clandestine air traffic control to American strike aircraft from inside both Afghanistan and Iraq.

Combat Controllers is one of the most difficult career paths in the military (and considered to be the most difficult in the Air Force) and they are recognized as being on the same level as the Navy SEALs and the Army Rangers. The difficulty in completing this training is highlighted by the fact that there are less than 400 Combat Controllers in the entire Air Force.

Combat Controllers are members of the various Special Tactics Squadrons (STS) in the AFSOC including the units of 720th Special Tactics Group (21st, 22nd, 23rd and 24th STS along with the 10th Combat Weather Squadron). There are also STS units in the 352nd Special Operations Group and the 353rd Special Operations Group (see below).

Combat Controllers may be recognized by their scarlet berets and are based around the world, at airfields in America, Britain, and Okinawa.

The motto of the Combat Controllers is "First There".

UNIT REQUIREMENTS

To qualify for the Combat Controllers a character must meet the following criteria.

BAB: 7+

Skills: Navigate 5 ranks and 2 of the following skills: Spot 8 ranks, Tumble 8 ranks, Computer Use 8 ranks, Survival 8 ranks, Demolitions 8 ranks, Swim 8 ranks

Feats: Amphibious Assault Training, Jump School, MOS Aviation

Talents: Death from Above 1-2

UNIT FEATURES

All of the following are features of the Combat Controllers.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus on Spot checks for Air Traffic Control and Radar Operation; +4 Tumble competence bonus to Tumble checks for paratroops

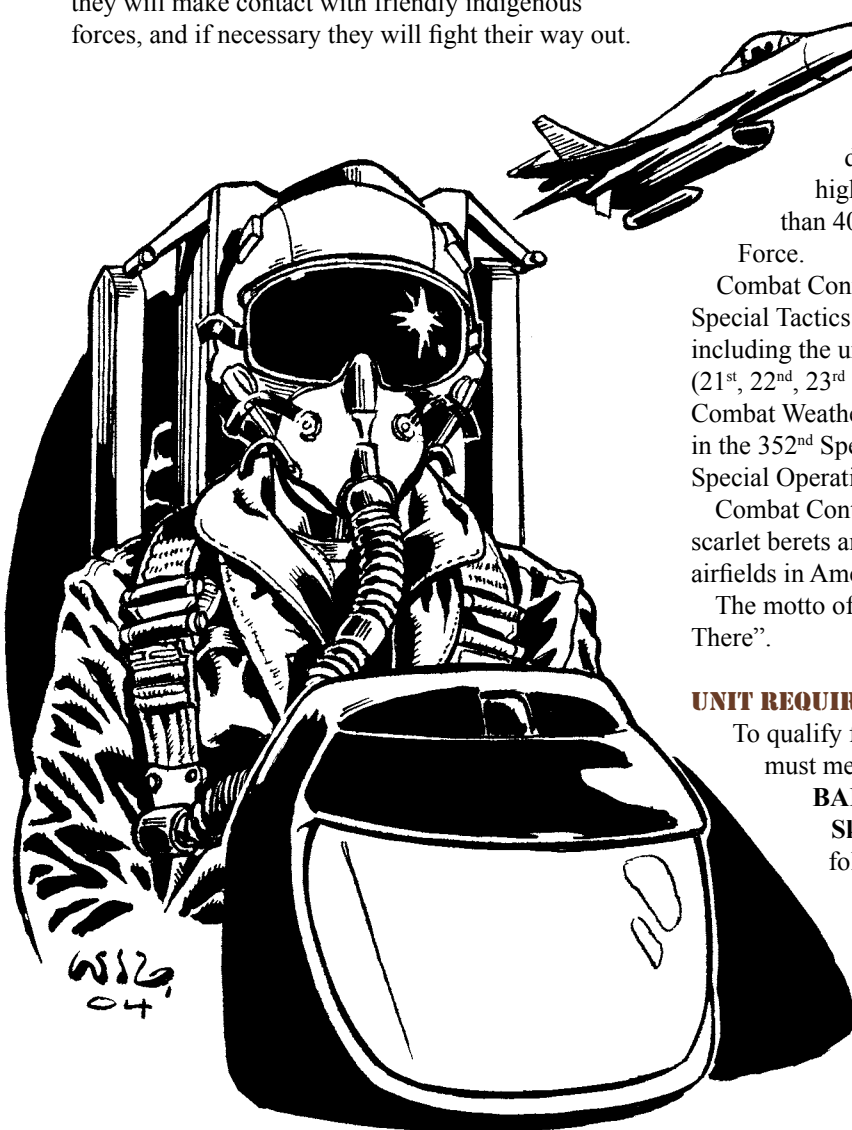
The character gain access to the Semper Fi class ability when working with other Combat Controllers only (normally Semper Fi affects any Teamwork feats the character possesses).

Unit Abilities: the characters attack roll bonus from Death from above talent increased by +1 (to a maximum of +6).

Being a member of this unit also provides accelerated promotion through E-4 (the character gain the benefits of the Fast Track feat until reaching the rank of E-4).

Unit Bonus Feats: Being a member of this unit also adds the following feats to the characters bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Electronic Warfare, Jungle/Swamp Warfare, MOS NBC, Mountain Warfare, Radar Operation, SERE, Urban Warfare College

Combat Controller (Strong Hero 3/Fast Hero 2/Recon Training 4) CR 9; Medium-size humanoid; HD 3d8+6 plus 2d8+4 plus 4d8+8; HP 59; Mas 15; Init +2; Spd 25 ft; Defense 26, touch 20, flatfooted 24 (+2 Dex, +8 class, +6 equipment); BAB +7; Grap +8; Atk +8 melee (1d4+1, Knife), or +10 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Air





Force; SV Fort +6, Ref +7, Will +2; AP 4; Rep +0; Str 12, Dex 14, Con 15, Int 13, Wis 10, Cha 10.

Occupation: Military (Demolitions, Survival)

Skills: Climb +2, Computer Use +3, Craft (structural) +4, Demolitions +7, Drive +6, Hide +5, Knowledge (Tactics) +7, Navigate +6, Repair +4, Spot +9, Survival +8, Tumble +5

Feats: Advanced Firearms Proficiency, Amphibious Assault Training (Demolitions, Survival, Swim), Armor Proficiency (light), Armor Proficiency (medium), Combat Expertise, Jump School, MOS Aviation (Computer Use, Spot, Survival), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Fast Hero): Evasion

Talents (Recon Training): Camouflage, Death from above 1, Death from above 2

Talents (Combat Controllers): +4 competence bonus to Spot for Air Traffic and Radar Operation, +4 Tumble for paratroops; Death from Above increased by +1

Possessions: Tactical Vest, Knife, M-4 Carbine, 2 Smoke Grenades, 2 Fragmentation Grenades, 2 Tear Gas Grenades, M-9

AIR FORCE PARARESCUE

The job of the Air Force's elite Pararescue Special Operations Unit is to parachute into enemy territory and recover downed pilots, providing any necessary medical attention, and escorting them to safety. If injured personnel are too injured to be moved, the Pararescue unit stays with them until a rescue is achievable, making contact with any friendly indigenous forces if possible.

Pararescue was born in the Second World War when the crew of a C-46, comprised of 21 men, ditched into an uncharted jungle near the China-Burma border. Lt. Colonel Don Fleckinger and a volunteer unit of

medical corpsmen, parachuted in and with the help of friendly natives, tended the wounded for more than a month before escape was possible.

In addition to more traditional Special Ops training, including small unit tactics, HALO Paratroop training, and advanced firearms training, Pararescue soldiers also become fully trained trauma physicians, in a course that is both physically and mentally grueling, which lasts a full year.

In peacetime, the Pararescue acts as an elite search and rescue force during times of natural disaster, assisting Coast Guard and allied foreign nations. They also provide emergency retrieval teams to NASA.

Along with Combat Controllers, Pararescue are members of the various Special Tactics Squadrons (STS) in the AFSOC including the units of 720th Special Tactics Group (21st, 22nd, 23rd and 24th STS along with the 10th Combat Weather Squadron). There are also STS units in the 352nd Special Operations Group and the 353rd Special Operations Group (see below).

Pararescue forces wear maroon berets, and live their motto: "These things we do, that others may live".

Air Force Pararescue units are stationed all over the world to allow a quick response. In addition to being posted at several American airfields, Pararescue units are stationed in Britain, Okinawa, and Iceland as well.

UNIT REQUIREMENTS

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

BAB: 3+

Skills: Navigate 5 ranks, Tumble 5 ranks, Treat Injury 8 ranks, Survival 5 ranks and Craft (pharmaceutical) 5 ranks

Feats: MOS Medical, Jump School and Surgery

Talents: Combat Medicine 1-2

UNIT FEATURES

All of the following are features of Pararescue.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Tumble and Treat Injury checks.

Unit Abilities: When restoring hit points or performing surgery the character can spend an action point and add all applicable dice to the amount healed.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Jungle/Swamp Warfare, MOS NBC, Mountain Warfare, Radar Operation, SERE, Urban Warfare College

Air Force Pararescue (Dedicated Hero 3/Fast Hero 2/Recon Training 4) CR 9; Medium-size humanoid; HD 3d6+3 plus 2d8+2 plus 4d8+4; HP 47; Mas 12; Init +0; Spd 25 ft; Defense 23, touch 18, flatfooted 23 (+8 class, +5 equipment); BAB +6; Grap +5; Atk +5 melee (1d4-1, Knife), or +6 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +5, Ref +5, Will +5; AP 4; Rep +1; Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 13.

Occupation: Military (Navigate, Survival)

Skills: Climb +0, Craft (pharmaceutical) +14, Disable Device +8, Drive +5, Hide +5, Knowledge (Behavioral Sciences) +5, Knowledge (Tactics) +9, Listen +8, Navigate +8, Research +6, Spot +4, Survival +10, Treat Injury +16, Tumble +3

Feats: Armor Proficiency (light), Armor Proficiency (medium), Combat Expertise, Desert Warfare College (Hide, Spot, Survival), Jump School, MOS Medical



(Craft [pharmaceutical], Treat Injury, Tumble), MOS NBC (Disable Device, Repair, Research), Personal Firearms Proficiency, Surgery

Talents (Dedicated Hero): Healing Knack, Healing Touch 1

Talents (Fast Hero): Evasion

Talents (Recon Training): Camouflage, Combat Medicine 1, Combat Medicine 2

Talents (Pararescue): +4 competence bonus to Tumble and Treat Injury skill checks; When restoring hit points may add action point dice to result.

Possessions: Light Duty Vest, Knife, M-9, 3 Smoke Grenades, 3 Tear Gas Grenades

COMBAT WEATHERMEN

The third component of any AFSOC Special Tactics Squadron is Combat Weathermen. These forces provide advanced meteorological and environmental information to STS units to better determine the suitability of a site for front-line air combat missions. In addition these units are expert paratroopers and are given extensive training in small unit tactics making them valuable members of the STS team.

UNIT REQUIREMENTS

To qualify for the Combat Weathermen a character must meet the following criteria.

BAB: 5+

Skills: Navigate 5 ranks, Survival 8 ranks, Tumble 5 ranks

Feats: Jump School, any two terrain combat schools (Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Jungle/Swamp Warfare, Mountain Warfare, Urban Warfare College)

UNIT FEATURES

All of the following are features of the Combat Weathermen.

These specialties and abilities take effect 30 days

after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Tumble and Survival checks

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Guide, Jungle/Swamp Warfare, Mountain Warfare, Radar Operation, SERE, Track and Urban Warfare College

Combat Weatherman (Tough Hero 3/Infantry Training 4) CR 7; Medium-size humanoid; HD 3d10+3 plus 4d10+4 plus 3; HP 49; Mas 13; Init +1; Spd 30 ft; Defense 17, touch 15, flatfooted 16 (+1 Dex, +4 class, +2 equipment); BAB +5; Grap +5; Atk +5 melee (1d4, Knife), or +6 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +5, Ref +4, Will +4; AP 3; Rep +1; Str 10, Dex 12, Con 13, Int 14, Wis 15, Cha 8.

Occupation: Military (Navigate, Survival)

Skills: Climb +9, Craft (structural) +12, Intimidate +3, Knowledge (Tactics) +6, Listen +4, Navigate +12, Spot +4, Survival +12, Tumble +10

Feats: Alertness, Armor Proficiency (light), Jump School, MOS Rifleman (Search, Spot, Tumble), Personal Firearms Proficiency, Mountain Warfare College (Tactics, Spot, Survival), Jungle/Swamp Warfare College (Hide, Tactics, Survival)

Talents (Tough Hero): Robust, Remain Conscious

Talents (Infantry Training): Defensive Position +1, Terrain Specialization (Mountain), Terrain Specialization (Jungle/Swamp)

Talents (Combat Weatherman): +4 competence

bonus to Tumble and Survival checks

Possessions: Pull-up Pouch Vest, Knife, M-4 Carbine, 2 Smoke Grenades, 2 Fragmentation Grenades, 2 Tear Gas Grenades

16TH SPECIAL OPERATIONS WING

The largest AFSOC unit, the 16th SOW consists of over 7,000 soldiers. This unit specializes in unconventional warfare and is able to undertake missions anywhere in the world at a moment's notice. The 16th SOW is the oldest and most seasoned special operations unit in the AFSOC and is based out of Hurlburt Field, Florida. The motto of the 16th is "Any time, any place".

4TH SPECIAL OPERATIONS SQUADRON (SOS) "GHOSTRIDERS"

The largest of the squadrons in the 16th SOW, the 4th SOS employs 13 AC-130U Gunships for close air support, convoy escort, urban operations, armed reconnaissance missions and air interdiction missions against preplanned targets or targets of opportunity.

The 4th SOS made its first operational deployment in 1996 to Brindisi, Italy for three years in support of operations in Bosnia-Herzegovina. Since then the unit assisted in the evacuation of American citizens from Albania and performed combat reconnaissance mission in the Congo in 1997. The unit also participated in a 17-mission sortie on Yugoslav border to drive Serbian forces back from the Kosovo-Albanian border.

4TH SOS PILOT

UNIT REQUIREMENTS

To qualify for 4th SOS a character must meet the following criteria.

Skills: Pilot 10 ranks, Spot 5 ranks



Feats: MOS Pilot, Aircraft Operation (Heavy Aircraft), Evasive Maneuvers

Talents: Air Support 1-2

UNIT FEATURES

All of the following are features of the 4th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot skill checks

Unit Abilities: The characters bonus from Air Support is increased by +1 (to a maximum bonus of +6).

4th SOS Pilot (Fast Hero 3/Recon Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d8+4; HP 39; Mas 12; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 19 (+2 Dex, +6 class, +3 equipment); BAB +5; Grap +4; Atk +4 melee (1d3-1, Unarmed), or +7 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Craft (mechanical) +7, Craft (structural) +5, Drive +4, Hide +4, Knowledge (Tactics) +13, Navigate +5, Pilot +12, Profession +6, Repair +5, Spot +7, Survival +3, Swim -1, Tumble +6

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Evasive Maneuvers, MOS Pilot (Pilot, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Recon Training): Camouflage, Air Support 1, Air Support 2

Talents (4th SOS Pilot): +4 competence bonus to Pilot checks; Air Support increased by +1

Possessions: Undercover Vest, Unarmed, M-9

4TH SOS GUNNER

UNIT REQUIREMENTS

To qualify for 4th SOS a character must meet the following criteria.

BAB: 5+

Skills: Spot 5 ranks, Repair 5 ranks

Feats: MOS Rifleman, Exotic Firearms Proficiency-Fixed Wing Vehicle Weapons, Weapon Focus (40mm cannon, 105mm cannon or 25mm cannon)

Talents: Marksmanship 1, Sharpshooter 1

UNIT FEATURES

All of the following are features of the 4th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Abilities: +1 competence bonus to attack and damage rolls with any AC-130U-mounted weapon.

4th SOS Gunner (Strong Hero 3/Assault Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d10+4 plus 4; HP 47; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (+2 Dex, +3 class, +3 equipment); BAB +7; Grap +9; Atk +9 melee (1d4+2, weapon), or +9 ranged (2d6, weapon); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +7, Ref +4, Will +2; AP 3; Rep +1; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Navigate, Pilot)

Skills: Climb +6, Craft (structural) +8, Intimidate +3, Knowledge (Tactics) +8, Pilot +6, Repair +6, Spot +9, Tumble +10

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Exotic Firearms Proficiency (cannons), Jump School, MOS Rifleman (Search, Spot, Tumble), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Assault Training): Tough as Nails, Marksmanship 1, Sharpshooter 1

Talents (4th SOS Gunner): +1 competence bonus to attack and damage rolls to AC-130U-fired weapons

Possessions: Knife, M-9, Undercover Vest

6TH SPECIAL OPERATIONS SQUADRON

One of the main missions of special operations forces is foreign internal defense (FID) or the assisting of friendly nations in improving their defensive and police capabilities to fend off threats to their stability and security. In keeping with this mission the AFSOC formed the 6th SOS to assist friendly nations in developing air power to ensure the security of friendly nations. The 6th SOS has performed successful missions in El Salvador, Tunisia, Ecuador and Jordan. As the unit has grown in size it has been assigned two UH-1N Huey helicopters and two Spanish-built CASA 212 transport planes to assist in its missions.

UNIT REQUIREMENTS

To qualify for 6th SOS a character must meet the following criteria.

Skills: Pilot 5 ranks, Spot 5 ranks, Craft (structural) 5 ranks, Repair 5 ranks

Feats: MOS Aviation, Radar Operation, Aircraft Operation (heavy aircraft or helicopter)



UNIT FEATURES

All of the following are features of the 6th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stop working with the units in question.

Unit Specialties: +4 competence bonus to Spot and Craft (structural) checks.

6th SOS (Dedicated Hero 3) CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3+1, unarmed), or +4 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +3, Ref +3, Will +2; AP 1; Rep +1; Str 8, Dex 15, Con 13, Int 12, Wis 10, Cha 14.

Occupation: Military (Navigate, Pilot)

Skills: Craft (structural) +7, Knowledge (Tactics) +7, Listen +2, Navigate +7, Pilot +8, Repair +7, Spot +8

Feats: Aircraft Operation (Heavy), Alertness, MOS Aviation (Craft [structural], Repair, Spot), Personal Firearms Proficiency, Radar Operation

Talents (Dedicated Hero): Empathy, Improved Aid Another

Talents (6th SOS): +4 competence bonus to Spot and Craft (structural) skill checks

Possessions: M-9

8TH SPECIAL OPERATIONS SQUADRON “BLACKBIRDS”

The 8th SOS is one of the longest serving units in the history of the Air Force, having been in continuous service since 1917. The mission of the 8th SOS is the insertion, extraction and resupply of special operations forces into hostile territory as well as unconventional warfare missions. To support this mission the squadron uses the MC-130 E Combat Talon I.

The unit received its motto “with guts to try” during the failed attempt to rescue Iranian Hostages held in Iran in 1980, during which five members of the unit lost their lives.

The 8th SOS next saw action in the Grenada operations of 1983 during which their aircraft suffered intense ground fire as they deployed US Army Rangers onto the island. The 8th then made three more missions over Grenada dropping leaflets to encourage the Cubans to give up the fight on the island.

The 8th SOS participated in Operation Just Cause in Panama against Manuel Noreiga and a Combat Talon of the 8th SOS flew the captured leader back to the United States to face trial.

During Operations Desert Shield and Desert Storm the 8th SOS aided Coalition forces by dropping both 15,000 lb. bombs and millions of leaflets encouraging the Iraqis to surrender.

More recently the 8th SOS has seen action in Bosnia, Liberia, Saudi Arabia and were even seen in the movie “Air Force One”.

UNIT REQUIREMENTS

To qualify for 8th SOS a character must meet the following criteria.

Skills: Pilot 8 ranks, Computer Use 8 ranks

Feats: MOS Pilot, Aircraft Operation (heavy aircraft), Electronic Warfare

UNIT FEATURES

All of the following are features of the 8th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leave the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks

8th SOS (Fast Hero 3/Recon Training 4) CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +4; Grap +3; Atk +3 melee (1d3+1, unarmed), or +6 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +10, Hide +6, Knowledge (Tactics) +10, Listen +3, Navigate +4, Pilot +11, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Heavy), Combat Expertise, Electronic Warfare, MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Support 1

Talents (8th SOS): +4 competence bonus to Computer Use and Pilot skill checks

Possessions: M-9



9TH SPECIAL OPERATIONS SQUADRON “NIGHT WINGS”

The 9th SOS’ mission is the combat refueling of special operations helicopters in hostile territory as well as the insertion, extraction and resupply of special operations forces in hostile territory. The unit also performs unconventional warfare missions as well. To support this mission the squadron uses the MC-130 P Combat Shadow.

During the Viet Nam War the 9th SOS performed numerous unconventional warfare missions including leaflet drops that assisted American forces throughout that long conflict. In March of 1988 the primary mission of the unit shifted to aerial refueling and it obtained the MC-130 P aircraft that it uses today. During Operation Just Cause in Panama the 9th SOS allowed special operations helicopters to fly more than 400 missions and log over 1,200 hours of flight time.

In 1990 the squadron deployed to Saudi Arabia where it remained for more than three years. It then transferred to Turkey where it served for another three years during Operation Provide Comfort, which helped the Kurdish people recover from the depredations of the Iraqi government of Saddam Hussein.

UNIT REQUIREMENTS

To qualify for 9th SOS a character must meet the following criteria.

Skills: Pilot 8 ranks, Computer Use 8 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (heavy aircraft), Electronic Warfare

UNIT FEATURES

All of the following are features of the 9th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30

days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks.

Unit Abilities: The Night Wings are extremely adept at night flying operations during which the pilots wear night vision goggles. Members of the 9th SOS do not suffer the usual –4 penalty to Spot checks when wearing night vision goggles because of their extensive experience using these devices.

9th SOS (Fast Hero 3/Recon Training 3) CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +4; Grap +3; Atk +3 melee (1d3+1, unarmed), or +6 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +10, Hide +6, Knowledge (Tactics) +10, Listen +3, Navigate +4, Pilot +11, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Heavy), Combat Expertise, Electronic Warfare, MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Support 1

Talents (9th SOS): +4 competence bonus to Computer Use and Pilot skill checks

Possessions: M-9

15TH SPECIAL OPERATIONS SQUADRON

The 15th SOS was formed due to the success of the Combat Talon as a support aircraft for special operations forces. As part of a program to upgrade this successful aircraft, the 15th SOS helped to test the upgraded MC-130H Combat Talon II, which the unit uses its mission to insert, extract and resupply special operations forces today.

UNIT REQUIREMENTS

To qualify for 15th SOS a character must meet the following criteria.

Skills: Pilot 8 ranks, Computer Use 8 ranks

Feats: MOS Pilot, Aircraft Operation (heavy aircraft), Electronic Warfare

UNIT FEATURES

All of the following are features of the 15th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks

16TH SPECIAL OPERATIONS SQUADRON “SPECTRE”

The 16th was activated in 1968 and originally based at Ubon Royal Thai Air Force Base. They originally flew the legendary AC-47 Spooky gunship and today fly the AC-130H Spectre. During the Viet Nam War gunships of the 16th destroyed an average of 10,000 trucks per year during night attacks along the Ho Chi Minh Trail.



Aircraft of the 16th have served with distinction in Grenada, Panama, Iraq, Somalia and Bosnia-Herzegovina. Despite the enormous heroism of their service the unit also remembers the 52 brothers who lost their lives in Viet Nam, 14 in Operation Desert Storm and 8 in Operation Continue Hope (in Somalia).

Since 1975 the unit has been based at its current home of Hurlburt Field, Florida.

16TH SOS PILOT

UNIT REQUIREMENTS

To qualify for 16th SOS a character must meet the following criteria.

Skills: Pilot 10 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (Heavy Aircraft), Evasive Maneuvers

Talents: Air Support 1-2

UNIT FEATURES

All of the following are features of the 16th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot skill checks

Unit Abilities: The characters bonus from Air Support is increased by +1 (to a maximum bonus of +6).

16th SOS Pilot (Fast Hero 3/Recon Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d8+4; HP 39; Mas 12; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 19 (+2 Dex, +6 class, +3 equipment); BAB

+5; Grap +4; Atk +4 melee (1d3+1, Unarmed), or +7 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Craft (mechanical) +7, Craft (structural) +5, Drive +4, Hide +4, Knowledge (Tactics) +13, Navigate +5, Pilot +12, Profession +6, Repair +5, Spot +7, Survival +3, Swim -1, Tumble +6

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Evasive Maneuvers, MOS Pilot (Pilot, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Recon Training): Camouflage, Air Support 1, Air Support 2

Talents (16th SOS Pilot): +4 competence bonus to Pilot checks; Air Support increased by +1

Possessions: Undercover Vest, Unarmed, M-9

16TH SOS GUNNER

UNIT REQUIREMENTS

To qualify for 16th SOS a character must meet the following criteria.

BAB: 5+

Skills: Spot 5 ranks, Repair 5 ranks

Feats: MOS Rifleman, Exotic Firearms Proficiency-Fixed Wing Vehicle Weapons, Weapon Focus (40mm cannon, 105mm cannon or 25mm cannon)

Talents: Marksmanship 1, Sharpshooter 1

UNIT FEATURES

All of the following are features of the 16th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to

take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Abilities: +1 competence bonus to attack and damage rolls with any AC-130U-mounted weapon.

16TH SOS Gunner (Strong Hero 3/Assault Training 4)

CR 7; Medium-size humanoid; HD 3d8+3 plus 4d10+4 plus 4; HP 47; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (+2 Dex, +3 class, +3 equipment); BAB +7; Grap +9; Atk +9 melee (1d4+2, weapon), or +9 ranged (2d6, weapon); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +7, Ref +4, Will +2; AP 3; Rep +1; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Navigate, Pilot)

Skills: Climb +6, Craft (structural) +8, Intimidate +3, Knowledge (Tactics) +8, Pilot +6, Repair +6, Spot +9, Tumble +10

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Exotic Firearms Proficiency (cannons), Jump School, MOS Rifleman (Search, Spot, Tumble), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Assault Training): Tough as Nails, Marksmanship 1, Sharpshooter 1

Talents (16th SOS Gunner): +1 competence bonus to attack and damage rolls to AC-130U-fired weapons

Possessions: Knife, M-9, Undercover Vest

19TH SPECIAL OPERATIONS SQUADRON

With a long and distinguished service history going back to 1939, today the 19th SOS serves as training arm of the 16th Special Operations Wing and trains AC-130H, AC-130U and MC-130E crews for the unit. They also conduct refresher courses for crews in service.



19TH SOS PILOT

UNIT REQUIREMENTS

To qualify for 19th SOS a character must meet the following criteria.

Skills: Pilot 10 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (Heavy Aircraft), Evasive Maneuvers

Talents: Air Support 1-2

UNIT FEATURES

All of the following are features of the 19th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot skill checks

Unit Abilities: The characters bonus from Air Support is increased by +1 (to a maximum bonus of +6).

19th SOS Pilot (Fast Hero 3/Recon Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d8+4; HP 39; Mas 12; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 19 (+2 Dex, +6 class, +3 equipment); BAB +5; Grap +4; Atk +4 melee (1d3+1, Unarmed), or +7 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Craft (mechanical) +7, Craft (structural) +5, Drive +4, Hide +4, Knowledge (Tactics) +13, Navigate +5, Pilot +12, Profession +6, Repair +5, Spot +7, Survival +3, Swim -1, Tumble +6

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Evasive Maneuvers, MOS Pilot

(Pilot, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Recon Training): Camouflage, Air Support 1, Air Support 2

Talents (19th SOS Pilot): +4 competence bonus to Pilot checks; Air Support increased by +1

Possessions: Undercover Vest, Unarmed, M-9

19TH SOS GUNNER

UNIT REQUIREMENTS

To qualify for 19th SOS a character must meet the following criteria.

BAB: 5+

Skills: Spot 5 ranks, Repair 5 ranks

Feats: MOS Rifleman, Exotic Firearms Proficiency-Fixed Wing Vehicle Weapons, Weapon Focus (40mm cannon, 105mm cannon or 25mm cannon)

Talents: Marksmanship 1, Sharpshooter 1

UNIT FEATURES

All of the following are features of the 19th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, the character transfers to another special operations unit.

Unit Abilities: +1 competence bonus to attack and damage rolls with any AC-130U-mounted weapon.

19th SOS Gunner (Strong Hero 3/Assault Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d10+4 plus 4; HP 47; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (+2 Dex, +3 class, +3 equipment); BAB +7; Grap +9; Atk +9 melee

(1d4+2, weapon), or +9 ranged (2d6, weapon); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +7, Ref +4, Will +2; AP 3; Rep +1; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Navigate, Pilot)

Skills: Climb +6, Craft (structural) +8, Intimidate +3, Knowledge (Tactics) +8, Pilot +6, Repair +6, Spot +9, Tumble +10

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Exotic Firearms Proficiency (cannons), Jump School, MOS Rifleman (Search, Spot, Tumble), Personal Firearms Proficiency, Weapon Focus

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Assault Training): Tough as Nails, Marksmanship 1, Sharpshooter 1

Talents (19th SOS Gunner): +1 competence bonus to attack and damage rolls to AC-130U-fired weapons

Possessions: Knife, M-9, Undercover Vest

20TH SPECIAL OPERATIONS SQUADRON “GREEN HORNETS”

The 20th SOS flies the most sophisticated helicopter in the entire Air Force, the MH-53J Pave Low. The unit was activated in 1956 and earned its nickname during Project Lucky Tiger in 1967. It was during these same missions that Captain James P. Fleming earned the Congressional Medal of Honor. In more recent action the unit has seen service in President George H.W. Bush's Florida Drug Task Force and recorded the first rescue of a downed airman during Operation Desert Storm, the first rescue of a downed airman since the Viet Nam War.

UNIT REQUIREMENTS

To qualify for 20th SOS a character must meet the following criteria.

BAB: 5+



Skills: Pilot 8 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (helicopter), Exotic Firearms Proficiency- Helicopter Vehicle Weapons

UNIT FEATURES

All of the following are features of the 20th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks.

Unit Abilities: The Green Hornets are extremely adept at night flying operations during which the pilots wear night vision goggles. Members of the 20th SOS do not suffer the usual -4 penalty to Spot checks when wearing night vision goggles because of their extensive experience using these devices.

20th SOS (Fast Hero 3/Recon Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d8+4; HP 39; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +5; Grap +4; Atk +4 melee (1d3-1, unarmed), or +7 ranged (2d6, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +12, Hide +6, Knowledge (Tactics) +12, Listen +3, Navigate +6, Pilot +13, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Helicopter), Combat Expertise, Exotic Firearms Proficiency (Helicopter Weapons), MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Superiority 1, Air Superiority 2

Talents (20th SOS): +4 competence bonus to Computer Use and Pilot skill checks; no Spot penalty for wearing nightvision goggles.

Possessions: M-9

720TH SPECIAL TACTICS GROUP

The 720th Special Tactics Group deploys 4 of the 6 Special Tactics Squadrons in the Air Force as well as the 10th Combat Weather Squadron. This unit is headquartered at Hurlburt Field in Florida although many of the STS units that are part of the 720th have their own home fields as well. The mission of the 720th is to conduct airfield and assault zone recon, assessment and control as well as provide emergency medical care and combat search and rescue. The units of the 720th also provide long-range reconnaissance and position navigational aids and target designation equipment in both friendly and hostile areas.

The 720th consists of the following units: 21st STS based at Pope Air Force Base, North Carolina; 22nd STS based at McCord Air Force Base, Washington State; 23rd STS based at Hurlburt Field, Florida; 24th STS based at Pope Air Force Base, North Carolina; and 10th Combat Weather Squadron based at Hurlburt Field, Florida.

352ND SPECIAL OPERATIONS GROUP

The 352nd SOG is the AFSOC group assigned to the European theater. The unit is based at RAF Mildenhall, United Kingdom and is the primary AFSOC unit for all European operations, as well as

operations in Africa and the Middle East. As part of its responsibilities the 352nd frequently works with allied special operations units in Europe.

7TH SPECIAL OPERATIONS SQUADRON

The 7th SOS employs the MC-130H Combat Talon. Its mission in the insertion, extraction and resupply of special operations troops in hostile territory as well as unconventional warfare missions.

The 7th served in Southeast Asia in 1991 and later assisted in resupply operations to assist the Kurdish peoples living in Northern Iraq in their efforts to resist the regime of Saddam Hussein.

UNIT REQUIREMENTS

To qualify for 7th SOS a character must meet the following criteria.

Skills: Pilot 8 ranks, Computer Use 8 ranks

Feats: MOS Pilot, Aircraft Operation (heavy aircraft), Electronic Warfare

UNIT FEATURES

All of the following are features of the 7th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks

7th SOS (Fast Hero 3/Recon Training 3) CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +4; Grap +3; Atk +3 melee (1d3+1, unarmed), or +6 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air



Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +10, Hide +6, Knowledge (Tactics) +10, Listen +3, Navigate +4, Pilot +11, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Heavy), Combat Expertise, Electronic Warfare, MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Support 1

Talents (7th SOS): +4 competence bonus to Computer Use and Pilot skill checks

Possessions: M-9

21ST SPECIAL OPERATIONS SQUADRON “DUST DEVILS”

The 21st flies the MH-53M Pave Low IV helicopter for low-level night flying for insertion, extraction and resupply of special operations forces in hostile territory. With the aid of the 67th SOS these helicopters have a greatly enhanced range.

UNIT REQUIREMENTS

To qualify for 21st SOS a character must meet the following criteria.

BAB: 5+

Skills: Pilot 8 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (helicopter), Exotic Firearms Proficiency- Helicopter Vehicle Weapons

UNIT FEATURES

All of the following are features of the 21st SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30

days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks.

Unit Abilities: The Dust Devils are extremely adept at night flying operations during which the pilots wear night vision goggles. Members of the 21st SOS do not suffer the usual -4 penalty to Spot checks when wearing night vision goggles because of their extensive experience using these devices.

21st SOS (Fast Hero 3/Recon Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d8+4; HP 39; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +5; Grap +4; Atk +4 melee (1d3+-1, unarmed), or +7 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +12, Hide +6, Knowledge (Tactics) +12, Listen +3, Navigate +6, Pilot +13, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Helicopter), Combat Expertise, Exotic Firearms Proficiency (Helicopter Weapons), MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Superiority 1, Air Superiority 2

Talents (21st SOS): +4 competence bonus to

Computer Use and Pilot skill checks; no Spot penalty for wearing nightvision goggles.

Possessions: M-9

67TH SPECIAL OPERATIONS GROUP “NIGHT OWLS”

The 67th flies the MC-130P Combat Shadow, which is designed to refuel special operations helicopters in-flight. This greatly extends the range and endurance of such helicopters (such as those of the 21st SOS). These craft may also be used to deliver special operations units and even rubber raiding craft or resupply bundles for those units.

UNIT REQUIREMENTS

To qualify for 67th SOS a character must meet the following criteria.

Skills: Pilot 8 ranks, Computer Use 8 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (heavy aircraft), Electronic Warfare

UNIT FEATURES

All of the following are features of the 67th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks.

Unit Abilities: The Night Owls are extremely adept at night flying operations during which the pilots wear night vision goggles. Members of the 67th SOS do not suffer the usual -4 penalty to Spot checks when wearing night vision goggles because of their extensive experience using these devices.



67th SOS (Fast Hero 3/Recon Training 3) CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +4; Grap +3; Atk +3 melee (1d3+1, unarmed), or +6 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +10, Hide +6, Knowledge (Tactics) +10, Listen +3, Navigate +4, Pilot +11, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Heavy), Combat Expertise, Electronic Warfare, MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Support 1

Talents (9th SOS): +4 competence bonus to Computer Use and Pilot skill checks; no spot penalty for wearing nightvision goggles.

Possessions: M-9

321ST SPECIAL TACTICS SQUADRON (STS)

The fast reaction force of the 352nd SOG, this unit provides Combat Controllers, Pararescue and Combat Weather personnel for a variety of missions during both peacetime and war (see the individual entries for these units above for more information on the capabilities and missions of the 321st STS).

353RD SPECIAL OPERATIONS GROUP

Just as the 352nd provides an AFSOC presence to the European theater, the 353rd provides that presence to Southeast Asia and is based out of Kadena Air Base in

Japan. The 353rd consists of two flying squadrons as well as one special tactics squadron.

1ST SPECIAL OPERATIONS SQUADRON

The 1st employs the MC-130H Combat Talon. Its mission in the insertion, extraction and resupply of special operations troops in hostile territory as well as unconventional warfare missions.

UNIT REQUIREMENTS

To qualify for 1st SOS a character must meet the following criteria.

Skills: Pilot 8 ranks, Computer Use 8 ranks

Feats: MOS Pilot, Aircraft Operation (heavy aircraft), Electronic Warfare

UNIT FEATURES

All of the following are features of the 1st SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks

1st SOS (Fast Hero 3/Recon Training 3) CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +4; Grap +3; Atk +3 melee (1d3+1, unarmed), or +6 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +10, Hide +6, Knowledge (Tactics) +10, Listen +3, Navigate +4, Pilot +11,

Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Heavy), Combat Expertise, Electronic Warfare, MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Support 1

Talents (1st SOS): +4 competence bonus to Computer Use and Pilot skill checks

Possessions: M-9

17TH SPECIAL OPERATIONS SQUADRON “JACKALS”

The 17th employs the MC-130P Combat Shadow to refuel special operations helicopters in-flight.

UNIT REQUIREMENTS

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

Skills: Pilot 8 ranks, Computer Use 8 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (heavy aircraft), Electronic Warfare

UNIT FEATURES

All of the following are features of the 17th SOS.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks.

Unit Abilities: The Jackals are extremely adept at night flying operations during which the pilots



wear night vision goggles. Members of the 17th SOS do not suffer the usual -4 penalty to Spot checks when wearing night vision goggles because of their extensive experience using these devices.

17th SOS (Fast Hero 3/Recon Training 3) CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +4; Grap +3; Atk +3 melee (1d3+1, unarmed), or +6 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Air Force; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +10, Hide +6, Knowledge (Tactics) +10, Listen +3, Navigate +4, Pilot +11, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Heavy), Combat Expertise, Electronic Warfare, MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Support 1

Talents (17th SOS): +4 competence bonus to Computer Use and Pilot skill checks; no spot penalty for wearing nightvision goggles.

Possessions: M-9

320TH SPECIAL TACTICS SQUADRON

The fast reaction force of the 353rd SOG, this unit provides Combat Controllers, Pararescue and Combat Weather personnel for a variety of missions during both peacetime and war (see the individual entries for these units above for more information on the capabilities and missions of the 320th STS).

USASOC

U.S. ARMY SPECIAL OPERATIONS COMMAND

Army Special Operations Command was formed December 1st, 1989. The ARSOC special operations forces consist of the 75th Ranger Battalion, 160th Special Operations Aviation Regiment, Special Forces, Special Forces Operational Detachment Delta, Civil Affairs and Psychological Operations. USASOC is based out of Fort Bragg, North Carolina.

75TH RANGER REGIMENT

The 75th Ranger Regiment is composed of three battalions: 1st Battalion, based out of Hunter Army Air Field, Georgia; 2nd Battalion, based out of Fort Lewis, Washington; and the 3rd Battalion based out of Fort Benning, Georgia.

The Rangers are the elite fast-deployment force of the United States Army. They allow the United States to project its power, providing a cohesive fighting unit that can reach any place in the world in 18 hours. Rangers are trained in airborne operations, and are trained to operate in a wide variety of terrain. They may be used in a variety of roles, from airborne assault to special operations. Their specialty is the surprise airborne attack, allowing the quick capture of key facilities such as airports and bridges.

The primary missions of the Rangers are: rapid insertion and extraction by land, sea or air; direct action (including raids); combat search and rescue operations; and special operations. The Rangers can also function as an elite light infantry or airborne brigade.

Each Ranger battalion consists of three rifleman companies and a Headquarters and Headquarters Company (HHC). Each battalion is authorized 580 men but is allowed to be 15% overstaffed.

The Rangers were created when the United States entered the Second World War. Major General Lucian

K. Truscott submitted a proposal to General George C. Marshall that the United States create “an American unit along the lines of the British Commandos”. The 1st Ranger Battalion was formed soon after, comprised of hand picked volunteers.

Rangers have been known for their distinctive black berets for some time, and have even been referred to as the “black berets”. However, the Army recently approved the black beret for all servicemen, so the Rangers have adopted a tan beret.

UNIT REQUIREMENTS

To qualify for 75th Ranger Battalion a character must meet the following criteria.

BAB: 5+

Skills: Navigation 5 ranks, Survival 8 ranks, Tumble 8 ranks, Knowledge (tactics) 5 ranks

Feats: MOS Rifleman, Jump School, one terrain warfare feat (Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Jungle/Swamp Warfare, Mountain Warfare, Urban Warfare College)

Talents: Death from Above, one terrain specialization

UNIT FEATURES

All of the following are features of the 75th Ranger Battalion.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to Survival



and Tumble skill checks

Unit Abilities: Death from Above modifier increased by +1 (to a maximum bonus of +6)

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Engineer, MOS Field Artillery, MOS Medical, MOS Signals, Mountain Warfare, SERE, Urban Warfare College

75th Rangers (Tough Hero 3/Infantry Training

4) CR 7; Medium-size humanoid; HD 3d10+6 plus 4d10+8 plus 6; HP 59; Mas 15; Init +2; Spd 25 ft; Defense 22, touch 16, flatfooted 20 (+2 Dex, +4 class, +6 equipment); BAB +5; Grap +6; Atk +6 melee (1d4+1, Knife), or +7 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +6, Ref +5, Will +2; AP 3; Rep +1; Str 13, Dex 14, Con 15, Int 12, Wis 10, Cha 8.

Occupation: Military (Navigate, Survival)

Skills: Climb -1, Craft (structural) +4, Intimidate +3, Knowledge (Tactics) +5, Navigate +8, Spot +3, Survival +10, Swim +0, Tumble +7

Feats: Armor Proficiency (light), Armor Proficiency (medium), Desert Warfare College (Knowledge [Tactics], Spot, Survival), Jump School, MOS Rifleman (Craft [structural], Knowledge [Tactics], Tumble), Personal Firearms Proficiency, Toughness

Talents (Tough Hero): Robust, Stamina

Talents (Infantry Training): Defensive Position +1, Death from above 1, Terrain Specialization

Talents (75th Rangers): +4 competence bonus to Survival and Tumble checks; Death from above increased by +1

Possessions: Tactical Vest, Knife, M-4 Carbine, M-9, 2 Smoke Grenades, 4 Fragmentation Grenades

160TH SPECIAL OPERATIONS AVIATION REGIMENT (SOAR) "NIGHT STALKERS"

The 160th was born out of the failed attempt to rescue hostage held in Iran during the Carter administration. Following this failure the Army immediately began recruiting the best pilots their service had to offer to form a new type of unit: one that would specialize in low-level night insertion and support of special operations units. Currently the 160th consists of four battalions but as the need for special operations forces increases as part of the global War on Terror, plans are already underway to significantly expand this vital force in USASOC. The 160th uses three main helicopters to accomplish its missions: the AH/MH-6

Little Bird, the MH-60 Pave Hawk and the MH-47E Chinook. The 160th is based out of Fort Campbell, Kentucky.

UNIT REQUIREMENTS

To qualify for 160th SOAR a character must meet the following criteria.

BAB: 5+

Skills: Pilot 8 ranks, Spot 5 ranks

Feats: MOS Pilot, Aircraft Operation (helicopter), Exotic Firearms Proficiency- Helicopter Vehicle Weapons





UNIT FEATURES

All of the following are features of the 160th SOAR.

These specialties and abilities take effect 30 days the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Pilot and Computer Use skill checks.

Unit Abilities: The Night Stalkers are extremely adept at night flying operations during which the pilots wear night vision goggles. Members of the 160th SOAR do not suffer the usual -4 penalty to Spot checks when wearing night vision goggles because of their extensive experience using these devices.

160th SOAR (Fast Hero 3/Recon Training 4) CR 7; Medium-size humanoid; HD 3d8+3 plus 4d8+4; HP 39; Mas 12; Init +2; Spd 35 ft; Defense 18, touch 18, flatfooted 16 (+2 Dex, +6 class); BAB +5; Grap +4; Atk +4 melee (1d3+1, unarmed), or +7 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +4, Ref +6, Will +2; AP 3; Rep +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +12, Hide +6, Knowledge (Tactics) +12, Listen +3, Navigate +6, Pilot +13, Repair +8, Spot +9, Survival +3, Tumble +8

Feats: Aircraft Operation (Helicopter), Combat Expertise, Exotic Firearms Proficiency (Helicopter Weapons), MOS Pilot (Computer Use, Repair, Spot), Officer Candidate School, Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Recon Training): Camouflage, Air Superiority 1, Air Superiority 2

Talents (160th SOS): +4 competence bonus to Computer Use and Pilot skill checks; no Spot penalty for wearing nightvision goggles.

Possessions: M-9

SPECIAL FORCES “GREEN BERETS”

Special Forces, more commonly known as the Green Berets are a unique special operations unit in that they are as often employed in peace as they are in war. Their primary missions are: foreign internal defense, unconventional warfare, long-range reconnaissance, direct action and counter-terrorism. In addition to these primary missions Special Forces, because of their tremendous utility, are often called upon to perform several other mission types including: combat search and rescue, peacekeeping, humanitarian assistance, mine/ordnance removal and drug enforcement operations. As part of the global War on Terror, Special Forces are vital because they allow disparate forces to work together more effectively. This led retired General Normal Swartzkopf to refer to the Special Forces as the “glue that held the coalition together” during Operations Desert Shield and Desert Storm. Neither flamboyant nor flashy, the Special Forces have earned their nickname “Quiet Professionals”.

Currently there are five active duty Special Forces Groups (1st, 3rd, 5th, 7th and 10th Special Forces Groups) and two reserve Special Forces Groups (19th and 20th Special Forces Groups). Each group has three battalions, a support company and a Headquarters and Headquarters Company (HHC). Each Special Forces Group consists of six Special Forces Operational Detachments A or “A teams” one Special Forces Operational Detachment B or “B team” and one Special Forces Operational Detachment C or “C Detachment”. The A-team (which is far more likely to consist of PCs) is detailed below.

SPECIAL FORCES OPERATIONAL DETACHMENT A “A-TEAM”

The heart and soul of Special Forces, the A-team is a 12-man unit consisting of 12 soldiers: two officers and 10 sergeants. The A-team has almost limitless flexibility and can operate in hostile areas almost indefinitely as long as adequate supply drops are maintained. Each A-team position is further detailed below.

DETACHMENT COMMANDER (1 PER A-TEAM) RANK: CAPTAIN

The Detachment Commander is responsible for ensuring and maintaining the readiness of the A-team. He is also qualified to command indigenous forces of battalion-size or smaller.

UNIT REQUIREMENTS

To qualify for Special Force Detachment Commander a character must meet the following criteria.

BAB: 5+

Skills: Navigate 10 ranks, Knowledge (tactics) 10 ranks

Feats: Officer Candidate School, Tactician

Rank: O-3

Special: Voice of Command class ability.

In addition the character must also meet the requirements to be a Special Forces Senior Sergeant in one of the following specialties: Weapons, Engineering, Communications or Medical.

UNIT FEATURES

All of the following are features of the Special Forces Detachment Commander.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are



lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to all Navigate and Knowledge (tactics) skill checks.

Unit Abilities: The presence of the Detachment Commander increases the bonus all team members (including the Detachment Commander himself) receive from the Teamwork feats by +1 (cumulative with the improvement to this bonus granted by the Operations Sergeant and/or the Semper Fi class ability). The maximum teamwork bonus a character can have (from all sources) is +5. Should the Detachment Commander not be present (or be killed or incapacitated) the unit immediately loses this increased teamwork bonus.

Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

SF Detachment Commander (Charismatic Hero 3/Strong Hero 3/Leadership Training 4): CR 10; Medium-size humanoid; HD 3d6+3 plus 3d8+3 plus 4d8+4; HP 53; Mas 12; Init +0; Spd 30 ft; Defense 18, touch 15, flatfooted 18 (+5 class, +3 equipment); BAB +7; Grap +7; Atk +7 melee (1d4+2/19-20, Knife), or +8 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +6, Ref +4, Will +9; AP 5; Rep +4; Str 10, Dex 10, Con 12, Int 14, Wis 13, Cha 15.

Occupation: Military (Knowledge [Tactics], Navigate)

Skills: Bluff +12, Climb +2, Diplomacy +15, Gather Information +8, Intimidate +12, Jump +1, Knowledge (Civics) +6, Knowledge (Current Events) +8, Knowledge (Tactics) +21, Navigate +19, Sense Motive +11, Survival +4, Tumble +11

Feats: Armor Proficiency (light), Iron Will, Jump School, MOS Intelligence (Diplomacy, Sense Motive, Tumble), Officer Candidate School, Personal Firearms Proficiency, Tactician (Squad), Teamwork (US Army), Weapon Focus (M-4 Carbine)

Talents (Charismatic Hero): Coordinate, Inspiration

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

Talents (Leadership Training): Voice of Command 1/day, Voice of Command (Snap Decision), Trench Warfare 1, Trench Warfare 2

Talents (SF Detachment Commander): +4 competence bonus to all Navigate and Knowledge (tactics) skill checks.

Possessions: Undercover vest, Knife, M-4 Carbine, 2 Smoke Grenades, 4 Fragmentation Grenades

DETACHMENT TECHNICIAN (1 PER A-TEAM) RANK: WARRANT OFFICER 1 OR HIGHER

The Detachment Technician commands the team in the absence of the Detachment Commander. He also serves as the team's technical, civil affairs and psychological operations advisor.

UNIT REQUIREMENTS

To qualify for Special Forces Detachment Technician a character must meet the following criteria.

BAB: 5+

Skills: Repair 10 ranks, Diplomacy 10 ranks,

Intimidate 10 ranks, Knowledge (tactics) 5 ranks

Feats: MOS Psychological Operations, MOS Maintenance, Psychological Warfare

Rank: WO-1

UNIT FEATURES

All of the following are features of the Special Forces Detachment Technician.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus on all Repair, Diplomacy and Intimidate skill checks

Unit Abilities: Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

SF Detachment Technician (Fast Hero 2/Charismatic Hero 2/Recon Training 4): CR 8; Medium-size humanoid; HD 2d8+2 plus 2d6+2 plus 4d8+4; HP 42; Mas 12; Init +0; Spd 30 ft; Defense 23, touch 17, flatfooted 23 (+7 class, +6 equipment); BAB +5; Grap +4; Atk +4 melee (1d4-1/19-20, knife), or +5 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +5, Ref +6, Will +2; AP 4; Rep +2; Str 8, Dex 10, Con 12, Int 15, Wis 13, Cha 15.

Occupation: Military (Knowledge [Tactics],



Survival)

Skills: Bluff +13, Craft (mechanical) +8, Diplomacy +17, Drive +10, Gather Information +4, Hide +3, Intimidate +18, Knowledge (Tactics) +13, Navigate +6, Repair +18, Survival +7

Feats: Armor Proficiency (light), Armor Proficiency (medium), Combat Driving, MOS Maintenance (Craft [mechanical], Drive, Repair), MOS Psychological Operations (Bluff, Diplomacy, Intimidate), Personal Firearms Proficiency, Psychological Warfare, Teamwork (US Army).

Talents (Fast Hero): Increased Speed

Talents (Charismatic Hero):

Coordinate

Talents (Recon Training): Camouflage, Trench Warfare 1, Trench Warfare 2

Talents (SF Detachment Technician):

+4 competence bonus on all Repair, Diplomacy and Intimidate skill checks; Unit Teamwork Bonus

Possessions: Tactical Vest, knife, M-4 Carbine, 2 Smoke Grenades, 4 Fragmentation Grenades.

SPECIAL FORCES OPERATIONS SERGEANT (1 PER A-TEAM)

RANK: MASTER SERGEANT

The Operations Sergeant is the senior enlisted man on the A-team and is fully capable of commanding his unit. Many Operations Sergeants are affectionately referred to as the “team daddy” sometimes even to their faces.

UNIT REQUIREMENTS

To qualify for Special Forces Operations Sergeant a character must meet the following criteria.

BAB: 5+

Skills: Knowledge (tactics) 8 ranks, Intimidate 8 ranks, Diplomacy 5 ranks

Feats: MOS Intelligence, Tactician

Rank: E-8

Special: In addition to these requirements the character must also meet the requirements to be a Special Forces Senior Sergeant in one of the following specialties: Weapons, Engineering, Communications or Medical.

UNIT FEATURES

All of the following are features of the Special Forces Operations Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to Knowledge (tactics) and Intimidate skill checks.

Unit Abilities: The presence of the Operations Sergeant increases the bonus all team members (including the Operations Sergeant himself) receive from the Teamwork feats by +1 (cumulative with the improvement to this bonus granted by the Detachment Commander and/or the Semper Fi class ability). The maximum teamwork bonus a character can have (from all sources) is +5. Should the Operations Sergeant not be present (or be killed or incapacitated) the unit immediately loses this increased teamwork bonus.

Due to the characters ability to train indigenous forces to work together, any two units that train





with the characters for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

SF Operations Sergeant (Strong Hero 3/Assault Training 4/Recon Training 4): CR 11; Medium-size humanoid; HD 3d8+6 plus 4d10+8 plus 4d8+8 plus 4; HP 80; Mas 15; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+2 Dex, +5 class, +6 equipment); BAB +10; Grap +9; Atk +9 melee (1d4+1/19-20, Knife), or +13 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +10, Ref +6, Will +3; AP 5; Rep +1; Str 8, Dex 14, Con 15, Int 13, Wis 10, Cha 14.

Occupation: Military (Navigate, Survival)

Skills: Climb +0, Diplomacy +10, Gather Information +10, Hide +1, Intimidate +16, Jump -2, Knowledge (Tactics) +15, Listen +4, Navigate +9, Spot +2, Survival +8, Swim -4, Tumble +3

Feats: Armor Proficiency (light), Armor Proficiency (medium), Jump School, MOS Intelligence (Diplomacy, Gather Information, Intimidate), MOS Rifleman (Hide, Knowledge [Tactics], Tumble), Personal Firearms Proficiency, Tactician, Teamwork (Specific Group), Weapon Focus (M-4 Carbine)

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

Talents (Assault Training): Tough as Nails, Sharpshooter 1, Sharpshooter 2

Talents (Recon Training): Camouflage, Marksmanship 1, Marksmanship 2

Talents (Operations Sergeant): +4 competence bonus to Knowledge (tactics) and Intimidate skill checks; +1 Teamwork bonus

Possessions: Tactical Vest, Knife, M-4 Carbine, 2 Smoke Grenades, 4 Fragmentation Grenades

SPECIAL FORCES ASSISTANT OPERATIONS SERGEANT (1 PER A-TEAM) RANK: SERGEANT 1ST CLASS

Assists the senior Operations Sergeant. The Assistant Operations Sergeant is also the team's intelligence officer and has the responsibility of interrogating any captured prisoners, as well as the briefing and debriefing friendly forces.

UNIT REQUIREMENTS

To qualify for Special Forces Assistant Operations Sergeant a character must meet the following criteria.

BAB: 5+

Skills: Knowledge (tactics) 5 ranks, Intimidate 5 ranks, Diplomacy 3 ranks

Feats: MOS Intelligence, Tactician

Rank: E-7

Special: In addition to these requirements the character must also meet the requirements to be a Special Forces Senior Sergeant in one of the following specialties: Weapons, Engineering, Communications or Medical.

UNIT FEATURES

All of the following are features of the Special Forces Assistant Operations Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to Diplomacy and Intimidate skill checks when

interrogating or debriefing a subject.

Unit Abilities: Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

SF Assistant Operations Sergeant (Strong Hero 3/Assault Training 4/Recon Training 2): CR 9; Medium-size humanoid; HD 3d8+6 plus 4d10+8 plus 2d8+4 plus 4; HP 67; Mas 15; Init +2; Spd 30 ft; Defense 19, touch 16, flatfooted 17 (+2 Dex, +4 class, +3 equipment); BAB +8; Grap +7; Atk +7 melee (1d4+1/19-20, Knife), or +11 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +10, Ref +6, Will +2; AP 4; Rep +1; Str 8, Dex 14, Con 15, Int 13, Wis 10, Cha 14.

Occupation: Military (Navigate, Survival)

Skills: Climb +3, Diplomacy +6, Gather Information +6, Hide +4, Intimidate +8, Jump +1, Knowledge (Tactics) +9, Listen +2, Navigate +9, Spot +2, Survival +8, Swim -1, Tumble +6

Feats: Armor Proficiency (light), Jump School, MOS Intelligence (Diplomacy, Gather Information, Intimidate), MOS Rifleman (Hide, Knowledge [Tactics], Tumble), Personal Firearms Proficiency, Tactician, Teamwork (US Army), Weapon Focus (M-4 Carbine)

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

Talents (Assault Training): Tough as Nails, Sharpshooter 1, Sharpshooter 2

Talents (Recon Training): Camouflage, Marksmanship 1

Talents (SF Assistant Operations): +4 competence bonus Diplomacy and Intimidate skill checks for interrogations; Unit Teamwork bonus



Possessions: Undercover vest, Knife, M-4 Carbine, 2 Smoke Grenades, 4 Fragmentation Grenades.

SPECIAL FORCES SENIOR WEAPONS SERGEANT (1 PER A-TEAM) RANK: SERGEANT 1ST CLASS

The two Weapons Sergeants are responsible for the tactical security of the team and are trained to operate virtually any small arm or crew served weapon in the world.

UNIT REQUIREMENTS

To qualify for Senior Weapons Sergeant a character must meet the following criteria.

BAB: 6+

Skills: Knowledge (tactics) 5 ranks, Survival 5 ranks, Navigate 5 ranks

Feats: MOS Rifleman, Teamwork (US Army), Jump School

Rank: E-7

Talents: Sharpshooter 1-2

UNIT FEATURES

All of the following are features of the Senior Weapons Sergeant.

These specialties and abilities take effect 30 days after the characters joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to Knowledge (tactics) skill checks

Unit Abilities: The characters penalty for using

a firearm with which the character is not proficient (including Exotic Firearms) is reduced to -0.

Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Engineer, MOS Field Artillery, MOS Medical, MOS Signals, Mountain Warfare, SERE, Urban Warfare College

SF Senior Weapons Sergeant (Strong Hero 3/ Assault Training 4): CR 7; Medium-size humanoid; HD 3d8+6 plus 4d10+8 plus 4; HP 54; Mas 14; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (+2 Dex, +3 class, +3 equipment); BAB +7; Grap +9; Atk +9 melee (1d4+4/19-20, Knife), or +10 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +8, Ref +4, Will +2; AP 3; Rep +1; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Navigate, Survival)

Skills: Climb +4, Hide +5, Jump +7, Knowledge (Tactics) +13, Navigate +9, Survival +8, Swim +2, Tumble +6

Feats: Armor Proficiency (light), Jump School, MOS Rifleman (Hide, Knowledge [Tactics], Tumble), Personal Firearms Proficiency, Point Blank Shot, Teamwork (US Army), Weapon Focus (M-4 Carbine)

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

Talents (Assault Training): Tough as Nails,

Sharpshooter 1, Sharpshooter 2

Talents (SF Assistant Weapons): +4 competence bonus to Knowledge (tactics) skill checks; -0 with non proficient weapons.

Possessions: Undercover vest, Knife, M-4 Carbine, 2 Smoke Grenades, 4 Fragmentation Grenades.

SPECIAL FORCES ASSISTANT WEAPONS SERGEANT (1 PER A-TEAM) RANK: STAFF SERGEANT

The two Weapons Sergeants are responsible for the tactical security of the team and are trained to operate virtually any small arm or crew served weapon in the world.

UNIT REQUIREMENTS

To qualify for Special Forces Assistant Weapons Sergeant a character must meet the following criteria.

BAB: 5+

Skills: Knowledge (tactics) 3 ranks, Survival 3 ranks, Navigate 3 ranks

Feats: MOS Rifleman, Teamwork (US Army), Jump School

Rank: E-6

Talents: Sharpshooter 1

UNIT FEATURES

All of the following are features of the Special Forces Assistant Weapons Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in



question.

Unit Specialties: +2 competence bonus to Knowledge (tactics) skill checks

Unit Abilities: The characters penalty for using a firearm with which the character is not proficient (including Exotic Firearms) is reduced to -2.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Engineer, MOS Field Artillery, MOS Medical, MOS Signals, Mountain Warfare, SERE, Urban Warfare College

SF Assistant Weapons Sergeant (Strong Hero 3/ Assault Training 2): CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4 plus 2; HP 37; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 15, flatfooted 14 (+2 Dex, +3 class, +1 equipment); BAB +5; Grap +7; Atk +7 melee (1d4+4/19-20, Knife), or +8 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +7, Ref +3, Will +1; AP 2; Rep +0; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Navigate, Survival)

Skills: Climb +4, Hide +5, Jump +7, Knowledge (Tactics) +9, Navigate +7, Survival +6, Swim +4, Tumble +8

Feats: Jump School, MOS Rifleman (Hide, Knowledge [Tactics], Tumble), Personal Firearms Proficiency, Teamwork (US Army), Weapon Focus (M-4 Carbine)

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

Talents (Assault Training): Tough as Nails, Sharpshooter 1

Talents (SF Assistant Weapons): +2 competence bonus to Knowledge (tactics) skill checks; only -2 with non proficient weapons.

Possessions: Light undercover vest, Knife, M-4 Carbine, 2 Smoke Grenades, 4 Fragmentation Grenades.

SPECIAL FORCES SENIOR ENGINEERING SERGEANT (1 PER A-TEAM) RANK: SERGEANT 1ST CLASS

The two Engineering Sergeants are the team's demolitions and combat engineering specialists, capable of building or destroying almost anything.

UNIT REQUIREMENTS

To qualify for Special Forces Senior Engineering Sergeant a character must meet the following criteria.

BAB: 5+

Skills: Craft (chemical) 5 ranks, Craft (mechanical) 5 ranks, Demolitions 8 ranks, Craft (structural) 8 ranks, Navigate 5 ranks

Feats: MOS Engineer, Teamwork (US Army), Jump School

Rank: E-7

Talents: Combat Engineering 1-2

UNIT FEATURES

All of the following are features of the Special Forces Senior Engineering Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stop working with the units in question.

Unit Specialties: +4 competence bonus to all Craft and Demolitions skill checks

Unit Abilities: Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Medical, MOS Rifleman, MOS Signals, Mountain Warfare, SERE, Urban Warfare College

SF Senior Engineering Sergeant (Strong Hero 3/ Fast Hero 1/Recon Training 4): CR 8; Medium-size humanoid; HD 3d8+9 plus 1d8+3 plus 4d8+12; HP 61; Mas 16; Init +0; Spd 35 ft; Defense 19, touch 17, flatfooted 19 (+7 class, +2 equipment); BAB +6; Grap +8; Atk +8 melee (1d4+2/19-20, Knife), or +6 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +7, Ref +4, Will +3; AP 4; Rep +0; Str 14, Dex 10, Con 16, Int 14, Wis 12, Cha 8.

Occupation: Military (Hide, Navigate)

Skills: Climb +4, Computer Use +4, Craft (chemical) +18, Craft (electronic) +8, Craft (mechanical) +18, Craft (structural) +18, Demolitions +16, Drive +6, Hide +5, Knowledge (Tactics) +5, Navigate +5, Repair +9, Spot +4, Survival +3, Swim +4, Tumble +6

Feats: Armor Proficiency (light), Athletic, Gearhead, Jump School, MOS Engineering (Craft [chemical], Craft [mechanical], Demolitions), Personal Firearms Proficiency, Teamwork (US Army)

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Fast Hero): Increased Speed



Talents (Recon Training): Camouflage, Combat Engineering 1, Combat Engineering 2

Talents (SF Senior Engineering): +4 competence bonus to all Craft and Demolitions skill checks

Possessions: Light undercover vest, Knife, M-4 Carbine, Electrical Toolkit, Mechanical Toolkit, 2 Smoke Grenades, 4 Fragmentation Grenades

SPECIAL FORCES ASSISTANT ENGINEERING SERGEANT (1 PER A-TEAM) RANK: STAFF SERGEANT

The two Engineering Sergeants are the team's demolitions and combat engineering specialists, capable of building or destroying almost anything.

UNIT REQUIREMENTS

To qualify for Special Forces Assistant Engineering Sergeant a character must meet the following criteria.

BAB: 4+

Skills: Craft (chemical) 3 ranks, Craft (mechanical) 3 ranks, Demolitions 5 ranks, Craft (structural) 5 ranks, Navigate 3 ranks

Feats: MOS Engineer, Teamwork (US Army), Jump School

Rank: E-6

Talents: Combat Engineering 1

UNIT FEATURES

All of the following are features of the Special Forces Assistant Engineering Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days

after the character stops working with the units in question.

Unit Specialties: +2 competence bonus to all Craft and Demolitions skill checks

Unit Abilities: Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Medical, MOS Rifleman, MOS Signals, Mountain Warfare, SERE, Urban Warfare College

SF Assistant Engineering Sergeant (Strong Hero 3/Fast Hero 1/Recon Training 2): CR 6; Medium-size humanoid; HD 3d8+9 plus 1d8+3 plus 2d8+6; HP 46; Mas 16; Init +0; Spd 35 ft; Defense 17, touch 16, flatfooted 17 (+6 class, +1 equipment); BAB +4; Grap +5; Atk +5 melee (1d4+1/19-20, Knife), or +4 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +7, Ref +4, Will +2; AP 3; Rep +0; Str 13, Dex 10, Con 16, Int 14, Wis 12, Cha 8.

Occupation: Military (Hide, Navigate)

Skills: Climb +3, Computer Use +4, Craft (chemical) +13, Craft (electronic) +5, Craft (mechanical) +13, Craft (structural) +13, Demolitions +12, Drive +3, Hide +4, Knowledge (Tactics) +3, Navigate +5, Repair +9, Spot +2, Survival +2, Swim +3, Tumble +5

Feats: Athletic, Gearhead, Jump School, MOS Engineering (Craft [chemical], Craft [mechanical], Demolitions), Personal Firearms Proficiency,

Teamwork (US Army)

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Fast Hero): Increased Speed

Talents (Recon Training): Camouflage, Combat Engineering 1

Talents (SF Assistant Engineering): +2 competence bonus to all Craft and Demolitions skill checks

Possessions: Light undercover vest, Knife, M-4 Carbine, Electrical Toolkit, Mechanical Toolkit, 2 Smoke Grenades, 4 Fragmentation Grenades.

SPECIAL FORCES SENIOR COMMUNICATIONS SERGEANT (1 PER A-TEAM) RANK: SERGEANT 1ST CLASS

The two Communication Sergeants are the team's lifeline to the outside world. They allow the unit to receive new orders, information vital to their mission, and to call for supplies, extraction or back-up.

UNIT REQUIREMENTS

To qualify for Special Forces Senior Communications Sergeant a character must meet the following criteria.

BAB: 5+

Skills: Craft (electronic) 5 ranks, Craft (mechanical) 5 ranks, Computer Use 8 ranks, Repair 5 ranks, Navigate 5 ranks

Feats: MOS Signals, Teamwork (US Army), Jump School

Rank: E-7

UNIT FEATURES

All of the following are features of the Special Forces Senior Communications Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take



levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to all Computer Use and Repair skill checks

Unit Abilities: Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Engineer, MOS Medical, MOS Rifleman, Mountain Warfare, SERE, Urban Warfare College

SF Senior Communications Sergeant (Strong Hero 3/Fast Hero 1/Recon Training 4): CR 8; Medium-size humanoid; HD 3d8+6 plus 1d8+2 plus 4d8+8; HP 53; Mas 14; Init +0; Spd 30 ft; Defense 23, touch 17, flatfooted 23 (+7 class, +6 equipment); BAB +6; Grap +5; Atk +5 melee (1d4-1/19-20, Knife), or +6 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL US Army; SV Fort +6, Ref +4, Will +3; AP 4; Rep +0; Str 8, Dex 10, Con 14, Int 15, Wis 12, Cha 15.

Occupation: Military (Hide, Navigate)

Skills: Climb -4, Computer Use +16, Craft (electronic) +10, Craft (mechanical) +10, Drive +2,

Hide +1, Jump +2, Knowledge (Tactics) +4, Listen +3, Move Silently -3, Navigate +10, Repair +11, Spot +3, Survival +3, Swim -4, Tumble +3

Feats: Armor Proficiency (light), Armor Proficiency (medium), Athletic, Jump School, MOS Signals (Computer Use, Craft [electronic], Craft [mechanical]), Personal Firearms Proficiency, Teamwork (US Army)

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Fast Hero): Increased Speed

Talents (Recon Training): Camouflage, Death from above 1, Death from above 2

Talents (SF Senior Communications): +4 competence bonus to Computer Use and Repair skill checks

Possessions: Tactical Vest, Knife, M-4 Carbine.

SPECIAL FORCES ASSISTANT COMMUNICATIONS SERGEANT (1 PER A-TEAM) RANK: STAFF SERGEANT

The two Communication Sergeants are the team's lifeline to the outside world. They allow the unit to receive new orders, information vital to their mission and to call for supplies, extraction or back-up.

UNIT REQUIREMENTS

To qualify for Special Forces Assistant Communications Sergeant a character must meet the following criteria.

BAB: 4+

Skills: Craft (electronic) 3 ranks, Craft (mechanical) 3 ranks, Computer Use 5 ranks, Repair 3 ranks, Navigate 3 ranks

Feats: MOS Signals, Teamwork (US Army), Jump School

Rank: E-6

UNIT FEATURES

All of the following are features of the Special Forces Assistant Communications Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +2 competence bonus to all Computer Operation and Repair skill checks

Unit Abilities: Due to the characters ability to train indigenous forces to work together, any two units that train with the characters for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Engineer, MOS Medical, MOS Rifleman, Mountain Warfare, SERE, Urban Warfare College

SF Assistant Communications Sergeant (Strong Hero 3/Fast Hero 1/Recon Training 2): CR 6; Medium-size humanoid; HD 3d8+6 plus 1d8+2 plus 2d8+4; HP 40; Mas 13; Init +0; Spd 35 ft; Defense 19, touch 16, flatfooted 19 (+0 Dex, +6 class, +3 equipment); BAB +4; Grap +3; Atk +3 melee (1d4-1/19-20, Knife), or +4 ranged (2d8, M-4 Carbine); FS



5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +6, Ref +4, Will +2; AP 3; Rep +0; Str 8, Dex 10, Con 14, Int 15, Wis 12, Cha 14.

Occupation: Military (Hide, Navigate)

Skills: Climb -1, Computer Use +12, Craft (electronic) +8, Craft (mechanical) +8, Drive +2, Hide +2, Jump +3, Knowledge (Tactics) +4, Listen +3, Navigate +8, Repair +9, Spot +3, Swim -1, Tumble +4

Feats: Armor Proficiency (light), Athletic, Jump School, MOS Signals (Computer Use, Craft [electronic], Craft [mechanical]), Personal Firearms Proficiency, Teamwork (US Army)

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Fast Hero): Increased Speed

Talents (Recon Training): Camouflage, Death from above 1

Talents (SF Assistant Communications): +2 competence bonus to Computer Use and Repair skill checks

Possessions: Undercover vest, Knife, M-4 Carbine.

SPECIAL FORCES SENIOR MEDICAL SERGEANT (1 PER A-TEAM) RANK: SERGEANT 1ST CLASS

The two Medical Sergeants are the team's caretakers, making sure each member of the team is functioning at the highest level of efficiency possible. Trained in surgery, paramedic techniques, dentistry and even veterinary medicine, the Medical Sergeant also enhances the team's ability to render humanitarian assistance.

UNIT REQUIREMENTS

To qualify for Special Forces Senior Medical Sergeant a character must meet the following criteria.

BAB: 3+

Skills: Craft (pharmaceutical) 10 ranks, Treat Injury 10 ranks, Navigate 5 ranks

Feats: MOS Medical, Surgery, Jump School

Rank: E-7

Talents: Combat Medicine 1-2

UNIT FEATURES

All of the following are features of the Special Forces Senior Medical Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to all Craft (pharmaceutical) and Treat Injury skill checks

Unit Abilities: When restoring hit points or performing surgery the Medical Sergeant can spend an action point and add all applicable dice to the amount healed.

Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined force.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Engineer, Mountain Warfare, SERE, Urban Warfare College

SF Senior Medical Sergeant (Dedicated Hero 3/ Recon Training 4): CR 7; Medium-size humanoid; HD 3d6+3 plus 4d8+4; HP 36; Mas 13; Init +0; Spd 25 ft; Defense 20, touch 14, flatfooted 20 (+4 class, +6 equipment); BAB +5; Grap +4; Atk +4 melee (1d4-1, Knife), or +5 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL US Army; SV Fort +5, Ref +3, Will +6; AP 3; Rep +1; Str 8, Dex 10, Con 13, Int 14, Wis 16, Cha 12.

Occupation: Military (Hide, Navigate)

Skills: Craft (pharmaceutical) +16, Drive +2, Hide +1, Investigate +6, Jump -4, Knowledge (Behavioral Sciences) +4, Knowledge (Earth and Life Sciences) +6, Knowledge (Tactics) +6, Knowledge (Technology) +4, Listen +9, Move Silently -1, Navigate +9, Sense Motive +5, Spot +7, Survival +7, Treat Injury +21, Tumble +0

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Jump School, MOS Medical (Craft [pharmaceutical], Treat Injury, Tumble), Personal Firearms Proficiency, Surgery

Talents (Dedicated Hero): Healing Knack, Healing Touch 1

Talents (Recon Training): Camouflage, Combat Medicine 1, Combat Medicine 2

Talents (SF Senior Medical): +4 Craft (pharmaceutical) and Treat Injury

Possessions: Tactical Vest, Knife, M-4 Carbine, Medical Kit, Surgery Kit.

SPECIAL FORCES ASSISTANT MEDICAL SERGEANT (1 PER A-TEAM) RANK: STAFF SERGEANT

The two Medical Sergeants are the team's caretakers, making sure each member of the team is functioning at the highest level of efficiency possible. Trained in surgery, paramedic techniques, dentistry and even veterinary medicine, the Medical Sergeant also



enhances the team's ability to render humanitarian assistance.

UNIT REQUIREMENTS

To qualify for Special Forces Assistant Medical Sergeant a character must meet the following criteria.

BAB: 3+

Skills: Craft (pharmaceutical) 8 ranks, Treat Injury 8 ranks, Navigate 3 ranks

Feats: MOS Medical, Surgery, Jump School

Rank: E-6

Talents: Combat Medicine 1

UNIT FEATURES

All of the following are features of the Special Forces Assistant Medical Sergeant.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +2 competence bonus to all Craft (pharmaceutical) and Treat Injury skill checks

Unit Abilities: When restoring hit points or performing surgery the Assistant Medical Sergeant can spend an action point and add the highest die to the amount healed.

Due to the characters ability to train indigenous forces to work together, any two units that train with the character for one month act as if they have a common Teamwork feat. This also allows the Special Forces Operations Sergeant and/or the Detachment Commander to improve the Teamwork bonuses of these forces if they are in command of the combined

force.

Unit Bonus Feats: Being a member of this unit also adds the following feats to the character's bonus feat list from his MOS: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Endurance, Forced March, Grenadier, Jungle/Swamp Warfare, MOS Diver, MOS Engineer, Mountain Warfare, SERE, Urban Warfare College

SF Assistant Medical Sergeant (Dedicated Hero 3/Recon Training 2): CR 5; Medium-size humanoid; HD 3d6+3 plus 2d8+2; HP 25; Mas 13; Init +0; Spd 25 ft; Defense 16, touch 13, flatfooted 16 (+3 class, +3 equipment); BAB +3; Grap +2; Atk +2 melee (1d4-1, Knife), or +3 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL US Army; SV Fort +5, Ref +3, Will +5; AP 2; Rep +1; Str 8, Dex 10, Con 13, Int 14, Wis 16, Cha 12.

Occupation: Military (Hide, Navigate)

Skills: Craft (pharmaceutical) +12, Drive +2, Hide +4, Investigate +6, Knowledge (Behavioral Sciences) +4, Knowledge (Earth and Life Sciences) +6, Knowledge (Tactics) +6, Knowledge (Technology) +4, Listen +7, Move Silently +0, Navigate +7, Sense Motive +5, Spot +5, Survival +7, Treat Injury +17, Tumble -1

Feats: Armor Proficiency (light), Jump School, MOS Medical (Craft [pharmaceutical], Treat Injury, Tumble), Personal Firearms Proficiency, Surgery

Talents (Dedicated Hero): Healing Knack, Healing Touch 1

Talents (Recon Training): Camouflage, Combat Medicine 1

Talents (SF Assistant Medical): +2 Craft (pharmaceutical) and Treat Injury

Possessions: Undercover Vest, Knife, M-4 Carbine, Medical Kit, Surgery Kit.

SPECIAL FORCES OPERATIONAL

DETACHMENT DELTA "DELTA FORCE"

Delta Force was created under a veil of secrecy in 1977 as a response to a growing number of terrorist acts and hostage situations around the world. The man who created this unit, Colonel Charles Beckwith, patterned this unit after the Special Air Service. Delta Force is one of the most elite special operations groups in any of the armed forces and even today, almost 30 years after its formation, the veil of secrecy surrounding this unit remains. Delta Force conducts recruitment twice a year. Less than one percent of recruits pass the qualification and selection course for this unit and even seasoned Special Forces personnel have failed to qualify. The majority of those who successfully qualify come from the 82nd Airborne, Rangers and Special Forces.

UNIT REQUIREMENTS

To qualify for Delta Force a character must meet the following criteria.

BAB: +8

Skills: Knowledge (tactics) 10 ranks, Hide 5 ranks, Move Silently 5 ranks, Tumble 8 ranks, Spot 8 ranks

Feats: MOS Rifleman, Jump School, Urban Warfare College, Teamwork (US Army), Amphibious Assault Training

Rank: E-6

Talents: Sharpshooter 1-3

Special: Hostage Rescue class ability

UNIT FEATURES

All of the following are features of Delta Force.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the



character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to all Knowledge (tactics), Tumble and Spot skill checks.

Unit Abilities: The character gains access to the Semper Fi class ability when working with other members of Delta Force only (normally Semper Fi affects any Teamwork feats the character possesses).

The character also gain a +2 moral bonus to attack and damage rolls against terrorists.

Delta Force (Strong Hero 3/Recon Training 4/Special Operations Training 2): CR 9; Medium-size humanoid; HD 3d8+6 plus 4d8+8 plus 2d8+4; HP 46; Mas 14; Init +3; Spd 30 ft; Defense 21, touch 18, flatfooted 18 (+5 class, +3 equipment); BAB +8; Grap +10; Atk +10 melee (1d4+3, Knife), or +12 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +8, Ref +8, Will +4; AP 3; Rep +0; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Military (Hide, Move Silently)

Skills: Climb +6, Drive +7, Hide +11, Knowledge (Tactics) +11, Move Silently +7, Navigate +7, Spot +8, Tumble +7, Survival +8, Listen +8

Feats: Amphibious Assault Training, Armor Proficiency (light), Jump School, MOS Rifleman (Knowledge [Tactics], Spot, Tumble), Personal Firearms Proficiency, Teamwork (Specific Group), Urban Warfare College (Hide, Intimidate, Knowledge [Tactics]), Weapon Focus (M-4 Carbine)

Talents (Strong Hero): Extreme Effort, Melee Smash

Talents (Recon Training): Camouflage, Sharpshooter 1, Sharpshooter 2

Talents (Special Operations Training): Mental Toughness, Silent Kill +1d6, Hostage Rescue, Sharpshooter 3

Talents (Delta Force): +4 competence bonus to Knowledge (tactics), Tumble and Spot skill checks

Possessions: M-4 Carbine, M-9, Knife, 2 Smoke grenades, 2 Tear Gas grenades, 2 Fragmentation grenades, Nightvision goggles, Undercover Vest

USACAPOC

U.S. ARMY CIVIL AFFAIRS AND PSYCHOLOGICAL OPERATIONS COMMAND

This unit consists of approximately 10,000 soldiers, of whom 96% are reservists. The unit consists of one active duty Civil Affairs unit (96th Civil Affairs Battalion) and one active duty Psychological Operations unit (4th PSYOP GP). The rest of the unit consists of 6 reserve Civil Affairs units (350th, 351st, 352nd, 353rd, CA Commands and 412th, 451st CA Battalions) and two reserve duty Psychological Operations units (2nd and 7th PSYOP GP).

CIVIL AFFAIRS (CA)

Civil Affairs provide field commanders with a link to civilian governments. They provide specialists in every area of government and can help civilian authorities meet the needs of their population during crises, maintaining order and stability. One reason so many CA personnel are reservists is that these bankers, judges, doctors and fire fighters bring their civilian areas of expertise to CA and help strengthen a broad spectrum of governmental institutions.

UNIT REQUIREMENTS

To qualify for Civil Affairs a character must meet the following criteria.

Skills: Knowledge (Civics) 5 ranks, Diplomacy 5 ranks, one other Knowledge or Craft skill 5 ranks

Feats: MOS Administrative, Jump School, one of the following: Educated or Trustworthy

UNIT FEATURES

All of the following are features of the Civil Affairs.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Knowledge (Civics) and Diplomacy skill checks

Civil Affairs (Smart Hero 3/Fast Hero 1) CR 4; Medium-size humanoid; HD 3d6+6 plus 1d8+2; HP 24; Mas 14; Init +0; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (+0 Dex, +4 class); BAB +1; Grap +0; Atk +0 melee (1d3+-1, unarmed), or +1 ranged (2d6, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +3, Ref +2, Will +4; AP 2; Rep +1; Str 8, Dex 10, Con 14, Int 12, Wis 14, Cha 15.

Occupation: Military (Knowledge [Tactics], Navigate)

Skills: Computer Use +7, Craft (writing) +7, Diplomacy +8, Drive +2, Knowledge (Business) +9, Knowledge (Civics) +12, Knowledge (Current Events) +7, Knowledge (History) +7, Knowledge (Tactics) +7, Navigate +7, Research +7, Tumble +4

Feats: Desk Jockey, Educated (Knowledge [Business], Knowledge [Civics]), Jump School, MOS Administrative (Computer Use, Diplomacy, Research), Personal Firearms Proficiency

Talents (Smart Hero): Savant (Knowledge [Civics]), Linguist

Talents (Fast Hero): Evasion

Talents (Civil Affairs): +4 competence bonus to Knowledge (civics) and Diplomacy skill checks

Possessions: M-9



PSYCHOLOGICAL OPERATIONS (PSYOP)

PSYOP uses psychological persuasion to encourage certain behavior in the enemy. For instance, the work of PSYOP in persuading countless Iraqi soldiers to surrender during Operation: Desert Storm through leaflet drops and broadcasts saved the lives of Coalition soldiers as well as soldiers of the Iraqi army.

UNIT REQUIREMENTS

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

Skills: Knowledge (tactics) 5 ranks, Diplomacy 10 ranks, Intimidate 10 ranks

Feats: MOS Psychological Operations, Psychological Warfare, Jump School

UNIT FEATURES

All of the following are features of PSYOP.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus on Diplomacy and Intimidate skill checks.

PSYOP (Charismatic Hero 7) CR 7; Medium-size humanoid; HD 7d6+7; HP 32; Mas 13; Init +1; Spd 30 ft; Defense 16, touch 13, flatfooted 15 (+1 Dex, +2 class, +3 equipment); BAB +3; Grap +2; Atk +2 melee (1d4+1, Knife), or +4 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Army; SV Fort +5, Ref +5, Will +4; AP 3; Rep +4; Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 16.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Bluff +15, Craft (visual art) +12, Craft (writing) +12, Diplomacy +15, Disguise +5, Gather Information +15, Intimidate +13, Knowledge

(Behavioral Sciences) +12, Knowledge (Tactics) +12, Read/Write Language +3 (any three), Sense Motive +6, Speak Language +3 (any three), Tumble +7

Feats: Armor Proficiency (light), Deceptive, Iron Will, Jump School, MOS Psychological Operations (Craft [writing], Intimidate, Sense Motive), Personal Firearms Proficiency, Psychological Warfare, Trustworthy

Talents (Charismatic Hero): Fast-Talk, Dazzle, Taunt, Coordinate

Talents (PSYOP): +4 competence bonus to Intimidate and Diplomacy skill checks

Possessions: Undercover Vest, Knife, M-9

U.S. MARINE CORPS

Force Recon's mission is to provide the Marine Force with a long-range, pre-assault reconnaissance capability. Although these units have been in service since WWII, Force Recon is a recent entry in the Special Operations community. Since the Marine Corps strives for every member of its branch to be elite, the designation of one unit as being "more elite" seemed counterproductive.

Although still not a member of USSOCOM, the Marine Corps reluctantly designated Force Recon as "Special Operations- capable", so that it could take part in operations alongside the other units of USSOCOM so that it could take part in the global War on Terror.

In the past, Force Recon worked strictly to provide reconnaissance for Marine assaults, but with its new designation as a Special Operations unit, has begun to provide reconnaissance for joint military operations as well.

Force Recon units, which consist of a 23-man platoon, always include at least one Sniper as well. Throughout their history dating back to WWII, but especially in Viet Nam, Force Recon has used Snipers

for so-called "Stingray" operations, which consist of reconnaissance and elimination of any "targets of opportunity", so long as such elimination does not endanger their primary mission.

UNIT REQUIREMENTS

To qualify for Force Recon a character must meet the following criteria.

BAB: 7+

Skills: Survival 8 ranks, Hide 8 ranks, Move Silently 5 ranks, Spot 8 ranks

Feats: MOS Rifleman, Jump School, Teamwork (US Marines), Amphibious Assault Training, Jungle/Swamp Warfare College

Talents: Terrain Specialization (any two)

UNIT FEATURES

All of the following are features of Force Recon.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Survival, Hide and Spot skill checks

Unit Abilities: The character gains access to the Semper Fi class ability when working with other members of Force Recon only (normally Semper Fi affects any Teamwork feats the character possesses).

The characters attack bonus from one terrain specialization is increased by +1 (to a maximum of +6).

Force Recon (Fast Hero 3/Recon Training 7) CR 10; Medium-size humanoid; HD 3d8+3 plus 7d8+7; HP 56; Mas 13; Init +2; Spd 40 ft; Defense 26, touch 20, flatfooted 24 (+2 Dex, +8 class, +6 equipment); BAB +7; Grap +9; Atk +9 melee (1d4+2, knife), or +9



ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Marine Core; SV Fort +6, Ref +8, Will +4; AP 5; Rep +2; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Military (Navigate, Survival)

Skills: Climb +2, Craft (structural) +3, Hide +14, Knowledge (Tactics) +10, Listen +8, Move Silently +16, Navigate +5, Spot +15, Survival +18, Tumble +5

Feats: Advanced Firearms Proficiency, Amphibious

Assault Training (Hide, Knowledge [Tactics], Survival), Armor Proficiency (light), Armor Proficiency (medium), Jump School, Jungle/Swamp Warfare College (Climb, Hide, Survival), MOS Rifleman (Knowledge [Tactics], Spot, Tumble), Personal Firearms Proficiency, Teamwork (Specific Group)

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

Talents (Recon Training): Camouflage, Long Range Reconnaissance, Fast Mover +5, Ghost, Terrain Specialization (Jungle), Terrain Specialization (Amphibious), Death from above 1

Talents (Force Recon): +4 competence bonus to Survival, Hide and Spot skill checks; +1 to Terrain Specialization Amphibious, Semper Fi with Force Recon only.

Possessions: Tactical Vest, knife, M-4 Carbin



U.S. NAVY SPECIAL WARFARE COMMAND

Naval Special Warfare Command was created April 16, 1987 at the Naval Amphibious Base in Coronado, California to be the naval component to USSOCOM. Naval Special Operations consist of most of the same functions as other special operations units (reconnaissance, unconventional warfare, direct action) but are focused on marine and riverine environments. To the standard special operations missions listed above, Special Warfare Command also conducts hydrographic reconnaissance (underwater mapping for submarines) as well as beach feasibility studies (surveys of tactically important beach areas to determine the feasibility of amphibious operations in those areas) and counter-drug operations (because of the frequent use of oceans and waterways to transport illegal drugs). Special Warfare Command is commanded by a U.S. Navy Rear Admiral.

NAVY SPECIAL WARFARE GROUPS (NSWG) ONE AND TWO

NSWG One is based out of San Diego, California while NSWG Two is based out of Norfolk, Virginia. Each of these groups is led by a Captain (O-6) and



consists of three SEAL Teams and one SEAL Delivery Vehicle Team. Each SEAL team consists of eight, 16-man platoons.

NAVY SEAL

UNIT REQUIREMENTS

To qualify for Navy SEALs a character must meet the following criteria.

BAB: 7+

Skills: Knowledge (tactics) 10 ranks, Hide 5 ranks, Move Silently 5 ranks, Swim 10 ranks, Spot 8 ranks

Feats: MOS Rifleman, MOS Diver, Jump School, Amphibious Assault Training, Teamwork (US Navy)

Talents: Terrain Specialization x2 (both for amphibious terrain)

UNIT FEATURES

All of the following are features of the Navy SEALs.

These specialties and abilities take effect 30 days after the characters joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

Unit Specialties: +4 competence bonus to Knowledge (tactics), Swim and Spot skill checks.

Unit Abilities: The characters attack bonus from terrain specialization increased by +1 in amphibious terrain (to a maximum bonus of +6).

The character gains access to the Semper Fi class ability when working with other SEALs only (normally Semper Fi affects any Teamwork feats the character possesses).

SEAL (Fast Hero 3/Recon Training 7) CR 10; Medium-size humanoid; HD 3d8+3 plus 7d8+7; HP 56; Mas 13; Init +2; Spd 25 ft; Defense 26, touch 20, flatfooted 24 (+2 Dex, +8 class, +6 equipment); BAB +7; Grap +9; Atk +9 melee (1d4+2, Knife), or +9 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Navy; SV Fort +6, Ref +8, Will +3; AP 5; Rep +2; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Knowledge [Tactics], Swim)

Skills: Climb +3, Craft (mechanical) +7, Demolitions +13, Hide +9, Intimidate +3, Knowledge (Tactics) +11, Listen +6, Move Silently +9, Navigate +5, Spot +15, Survival +15, Swim +7, Tumble +5

Feats: Advanced Firearms Proficiency, Amphibious Assault Training (Hide, Survival, Swim), Armor Proficiency (light), Armor Proficiency (medium), Jump School, MOS Diver (Craft [mechanical], Demolitions, Navigate), MOS Rifleman (Intimidate, Spot, Tumble), Personal Firearms Proficiency, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Recon Training): Camouflage, Long Range Reconnaissance, Fast Mover +5, Ghost, Terrain Specialization (Amphibious x2), Sharpshooter 1

Talents (SEAL): +4 competence bonus to Knowledge (tactics) Swim and Spot; +1 to Terrain Specialization (Amphibious); Semper Fi with SEALs only.

Possessions: Tactical Vest, Knife, M-4 Carbine

NAVY SEAL DELIVERY VEHICLE (SDV) OPERATOR

UNIT REQUIREMENTS

To qualify for SDV Operator a character must meet the following criteria.

Skills: Drive 5 ranks, Listen 8 ranks

Feats: Surface Vehicle Operation (submarine), Sonar Operation

UNIT FEATURES

All of the following are features of the SDV Operator.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Drive checks for operating a submarine and Listen checks for operating sonar.

NAVAL SPECIAL BOAT SQUADRONS (SBR) ONE AND TWO

SBR One is based out of San Diego, California while SBR Two is based out of Norfolk, Virginia. Each team is commanded by a Captain (O-6) and consists of two Maintenance Support teams and Special Boat Unit 12 (SBU-12). SBU-12 contains four Cyclone-class Patrol Coastal (PC) vessels: USS Hurricane, USS Monsoon, USS Squall and USS Zephyr.

SBR Two consists of four Maintenance Support teams and Special Boat Units 20 and 22 (SBU-20 and SBU-22). These two SBUs contain the Cyclone-class PC vessels USS Chinook, USS Cyclone, USS Firebolt, USS Sirocco, USS Shamal, USS Tempest, USS Thunderbolt, USS Typhoon and USS Whirlwind.

In addition to the boat crew each Cyclone-class PC will carry a 9-man SEAL team. Additional SEAL teams may be assigned to the SBU under certain circumstances as the PC makes an excellent base from which to launch attacks via coastal and river environments.



NAVY SPECIAL BOAT SQUADRON

UNIT REQUIREMENTS

To qualify for Navy SBR a character must meet the following criteria.

BAB: 5+

Skills: Drive 8 ranks, Repair 5 ranks, Listen 8 ranks

Feats: Surface Vehicle Operation (Powerboat), Teamwork (US Navy) and Exotic Firearms Proficiency (25mm Bushmaster, M2HB or Mk 19 grenade launcher)

UNIT FEATURES

All of the following are features of the Navy SBR.

These specialties and abilities take effect 30 days after the character joins the unit and last until 30 days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

Unit Specialties: +4 competence bonus to Drive and Listen skill checks

Special Boats (Strong Hero 6) CR 6; Medium-size humanoid; HD 6d8+6; HP 33; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 15, flatfooted 14 (+2 Dex, +3 class, +1 equipment); BAB +6; Grap +8; Atk +8 melee (1d4+4, Knife), or +8 ranged (2d6+0, M-9); FS 5 ft by 5 ft; Reach 5 ft; AL US Navy; SV Fort +4, Ref +4, Will +2; AP 3; Rep +1; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Military (Drive, Navigate)

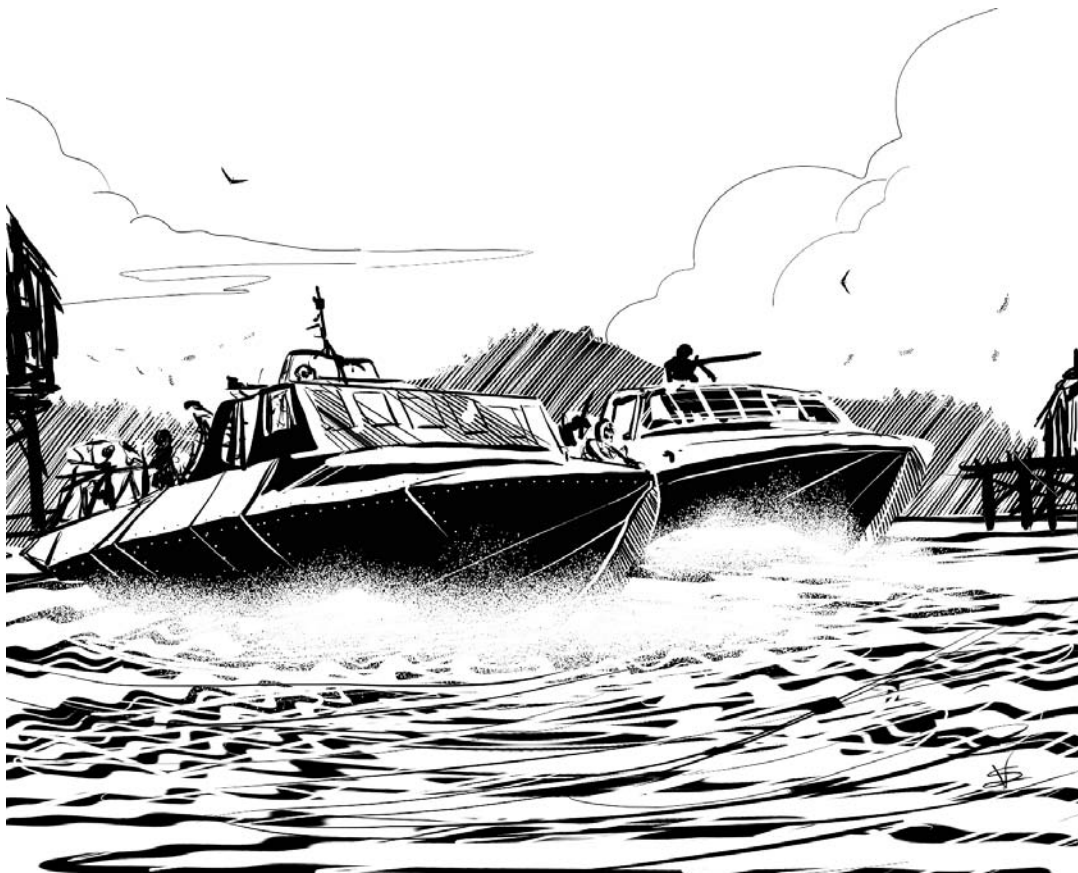
Skills: Drive +10, Knowledge (Tactics) +6, Listen +8, Navigate +5, Repair +6, Survival +3, Swim +3

Feats: Advanced Firearms Proficiency, Combat Reflexes, MOS Diver (Listen, Repair, Survival), Personal Firearms Proficiency, Power Attack, Surface Vehicle Operation (Powerboat), Teamwork (Specific Group), Weapon Focus

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

Talents (Special Boats): +4 competence bonus to Drive and Listen skill checks

Possessions: Undercover Vest, Knife, M-9





OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000-2004, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Blood and Guts 2: Special Operations Command: 2005, RPGObjects; Author Charles Rice

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Blood and Guts 2, Military Training Manual, Special Operations Command.

Designation of Open Gaming Content: The following sections of *Blood and Guts 2: Special Operations Command* is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

The Special Operations Training Class, the Elite Unit Feats, and NPC statistical blocks are open content. All other content is closed content.