

BLOOD & GUTS v1.2

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Dedication: This book is dedicated most humbly to the real heroes. To everyone out there standing in the rain, crawling through mud, and sucking it up when you never thought you could, this book is for you.

Author's Note: This book covers the military forces of the United States exclusively, with a focus on special operations. As the son of a WWII British Commando, I am well aware that the men and women of militaries around the world have skills, training, and courage the equal of the United States, and the exclusion of those forces from this book is not an attempt to insinuate otherwise. The unfortunate fact is covering every military in the world (or even the complete US military) is a task beyond the scope of this book. It is my hope that the information presented here will allow the GM to create these forces on his own with a little research. Look for additional Blood and Guts sourcebooks that cover other militaries and specific areas of the US military. This book is but a starting point!

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INTRODUCTION:

BLOOD & GUTS

Cartwright hit the ground as another bullet hit the underside of her overturned Hummer.

"We can't stay here, Wilson."

She looked over at Wilson, but he was staring up at the sky, lost in his own world. She had done what she could to stabilize the shattered mess that had been a human arm before their Hummer hit that landmine, but he was in shock. He wasn't going to last much longer out here, but she wasn't sure she could get him moving either.

Not moving fast enough to avoid that Sniper at any rate.

And right then, Nancy Cartwright knew, with a certainty unmatched by any feeling she had ever known in her nineteen years of life, that she was going to die. Here. Tonight. Behind a grimy overturned Hummer.

Another shot, and a little tremor rocked the Hummer as one of the tires exploded.

Fuck that. I'll show this bastard what he's gotten himself into.

Reaching down, she took out her weapon. That weasel might get her, but she wasn't dying cowering behind some ugly Hummer that didn't even run right.

As she started to rise she felt a hand on her shoulder.

"What the...", Cartwright quickly swung her rifle around.

The large black man smiled down at her, brilliant white teeth a gash in his weathered face, blacked out even darker by dirt. One finger rose up to his lips in a silent gesture.

Another man beside him was kneeling beside Wilson, applying a much better field dress than she had managed. Behind them, three others moved out from the tall grass beside the road on their bellies. Three silent shadows separating themselves from other shadows.

How the hell did they get so close without me noticing?

"We can't stay here," she said again, numbly.

For the first time one of them, the medic tending to Wilson, made a sound, and she knew it wasn't all some sick dream you had before you die. "We're not staying here."

The black man smiled at her again, "Relax, Private, you're in good hands."

Two fingers to the right, one finger to the left, then a thumbs up, and the black man, along with the three shadows from the grass, returned to the shadow that spawned them, as quietly as they had come.

The Medic smiled at her, "I'm Terrance. Don't worry. We do this stuff all the time."

Welcome to Blood and Guts: Modern Military, the third in RPGObjects' continuing line of d20 Modern sourcebooks. Blood and Guts puts your character on the front lines, fighting to defend America from her enemies around the world and in our own backyard. Take the roll of a common grunt, or the shadow warrior of one of several elite special operations units and fight battles all over the world ranging from full-scale war, to dirty, undeclared bush fighting.

MILITARY BASICS

In 1947, President Harry Truman authored the "National Defense Act", which sought to reorganize wartime defenses into a cold war defense strategy. This act transformed the Army Air Corps into a separate branch of service, the Air Force, transformed the War Department into the Department of Defense, and transformed the OSS into the CIA. The National Defense Act also set the hierarchy for the military branches of service, a hierarchy largely unchanged until 2002 when the Coast Guard was transferred from the Department of Transportation to the Department of Homeland Security.

All branches of service have a civilian leader. The President is the Commander in Chief of all American Military forces. Below him is the Secretary of Defense, a Presidential appointee. Below the Secretary of Defense are three service secretaries, also appointed by the President: the Secretary of the Air Force, the Secretary of the Army, and the Secretary of the Navy.

Below the service secretaries are the direct commanders for the five branches of service. A Four-Star General, the Army Chief of Staff, who reports directly to the Secretary of the Army, commands the Army. A Four-Star General, the Air Force Chief of Staff, who reports to the Secretary of the Air Force, commands the Air Force. A four-star Admiral, called the Chief of Naval Operations, commands the Navy. A Four-Star General called the Commandant of the Marine Corps commands the Marines. Both of these commanders report to the Secretary of the Navy. From 1972 to 2002 the Coast Guard reported to the Secretary of Transportation. In 2002 the Homeland Security Act transferred the Coast Guard to the Department of Homeland Defense. A Four-Star Admiral known as the Commandant of the Coast Guard commands the Coast Guard. However, this Admiral does not serve on the Joint Chiefs of Staff.

The four top military commanders for each branch of service form a group known as the Joint Chiefs of Staff. The President picks one of these commanders to be the Chairman of the Joint Chiefs of Staff. The President is free to appoint whichever of the four commanders he thinks would be best qualified to the Chairman of this committee, but in practice each branch of service is selected in turn, barring extraordinary circumstances. For instance, due to recent scandals (such as Tailhook), the Air Force Chief of Staff has been bypassed twice in recent years.

In times of crisis, this hierarchy can be streamlined and altered to a great degree by the President. For instance, during wartime it is common for the Joint Chiefs of Staff to report directly to either the President or the Secretary of Defense. The assets of the Coast Guard can be transferred to the Navy at the President's discretion..

THE ARMY

The Continental Congress created the Army on July 4, 1775. The Army has slightly less than 500,000 members, approximately one-sixth of which are officers, making it the largest branch of service. The Army Reserves and the National Guard support the active duty component of the Army. There is one National Guard for each state, and these are under the nominal control of the fifty state governors. However, the President can federalize the National Guard and place them under the

control of the Attorney General (for federal domestic emergencies), or the Secretary of Defense and the Army Chief of Staff (for international emergencies).

The Army is the main ground force of the United States military, although the best way to differentiate the Army from the Marines would be to say that the Army serves a largely occupational and defensive role, whereas the Marines are a largely offensive and amphibious force.

THE NAVY

Like the Army, the Continental Congress created the Navy in 1775. Although the Navy's core mission to provide free use of the seas to the United States remains unchanged, since World War II, with the advent of the aircraft carrier, the Navy frequently is the first step in establishing air superiority, since planes can be launched from a carrier without need of a fixed runway and without fear of violating a country's airspace. Naval vessels also attack land targets through bombardment and cruise missile strikes, and transport marines into battle. There are currently about 400,000 active duty naval personnel, and approximately one-sixth of these are commissioned officers. Like the Army, the Navy maintains a reserve force through the Naval Reserve, which may be activated in times of need. There is no naval "national guard", though arguably the Coast Guard fills that role.

MARINE CORPS

Like the Army and the Navy, the Continental Congress created the Marine Corps in 1775. However, at the time of its inception the Marine Corps was a subsidiary of the Navy, and was not a separate service until 1798. The Marines were initially intended to be an amphibious force, attacking from ships and establishing safe havens, or beachheads, for later units to land on. However, this emphasis on mobility has led to the Marines being used as a lighter advance force, and in general the Marines could be considered shock troops and are almost always among the first wave of any attacking force. Unlike other branches of the armed forces, the Marines have no administrative or logistical personnel, nor medical units, relying on the Navy to provide these non-combat functions. This has led to the expression "every Marine is a rifleman", and indeed every Marine carries the classification of rifleman in addition to any other classification the individual Marine may have. There are approximately 175,000 Marines, one-tenth of which are commissioned officers. There is no Marine equivalent of the National Guard, but the Marine Corps Reserve supplements the Marines in times of crisis.

AIR FORCE

Although airplanes saw limited use during the First World War, primarily in a reconnaissance role, military strategists were quick to realize the value of air power. However, the main function air power would serve in combat was thought to be providing support for troops on the ground, so the Army Air Corps was created as a subsidiary force to provide air support to Army personnel. However, new technologies and strategies showed that air power had a much larger role to play in combat than simply supporting forces on the ground, and so, in 1947, the National Security Act separated the Air Force from the Army.

The Air Force's mission is to provide air and space superiority to the United States military in any operation. As such, the Air Force has at its disposal light and heavy combat aircraft, tankers, helicopters, bombers, and transport aircraft. The Air Force also controls and maintains all military spy satellites and ballistic nuclear missiles. The Air Force shares control over the bulk of the United States' nuclear arsenal with the Army, with the Air Force controlling the majority of Strategic level weapons, and the Army controlling the bulk of the Tactical level weapons (though Naval Submarines also play an important role in the Strategic nuclear strategy).

There are approximately 375,000 Air Force personnel, approximately one-fifth of which are commissioned officers. Both the Air National Guard and the Air Force Reserve supplement the Air Force.

COAST GUARD

Although not often thought of as a military force, the Coast Guard is an important element in protecting the United States from foreign attack. The Coast Guard was created in 1790, when it was known as the Revenue Cutter Service, and was responsible for the imposition of tariffs and curtailing of smuggling and piracy. In 1915 it was renamed the Coast Guard and transferred to the Treasury Department. In 1967 it was transferred to the Transportation Department, and finally, in 2002, to the Department of Homeland Security.

In peacetime the Coast Guard acts to prevent drug smuggling, illegal immigration, and to protect ships at sea from piracy and weather mishaps. In wartime, control of the Coast Guard is transferred to the Navy Chief of Staff. The Coast Guard has about 35,000 members, about one-fifth of which are commissioned officers. The Coast Guard Reserves and volunteer auxiliaries supplement the Coast Guard.

MILITARY ORGANIZATION

The military is built from the ground up, and the success or failure of any military operation begins and ends with the individual soldier. Each size unit is comprised of a certain number of smaller components. The sizes listed for each unit are at the high end, and units may be composed of as many as half the listed number of component parts.

Squad: Approximately 10 soldiers. Typically commanded by a Sergeant. This size of unit is the size represented by a unit in the Small Unit Combat rules.

Platoon: Approximately four Squads. Typically commanded by a Lieutenant, with a senior NCO (typically a Staff Sergeant) as second in command.

Company: Approximately 5 Platoons. Typically commanded by a Captain, with a First Sergeant as second in command. Artillery units of this size are called Batteries, and Air or Cavalry units of this size are called Troops.

Battalion: Approximately 6 Companies. Typically commanded by a Lt. Colonel, with a Command Sergeant Major as second in command.

Brigade: Approximately 5 Battalions. Typically commanded by a Colonel, with a Command Sergeant Major as second in command. Units of this size are capable of sustained operations with no outside support.

Division: Approximately 3 Brigades. Typically commanded by a Major General. Divisions are numbered, and assigned names based on their function (3rd Infantry Division, 10th Mountain Division, and so forth).

Corps: Approximately 5 Divisions. Typically commanded by a Lt. General. Capable of independent operation on an international scale.

Army: Approximately 2 Corps. Typically commanded by a Lt. General or higher. An Army is responsible for all operations in one theater of war. The commander of an Army reports directly to either a 5-Star General, or the Commander in Chief (in other words, the commander of an Army is completely autonomous from other Army commanders, even though they might outrank him). Army designations have not been used by the American military since World War II.

CHAPTER 1:

MILITARY CHARACTERS

Cartwright crouched behind the Hummer.

The silence was almost unbearable.

The sniper, whoever he was, still didn't realize she and Wilson weren't alone behind the Hummer, and was just waiting for a glimpse of one of them so he could blow them to hell.

Suddenly, there was a loud rustling.

Two gunshots ripped through the quiet, making Cartwright jump and clutch her weapon tight in her hand. "Just don't piss your pants girl," she thought to herself.

Then, silence.

Terrance, the medic, stood up, and grabbed one side of the makeshift stretcher he had prepared for Wilson. "Help me carry him?"

Cartwright just looked at him, unbelieving. "But... the sniper..."

"Is dead."

After an embarrassing pause, Terrance added, "Get up Private."

Cartwright scrambled to her feet and grabbed the other end of the stretcher.

Three hours later, and the soldiers had commandeered a Jeep. Sgt. No, the most unassuming of the group, had gone off alone for a few minutes and returned with it. No one asked where he got it. It was a damned sight better than walking. In the back of the Jeep, Wilson stirred fitfully, letting out a painful groan before slipping back into unconsciousness. The IV that Terrance, the Medic had set up for him, to keep him "comfortable" swayed on the potholed hard packed road.

She looked at Terrance, "He's not going to make it is he."

The medic looked down at her friend, and just shrugged. "I've seen worse. If it's possible for him to survive, I'll see to it. We're almost at the rendezvous site now."

Cartwright studied the face of her friend. In the moonlight his skin looked gray and pallid.

He looked like a corpse in an open-casket funeral.

Character creation provides the player with many new options to represent the training and abilities of the special operations forces of the United States. Two new allegiances, representing the responsibilities of “hitching up” are where this chapter begins. These allegiances provide the character with access to specialized training and equipment, but require the character to be at the military’s beck and call.

Following this are thirteen new prestige classes, allowing characters to take the part of a member of one of America’s most elite units: Air Force Combat Controllers, Air Force Pararescue, Army Ranger, 160th SOAR, Delta Force, Special Forces Communications, Special Forces Engineering, Special Forces Medical, Special Forces Weapons, Force Recon, Navy SEALs, and Sniper.

NEW ALLEGIANCES

ACTIVE DUTY

The character is an active member of the armed forces. This allegiance grants the character the ability to requisition equipment from his branch of service and to make Promotion checks to gain Rank within his branch of service (see the Rank section for more information), and the ability to select training and MOS skill packages in lieu of any bonus feats the character is entitled to. This allegiance carries some significant drawbacks, however. The character may be reassigned, moved to any part of the world, and put in harm’s way with little or no notice. Only characters with the Military occupation may select this allegiance. This allegiance may only be taken with the GM’s permission, and generally, if one character has this allegiance, then the entire group should.

RESERVE DUTY

The character is a member of a reserve military force: the ROTC (Reserve Officer Training Corps), the National Guard, the Reserves, the Coast Guard Auxiliary, and so forth. This allegiance grants the character the ability to select training and MOS skill packages in lieu of any bonus feats the character is entitled to. Like Active Duty, the character may be reassigned, moved, and put in harm’s way. However, since reserve forces are only called on in times of national crisis, the character’s freedom will be less limited by this allegiance. The character is also required to spend a certain amount of time training and drilling, which varies depending on the reserve force the character belongs to. Reserve forces train one weekend a month, and two weeks a year, but ROTC is a much more intensive program. However,

since these time commitments are predictable, and the character can plan around them, they will not usually interfere with the character’s “hobbies” (including adventuring). Only characters with the Military occupation may select this allegiance. This allegiance may only be taken with the GM’s permission, although one character in a group can have this Allegiance without significant interference in the ongoing campaign.

NEW PRESTIGE CLASSES

What follows are prestige classes detailing the abilities of the primary special operations forces, as well as other highly elite military characters. At least one prestige class is presented for each of the primary special operations forces of the Army, Navy, Air Force, and Marines.

As long as a character meets the requirements for a class, he may take levels in any of the prestige classes detailed below, even if he already has levels in a prestige class. Special Operations forces frequently cross train with other special operations forces, with Ranger cross-training being a little more common. For decades the Army’s goal was to have one Ranger-qualified soldier per platoon.

SPECIAL OPERATIONS TRAINING

There is a great deal of special operations training common to different units. These skill sets are broken down like talents, and a character may take one at the levels indicated for his special operations class. Where a talent lists class level to determine the bonus a character gains from the ability, the character may use levels in any special operations prestige classes to determine the bonus gained. So a character with 4 levels of Ranger and 3 levels of Delta Force would gain +7 from any ability that granted a +1 per special operations class level.

MENTAL TOUGHNESS

Special Operations soldiers are the best of the best not only because of their physical prowess (which is considerable), but also because of their high degree of discipline, dedication, and mental toughness.

Mental Toughness: The character adds his special operations levels to any Saving Throw to resist fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation.

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 four hours of sleep per day with no ill effects. This talent also allows a character to add 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 10 special operations class levels would make Listen checks normally while sleeping).

Prerequisite: Mental Toughness

SILENT HILL

To take talents from the Silent Kill tree, a character must have the Commando Training feat (representing the close combat hand to hand fighting techniques taught to special operations forces).

Special Operations forces are given specialized training in eliminating guards to further their advance into enemy territory or enemy installations.

Silent Kill 1: The character gains a +1d6 Sneak Attack 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 any nearby guard 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 save against this attack. See the d20 Modern Core Rulebook for the definition of an Ordinary.

Silent Kill 2: The character gains a +1d6 Sneak Attack, cumulative with any other Sneak Attack he possesses.

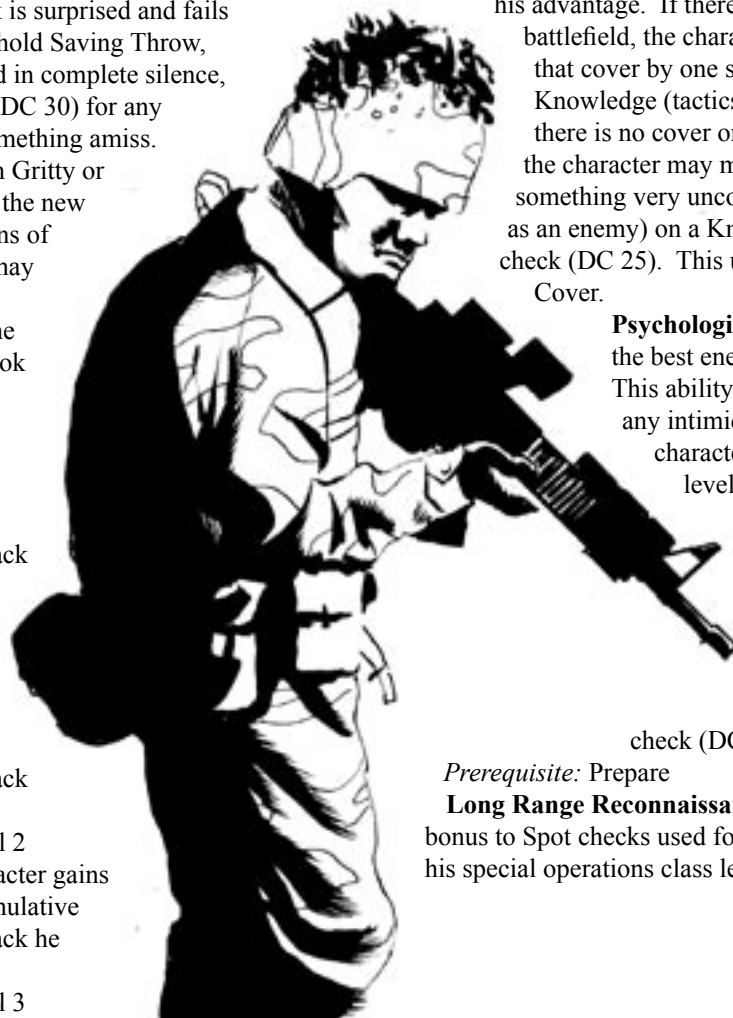
Prerequisite: Silent Kill 1

Silent Kill 3: The character gains a +1d6 Sneak Attack, cumulative with any other Sneak Attack he possesses.

Prerequisite: Silent Kill 2

Silent Kill 4: The character gains a +1d6 Sneak Attack, cumulative with any other Sneak Attack he possesses.

Prerequisite: Silent Kill 3



SPECIAL OPERATIONS STRATEGY

To take talents from the Special Operations strategy tree, a character must have the NCO School or Officer Candidate School Advanced Training packages, as well as 5 ranks in Knowledge (tactics).

Prepare: This ability increases the bonus gained from a successful Knowledge (tactics) check by +2.

Ambush: On a successful Knowledge (tactics) skill check (DC 20), the character can set up an ambush, gaining a bonus on Hide skill checks equal to ½ his Knowledge (tactics) skill. If this Hide check is successful (exceeds the Spot check of enemy forces), those forces receive no action in the surprise round, as opposed to the partial action normally gained, due to the speed and precision of the attack. Some of the ways this ambush could be achieved are through an aerial insertion (either paratroop or rappelling), blending in with a crowd through native dress, or using cover from which to launch an attack.

Prerequisite: Prepare

Improvise: The character is skilled at making adjustments on the fly, using everything around him to his advantage. If there is cover on the current battlefield, the character may improve that cover by one step with a successful Knowledge (tactics) skill check (DC 15). If there is no cover on the current battlefield, the character may make some or use something very unconventional as cover (such as an enemy) on a Knowledge (tactics) skill check (DC 25). This unconventional cover is ¼ Cover.

Psychological Warfare: Sometimes, the best enemy is a really scared one. This ability can provide a bonus to any intimidate check equal to the character special operations class level, including intimidate checks made for interrogation purposes. This ability can also allow a character to inflict Mental Fatigue on an opponent on a successful Intimidate check (DC 25).

Prerequisite: Prepare

Long Range Reconnaissance: The character gains a bonus to Spot checks used for reconnaissance equal to his special operations class levels.

AIR FORCE COMBAT CONTROLLERS

Combat Controllers enter enemy territory by any means necessary (Land, Sea, Paradrop) 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 (this is an assumption on the part of the author; Iraq special operations are still classified).

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

REQUIREMENTS

To qualify to become a Combat Controller, a character must meet the following criteria.

Allegiance: Active or Reserve Duty (U.S. Air Force).

Base Attack Bonus: +5.

Skills: Air Traffic Control 8 Ranks, Communications Operation 8 Ranks, Hide 5 Ranks, Move Silently 5 Ranks, Paradrop 8 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Air Force).

Advanced Training: Defense Language Institute, Jump School, MOS Aviation Skill Level 2, one terrain Warfare School (each unit tries to have a specialist in each different type of terrain).

CLASS INFORMATION

The following features pertain to the Combat Controller prestige class.

Hit Die: 1d8.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Combat Controller class skills are as follows: Air Traffic Control, Climb, Communications Operation, Craft (electronic), Craft (mechanical), Craft (structural), Diplomacy, Drive, Hide, Intimidate, Jump, Knowledge (Tactics), Move Silently, Navigate, Paradrop, Repair, Survival, Swim, Use Rope.

Skill Points per Level: 9 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Combat Controller prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Grace Under Pressure: At 3rd level, Combat Controllers can add their class level to the following skills once per day: Air Traffic Control, Communications Operation, Craft (electronic), Craft (structural), Diplomacy, Hide, Move Silently, Paradrop. At 7th level this ability may be used twice per day, and at 9th level it may be used three times per day.

Hasty Construction: Combat Controllers are accustomed to working fast, constructing makeshift runways, paradrop landing zones, and control facilities in enemy territory with lives at stake. At 5th level, Combat Controllers subtract 2% per Combat Controller level from all construction times listed in craft (structural).

Bonus Feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst

TABLE 1-1: AIR FORCE COMBAT CONTROLLERS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Special Ops Talent	+1	+0
2 nd	+1	+2	+2	+0	Bonus Feat	+1	+0
3 rd	+2	+2	+2	+1	Special Ops Talent; Grace Under Pressure 1/day	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+2	+1
5 th	+3	+3	+3	+1	Special Ops Talent; Hasty Construction	+3	+1
6 th	+4	+3	+3	+2	Bonus Feat	+3	+1
7 th	+5	+4	+4	+2	Special Ops Talent; Grace Under Pressure 2/day	+4	+2
8 th	+6	+4	+4	+2	Bonus Feat	+4	+2
9 th	+6	+4	+4	+3	Special Ops Talent; Grace Under Pressure 3/day	+5	+2
10 th	+7	+5	+5	+3	Bonus Feat	+5	+3

Fire, Combat Martial Arts, Combat Reflexes, Dead Aim, Double Tap, Endurance, Far Shot, Fast Track, Forced March, Guide, Heroic Surge, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation, Tactician, Toughness, Track, Weapon Focus, Advanced Training (All).

The character must meet all prerequisites for any feat taken as a bonus feat.

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 possible, making contact with any friendly indigenous forces if possible.

Pararescue was born in the Second World War when the crew of a C-46, 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 Paradrop training, and advanced firearms training, Pararescue soldiers also become fully trained trauma physicians, in a course that is both physically and mentally grueling, and 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.

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.

REQUIREMENTS

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

Allegiance: Active or Reserve Duty (U.S. Air Force).

Base Attack Bonus: +5.

Skills: Craft (Chemical) 5 Ranks, Craft (Pharmaceutical) 5 Ranks, Paradrop 8 Ranks, Treat Injury 8 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Air Force).

Advanced Training: MOS (Medical) Skill Level 2, Jump School, one terrain Warfare College (usually Amphibious, but each unit tries to have at least one specialist for each terrain), Defense Language Institute.

CLASS INFORMATION

The following features pertain to the Pararescue Prestige class.

Hit Die: 1d8.

Action Points: 7 + ½ character level, rounded down, every time the character gains a level in this class.

Class Skills: The Pararescue class skills are as follows: Climb, Communications Operation, Craft (Chemical), Craft (Pharmaceutical), Diplomacy, Drive, Hide, Intimidate, Jump, Knowledge (Tactics), Move Silently, Navigate, Paradrop, Survival, Swim, Treat Injury, Use Rope.

Skill Points per Level: 9 + Intelligence modifier..

TABLE 1-2: AIR FORCE PARARESCUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Special Ops Talent	+1	+0
2 nd	+1	+2	+2	+0	Bonus Feat	+1	+0
3 rd	+2	+2	+2	+1	Special Ops Talent; Grace Under Pressure 1/day	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+2	+1
5 th	+3	+3	+3	+1	Special Ops Talent; Bush Medicine	+3	+1
6 th	+4	+3	+3	+2	Bonus Feat	+3	+1
7 th	+5	+4	+4	+2	Special Ops Talent; Grace Under Pressure 2/day	+4	+2
8 th	+6	+4	+4	+2	Bonus Feat	+4	+2
9 th	+6	+4	+4	+3	Special Ops Talent; Grace Under Pressure 3/day	+5	+2
10 th	+7	+5	+5	+3	Bonus Feat	+5	+3

CLASS FEATURES

The following features pertain to the Pararescue prestige class.

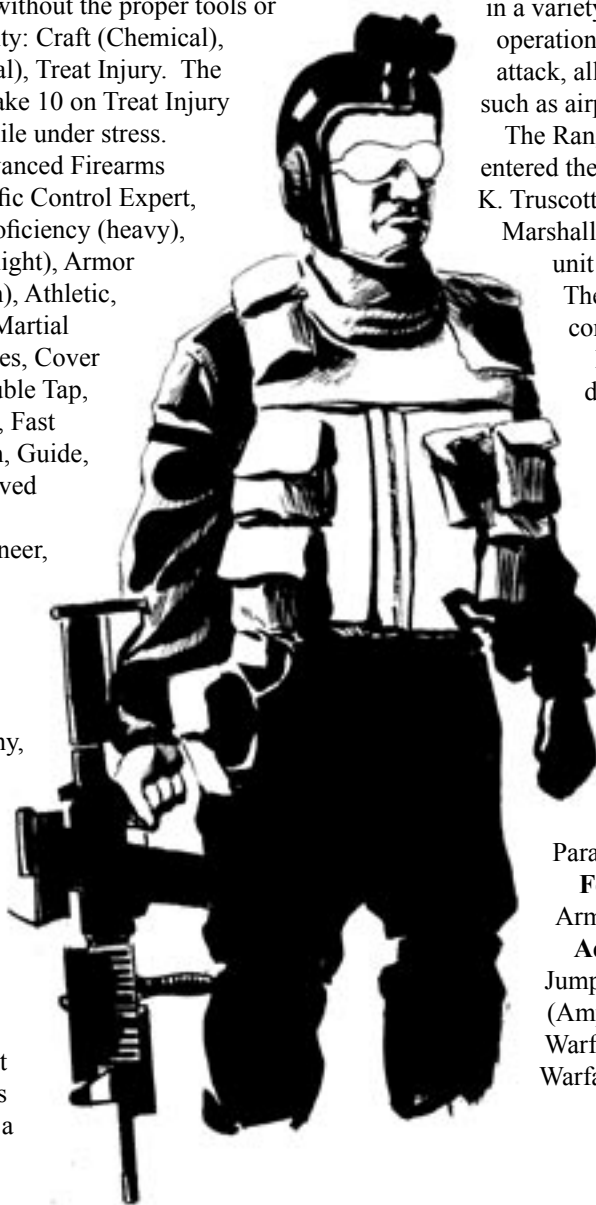
Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Grace Under Pressure: At 3rd level, Air Force Pararescue characters can add their class level to the following skills once per day: Craft (Chemical), Craft (Pharmaceutical), Diplomacy, Hide, Move Silently, Parachute, Treat Injury. At 7th level this ability may be used twice per day, and at 9th level three times per day.

Bush Medicine: Pararescue characters are accustomed to performing medicine in less than ideal conditions. At 5th level, the character can perform the following skills without the proper tools or facilities, at no penalty: Craft (Chemical), Craft (Pharmaceutical), Treat Injury. The character may also take 10 on Treat Injury skill checks even while under stress.

Bonus Feats: Advanced Firearms Proficiency, Air Traffic Control Expert, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Dead Aim, Double Tap, Endurance, Far Shot, Fast Track, Forced March, Guide, Heroic Surge, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (All).

The character must meet all prerequisites for any feat taken as a bonus feat.



ARMY 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 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.

REQUIREMENTS

To qualify to become a Ranger, a character must meet the following criteria.

Allegiance: Active Duty (United States Army).

Base Attack Bonus: +5.

Skills: Knowledge (Tactics) 5 Ranks, Parachute 5 Ranks, Survival 5 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Army).

Advanced Training: MOS: Infantryman, Jump School, one Terrain Warfare college (Amphibious Warfare, Arctic Warfare, Desert Warfare, Jungle/Swamp Warfare, Mountain Warfare, or Urban Warfare).

CLASS INFORMATION

The following features pertain to the Ranger Prestige class.

Hit Die: 1d10.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Ranger class skills are as follows: Balance, Climb, Demolitions, Drive, Hide, Intimidate, Jump, Knowledge (Tactics), Move Silently, Navigate, Paratroop, Spot, Survival, Swim, Tumble, Use Rope.

Skill Points per Class Level: 5 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Ranger Prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Death From Above: Once per day the character may add his Ranger level to the following skills: Navigate, Paratroop, or Survival. Characters with this ability are not flat-footed while in the air during a paratroop (see the paratroop skill for more information).

Terrain Specialization: Rangers are given extensive training in fighting and surviving in either many different forms of terrain, or specializing in one form of terrain. At 3rd, 5th, 7th, and 9th level, the Ranger may either pick a new Terrain Warfare college package, or increase the bonus granted by a Terrain Warfare college by +1 (increasing the attack and skill bonuses by +1).



Bonus Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

TABLE 1-3: ARMY 75TH RANGER REGIMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Special Ops Talent; Death from Above	+1	+0
2 nd	+1	+2	+2	+0	Bonus Feat	+1	+0
3 rd	+2	+2	+2	+1	Special Ops Talent; Terrain Specialization	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+2	+1
5 th	+3	+3	+3	+1	Special Ops Talent; Terrain Specialization	+3	+1
6 th	+4	+3	+3	+2	Bonus Feat	+3	+1
7 th	+5	+4	+4	+2	Special Ops Talent; Terrain Specialization	+4	+2
8 th	+6	+4	+4	+2	Bonus Feat	+4	+2
9 th	+6	+4	+4	+3	Special Ops Talent; Terrain Specialization	+5	+2
10 th	+7	+5	+5	+3	Bonus Feat	+5	+3



ARMY 160TH SOAR

(Special Operations Aviation Regiment)

SOAR's job is to provide air support, insertion, and extraction to Army special operations personnel. This unit has a number of utility and attack helicopters at its disposal. SOAR's nickname is the Nighthawks, and their motto is "The Nighthawks never quit". This unit fills the same role as the Air Force's special operations Command unit, which provides air support for the Special Operations units of any branch of service. Characters wishing to join that unit may use the class information listed below.

REQUIREMENTS

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

Allegiance: Active Duty (U.S. Army).

Skills: Communications Operation 5 Ranks, Pilot 10 Ranks.

Feats: Teamwork (U.S. Army).

Advanced Training: MOS Pilot Skill Level 2, Jump School.

CLASS INFORMATION

The following features pertain to the SOAR Prestige class.

Hit Die: 1d6.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The SOAR class skills are as follows: Air Traffic Control, Climb, Communications Operation, Jump, Knowledge (Tactics), Navigate, Paratroop, Pilot,

Repair, Spot, Survival, Use Rope.

Skill Points per Level: 9 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the SOAR prestige class.

Strafing: When the character attacks forces on the ground from the air, he gains the listed bonus to hit.

Air Support: Specially trained in combined arms operations, and in particular support of forces on the ground, SOAR pilots provide an increased bonus when providing air support.

Bonus Feat: Combat Pilot, Cover Fire, Exotic Firearms Proficiency, Sharpshooter, Weapon Focus

The character must meet all prerequisites for any feat taken as a bonus feat.

TABLE 1-4: ARMY 160TH SOAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Strafing +1	+1	+0
2 nd	+1	+0	+3	+0	Air Support +3	+1	+0
3 rd	+2	+1	+3	+1	Bonus Feat	+2	+0
4 th	+3	+1	+4	+1	Strafing +2	+2	+1
5 th	+3	+1	+4	+1	Air Support +4	+3	+1

ARMY DELTA FORCE

In 1977, Special Forces Colonel Charles Beckwith returned from an assignment with the British Special Air Service with the idea to make an American equivalent: a highly trained hostage-rescue and anti-terrorism force. After selling his superiors on the idea, the 1st Special Forces Operational Detachment, Delta was created. Unlike other special operations forces, virtually every aspect of Delta is classified, including how many units exist, and how many soldiers make up each unit.

REQUIREMENTS

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

Allegiance: Active Duty (United States Army).

Base Attack Bonus: 10+.

Skills: Knowledge (Tactics) 8 Ranks, Hide 8 Ranks, Move Silently 8 Ranks, Paradrop 8 Ranks.

Feats: Personal Firearms, Advanced Firearms, Teamwork (U.S. Army).

Advanced Training: MOS: Infantryman (Skill Level 3), Jump School, Urban Warfare, Amphibious Warfare, Defense Language Institute

CLASS INFORMATION

The following features pertain to the Delta Force prestige class.

Hit Die: 1d12.

Action Points: 7 + ½ character level, rounded down.



Class Skills: The Delta Force class skills are as follows: Climb, Decipher Script, Demolitions, Disable Device, Drive, Electronic Warfare, Gather Information, Hide, Intimidate, Investigate, Knowledge (Current Events, Tactics), Listen, Move Silently, Navigate, Paradrop, Sense Motive, Spot, Survival, Swim, Use Rope.

Skill Points per Level: 7 + Intelligence modifier.

TABLE 1-5: ARMY DELTA FORCE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+0	Special Ops Talent; Counter Terrorist +1	+1	+0
2 nd	+2	+3	+3	+0	Hostage Rescue	+1	+0
3 rd	+3	+3	+3	+1	Special Ops Talent; Counter Terrorist +2	+2	+0
4 th	+4	+4	+4	+1	Bonus Feat	+2	+1
5 th	+5	+4	+4	+1	Special Ops Talent; Counter Terrorist +3	+3	+1
6 th	+6	+5	+5	+2	Hostage Rescue (no Crossfire); Bonus Feat	+3	+1
7 th	+7	+5	+5	+2	Special Ops Talent; Counter Terrorist +4	+4	+2
8 th	+8	+6	+6	+2	Bonus Feat	+4	+2
9 th	+9	+6	+6	+3	Special Ops Talent; Counter Terrorist +5	+5	+2
10 th	+10	+7	+7	+3	Bonus Feat	+5	+3

CLASS FEATURES

The following features pertain to the Delta Force prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Counter Terrorist: One of Delta's primary missions is to find, deter, or eliminate terrorists. Delta Force characters gain the listed bonus to damage rolls and the following skills: Decipher Script, Electronic Warfare, Gather Information, Intimidate, Investigate, Knowledge (Tactics).

Hostage Rescue: Delta's other primary mission is the rescue of hostages. If the character is adjacent to a hostage who is targeted by a direct melee or ranged attack (but not an area of effect), the character may subject himself to the attack instead. The character must declare his intention to intervene on behalf of a hostage before the attack roll is made. At 6th level and above, characters with this ability never hit innocents by way of crossfire (see new combat rules for more information).

Bonus Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency,

Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

ARMY SPECIAL FORCES [GREEN BERETS]

The Army Special Forces, colloquially known as the "Green Berets" (a term they do not care for), are composed of five active and two reserve units: 1st SFG, based out of Ft. Lewis, Washington, specializing in the Pacific and East Asia; 3rd SFG, based out of Ft. Bragg, North Carolina, specializing in the Caribbean and West Africa; 5th SFG, based out of Ft. Campbell, Kentucky, specializing in Southwest Asia and Northeast Africa; 7th SFG, based out of Ft. Bragg, North Carolina, specializing in Central and South America; 10th SFG, based out of Ft. Carson, Colorado, specializing in Europe; 19th SFG (National Guard); 20th SFG (National Guard).

The Army Special Forces' chief responsibilities are: Foreign Internal Defense, Unconventional Warfare, Reconnaissance, Direct Action, and Counter-Terrorism. The Special Forces are active in time of peace and times of war.

Foreign Internal Defense is the primary mission of the Special Forces, the training and equipping of friendly foreign forces, allowing them to defend themselves and keep their nations secure. In recent years, Special Forces units have been heavily involved in training the Afghanistan Army in Kabul. These situations require the Special Forces to act as "field diplomats", teaching soldiers not just how to fight and survive, but also strengthening relationships between the United States and friendly foreign nations. When you hear the term "American Advisors" on the nightly news, what is usually being referred to is Special Forces engaged in Foreign Internal Defense or Unconventional Warfare Operations.

Unconventional Warfare involves



combat action in enemy territory, and could include sabotage, or contact with friendly forces inside hostile territory for the purpose of training and equipping an indigenous force to aid in an attack on an enemy. In Operation: Iraqi Freedom, for example, the Special Forces made contact with the Kurds in Northern Iraq, provided them with training and equipment, and conducted joint operations with them against forces in Northern Iraq. In cases like this, in which an active hostility is being carried out by the United States, Special Forces will actively lead, and fight alongside, indigenous forces.

Special Forces make ideal reconnaissance units. Since all Special Forces attend the Defense Language Institute, they are able to blend in to foreign populations, asking questions and finding out much more information than could be gained by electronic or traditional reconnaissance.

Direct Action involves combat, usually the destruction or seizure of a key enemy objective (a power station to black out a city prior to a night assault), or recovering or kidnapping personnel.

Counter Terrorism involves offensive action to prevent, counteract, or deter terrorist attacks. This makes it notably different than anti-terrorism (although the nightly news will often use the terms interchangeably), which focuses strictly on prevention of terrorism.

The basic Special Forces unit is the A-Team, a twelve-man unit comprised of a commander, an executive officer, a team sergeant, and specialists in communications, engineering, medicine, and weapons.

See the *Small Unit Combat* section for information on unit experience.

SPECIAL FORCES COMMUNICATIONS SERGEANT

The Special Forces Communications Sergeant serves as the team's link with the outside world, and a way for his team to intercept enemy transmissions vital for performing reconnaissance duties. Like all Special Forces personnel, he is also skilled at organizing, training, and supervising indigenous forces in the use of communications equipment.

REQUIREMENTS

To qualify to become a member of a Special Forces unit, a character must fulfill all the following criteria.

Allegiance: Active Duty (United States Army).

Base Attack Bonus: +5.

Skills: Communications Operation 8 Ranks, Electronic Warfare 8 Ranks, Knowledge (Tactics) 5 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Army).

Advanced Training: Jump School, MOS: Signals (Skill Level 2), Defense Language Institute.

Rank: E-5 (Sergeant).

CLASS INFORMATION

The following features pertain to the Special Forces prestige class.

Hit Die: 1d8.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Special Forces class skills are as follows: Climb, Communications Operation, Cryptography, Decipher Script, Demolitions, Diplomacy, Drive, Electronic Warfare, Hide, Intimidate, Jump, Knowledge (Current Events, Popular Culture, Tactics), Hide, Move Silently, Navigate, Paradox, Repair, Spot, Survival, Swim, Use Rope.

Skill Points per Level: 9 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Special Forces prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Indigenous Training: Special Forces personnel are skilled teachers able to mobilize, organize, and train indigenous forces friendly to the United States. The Special Forces Communications Sergeant has the ability to pass on basic skill levels in the following skills: Communications Operation, Cryptography, Decipher Script, and Electronic Warfare. Training adds the listed skills to the permanent class skill list of those who receive the training. The character must spend at least 120 Hours to train a small group (no more than 5 people per class level). At least one hour per day must be spent in training, or it must be restarted. However, the character may spend any time not used in training conducting other operations, such as reconnaissance and counter-insurgency operations.

For GMs using the *Small Unit Combat* rules, units trained by a character with this ability gain 2 XP per month, and characters with this ability may grant any unit capable of learning a unit specialty the Signals specialty. See the *Small Unit Combat* section and unit specialties for more information.

Cross Training: Special Forces characters are not only expected to train indigenous friendly personnel, but their teammates as well. At 3rd level, 6th level, and 9th level, may take one of the following MOS packages as a bonus feat: MOS Combat Engineering, MOS Infantryman, MOS Intelligence, or MOS Medical.

Grace Under Pressure: At 5th level, the Special Forces Communications Sergeant can add his class level

TABLE 1-6: COMMUNICATIONS SERGEANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+0	Special Ops Talent	+1	+0
2 nd	+1	+3	+3	+0	Indigenous Training; Bonus Feat	+1	+0
3 rd	+2	+3	+3	+1	Special Ops Talent; Cross Training	+2	+0
4 th	+3	+4	+4	+1	Bonus Feat	+2	+1
5 th	+3	+4	+4	+1	Special Ops Talent; Grace Under Pressure 1/day	+3	+1
6 th	+4	+5	+5	+2	Cross Training; Bonus Feat	+3	+1
7 th	+5	+5	+5	+2	Special Ops Talent	+4	+2
8 th	+6	+6	+6	+2	Bonus Feat	+4	+2
9 th	+6	+6	+6	+2	Special Ops Talent; Cross Training	+5	+2
10 th	+7	+7	+7	+3	Grace Under Pressure 2/day; Bonus Feat	+5	+3

to the following skills once per day: Communications Operation, Cryptography, Decipher Script, Electronic Warfare, Hide, Move Silently, Paradrop. At 10th level this ability may be used twice per day.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Special Forces character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Electronic Warfare Expert, Endurance, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

SPECIAL FORCES ENGINEERING SERGEANT

The Special Forces Engineering Sergeant serves as the team's technical expert, providing skill in combat construction, mine laying, mine removal, and demolitions. Like all Special Forces personnel, he is also skilled at organizing, training, and supervising indigenous forces in demolitions and combat engineering techniques.

REQUIREMENTS

To qualify to become a member of a Special Forces unit, a character must fulfill all the following criteria.

Allegiance: Active Duty (United States Army).

Base Attack Bonus: +5.

Skills: Craft (Structural) 8 Ranks, Demolitions 8 Ranks, Knowledge (Tactics) 5 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Army).

Advanced Training: Jump School, MOS: Combat Engineering (Skill Level 2), Defense Language Institute.

Rank: E-5 (Sergeant).

CLASS INFORMATION

The following features pertain to the Special Forces prestige class.

Hit Die: 1d8.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Special Forces class skills are as follows: Climb, Craft (Mechanical), Craft (Structural), Demolitions, Diplomacy, Disable Device, Drive, Hide, Intimidate, Jump, Knowledge (Current Events, Popular Culture, Tactics), Move Silently, Navigate, Paradrop, Repair, Search, Spot, Survival, Swim, Use Rope.

Skill Points per Level: 9 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Special Forces prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Indigenous Training: Special Forces personnel are skilled teachers able to mobilize, organize, and train indigenous forces friendly to the United States. The Special Forces Engineering Sergeant has the ability to pass on basic skill levels in the following skills: Craft (Mechanical), Craft (Structural), Demolitions, and Repair. Training adds the listed skills to the permanent class skill list of those who receive the training. The

TABLE 1-7: ENGINEERING SERGEANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+0	Special Ops Talent	+1	+0
2 nd	+1	+3	+3	+0	Indigenous Training; Bonus Feat	+1	+0
3 rd	+2	+3	+3	+1	Special Ops Talent; Cross Training	+2	+0
4 th	+3	+4	+4	+1	Bonus Feat	+2	+1
5 th	+3	+4	+4	+1	Hasty Construction; Grace Under Pressure 1/day	+3	+1
6 th	+4	+5	+5	+2	Cross Training; Bonus Feat	+3	+1
7 th	+5	+5	+5	+2	Special Ops Talent	+4	+2
8 th	+6	+6	+6	+2	Bonus Feat	+4	+2
9 th	+6	+6	+6	+2	Special Ops Talent; Cross Training	+5	+2
10 th	+7	+7	+7	+3	Grace Under Pressure 2/day; Bonus Feat	+5	+3

character must spend at least 120 Hours to train a small group (no more than 5 people per class level). At least one hour per day must be spent in training, or it must be restarted. However, the character may spend any time not used in training conducting other operations, such as reconnaissance and counter-insurgency operations.

For GMs using the *Small Unit Combat* rules, units trained by a character with this ability gain 2 XP per month, and characters with this ability may grant any unit capable of learning a unit specialty the Combat Engineering specialty. See the *Small Unit Combat* section and unit specialties for more information.

Cross Training: Special Forces characters are not only expected to train indigenous friendly personnel, but their teammates as well. At 3rd level, 6th level, and 9th level, may take one of the following MOS packages as a bonus feat: MOS Combat Engineering, MOS Infantryman, MOS Intelligence, or MOS Medical.

Grace Under Pressure: At 5th level, the Special Forces Engineering Sergeant can add his class level to the following skills once per day: Craft (Structural), Demolitions, Disable Device, Hide, Move Silently, Parachute, Search. At 10th level this ability may be used twice per day.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Special Forces character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Builder, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

SPECIAL FORCES INTELLIGENCE SPECIALIST

The Special Forces Intelligence Specialist serves as the team's data analyst, coordinator and liaison. The Intelligence Specialist's primary mission is to interpret data, question indigenous personnel, and estimate mission requirements. The Intelligence Specialist is a vital link in the Special Forces team, required to identify possible targets, gather information, and analyze intelligence data gained while the mission progresses. Like all Special Forces personnel, he is also skilled at organizing, training, and supervising indigenous forces in reconnaissance, intelligence gathering, and interrogation techniques.

REQUIREMENTS

To qualify to become a member of a Special Forces unit, a character must fulfill all the following criteria.

Allegiance: Active Duty (United States Army).

Base Attack Bonus: +5.

Skills: Gather Information 8 Ranks, Intimidate 8 Ranks, Knowledge (Tactics) 5 Ranks, Sense Motive 8 ranks.

Feats: Personal Firearms, Teamwork (U.S. Army).

Advanced Training: Jump School, MOS: Intelligence- character must take the Interrogation feat (Skill Level 2), Defense Language Institute.

Rank: E-5 (Sergeant)

CLASS INFORMATION

The following features pertain to the Special Forces prestige class.

Hit Die: 1d8.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Special Forces class skills are as follows: Climb, Demolitions, Diplomacy, Disable Device, Drive, Gather Information, Hide, Intimidate, Jump, Knowledge (Current Events, Popular Culture, Tactics), Move Silently, Navigate, Paratroop, Search, Sense Motive, Spot, Survival, Swim, Use Rope.

Skill Points per Level: 9 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Special Forces prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Indigenous Training: Special Forces personnel are skilled teachers able to mobilize, organize, and train indigenous forces friendly to the United States. The Special Forces Intelligence Specialist has the ability to pass on basic skill levels in the following skills: Gather Information, Interrogate, Sense Motive, Spot. Training adds the listed skills to the permanent class skill list of those who receive the training. The character must spend at least 120 Hours to train a small group (no more than 5 people per class level). At least one hour per day must be spent in training, or it must be restarted. However, the character may spend any time not used in training conducting other operations, such as reconnaissance and counter-insurgency operations.

For GMs using the *Small Unit Combat* rules, units trained by a character with this ability gain 2 XP per month, and characters with this ability may grant any

unit capable of learning a unit specialty the Intelligence specialty. See the *Small Unit Combat* section and unit specialties for more information.

Cross Training: Special Forces characters are not only expected to train indigenous friendly personnel, but their teammates as well. At 3rd level, 6th level, and 9th level, may take one of the following MOS packages as a bonus feat: MOS Combat Engineering, MOS Infantryman, MOS Intelligence, or MOS Medical.

Grace Under Pressure: At 5th level, the Special Forces Intelligence Specialist can add his class level to the following skills once per day: Gather Information, Hide, Interrogate, Move Silently, Paratroop, Sense Motive, Spot. At 10th level this ability may be used twice per day.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Special Forces character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Builder, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat

TABLE 1-8: INTELLIGENCE SPECIALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+0	Special Ops Talent	+1	+0
2 nd	+1	+3	+3	+0	Indigenous Training; Bonus Feat	+1	+0
3 rd	+2	+3	+3	+1	Special Ops Talent; Cross Training	+2	+0
4 th	+3	+4	+4	+1	Bonus Feat	+2	+1
5 th	+3	+4	+4	+1	Special Ops Talent; Grace Under Pressure 1/day	+3	+1
6 th	+4	+5	+5	+2	Cross Training; Bonus Feat	+3	+1
7 th	+5	+5	+5	+2	Special Ops Talent	+4	+2
8 th	+6	+6	+6	+2	Bonus Feat	+4	+2
9 th	+6	+6	+6	+2	Special Ops Talent; Cross Training	+5	+2
10 th	+7	+7	+7	+3	Grace Under Pressure 2/day; Bonus Feat	+5	+3

SPECIAL FORCES MEDICAL SERGEANT

The Special Forces Medical Sergeant serves as the team's doctor, providing medical care to both his team and indigenous personnel as warranted. Like all Special Forces personnel, he is also skilled at organizing, training, and supervising indigenous forces in proper medical techniques. When organizing insurgency forces using indigenous personnel, the Special Forces Medical Sergeant conducts preliminary screening on indigenous personnel to ensure combat readiness.

Requirements

To qualify to become a member of a Special Forces unit, a character must fulfill all the following criteria.

Allegiance: Active Duty (United States Army).

Base Attack Bonus: +5.

Skills: Craft (Pharmaceutical) 8 Ranks, Knowledge (Tactics) 5 Ranks, Treat Injury 8 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Army), Surgery.

Advanced Training: Jump School, MOS: Medical (Skill Level 2), Defense Language Institute.

Rank: E-5 (Sergeant).

CLASS INFORMATION

The following features pertain to the Special Forces prestige class.

Hit Die: 1d8.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Special Forces class skills are as follows: Climb, Craft (Chemical), Craft (Pharmaceutical), Diplomacy, Drive, Hide, Intimidate, Jump, Knowledge (Current Events, Popular Culture, Tactics), Move Silently, Navigate, Paratrop, Spot,

Survival, Swim, Treat Injury, Use Rope.

Skill Points per Level: 9 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Special Forces prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Indigenous Training: Special Forces personnel are skilled teachers able to mobilize, organize, and train indigenous forces friendly to the United States. The Special Forces Medical Sergeant has the ability to pass on basic skill levels in the following skills: Craft (Chemical), Craft (Pharmaceutical), Treat Injury. Training adds the listed skills to the permanent class skill list of those who receive the training. The character must spend at least 120 Hours to train a small group (no more than 5 people per class level). At least one hour per day must be spent in training, or it must be restarted. However, the character may spend any time not used in training conducting other operations, such as reconnaissance and counter-insurgency operations.

For GMs using the *Small Unit Combat* rules, units trained by a character with this ability gain 2 XP per month, and characters with this ability may grant any unit capable of learning a unit specialty the Medical specialty. See the *Small Unit Combat* section and unit specialties for more information.

Cross Training: Special Forces characters are not only expected to train indigenous friendly personnel, but their teammates as well. At 3rd level, 6th level, and 9th level, may take one of the following MOS packages as a bonus feat: MOS Combat Engineering, MOS Infantryman, MOS Intelligence, or MOS Medical.

Bush Medicine: Medical Sergeant characters are

TABLE 1-9: MEDICAL SERGEANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+0	Special Ops Talent	+1	+0
2 nd	+1	+3	+3	+0	Indigenous Training; Bonus Feat	+1	+0
3 rd	+2	+3	+3	+1	Special Ops Talent; Cross Training	+2	+0
4 th	+3	+4	+4	+1	Bonus Feat	+2	+1
5 th	+3	+4	+4	+1	Bush Medicine; Grace Under Pressure 1/day	+3	+1
6 th	+4	+5	+5	+2	Cross Training; Bonus Feat	+3	+1
7 th	+5	+5	+5	+2	Special Ops Talent	+4	+2
8 th	+6	+6	+6	+2	Bonus Feat	+4	+2
9 th	+6	+6	+6	+2	Special Ops Talent; Cross Training	+5	+2
10 th	+7	+7	+7	+3	Grace Under Pressure 2/day; Bonus Feat	+5	+3

TABLE 1-10: WEAPONS SERGEANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+0	Special Ops Talent	+1	+0
2 nd	+2	+3	+3	+0	Indigenous Training; Bonus Feat	+1	+0
3 rd	+3	+3	+3	+1	Special Ops Talent; Cross Training	+2	+0
4 th	+4	+4	+4	+1	Bonus Feat	+2	+1
5 th	+5	+4	+4	+1	Special Ops Talent; Grace Under Pressure 1/day	+3	+1
6 th	+6	+5	+5	+2	Cross Training; Bonus Feat	+3	+1
7 th	+7	+5	+5	+2	Special Ops Talent	+4	+2
8 th	+8	+6	+6	+2	Bonus Feat	+4	+2
9 th	+9	+6	+6	+2	Special Ops Talent; Cross Training	+5	+2
10 th	+10	+7	+7	+3	Grace Under Pressure 2/day; Bonus Feat	+5	+3

accustomed to performing medicine in less than ideal conditions. At 5th level, the character can perform the following skills without the proper tools or facilities, at no penalty: Craft (Chemical), Craft (Pharmaceutical), Treat Injury. The character may also take 10 on Treat Injury skill checks even while under stress.

Grace Under Pressure: At 5th level, the Special Forces Medical Sergeant can add his class level to the following skills once per day: Craft (Pharmaceutical), Diplomacy, Treat Injury, Hide, Move Silently, Paradox. At 10th level this ability may be used twice per day.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Special Forces character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Medical Expert, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

SPECIAL FORCES WEAPONS SERGEANT

The Special Forces Weapons Sergeant serves as the team's weapon expert, providing expertise in heavy weapons and serving as the team's chief tactical coordinator. Like all Special Forces personnel, he is also skilled at organizing, training, and supervising indigenous forces in weapons and tactics.

REQUIREMENTS

To qualify to become a member of a Special Forces unit, a character must fulfill all the following criteria.

Allegiance: Active Duty (United States Army).

Base Attack Bonus: +7.

Skills: Craft (Structural) 5 Ranks, Knowledge (Tactics) 10 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Army), Exotic Firearms (either M-60, LAW, or M-79).

Advanced Training: Jump School, MOS: Infantryman (Skill Level 2), Defense Language Institute.

Rank: E-5 (Sergeant).

CLASS INFORMATION

The following features pertain to the Special Forces prestige class.

Hit Die: 1d10.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Special Forces class skills are as follows: Climb, Craft (Structural), Demolitions, Diplomacy, Drive, Hide, Intimidate, Jump, Knowledge (Current Events, Popular Culture, Tactics), Move Silently, Navigate, Paradox, Spot, Survival, Swim, Use Rope.

Skill Points per Level: 7 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Special Forces prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Indigenous Training: Special Forces personnel are skilled teachers able to mobilize, organize, and train indigenous forces friendly to the United States. The

Special Forces Weapons Sergeant has the ability to pass on basic skill levels in the following skills: Knowledge (Tactics). Training adds the listed skills to the permanent class skill list of those who receive the training. The character must spend at least 30 Hours to train a small group (no more than 10 people per class level). At least one hour per day must be spent in training, or it must be restarted. However, the character may spend any time not used in training conducting other operations, such as reconnaissance and counter-insurgency operations.

For GMs using the *Small Unit Combat* rules, units trained by a character with this ability gain 2 XP per month, and characters with this ability may grant any unit capable of learning a unit specialty the Infantry specialty. See the *Small Unit Combat* section and unit specialties for more information.

Cross Training: Special Forces characters are not only expected to train indigenous friendly personnel, but their teammates as well. At 3rd level, 6th level, and 9th level, may take one of the following MOS packages as a bonus feat: MOS Combat Engineering, MOS Infantryman, MOS Intelligence, or MOS Medical.

Grace Under Pressure: At 5th level, the Special Forces Weapons Sergeant can add his class level to the following skills once per day: Craft (Structural), Hide, Knowledge (Tactics), Move Silently, Parachute, Spot, Survival. At 10th level this ability may be used twice per day.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Special Forces character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.



MARINE FORCE RECON

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. In recent years however, the Marine Corps reluctantly designated Force Recon as a Special Operations unit, so that it could take part in operations that had been going to the Special Forces and Navy SEALs almost exclusively.

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 some Snipers as well. Throughout their history dating back to WWII, but especially in Viet Nam, Force Recon has used Snipers for so-called

TABLE 1-11: MARINE FORCE RECON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+0	Special Ops Talent	+1	+0
2 nd	+2	+3	+3	+0	Bonus Feat	+1	+0
3 rd	+3	+3	+3	+1	Special Ops Talent; Terrain Specialization	+2	+0
4 th	+4	+4	+4	+1	Bonus Feat	+2	+1
5 th	+5	+4	+4	+1	Special Ops Talent; Grace Under Pressure 1/day	+3	+1
6 th	+6	+5	+5	+2	Terrain Specialization	+3	+1
7 th	+7	+5	+5	+2	Special Ops Talent	+4	+2
8 th	+8	+6	+6	+2	Esprit de Corps	+4	+2
9 th	+9	+6	+6	+2	Special Ops Talent; Terrain Specialization	+5	+2
10 th	+10	+7	+7	+3	Grace Under Pressure 2/day	+5	+3

“Stingray” operations, which consist of reconnaissance, and elimination of any “targets of opportunity”, so long as such elimination does not endanger their primary mission.

REQUIREMENTS

To qualify to become a member of Force Recon, a character must meet the following criteria.

Allegiance: Active or Reserve Duty (U.S. Marine Corps).

Base Attack Bonus: 7+.

Skills: Hide 8 Ranks, Move Silently 8 Ranks, Paratroop 5 Ranks, Spot 8 Ranks, Swim 5 Ranks.

Feats: Personal Firearms, Teamwork (U.S. Marines).

Advanced Training: Amphibious Assault Training, Jump School, Jungle/Swamp Warfare, MOS Infantryman Skill Level 3.

CLASS INFORMATION

The following features pertain to the Force Recon Prestige class.

Hit Die: 1d12.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Force Recon class skills are as follows: Climb, Communications Operation, Craft (structural), Drive, Hide, Intimidate, Jump, Knowledge (tactics), Listen, Move Silently, Navigate, Paratroop, Spot, Survival, Swim, Use Rope.

Skill Points per Level: 5 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Force Recon prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Terrain Specialization: Marines are given extensive training in amphibious and jungle operations. At 3rd, 6th, and 9th, the character may increase the bonus granted by either Amphibious Assault training or Jungle/Swamp warfare by +1 (increasing the attack and skill bonuses by +1).

Grace Under Pressure: At 5th level, the Force Recon soldier can add his class level to the following skills once per day: Hide, Knowledge (Tactics), Move Silently, Paratroop, Spot, Survival. At 10th level this ability may be used twice per day.

Esprit de Corps: At 8th level, the character receives this feat for free.

Bonus Feats: At the levels indicated, the character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

TABLE 1-12: NAVY SEAL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+0	Special Ops Talent; Amphibious +2	+1	+0
2 nd	+2	+3	+3	+0	Bonus Feat	+1	+0
3 rd	+3	+3	+3	+1	Special Ops Talent; Amphibious +3	+2	+0
4 th	+4	+4	+4	+1	Bonus Feat	+2	+1
5 th	+5	+4	+4	+1	Special Ops Talent; Amphibious +4	+3	+1
6 th	+6	+5	+5	+2	Bonus Feat	+3	+1
7 th	+7	+5	+5	+2	Special Ops Talent; Amphibious +5	+4	+2
8 th	+8	+6	+6	+2	Bonus Feat	+4	+2
9 th	+9	+6	+6	+2	Special Ops Talent; Amphibious +6	+5	+2
10 th	+10	+7	+7	+3	Bonus Feat	+5	+3

NAVY SEALS

SEAL (Sea Air Land) units were first formed in the Second World War. Volunteers were taken from the Seabees to form naval demolition teams. These teams proved adept at reconnaissance as well as underwater demolitions, and by the end of the war were reorganized into Combat Swimmer Reconnaissance Units. After WWII, these units were transformed into Underwater Demolition Teams, trained for Demolitions, Amphibious Covert Assault, and Reconnaissance. These teams participated in many capacities during the Korean War, including demolition of bridges and tunnels, and minesweeping operations in harbors and rivers. During the '60s, these units were redesignated SEAL Team One (for the Pacific), and SEAL Team Two (for the Atlantic). In addition to their earlier responsibilities of Demolitions and Reconnaissance, these new SEAL teams would also be trained for counter-insurgency and unconventional warfare. SEAL training, arguably the most arduous military training course in the world, is known as BUDS training (Basic Underwater Demolition, SEAL training), and is a six month long course.

REQUIREMENTS

To qualify to become a Navy SEAL, a character must meet the following criteria.

Allegiance: Active Duty (US Navy).

Base Attack Bonus: +8.

Skills: Demolitions 8 Ranks, Disable Device 8 Ranks, Hide 5 Ranks, Move Silently 5 Ranks, Swim 8 Ranks.

Feats: Personal Firearms, Surface Vehicle Operation: Powerboats, Teamwork (U.S. Navy).

Advanced Training: MOS: Diver (Skill Level 3), Amphibious Assault School, Jump School.

CLASS INFORMATION

The following features pertain to the Navy SEAL prestige class.

Hit Die: 1d10.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Navy SEAL class skills are as follows: Climb, Craft (Electronic), Craft (Mechanical),



Demolitions, Disable Device, Drive, Hide, Intimidate, Knowledge (Tactics), Move Silently, Navigate, Paradrop, Search, Survival, Spot, Swim, Use Rope.

Skill Points per Level: 7 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Navy SEAL Prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

Amphibious: The character has received advanced combat diving and underwater training. This ability improves on the bonuses granted by the Amphibious Assault training. Unique to SEAL training, however, is the Combat SCUBA training they receive. This ability also allows SEALs to fight underwater with no penalties to attack or defense.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the SEAL character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Cautious, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation (Powerboats, Sailboats, Ships), Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

NAVY SPECIAL BOAT UNITS

Created around the time of the Viet Nam War, the Special Boat Units were specially trained and outfitted to fight in the rivers of Viet Nam. These “brown water sailors” have since seen action around the world, including a growing presence in South America interdicting drug traffickers, with fast boats capable of operating in the open sea or the rivers, Special Boat Units are uniquely qualified to hunt drug smugglers.

REQUIREMENTS

To qualify for a Special Boat Unit, a character must meet the following criteria.

Allegiance: Active Duty (U.S. Navy).

Base Attack Bonus: 5+.

Skills: Drive 8 Ranks, Knowledge (tactics) 5 ranks, Swim 8 Ranks.

Feats: Personal Firearms, Surface Vehicle Operation (Powerboat), Teamwork (U.S. Navy).

Advanced Training: Amphibious Assault Training, Jungle/Swamp Warfare college.

CLASS INFORMATION

The following features pertain to the Special Boat prestige class.

Hit Die: 1d10.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Special Boat class skills are as follows: Climb, Demolitions, Disable Device, Drive, Hide, Intimidate, Jump, Knowledge (Tactics), Move Silently, Navigate, Repair, Search, Spot, Survival, Swim, Use Rope.

TABLE 1-13: NAVY SPECIAL BOAT UNITS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Special Ops Talent	+1	+0
2 nd	+1	+2	+2	+0	Bonus Feat	+1	+0
3 rd	+2	+2	+2	+1	Special Ops Talent; River Warfare	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+2	+1
5 th	+3	+3	+3	+1	Special Ops Talent; River Warfare	+3	+1
6 th	+4	+3	+3	+2	Bonus Feat	+3	+1
7 th	+5	+4	+4	+2	Special Ops Talent; River Warfare	+4	+2
8 th	+6	+4	+4	+2	Bonus Feat	+4	+2
9 th	+6	+4	+4	+3	Special Ops Talent; River Warfare	+5	+2
10 th	+7	+5	+5	+3	Bonus Feat	+5	+3

Skill Points per Level: 5 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Special Boat prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

River Warfare: At levels 3, 5, 7, and 9 the character may improve the bonus gained by either his Amphibious Assault Training or his Jungle/Swamp Warfare training by +1.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the SBU character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Cautious, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation (Powerboats, Sailboats, Ships), Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

OTHER ELITE UNITS

The following two units are not specifically special operations forces as the term is normally used. However, they are the best of the best, and frequently work the same types of missions as special operations forces. The Sniper, in particular, works closely with Army and Marine special operations, and each Force Recon unit carries at least one Sniper.



SNIPER

According to the Department of Defense, the average soldier fired 50,000 rounds per kill in Viet Nam, at a cost of 23,000 dollars, while the average sniper expended 1.3 rounds per kill, at a cost of 17 cents. Begun after the Korean War, Sniper School, based at Fort Benning, provides the military with stealth, reconnaissance, and highly discriminatory attack capabilities. The motto of the sniper is “one shot, one kill”.

REQUIREMENTS

To qualify to become a Sniper, a character must meet the following criteria.

Allegiance: Active Duty or Reserve Duty (Army, Marine Corps, or Police SWAT).

Base Attack Bonus: +7.

Skills: Hide 8 Ranks, Spot 8 Ranks.

Feats: Personal Firearms, Weapon Focus (Sniper Rifle), Marksman (Sniper Rifle), Far Shot.

Advanced Training: MOS Infantryman (Skill Level 2).

CLASS INFORMATION

The following features pertain to the Sniper prestige class.

Hit Die: 1d6.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Sniper class skills are as follows: Climb, Hide, Intimidate, Jump, Knowledge (Tactics), Listen, Move Silently, Navigate, Repair, Search, Spot, Survival, Swim, Use Rope.

Skill Points per Level: 5 + Intelligence modifier.



Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the character can receive additional training from his branch of service in the form of a bonus feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Paratrooper, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

CLASS FEATURES

The following features pertain to the Sniper prestige class.

Special Ops Talent: The character may choose one talent from the Special Operations Training section. The character must meet all prerequisites for any ability chosen.

One Shot One Kill: The character gains +1d6 damage per 2 levels with ranged weapons when attacking a flat-footed or surprised target, and on critical hits. This ability does not work on flanked targets. This ability may be used at any range, so long as the sniper takes no range penalty (making the Far Shot and Marksman feats vitally important to characters with this ability).

TOP GUN

The character is the best of the best at what he does, which is piloting aircraft in combat. Whether against other aircraft or targets on the ground, the character is an elite member of the fighter pilot community. Each branch of service has their own method of weeding out the also-rans from the best, and a character with this prestige Class could belong to any branch of service.

TABLE 1-14: SNIPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+1	+1	+0	Special Ops Talent; One Shot One Kill +1d6	+1	+0
2 nd	+2	+2	+2	+0	Bonus Feat	+1	+0
3 rd	+3	+2	+2	+1	Special Ops Talent; One Shot One Kill +2d6	+2	+0
4 th	+4	+2	+2	+1	Bonus Feat	+2	+1
5 th	+5	+3	+3	+1	Special Ops Talent; One Shot One Kill +3d6	+3	+1
6 th	+6	+3	+3	+2	Bonus Feat	+3	+1
7 th	+7	+4	+4	+2	Special Ops Talent; One Shot One Kill +4d6	+4	+2
8 th	+8	+4	+4	+2	Bonus Feat	+4	+2
9 th	+9	+4	+4	+3	Special Ops Talent; One Shot One Kill +5d6	+5	+2
10 th	+10	+5	+5	+3	Bonus Feat	+5	+3

REQUIREMENTS

To qualify to become a Top Gun a character must meet the following criteria.

Allegiance: Active Duty (any branch of service).

Base Attack Bonus: 5+.

Skills: Knowledge (Tactics), Pilot 13 Ranks.

Feats: Teamwork, Formation Flying, Wingman, Combat Pilot.

Advanced Training: MOS Pilot, Officer Candidate School



CLASS INFORMATION

The following features pertain to the Top Gun prestige class.

Hit Die: 1d6.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Top Gun class skills are as follows: Air Traffic Control, Communications Operation, Knowledge (tactics), Navigate, Pilot, Signaling, Spot.

Skill Points per Level: 5 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Top Gun Prestige class.

The Right Stuff: Top Guns live for the thrill of aerial stunts and maneuvers that would make the rest of us reach for a bag. A certain number of times per day, the character may add his Top Gun levels to any piloting check.

Air Superiority: Top Guns receive specialized training in the tactics of engaging enemy fighters, claiming the skies for their nation in battle. The character adds the listed bonus to all attack rolls against targets in the air.

Dogfighting: The character adds his Top Gun Defense bonus to the Defense of any craft he pilots.

Strafing: Top Guns are as well trained to attack targets on the ground and at sea as they are at fighting in the air. The character adds the listed bonus to attacks on targets at ground (or sea) level. The character only gets the listed bonus against submarines if his craft has the right weapon to attack craft below the waters (torpedoes, depth charges, etc).

TABLE 1-15: TOP GUN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+0	+2	+0	The Right Stuff 1/day	+2	+0
2 nd	+2	+0	+3	+0	Air Superiority +1	+3	+0
3 rd	+3	+1	+3	+1	Dogfighting; Strafing +1	+3	+0
4 th	+4	+1	+4	+1	The Right Stuff 2/day	+4	+1
5 th	+5	+1	+4	+1	Air Superiority +2	+4	+1
6 th	+6	+2	+5	+2	The Right Stuff 3/day	+5	+1
7 th	+7	+2	+5	+2	Strafing +2	+5	+2
8 th	+8	+2	+6	+2	Air Superiority +3	+6	+2
9 th	+9	+3	+6	+3	The Right Stuff 4/day	+6	+2
10 th	+10	+3	+7	+3	Strafing +3	+7	+3

CHAPTER 2:

MILITARY

TRAINING

The helicopter was there all right. You could almost make out its registration number amid the smoke and charred metal.

Cartwright was stunned again. They died waiting for us. That was all she could think.

"How did this happen?" was all she could say

Johnson, the huge, quiet one, fixed her with a look and spoke for the first time, a grin set in his massive jaw line, "Someone made us late."

Hasko, the big black man who was definitely in charge, although he didn't speak much, turned on his heel, "You stow that shit Johnson. We don't have time for it, and it doesn't help us. You want to bitch at her? You want to kill her? We wind up right back here in front of this wreck with a couple thousand hostiles between us and home. So stand down unless you have something constructive to say."

A long uncomfortable silence, but Johnson didn't say anything.

Hasko grunted when the larger man finally looked away.

"No! Hoagland! We passed some sort of bombed out courthouse a couple of clicks back. Go make sure it's free of hostiles, then radio us back here. It still looks sturdy enough to provide cover, and there's room for us to get picked up. Johnson! If you're done whining about how hard our lives are, get some ordnance ready. We're going to put some surprises up around that courthouse to deter any unwanted visitors. DeMarris, keep that boy alive. If he dies you write the letter: Martinez, Rittenauer, Pilgrim, fan out, don't let anyone get close to us here."

Cartwright just looked at him.

"What am I doing?"

Hasko patted her on the shoulder and turned her toward the helicopter.

"We're going to bury these men."

A couple of hours later, and darkness had settled over the small group standing by the stolen jeep. Pilgrim performed last rights over the graves.

When it was over, Cartwright just had to ask the quiet marine, "You were a priest?"

Pilgrim just looked at her.

"Different life. Same mission."

Hasko was on the radio, "What? Are you in trouble? Oh fuck. No. No. We're on our way. No."

The other men were watching too. Johnson stowed the munitions he had been working on and slung his enormous overstuffed pack. Rittenauer already had the engine of the jeep thrumming to life.

Hasko silenced the men with a glare, then jumped in the passenger side of the jeep. "It's secure. Stand down people."

But Cartwright knew something was wrong.

NEW SKILLS

AIR TRAFFIC CONTROL (INT)

Trained Only

The character knows how to aid an aircraft in landing safely, especially handy during adverse or crowded conditions.

Check: A successful Air Traffic Control (ATC) check grants a pilot a bonus to any piloting check needed to safely land an aircraft (see the Pilot skill for more information). For every two points by which the character makes his ATC check, the pilot gains a +1 bonus to a piloting check to land under adverse conditions.

Sample Actions	DC
Carrier Deck	20
Improvised Runway	20
Short Runway	15
Normal Runway	10
Mildly Adverse Weather (Thunderstorm)	+5
Adverse Weather (High Winds, Fog, Extreme Cold)	+10
Seriously Adverse Weather (Hurricane, Blizzard)	+15
Mildly Crowded Airspace (Medium Airport)	+5
Crowded Airspace (Large Airport, Medium Airport at Peak)	+10

Special: An air traffic control check is a Move action. If a character cannot communicate directly with a landing aircraft (via radio), the character must make a Signaling check (DC 15) to successfully use this skill. A character may take 10, but not 20, on ATC checks under normal circumstances. A character at a fully staffed Air Traffic Control Tower (the kind found at modern airports and on aircraft carriers) can take 20.

Try Again?: If the landing craft's pilot successfully *aborts* a landing (see the Pilot skill for more information), then both the pilot and the ATC checks may be rolled again.

CLIMB (STR)

New Use

Rappelling: Rappelling is a special skill involving ropes rigged specifically for this purpose. Rappelling requires a Rope Use check to get the ropes ready. Special Forces use Rappelling to quickly insert troops into a landing zone without the landing craft (typically a helicopter) needing to land. A character who makes a successful Climb check can descend 100 feet per round

by Rappelling. Each 100 feet descended by Rappelling requires a new skill check. If this check is failed, the character has become fouled in the ropes, and dangles helplessly, 10-60 feet above the ground (add 100 feet for each skill check the character has not yet made if Rappelling more than 100 feet), exposed to enemy fire. This check can be retried each round, or the character can cut himself free and fall the remaining distance to the ground.

COMMUNICATION OPERATIONS (INT)

Trained Only

This skill represents familiarity with communications systems, from backpack sized satellite radios to the satellites themselves.

Check: Unless there is severe weather, the character's transmitter is damaged, or an enemy is actively jamming his signal, there is usually no need to make a check. If the character's transmitter is damaged, then the DC of her skill check is 10 + the amount of damage the system has suffered. If there is a storm, the DC could be anywhere from 15 for an extremely heavy thunderstorm to 30 for hurricane conditions. If the PC is attempting to overcome enemy Electronic Warfare, then the DC is usually a skill vs. skill contest.

If the character rolls the DC needed *exactly*, then a partial, garbled message gets through.

Signaling: This skill also covers non-electronic methods of communication, such as Semaphore, and can allow a character to perform the Air Traffic Control skill without a radio by using lights, flares, flags, and other improvised methods.

Jamming: Most of the time, this skill is not rolled against a static DC, but rather rolled as a skill vs. skill contest against the Communications Operations of the character's opponent. The character engaging in active jamming rolls her skill check first, which sets the DC for her opponent's Communications skill to successfully get a signal through. This use of the Communications Operation skill takes a -4 penalty unless the character also has the Electronic Warfare feat.

Signal Interception: As with Jamming, this is a skill vs. skill contest against an opponent's Communications Operations skill. Success allows the character to intercept an enemy transmission. Understanding that transmission is usually a function of the character's language skills and/or Decipher Script (for transmissions in code). This use of the Communications Operation skill takes a -4 penalty unless the character also has the Electronic Warfare feat.

Signal Triangulation: Once a signal has been intercepted, a character with this skill may make another skill check (DC 5 higher than the check required to

intercept a signal) to determine where that signal was broadcast. This use of the Communications Operation skill takes a –4 penalty unless the character also has the Electronic Warfare feat.

Cryptography: When a document is prepared using Cryptography, the person encoding that document makes a skill check, which becomes the DC for any future Decipher Script skill check to decode the document. This skill also includes burst transmissions, and other forms of electronic coding. This use of the Communications Operation skill takes a –4 penalty unless the character also has the Cryptography feat.

Retry: The character may retry the skill whenever conditions improve. If the storm lessens, or if her transmitter is repaired (even partially), the character may try again. If the character is trying to pierce enemy Jamming, she may try every round. In the case of documents coded with Cryptography, the character may try again, but disposing of the original becomes a serious security issue in such a case.

CRAFT (STRUCTURAL) (INT)

New Use

Fortifications: Characters can make fortifications to aid them in combat, from the simple (yet effective) foxhole, to the bunkers described in the Modern Core Rulebook. Hasty fortifications can be constructed more quickly. For each five points by which the character's skill check exceeds the DC, reduce the construction time by one hour. Vehicles in the new vehicles section can reduce many of these times to minutes.

Name	DC	Time	Effect
Dug In (Small Vehicle)	5	24 hrs.	¼ Cover
Deep	5	36 hrs.	½ Cover
Dug In (Med. Vehicle)	5	36 hrs.	¼ Cover
Deep	5	48 hrs.	½ Cover
Dug In (Lg. Vehicle)	5	48 hrs.	¼ Cover
Deep	5	72 hrs.	½ Cover
Foxhole (shallow)	5	8 hrs. per man	¼ Cover
Foxhole (deep)	5	12 hrs. per man	½ Cover

Anti-Mobility Construction: Fortifications are also useful to deny an enemy use of its vehicles in a certain area or from a certain direction.

Name	DC	Time	Effect
Road Break (shallow)	5	12 hrs per 4 feet	Ditch (see vehicle rules for gaps)
Road Break (deep)	10	18 hrs per 4 feet	Culvert (see vehicle rules for gaps)

Mobility Construction: The opposite of anti-mobility, allows you to get where you're going faster, land aircraft safely, and cross raging rivers. Again the right equipment (such as a Bridgelayers) can reduce construction times substantially.

Name	DC	Time	Effect
Improvised Road	15	12/hrs per mile	Wheeled Vehicles move ¾ speed.
Improvised Runway	15	8 hrs.	Aircraft may land (as opposed to crash)
Short Runway	18	12 hrs.	Aircraft may land more safely
Runway	20	24 hrs.	Aircraft may land more safely
Pontoon Bridge (small river)	15	12 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (med. River)	15	18 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (lg. River)	15	24 hrs.	Vehicles may cross at ½ speed.
Sectional Bridge (small river)	20	18 hrs.	Vehicles may cross at full speed.
Sectional Bridge (med. River)	20	24 hrs.	Vehicles may cross at full speed.
Sectional Bridge (lg. River)	20	36 hrs.	Vehicles may cross at full speed.

DIPLOMACY (CHA)

New Use

Debriefing: The diplomacy skill can be used to gain increased intelligence from friendly forces. Usually, when soldiers return from close contact with the enemy, they will be debriefed by intelligence personnel to make sure all relevant information makes its way to the commanders. On a successful Diplomacy skill check (DC 15), characters may reroll any Spot check made for reconnaissance and take the best result (see the Spot skill for more information on the benefits of reconnaissance). This use of the Diplomacy skill takes a –4 penalty if the character does not have the Interrogation feat.

Friendly Interrogation: This use of the Diplomacy skill is resisted by a level check. The character convinces the subject that he really *wants* to talk, that it will be better for him to get his side of the story out, in his own words, before it can be perverted by things like

legal representation. It may sound absurd, but police officers use this technique to gain confessions all the time. This use of the Diplomacy skill takes a –4 penalty if the character does not have the Interrogation feat. If the character does have the Interrogation feat, and uses this technique after another character has tried Hostile Interrogation (see the Intimidate skill), then the character gains a +4 bonus on his Diplomacy skill check. This technique is referred to in movies and television as “good cop, bad cop”.

GATHER INFORMATION (CHA)

New Use

Plea Bargain: The character can offer a plea bargain in order to gain information from a captured subject, in lieu of the normal bribe. The character could offer to free the subject in return for information, or offer a reduced sentence to a captured criminal, and so forth. Characters using the Gather Information skill to Plea Bargain take a –4 penalty if the character does not have the Interrogation feat.

HIDE (DEX)

New Use

Camouflage: The Hide skill can be used to hide stationary objects. In modern warfare this is especially handy to protect artillery, armor and other important material assets from air attack and satellite observation. Simply roll a hide check, and that becomes the DC for any object from the air to see the item (modified by size, concealment, and all the normal modifiers).

INTIMIDATE (CHA)

New Use

Interrogation: For hostile interrogations, an Intimidate skill check can allow a character to get information from an enemy. Interrogation is resisted by a level check, opposed by the Interrogation skill check of the character, modified as follows:

Condition	Modifier
Each consecutive day character is interrogated	+1 per day
Character is Mentally Fatigued (see new conditions)	+2
Character is Mentally Exhausted (see new conditions)	+6
Character is physically fatigued	+2
Character is physically exhausted	+6
Each 8 points of damage done to the character	+1

This use of the Intimidate skill takes a –4 penalty unless the character also has the Interrogation feat.

Order: You want it done, and you want it done *now*. No questions. No thinking. Just *do it*. This use of the Intimidate skill, in addition to the normal affects of the Intimidate skill (which is useful for getting uncooperative troops to obey your commands), allows a character to temporarily remove the effects of combat fatigue and such being suffered by those around him.

Condition	DC	Effect
Mental Fatigue	15	Condition removed
Mental Exhaustion	15	Character is mentally fatigued for duration of combat
Mental Paralysis	20	Character is mentally exhausted for duration of combat
Mental Breakdown	25	Character is mentally exhausted for duration of combat

Characters without the Voice of Command feat suffer –4 on Intimidate skill checks for this purpose. This use of the Intimidate skill is an attack action.

For purposes of giving *Orders* to Units (see the *Small Unit Combat* section for more information), a character does not need to check if he is the recognized commander of the unit in question. The character simply uses an attack action and issues the *Order*.

In a case where the character is not the recognized leader (because that leader has been killed), the character must make an Intimidate check (DC 15), in order to be recognized as the unit’s new leader. After that, the character may issue *Orders* normally.

In a case where two or more characters give a unit conflicting *Orders*, roll skill vs. skill, using the Intimidate skill for all characters issuing *Orders*. The character with the highest skill check will be obeyed. If two character tie for the highest skill check, the unit does *nothing* that round. This is one reason (of many) why units strive to have a clear chain of command.

KNOWLEDGE (TACTICS) (INT)

New Use

Combat Tactics: The Knowledge (tactics) skill provides a character with an advantage over his opponents in combat. Once per combat, as a move action, one character on each side of a battle may roll a tactics skill check, skill vs. skill, against the tactics skill roll of his opponent. The winner of this contest gains a bonus to either attack or initiative equal to

his Intelligence modifier. If a bonus to initiative is selected, the character may either choose to improve his initiative by his Intelligence modifier, or roll again with an additional bonus equal to his Intelligence modifier. If the character chooses to roll again, he must take the new result even if it is worse than his previous initiative. This bonus applies only to the character using the skill, unless the character has the Tactician feat, in which case he may apply these bonuses to his teammates as well.

LISTEN [WIS]

New Use

Sonar Operation: Sonar operators use what is known as passive sonar to detect enemy vessels on most occasions. Passive sonar gives the best of detecting your enemy without aiding his efforts to detect you. Sonar operators have finely tuned senses of hearing capable of discerning minute differences in pressure and motion in the waters around their ship. These natural capabilities are backed up by computers sophisticated enough to identify submarines by name by the sound they make when moving through the water. This skill is opposed by the Drive skill of an enemy submarine in submarine warfare. See the new combat rules section on submarine warfare for more information.

Active Sonar grants an operator a +10 to his skill check, but grants the same bonus to any enemy in the area to detect *him*. Thus, this method of sonar detection is often only used by surface vessels and aircraft that have a clear advantage over any submarine in terms of weaponry and speed.

Characters without the Sonar Operation feat take a -4 penalty when making Listen checks for Sonar Operation.

PARADROP [DEX]

Armor Penalty

Airborne insertions are a powerful military tool for inserting soldiers behind enemy lines for scouting, surprise raids, and special operations. In modern warfare, heavily fortified positions can be bypassed, encircled, and defeated with far less casualties than were taken in past conflicts. This skill allows a character to land precisely where she wishes to, and also allows parachuting under less than ideal conditions (from a very fast-moving craft, a low-flying craft and so forth). This skill also covers preparing equipment to be dropped.

Failing this check means the character lands 100 yards off target for every two points by which his roll missed the DC. Failing a check by more than 5 means the character has landed somewhere dangerous (depending on the situation, a dangerous landing could be in proximity to enemy soldiers, power lines, dense foliage, etc).

Failing the check to safely land in dense foliage such

as a forest means the character has become fouled in the brush 10-100 feet above the ground. Getting down usually involves climbing or simply cutting yourself free and falling the remaining distance.

Failing the check from a high speed or low altitude insertion results in 1-4 points of damage per 2 points by which the character missed the DC (in addition to possibly landing off target, and landing somewhere dangerous). The character may attempt either a Reflex save (DC 20), or a Tumble check (DC 15) to reduce this damage by half.

Forces on the ground need to roll a Spot check (DC 10) to detect incoming paratroopers 1-6 rounds (50-300 ft) before landing. Paratroopers in the air are extremely vulnerable to enemy fire, being treated as flat-footed both while in the air, and for 1-4 rounds after they land (while the soldiers get free of their heavy parachute riggings). A successful Paradrop skill (DC 15) will allow a character to get clear of his riggings in the minimum time (1 round).

For these reasons, soldiers will only be dropped into a hostile landing zone when absolutely necessary. Often Special Operations forces will be sent in first, to make sure an area is secure (neutralizing any enemy forces encountered) before more conventional troops are paradropped in.

For special operations, the HALO, or High Altitude Low Opening method of deployment is considered the ideal. Troops are dropped from extreme altitude, making the presence of aircraft harder to detect. The soldiers so deployed then wait until they are extremely low before deploying their parachutes. HALO landings are only spotted by forces on the ground on a Spot check of 20 or higher, and if a HALO drop is spotted, forces on the ground only have 1-2 rounds at which to attack the incoming paratroopers.

LALO, or Low Altitude Low Opening method of deployment is also very popular, used when aircraft must come in under the radar of a potentially hostile group, or to avoid a diplomatic incident. LALO insertions are risky, as the soldiers are pulled from the craft, their chute opens, and they hit the ground, all in under a minute. On a LALO jump, characters receive 2d6 points of subdual damage from the stress and impacts of the jump.

Sample Actions	DC
Land within 100 feet of target	15
Land within 100 yards of target	10
Land within one mile of target	5
Paradrop Safely through dense Foliage	25
HALO	+5
LALO	+5
Paradrop Equipment	20
Clear Rigings in 1 round	15

Special: Characters with 5 or more ranks in Tumble receive a +2 Synergy bonus on paratroop checks. Characters with the Paratrooper feat gain a +2 bonus to Paratroop checks.

PILOT (DEX)

Trained Only

Under most normal circumstances (with characters being able to take 10 on piloting skill checks), there is no need to make a skill check to land an aircraft. However, pilots conducting special operations rarely land at well lit airports during the day.

Landing in Adverse Conditions	DC
Carrier Deck	20
Improvised Runway	20
Short Runway	15
Normal Runway	10
Mildly Adverse Weather (Thunderstorm)	+5
Adverse Weather (High Winds, Fog, Extreme Cold)	+10
Seriously Adverse Weather (Hurricane, Blizzard)	+15
Mildly Crowded Airspace (Medium Airport)	+5
Crowded Airspace (Large Airport, Medium Airport at Peak)	+10

SPOT (WIS)

New Use

Radar Operation: Even with modern advanced radar systems, the eye of the operator is still key in determining the difference between a large cloud bank and a squadron of incoming fighters. A successful spot check will allow the operator to distinguish natural phenomena from aircraft at a range of several miles. Characters without the Radar Operation feat take a -4 penalty to Spot checks for Radar Operation.

NBC Detection: Many Nuclear Biological and Chemical weapons have subtle effects in their early stages, or in the case of many biological weapons may be difficult to detect under any circumstances. A Spot check (DC 10 for a nuclear/radiological weapon, DC 15 for a chemical weapon, or DC 20 for a biological weapon) will alert a character to the presence of dangerous materials in time to don protective gear without needing to make a Saving Throw (assuming the character has the right NBC gear handy). This use of the spot skill takes a -4 penalty unless the character has the NBC feat.

Reconnaissance: A key use for special operations forces is reconnaissance. Knowing where your enemy is, in what numbers, how he is defended, and where

he is going are crucial to formation of a plan for attack or defense. Besides providing the information above, a successful reconnaissance skill check will grant the following bonus to Knowledge (Tactics) if brought the attention of a friendly force within 24 hours.

Check	Bonus
15	+2
20	+3
25	+4

Special: If a character can requisition a satellite map of an area, she gains a +4 bonus to her Spot skill for reconnaissance purposes. If a character can requisition a satellite pass over an area, a Reconnaissance check (Spot Skill +20 against moving targets, Spot Skill +10 against stationary targets) can be made without ever setting foot in the area.

TREAT INJURY (WIS)

New Use

NBC Treatment: In modern warfare the presence of nuclear/radiological, biological, and chemical weapons is an unfortunate reality. Treating the effects of these weapons is often a difficult task for medical personnel and requires specialized training. The character may allow the victim of a NBC attack to reroll his Saving Throw at +2 on a successful treat injury skill check (DC 20). Characters without the NBC feat take a -4 penalty to this use of the Treat Injury skill.

USE ROPE (DEX)

The character is skilled in using rope as a weapon, for binding other characters, and for climbing. This skill is especially handy for mountaineering and rappelling.

Check: Most tasks with a rope are relatively simple.

DC	Task
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself off-handed
15	Splice two ropes together (takes 5 minutes)
15	Set up rappelling rig (takes 5 minutes)

When the character binds another character with a rope, any Escape Artist check that the bound character makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up.

The character doesn't make the character's Use Rope

check until someone tries to escape.

Rappelling Rig is a special climbing rig that allows characters to descend to the ground rapidly. Special Forces groups teach this skill to allow quick exits from helicopters, which never need to land to deposit troops on the ground. See the Climb skill for a description of Rappelling.

Special: A silk rope gives a +2 circumstance bonus on Use Rope checks.

If the character has 5 or more ranks in Escape Artist, the character gets a +2 synergy bonus on checks to bind someone.

NEW FEATS

This section details new feats focused on military life and activities. From the benefits of knowing how to work the paperwork, to keeping enemy fighters off your buddy's tail in combat, there are many feats appropriate for the military campaign presented.

AIR TRAFFIC CONTROL EXPERT

You are a trained aviation specialist.

Effect: You gain a +2 bonus on Air Traffic Control and Communications Operation skill checks.

ANTITHESIS

You have a deep hatred for one Allegiance or group.

Prerequisite: Enemy (same group), Base Attack Bonus 9+.

Effect: When you are combating your antithesis, you gain and additional +2 to hit and skill checks. You will not willingly deal with your antithesis on friendly terms, and when you must deal with forces friendly to them, you are -4 on all Charisma based skill checks.

Special: You may only take this feat once.

BLOCK

Martial Arts Maneuver

You have mastered the basic art of intercepting incoming melee attacks.

Prerequisite: Commando Training, Base Attack Bonus 1+.

Effect: If you are hit in melee combat, you may make an attack roll of your own to attempt to block the attack. If your attack roll is higher than the attack that hit you, the attack is treated as a miss. You may only use this ability against melee weapons if you are armed. This ability does not grant you more attacks than you are normally entitled to. You may only attempt to block a number of attacks equal to your maximum number of

attacks, and may only block more than one attack in a round if you are eligible to take the full attack action. If you have multiple attacks, you can mix blocks with attacks if you are making a full attack action, but you must decide which attacks will be used for blocking and which for attacking. For example, you have two attacks (Base Attack Bonus +6/+1), you may Block once and Attack once, but you must decide if you want to attack at +6 Base Attack Bonus and Block at +1, or vice versa.

Normal: Any character may attempt to Block attacks, as above, at -4 to hit for the opposed attacks roll.

BOX EARS

Martial Arts Maneuver

A dirty tactic, you slap your target's ears, causing damage by forcing air into the fragile inner ear.

Prerequisite: Commando Training

Effect: This attack only inflicts 1-2 points of damage plus your Strength modifier. However, the target of this attack is flat-footed the first time you use this maneuver in combat against him. The target of this attack must also succeed at a Fortitude Save (DC 10 + attacker's Strength modifier + attacker's level-the defender's level). If this save is successful, the target is dazed, otherwise, the target is deafened for 1-4 rounds.

CHOKE HOLD

Martial Arts Maneuver

You have received advanced training in choking your target, either as a means of subduing him, or quietly eliminating him.

Prerequisite: Commando Training.

Effect: You can inflict a strangulation attack on a grappled target without provoking an attack of opportunity. If the target of this attack is flat-footed, you may immediately begin strangling him, without first having to engage in a grapple attack. A character with the Silent Kill talent gains his bonus damage against flat-footed or surprise targets with this maneuver, in addition to strangulation.

COMBAT PILOT

You have been taught how to fly aircraft for the purpose of combat.

Prerequisite: Pilot 5 ranks.

Effect: You gain a +2 bonus on Pilot and Knowledge (Tactics) skill checks.

COMMANDO TRAINING

Martial Arts Style

This fighting style represents the advanced combat training given to special forces personnel around the

world. There are as many variations on this style as there are militaries to teach it.

Prerequisite: Combat Martial Arts.

Effect: Commando Training adheres to no fixed style or philosophy, except for the creed of putting your man down, as quickly, efficiently, and silently as possible. You are proficient in Head, Elbow, and Kick attacks and are considered armed while making such attacks. Characters with this feat add Hide and Move Silently to their list of class skills. Commando Training attacks are modified by Strength or Dexterity (chosen when this Feat is taken).

CONVICTION

You have a cause that you feel strongly about, and would sacrifice greatly to see that cause protected. Honor, Loyalty to Country, and Loyalty to Unit are all popular convictions.

Prerequisites: one Allegiance.

Effect: When you are working to support your Allegiance, you gain +1 to hit and +1 to all saving throws.

Special: You may take this feat more than once. It applies to a different Allegiance each time it is selected. Also, if you take this for a second or third Allegiance, then you must also have it for the Allegiances above (the order of Allegiances is important, your first Allegiance is always your most passionate, so if you take this for a second Allegiance and do not have it for your first, the GM should move that Allegiance to become your first Allegiance).

COVER FIRE

You are highly skilled at providing cover fire.

Prerequisites: Personal Firearms, Teamwork.

Effect: You gain a 50% increase in cover fire bonuses (+3 or Dexterity modifier x1.5 whichever is higher).

CRYPTOGRAPHER

You are skilled in electronic and physical methods of keeping secrets secret.

Effect: You make Communication Operations skill checks normally to perform Cryptography.

Normal: Without this feat, you suffer a -4 penalty to Communications Operation skill checks to perform Cryptography.

DESK JOCKEY

You haven't seen a lot of combat (not yet anyway), but know the ins and outs of the military way. Regular military personnel tend to refer to characters with this feat as REMFs (see the Glossary for a definition of my

all time favorite military acronym).

Effect: You gain +2 on Requisition checks

ELECTRONIC WARFARE

You are an expert in the most sophisticated modern warfare techniques.

Effect: You make Communication Operations skill checks normally to perform Jamming, Signal Interception, and Signal Triangulation.

Normal: Characters without this feat suffer a -4 penalty to Communications Operation skill checks to perform Jamming, Signal Interception, and Signal Triangulation.

ELITE UNIT ASSIGNMENT

You have earned an assignment to an elite, though regular, unit, such as the 82nd Airborne.

Prerequisites: Varies by unit.

Effect: You gain the benefits listed in the Elite Unit Assignments section (part of the Advanced Training chapter).

Special: Only characters with the Active Duty or Reserve Duty Allegiances may select Advanced Training packages, but you may do so any time a class entitles you to a bonus feat.

ENEMY - ONE ALLEGIANCE

You have one allegiance or group that you detest.

Effect: You gain +2 to attack and skill checks when combating your Enemy. When you must deal with your enemy peacefully, or when you deal with groups allied with your enemy, you take a -2 to all Charisma based skills.

Special: You may take this feat more than once. Each time it applies to a different group or Allegiance.

ESPRIT DE CORPS

You eat, live, breathe, and die for your team.

Prerequisite: Teamwork, Base Attack Bonus 9+, you must belong to an elite unit (have levels in a special operations prestige class, or possess the Elite Unit Assignment feat).

Effect: This feat increases the bonus from the Teamwork feat to +4 to attack and skill checks when you are working with your team.

Special: This feat also increases the bonus to Promotion checks to +4.

EVASIVE MANEUVERS

You are a hard target to latch onto in aerial dogfights.

Prerequisite: Combat Pilot.

Effect: You may make Evasive Maneuvers piloting stunts as a Move action.

Normal: Evasive piloting checks are an attack action.

FIXED-WING VEHICLE WEAPONS

Exotic Firearms Proficiency

You are proficient in fixed-wing mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Aircraft Operation (Jet Fighters).

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

HELICOPTER VEHICLE WEAPONS

Exotic Firearms Proficiency

You are proficient in helicopter mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Aircraft Operation (Helicopters)

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

MORTAR/INDIRECT FIRE WEAPONS

Exotic Firearms Proficiency

You understand the basics of indirect fire and can fire them without penalty.

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

Special: Characters serving as the crew of an artillery weapon (as opposed to the character firing the weapon), do not need this feat. However, if characters working on a crew also have the Teamwork feat it can substantially reduce the time required to load the weapon, increasing the firing rate.

TANK/APC WEAPONS

Exotic Firearms Proficiency

You are proficient with large vehicle-mounted weapons found on tanks and APCs. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Drive 5 Ranks, Surface Vehicle Operation (Tracked).

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

EYE GOUGE

Martial Arts Maneuver

You go after your target's eyes.

Prerequisite: Commando Training

Effect: The target of this attack suffers normal punch damage, and must make a Fortitude Save (DC 10 + attacker's Strength modifier + attacker's level-the defender's level) or be Blinded for 1-4 rounds.

FAST TRACK

You have gained the notice of your superiors and are marked for rapid promotion, either through demonstrating your ability to lead, or your ability to brown-nose.

Effect: You may immediately make a Promotion check upon taking this feat. You receive +4 on this and all future Promotion checks.

FIGHTER ESCORT

As their ability to protect each other in air combat became apparent, strategists also recognized the fighter's ability to protect larger, more valuable craft. Although a vital necessity at times due to the strategic value of larger ships, flying escort with a larger ship is one of the most dangerous jobs a fighter pilot can have.

Prerequisites: Combat Pilot, Teamwork, Formation Flying.

Effect: A craft Large or larger protected by a fighter escort gains a +1 Defense bonus for each fighter protecting him.

FORCED MARCH

You have mastered the fine art of hurrying up so you can wait.

Prerequisite: Endurance.

Effect: You can Hustle (covering 6 miles per hour overland) for 2 hours before requiring a saving throw to avoid damage, and can engage in forced march movement for 12 hours per day (covering 48 miles) without requiring a save to avoid damage. You gain a +6 on any saving throw to avoid damage from marching or hustling longer than these times (this includes the +4 bonus from the Endurance feat's bonus, which this feat requires).

Normal: Normally a character suffers one point of damage after hustling for 2 hours, and this damage doubles for each hour the character hustles beyond that. When marching, a character normally requires a Fortitude save after 8 hours (DC 10 +1 per hour beyond 8) or the character takes 1-6 points of damage.

FORMATION FLYING

As long as aircraft have been shooting each other down pilots have known the advantages of flying in formation. One craft covers for the other, and your wingman is usually the person you trust most in the world.

Prerequisites: Combat Pilot, Teamwork.

Effect: All fighters on the same side of a battle who are flying in formation with this feat gain +2 Defense in vehicle combat by protecting one another. This feat also grants a +2 bonus on Clear Your Six stunt piloting checks.

GRENADIER

You are skilled at using grenades and grenade launchers in combat.

Prerequisite: Exotic Firearms Proficiency (Grenade Launcher).

Effect: You gain a +1 bonus to attack rolls, and +50% range bonus, to all grenade attacks, whether thrown or with a grenade launcher.

HAWKEYE

You have extremely sharp and quick eyesight.

Effect: You gain a +2 bonus to Spot and Search skill checks.

HEART PUNCH

Martial Arts Maneuver

You strike your target right over the heart, an attack that inflicts a great deal of pain and shock.

Prerequisite: Commando Training.

Effect: This feat raises your punch damage by one die (from 1d6 to 1d8, and so on) when performing this maneuver. The first time this attack is performed in each combat, the target is flat-footed. If the target of this attack is caught flat-footed, he must make a Fortitude save (DC 10 + attacker's Strength modifier + attacker's level – defender's level) or be stunned for 1 round.

INTERROGATION

You are skilled at getting information from forces friendly or hostile, by a variety of means.

Effect: You make Diplomacy, Gather Information, and Intimidate skill checks normally to perform Debriefing, Friendly Interrogation, Plea Bargaining, and Hostile Interrogation.

Normal: Characters without this feat suffer a –4 penalty to Diplomacy, Gather Information, and Intimidate skill checks to perform Debriefing, Friendly Interrogation, Plea Bargaining, and Hostile Interrogation.

MARKSMAN

You are skilled at long-distance accuracy with one weapon.

Prerequisite: Weapon Focus (one ranged weapon), Spot 5 Ranks.

Effect: You may use up to one-half your Spot skill to offset attack penalties due to range with one ranged weapon (effectively allowing you to ignore one penalty for range per 4 Ranks of Spot). This feat may be taken multiple times. Its effects do not stack. Each time the feat is taken (requiring Weapon Focus to be taken again), it applies to a different weapon.

Special: This feat grants you the Marksman badge (see medals for more information on the effects of badges and medals). The Marksman badge is awarded each time you select this feat.

MILITARY POLICE POWERS

You have a limited power to enforce military rules and regulations.

Prerequisites: MOS Law-Enforcement.

Effect: You have the authority to detain, question, and arrest those who have broken the military regulations of your branch of service.

MOUNTAINEER

You are an extremely competent climber, including the use of ropes and rigs to assist other climbers.

Effect: You gain a +2 bonus to Climb and Use Rope skills.

PARATROOPER

You are an extremely competent parachutist.

Prerequisites: Jump School.

Effect: You gain a +2 bonus to Paradrop and Tumble skill checks.

NBC

You are skilled in the diagnosis and treatment of nuclear, biological, and chemical attacks. Characters with this feat also teach courses in the use of basic preventive gear such as gas masks and Geiger counters, and are skilled at disarming weapons that deliver chemical, biological, or nuclear attacks.

Effect: You make Spot and Treat Injury skill checks normally to perform NBC operations. Characters with this feat also gain a +2 bonus on Disable Device checks to disarm NBC weapons.**Normal:** Characters without this feat suffer a –4 penalty to Spot and Treat Injury skill checks to perform NBC operations.

PSYCHOTHERAPY

You are skilled in the treatment of mental illness.

Prerequisite: Knowledge (Behavioral Sciences) 4 Ranks.

Effect: You can alleviate, and eventually remove, any conditions associated with mental illness, including those caused by Mental Breakdowns.

Special: Characters without this feat suffer –4 to their Knowledge (Behavioral Sciences) skill when attempting this skill check.

RADAR OPERATION

You are skilled at operating radar systems.

Effect: You make Spot skill checks normally to perform Radar Operation.

Normal: Characters without this feat suffer a –4 penalty to Spot skill checks to perform Radar Operation.

SECURITY CLEARANCE, SECRET

You have a clearance granting access to sensitive information.

Prerequisite: Allegiance (Loyalty to Country).

Effect: You gain a +2 bonus on checks to requisition information, and are able to requisition information at Secret level or below.

Special: This feat is required for many military MOS positions, as well as many civilian jobs dealing with military or government information. Since a private company must pay for the cost of background checks, and since those checks costs tens of thousands of dollars, military characters with an active security clearance gain a +2 wealth bonus when working in the private sector.

SECURITY CLEARANCE, TOP SECRET

You have a clearance granting access to the most sensitive information.

Prerequisite: Security Clearance (Secret).

Effect: You gain a +4 bonus on checks to requisition information, and are able to requisition information at Top Secret level or below.

Special: This feat is required for many military MOS positions, as well as many civilian jobs dealing with military or government information. Since a private company must pay for the cost of background checks, and since those checks costs tens of thousands of dollars, military characters with an active security clearance gain a +4 wealth bonus when working in the private sector.

SHARPSHOOTER

You are an expert shot with one weapon.

Prerequisite: Base Attack Bonus 5+, Weapon Focus (one ranged weapon).

Effect: You gain +1 to hit, and +2 damage with the chosen weapon. This bonus stacks with any bonus gained from the Weapon Focus feat or the Weapon Specialization Soldier advanced class ability. This feat may be taken more than once. Its effects do not stack. Each time you take this feat it applies to a different weapon for which you have already taken Weapon Focus.

Special: This feat grants you the Sharpshooter badge (see medals for more information on the effects of badges and medals). The Sharpshooter badge is awarded each time you select this feat.

SONAR OPERATION

You are skilled at operating sonar equipment.

Effect: You make Listen skill checks normally to perform Sonar Operation.

Normal: Characters without this feat suffer a –4 penalty to Listen skill checks to perform Sonar Operation.

TEAMWORK, SPECIFIC TEAM

This feat represents extensive training in small unit tactics. When you take this feat, you choose one group for it to work with, such as the SEALs, the Rangers, the 82nd Airborne, and so forth.

Prerequisite: Allegiance (Specific Team).

Effect: Whenever you are in an engagement with someone with the Teamwork feat for the same team (Army, Navy, Air Force, Marines, Police, and so forth), you gain +2 to attack and skill checks.

Each character serving on an artillery crew with this feat reduces the loading time of the weapon by one round.

Characters with this feat can use hand signals to communicate simple information, such as “You and Johnson go left and keep your eyes open, I will go right”.

Special: Characters who have this feat gain a +2 bonus on Promotion checks (team players just fare better in the military at promotion time).

WEAPON FOCUS

You are good at using a specific type of weapon.

Prerequisite: Base Attack Bonus 1+, proficient with weapon

Effect: You gain +1 on attack rolls with a specific weapon. This feat may be taken multiple times. Its effects do not stack. Each time this feat is selected it applies to a different weapon.

Special: This feat grants you the Expert badge (see medals for more information on the effects of badges and medals). The Expert badge is awarded each time you select this feat.

WINGMAN

You are a most valuable commodity: an expert wingman.

Prerequisite: Combat Pilot, Formation Flying, Teamwork

Effect: You grant your partner a +4 Def bonus in vehicle combat. If a missile hits the plane you are defending, you may attempt to shoot it down as an attack of opportunity. This feat grants a +2 bonus on Clear Your Six pilot checks, which stacks with the bonus granted by Formation Flying (for a total bonus of +4).

ADVANCED TRAINING

Military Occupational Specialties (MOS): To coin a phrase: “being in the military is not just an adventure, it’s an occupation.” Being in the military is not just one occupation, and characters will have the opportunity to learn many different skills during their time in the military. The military’s term for these jobs is Military Occupational Specialty, or MOS. Like an occupation, each MOS expands the character’s range of class skills, and provides a bonus feat (where multiple feats are listed the character may select one). However, unlike Occupations no wealth bonus is gained. Instead, MOS packages provide highly skill characters bonuses to Promotion checks.

Any time a character with an Active Duty or Reserve Duty Allegiance is eligible to receive a feat, that character may take a MOS or Advanced Training instead. Most enlisted men and women spend their entire military careers in a single MOS. Bouncing around from MOS to MOS is inefficient, and is highly discouraged for most soldiers. Special operations characters, however, are expected to have a high degree of self-sufficiency, and cross training in a number of different areas.

As stated in the Active Duty and Reserve Duty descriptions, characters must have the Military Occupation from the d20 Modern Core Rulebook in order to take a MOS. The Military Occupation is considered to be Basic Training. After Basic Training, which is as much a conditioning experience and way to acclimate new recruits to the military’s way of doing things as anything else, characters will be assigned a MOS based on their physical and mental qualifications, and the current needs of their branch of service. For game purposes, however, the character may choose any MOS for which he meets the prerequisites.

Terminology Note: Each branch of service has its own language. Each MOS below that is offered by more than one branch of service has a different name for each different military organization. What the Army calls “Signals”, the Air Force calls the “Communications Career Field”, and the Marine Corps calls “Operational

Communications”. In general, however, each MOS is given only one name, for ease of reference.

Advanced Skill Levels: Each MOS has multiple skill levels a character can gain, if the character advances in the appropriate skills. These skill levels not only increase the character’s chance of promotion (see the Rank chapter for more information), they also serve to distinguish between two characters of equal rank. If two Corporals are the highest-ranking members of a squad, for example, and one is a Skill Level 3 Infantryman, while the other is a Skill Level 2 Combat Engineer, then the Infantryman would have senior status.

AIR ASSAULT TRAINING

You are trained to deploy rapidly by rappelling from helicopters into combat.

Skills: You gain a +2 bonus on Climb and Tumble checks.

AMPHIBIOUS ASSAULT TRAINING

You have learned how to fight and survive in amphibious conditions (including beach areas, but excluding shipboard combat).

Skills: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in amphibious terrain: Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, Survival, Swim.

ARCTIC WARFARE COLLEGE

You have learned how to fight and survive in arctic terrain.

Skills: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in arctic terrain: Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (Tactics), Spot, Survival. Characters with this training are also proficient in the use of skis, which negate any movement penalties due to snow/arctic conditions.

DEFENSE LANGUAGE INSTITUTE

You have attended the elite joint military language-training course, taught at the Presidio, in Monterey California.

Prerequisite: Int 12+.

Skills: All Speak Language and Read/Write Language skills are now considered class skills for you. You gain 2 Speak Language Ranks and 2 Read/Write Language Ranks when this training course is selected (in other words you pick two languages to speak, read, and write). Smart Heroes with the Linguist talent gain double the number of bonus languages (four), and gains a +4 to the Intelligence check to speak unfamiliar languages as an added benefit of this course.

DESERT WARFARE COLLEGE

You have learned how to fight and survive in desert terrain, most commonly at the National Training Center at Fort Erwin California.

Skills: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in desert terrain: Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (Tactics), Spot, Survival.

JUMP SCHOOL

Description: You have volunteered for the honor to jump out of a perfectly good aircraft. Jump School is available to every soldier who meets the physical requirements, and is required for participation in any special operations unit, including the Green Berets and the Rangers.

Skills: You add the following skills to your permanent class skill list: Balance, Paratroop, and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

JUNGLE/SWAMP WARFARE COLLEGE

You have learned how to fight and survive in jungle/swamp terrain.

Skills: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in jungle/swamp terrain: Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (Tactics), Spot, Survival.

MOS ARMOR

Army, Marine Corps

You are trained to operate as either a driver or a crewman on a large wheeled or tracked vehicle, such as the M-1 Abrams, Paladin, or Avenger.

Skills: Choose any three of the following as permanent class skills: Communication Operations, Demolitions, Disable Device, Drive, Hide, Knowledge (tactics), Knowledge (technology), Navigate, Repair.

Feat (one of the following): Exotic Firearms Proficiency- Mortar/Indirect Fire Weapons, Exotic Firearms Proficiency- Tank/APC Weapons, Surface Vehicle Operation (Heavy Wheeled or Tracked), or Teamwork..

Skill Level 2: Requirements: MOS Armor, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Armor Skill Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Armor Skill Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Armor Skill Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS AVIATION

You are trained in aviation support techniques, including Air Traffic Control duties. At higher skill levels, you will be trained to construct air traffic control facilities, and to command them.

Skills: Choose any three of the following as permanent class skills: Air Traffic Control, Communications Operation, Craft (Electronic), Craft (Mechanical), Craft (Structural), Knowledge (Technology), Repair. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Feat: Air Traffic Control Expert or Radar Operation

Skill Level 2: Requirements: MOS Aviation, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Aviation Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Aviation Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Aviation Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS COMBAT ENGINEERING

You are trained in combat construction and bridge laying, as well as mine laying and mine removal.

Skills: Choose any three of the following as permanent class skills: Craft (Chemical), Craft (Electronic), Craft (Mechanical), Craft (Structural), Demolitions, Disable Device, Drive, Knowledge (Technology), navigate, Repair, Search, Survival. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Feat: Surface Vehicle Operation (Heavy Earthmovers and Bridgelayers)

Skill Level 2: Requirements: MOS Combat Engineer, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Combat Engineer Skill Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Combat Engineer Skill Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Combat Engineer Skill Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS DIVER

You are trained in underwater repair, demolition, and salvage.

Skills: Choose any three of the following as permanent class skills: Craft (Chemical), Craft (Electronic), Demolitions, Disable Device, Knowledge (Technology), Profession (Diver), Repair, Search, and Swim. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Feats: Endurance.

Skill Level 2 (Lead Diver): Requirements: MOS Diver, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3 (Lead Diver): Requirements: MOS Diver Skill Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4 (Master Diver): Requirements: MOS Diver Skill Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5 (Senior Master Diver): Requirements: MOS Diver Skill Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS FIELD ARTILLERY

You are trained to fire indirect fire weapons, from the smallest mortar to the largest howitzers. This MOS also covers especially large indirect fire weapons such as ship cannons when used for indirect fire (bombardment).

Skills: Choose any two of the following as permanent class skills: Craft (structural), Demolitions, Disable Device, Drive, Knowledge (tactics), Hide, Repair.

Feats: Exotic Firearms Proficiency (one indirect fire weapon, cannon, or missile battery) or Teamwork.

Skill Level 2: Requirements: MOS Field Artillery, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Field Artillery Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Field Artillery Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Field Artillery Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS INFANTRYMAN/RIFLEMAN

Army, Marines

You are trained to perform offensive and defensive combat operations, including placement and removal of mines, reconnaissance, and leading of combat units.

Skills: Choose any three of the following as permanent class skills: Climb, Craft (Structural), Demolitions, Disable Device, Drive, Hide, Intimidate, Knowledge (Tactics), Navigate, Search, Spot, Survival. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Feats: Advanced Firearms Proficiency

Skill Level 2: Requirements: MOS Infantryman, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Infantryman Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Infantryman Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Infantryman Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS INTELLIGENCE

You are trained in information gathering. Depending on your specialty, this could involve using satellites, binoculars, or a bribe slipped under a table. Characters with the MOS Signal Intelligence will have the Signals MOS, as well as the Intelligence MOS, and select either the Cryptography or Electronic Warfare feats.

Skills: Choose any three of the following as permanent class skills: Bluff, Communications Operation, Computer Use, Cryptography, Decipher Script, Diplomacy, Electronic Warfare, Forgery, Gather Information, Interrogation, Intimidate, Research, Sense Motive, Spot. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Feats: Cryptography, Electronic Warfare, or Interrogation.

Skill Level 2: Requirements: MOS Intelligence, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Intelligence Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Intelligence Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Intelligence Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS LAW ENFORCEMENT

Law Enforcement characters provide security for critical military bases and resources, guard prisoners of war, and act as military police.

Skills: Choose any three of the following as permanent class skills: Diplomacy, Drive, Handle Animal, Intimidate, Investigate, Knowledge (Civics), Sense Motive, Spot. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Feat: Alertness.

Skill Level 2: Requirements: MOS Law Enforcement, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Law Enforcement Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Law Enforcement Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Law Enforcement Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS MAINTENANCE

You perform a vital, if less than glamorous job: the care, maintenance, and repair of the numerous vehicles, tanks, missiles systems, and electronic equipment fielded by the military.

Skills: Choose any two of the following as permanent class skills: Communication Operations, Craft (electronic), Craft (mechanical), Craft (structural), Drive, Knowledge (technology), Repair.

Feat: Gearhead.

Skill Level 2: Requirements: MOS Maintenance, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Maintenance Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Maintenance Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Maintenance Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS MEDICAL

Performs duties as a field medic to combat units, and provides support to nursing and medical staff at military hospitals.

Skills: Choose any three of the following as permanent class skills: Craft (Electronic), Craft

(Pharmaceutical), Diplomacy, Knowledge (Behavioral Sciences), Knowledge (Technology), NBC, Repair, Research, Treat Injury.

Feats: Medical Expert, Psychotherapy, or Surgery (only characters who have attended Officer Candidate School may select Psychotherapy or Surgery for their bonus feats granted by this MOS).

Skill Level 2: Requirements: MOS Medical, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Medical Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Medical Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Medical Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS NBC

Identifies nuclear, biological and chemical weaponry based on limited data, observations, or effects. The MOS NBC is also in charge of caring for their units NBC equipment, training soldiers in NBC countermeasures and survival, and ensuring that a unit is prepared to operate in a NBC environment.

Skills: Choose any three of the following as permanent class skills: Craft (Electronic), Craft (Chemical), Diplomacy, Disable Device, Knowledge (Technology), Repair, Research, Treat Injury.

Feats: NBC

Skill Level 2: Requirements: MOS NBC, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS NBC Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS NBC Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS PILOT

You are trained to pilot various types of aircraft for the following purposes: air superiority, reconnaissance, combined arms, and rescue operations.

Requirements: Officer Candidate School.

Skills: Choose any two of the following as permanent class skills: Air Traffic Control, Craft (Electronics), Craft (Mechanical), Knowledge (Tactics), Pilot, Repair.

Feats: Combat Pilot.

Skill level 2: Requirements: MOS Pilot, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Pilot Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Pilot Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOS SIGNALS

You are trained to install, maintain, repair, and operate communications systems. Characters wishing to be MOS Signal Intelligence will have this MOS and the Intelligence MOS, and select either the Cryptography or Electronic Warfare feats.

Skills: Choose any three of the following as permanent class skills: Communication Operations, Craft (Electronic), Craft (Mechanical), Diplomacy, Knowledge (Technology), Repair. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Feats: Security Clearance (Secret).

Skill Level 2: Requirements: MOS Signals, 4 Skill Ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one Rank.

Skill Level 3: Requirements: MOS Signals Level 2, 6 Skill Ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one Rank.

Skill Level 4: Requirements: MOS Signals Level 3, 8 Skill Ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one Rank.

Skill Level 5: Requirements: MOS Level 4, 10 Skill Ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one Rank.

MOUNTAIN WARFARE COLLEGE

You have learned how to fight and survive in mountainous terrain.

Benefit: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in mountainous terrain: Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (Tactics), Spot, Survival.

NCO SCHOOL

You have been given instruction in command.

Prerequisite: Rank E-5 or higher.

Skills: Knowledge (tactics) becomes a class skill for you. If this skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Benefit: All units lead by you in combat (see the *Small Unit Combat* section for more information) ignore the first morale hit they take, cumulative with the Leadership feat.

Feats: Tactician.

Special: You receive a +1 bonus on all future Promotion checks. Units trained by you gain 1 XP each month.

OFFICER CANDIDATE SCHOOL

You have graduated from an elite officer-training program.

Skills: Knowledge (tactics) becomes a class skill for you. If this skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Benefit: All units lead by you in combat (see the *Small Unit Combat* section for more information) ignore the first morale hit they take, cumulative with the Leadership feat. Units trained by you receive 1 XP per month.

Feats: Tactician

Special: Your rank is immediately improved to O-1. Also, you receive a +1 bonus on all future Promotion checks.

SERE

SERE stands for Survival, Evasion, Resistance, and Escape, and is the military training program to prepare soldiers for surviving in hostile territory, withstand interrogation and torture, and escape or survive to reach home. The SERE motto is “return with honor”. Although SERE training is offered to all branches of service (especially special operations forces), many regular Air Force personnel receive this training, since they are at high risk of being shot down behind enemy lines and captured.

Benefit: Characters with this training gain a +2 bonus on Hide and Survival checks, and a +2 on all Will saves and level checks to resist intimidation, interrogation, torture, and brainwashing.

URBAN WARFARE COLLEGE

Description: You have learned how to fight and survive in urban terrain.

Benefit: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in urban terrain: Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (Tactics), Spot, Survival.

ELITE UNIT ASSIGNMENTS

The character has earned an assignment to an elite unit. While not on the level of special operations units, these forces are often the first called into the line of fire because of their proven combat track records, special training, or special equipment. This feat is the only way to take the Esprit de Corps feat without qualifying and taking a level in a special operations prestige class.

1ST CAVALRY DIVISION

The 1st Cavalry is the premier elite airmobile armored division in the world. Based out of Fort Hood, Texas, the 1st Cavalry has seen action in every major conflict (and most minor ones), from WWII through Operation: Iraqi Freedom.

Prerequisites: Active Duty or Reserve (U.S. Army), Desert Warfare, MOS Armor.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; Terrain Specialization Desert Warfare (increases the bonuses on attack and skill rolls gained from Arctic and Mountain warfare training by +1 each).

3RD INFANTRY DIVISION

The 3rd Infantry Division is possibly the heaviest, best-equipped unit in the American Army. The 3rd Infantry Division calls itself “The Rock”, and is based out of Fort Stewart, Georgia, and Hunter Army Air Field.

Prerequisites: Active Duty or Reserve (U.S. Army), Base Attack Bonus 3+, MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +2 on all Requisition checks.

10TH MOUNTAIN DIVISION

The 10th Mountain Division is the premier mountain warfare division in the American Army. This light infantry division has seen extensive service in the hunt for Al Qaeda in the mountains of Afghanistan. Historically, the 10th Mountain has seen combat in the Apennine Mountains of Italy in WWII, and were a driving force behind the growth of ski resorts in America (ski resorts in Vail and Aspen were begun by veterans of the 10th Mountain). The 10th Mountain is based in Fort Drum, New York.

Prerequisites: Active Duty or Reserve (U.S. Army), Arctic Warfare College, Mount Warfare College, MOS Infantryman.

Benefit: +1 Morale bonus to any Saving Throw to

resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; Terrain Specialization Mountain/Arctic (increases the bonuses on attack and skill rolls gained from Arctic and Mountain warfare training by +1 each).

75TH RANGER BATTALION

Not all members of the 75th Ranger Battalion are members of the Ranger prestige class. Although every Ranger is an elite soldier in his own right, very few Rangers have completed the Ranger Course, designed to teach men to *lead* Rangers (only characters with levels in the Ranger Prestige class have completed the Ranger Course).

Prerequisite: Active Duty or Reserve (U.S. Army), Jump School, MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +1 on all promotion checks.

82ND AIRBORNE

The 82nd Airborne has become so famous for the exploits of its paratroopers that its WWI history is almost completely forgotten. With soldiers from all 48 states, the 82nd Infantry, dubbed the “all-American” division served with distinction in WWI. In 1942, the 82nd became the first airborne division in the U.S. Army, and was redubbed the 82nd Airborne. The 82nd Airborne earned a near-legendary status in WWII, participating in operations such as “Neptune”, the airborne complement of “Overlord” (Neptune was the airborne assault of Normandy, while Overlord was the amphibious assault), and operation “Market Garden”, a combined assault by three airborne divisions to seize and hold key roads and bridges deep in German territory. The 82nd Airborne is based at Fort Bragg, North Carolina, and holds dear two nicknames earned in WWII: “Devils in Baggy Pants”, taken from a German soldier’s diary, and “America’s Honor Guard”, a title bequeathed on the unit by General George Patton.

Prerequisite: Active Duty or Reserve (U.S. Army), Jump School, MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +1 on all promotion checks.

101ST AIRBORNE

The 101st Airborne’s first commander, Maj. Gen. William C. Lee announced to his first recruits that the unit had “No history, but a rendezvous with destiny”. And in the years since that announcement in 1942, the 101st

Airborne has rendezvoused with destiny many times. The unit has participated with distinction in engagements from WWII, to Iraqi Freedom. The nickname of the 101st is the “Screaming Eagles.” Currently the 101st maintains Airborne in its name for strictly historical reasons, and is an air assault light infantry division, with the largest rotary-wing contingent in the world allowing this force to be extremely mobile on the battlefield (transporting large numbers of troops with helicopters, and deploying those troops quickly through rappelling).

Prerequisite: Active Duty or Reserve (U.S. Army), Air Assault Training, MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +1 on all promotion checks.

BLUE ANGELS

After WWII, Adm. Chester Nimitz ordered the formation of a demonstration team to keep the public interested in aviation. The Blue Angels are the premier flying team in the world, known for their famous diamond formation (an extremely dangerous feat of precision formation flying). The Angels have proven themselves in combat as well, having formed the core of the legendary “Satan’s Kitten” fighter squadron in the Korean War.

Prerequisite: Active Duty or Reserve (U.S. Navy), Combat Pilot, MOS Pilot, Pilot 10 Ranks, Formation Flying, Teamwork.

Benefit: +2 Defense bonus in aircraft combat, Feat: Esprit de Corps, +3 Reputation.

MARINE EXPEDITIONARY UNIT (MEU)

A MEU is a unique, small (about 2,200 men) powerful force capable of operating independently or paving the way for a larger force. Commanded by a Colonel, the MEU carries ground and helicopter forces capable of landing its force ashore with extreme rapidity through amphibious assault vehicles. In addition to ground forces, amphibious landing craft, and helicopters, each MEU has command and medical personnel, rendering it completely self-sufficient. There are currently three MEU’s based on the West Coast of the United States, out of Camp Pendleton, California, three on the East Coast of the United States, out of Camp Lejeune, North Carolina, and one overseas in Okinawa, Japan.

Prerequisite: Active Duty or Reserve (U.S. Marine Corps), Amphibious Assault Training, MOS one of the following (Aviation, Combat Engineering, Field Artillery, Rifleman, Medical, Pilot, or Signals), Teamwork.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; increases the bonus to attack and skill checks gained by Amphibious Assault training by +1.

PHOENIX RAVENS

The Phoenix Ravens provide security for airfields and aircraft, specializing in protecting Air Force craft from being the target of terrorist threats. The same initiative that led the Marines to form Special Reaction Teams (a rise in terrorism and other serious incidents taking place at military facilities) led to the creation of the Ravens.

Prerequisite: Active Duty or Reserve (U.S. Air Force), MOS Law Enforcement (Skill Level 2), Urban Warfare.

Benefit: +1 Morale bonus to hit and to any Saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +2 Spot and Investigate checks.

RADIO RECONNAISSANCE TEAMS

These forces provide signals, signal intelligence, and electronic warfare support to MEUs. These units undergo extensive training, and are often deployed into dangerous forward areas along with the MEUs they support.

Prerequisite: Active Duty or Reserve (U.S. Marines), MOS Signals (Skill Level 2), Amphibious Assault, Jump School.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; increases the attack and skill bonus gained by Urban Warfare training by +1.

SPECIAL REACTION TEAM (SRT)

As terrorism rises around the world, and with United States military forces being prime targets, each branch of service has developed strategies to better protect and defend their soldiers and bases from terrorist attack. An elite supplement to Marine and Naval Military Police Forces, the SRT is their equivalent of the SWAT team, providing tactical response to serious threats ranging from hostage rescue, counter-sniper, VIP Protection, and counterterrorism.

Prerequisite: Active Duty or Reserve (U.S. Marines), MOS Law Enforcement (Skill Level 2), Urban Warfare.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; increases the attack and skill bonus gained by Urban Warfare training by +1.

SEABEES

"We Build. We fight."

The Seabees have been the premiere combat engineering unit since WWII, having seen action in island hopping Pacific campaigns, the Inchon landing in the Korean War, and in the Gulf War where the Seabees built miles of runway for incoming aircraft.

Prerequisite: Active Duty or Reserve (U.S. Navy), MOS Combat Engineer, Builder.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +2 on all Craft (Structural) checks.

RANK

As characters progress in the military campaign, Rank offers them another avenue for character advancement and development in addition to the traditional gaining of levels. In general, a character will have the opportunity to gain one rank per level, with higher rank bringing more authority, and the ability to requisition more gear from the character's branch of service.

RANK AND THE GAME

The Game Master in any d20 Modern game involving military personnel must handle rank with utmost care. Two factors must be balanced at all times when dealing with rank: the realism of the game and the fun of the game.

Realistically, rank is not as linear as most outside the military tend to believe. It is *technically* true that a First Lieutenant ten minutes out of OCS outranks a Command Sergeant Major with thirty years combat experience. In reality, when the bullets start flying, whom would you listen to? In the chain of command, most units have a very experienced NCO (Staff Sergeant or above, depending on the size of the command) who is second in command.

Fun must take precedence, even over reality, in any activity for enjoyment, like a roleplaying game. No one shows up at their weekly game to be ordered around by someone else. We all get enough of that in our real lives, obeying traffic laws, filling out our taxes, toeing the line for our bosses, etc. Fortunately, special ops groups work almost identically to adventuring parties, with each character taking a role in leadership when the situation better fits his expertise.

PROMOTION

The basic mechanic for gaining Rank in Blood and Guts is the Promotion check. Promotion checks are made whenever a character gains a level, or whenever some other quality entitles the character to a Promotion check (such as the Fast Track feat, earning a new skill level in a character's MOS, or earning a Medal as the result of a mission). Often a character will be entitled to make more than one Promotion check per level (for instance a character would make a Promotion check for gaining the level, then, if spending skill points qualified a character for a new MOS Skill level, the character would get to roll his free promotion check as well).

However, regardless of how many Promotion checks a character is entitled to make, a character may not advance more than one Rank per level under normal circumstances.

Whenever a character is entitled to a Promotion check, roll 1d20 plus the character's Charisma modifier plus $\frac{1}{2}$ the character's level plus any miscellaneous bonuses. The DC the character needs to roll depends on the rank the character is trying to achieve.

$$\text{Promotion Check} = 1d20 + \text{Cha. modifier} + \frac{1}{2} \text{Level} + \text{Misc. Bonus}$$

ENLISTED RANKS

Enlisted Ranks require the character to have either the Active Duty or Reserve Duty Allegiances

Promotion DC: This is the DC required to achieve Promotion to the listed rank.

Requisition DC: This is the bonus to any checks the character makes to requisition equipment, manpower, or information (see Requisitioning below).

Pay Grade: This is the Wealth Award a character receives, in pensions, job placement assistance, and college aid when he or she leaves the service (gives up the Active Duty Allegiance). Characters who have only had the Reserve Duty Allegiance receive half this amount. A character may only receive this award once.

"Plus" Ranks: Within some grades there is more than one rank, designated in game terms as a plus rank. These ranks must be achieved before the character can achieve the next higher rank. So a character who was a Master Sergeant in the Army, would have to achieve the rank of First Sergeant (E-8+) before being allowed to roll for promotion to E-8++ (Sergeant Major). The character would likewise have to achieve the rank of Sergeant Major before being allowed to roll for Promotion to E-9



TABLE 2-1: AIR FORCE ENLISTED RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Airman Basic	---	+0	+1
E-2	Airman	15	+1	+2
E-3	Airman 1 st Class	16	+2	+3
E-4	Senior Airman	17	+4	+4
E-5	Staff Sergeant	20	+6	+5
E-6	Technical Sergeant	21	+8	+6
E-7	Master Sergeant	22	+10	+7
E-7+	1 st Master Sergeant	23	+11	+7
E-8	Senior Master Sergeant	23	+12	+8
E-8+	1 st Sergeant	25	+14	+8
E-9	Chief Master Sergeant	26	+16	+9
E-9+	1 st Chief Master Sgt.	27	+18	+9
E-9++	Command CMS	30	+20	+10
E-10	CMS of the Air Force	30	+22	+11
Warrant Officer Ranks: The Air Force has eliminated Warrant Officers				
Air Force Officer Ranks (requires Officer Candidate School)				
O-1	2 nd Lieutenant	20	+6	+6
O-2	1 st Lieutenant	22	+9	+8
O-3	Captain	24	+12	+10
O-4	Major	26	+15	+12
O-5	Lieutenant Colonel	28	+18	+14
O-6	Colonel	30	+21	+16
O-7	Brigadier General	32	+24	+18
O-8	Major General	34	+27	+20
O-9	Lieutenant General	36	+30	+22
O-10	General	38	+33	+24

(Command Sergeant Major). One person may only hold the Rank of E-10 at a time. This character, the highest-ranking Non-Commissioned Officer for his entire branch of service, is the representative of the enlisted personnel for his entire branch of service.

MEDALS

As characters gain skill and perform heroic deeds, they will be granted medals, commendations, and badges to recognize their service to their country. Medals in the American military extend back to the Badge of Military Merit, created by George Washington. After the Revolutionary War, however, medals fell into disuse by the military, Americans wanting to avoid anything that reminded them of Europe or European ways whenever possible. However, during the Civil War, medals began

to be awarded once again. One of the first of these to be awarded was the Medal of Honor, created by an act of Congress February 17, 1862.

THE MEDAL CHECK

Similar to a promotion check, a Medal check is made whenever a character meets the minimum criteria for a medal. Unlike Promotion checks, which may only be made once per level under normal circumstances, it is possible for a character to qualify for a dozen medal checks from one minute of combat. A medal check is rolled on d20, modified by your Charisma modifier, along with any specific criteria listed under the medal itself. Medals may not be awarded unless you could actually meet or exceed the DC on a roll of 20 or less (in other words, a Natural 20 is not an automatic success).

TABLE 2-2: ARMY RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Private	---	+0	+1
E-2	Private	15	+1	+2
E-3	Private First Class	16	+2	+3
E-4	Specialist	17	+4	+4
E-4+	Corporal	17	+5	+4
E-5	Sergeant	20	+6	+5
E-6	Staff Sergeant	21	+8	+6
E-7	Sergeant 1 st Class	22	+10	+7
E-8	Master Sergeant	23	+12	+8
E-8+	First Sergeant	25	+14	+8
E-9	Sergeant Major	26	+16	+9
E-9+	Command Sgt. Major	27	+18	+9
E-10	Sgt. Major of the Army	30	+20	+10
Warrant Officer Ranks (Requires 10 Skill Ranks in two skills)				
WO-1	Warrant Officer 1	20	+6	+6
WO-2	Warrant Officer 2	22	+9	+7
WO-3	Warrant Officer 3	24	+12	+8
WO-4	Warrant Officer 4	26	+15	+9
WO-5	Chief Warrant Officer	28	+18	+10
Officer Ranks (Requires Officer Candidate School)				
O-1	2 nd Lieutenant	20	+6	+6
O-2	1 st Lieutenant	22	+9	+8
O-3	Captain	24	+12	+10
O-4	Major	26	+15	+12
O-5	Lieutenant Colonel	28	+18	+14
O-6	Colonel	30	+21	+16
O-7	Brigadier General	32	+24	+18
O-8	Major General	34	+27	+20
O-9	Lieutenant General	36	+30	+22
O-10	General	38	+33	+24

BRONZE STAR

All; DC 18

The Bronze Star is awarded for gallantry in combat that does not rise to the level to merit the award of a Silver Star.

Prerequisite: This medal is earned in the same fashion as the Silver Star, Distinguished Service Medal, Distinguished Service Cross, and the Medal of Honor, and is part of the same Medal Check as those medals (roll once, modified rolls of 35 or higher result in the Medal of Honor, 30 or higher the Distinguished Service Cross, 23 or higher the Silver Star, 20 or higher the Distinguished Service Medal, and 18 or higher the Bronze Star).

Effect: You gain a +4 bonus on your next promotion check, and a +2 bonus on all future promotion checks.

DISTINGUISHED SERVICE CROSS

All; DC 30

The Distinguished Service Cross is awarded to Army personnel who distinguish themselves through conspicuous gallantry that does not rise to the level to merit a Medal of Honor. The Distinguished Service Cross was created by President Woodrow Wilson to honor American soldiers serving in Europe in WWI.

Prerequisite: To check for this medal, you must have participated in an encounter with an Encounter Level higher than your level. For each level the EL is higher

TABLE 2-3: MARINE RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Private	---	+0	+1
E-2	Private First Class	15	+1	+2
E-3	Lance Corporal	16	+2	+3
E-4	Corporal	17	+4	+4
E-5	Sergeant	20	+6	+5
E-6	Staff Sergeant	21	+8	+6
E-7	Gunnery Sergeant	22	+10	+7
E-8	Master Sergeant	23	+12	+8
E-8+	First Sergeant	25	+14	+8
E-9	Master Gunnery Sergeant	26	+16	+9
E-9+	Sergeant Major	27	+18	+9
E-10	Sgt. Maj. of the Marines	30	+20	+10
Warrant Officer Ranks (Requires 10 Skill Ranks in two skills)				
WO-1	Warrant Officer 1	20	+6	+6
WO-2	Warrant Officer 2	22	+9	+7
WO-3	Warrant Officer 3	24	+12	+8
WO-4	Warrant Officer 4	26	+15	+9
WO-5	Chief Warrant Officer	28	+18	+10
Officer Ranks (Requires Officer Candidate School)				
O-1	2 nd Lieutenant	20	+6	+6
O-2	1 st Lieutenant	22	+9	+8
O-3	Captain	24	+12	+10
O-4	Major	26	+15	+12
O-5	Lieutenant Colonel	28	+18	+14
O-6	Colonel	30	+21	+16
O-7	Brigadier General	32	+24	+18
O-8	Major General	34	+27	+20
O-9	Lieutenant General	36	+30	+22
O-10	General	38	+33	+24

than your level, you gain a +1 to the medal check for this medal. Make only one check for this and the Medal of Honor, comparing the result of the Medal check to both DCs. If the modified roll is 35 or higher, you are awarded the Medal of Honor only, not both medals. If the modified roll is 30 or higher, you receive the Distinguished Service Cross.

Effect: You make a Promotion check at +8 immediately upon receiving this medal. If you also gained a level as a result of the adventure in which this medal was gained, you make a normal Promotion check, and can gain 2 Ranks this level. You gain +4 on all future Promotion checks.

DISTINGUISHED SERVICE MEDAL

All, other; DC 20

The Distinguished service medal, unlike the Distinguished Service Cross or the Medal of Honor, is awarded for meritorious army service either in combat or peacetime, of a particularly meritorious nature. The Distinguished Service Medal may also be awarded to non-Army personnel who perform meritorious service in wartime, at the discretion of the President. In WWI, for example, the allied generals of France, Britain, Italy, and Belgium were awarded Distinguished Service Medals.

Prerequisite: For combat service, this medal is earned in the same fashion as the Distinguished Service Cross, and the Medal of Honor, and is part of the same Medal check as those medals (roll once, modified rolls

TABLE 2-4: NAVY RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Seaman Recruit	---	+0	+1
E-2	Seaman Apprentice	15	+1	+2
E-3	Seaman	16	+2	+3
E-4	Petty Officer 3 rd Class	17	+4	+4
E-5	Petty Officer 2 nd Class	20	+6	+5
E-6	Petty Officer 1 st Class	21	+8	+6
E-7	Chief Petty Officer	22	+10	+7
E-8	Senior CPO	23	+12	+8
E-9	Master CPO	27	+18	+9
E-10	Master CPO of the Navy	30	+20	+10
Warrant Officer Ranks (Requires 10 Skill Ranks in two skills)				
WO-1	Warrant Officer 1	20	+6	+6
WO-2	Warrant Officer 2	22	+9	+7
WO-3	Warrant Officer 3	24	+12	+8
WO-4	Warrant Officer 4	26	+15	+9
WO-5	Chief Warrant Officer	28	+18	+10
Officer Ranks (Requires Officer Candidate School)				
O-1	Ensign	20	+6	+6
O-2	Lieutenant Junior Grade	22	+9	+8
O-3	Lieutenant	24	+12	+10
O-4	Lieutenant Commander	26	+15	+12
O-5	Commander	28	+18	+14
O-6	Captain	30	+21	+16
O-7	Rear Admiral, Lower	32	+24	+18
O-8	Rear Admiral, Upper	34	+27	+20
O-9	Vice Admiral	36	+30	+22
O-10	Admiral	38	+33	+24

of 35 or higher result in the Medal of Honor, 30 or higher the Distinguished Service Cross, 20 or higher the Distinguished Service Medal). For peacetime, if you make a skill check roll of a natural 20, that results in at least 50 HD of lives being saved, then you may check for this medal.

Effect: You gain +8 to your next Promotion check, and a +4 to all future Promotion checks.

EXPERT BADGE

All

You have passed the proper expert exam and been recognized with a badge of achievement.

Prerequisite: Weapon Focus feat

Effect: The character gains a +2 bonus on Promotion checks until the character gains one rank.

MARKSMAN BADGE

All

You have passed the proper marksmanship exam and been recognized with a badge of achievement.

Prerequisite: Marksman feat

Effect: The character gains a +2 bonus on Promotion checks until the character gains one rank.

MEDAL OF HONOR

All, DC 35

The Medal of Honor is awarded by the President, on behalf of congress, for conspicuous gallantry and intrepidity at the risk of his or her life above and beyond the call of duty, while engaged in action against an enemy of the United States.

Prerequisite: To check for this medal, you must have participated in an encounter with an Encounter Level

TABLE 2-5: ABOVE 0-10

Name	Promotion DC	Requisition Modifier	Pay Grade
Joint Chiefs	40	+40	+28
Chairman Joint Chiefs	45	+46	+32

higher than your level. For each level the EL is higher than your level, you gain a +1 to the medal check for this medal. Realistically then, this medal will only be awarded for *very* dangerous encounters.

Effect: You make three Promotion checks at +12. You may gain rank from all three of these checks, and if you gain a level, may gain one rank in the normal fashion. You gain a +4 Reaction from all characters with Allegiances to military, country, patriotism, loyalty, etc. You gain +8 on all future Promotion checks.

PURPLE HEART

All

A decoration awarded to members of the armed forces who have been wounded in action.

Prerequisite: Must sustain at least 25% hit point loss due to enemy action.

Effect: You gain a +1 bonus on the next, and all future Promotion checks.

Special: If you receive more than 2 Purple Hearts in a six month period, or more than three Purple Hearts total, you must go before a Medical Review Board within 60 days of completely healing up to ensure that you are still fit for duty. If you cannot succeed in attribute checks (DC: 15) for each attribute, you will be discharged from the military or assigned to a desk.

SHARPSHOOTER BADGE

All

You have passed the proper sharpshooter exam and been recognized with a badge of achievement.

Prerequisite: Sharpshooter feat

Effect: The character gains a +2 bonus on Promotion checks until the character gains one rank.

SILVER STAR

All; DC 23

The Silver Star is awarded for gallantry in combat that does not rise to the level to merit the award of a Distinguished Service Medal.

Prerequisite: This medal is earned in the same fashion as the Distinguished Service Medal, Distinguished Service Cross, and the Medal of Honor, and is part of the same Medal check as those medals (roll once, modified rolls of 35 or higher result in the Medal of Honor, 30 or higher the Distinguished Service Cross, 23 or higher the Silver Star, 20 or higher the Distinguished Service Medal).

Effect: You gain a +6 bonus on your next Promotion check, and a +4 bonus on all future Promotion checks.

V-DEVICE

All; DC +2

The V-Device is a small addition to the medal, but one that changes the meaning entirely. A V-Device signifies valor in combat or a dangerous situation, and enhances the Bronze or Silver Star that it is attached to. It is often used to signify a valorous action that did not meet the requirements for the next highest level, but many soldiers consider a Bronze Star for Valor more impressive than a Silver Star.

Prerequisite: The V-Device is earned in the same fashion as the Silver Star or Bronze star, and is part of the same Medal check as those medals. However, this device may only be earned for actions under fire.

Effect: You gain a +2 bonus on his next Promotion check, and a +1 bonus on all future Promotion checks.

CHAPTER 3:

MILITARY COMBAT

When they arrived at the remains of the brick building, Johnson, Martinez, and Cartwright all stayed behind while the others went forward.

“Why are we waiting here?” Cartwright asked impatiently.

Pilgrim just gave her a look.

“So the damn Nazis, dead in their graves, don’t hear us coming.”

And then he was gone like he had never existed. The only thing she heard was Johnson behind her, quietly laughing.

Then Martinez said, “He was talking to you, lummo. She’s much quieter than you are.” And Cartwright just couldn’t help it. She started laughing too.

Hasko was on the radio again. He looked like he was the one who was going to throw up this time.

“No. No. Yes God damnit. What do you think they’re doing? They’re crying and pissing their pants. The sooner the better. Just on the west. Every other side is going to be unfriendly. The west. Now damnit.”

Cartwright, as the only woman, along with Terrance, the medic, had been given the job of tending to the “they” Hasko was referring to. Thirty crying school children. This building hadn’t been a courthouse before the “insurgency”, it had been a school.

NEW COMBAT OPTIONS

The combat rules in d20 Modern are rock solid rules for those who want combat that is fun, not too realistic, and geared toward quick resolution. However, for the GM who desires a little more detail, or perhaps a little deadlier game, some alternate rules are presented. To help the GM select the level of realism she wants for her game, the rules are rated.

Modern is for rules that don't really change combat, just provide a little more detail.

Gritty rules make combat a little dicier for the characters.

True Grit make combat flat out rough.

AIR SUPPORT

Modern

If land forces have aircraft actively supporting them in an engagement, all soldiers on that side of the battle gain +2 to hit and defense. Note that if both sides of a battle have air support, both sides gain this bonus, effectively negating it.

Air Superiority: If one side of a battle *completely* controls the skies, then this bonus rises to +3 to hit and defense.

COMBAT FATIGUE

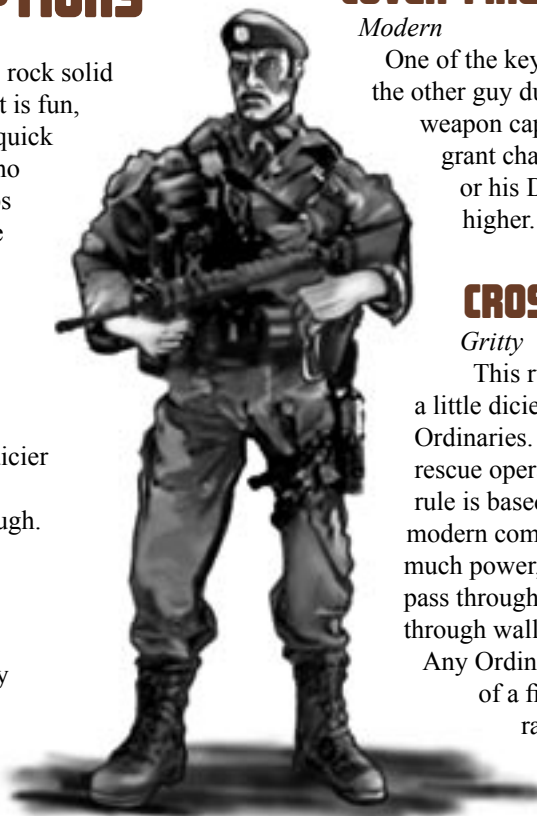
Gritty

A firefight may only last a minute, usually less, but when it's over, soldiers are as tired as if they had been marching all day. Anytime a character is involved in combat, the character must make a Will Save (DC 15) or be Mentally Fatigued (see New Conditions below) for one hour. If a character engages in combat again in this time, the character must make another Will save (DC 15) or become Mentally Exhausted (see new Conditions below).

COMMON INJURIES

True Grit

As Injuries (see below), except a character must roll a save to avoid being injured any time an attack is a Critical Threat as well (whether or not that Threat results in a Critical is irrelevant).



COVER FIRE

Modern

One of the key advantages of a gun is to make the other guy duck. One character armed with a weapon capable of firing on automatic may grant characters a Defense bonus of +2, or his Dexterity modifier, whichever is higher.

CROSSFIRE

Gritty

This rule is designed to make combat a little dicier for the PCs, and a lot dicier for Ordinaries. Thus, this rule makes hostage rescue operations particularly difficult. This rule is based on an unfortunate reality of modern combat: modern firearms have so much power, that even when they hit, they pass through targets, ricochet off objects, pass through walls, and so forth.

Any Ordinary within one range increment of a firefight (based on the shortest range of any weapon being used) has to make a Reflex save every round to avoid taking 1d12 Crossfire damage (this damage represents that bullets can lose velocity, strike at odd angles,

or that the character is being hit by a shell casing or chunk of debris). The DC of this save is determined by the conditions of the battle, as shown on the table below.

Battle Conditions	Reflex DC
Two sides involved in firefight	10
Three sides involved in firefight	15
Four or more sides involved in firefight	20
Each attack that misses its target this round	+1
Each attack that is a Natural 1 this round	+5

DEADLY FIREARMS

True Grit

This rule makes Massive Damage a much more dangerous condition for a character. Anytime a Massive Damage save is called for, the character must succeed at a Fortitude check equal to the damage inflicted (the DC is normally 15), or die (normally a character falls to -1 HP).

For example: Sgt. Wilson is struck by a sniper bullet and takes 28 points of damage. Normally he would have to make a massive damage save (DC 15) or fall to -1 HP. If Deadly Firearms is being used, the character would have to make a massive damage save (DC 28) or die.

TABLE 3-1: INJURIES

Roll	Location	Effect	Treat Injury DC
1-2	Head	Character is Blinded	25
3-4	Head	Character is Deafened	25
5-6	Head	Character has suffered a Concussion (see new Conditions)	20 (2-12 days)
7-8	Chest	Character loses 1-6 points of Constitution	20 (1 per day)
9-10	Stomach	Character acts as if Fatigued (rest will not remove this)	20 (1 day/die of damage)
11-12	Arm	Character suffers a broken arm (see new Conditions)	15
13-14	Leg	The character suffers –2 Defense	15 (1 day)
15-16	Knee	The character loses 1-6 points of Dexterity	20 (1 per day)
17-18	Leg	The character suffers a broken leg (see new Conditions)	20
19-20	Head	Character loses 1-4 pts. Intelligence and Wisdom	25 (1 per day)

FRIENDLY FIRE

True Grit

This rule makes player characters (and hero NPCs) as vulnerable to Crossfires as Ordinaries.

HORRORS OF WAR

True Grit

If this rule is in effect, characters may lapse into Mental Paralysis immediately (without first suffering from Mental Fatigue or Exhaustion) upon seeing the death of someone they know, if they fail a Will save (DC 20).

INJURIES

Gritty

Any time a character must make a Massive Damage save, he also must save to avoid being injured. The DC to avoid being injured is 15; the same as the Massive Damage save. Note that a character must save to avoid being injured even if he fails his Massive Damage save and falls unconscious (if the character is stabilized and lives, the injury will still need to heal). All injuries are treatable by the Treat Injury skill, at a DC listed on the table below. Some will heal naturally even if a character has no medical attention, and if this is the case a time is listed on the table below after the treat injury DC. If a character suffers an injury, roll on the following table to determine the effect suffered by the character:

SUPPRESSION FIRE

Modern

A character with a weapon capable of automatic fire may attack a square, instead of a target. Anyone in that square who does anything except hit the dirt and stay there suffers an attack of opportunity. This ability does not allow a character to make more attacks of opportunity than normal.

NEW CONDITIONS

CONCUSSION

This condition persists for 2-12 days, after which it will heal naturally. A character with a concussion will often appear perfectly fine, but will occasionally suffer dizziness, see spots, and in rare cases may even believe he is somewhere else, or become extremely confused. A character with this condition can only use half his ranks in any skill. A character who succeeds at a Will save may make a skill check with his full number of skill ranks, but the character must make this save again each time he makes a skill check as long as this condition persists.

BROKEN ARM

This condition persists for 1-6 weeks, minus one week per point of the character's Constitution modifier, minimum 1 week. If a character has a broken arm that is not set, the character may use that arm normally, but suffers a –2 to all actions performed with that arm, and must make a Fortitude Save (DC 15) or suffer 1-6 points of damage when using that arm. A character with a first aid kit may make a Treat Injury check (DC 15) to set a broken arm. This reduces the penalty to –1, and the character suffers no damage from using the limb. Once an arm is set, only the –1 penalty applies until the condition is healed.

BROKEN LEG

This condition persists for 1-6 months, minus one month per point of the character's Constitution modifier, minimum 2 months. If a character has a broken leg that is not set, the character may stand on that leg, but suffers a –4 penalty to Defense, and must make a Fortitude Save (DC 15) or suffer 1-6 points of damage each round the character stands on that leg. A character standing

on one leg is flat-footed, but does not suffer damage. A character standing on one foot or on a broken leg that is hit in combat must make a Reflex save (DC 15 if the character is placing weight on the broken leg, or DC 20 if the character is standing on one leg) or be knocked prone. A character with a first aid kit may make a Treat Injury check (DC 15) to set a broken leg. Once a leg is set, a character suffers a –2 penalty to Defense as long as the condition persists.

MENTAL BREAKDOWN

The character's experiences have caused the character to develop a mental illness, usually Post-Traumatic Stress Disorder (see that condition for more information), though some other well known examples of combat breakdowns, such as the "Thousand Yard Stare" are presented as well. Although no information on other forms of mental illness is provided here (such concerns are outside the scope of this book), combat breakdowns have resulted in every form of neurosis and psychosis that exists, and any of these could affect a character. This condition may only be removed by long-term application (2-24 months, one treatment per week) of the Knowledge (Behavioral Sciences) skill.

MENTAL EXHAUSTION

The character suffers a –6 penalty to Strength and Dexterity, moves at half speed, and cannot charge or run. What makes this condition different from normal exhaustion is that it is caused by mental and emotional stress, rather than physical exertion. One hour of rest, free from stress or combat, will "heal" mental exhaustion, leaving a character mentally fatigued. If a character suffering from mental exhaustion performs another activity that causes mental fatigue, the character may suffer mental paralysis, become panicked, or even suffer a mental breakdown (see those conditions for more information). An *Order* (see the Intimidate skill for more information) may temporarily allow a character to act as if mentally fatigued.

MENTAL FATIGUE

The character suffers a –2 penalty to Strength and Dexterity as normal for Fatigue. What makes this condition different is that it is caused by stress, rather than physical exertion. One hour of rest, free from stress or combat, will "heal" mental fatigue. If a character suffering from mental fatigue performs another activity that causes mental fatigue, the character may suffer mental exhaustion (see that condition for more information). An *Order* (see the Intimidate skill for more information) may remove this condition.

MENTAL PARALYSIS

A character suffering from mental paralysis either stands stock still, staring around him, or simply sits down on the ground, ignoring what is going on around him. If attacked, the character may make a Will save (DC 15) to become mentally exhausted again. If the character fails this save, the character will suffer a Mental Breakdown (see that condition for more information). A character suffering from mental paralysis has an effective Strength and Dexterity of 0, and is helpless. One day of rest, free from stress or combat will "heal" mental paralysis, leaving the character mentally exhausted. What makes this condition different from normal Paralysis is that this condition is caused by extreme stress and mental duress. An *Order* (see the Intimidate skill for more information) may temporarily allow a character to act as if mentally exhausted.

POST-TRAUMATIC STRESS

PTS is an illness that affects those who have been exposed to extreme stress, especially those who have suffered extreme stress over a long period of time, such as war veterans, prisoners of war, or concentration camp survivors. Characters with this illness may suffer nightmares (rendering the character fatigued), or even flashbacks. These conditions cause a 1 in 20 chance that the character is Fatigued on any given day. Should a character suffering this condition be placed under extreme stress again, the character must make a Will save (DC 20) or immediately suffer mental exhaustion.

THE THOUSAND YARD STARE

This mental illness has rendered the character so numb that he is actually *better* suited to stressful situations, including combat. The character gains +2 to attack and damage rolls in combat. However, out of combat, the character suffers a –4 to all skill checks except Spot and Listen. This mental illness can only be removed through long-term therapy as described under the Mental Breakdown new condition.

AERIAL COMBAT

Aircraft are excellent weapons platforms to attack targets on the ground, and other targets in the air. One of the best methods of stopping enemy aircraft from attacking you on the ground, or providing air support, is to use aircraft of your own to shoot them down. This is called Dogfighting.

DOGFIGHTING

Aerial combat is the true test of any fighter pilot's abilities, and requires him to be in peak mental and physical condition. This is why jet pilots, especially those who qualify for elite top gun style programs must be the best of an already elite group.

AERIAL STUNTS

Aerial stunts are maneuvers that require a Pilot check to perform successfully. Unsuccessful stunts often result in the aircraft ending up someplace other than where the pilot intended.

Trailing (DC skill vs. skill): Getting behind an enemy fighter is the coup de grace of most aerial combats. This stunt requires a pilot vs. pilot skill check. A trailing aircraft negates an opponent's Defense bonus from speed, and gains a +4 to all attack rolls against that aircraft.

Clear Your 6 (DC skill vs. skill): The opposite of Trailing, this is used both to resist being trailed, and for shaking an aircraft loose. Aircraft with a Wingman or an Escort get a bonus to this check.

Evasive Maneuvers (DC 20): As an attack action, an aircraft can make extreme turns and loops to avoid enemy fire. This stunt gives an aircraft a bonus to its defense equal to $\frac{1}{2}$ the craft's current speed modifier, or $\frac{1}{3}$ the pilot's Piloting skill, whichever is higher.

Brinkmanship (DC 20): This stunt involves putting your own craft in danger, forcing your opponent to follow you if he wishes to continue attacking. The pilot initiating this stunt performs a dangerous activity (such as flying under a bridge or into a train tunnel), and makes a pilot check. If the initiating pilot fails the check for this stunt (DC 20), his aircraft takes 1d6 damage for each point by which he fails this check. If he succeeds, his check becomes the DC for an aircraft to follow him (so if the character rolls a 23, an aircraft trying to stay with him would also have to roll a 23 or better).

If an aircraft chooses not to follow the character, attacks against the character's aircraft receive a 50% miss chance (as if totally concealed) for the next 1-4 rounds.

Nap of Earth Flying (DC 20): A very dangerous way to fly. By flying at extremely low altitudes, the character can avoid being detected by radar. If any unexpected obstacle appears in the character's path, this check must be made again to avoid a sudden landing (called a crash).

Wingover (DC 15): This maneuver allows an aircraft to make an extra 90-degree turn.

Loop the Loop (DC 20): This maneuver allows the character to turn the tables on a trailing opponent. A successful check allows the character to make an attack of opportunity against a trailing opponent, and immediately roll a skill vs. skill check to begin trailing

his pursuer as well. If this check fails, the pursued craft gets an attack of opportunity against the character. This stunt is an attack action.

Bombing Run (DC 15): By flying steady and still while releasing bombs, an aircraft can greatly increase the accuracy of those attacks, gaining a +1 to hit for each round it performs a Bombing Run (so if the aircraft performed this stunt for 6 rounds before releasing bombs, it would gain a +6 to hit). However, this also makes the craft very vulnerable to incoming fire. The craft loses all defense bonuses gained from speed, and cannot perform any stunts while executing this maneuver.

ATTACKING AIRCRAFT FROM THE GROUND

The Defense for aircraft in d20 Modern will strike some as too low. The maximum Defense bonus for speed is +4, and many aircraft take a -2 to -6 Size penalty to Defense. This leads to aircraft being able to be shot down by ill-trained guerillas on the ground with AK-47s. The rules presented below assume an aircraft is fighting other aircraft for determination of Defense. A character on the ground attacking an aircraft should take range modifiers into account.

Most aircraft use weapons with no range modifiers when attacking targets on the ground, and use weapons whose range is measured in miles, not feet (see the New Vehicle Weapons section for more information on these weapons). If an aircraft should be within range of a handheld weapon, because it is flying extremely low, the GM should give the aircraft a +10 Circumstance bonus to defense unless the weapon was specifically designed to attack aircraft (a Stinger missile for example).

BOMBING

Bombs work much like conventional attacks, except that they have no maximum range, and are unaffected by a character's skill. Regardless of the Base Attack Bonus of the character dropping the bomb, the base attack bonus of a bomb is +0, modified by things like Bombing Run (see aerial combat below), and "smart" bomb technology. The bomb keeps falling until it hits the ground. If an attack roll with a bomb is a natural 1, that bomb is a dud, and does not explode. It will need to be found and defused after the battle.

Bombs ignore all cover less than 90%, and all concealment. Concealment might affect the ability to find the target and recognize it as valuable enough to bomb, but once the bomb flies, there is no miss chance from concealment.

Bombs have two attack rolls, the initial check to determine how close it landed to its target, and the

detonation check. Use the grenade-like missile rules to determine where a bomb lands that misses its target.

A bomb does full damage to whatever it hits, and then damage to everything around it.

When a bomb strikes, it makes separate ranged touch attack rolls on all targets within one range increment at full damage and a Base Attack Bonus of +10. These attacks continue out to additional range increments, with the bomb losing -2 Base Attack Bonus and 2 dice of damage, and continue until the bomb's damage, modified for range, would be 0.

INDIRECT FIRE

Weapons such as mortar and artillery have many unique advantages, but require a special set of skills to use correctly. Indirect Fire ignores all cover bonuses less than Full or 90% cover. Since the rounds come from above, cover such as sandbags, foxholes, walls etc. provide no protection. Indirect Fire attacks also suffer no range penalties, allowing these weapons to be used at extremely great distance with little loss in accuracy.

RANGE FINDING

Indirect Fire attacks start at -10 to hit. Every round that is fired decreases this penalty by one, until after 10 attacks, the operator is able to attack at his full Base Attack Bonus. Many factors can help the operator negate this penalty more quickly:

Equipment: Modern artillery pieces, even those as small as the mortar have very sophisticated sites and range finders, granting a bonus to hit (which of course negates some of the initial penalty). Use of an artillery site requires an attack action, unless the character firing the weapon has the Target Acquisition feat.

Reconnaissance: Scouting can greatly increase artillery accuracy. Either by land (forward observation), air, or satellite (requiring a recent satellite pass), on a successful Spot check (DC 20) the character receives a +2 to hit.

Computer Targeting: Very sophisticated artillery pieces (such as the Paladin self-propelled howitzer) grant an even greater reduction in Indirect Fire to hit penalties.

ARTILLERY CREWS

Equally vital to success of an artillery attack is the crew loading the weapon. The base firing rate of artillery pieces is several rounds, but each character on the artillery crew with the Teamwork feat reduces this loading time by one round to a minimum of one round per attack.



COUNTER ARTILLERY

If an area struck by indirect weapons fire has indirect weapons of its own, a Spot check (DC 15) will allow those forces to return fire at +2 to hit. This allows the initial attacker to make his own Spot skill check to gain a +2 to hit, which in turn allows further Spot checks for bonuses to hit from the other side. This process is known as the artillery duel, and is generally considered a *very bad idea* for the artillery crews involved. Immunity from counter artillery (through firing from a different position each time) is one of the key advantages of mortar and self-propelled artillery (such as the Paladin) over stationary Howitzers.

MINIMUM RANGE

Indirect fire weapons can only be used against targets one range increment away or *further*.

MISSILE ATTACKS

These are a special form of attack. Missile attacks require a character to activate them (using an attack action), but each type of missile has its own Base Attack Bonus. See the individual missile listings in the vehicle weapons for more information on each missile's Base Attack Bonus.

SUBMARINE WARFARE

Craft under the water have tremendous advantages, using the waters to go undetected, waiting for the right moment to strike. Against ordinary surface ships, a submerged submarine has total concealment (all attacks have a 50% chance to miss and attackers must guess the target's location). This concealment also gives the craft a +10 Hide bonus to avoid being seen by surface ships.

This advantage was so great, that in WWII countries with large submarine fleets were able to choke off trade over the seas, requiring new tactics and technology to overcome.

AIRCRAFT VS. SUBMARINE

When a submarine is close to the surface, where it can attack surface vessels, it is more visible from the air. Against an aircraft, a submarine in position to attack has only one half concealment (a 20% chance for weapons to miss). The submarine can regain its concealment by going deep, but cannot attack surface vessels at depth.

Worse still for the submarine, many aircraft are equipped with sonar buoys, which negate the submarine's concealment against *all* attacks, including those from surface vessels. If aircraft start dropping buoys into the water, a submarine commander would be wise to run.

As if the ability to spot the submarine, and render it visible to ships on the surface weren't bad enough, many helicopters are also equipped with torpedoes and depth charges to take care of enemy submarines themselves.

Because of this powerful ability to detect and destroy submarines, many naval vessels now carry helicopters specially equipped to detect and destroy submarines.

SUBMARINE VS. SUBMARINE

If a submarine goes deep, it has insulated itself from most forms of surface attack (depth charges being an exception). However, there is no defense except skill and guile in the cat and mouse game that is the true test of all submarine commanders: enemy submarines.

The waters offer only the defense that the sub driver's skill can grant. The Drive skill of a submarine's driver becomes the Hide skill of that submarine. This is contested skill vs. skill against the Listen skill of an opposing submarine's sonar operator.

SURFACE VS. SUBMARINE

Against a submarine in attack position, many surface vessels have torpedoes of their own to fight back. Once a craft goes deep, a surface vessel's best option is depth charges. Unless the vessel has sonar buoys in the water, it will be attacking blind with its first depth charges. The trick is to use a *lot* of depth charges, look for signs of damage (oil is a good indicator of a solid hit), then slowly refine the depth settings of the explosives.

Depth Charges attack at the normal concealment chance (if the submarine's position is not known the attacks have a base 50% chance to miss). However, each hit can be detected by surface sonar on the ship, and by signs of damage floating to the surface. Each hit reduces the submarine's concealment by 10%.



CHAPTER 4:

MILITARY EQUIPMENT

Captain Harris paused at the door. The sounds of mugs clanking on old oak tables and the occasional round of “HOOAHHHHHHS!!!!!!” filtered out into the rainy night.

The ambassador grabbed Harris’ arm just as he was about to go in.

“Are you sure they will help us?”

Harris just looked at the man like he had stepped out of an alternate reality.

“This is what they do ambassador. I could make it an order, but I won’t have to.”

As the Captain and the out of place suit walked into the rough and tumble dive, the ambassador couldn’t help but look around at the sudden quiet that descended like a blanket around the out of place men, and, suddenly, he understood as he looked at them.

“This is what they do...”

Lieutenant Franklin turned around. The others were waiting for him to speak first.

“Captain. What can we do for you and your... guest?”

“There’s a Force Recon patrol that went in after a couple of grunts who didn’t get the message that the locals hadn’t exactly responded well to our olive branch of peace. They have asked us for emergency evac.”

Someone in the back yelled, “Jarheads don’t know how to use a fucking map?”

Lt. Franklin smiled and let the laughter die down, then suddenly turned serious.

“That’s not like them. What’s the catch, Captain?”

“Captain Harris met the eyes of the men in the room one by one, “Stingray Charlie reports they have encountered a group of 30 schoolchildren of the ethnic group that is the target of the current cleansing.”

Franklin’s feet hit the ground and he faced his men.

“Well? We gonna piss off here all night or what? This beer sucks anyway.”

As one, every mug in the room slammed down on the table, and their voices rose as one in a roar that seemed much louder than any noise the small group of assembled men could make.

“NONE FORGOTTEN!”

And then they were running. In less than a minute the dive was empty except for the officer and the ambassador

Special operations characters are defined by more than just their training (although that training is second to none). The specialized equipment used by special operations forces compliments their training, allowing them to pack the punch of a rifle company into a small group of elite soldiers. This superior weaponry and training combine to make the special operations forces feared and respected around the world. Many of the weapons listed below are “next generation” firearms. Meaning, they are slowly making their way into the regular ranks, replacing older weapons. The M-4 Carbine, for example, (from the Modern Core Rulebook) began its military career as a special operations weapon, then made its way into elite units such as the 82nd Airborne. Slowly, this weapon will replace the older M-16 for most frontline units, as it is smaller, lighter, and better adapted to close quarters fighting, something the military sees itself doing more and more in the years ahead.

PERSONAL EQUIPMENT

Personal equipment is gear used by soldiers for comfort (such as the modular sleeping bag), to protect against NBC attack, to see at night, and to communicate on the battlefield.

HAZMAT SUIT

This suit renders the character completely immune to chemical and biological attack. These suits are bulky, imposing a –2 Armor penalty over and above any penalty the character gets from armor she is wearing (these suits are loose and can be worn over armor). These suits are also hot and cumbersome, imposing a –2 penalty on saves to avoid taking damage due to hot weather or dehydration. If a character takes 10 points of damage while wearing this suit, it has been punctured to the point that he loses its benefits.

JST SUIT

Joint Service Lightweight Integrated Suit Technology Ensemble

This ensemble is a lightweight, flexible clothing system that provides protection against chemical and biological agents. The components, when combined with standard CB protective butyl gloves and masks for respiratory protection, allow for complete mission-oriented protective posture flexibility.

Weight: 9.6 pounds

M-9 MULTIPURPOSE BAYONET SYSTEM

The M-9 multipurpose bayonet system is used as a bayonet on the M-16- series rifle and the M-4-series carbine, as a hand weapon, as a general field and utility knife, as a wirecutter together with its scabbard, and as a saw.

Damage: 1d6/19-20(x2)

M-40 PROTECTIVE MASK

The M-40 mask protects soldiers against nuclear, biological and chemical threats by filtering air through an externally mounted filter canister. The canister is easy to replace and can be mounted on the left or right side of the mask. The M-40 is used in conjunction with the Joint Service Lightweight Integrated Suit Technology Ensemble to allow for complete mission-oriented protective posture. (Provides a +4 against all chemical attacks, and immunity to inhaled chemical attacks) Weight: 4.5 pounds

MODULAR LIGHTWEIGHT LOAD-CARRYING EQUIPMENT SYSTEM

The MOLLE system consists of a modular rucksack with removable compartments and components, and a fighting load vest that accepts removable pockets for rifle, pistol, squad automatic weapon and grenadier configurations. It also includes an On-the-Move Hydration System.

Weight: 16.8 pounds

MODULAR SLEEPING BAG SYSTEM

The MSBS is a bag-within-a-bag concept. An intermediate sleeping bag fits into a “patrol” warm-weather bag to form an extreme cold-weather sleeping bag. The MSBS consists of a camouflage, water resistant, breathable bivouac cover; a lightweight patrol sleeping bag; an intermediate cold-weather sleeping bag; and a compression stuff sack (to store and carry the system).

Protection: Patrol Bag: 35 to 50 degrees.

Intermediate CW Bag: -5 to 35 degrees.

Patrol, ICW and ECWCS: Down to -50 degrees.

Weight: 10.6 pounds

NBC SUIT

This suit renders the character completely immune to chemical, biological, and low-level radiation damage (in other words, fallout radiation and such). Close proximity to active radiation is heat damage, and this suit offers no protection against heat, only strong radiation

TABLE 4-1: PERSONAL EQUIPMENT

Name	Size	Weight	Purchase DC	Restriction
Hazmat Suit	Large	50 lb.	20	Res.
JSL Suit	Medium	9.6 lb.	15	Res.
M-9 Bayonet	Tiny	1 lb.	15	---
M-40 Protective Mask	Small	4.4 lb.	15	---
Modular Load-Carrying System	Medium	16.8 lb.	15	---
Modular Sleeping Bag	Medium	10.6 lb.	15	---
NBC Suit	Large	50 lb.	25	Mil.
NightVision Goggles	Small	1.5 lb.	20	Res.
Soldier Intercom	Tiny	1.4 lb.	20	Res.

sources. These suits are bulky, imposing a –2 Armor penalty over and above any penalty the character gets from armor she is wearing (these suits are loose and can be worn over armor). These suits are also hot and cumbersome, imposing a –2 penalty on saves to avoid taking damage due to hot weather or dehydration. If a character takes 20 points of damage while wearing this suit, it has been punctured to the point that he loses its benefits.

NIGHT VISION GOGGLES, AN/PVS7D

This helmet-mounted image-intensification system is used for such night time operations as driving, walking, map reading and performing maintenance. The system is designed for use in conjunction with rifle mounted aiming lights. This system provides its wearer with Darkvision out to a range of 150 feet.

Weight: 1.5 pounds

SOLDIER INTERCOM

The Soldier Intercom allows soldiers to talk to each other from up to 700 meters without giving away their positions. Squad leaders can talk to the entire squad simultaneously on a discreet channel heard only by them. Each SI unit includes a receiver/transmitter, rechargeable battery pack and headset with boom microphone.

Weight: 1.4 pounds

WEAPONS

This section introduces some new weapons in use by the military today, such as the M-203 grenade launcher, newer sniper rifles, dedicated hybrid assault rifle/grenade launcher combos and so forth.

CLAYMORE

An anti-personnel weapon, the Claymore fires 700 steel balls and 682 grams of C-4 in a cone from the weapon on command from a detonator. The Claymore is very useful for protecting defensive positions against infantry attacks. Also useful against light vehicles. This weapon requires 5 ranks of the Demolitions skill to use safely (DC 15 to set the weapon up, but a character can take 10 on this check if not under fire).

FLASH-BANG GRENADE

These weapons are favorites of special forces units, especially hostage rescue units. The weapon, also known as a “stun grenade” emits a blinding flash and deafening boom, but inflicts no other damage. Anyone in the weapon’s blast radius must make a Reflex save (DC 20) or be Blinded for 2d4 rounds, and another Reflex save (also DC 20) or be deafened for 2d4 rounds.

M-4/203

Every rifleman becomes a grenadier with this weapon combination. A M-203 grenade launcher is affixed to the bottom of a M-4 carbine. Both weapons use the same stock. This potent combination is now in the hands of almost every American soldier. Of the two “combo” weapons, this weapon is preferred over the M-16/203 because it weighs less.

M-16/203

A slightly older combination weapon, this effective power-enhancer is still in widespread use in today’s military. This weapon is slowly being replaced by the M-4/203 combination because of that weapon’s lighter weight and better close quarters fighting ability.

M-24 SNIPER

The M-24 is the current preferred sniper rifle of the U.S. Army. This weapon is superior to older sniper rifles because of its lighter weight and box-fed magazine. This weapon is essentially a heavily modified Remington 700 hunting rifle.

M-40A1 SNIPER

The M-40A1 is the current preferred sniper rifle of the U.S. Marine Corps. This weapon is superior to almost any weapon in the world in its range, and every aspect of the weapon, from the firing mechanism to the scope used, to the ammunition was optimized to increase this weapon's range. Like the counterpart sniper rifle used by the Army (the M-24), this weapon is also a heavily modified Remington 700 hunting rifle.

M-120 MORTAR

The M-120 is a bridge between mortar and full-fledged artillery pieces such as the howitzer. This weapon can be carried, but almost never is, except in emergencies. Normally trucks tow these weapons.

The M-120 has a sophisticated site that provides the gunner of the weapon a +3 to hit. Using a scope is an attack action.

M-224 MORTAR

The M-224 is a light mortar, optimally used with a 2-man crew, this weapon may be carried and used by a single soldier under duress (firing every other round). With 2 men, this weapon may be fired every round. These weapons are included in each unit of platoon size

or higher, allowing individual infantry units the “punch” of artillery when needed.

The M-224 has a sophisticated site that provides the gunner of the weapon a +1 to hit. Using a scope is an attack action.

M-252 MORTAR

A skilled crew can fire this potent weapon once per round, delivering sustainable fire (especially when used in groups) on forward targets. Since this weapon may be disassembled, its weight may be divided between the three-man crew that operates it. A skilled crew (5 ranks in the Artillerist skill) may assemble this weapon as a full-round action. A common tactic with this weapon is to position several mortar behind a hill to gain cover from direct fire (the mortar can fire over the hill at no penalty).

The M-252 has a sophisticated site that provides the gunner of the weapon a +2 to hit. Using a scope is an attack action.

M-1014 JOINT SERVICES COMBAT SHOTGUN

Although the M-1014 was primarily tested by the U.S. Marine Corps, the weapon, as its name suggests, was designed to be the ultimate military shotgun, and replace the different models that were currently being used by various police, special operations, and military forces. The M-1014 is a superior, box-fed shotgun, and was approved in 2001 to be the shotgun of all the armed forces of the United States. Police and special operations forces primarily use this weapon.

TABLE 4-2: FIREARMS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	Purchase DC	Restriction
<i>Longarms (requires Personal Firearms Proficiency)</i>										
M-4/203	2d8/*	20/*	Ball./*	60 ft.	S,A	30 box	Large	10 lbs.	20	Mil.
M-16/203	2d8/*	20/*	Ball./*	80 ft.	S,A	30 box	Large	13 lbs.	20	Mil.
M-24 Sniper (7.62 mm)	2d12	20	Ballistic	140 ft.	S	5 box	Large	12 lbs.	22	Mil.
M-40A1 Sniper (7.62 mm)	2d10	20	Ballistic	160 ft.	S	5 box	Large	15 lbs.	24	Mil.
M-1014 (12-gauge Shotgun)	2d8	20	Ballistic	40 ft.	S	6 box	Large	9 lbs.	18	Res.
<i>Heavy Weapons (each requires a specific Exotic Firearms Proficiency)</i>										
M-203	Varies	--	--	80 ft.	1	1 int.	Large	6 lbs.	18	Mil.
M-249 SAW (5.56 mm)	2d10	20	Ballistic	90 ft.	A	100 box	Large	16 lbs.	25	Mil.
M-240 (7.62 mm)	2d12	20	Ballistic	120 ft.	A	Linked	Huge	28 lbs.	30	Mil.
Stinger	10d6	20	Ballistic	150 ft.	1	Varies	Large	15 lbs	15	Mil.

* Weapon has a M-203 Grenade Launcher attached, and may use that weapon's stats to fire grenades.

TABLE 4-3: PERSONAL MUNITIONS

Weapon	Damage	Critical	Type	Radius	Range	Size	Weight	Purchase DC	Restriction
Claymore	6d6	20	Slashing	20 ft.	0	Small	3 lbs.	20	Mil.
Flash-Bang	*	*	*	10 ft.	10ft.	Tiny	1 lb	14	Mil.

M-203 GRENADE LAUNCHER

This weapon is a new version of the M-79, and has almost completely replaced that older weapon in military service because of its greater range and lighter weight. This weapon is commonly used in tandem with the M-4 and the M-16 to provide the infantryman even greater flexibility. Special Operations forces always use this weapon in the M-4/203 combination.

M-249 SQUAD AUTOMATIC WEAPON (SAW)

The M-249 Squad Automatic Weapon is a man-portable version light machine gun. This weapon, which first saw action in special operations units, is slowly being issued force wide in the Army and Marine Corps, and will soon completely replace the M-60. Although heavy, this weapon can be carried and used by one man. Each special operations unit will try to have at least one member with a SAW, for those times when you just need to punch your way through. The M-249 has been given the affectionate nickname of “Minimi” by the soldiers using these weapons.

M-240 MACHINE GUN

Although not a man-portable weapon (this weapon must be fired from a bipod or pintle mount), this weapon is very popular with special operations forces because of its flexibility and power. These weapons are built to be modified, and if pintle mounted in a helicopter, the weapon can be modified to fire from a tripod or bipod in minutes (especially handy when that helicopter goes down and you have to leave it behind, but don’t want to leave the machine gun behind).

STINGER MISSILE

This shoulder fired anti-aircraft weapon ignores the first 10 hardness of a vehicle or object struck, and gains a +1 to hit against airborne targets.

NEW VEHICLES

Military vehicles are not just a means of getting around (although they sure are a great way to travel). Many military vehicles are complex fighting machines capable of dominating any battle they take part in. Helicopters, jets, tracked and wheeled vehicles, mighty warships, and even powerboats have all seen action as powerful force projectors. Some of these vehicles will be essential to special operations forces, some are used by the larger military.

Defense and Maneuver: Many of the vehicles in this section have exceptional Defense and Maneuver ratings relative to their size. This is because military vehicles, being designed for combat, have profiles (the side meant to face the enemy when you fight) that are narrow and hard to hit as well as state of the art maneuverability systems.

VEHICLE SPEED CONVERSION TABLE

To aid the Game Master in designing his own vehicles, and also for coming up with the dreaded “how fast does it move” on the fly, the following table provides a rough conversion of miles per hour (mph) to feet per round (fpr). For those not in America, kilometers per hour (kph) is included for convenience.

The numbers below are derived from rough approximations based on the real world speed of the vehicles in the d20 Modern core rulebook, compared to

TABLE 4-4: INDIRECT FIRE WEAPONS

Weapon	Damage	Critical	Crew	Type	Range	ROF	Size	Weight	Purchase DC	Restriction
<i>(requires Exotic Firearms Proficiency- Mortar)</i>										
M-120 Mortar	10d6	20	4/1	Ballistic	4.5 mi.	5 rds.	Huge	320 lbs.	33	Mil.
M-224 Mortar	8d6	20	2/1	Ballistic	2.2 mi.	1 rd.	Huge	47 lbs	20	Mil.
M-252 Mortar	9d6	20	3/1	Ballistic	3.5 mi	2 rds.	Huge	91 lbs.	25	Mil.

the real world speeds presented below. In other words, the speeds are not so much accurate to the real world as they are proportionate to the speeds given for vehicles in the d20 Modern core rulebook.

MPH	KPH	FPR (Chase Scale)
10	16	18 (1)
20	32	36 (3)
30	48	54 (5)
40	64	72 (7)
50	80	90 (9)
60	96	108 (10)
70	112	126 (12)
80	128	144 (14)
90	144	162 (16)
100	160	180 (18)
120	192	216 (21)
140	224	252 (25)
160	256	288 (28)
180	288	324 (32)
200	320	360 (36)
225	360	405 (40)
250	400	450 (45)
275	440	495 (49)
300	480	540 (54)
350	560	630 (63)
400	640	720 (72)
450	720	810 (81)
500	800	900 (90)
550	880	990 (99)
600	960	1080 (108)
650	1040	1170 (117)
700	1120	1260 (126)
750	1200	1350 (135)
800	1280	1440 (144)
850	1360	1530 (153)
900	1440	1620 (162)
950	1520	1710 (171)
1000	1600	1800 (180)

FIXED WING

Fixed wing aircraft are used by the military both for attack and transport purposes. These aircraft require a runway to take off and land, though some are capable of landing in extremely cramped conditions such as the deck of an aircraft carrier.

A-10 THUNDERBOLT

The Thunderbolt is a twin-engine aircraft designed specifically for close air support of ground forces and the destruction of targets on the ground. Equipped with night vision technology, granting pilots full range of vision at night, the Thunderbolt can carry 6 Maverick anti-tank missiles or 6 Sidewinder missiles, 1 Mk 84 bomb, or 2 Mk 83 bombs. The Thunderbolt also has a 30 mm cannon with 1,000 rounds of ammunition.

The A-10 is 11 squares long, and 11 squares wide (wingspan).

AC-130H GUNSHIP

The AC-130H is a 4-engine turboprop aircraft designed for close air support for ground forces. The AC-130H has 4 weapons, which fire to the port(left) side of the aircraft, and will fly low, saturating enemy ground forces as it flies in a slow circle around them with fire from these weapons.

The AC-130H has one 105mm cannon, and 1 40 mm cannon, and 2 30mm cannons. These weapons fire to the left with a 180-degree arc of fire.

The AC-130H is 20 squares long, and 26 squares wide (wingspan).

AIR FORCE ONE

Since the Eisenhower administration, special aircraft have been used to carry the President and the Vice President. These planes are designated as Air Force One (when the President is on board), or Air Force Two (when the Vice President is aboard). Capable of hosting 100 guests at lavish dinners, Air Force one is a fast, secure, mobile headquarters for the President to conduct business or from which he could run the country in wartime.

The most historically important Air Force One, 26000, transported John Kennedy to Dallas, and his body to Washington after his assassination. Lyndon Johnson was sworn in as President on board 26000.

Air Force One cannot be requisitioned under any circumstances. If the PCs are extremely lucky they might get to ride in it a time or two.

Air Force One is 46 squares long, and 13 squares wide (wingspan).

B-2 SPIRIT

A dramatic leap forward in technology, the B-2 was first introduced in 1993, when the Spirit of Missouri was delivered to Whiteman AFB, in Missouri, the only base to field the B-2 (whose numbers are unknown, but estimated at 19).

The B-2 can carry a payload of 40,000 lbs, including



bombs and missiles of all varieties. Like the B-52, this aircraft is a strategic bomber capable of carrying nuclear weaponry.

The B-2 is 14 Squares long and 34 squares wide (wingspan).

The B-2 is completely undetectable by current radar technology.

B-52 STRATOFORTRESS

One of the most successful aircraft ever designed, the B-52 was introduced into service in 1954, and has an estimated lifespan extending to 2045.

The B-52 is a strategic bomber, capable of carrying a weapons payload of 70,000 lbs. that may include bombs, missiles (of all kinds), and nuclear weapons.

The B-52 is 32 squares long, and 37 squares wide (wingspan).

C-2A GREYHOUND

The C-2A is the primary aircraft carrier supply transport. This craft can carry 10,000 lbs of cargo, and is capable of landing on an aircraft carrier.

The C-2A is 11 Squares long, and 14 squares wide (wingspan), with wings deployed for flight, takeoff, and landing. The C-2A can fold its wings for storage, reducing the width of the aircraft to 7 squares.

C-130 HERCULES

In service for more than 40 years, the C-130 remains the backbone of American airlift capability. Capable of operating in weather from arctic to desert conditions, and capable of landing effectively on dirt runways, the C-130 has proven itself a hardy combat air transport since its introduction. Variants of the C-130 are used in roles ranging from medical evacuation (the HC-130),

TABLE 4-5: FIXED WING

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
A-10 (jet fighter)	1	0	0	-2	-2	900 (90)	8	10	40	G	50	Mil.
AC-130H (heavy aircraft)	14	0	0	-4	-4	480 (48)	6	10	40	G	50	Mil.
Air Force One (heavy aircraft)	26	100	0	-4	-4	980 (98)	6	15	50	G	*	*
B-2 (heavy aircraft)	2	*	*	-2	-2	1250 (125)	8	15	50	G	100	Mil.
B-52 (heavy aircraft)	5	*	*	-4	-4	1220 (122)	6	15	50	G	60	Mil.
C-2A (heavy aircraft)	4	*	*	-2	-2	650 (65)	8	8	40	G	40	Mil.
C-130H (heavy aircraft)	5	*	*	-4	-4	715 (75)	6	12	50	G	50	Mil.
F-14 (jet fighter)	2	0	0	+2	+0	1400 (140)	10	6	30	G	70	Mil.
F-15 (jet fighter)	1	0	0	+2	+0	1400 (140)	10	6	35	G	75	Mil.
F-16 (jet fighter)	1	0	0	+0	+0	1400 (140)	10	6	35	G	70	Mil.
F-18 (jet fighter)	1	0	0	+0	+0	1300 (130)	10	10	45	G	80	Mil.
SR-71 (heavy aircraft)	2	0	0	+2	+2	3200 (320)	10	8	40	G	90	Mil.

to special operations insertion and extraction (the MC-130), to weather flights into hurricanes and cyclones (the WC-130), to combat against ground forces (the AC-130, detailed above).

The C-130 is capable of carrying 92 soldiers, 64 fully equipped paratroopers (who sit facing one another and are deployed from doors on either side of the aircraft), 74 stretchers with a 2 man medical crew, or 45,000 lbs. of cargo.

The C-130 is 19 squares long, and 26 squares wide (wingspan).

F-14 TOMCAT

First introduced in 1973, when it replaced the F-4 Phantom the F-14 Tomcat provides air superiority, fleet defense, and precision ground strike capabilities to the armed forces. In 1995 the Tomcat underwent a series of upgrades incorporating new technology, including improved night vision and smart targeting for ground attack munitions.

The F-14 is also equipped with tactical air reconnaissance technology allowing it to serve in a scout role. The LANTIRN system grants pilots a +6 on Spot checks for aerial reconnaissance.

The F-14 is 12 squares long, and 13 squares wide with wings deployed for flight, takeoff, and landing. The F-14 can fold its wings for storage, reducing the width of the aircraft to 7 squares.

All Tomcats have one 20 mm cannon installed (500 rds).

The Tomcat has full night vision capability, and the JDAM installed. The Tomcat may carry a weapons payload of up to up to 4 bombs, and up to 8 missiles, 4 of which can be Phoenix missiles. Armament will depend on the aircraft's mission.

F-15 EAGLE

First introduced in 1972, the F-15 proved that it still was a capable combat aircraft in Desert Storm, where these aircraft accounted for all but three victories in air-to-air combat during the war.

The F-15 is also equipped with tactical air reconnaissance technology allowing it to serve in a scout role. The LANTIRN system grants pilots a +6 on Spot checks for aerial reconnaissance.

The F-15 is 13 squares long, and 9 Squares wide (wingspan).

The Eagle has a 20mm cannon installed, with 940 rds. of ammunition.

The aircraft may either carry 4 Sidewinders and 4 Sparrows, or 8 AMRAAMS.

F-16 FIGHTING FALCON

The F-16 was introduced in 1979, and is in use by the United States, but production assistance is provided by Belgium, Denmark, the Netherlands, and Norway. In a unique NATO program, these nations provide manufacturing support for many of the F-16's parts, allowing them to share in the aircraft's technology, but also insuring that repair parts for F-16s can be manufactured in Europe in the event of a world war.

The F-16 is 10 squares long, and 6 squares wide.

The F-16 has a 20mm cannon installed, with 500 rds of ammunition.

The F-16 can carry 6 missiles of any type.

F-18 SUPERHORNET

A sturdy, reliable fighter, the SuperHornet is a ground attack fighter capable of launching from land or carrier. The SuperHornet is renowned for its toughness, having survived hits from missiles in the past and survived to fight again.

The F-18 is 11 squares long, and 8 squares wide (wingspan).

All SuperHornets have one 20 mm cannon installed (1,000 rds).

The SuperHornet carries a weapons payload of up to 4 JDAM bombs, and up to 9 missiles, which may be of any kind except the Phoenix missile. However, the SuperHornet can mount air-to-ground missiles, bombs, and air-to-air missiles, making this the ultimate in mission-variability combat aircraft.

SR-71 BLACKBIRD

A reconnaissance aircraft, the SR-71 flies faster (Mach 3.2) and higher (operational ceiling 85,000 feet) than any aircraft in the world. With this speed, and the most advanced electronic equipment in the world, the SR-71 is capable of mapping 100,000 miles in an hour. That's eight minutes for an up to date map of Italy boys and girls.

The SR-71 is completely invisible to conventional radar.

The SR-71 is 21 squares long, and 11 squares wide (wingspan).

HELICOPTERS

Originally helicopters were used for transport, a function they are still ideally suited to because of their ability to take off and land with very little space and in almost any terrain. However, more and more helicopters are being designed to attack targets on the ground, provide air support, and undertake air superiority missions.

TABLE 4-6: HELICOPTERS

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
AH-1F	1	0	0	-2	-2	330 (33)	12	8	40	G	36	Mil.
AH-6	2	0	250 lb.	-4	-4	325 (32)	6	8	40	G	44	Mil.
AH-64A	2	0	0	-2	-2	300 (30)	8	10	50	G	50	Mil.
AH-64D	2	0	0	-2	-2	320 (32)	8	10	50	G	60	Mil.
CH-47D	3	24	10K lbs	-4	-4	340 (34)	6	8	60	G	40	Mil.
MH-6	2	6	700 lb.	-2	-2	330 (33)	8	5	40	G	34	Mil.
OH-58D	2	0	0	-2	-2	320 (32)	8	5	40	G	40	Mil.
SH-60	4	0	0	-4	-4	390 (39)	6	6	40	G	40	Mil.
V-22A	2	24	14K lbs.	-4	-4	585 (58)	6	6	55	G	42	Mil

AH-1F COBRA ATTACK HELICOPTER

The Cobra was the first true attack helicopter in the world, and entered service in Viet Nam in 1967. These 38-inch wide aircraft are extremely difficult targets (gaining a +4 Defense bonus), and are still in service today, although current models are far superior in weaponry and night vision capabilities to the craft that served so admirably in Viet Nam. These craft are armed with a 20mm Cannon (500 rounds), 70 mm rockets (76 rounds), and 8 TOW wire guided missiles (if the craft carries TOW missiles, it can only carry 38 rounds of 70mm rocket ammunition). This craft provides $\frac{3}{4}$ cover for crew.

The AH-1F is 12 squares long, and 10 squares wide (rotor diameter).

AH-6 LITTLE BIRD

The AH-6 is a modified MH-6, with the passenger facilities removed and replaced with 2 miniguns and 1200 rounds of ammunition (600 each). Alternately, the AH-6 can carry 2 7-shot 70mm rocket pods instead. This craft provides $\frac{3}{4}$ cover for crew and (possibly) one passenger.

The AH-6 is 6 squares long, and 4 squares wide (rotor diameter). The fuselage is one square

AH-64A APACHE ATTACK HELICOPTER

The primary attack helicopter of the United States Army, the Apache is regarded by many as the finest combat helicopter in military history. The Apache has full night vision capabilities, allowing its two-man crew to see as well in darkness or adverse weather conditions as they can during the day. This craft provides $\frac{3}{4}$ Cover for crew.

The Apache's weapon systems can be configured for a variety of combat assignments as follows:

Anti-Armor: 8 Hellfire missiles, 320 rounds 30 mm cannon; +2 Initiative and Maneuverability; +10 Top Speed.

Ground Support: 76 rounds 70 mm rockets, 1200 rounds 20 mm cannon; -2 Initiative and Maneuverability; -20 Top Speed .

Multi-Purpose: 8 rounds Hellfire missiles, 38 rounds 70 mm rockets, 1200 rounds 30 mm Cannon; -2 Initiative and Maneuverability.

The AH-64 is 12 squares long, and 10 squares wide (rotor diameter). The fuselage (including wings and weapon mounts) is 3 squares wide.

AH-64D APACHE LONGBOW ATTACK HELICOPTER

This improvement of the Apache, which debuted in 1995, is at least four times as survivable as the Apache A, due to the addition of the Longbow target acquisition system. This technology allows the helicopter to fire Hellfire missiles with no range penalties. Because of this huge advantage, the Apache D carries 16 Hellfire missiles and no 70 mm ROCKETS when outfitted for multi-purpose operations. This craft provides $\frac{3}{4}$ cover for crew.

The AH-64D is 12 squares long, and 10 squares wide (rotor diameter). The fuselage (including wings and weapon mounts) is 3 squares wide.

CH-47 CHINOOK

The Chinook is the army's primary cargo helicopter, capable of carrying 50 fully armed soldiers and deploying them via ground exit, rappelling, or airborne insertion. The Chinook can also carry vastly different forms of cargo, such as vehicles and artillery, or serve as a medivac copter capable of transporting 24 patients with 2 medics. Door mounted .50 caliber machineguns



can be added as well. The Chinook provides $\frac{3}{4}$ cover for crew and total cover for passengers when the cargo doors are closed. If they are open (which allows the Chinook to fire door mounted machine guns or debark soldiers carried inside), the Chinook provides no cover for passengers.

The CH-47 is 20 squares long (including front and rear rotors), and 12 squares wide (rotor diameter).

MH-6 LITTLE BIRD

The MH-6 is a utility helicopter designed to insert or extract small forces quickly and efficiently. This aircraft sees extensive use in special operations missions. In place of the weapon pods, two planks are fitted allowing up to six people to stand outside the helicopter (passengers receive no cover from the MH-6). However, all 6 passengers may leave the MH-6 as a move action (they are simply walking off the planks). This helicopter is unarmed. This craft provides $\frac{3}{4}$ cover for crew, but, as noted above, none for passengers.

The MH-6 is 6 squares long, and 4 squares wide (rotor diameter). The fuselage is one square wide.

OH-58D KIOWA WARRIOR

The Kiowa Warrior is a lightly armed attack helicopter with excellent night vision and radar capabilities, as well as sophisticated computer imaging that allows it to see the whole battlefield. In addition, Kiowas can be outfitted with various weapon loads, which can be quickly changed by ground crews, allowing the craft to perform roles from ground support, to reconnaissance, to ship defense. In fact, during the Gulf War, small, fast gunboats, and minelayers that were coming out at night were harrying American ships. After two encounters with the Kiowa, these boats refused to leave port. This craft provides $\frac{3}{4}$ cover for crew.

The Kiowa has two weapons mounts, which may carry one weapon system per mount, and may be outfitted as follows, with weapons systems varying based on the

craft's mission: 50 caliber machine gun (left weapons pod only), 500 rounds ammunition; 70 mm rockets, 7 per side; Stinger ATA missiles, 2 per side; Hellfire missiles, 2 per side.

The OH-58D is 10 squares long, and 8 squares wide (rotor diameter).

SH-60 SEAHAWK

The Seahawk is used by the Navy as an anti-submarine combat helicopter. These craft carry up to 20 sonar buoys and 3 Mk 46 torpedoes. The Coast Guard also uses these craft as search and rescue helicopters, with a retractable cable system, used for retrieving men down in the water, replacing the weaponry. A variation of this craft, the UH-60 Blackhawk, is also used by the Army. Statistics for the Blackhawk may be found in the d20 Modern Core Rulebook.

The SH-60 is 13 squares long, and 11 squares wide (rotor diameter).

V-22A OSPREY

A radical tilt-rotor design, the Osprey is an aircraft with all the advantages of a helicopter and a turbo-prop. The blades of the aircraft can pivot, allowing it VTOL capabilities like a helicopter. Once the craft is airborne, the rotors tilt forward, granting it the speed and fuel-efficiency of a turbo-prop aircraft. The Osprey carries two .50 Caliber machineguns, with 1,000 rounds each.

Capable of operating from traditional runways or ships, V-22A's are entering service for the Air Force, where they will serve as long-range deployment craft for special operations, and the Navy, where they will serve as combat search and rescue, special operations insertion and extraction, and fleet supply vehicles. The vast majority of these craft have been ordered by the Marine Corps, however, who see the Osprey as an ideal troop transport, capable of carrying 18 soldiers.

The V-22A is 11 squares long, and 4 squares wide.

TABLE 4-7: SUBMERSIBLE SHIPS

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
Los Angeles	134	10	1,000lbs.-2	-2	40 (4)	8/8/40	8	8	40	G+	45	Mil
Seawolf	134	10	1,000lbs.+0	+0	50 (5)	10/10/50	10	10	50	G+	55	Mil

SUBMERSIBLE SHIPS

The submarine has seen the most change of perhaps any type of craft in the twentieth century. From the Monitor, which was a battleship partially submerged to reduce its vulnerability to attack, to the completely submerged warships of the First World War, to the U-Boats that choked off trade in the Second World War, to today's invisible ballistic nuclear missile platforms. One common theme has not changed: run silent, run deep.

LOS ANGELES CLASS ATTACK SUBMARINE

The Los Angeles class is the backbone of the American attack submarine fleet, with at least 50 in service. These craft perform duties ranging from reconnaissance, to SEAL team delivery for special operations, to anti-submarine warfare.

The Los Angeles class is 72 squares long, and 7 squares wide.

The Los Angeles carries the Mk. 48 torpedo, and has four torpedo tubes. Each ship carries 60 torpedoes.

The Los Angeles class also carries 10 Tomahawk cruise missiles.

SEAWOLF

The Seawolf is the next generation attack submarine in the American Navy. Only two of these submarines currently exist, the USS Seawolf, and the USS Connecticut. The USS Jimmy Carter is currently under construction.

Faster than the Los Angeles class, the Seawolf is also extremely quiet, with state of the art Sonar systems. The Seawolf gains a +4 on Hide checks, and Sonar operators on board the Seawolf gain a +4 to Listen checks to detect enemy submarines.

The Seawolf is 71 squares long, and 8 squares wide.

The Seawolf class carries the Mk. 48 torpedo, and has eight torpedo tubes. Each ship carries 75 torpedoes.

The Seawolf class carries 10 Tomahawk cruise missiles.

SURFACE SHIPS

Surface ships serve a variety of functions, from coastal patrol craft, to heavily armed landing craft, to small boats that allow special operations forces to come ashore unnoticed.

41 FT. UTILITY BOAT

These versatile, fast ships are in service by the coast guard, but are also used as river/coastline patrol and attack craft by SEALs and SBU when subtlety is not required. In that role they usually have a .50 caliber machinegun or a MK-19 grenade launcher installed.

Crew receive ¼ cover, passengers below deck receive total cover.

The 41 ft. foot boat is 8 squares long, and 2 squares wide.

CYCLONE CLASS PATROL COASTAL BOATS

There are 13 of these ships, all assigned to Naval Special Warfare. These craft are used to transport SEALs, and by the Special Boat Unit in a situation where the 41' Utility or Mark V SOC would be outgunned. The 8 passengers on a Cyclone class vessel are typically an eight-man SEAL team.

The Cyclone Class is armed with 2 25mm cannons (500 rounds), 2 .50 caliber machineguns (1,000 rds), and 2 Mk 19 grenade launchers (200 rds Fragmentation), and 6 Stinger missiles (vehicle mounted).

The Cyclone provides ¼ cover for crew, and total cover for passengers below deck.

The Cyclone is 34 squares long, and 5 squares wide.

LANDING CRAFT, AIR CUSHIONED

The LCAC is the next generation of landing craft, being far faster and more versatile than older craft, the LCAC provides amphibious landing forces with a much greater range of options, removing many of the disadvantages older amphibious forces had to work around. Traditional landing craft can only be landed on 17% of the world's beaches, due to water depth, shore line conditions, weather, etc. By contrast, the LCAC can land on 80%

TABLE 4-8: SURFACE SHIPS

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
41 ft. UTB (powerboat)	3	0	1,000lbs	-2	-2	55 (5)	8	10	40	G	40.	Mil
Cyclone (ship)	28	8	500lbs.	-4	-4	64 (6)	6	12	45	G	50	Mil
LCAC (ship)	5	*	*	-4	-4	90 (9)	6	15	50	G	50	Mil
LCM 6 (ship)	5	*	*	-6	-6	23 (2)	4	15	50	G	50	Mil
LCM 8 (ship)	5	*	*	-6	-6	23 (2)	4	20	60	G	60	Mil
Mark 5 SOC (powerboat)	2	12	0	+0	+0	110 (11)	10	8	30	G	30	Mil
Stalwart (ship)	38	10	500lbs.	-4	-4	20 (2)	8	12	45	G	45	Mil

of the world's beaches. Also, the problem of equipment and personnel having to move very slowly inland after an amphibious landing is solved by the LCAC, which can go inland on existing roads and favorable terrain, carrying its cargo far inland. Lastly, traditional landing craft were one way vehicles, requiring extensive time and manpower to retrieve before they could be used again. The LCAC, after offloading cargo, can immediately return to a vessel for another load of troops.

Each LCAC is capable of carrying 180 fully equipped troops ashore.

Each LCAC has two weapon mounts capable of mounting a M-60 machinegun, .50 caliber machinegun, or a Mk-19 grenade launcher.

Troops and crew about the LCAC receive ½ Cover.

The LCAC is 18 squares long, and 9 squares wide.

LANDING CRAFT, MECHANIZED 6

These are slightly smaller (though still enormous) landing craft used by Marine Expeditionary Units for amphibious landings.

Each LCM 6 is capable of carrying 80 fully equipped troops ashore.

Troops and crew inside the LCM 6 receive total cover.

The LCM 6 is 11 squares long, and 3 squares wide.

LANDING CRAFT, MECHANIZED 8

These massive amphibious assault craft are capable of landing on either a beach or a pier, and are one of the primary landing craft used by the Marine Expeditionary Units.

Each LCM 8 is capable of carrying 1 tank, or 200 fully equipped troops ashore.

Troops and crew inside the LCM 8 receive total cover.

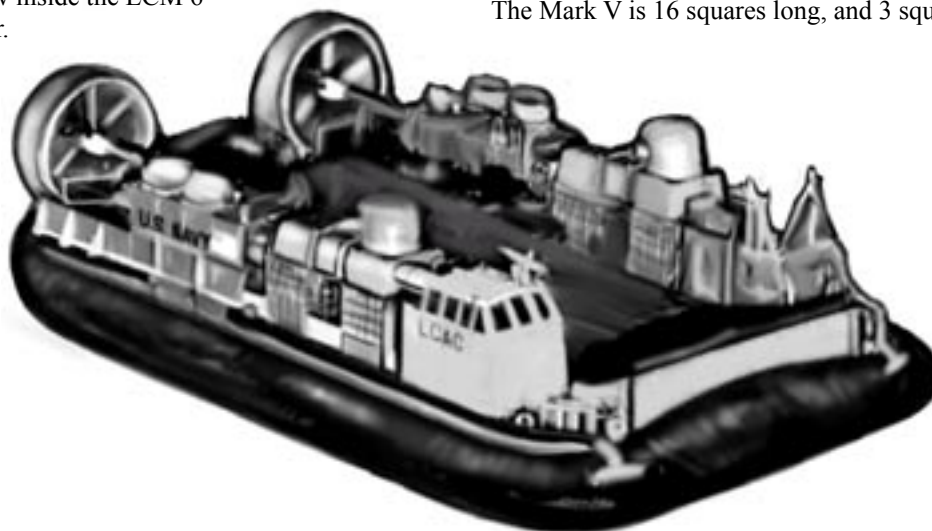
The LCM 8 is 15 squares long, and 4 squares wide.

MARK 5 SPECIAL OPERATIONS CRAFT

The Mark 5 is a fast, versatile craft used by SEALs and the Special Boat Unit. Capable of operating on the open sea or rivers, and with five weapon hardpoints capable of mounting .50 caliber machine guns, or Mk-19 Grenade Launchers, the Mark 5 gives special operations forces the ability to airlift a light, armed, boat anywhere in the world in 48-72 hours.

The only weakness to the Mark 5 is its light weaponry and armor, so this craft is typically deployed to areas thought to be relatively safe.

The Mark V is 16 squares long, and 3 squares wide.



STALWART

Counter Drug Operations/Ocean Surveillance ships

The Stalwart was originally designed to monitor underwater, to detect a possible submarine approach to the United States during the cold war. With the collapse of the Soviet Union and the end of hostilities, these vessels were to be decommissioned. However, the commander of the Atlantic Fleet decided to take three vessels, the Stalwart, the Indomitable, and the Capable, take out their Sonar arrays and replace them with Radar and Radio equipment, to make them capable of detecting drug smugglers in the air or on the water.

In addition to full Radar, providing +6 to Spot checks for Radar Operation, the Stalwart-class also has sophisticated Radio equipment that provides a +4 to any Electronic Warfare skill checks. The Radio operator must have the Electronic Warfare feat to gain this bonus.

Too slow to catch drug traffickers itself, the Stalwart will usually function as the eyes and ears for a sleek craft, such as a Mark V SOC or a 41' Utility Boat, or even aircraft engaged in drug interdiction.

The Stalwart is 45 squares long, and 9 squares wide.

TRACKED VEHICLES

Providing protection and mobility at high speed across any terrain, tracked vehicles are used for attack, defense, and cargo transport. Equipped with powerful engines, these vehicles can be heavily armored, providing superior protection regardless of their mission.

LINEBACKER (M-6 BRADLEY)

The Linebacker is an anti-aircraft vehicle. The Linebacker has three weapon systems: Stinger missiles, 25 mm cannon, and a heavy machinegun. The Stinger missiles are the craft's main anti-aircraft armament, and the Linebacker has a four missile launcher, allowing it to fire the missiles at semi-automatic speed. Once these four rounds are expended, the craft carries 6 more

rounds, which can be reloaded at four rounds each (Teamwork reduces this time as for Artillery Crews). The Linebacker also carries a 25 mm cannon (600 rounds), and a heavy machinegun (3,000 rounds). Like the M-2/A3, the Linebacker has a defensive grenade launcher with 4 smoke grenades as a defensive weapon.

The crew of the Linebacker sees through periscopes, which are fitted with night vision equipment, granting darkvision to a range of 200 feet, and the vehicle is equipped with a sophisticated communications system granting a +4 on all Communication Operations skill checks.

All Linebackers are amphibious, capable of reaching speeds of 25(2) in water. The Linebacker provides full cover for crew.

The Linebacker is 4 squares long, and 3 squares wide.

M-2/A3 BRADLEY ARMORED FIGHTING VEHICLE

A fast armored personnel carrier, the M-2/A3 provides cover, transportation, and suppression fire for small units of ground troops. Capable of carrying six soldiers (or 1,500 lbs of other cargo), the M-2 has three main weapon systems: a 25 mm cannon, with 500 rounds of ammunition, 2 TOW missiles (for taking out enemy armor), a heavy machinegun with 3,000 rds., and a grenade launcher with 4 smoke grenades (for escape and defensive purposes if the vehicle is outmatched- may also be used to screen ground forces). The engine of the Bradley may also be set to emit heavy smoke at will to deter pursuit.

The crew of the M-2/A3 sees through periscopes, which are fitted with night vision equipment, granting darkvision to a range of 200 feet, and the vehicle is equipped with a sophisticated communications system granting a +4 on all Communication Operations skill checks.

All M-2/A3s are amphibious, capable of reaching speeds of 25(2) in water. The M-2/A3 provides full cover for crew and passengers.

The Bradley is 4 squares long, and 3 squares wide.

TABLE 4-9: TRACKED VEHICLES

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
Linebacker	5	0	0	-4	-4	75 (7)	6	15	50	G	50	Mil.
M-2A3 Bradley	3	6	0/1500	-4	-4	80 (8)	6	15	60	G	47	Mil.
M-9 ACE	1	0	0	-6	-6	55 (5)	4	10	50	G	35	Mil.
M60A1-AVLB	2	0	0	-4	-4	55 (5)	6	15	50	G	40	Mil.
MLRS	3	0	0	-4	-4	75 (7)	6	15	60	G	50	Mil.
Paladin	4	0	0	-4	-4	70 (7)	6	15	50	G	45	Mil.

M-9 ARMORED COMBAT EARTHMOVER

Heavily armored, and very powerful, the M-9 is the combat engineer's best friend when operating in forward areas. The M-9 is equipped with a bulldozer blade, and can be used to clear mines, or for general combat engineering.

The M-9 is amphibious, with a water speed of 3 ft./round.

The M-9 grants a +10 to all Craft (structural) skill checks, and decreases all construction times by half.

The M-9 is 4 squares long, and 2 squares wide.

M-60A1 ARMORED VEHICLE-LAUNCHED BRIDGE

Built on the M-60A1 Tank Chassis, the AVLB provides superior mobility to forces for bridging rivers when time is of the essence, while providing the vehicle's 2-man crew the protection of armor plate under fire.

The vehicle carries a 60-foot bridge, which may be deployed in 2-5 minutes. The vehicle may retrieve this bridge from either end, in 10 minutes. Once in place, this bridge can support every type of land vehicle up to and including the M1A1 Abrams tank.

The M-60A1 is 5 squares long, and 2 squares wide.

MULTIPLE LAUNCH ROCKET SYSTEM

The Multiple Launch Rocket System is a fast, heavily armored rocket-launching platform mounted on a Bradley chassis. The MLRS carries 12 missiles, which may be either anti-aircraft or anti-armor missiles (use the stats for the Stinger and Hellfire missiles for these). The automated launch system allows these missiles to be

fired at semi-automatic speed.

The onboard computer grants the crew a +4 attack bonus with all missile attacks.

The crew of the MLRS sees through periscopes, which are fitted with night vision equipment, granting darkvision to a range of 200 feet, and the vehicle is equipped with a sophisticated communications system granting a +4 on all Communication Operations skill checks.

All MLRS are amphibious, capable of reaching speeds of 25(2) in water. The MLRS provides full cover for crew and passengers.

The MLRS is 4 squares long, and 3 squares wide.

PALADIN M-109A6 HOWITZER

A self-propelled howitzer, the Paladin is essentially a mobile platform for the massive cannon, and a means of protection for its crew. The vehicle has two weapons systems, the Howitzer itself (40 rounds), and a machinegun for self-protection that carries 1,000 rounds.

The crew of the Paladin is insulated against all forms of attack, gaining a +10 to any NBC check to resist a nuclear, biological, or chemical attack.

The computer assisted targeting of the Howitzer system begins all indirect fire attacks made by the crew at -5, instead of the usual -10 (see Indirect Fire and the Artillerist skill for more information).

The crew of the Paladin sees through periscopes, which are fitted with night vision equipment, granting darkvision to a range of 200 feet, and the vehicle is equipped with a sophisticated communications system granting a +4 on all Communication Operations skill checks.

In addition to their role in the American military, the Kuwaiti and Israeli armies have ordered Paladin Howitzers.

The M-109A6 is 11 squares long, and 2 squares wide.



TABLE 4-10: WHEELED VEHICLES

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
Avenger	2	0	0	-2	-2	100 (10)	8	8	40	H	43	Mil.
M-998A2	1	8	2Klbs.	-2	-2	120 (12)	8	8	40	H	30	Mil.

WHEELED VEHICLES

Although wheeled vehicles lack many of the advantages of tracked vehicles, their speed and ease of repair keep them in use among the militaries of the world.

AVENGER

The Avenger is an anti-aircraft vehicle like the Linebacker. The main difference between the two vehicles is that the Avenger, being a modified Humvee (*HMMWV* for *High Mobility, Multipurpose Wheeled Vehicle*), is lighter, faster, and less heavily armored than the Linebacker. The Avenger carries 8 stinger missiles in an 8-tube launcher, which allows them to be fired at semi-automatic speed. The Avenger also carries a heavy machinegun with 200 rounds of ammunition.

The Avenger also possesses night vision capabilities, granting its crew darkvision out to a 180 foot range, and a sophisticated communications system granting a +4 bonus on Communication Operations checks.

The Avenger is 3 squares long, and 2 squares wide.

M-998A2

This modified Humvee is slightly better armored than the standard variety, and serves as a fast, wheeled troop/cargo carrier. While not heavily armored, and not armed, this vehicle provides basic protection against small arms fire. The M-998 can carry 8 soldiers, or 2,000 lbs of cargo, or be converted into an ambulance capable of carrying four stretchers and a two-man medical crew.

The M-998 is 3 squares long, and 2 squares wide.

NEW VEHICLE WEAPONS

A military vehicle's purpose will be defined by its weapons. A vehicle loaded down with torpedoes is not going to be sent to attack a bunker a hundred miles inland. Many vehicles can be configured for a completely different form of combat by changing the weapons they're armed with.

.50 CALIBER MACHINEGUN

This weapon is mounted on vehicles to provide attack capabilities against soldiers and lightly armored vehicles.

20 MM CANNON

This weapon provides a vehicle with potent firepower against ground or air targets, with power and an excellent rate of fire.

30 MM CANNON

The 30 mm Cannon fills the same role as the 20mm cannon, only providing more punch.

40MM CANNON

Even more punch than the 30mm cannon, but with a slower firing rate, used against more heavily armored targets.

70 MM ROCKETS

Versatile and with a heavy punch, these rockets provide vehicles with the ability to take out any moderately armed target on the ground or in the air.

105MM CANNON

The 105mm CANNON is an Abrams tank cannon, that is used by the AC-130 to attack armored targets.

AMRAAM

A medium range missile, the AMRAAM negates all of a target's defense bonus due to speed. This weapon suffers no range penalties. This missile attacks with a Base Attack Bonus of +8.

HARPOON

The Harpoon is the primary anti-ship missile in the American arsenal. This missile is radar guided, skims the ocean surface (making it difficult to detect), and is capable of locking a target over the horizon (suffering no range penalties out to the weapon's maximum range). This weapon attacks with a Base Attack Bonus of +8.

HELLFIRE

Also known as the “tank killer”, the Hellfire is designed to pack a tremendous punch against a heavily armored ground target. These weapons are +2 to hit against targets on the ground, but -4 to hit against targets in the air. This missile attacks with the Base Attack Bonus of the firing character, and ignores the first 20 Hardness of an object attacked. Against live ground targets, this weapon has a blast radius of 20 feet.

JDAM

Joint Direct Attack Munitions systems allow every bomb an aircraft drops to be targeted like a smart bomb, through laser painting of the target, or, even more accurately, GPS satellite location of targets. Any bomb dropped from an aircraft with the JDAM installed suffers no range penalties to bomb attacks, and gains a +6 to hit if GPS tracking is used to guide the bombs (this requires the targets to be selected before the aircraft begins its mission- the removal of range penalties can still be used by targets selected on the fly by the aircraft crew).

MAVERICK ANTI-TANK MISSILE

The Maverick is an air-to-ground guided missile designed for air support of ground troops, particularly the destruction of armored ground targets. The Maverick takes no penalties due to range, making it a much better long-range tank killer than the Hellfire.

MINIGUN

These oversized defendants of the Gatling gun fill the same role as the .50 caliber machine gun, but provide even more firepower.

MK.40 TORPEDO

The most advanced torpedo currently in service, the Mk. 40 attacks with a +10 Base Attack Bonus against submarines and surface ships. Torpedoes completely negate the concealment bonus of a submarine when attacking. See Submarine Warfare in the combat section for more information on these weapons.

MK 46 TORPEDO

A fast, high-performance torpedo used by attack submarines, surface vessels, and helicopters to take out enemy submarines. Mk 46 torpedoes attack with a Base Attack Bonus of +8, rather than using the Base Attack Bonus of the character firing the weapon. Torpedoes completely negate the concealment bonus of a submarine when attacking. See Submarine Warfare in the combat section for more information on these weapons.

MK-83 BOMB

This 1,000 lb. warhead bomb can be carried by a wide variety of aircraft. Weight 1,100 lbs.

MK-84 BOMB

This bomb sports a 2,000 lb. warhead. 2,200 lbs.

PHOENIX LONG RANGE

AIR-TO-AIR MISSILE

The AIM 54 Phoenix suffers no range penalties, and negates any defense bonus gained by an airborne target's speed. This missile attacks with a Base Attack Bonus of +10.

SIDEWINDER

The Sidewinder is a short-range air-to-air missile, and is one of the cheapest, oldest, most widely used missiles in the world. The Sidewinder is a heat-seeker, which locks in on the engine of an opposing aircraft. The Sidewinder suffers full range penalties to hit, but negates any of an aircraft's defense bonus gained from speed. This missile attacks with the Base Attack Bonus of the character firing it.

SONAR BUOYS

These buoys automatically bang away with sonar pings, which can be used by surface, air, and submersible craft to better find enemies in the water. Each of these pods in the water grants a +1 to the Listen check for each friendly sonar operator within 5 range increments.

SPARROW MEDIUM

RANGE AIR-TO-AIR MISSILE

The AIM 7 Sparrow suffers no range penalties, and negates ½ of any defense bonus gained by an airborne target's speed. This missile attacks with a Base Attack Bonus of +8.

STINGER AIR-TO-AIR MISSILE

These weapons provide defense capabilities against other aircraft. These weapons are +4 to hit against aircraft, and ignore the first 10 Hardness of an object attacked. Against live targets on the ground, these weapons have a blast radius of 10 feet. While they may be fired at targets on the ground without penalty, pilots are very reluctant to leave themselves with no defense to attack from the air.

TABLE 4-11: VEHICLE WEAPONS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	Purchase DC	Restriction
.50 Machinegun	2d12	20	20	150 ft.	A	Linked	Huge	*	*	*
20 mm Cannon	4d10	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
25 mm Cannon	4d12	20	20	150 ft.	A	Linked	Huge	*	*	*
30 mm Cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
40mm Cannon	5d12	20	Ballistic	150 ft.	S	Linked	Huge	*	*	*
70 mm Rockets	6d12	20	Ballistic	150 ft.	S	7 or 19	Huge	*	*	*
105mm Cannon	10d12	20	Ballistic	150 ft.	1	1	Huge	*	*	*
AMRAAM	6d12	20	Ballistic	200 ft.	S	Varies	Huge	*	*	*
Harpoon	10d12	20	Ballistic	200 ft.	S	Varies	Huge	*	*	*
Hellfire	10d12	20	Ballistic	150 ft.	S	Varies	Huge	*	*	*
JDAM	*	*	*	*	*	*	Huge	*	*	*
Maverick	10d12	20	Ballistic	300 ft.	S	Varies	Huge	*	*	*
Minigun	3d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
Mk-19	*	*	*	150 ft.	S	Linked	Huge	*	*	*
Mk 46 Torpedo	8d6	20	Ballistic	150 ft.	1	Varies	Huge	*	*	*
Mk 48 Torpedo	10d6	20	Ballistic	200 ft.	Varies	Varies	Huge	*	*	*
Mk-83 Bomb	8d12	20	Ballistic	300 ft.	1	Varies	Huge	*	*	*
Mk-84 Bomb	12d12	20	Ballistic	300 ft.	1	Varies	Huge	*	*	*
Phoenix	6d12	20	Ballistic	500 ft.	S	Varies	Huge	*	*	*
Sidewinder	6d12	20	Ballistic	150 ft.	S	Varies	Huge	*	*	*
Sonar Buoys	*	*	*	150 ft.	1	Varies	Huge	*	*	*
Sparrow	8d12	20	Ballistic	250 ft.	S	Varies	Huge	*	*	*
Stinger	10d6	20	20	150 ft.	1	Varies	Huge	*	*	*
Tomahawk	12d12	20	Ballistic	1k mi.	Varies	Varies	Huge	*	*	*
TOW	8d12	20	20	150 ft.	1	Varies	Huge	*	*	*

Indirect Fire Weapons

Weapon	Damage	Critical	Crew	Type	Range	ROF	Size	Weight	DC	Restriction
Howitzer	14d6	20	4	Ballistic	14.5 mi.	1/6 rds.	Huge	*	*	*

TOMAHAWK CRUISE MISSILE

The Tomahawk flies below radar, at a fast, subsonic speed (over 500 mph). This makes these weapons extremely difficult to defend against or detect before they strike their targets. The Tomahawk attacks with a +12 Base Attack Bonus, and suffers no range penalties out to its full range of 1,000 miles.

TOW

These wire guided missiles are a slightly older, slightly less powerful, anti-armor weapon than the Hellfire, designed to take out heavily armored ground targets (tanks). These weapons ignore the first 15 Hardness of an object, and against live targets have a blast radius of 15 feet

REQUISITION

Each character, based on his MOS will have a certain amount of basic equipment (at least a weapon, night vision goggles, and body armor), plus any basic items needed to complete his assigned duties (a medical kit for a medic, and so forth).

Beyond these basic items, what the characters have access to will depend on what they can requisition.

The basic mechanic behind a Requisition check is the same as using Wealth to buy something. Only in this case, the character isn't using money to purchase the item, he is using his clout within an organization to borrow it (and the organization expects to get it back).

A Requisition check is a level check (1d20 + character

level). This check is further modified by the character's Charisma, and by the character's rank modifier (being smooth is good, but being a Rear Admiral is better).

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object used in character's MOS.	+2
Soldier returned all gear undamaged on previous mission	+2
Object has no obvious application for assignment	-2
Object is rare	-2
Object restriction	
Licensed	-2
Restricted	-4
Military	-6
Illegal	-8

REQUISITIONING INFORMATION

Knowledge is power, but characters seeking to gain that power will have to prove to their superiors that they need it to complete their assignment and that they can be trusted. Having a Secret or Top Secret security clearance (*see new feats*) goes a long way to answering the second question. The nature of the character's mission will usually determine the first (apply the modifiers listed above). In no case should a character without a Secret or Top Secret security clearance be allowed access to such information.

This brings up a question many GMs will encounter in their games: what information do I label Secret or Top Secret?

Confidential Information (DC 15): Confidential information is the lowest level of secured information, and entails information or material whose unauthorized disclosure could cause damage to the National Security. Characters do not need a Security Clearance feat for this information only make a Requisition check. If a character makes his skill check, this level of information can be accessed instantly from a secure military network terminal.

Secret Information (DC 20): Secret information requires a substantial degree of protection, and its unauthorized disclosure could cause serious damage to the National Security. Serious damage is defined

as: disruption of foreign relations vital to the national security, revelation of significant military plans or intelligence operations, and compromise of significant scientific or technological developments relating to national security. This is an important clearance for the PCs, because without this clearance, they will frequently not know what their mission is going to be until they get there. This makes requisitioning the right equipment to prepare on the difficult side.

A successful skill check means the character can gain access to the information. It usually still takes 4d12 hours for the information to arrive. Even if the character has the proper clearance but fails his skill check, he does not have a "need to know" for that information (in the military mindset) and will be denied access.

Top Secret Information (DC 25): Top Secret information requires the highest degree of security and its unauthorized disclosure could cause grave damage to the national security. Grave damage is defined as: armed hostility against the United States or its allies, disruption of foreign relations vital to the national security, the compromise of vital intelligence plans, the compromise of complex crypto logic systems (encoding devices designed to keep information secure).

A successful skill check means the character can gain access to the information. It usually still takes 8d12 hours for the information to arrive (information this sensitive is almost never stored electronically, so the character must wait for a courier to deliver the information). Even if the character has the proper clearance but fails his skill check, he does not have a "need to know" for that information (in the military mindset) and will be denied access.

There are several levels of clearance above Top Secret, such as Eyes Only, but these are not included in Blood and Guts. Anything the GM does not want the characters to know under any circumstances he can simply designate at above Top Secret, stating that the information is not available to the PCs no matter their security clearance or how high they roll.

Satellite Map (DC 10): These are prepared in advance, and are readily available if the character makes his skill check. These maps are extremely accurate, and provide a +2 to Navigation checks.

Satellite Pass (DC 20): Satellites can make Spot checks for the PCs to aid in reconnaissance and give them an idea of where to train artillery fire and other handy information. A satellite grants a Spot check of +20 against moving objects, and +10 against stationary objects. Remember the ability of the Hide skill to camouflage objects however. Still, this type of intelligence can give a lot of help to a unit.

CHAPTER 5:

BATTLEFIELD UNIT COMBAT SYSTEM

Lieutenant Franklin was running through his “abbreviated” pre-flight, the whine of the chopper increasing in intensity. Behind him, his men were loading the Chinook and getting her ready.

Franklin looked back over his shoulder and his crew chief held up five fingers, “This is Alpha Charlie requesting clearance, we will be airborne in five minutes.”

“Roger that. Bring ‘em home.”

Franklin just smiled, fingers still going through the checklist on their own, “You know it. None Forgotten. None left behind. Everyone eats at home tonight.”

Back at what was left of the school, Hasko heard the first shots from No and Hoagland. He knew whatever unfortunate soul had decided to investigate the school to see if anyone was left wasn't around anymore. But he also knew more were coming. As more shots rang out, he really knew it. His mind silently counted off the rounds. Four... Five... Seven...

He turned to Johnson, “Where do we stand?”

The big thick-necked young man laughed a sardonic laugh. “If they come from any direction other than the west they got real problems. I threw some friends out in the west too past the LZ just to make sure it wasn't too obvious. And if they come through that old playground out back, they are really extra dead. Those swing sets are nice extra shrapnel.”

Hasko nodded. No and Hoagland weren't firing anymore. Either they had broken off and were on their way back or...

Cartwright was holding a crying little girl, trying to calm her down.

“Are they coming for us?”

Hasko nodded. “There's some crack flyboy extraction squad nearby. Even though these guys are air force they have a righteous rep.”

SMALL UNIT COMBAT

The d20 System is an excellent system for handling combat engagements involving less than twenty people. However, what does the GM do when a combat situation involves hundreds of people? There are a number of strategies that wily GMs have adopted over the years to handle this, usually involving just a tight focus on the PCs and their actions during a larger battle. However, with the Battlefield Unit Combat System (BUCS), the GM now has the tools to run this size of battle like any other battle.



In BUCS, the *Unit* is the base size for independent action. A unit is usually around ten individuals, the size of a modern military squad. If individual characters wish to participate in a BUCS battle, they must join a unit (see *Joining a Unit* below). Units undertake actions the same way player characters do: they have a move action and an attack action each round, they may make skill checks, and so forth just as characters do. What actions a unit can undertake, and how well it can undertake them, are governed by the unit's Specialties (see *Unit Specialties* below).

UNIT QUALITY

Unit Quality is rated in two ways: how that unit functions when assisting more skilled personnel (a PC, named NPC, or more highly skilled unit), and how that unit functions when operating alone. To act alone at full effectiveness, most units must still be given an *Order* (see the *Intimidate* skill and the *Voice of Command* feat for more information).

Quality	Alone	Assisting
Raw	-6	-2
Green	-4	+1
Inexperienced	-2	+2
Average	0	+3
Experienced	+2	+4
Elite	+4	+4
Legendary	+6	+6

RAW

Raw units are largely untrained, and represent the bulk of men and women caught in a combat zone, who grab a gun (or whatever other implements are handy) and try to defend themselves. When assisting, these units actually get in a character's way, imposing a penalty on die rolls. These units cannot act alone without *Orders*, and any *Order* given to a raw unit must be repeated every round in combat. Raw units may not have Unit Specialties (see *Unit Specialties* below for more information). All units that do not have the Infantry Unit Specialty fight as a Raw unit.

GREEN

Green units are fresh out of basic training, but at least have been given a full course of physical training, weapons instruction, and some very limited exposure to live fire. On their own, these units operate at -4. When assisting another character, these units grant a +1 to the character's skill check. Green crews may only act alone if first given an *Order*. Green units may possess one

Unit Specialty (usually the Infantry Unit Specialty). It is possible for certain characters (characters who have received drill instructor training, members of the special forces, and Strategist prestige classes) to train a unit up to this level of ability. Otherwise, this skill level may only be gained through combat.

INEXPERIENCED

Inexperienced units have either been extensively trained, or seen limited action in the field. When operating alone (but under *Orders*), these units act at -2, but grant a +2 bonus to a character they are assisting. These units may act without *Orders*, but act at -4 (the same as a Green unit) when operating without the support of their superiors. Inexperienced units may possess one Unit Specialty. It is possible for certain characters (members of the special forces, and Strategist prestige classes) to train a unit up to this level of ability. Otherwise, this skill level may only be gained through combat.

AVERAGE

Average crews have either seen extensive action, or superior training. When operating alone (but under *Orders*), these units act at no penalty, and grant a +3 bonus to a character they are assisting. These units may act without *Orders*, but act at -2 (the same as an Inexperienced unit). Average units may possess two Unit Specialties. It is possible for certain characters (members of the special forces, and Strategist prestige classes) to train a unit up to this level of ability. Otherwise, this skill level may only be gained through combat.

EXPERIENCED

Experienced units have either seen lengthy combat duty, or have been given the finest training available (this is the default skill level of NATO forces). When operating alone (but under *Orders*), these units act at +2, and grant a +4 bonus to a character they are assisting. These units may act without *Orders*, but act at no bonus (the same as an Average unit). Experienced units may possess two Unit Specialties. It is possible for certain characters (members of the special forces, and Strategist prestige classes) to train a unit up to this level of ability. Otherwise, this skill level may only be gained through combat.

ELITE

Elite units combine extensive combat duty with the best training available and are some of the finest soldiers alive. These units assist another character as well as Experienced units (granting a +4 bonus), but act just as well alone but under *Orders* (+4), and are highly capable of independent action as well (operating at +4 when

working without the guidance of a superior officer). Elite units may possess 3 Unit Specialties. Only combat experience (usually coupled with tremendous training, to be sure) can make a unit Elite.

LEGENDARY

Some units consistently rise above and beyond the call of duty. Units like the Big Red One, whose names have become synonymous with valor. These units operate at a +6 bonus, whether assisting another, acting alone with *Orders*, or operating without *Orders*. Also, members of this unit possess such superior combat experience that, if the need arises, a Legendary unit can actually take over other units (those not commanded by PCs or named NPCs), commanding up to 6 lesser units. Legendary units may possess 4 Unit Specialties. Only combat experience (usually coupled with tremendous training, to be sure) can make a unit Legendary.

UNIT EQUIPMENT

How well a unit is equipped will also affect its performance. The modifiers in the table below will affect a unit according to its Specialties (see Unit Specialties below for more information). So, a unit with the Combat Engineering specialty, but not the Infantry specialty, would gain its equipment bonus to Craft (Structural) checks, but not to combat.

The Modifiers listed on the table below apply to all attack rolls and skill checks. If the unit's equipment rating is higher than Poor and a unit is pressed into service in an area not covered by its specialties, that unit functions as if it were poorly equipped. Characters raising units by paying them, or requisitioning them from a larger agency (including the military) will also apply the modifier on the table below to the unit's cost of Requisition DC (see Raising a Force below).

Quality	Modifier
Poor	-4
Barely Adequate	-2
Adequate	-0
Good	+2
Excellent	+4

POOR

The unit is not well equipped for the task it has been given. A heavy unit with this equipment rating loses its ability to take an extra hit. A mechanized or armor unit with this equipment rating loses its mobility. Should a unit be pressed into service for a task that is not included in its specialties, that unit operates as if it is

poorly equipped, no matter what its normal Equipment rating would be.

BARELY ADEQUATE

The unit is equipped for the task it has been given, just not very well. A heavy unit with this equipment rating loses its ability to take an extra hit. A mechanized or armor unit with this equipment rating loses its mobility.

ADEQUATE

The unit is equipped for the task it has been given. The unit performs normally in every respect for a unit of its experience and specialties.

GOOD

The unit is well equipped for the task it has been given.

EXCELLENT

The unit has the best equipment money can buy. The unit is so well equipped that it feels invincible. If the unit enters into combat with a unit not as well equipped, the unit may ignore its first Morale hit (see combat below).

UNIT VS. UNIT

Many times, the actions a unit wishes to take will be opposed directly by units on the other side. You wish to find your enemy through aerial reconnaissance, while your opponent seeks to hide valuable targets through camouflage. In these cases, each unit rolls a d20, modified by unit quality, and the higher total wins.

UNIT COMBAT

Often, units will fight one another. This is what all combat eventually comes down to, man vs. man. This is done like a skill vs. skill contest, with each unit totaling all modifiers and rolling a d20. The winning unit has the chance to inflict damage on their opponents, at the rate of 1 hit for each 5 points it wins the round by. If the round is won by less than 5, no damage is inflicted on either unit.

Unit Damage: Whenever units take damage, half of that damage (rounded up) is a temporary loss of quality due to the shock and fear of combat, and half (rounded down) is due to actual injury and death. These two types of damage, Morale Hits and Casualty Hits, are explained below.

Morale Hits: Morale hits are temporary losses of unit quality due to shock and confusion. Morale hits are

“healed” by Medical crew, and by rest. As long as a unit is under stress, one Morale hit can never be healed (the last Morale hit may only be healed by R&R). Each day of R&R (rest and relaxation) a unit receives restores one Morale Hit. Morale hits may also be instantly healed through the use of certain class abilities.

Casualty Hits: During the heat of battle, crew casualties are treated like morale hits, except that Strategists (a prestige class) cannot use their class abilities to restore quality loss due to casualties. After a battle, medical units will be able to save some soldiers, restoring quality. Any casualties that cannot be restored within twenty four hours after a battle are dead. The unit that suffers deaths is permanently reduced to its new level of quality, after which it can begin gaining experience normally (representing new recruits taking the place of fallen soldiers who are less experienced).

UNIT COMBAT RULES: SPECIAL CASES

PINNED DOWN

A unit that is under fire from multiple directions, or is unable to move freely because it is fighting from a doorway, elevator, or narrow street is pinned down. If your opponent is pinned down, you gain a +2 on all unit combat rolls. If your opponent is pinned down because it is fighting from a doorway, it must only win a round (fighting its way free from the enclosure) to no longer be pinned down. A unit that is pinned down because it is outnumbered must successfully destroy one of the units and even the odds in order to no longer be considered pinned down. A unit that is Dug In may only be Pinned Down if it is being attacked from multiple directions.

MOMENTUM

If a unit wins round after round, it will seem invincible to its opponent, regardless of the relative quality of the two units. Each round a unit wins in a row gives it a cumulative +1 bonus in the next round. So a unit that wins three rounds, gains a +3 bonus. However, if that unit loses a single round, it loses this bonus, and its opponent gains a +1.

DAMAGING AND DESTROYING UNITS

Each hit inflicted on a unit degrades its quality by one step. This reflects either that unit's decreased willingness to fight (in the case of morale damage), or its dwindling numbers (in the case of casualty hits). If a unit is reduced below Raw status, its fate is determined by what type of hit that last bit of damage was: if a unit is reduced below Raw by a morale hit it retreats in poor order and may be recovered after combat; if a casualty

hit inflicts the last bit of damage, the unit is destroyed utterly and is lost.

DUG IN

Units that are dug in (using natural cover, foxholes, sandbags, razor wire, and other constructions for cover) never suffer penalties for Momentum or Driven Back. However, these units may not benefit from these conditions either. Units that are dug in also gain a +2 bonus on all crew combat rolls.

Strength in numbers: When units work together for a common goal, they gain a +2 bonus on all skill checks for each unit over the first. Only units that have skills in common may work together.

OUTNUMBERED

Units may work together in combat as well. When one side outnumbers the other, use the bonus on the table below.

Factor	Modifier
Outnumbered	+2
X2	+4
X3	+6
X4 or more	+8

SURPRISE

Surprise is a dangerous weapon in unit combat. Any unit may make a Hide check (modified by Unit Quality) to attempt a surprise attack. This check is opposed by a Spot check (modified by Unit Quality). A unit that achieves surprise begins combat with a +2 Momentum bonus (meaning if it wins the first round this bonus will increase to +3 the next round and so forth).

Mobile

A mobile unit is much faster than its opponent. This usually results from one unit being mechanized while its opponent is on foot, or a mechanized unit fighting an Armor unit. For each step of mobility in a unit's favor (Foot, Mechanized, Armor), the unit gains a +2 bonus to combat rolls. Also, a unit with a mobility advantage may never be Pinned Down due to numbers, unless the unit is fighting in cramped quarters.

Healing Unit Damage

There are two different kinds of damage that may be inflicted on a unit: morale and casualty. Each of these two types of damage are healed in different ways. Morale damage is healed by leave time, or facilities that serve to allow the unit to unwind on board ship, or at a base, such as gymnasiums, arboretums, arcades and so forth. This damage will recover with time, but if a unit

must fight several battles in a row, it will continue to feel the effects of fatigue for some time. A medical crew, augmented by medical facilities, heals casualty damage. These hits are repaired immediately after combat. Any casualty hits beyond the ability of a medical crew to heal are marked off permanently and counted as unit quality level decrease.

Joining a Unit

Characters have many options open to them to become skilled commanders in these rules. Squad/Squadron Tactics, the Leadership feat, and several prestige classes (Special Forces, Strategist) all allow the PCs to lead troops into battle. What this does is allow a PC or "named" NPC to join a unit, risking his life with them, but *greatly* enhancing its effectiveness. Each of those feats or prestige classes mentioned above gives details for its effect on Unit vs. Unit contests. If a Crew Unit commanded by a PC or named NPC suffers damage, the character does as well. For each hit of actual (Casualty) damage suffered by the unit (PCs are immune to morale hits), the character suffers 3d6 damage. If the character is killed before his unit (an unlikely scenario), that unit immediately suffers 2 Morale Hits, which will likely cause it to disperse.

ORDERS

While units can function perfectly well as assistants to their superiors, there is a lot to do in combat, and sometimes the PCs will need their unit to operate independently. In the description of each Unit Specialty are a number of *Orders*. Giving an *Order* to a unit is a move-equivalent action, which will be performed by that unit either for a specified amount of time (listed in the *Order's* description), until the *Order* is cancelled by another *Order* (if no time limit is given), or until the *Order* is completed.

Orders are listed with a time, in hours, that it takes to perform the *Order*. Units always subtract half their quality from this time, but the minimum time to perform an *Order* is always 1 hour (so a Legendary Combat Engineering unit could bridge a river in 1 Hour, while a Raw unit would take 10 hours to perform the same *Order*).

UNIT SPECIALTIES

Units without a given specialty may sometimes be called upon to perform an *Order* they are not suited for. If the *Order* can be performed at all (GM's discretion on whether the unit has the equipment to even attempt the *Order*), the unit performs as if it were a Raw unit,

regardless of its quality under normal circumstances. Units without the Infantry specialty always fight as a Raw unit.

Common Orders: Although many units have specialized *Orders* only they can execute, there are some *Orders* that may be performed by any unit.

Use Skill: Orders a unit to use one of its skills at unit quality effectiveness.

Attack: The unit attacks other enemy units.

AIRBORNE

Airborne units give a commander great flexibility, because they may be placed anywhere on the battlefield, using their ability to Paratroop to bypass enemy strongholds and allowing a commander to surround his opponent almost at will.

Skills: Paratroop

AMPHIBIOUS

Amphibious landings are a vital element in modern warfare. Combat must always be won on the ground, and amphibious landings are one way to get troops into enemy territory. Units with this ability gain a +2 on all rolls in amphibious or beach terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in amphibious environments.

Units without this ability begin any combat begun from landing craft Pinned Down, and must win two rounds of combat to act without penalty (see Unit Combat Rules: Special Cases for more information).

Establish Beachhead: This allows a unit to own a piece of contested real estate, making amphibious landings there easier. Units that have established a beachhead are effectively dug in. This allows one unit per round without the amphibious ability to be put ashore and not begin combat pinned down. Time: 1 hour.

ARCTIC

Arctic units have special equipment and training for sub-zero movement and combat. These units never suffer movement penalties due to cold weather. Units with this ability gain a +2 on all rolls when in arctic terrain or sub-zero conditions. Units with this ability gain double Momentum bonuses when fighting units without this ability in arctic environments.

ARMOR

Requires Mechanized specialty

An Armored unit is comprised of heavy armored vehicles (such as tanks). Armor units have two steps of Mobility (gaining a +2 bonus against a Mechanized unit or a +4 bonus against an Infantry unit, but no bonus

against another Armor unit). Armor units ignore the first two Casualty hits they suffer, and can never be Pinned Down by Infantry or Mechanized units unless fighting in cramped quarters. Armor units cannot go into amphibious, arctic, jungle, or swamp terrain. Armor units with the Amphibious ability may go into amphibious terrain.

AVIATION

Aviation units comprise support personnel for friendly air power. These units will man airports and repair and refuel aircraft between sorties.

Skills: Air Traffic Control, Communication Operations, Repair.

COMBAT ENGINEERING

Units with this specialty aid other units by building facilities to house and protect them. Due to the specialized equipment used by these units, such as earthmovers, backhoes and bridgelayers, they may perform work in much less time than units without this specialty.

Skills: Craft (structural), Demolitions, Disable Device, Repair, Search.

Dig In: A unit must be in an area where this *Order* has been performed to gain the benefits of being dug in. This *Order* must be performed once per unit gaining a benefit from being dug in. Time: 4 Hours.

FIELD ARTILLERY

Units with this specialty are able to perform bombardment attacks on enemy positions, using the rules for indirect fire. This specialty can allow a unit to attack opponents who are miles distant, weakening or destroying them. If a unit being attacked with indirect fire has the Artillery specialty of its own, then combat occurs normally. If no enemy units have Artillery, the attacking unit suffers no damage from lost rounds. As normal for indirect fire, units start at -10 (in addition to any penalties for unit quality).

Skills: Artillerist, Demolitions, Disable Device, Hide.

Bombardment: This unit allows an artillery unit to attack at a range equal to its Unit Quality in miles, minimum one mile, using Indirect Fire (see the combat section for more information on indirect fire). Time: 1 hour

FLIGHT

Air power is critical to the success of any mission in modern warfare. These units allow a commander to take control of the skies, bomb distant enemies, and provide air support for ground units. If a force does not have

one Aviation unit for each Flight unit to conduct service and support, that unit suffers one Morale hit after each mission, that cannot be repaired until aircraft are given proper support (these hits are not really morale hits, but represent temporary damage as planes are not properly repaired and maintained between sorties).

Skills: Pilot, Spot

Air Reconnaissance: Conduct reconnaissance as a ground unit, but at unit quality +2. Time: 10 miles/hour.

Air Superiority: Attack other air targets.

Air Support: Support ground units, providing a bonus to ground units combat equal to unit quality. This Order is obviously more effective if enemy aircraft have been eliminated first through the air superiority Order.

Ground Attack: Seek out and attack ground targets, either enemy forces, or enemy infrastructure.

GUERRILLA

Guerilla units attack when their opponents least expect them to, using surprise and unconventional warfare techniques to gain the edge. These units gain a +2 on all Hide checks.

Skills: Hide

HEAVY

Heavy units gain a +1 on all combat rolls and can suffer one extra casualty hit (the first casualty hit they suffer does not degrade the unit's quality).

INFANTRY

The most basic sort of unit, infantry involves training and equipping a unit for combat. Most units have this specialty in addition to any other specialty they may possess. Units without this specialty fight as Raw units regardless of their actual quality.

Skills: Craft (structural), Hide, Knowledge (tactics), Spot.

Dig In: This Order must be performed before a unit may gain the benefits of being dug in. This Order must be performed once for each unit gaining the benefits for being dug in. Time: 16 hours

Recon Patrol: This allows a commander to learn about an area without risking his entire force. Information gained for later tactics rolls is as per the reconnaissance ability, listed with the Spot skill in the skills section. Time: 4 hours/mile reconnoitered.

INTELLIGENCE

Units with this specialty are experts at cryptography and interrogation, both vital skills as commanders attempt to find out more about their enemies plans. Intelligence units also conduct patrols into enemy territory.

Skills: Cryptography, Decipher Script, Intimidate, Spot

Recon Patrol: This allows a commander to learn about an area without risking his entire force. Information gained for later tactics rolls is as per the reconnaissance ability, listed with the Spot skill in the skills section. Time: 4 hours/mile reconnoitered.

JUNGLE/SWAMP

Combat does not always occur under ideal conditions. Burma in WWII and Viet Nam saw frequent conflicts in jungle environments. This unit specialty is vital for combat in those areas. Units with this specialty gain +2 on all rolls in jungle and swamp terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in jungle environments.

MECHANIZED

A Mechanized unit is a unit comprised of foot soldiers and light vehicles (such as Hummvees). Mechanized units have one step of Mobility. Mechanized units ignore the first Casualty hit they suffer, and can never be Pinned Down by Infantry units unless fighting in cramped quarters. Mechanized units lose their attack bonus in cramped conditions, such as urban conditions, and cannot go into amphibious, arctic, jungle, or swamp terrain. Mechanized units with the Amphibious ability may go into amphibious terrain.

MEDICAL

Medical units see to the physical and mental well being of their fellow units. They heal damage, in the form of casualty hits, heal morale hits through the application of psychological counseling, and inoculate units to prevent diseases. They also can add to the Saving Throws of friendly units against NBC attack.

Skills: Craft (pharmaceutical), Knowledge (behavioral sciences), NBC, Treat Injury

Quarantine Protocol: By inoculating friendly units, Medical units can increase troop resistance to disease. Any unit treated under this Order gains a +4 to Fortitude saves to resist disease. Time: 1 hour/unit treated.

Prepare for Casualties: This Order may only be given before combat commences. It allows the medical units to prepare for the onslaught of wounded. This Order allows a medical crew to heal one extra casualty hit. Time: 24 hours.

Combat Medicine: Medical units may heal a number of casualty hits equal to ½ their quality, with a minimum of 1 hit healed. Experienced or better Medical Units may also use this ability to restore 1 Morale hit. Time: 24 hours.

MOUNTAIN WARFARE

The unit gains a +2 bonus on all rolls in mountainous terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in mountain environments.

Skills: Climb

SIGNALS

Units with this specialty have advanced radio equipment and electronic warfare capabilities. This specialty also gives a unit the ability to code transmissions so they are harder for enemies to intercept.

Skills: Communication Operations, Cryptography, Electronic Warfare.

URBAN WARFARE

The unit gains a +2 on all rolls in urban terrain. Units with this ability gain double Momentum bonuses when fighting units without this ability in urban environments.

EXPERIENCE

GAINING EXPERIENCE FOR SMALL UNITS

As a unit faces encounters, it will gain experience just as the PCs do. For each CR (Challenge Rating) overcome by a unit, it gains one experience point. So, for example, while concluding an adventure and awarding experience points to the PCs, the GM would make a note that the total CR of the adventure involving *Small Unit Combat* equaled 10. Ten experience points would be given to the unit, and used to increase their standing according to the following table.

Quality	XP
Raw:	0 XP
Green:	5 XP
Inexperienced:	10 XP
Average:	20 XP
Experienced:	40 XP
Crack:	100 XP
Legendary:	200 XP

EXPERIENCE FROM UNIT VS. UNIT COMBAT

The CR of another unit is equal to that unit's total combat modifier, with a minimum of 1 XP per unit defeated awarded to the victorious unit. Since this only counts combat modifiers, all units without a combat specialty, such as Infantry are only worth 1 XP regardless of their experience and equipment ratings.

REQUISITIONING UNITS

Characters belonging to military or paramilitary organizations can requisition units from their organization. The DC to requisition a unit is: 10+ Unit Experience +Unit Equipment +2 per Unit Specialty. Thus, requisitioning a unit of Seabees would have a DC of 22: 10+ 4 (Unit Experience) +2 (Unit Equipment) +6 (three Unit Specialties). If a character attempts to requisition more units than he can effectively command himself (through class or feat abilities), each unit requisitioned beyond that will take a cumulative -2 penalty (-2 for the first unit, -4 for the second unit, and so forth). The agency will understand a character taking additional forces to act as a reserve, but will want forces to go where they can do the most good as well.

COMBAT EXAMPLE

A Guerilla unit (called the Guerillas hereafter) attacks a United Nations Peacekeeping detachment (called the Peacekeepers hereafter). The Peacekeepers have a huge technological advantage over the Guerillas, but the Guerillas are an experienced unit that has seen a lot of action in various skirmishes against their ethnic rivals. The Guerillas seek to renew conflict with their rivals, and decide to attack a village guarded by the Peacekeepers. Each unit's statistics are detailed below:

Peacekeepers (Quality: Average, Equipment: Good)

Unit Specialties: Infantry (Trained and equipped for combat), Heavy (Ignore first Casualty, +1 Attack)

Total Attack Bonus: +3 (+2 Good Equipment, +1 Heavy)

Total Hits: 5 (+4 Average, +1 Heavy)

Guerillas (Quality: Experienced, Equipment: Adequate)

Unit Specialties: Infantry (Trained and equipped for combat), Guerilla (+2 Hide)

Total Attack Bonus: +2 (+2 Experienced)

Total Hits: 5 (+5 Experienced)

The Guerillas attack at dawn, and attempt to surprise the Peacekeepers guarding the town. The Guerillas make a Hide check at +4 (+2 for Experience, +2 for their Guerilla unit specialty), and roll an 18, gaining a 22 total with modifiers. The Peacekeepers make a Spot check to notice the approaching Guerillas with no modifier (+0 Average Experience), and roll an 11. The Guerillas start combat with a +2 Momentum bonus.

The Guerillas and the Peacekeepers each make simultaneous attack rolls. The Guerillas roll a 4, +2 for

Experienced, +2 for Momentum, for a total of 8. The Peacekeepers roll a 10, +2 for Equipment, +1 for Heavy, giving them a total of 13.

The Peacekeepers win the round and inflict one hit on the Guerillas, a Morale hit. Even though they achieved surprise, the pistols and Molotov cocktails wielded by the Guerillas inflicted little damage on the body armor of the Peacekeepers, who responded with a demoralizing barrage of automatic weapons fire. Due to the hit they suffered, the Guerillas now fight as an Average unit (+0).

In the second round of combat, the Guerillas roll an 11 (+0 for Average Quality- due to the Morale hit they suffered), and they no longer receive any bonus for Momentum since they lost the first round. The Peacekeepers roll a 5, +2 for Good Equipment, +1 Heavy, +1 for Momentum (since they won the first round) giving them a total of 9.

The Guerillas win the round, inflicting a Morale hit on the Peacekeepers, reducing them to Inexperienced quality (-2).

In the third round of combat, the Guerillas roll a 9, +1 for Momentum, for a total of 10, and the Peacekeepers roll a 6 (-2 for Inexperienced due to the Morale hit they suffered, +2 for Equipment, +1 for Heavy) for a total of 7.

The Guerillas win the round, inflicting a Casualty hit on the Peacekeepers. Normally, this would degrade the Peacekeepers effective quality to Green. However, the Peacekeepers are a heavy unit, and ignore their first Casualty hit, so they remain at an effective quality of Inexperienced. The Guerillas, however, having won a second round, will have an increased Momentum bonus in the next round.

In the fourth round of combat, the Guerillas roll an 18 (+2 for Momentum) for a total of 20, and the Peacekeepers roll a 9 (total modifier +1) for a total of 10.

The Guerillas win their third consecutive round, inflicting another Morale hit on the Peacekeepers (Morale and Casualty hits alternate), reducing the Peacekeepers effective quality to Green (-4 penalty to combat). Since the Guerillas won the round, they increase their Momentum bonus.

In the fifth round, the Guerillas roll a 4, +3 for Momentum, for a total of 7. The Peacekeepers roll an 9, -4 for their effective quality of Green, +2 for Good Equipment, +1 for being Heavy, giving them a total of 8.

The Peacekeepers win the round, inflicting a Casualty hit on the Guerillas (Morale and Casualty hits alternate), and reducing their effective quality to Inexperienced (-2). Also, since the Peacekeepers won the round, the Momentum has shifted, instead of the Guerillas gaining a +4 in the next round, the Peacekeepers will gain a +1.

In the sixth round, the Guerillas roll a 6, -2 for their effective quality of Inexperienced, for a total of 4. The Peacekeepers roll a 2, -4 for their effective quality

of Green, +2 for Equipment, +1 for Heavy, +1 for Momentum, for a total of 2.

The Guerillas win the round, inflicting a Casualty hit on the Peacekeepers, and reducing their effective quality to Raw (-6).

In the seventh round, the Guerillas roll a 11, -2 for their effective quality of Inexperienced, +1 for Momentum, for a total of 10. The Peacekeepers roll a 12, -6 for their effective quality of Raw, +2 for Equipment, +1 for Heavy, for a total of 9.

The Guerillas win the round, inflicting a Morale hit on the Peacekeepers. Since this would reduce their effective quality below Raw, the unit is dispersed. If this had been a Casualty hit, rather than a Morale hit, the Peacekeepers would have been destroyed rather than being routed (and it was their Heavy unit specialty that saved them from this fate).

Twenty-four hours after the battle, the Peacekeepers may reform, as a Raw unit. The unit will heal one hit per day, until it becomes an Inexperienced unit (its new permanent quality with the Casualty hit).

The Guerillas gain 3 XP (total combat modifier of the Peacekeepers was +3).

THE STRATEGIST

(New prestige class)

The character is a highly skilled commander, highly trained at making those around him better, and skilled in the nuances of strategy, logistics, and command.

REQUIREMENTS

To qualify to become a Strategist a character must meet the following criteria.

Allegiance: Active Duty (any branch of service).

Skills: Intimidate 5 ranks, Knowledge (tactics) 10 Ranks.

Feats: Voice of Command, Tactician, Tactician-Squad, Tactician-Unit.

Advanced Training: NCO School or Officer Candidate School.

CLASS INFORMATION

The following features pertain to the Strategist Prestige class.

Hit Die: 1d6.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Strategist class skills are as follows: Bluff, Communication Operations, Diplomacy, Intimidate, Knowledge (tactics), Navigate, Sense Motive.

Skill Pointer per Level: 5 + Intelligence modifier.

TABLE 5-1: STRATEGIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Special Ops Talent; Inspire Bravery +2	+1	+0
2 nd	+1	+0	+0	+3	Inspire Greatness 1/day	+1	+0
3 rd	+1	+1	+1	+3	Special Ops Talent; Inspire Bravery +3	+2	+0
4 th	+2	+1	+1	+4	Tactical Insight 1/day	+2	+1
5 th	+2	+1	+1	+4	Special Ops Talent; Inspire Bravery +4	+3	+1
6 th	+3	+2	+2	+5	Inspire Greatness 2/day	+3	+1
7 th	+3	+2	+2	+5	Special Ops Talent; Tactical Insight 2/day	+4	+2
8 th	+4	+2	+2	+6	Inspire Bravery +5	+4	+2
9 th	+4	+3	+3	+6	Special Ops Talent; Inspire Greatness 3/day	+5	+2
10 th	+5	+3	+3	+7	Semper Fi	+5	+3

CLASS FEATURES

The following features pertain to the Strategist prestige class.

Inspire Bravery: Any units led by the Strategist gain the listed bonus to all Unit Combat rolls.

Inspire Greatness: By urging his troops on to glory, the character inspires those who follow him to rise to new heights. In Unit Combat, the character can either raise a unit one level of quality for one round per class level, or instantly heal one morale hit inflicted on the unit.

Tactical Insight: The listed number of times per day, the character may add double his Intelligence modifier to any successful Knowledge (tactics) skill checks.

Semper Fi: The character is such a talented leader that those under his command are extremely hard to rattle. In unit combat, units under the character's command are immune to morale hits.

NEW FEATS

DRILL INSTRUCTOR

You are adept at winning friends and influencing people. All who meet you, especially those who study under your gentle tutelage, will love you.

Skills: Intimidate becomes a permanent class skill for you. You gain a +2 bonus to all intimidate skill checks.

Special: Units trained by you gain 1 XP per month.

LEADERSHIP

You are able to engender personal loyalty among those who follow you.

Prerequisites: 6th Level

Effect: In addition to its normal effect, allowing you to have a personal retinue and perhaps a cohort, this feat also grants you benefits when commanding *units* (see the *Small Unit Combat* section for more information). Units commanded by a character with this feat ignore the first Morale Hit (see the *Small Unit Combat* section for more information on unit hits) they suffer in combat.

TACTICIAN

You are a skilled leader, with a strong grasp of tactics and an ability to make those around you better in combat.

Prerequisite: Int 13+, Cha 13+, Knowledge (Tactics) 5 Ranks, Teamwork.

Effect: Normally, when you roll a tactics skill check, the benefits apply only to yourself. This feat allows you to grant the bonuses of a successful tactics skill check to up to 2x Charisma modifier allies (characters who have the Teamwork feat for the same team) who are fighting with you.

Special: Having this Feat grants you a +2 bonus on all Promotion checks.

TACTICIAN, PLATOON

You have mastered the art of large-scale maneuvers. For ground combat this feat covers Squad tactics. For fighters this feat covers Squadron tactics.

Prerequisites: Tactician, Knowledge (tactics) 8 Ranks.

Effect: You may lead a number of *Units* (see the *Small Unit Combat* section for more information) equal to twice your Charisma modifier, granting those units a bonus in crew contests equal to your Intelligence modifier.

TACTICIAN, COMPANY

You have the logistical knowledge and command experience to effectively command extremely large groups into battle.

Prerequisites: Cha 15+, Tactician- Platoon, Knowledge (Tactics) 10 Ranks.

Effect: A character with this feat may command a number of Units equal to four times his Charisma modifier, granting those units a bonus in crew contests equal to his Intelligence modifier.

TACTICIAN, BATTALION

You are able to command armies or armadas into battle, leading large scale engagements due to your training in logistics and military history.

Prerequisites: Int 15+, Tactician- Company, Knowledge (tactics) 12 Ranks.

Effect: A character with this feat grants a bonus equal to his Intelligence modifier to a number of units equal to 8 times his Charisma modifier. This bonus stacks with the bonuses granted to specific units by individual commanders.

TARGET ACQUISITION

You are trained to fire using scopes quickly and accurately.

Prerequisite: Weapon Focus, Sharpshooter, Base Attack Bonus 6+.

Effect: When you are using a scope, you may gain the bonus to range increments as a Move action. This feat includes both scopes on handheld weapons, and also artillery scopes.

Normal: Acquiring a target with a scope is normally an Attack action.

VOICE OF COMMAND

You are used to being obeyed, and when you give an *Order*, you usually are.

Prerequisite: Intimidate 5 Ranks

Effect: You can give *Orders* as a Move action, and without the -4 penalty.

Normal: Normally, characters using their intimidate skill to give an Order in combat requires an attack action, and takes a -4 penalty.

SOME ELITE UNITS

The following are some units from the real world, broken down into BUCS terms to give you an idea of how it all fits together. All units have their Unit Quality and Equipment ratings listed in parenthesis after their name.

1ST CAVALRY DIVISION (LEGENDARY, GOOD)

REQUISITION DC: 26

Unit Specialties: Airborne, Mechanized, Armor, Infantry

Total Attack Bonus: +8 (+6 Legendary, +2 Equipment), +4 Mobility

Total Hits: 9 (7 from Legendary, 2 from Armor)

3RD INFANTRY DIVISION (ELITE, EXCELLENT)

REQUISITION DC: 24

Unit Specialties: Mechanized, Infantry, Heavy

Total Attack Bonus: +9 (+4 Elite, +1 Heavy, +4 Equipment), +2 Mobility

Total Hits: 8 (6 from Elite, 1 from Mechanized, 1 from Heavy)

10TH MOUNTAIN DIVISION (ELITE, GOOD)

REQUISITION DC: 22

Unit Specialties: Arctic, Infantry, Mountain

Total Attack Bonus: +6 (+4 Elite, +2 Equipment), +8 in Arctic or Mountain conditions

Total Hits: 6 (6 from Elite)

82ND AIRBORNE (ELITE, GOOD) REQUISITION

DC: 22

Unit Specialties: Airborne, Heavy, Infantry

Total Attack Bonus: +7 (+4 Elite, +1 Heavy, +2 Equipment)

Total Hits: 7 (6 Elite, +1 Heavy)

101ST AIRBORNE (ELITE, GOOD) REQUISITION

DC: 22

Unit Specialties: Airborne, Heavy, Infantry

Total Attack Bonus: +7 (+4 Elite, +1 Heavy, +2 Equipment)

Total Hits: 7 (6 Elite, +1 Heavy)

MARINE EXPEDITIONARY UNIT (ELITE, EXCELLENT) REQUISITION DC: 24

Unit Specialties: Amphibious, Heavy, Infantry

Total Attack Bonus: +9 (+4 Elite, +1 Heavy, +4 Equipment), +2 Mobility

Total Hits: 7 (6 from Elite, +1 from Heavy)

SEABEES (ELITE, GOOD) REQUISITION DC: 22

Unit Specialties: Amphibious, Combat Engineering, Infantry

Total Attack Bonus: +6 (Elite, +2 Equipment), +8 in Amphibious terrain

Total Hits: 6 (Elite)

CHAPTER 6:

GAMEMASTERING

No had made it back, Hoagland hadn't. Hasko hit the dirt as the partial wall he was using for cover exploded into a shower of dust from a rifle shot. This was not going well. The kids were freaking too, which only made a bad situation worse.

These guys sucked, but they were crazy, and totally relentless. Hasko was sure they were almost as excited about the chance to kill some Americans as they would be to torture and kill some innocent little kids because of some lame-ass thousand-year-old feud.

The entire building rocked as an explosion went off in what was left of the playground. The whole battlefield seemed to go quiet for a moment, as if in appreciation of Johnson's savage ingenuity. Several soldiers were tangled with the old rusty swingset. In the light of the approaching dawn it was impossible to tell where the men began and the swingset ended.

Then, as the fight picked up new intensity, with the soldiers having been funneled into the western approach by the lack of explosives, where the Marines could concentrate their fire, cutting them down one after the other. Still they came, and Hasko knew their sheer numbers would spell the end if they got much closer.

Then he heard the rotors.

The oncoming soldiers seemed confused as the first ones started dying.

The paratroopers were landing right on top of the soldiers, cutting them down from the air. Each had a carbine in one hand, and a knife to cut their chutes off in the other.

Johnson said what the rest of them were thinking with simple elegance.

"Hardcore."

Hasko just grinned. It was time.

He charged out from his cover, cutting down the soldiers right and left. Of his men, only No stayed behind, raining down fire like the hand of God with his M-40 sniper rifle.

It was over in minutes. Johnson slapped the nearest Air Force "flyboy" on the back.

"Hardcore my man."

Suddenly all the soldiers, Marine and Air Force were laughing.

GMing a modern military campaign affords the GM with some unique opportunities, but also poses some unique challenges. How the GM handles the choices and options he has at his fingertips will go a long way to determining the nature of the campaign, and ultimately, its degree of success.

REALISTIC CAMPAIGNS

The Realistic campaign strives to maintain reality as one of the core principles of the game whenever possible. The only two game considerations that should come before realism in the Realistic campaign are the enjoyment of the game, and the balance of the game. Anything that does not unbalance the game or make the game less fun takes a back seat to realism. Characters (not necessarily players) should be male (women are not allowed to serve in special operations), should all belong to the same branch of service, and should all belong to compatible special operations units. Force Recon units contain Snipers, so if the GM and players wished to run a realistic special ops campaign, all characters would have to be members of the U.S. Marine Corps, male, and, eventually, members of either the Force Recon or Sniper classes.

Realistic campaigns feature no FX, no shadow, and no monsters of any kind (except for animals that exist in the real world). All new combat rules labeled Modern should be used in the Realistic Campaign, with those labeled Grit and True Grit being optional.

The Realistic Campaign's main advantage is that all the GM has to do is turn on CNN when she needs an adventure idea. The main army website (www.army.mil) has a daily military news briefing which you can subscribe to in e-mail, with provides news exclusively focused on military campaigns around the world.

The Realistic Campaign's main disadvantage is that you give up on all the fun FX included in the d20 Modern rules. Sure, kicking Saddam's ass is fun, but think how much more fun it would be if he was a *vampire*.

HIGHLY CINEMATIC CAMPAIGNS

As the title of this section suggests, almost all Blood and Guts campaigns will be somewhat cinematic in one way or another. The reality of modern military combat often goes like this: "What's that noise?" *BOOOM* (All

characters fall over dead from incoming mortar fire.) I imagine most of you don't see a compelling campaign in the above description. So, in those ways which make games more fun than reality (remember in the Realistic campaign realism comes first), all campaigns are cinematic.

What makes the highly cinematic campaign unique, however, is that virtually anything goes. Characters can be members of differing branches of services, every special ops unit is open to them. Characters can be male or female. Characters can be ninja who eschew the use of firearms in favor of traditional ninja weapons such as shuriken. Characters can be big bald MPs with clubs they call "the strength". You get the idea. My playtest group affectionately refers to this type of campaign as "the G.I. Joe option". Nuff said.

The main advantage of a highly cinematic game is that the GM has all the tools from every d20 book at her disposal when designing her campaign. FX, Shadow, Monsters, Psionics, that movie you saw the other day, you name it.

The main disadvantage to the highly cinematic campaign is that it gets a little silly. If you like B movies all the time, this is for you. If you don't, you may want to consider a Compromise Campaign.

COMPROMISE

The Compromise Campaign will be 99% of all campaigns. Perhaps a regular player is female, and wants to play a female character. Even in an otherwise gritty campaign, this is a good compromise to make. The player will have a lot more fun, and a lot of role-playing opportunities can be created from compromises like this. The only issue that it is hard to compromise on is FX. This is the most important decision the GM has to make, and belongs to her alone.

MILITARY CAMPAIGN (REALISTIC)

In the military campaign, characters are not elite soldiers; they are simply soldiers. Characters in the military campaign begin at first level in a basic class, working their way up the ranks. An advantage of this type of campaign is that players have a chance to grow within the military framework and learn their characters. This is a perfect campaign to "graduate" into a special ops campaign.

THE SPECIAL OPS CAMPAIGN

In the Special Ops campaign, characters begin play as members of a special ops unit. For many of the units within this book, that means the campaign will begin with characters between 5th and 10th level. This makes for an exciting game, with characters able to accomplish a lot from the first adventure. However, many GMs prefer to build into the mid-levels.

SPECIAL OPS ADVENTURES

Once you have the basic framework of your campaign set-up, it's time to play. Although the decisions you have made up till now will certainly influence your campaign, the classic adventure types remain constant.

Natural Disaster

Characters in aviation units and medical units could be called in to aid foreign countries ravaged by natural disasters such as hurricane and earthquake. The characters would provide medical aid, evacuation from hazardous areas, and possibly security aid to prevent looting and rioting.

These types of missions rarely involve combat, but can be extremely dangerous. Weather often works to make the characters' lives more difficult, forcing them to fly aircraft through terrible weather, or perform operations during aftershocks. A suitable runway could also be difficult to find in an area hit with severe weather. In extremely dangerous situations, the Air Force Pararescue, with their training in insertion and medicine, would be the perfect force to call in for emergency medical aid. The Combat Controllers might also be called in to help restore air traffic control facilities.

For characters in the National Guard or reserves, this type of adventure can be run as well, only on American soil.

Peacekeeping

The United Nations provides peacekeeping services to help nations get through periods of tension and move toward a lasting peace. Soldiers literally position themselves between two hostile forces to prevent accidental skirmishes which can lead to larger conflicts. Even though both sides must ask the U.N. for peacekeeping aid, and even though peacekeepers withdraw at the renewal of conflicts, peacekeepers frequently find themselves in the middle of two hostile forces.

Although any kind of military personnel can be

assigned peacekeeping duties, these assignments are rarely given to special operations forces. Therefore, this type of mission is more suited to the military campaign than the special operations campaign.

Riot Control

This mission can be both challenging and dangerous. The use of force is not the preferred option, and an extremely angry mob that must be resisted as peacefully as possible can be a dangerous assignment. On American soil, this assignment will usually fall to reserve and National Guard forces, but friendly nations facing civil unrest might call on American forces overseas to aid them.

The War on Drugs

The United States, along with several other nations around the world, are engaged in a war to end the exportation of illegal drugs into the United States. Several South American countries, Columbia in particular, are engaged in civil wars against powerful, well-armed and well-trained drug cartels. Officially, the United States provides only money and logistical aid to these forces. Officially.

This campaign could involve any or all of the special operations units in this book, and might involve members from several different branches of service, enlisted unofficially by the CIA. Such characters could expect much less logistical and material support than they are used to (-6 on all Requisition checks), to keep the mission "below the radar".

Alternately, the GM could build his campaign around an all-out war on drug cartels waged by the United States with the cooperation of South American countries. Although this would seem to be a mismatch, with all the power that could be brought to bear by American military forces, remember the equalizing effect of jungles and knowing the land. Guerilla forces would be able to strike where the Americans weren't (by using local intelligence sources friendly to them- or bought by them- or terrorized by them), then fade away before the Americans could arrive. Booby traps, jungle ambushes, and never knowing who the enemy is could turn this war into a modern, bloody Viet Nam.

The War on Terror

The cowardly attacks by terrorists on the United States that took place September 11, 2001 changed many aspects of American foreign policy. International terrorists once were able to hide within the borders of sovereign nations friendly to them, while they waged (in effect), an undeclared war on the United States.

Since these attacks, the United States has been involved in several extended actions in Afghanistan and Iraq, which have turned this undeclared war into

a declared one. Anti-American extremists in the Philippines are attempting to destabilize the government there, and special operations units are heavily involved in aiding the government.

These are the stories we read about in the newspaper everyday, but there are other stories that we may never hear. These are the stories of the special operations forces seeking out terrorist cells around the world.

SOME MILITARY SLANG

The military seems to be one of those groups of people, like engineers and computer geeks, that just delights in generating new and interesting words, especially acronyms. In my time around military folks, and in my research for this book, I have come across a lot of slang. Below are some of my favorites.

3-Hole Shitter: Makeshift latrine with three seats.

Duck Hunter: Soldier on anti-aircraft duty.

Cluster Fuck: A Very Bad Thing. The result of no one knowing what the hell they're doing, especially those in charge. Also known as a Goat Fuck.

FUBAR: Fucked Up Beyond All Recognition.

When a plan has gone seriously awry. Can also be used when a target (person, or equipment) has been utterly demolished.

HQ: Headquarters. The place where the REMF holds sway, and a place to be avoided at all costs by anyone who wants to get anything done.

MOS: Military Occupational Specialty. This is your military "job", and is learned after basic training. Several MOS packages are detailed in this book.

REMF: Rear Echelon Mother Fucker. The lowest form of life yet documented, these folks horde supplies, enforce meaningless regulations, keep regular hours, and perform other Vital Tasks much too numerous to list here. Real soldiers hate REMFs with a passion. Also known as a Chairborne Ranger.

Single Digit Midget: Someone who can count the days left in his military service on his fingers (1-9 days remaining). Other soldiers will be greatly envious of this person, whose ability to do *nothing* will increase exponentially as his time winds down.

SNAFU: Situation Normal- All Fucked Up. This classic, around since WWII, is still worth mentioning, although it has recently been replaced in common usage by Cluster Fuck and Goat Screw.

BIBLIOGRAPHY

I get asked all the time about the sources for my books, so, in an effort to help GMs out, here's the main sources of research that I used.

Research for this sourcebook was conducted either from online sources, or from the author's own experience. A partial list of the sources used is included to aid the Game Master in finding information for adventures.

USMILITARY.ABOUT.COM

The about sites are all excellent starting places in any research endeavor. The military sub-site has information on weapons, Military Occupations, vehicles, you name it. Many of the images used in this book are courtesy of this fine site. A special thanks also to those on the message boards who took the time to answer this author's lame-ass questions. And a special thank you to Rod Powers, the military site moderator, who answered every e-mail I sent him.

WWW.ARMY.MIL

The official Army site, loaded with useful info on weapons and equipment, with a lot of breathtaking pictures of military forces in action. This site also has links to military bases and units.

WWW.NAVY.MIL

The official Navy site, with a great fact library of vehicles and weapons, as well as homepages for the Seabees and the SEALs.

WWW.MILITARY.COM

The parent site for all the official military sites. A great source for breaking news, a lot of which you will *not* hear on your evening blurbs. This is not only the best military site on the net, it's one of the best websites I have ever used, in terms of amount of content and ease of navigation, and pure good looks. Ever.

WWW.DEFENSELINK.COM

Mostly news (but really good military news), along with numerous links.

WWW.GOSERE.COM

A great page by an Air Force SERE instructor.

FEAT TABLE: GENERAL FEATS

Feat Name	Prerequisites	Benefits
Advanced Training	Varies	You receive the benefits of the Advanced Training packages
Air Traffic Control Expert		+2 bonus on Air Traffic Control and Communications Operation skill checks
Antithesis	Enemy, BAB +9	+2 to hit and skill checks against your antithesis
Block	Commando Training, BAB +1	You may attempt to block a melee attack at no penalty
Box Ears	Commando Training	Fort save vs Deafened or Dazed
Choke Hold	Commando Training	Strangle a grappled target without provoking Attacks of Opportunity
Combat Pilot	Pilot 5 ranks	+2 bonus on Pilot and Knowledge (Tactics) skill checks
Commando Training	Combat Martial Arts	Armed when making head, elbow, or kick attacks. Hide and Move Silently become class skills
Conviction	One Allegiance	+1 to hit and saving throws when you are working to support that allegiance
Cover Fire	Personal Firearms, Teamwork	50% Increase in cover fire bonuses
Cryptographer		Perform Cryptography with no penalty
Desk Jockey		+2 on Requisition checks
Electronic Warfare		Perform Jamming, Signal Interception, and Signal Triangulation with no penalty
Elite Unit Assignment	Varies by unit	You gain the benefits of an Elite Unit Assignment
Enemy		+2 to attack and skill checks against your enemy
Esprit de Corps	Teamwork, BAB +9, member of an elite unit	Increase Teamwork bonus to +4 to attack and skill checks when you are working with your team
Evasive Maneuvers	Combat Pilot	You make Evasive Maneuvers piloting stunts as a Move action
Eye Gouge	Commando Training	Fort save vs Blinding
Fast Track		Immediate Promotion Check +4, +4 to all future promotion checks
Fighter Escort	Combat Pilot, Teamwork, Formation Flying	+1 defense for Large or larger crafts per fighter craft protecting it
Fixed-Wing Vehicle Weapons	Aircraft Operation (Jet Fighters)	Attack with fixed-wing vehicle weapons at no penalty
Forced March	Endurance	Hustle for 1+Con modifier hours before you begin taking damage
Formation Flying	Combat Pilot, Teamwork	+2 to defense and Clear Your Six for all fighter craft flying in formation
Grenadier	Exotic Firearms Proficiency	+1 to attack, +50% range on all grenade attacks
Hawkeye		+2 to Spot and Search
Heart Punch	Commando Training	Fort save vs Stun
Helicopter Vehicle Weapons	Aircraft Operations (Helicopters)	Attack with helicopter vehicle weapons at no penalty
Interrogation		Perform Debriefing, Friendly Interrogation, Plea Bargaining, and Hostile Interrogation at no penalty
Leadership	6 th Level	Get a cohort and followers; units commanded by a character with this feat ignore first Morale Hit
Marksman	Weapon Focus (ranged weapon), Spot 5 ranks	Offset range penalties with ½ Spot skill (ignore one range penalty per 4 ranks in Spot)
Military Police Powers	MOS Law Enforcement	Detain, question, and arrest those who break military regulations
Mortar/Indirect Fire Weapons		Attack with mortar and indirect fire weapons at no penalty
Mountaineer		+2 to Climb and Use Rope checks
NBC		+2 to Disable Device checks against NBC weapons; perform Spot and Treat Injury checks during NBC operations at no penalty
Paratrooper	Jump School	+2 to Paradox and Tumble checks
Psychotherapy	Knowledge (Behavioral Sci) 4 ranks	Treat conditions of mental illness
Radar Operation		Perform radar Spot checks at no penalty
Security Clearance, Secret	Allegiance (Loyalty to Country)	+2 to requisition information checks at secret level or below
Security Clearance, Top Secret	Security Clearance (Secret)	+4 to requisition information checks at top secret level or below
Sharpshooter	BAB +5, Weapon Focus	+1 to hit, +2 to damage with chosen weapon
Sonar Operation		Perform sonar listen checks at no penalty
Tactician	Int 13+, Cha 13+, Knowledge (Tactics) 5 ranks, Teamwork	Tactics skill checks apply to 2x Cha modifier allies
Tactician, Platoon	Tactician, Knowledge (Tactics) 8 ranks	Lead 2x Cha modifier units; units gain 2x your Int modifier bonus in crew contests
Tactician, Company	Cha 15+, Tactician –Platoon, Knowledge (Tactics) 10 ranks	Lead 4x Cha modifier units; units gain your Int modifier bonus in crew contests

Tactician, Battalion	Int 15+, Tactician –Company, Knowledge (Tactics) 12 ranks	Lead 8x Cha modifier units; units gain your Int modifier bonus in crew contests
Tank/APC Weapons	Drive 5 ranks, Surface Vehicle Operation (Tracked)	Attack with tank and APC weapons at no penalty
Target Acquisition	Weapon Focus, Sharpshooter, BAB +6	Gain range increment bonus as a Move action when using a scope
Teamwork, Specific Team	Allegiance (Specific Team)	+2 to attack and skill checks when working with others with the feat for the same team
Voice of Command	Intimidate 5 ranks	Give Orders as a Move action at no penalty
Weapon Focus	BAB +1, Proficiency with the weapon	+1 to attack rolls with specific weapon
Wingman	Combat Pilot, Formation Flying, Teamwork	Grant your partner +4 defense bonus; attack missiles fired at your partner as attack of opportunity; +2 to Clear Your Six checks

FEAT TABLE: ADVANCED TRAINING

Feat Name	Prerequisites	Benefits
Amphibious Assault Training		+1 to attack; +2 to Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, Survival, Swim in amphibious terrain
Arctic Warfare College		+1 to attack; +2 to Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, Survival in arctic terrain; proficient with skis
Defense Language Institute	Int 12+	All language skills are class skills; gain 2 languages to speak/read/write; Smart Heroes double the bonus languages
Desert Warfare College		+1 to attack; +2 to Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, Survival in desert terrain
Drill Instructor		Intimidate becomes class skill; +2 to Intimidate skill checks
Jump School		Balance, Paratroop, Tumble become permanent class skills.
Jungle/Swamp Warfare College		+1 to attack; +2 to Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, Survival in jungle and swamp
MOS Armor		Three of the following: Communication Operations, Demolitions, Disable Device, Drive, Hide, Knowledge (Tactics), Knowledge (Technology), Navigate, Repair become permanent class skills; choose one feat from the following: Exotic Firearms Proficiency- Mortar/Indirect Fire Weapons, Exotic Firearms Proficiency- Tank/APC Weapons, Surface Vehicle Operation (Heavy Wheeled or Tracked), Teamwork
MOS Aviation		Three of the following: Air Traffic Control, Communications Operation, Craft (Electronic), Craft (Mechanical), Craft (Structural), Knowledge (Technology), Repair become permanent class skills; choose one of the following feats: Air Traffic Control Expert or Radar Operation
MOS Combat Engineering		Three of the following: Craft (Chemical), Craft (Electronic), Craft (Mechanical), Craft (Structural), Demolitions, Disable Device, Drive, Knowledge (Technology), navigate, Repair, Search, Survival become permanent class skills; bonus feat: Surface Vehicle Operation (Heavy Earthmovers and Bridgelayers)
MOS Diver		Three of the following: Craft (Chemical), Craft (Electronic), Demolitions, Disable Device, Knowledge (Technology), Profession (Diver), Repair, Search, Swim become permanent class skills; bonus feat: Endurance
MOS Field Artillery		Two of the following: Craft (structural), Demolitions, Disable Device, Drive, Knowledge (tactics), Hide, Repair become permanent class skills; choose one bonus feat: Exotic Firearms Proficiency (one Indirect Fire weapon, cannon, or missile battery) or Teamwork
MOS Infantryman/Rifleman		Three of the following: Climb, Craft (Structural), Demolitions, Disable Device, Drive, Hide, Intimidate, Knowledge (Tactics), Navigate, Search, Spot, Survival become permanent class skills; bonus feat: Advanced Firearms Proficiency
MOS Intelligence		Three of the following: Bluff, Bureaucracy, Communications Operation, Computer Use, Cryptography, Decipher Script, Diplomacy, Electronic Warfare, Forgery, Gather Information, Interrogation, Intimidate, Research, Sense Motive, Spot become permanent class skills; bonus feat: choose one of the following: Cryptography, Electronic Warfare, or Interrogation
MOS Law Enforcement		Three of the following: Bureaucracy, Diplomacy, Drive, Handle Animal, Intimidate, Investigate, Knowledge (Civics), Sense Motive, Spot become permanent class skills; bonus feat: Alertness
MOS Maintenance		Two of the following: Communication Operations, Craft (electronic), Craft (mechanical), Craft (structural), Drive, Knowledge (technology), Repair become permanent class skills; bonus feat: Gearhead

MOS Medical		Three of the following: Bureaucracy, Craft (Electronic), Craft (Pharmaceutical), Diplomacy, Knowledge (Behavioral Sciences), Knowledge (Technology), NBC, Repair, Research, Treat Injury become permanent class skills; bonus feat: one of the following: Medical Expert, Psychotherapy, or Surgery
MOS NBC		Three of the following: Craft (Electronic), Craft (Chemical), Diplomacy, Disable Device, Knowledge (Technology), Repair, Research, Treat Injury become permanent class skills; bonus feat: NBC
MOS Pilot	Officer Candidate School	Two of the following: Air Traffic Control, Craft (Electronics), Craft (Mechanical), Knowledge (Tactics), Pilot, Repair become permanent class skills; bonus feat: Combat Pilot
MOS Signals		Three of the following: Communication Operations, Craft (Electronic), Craft (Mechanical), Diplomacy, Knowledge (Technology), Repair become permanent class skills; bonus feat: Security Clearance (Secret)
Mountain Warfare College		+1 to attack, +2 to Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, Survival skill checks in mountainous terrain
NCO School	Rank E-5+	Knowledge (Tactics) becomes permanent class skill; units lead by you ignore first morale hit; bonus feat: Tactician; +1 to all Promotion checks
Officer Candidate School		Bureaucracy and Knowledge (tactics) become permanent class skills; units lead by you ignore first morale hit; bonus feat: Tactician; new rank is O-1; +1 to all promotion checks
SERE		+2 to Hide and Survival checks; +2 to Will saves and level checks to resist intimidation, interrogation, torture, and brainwashing
Urban Warfare College		+1 to attack, +2 to Balance, Climb, Demolitions, Drive, Hide, Knowledge (Tactics), Spot, Survival in urban terrain
Air Traffic Control Expert		+2 bonus on Air Traffic Control and Communications Operation skill checks

FEAT TABLE: ELITE UNITS

Feat Name	Prerequisites	Benefits
1 st Cavalry Division	Active Duty (U.S. Army), Jump School, Desert Warfare, MOS Armor	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; Desert Warfare Terrain Specialization
3 rd Infantry Division	Active Duty (U.S. Army), Jump School, BAB +3, MOS Infantryman	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; +2 to requisition checks
10 th Mountain Division	Active Duty (U.S. Army), Arctic Warfare College, Mountain Warfare College, MOS Infantryman	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; Terrain Specialization Mountain/Arctic
75 th Ranger Battalion	Active Duty (U.S. Army), Jump School, MOS Infantryman	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; +1 to all promotion checks
82 nd Airborne	Active Duty (U.S. Army), Jump School, MOS Infantryman	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; +1 to all promotion checks
101 st Airborne	Active Duty (U.S. Army), Jump School, MOS Infantryman	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; +1 to all promotion checks
Blue Angels	Active Duty (U.S. Navy), Combat Pilot, MOS Pilot, Pilot 10 ranks, Formation Flying, Teamwork	+2 Defense in aircraft combat; bonus feat: Esprit de Corps; +3 to Reputation
Marine Expeditionary Unit	Active Duty (U.S. Marine Corps), Amphibious Assault Training, MOS (Aviation, Combat Engineering, Field Artillery, Rifleman, Medical, Pilot, or Signals), Teamwork	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; increases the bonus to attack and skill checks gained by Amphibious Assault training by +1
Phoenix Ravens	Active Duty (U.S. Air Force), MOS Law Enforcement 2, Urban Warfare	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; +2 to Spot and Investigate skill checks
Radio Reconnaissance Teams	Active Duty (U.S. Marines), MOS Signals 2, Amphibious Assault, Jump School	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; increases the attack and skill bonus gained by Urban Warfare training by +1
Special Reaction Team	Active Duty (U.S. Marines), MOS Law Enforcement 2, Urban Warfare	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; increases the attack and skill bonus gained by Urban Warfare training by +1
Seabees	Active Duty (U.S. Navy), MOS Combat Engineer, Builder	+1 to hit, +1 to save vs fatigue, hunger, torture, brainwashing, fear, combat fatigue, intimidation; +2 to all Craft (Structural) skill checks