

# GHOST OPS



# OSR

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Ghost Ops - Modern Day Covert operations RPG

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# **1. Getting Started**

## Welcome to Ghost Ops

You may have heard of Ghost Ops the Modern Covert Ops RPG it has been around for a year or so and is pretty popular. Well this is that Ghost Ops rules lite version. This version tries to keep the OSR aesthetic, less rules, quick to set up and easy to play with an awful lot of rules homebrewed by you or the Handler (Which is what we call a GM). This book contains everything you need to play but there is a lot of scope for you to add or amend etc.

In this chapter we will go over a few things you will need to know before making characters (operators) and playing the game.

## The ICO (International Covert Operations)

The ICO is an independent military contractor funded by many of the governments of the world. They were created to fight against terrorism, drug cartels and organised crime without borders or local laws getting in the way. If you have read the books by Tom Clancy or played the video game Rainbow Six, then this is a good example of what the ICO is. You do not exist and are considered deniable.

## Rule Zero

We encourage the Handler to modify the rules, we practically insist on it, this is your game so make it what you want, we hope we have done everything we can to make it fun, but we aren't perfect so adapt.

## The Dice

You will need a D20, D12, D10, D8, D6 and a D4 to play the game. These are all available at your local gaming store or online.

## Attributes

There are 6 Attributes in the game and each one of these should be rolled on a 3D6, giving an attribute between 3-18, we suggest ignoring any roll below 9 The Handler can decide whether each Attribute should be rolled in turn or whether the operator should be able to roll the dice and place them where they wish, remember the operators background may change this.

## Combat

This Attribute covers the shooting and fighting parts of the game, when the operator wishes to shoot a gun, use a knife or even punch a Tango (bad guys).

## Fitness

This attribute covers the athletic ability of the operator, dodging, climbing or jumping is covered by Fitness, also feats of strength or speed.

## Investigate

This attribute governs the operator's awareness and ability to notice ambushes or find clues etc.

### Rapport

This attribute is the operator's ability to communicate, ask questions, deal with diplomatic issues, convince and/or persuade others.

### Stealth

The operator's ability to move quietly, hide, pick locks and conceal items.

### Skill

The operator's ability to operate computers, use drones and demolitions, repair vehicles and hack systems, also to use first aid, drive and repair gear.

### Attribute Bonus

Your Attribute score will affect the rolls you do by adding a bonus or a penalty.

Attribute	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

### Hit Points

All operators receive a Hit Dice indicated by the class they have chosen, for first level they receive the full amount of the Hit Dice plus any bonus from Fitness. As they go up a level they will receive this hit dice again but unlike at first level the Hit Dice must be rolled. They also receive their Fitness bonus if they have one.

### The Unit

Each operator is part of the same unit, and this means they have the same goals, same orders and should work together to complete the objective or mission. This is not a game of killing monsters and grabbing gold but instead characters receive Experience for completing missions, working together and roleplaying in a thrilling and tactical way.

### Saving Throws

An operator can attempt to save against certain effects, these are Death, Concussion, Poison, and Trap Effects. To attempt a saving throw the player must roll under the attribute total. Some Classes will give a bonus to the dice roll.

If the Saving throw is failed then the Handler must consult the following table.

Failed Against	Effect
Death	Operator Dies
Concussion	Operator is stunned and unable to act for d4 rnds
Poison	Operator takes the full effect of the poison
Traps	Trap is triggered and operator takes the full effect

## Core Mechanic & Difficulty

The Plater rolls a d20 and adds any modifiers they may have, in order to succeed they must beat a difficulty, which for a standard action is 10.

The Handler can if they choose increase the difficulty if they feel that it is needed, this will normally happen if the operator is under stress or for environmental factors. below we have created a small table to give examples.

Difficulty	Number
Standard	10
Challenging	15
Tough	20
Hard	25

## Advantage and Disadvantage

The Handler can also give advantage or disadvantage to the Operator, this is done by rolling an extra D20 and either taking the highest roll (advantage) or the lowest roll (disadvantage).

## Operator Retirement

The operators can reach as high as level 10 in the game and it is then up to the Handler whether or not the operator is retired, if they are not then the Handler should extend the experience tables for each class.



## **2. Backgrounds & Classes**

Each operator is pulled from one of 10 best special forces units in the world and the player must choose which one they have come from. Each unit will have an attribute they favour, this will allow them to roll 4d6 and drop the lowest for that attribute.

## Background

The player must choose one background from the following. The Handler should expand this list as there are a great number of Special Forces units in the world.

### **Australia - Special Air Service (SASR)**

**Attribute** - Fitness

### **Austria - EKO Cobra**

**Attribute** - Skill

### **Canada - Joint Task Force 2 (JTF2)**

**Attribute** - Combat

### **France - GIGN**

**Attribute** - Rapport

### **Germany - GSG9**

**Attribute** - Skill

### **Israel - Shayetet 13**

**Attribute** - Combat

### **Poland - JW GROM**

**Attribute** - Skill

### **Russia - Alpha Group**

**Attribute** - Fitness

### **United Kingdom - Special Air Service (SAS)**

**Attribute** - Combat

### **United States - Delta Force**

**Attribute** - Investigate

## Operator Classes

Each operator chooses a class from the following 5 choices. These classes will determine HD and Experience Bonus.





## Assault Class

You are the frontline troops, kicking in door and taking down tangeros with extreme prejudice.

## Weapon and Armour Restriction

You are trained in warfare and have no restriction on weapons or armour. You can carry up to 3 weapons.

## Saving Throws

You receive a -2 bonus on saving throws Vs death

## Multiple Targets

You receive a +1 modifier when attempting to shoot more than one target in a turn (must be using a weapon that has multiple shots per rnd).

## Establish Perimeter

At 5th level the operator can establish a perimeter around the DMZ giving all operators a +1 defence.

## Experience Bonus for Combat

Combat is the prime attribute for the Assault class, which means that an Combat score of 10+ grants +5% experience

## Hit Dice D10

Level	Exp. Points	Hit Dice
1	0	1
2	2,000	2
3	4,000	3
4	8,000	4
5	16,000	5
6	32,000	6
7	64,000	7
8	128,000	8
9	256,000	9
10	512,000	10





## Engineer Class

You are the technical expert, experienced in Demolitions, drones and hacking, as well as vehicle repairs.

## Weapon and Armour Restrictions

As an Engineer you have access to explosives, but can only carry 2 weapons. You have no armour restrictions.

## Saving Throws

You receive -2 on saving throws Vs concussion.

## Set Explosives

You gain a +2 when attempting to set a timer or remote detonation.

## Establish Network

At level 5 you can establish a network which will allow you to quickly hack into rogue systems or Wifi signals at +1

## Experience Bonus for Skill

Skill is the prime attribute for the Engineer class, which means that a Skill score of 15+ grants +5% experience

## Hit Dice D8

Level	Exp. Points	Hit Dice
1	0	1
2	1,500	2
3	3,000	3
4	6,000	3+1
5	12,000	4
6	24,000	5
7	48,000	6
8	96,000	6+1
9	192,000	7
10	384,000	8



## Recon Class

You are the stealth and observation specialist in the group, you often go on lone missions or are deployed ahead of the unit.

### Armour and Weapon Restrictions

As a stealth specialist you can only carry a maximum of 2 weapons and cannot wear any armour with an AC above +3.

### Saving Throws

You gain a -2 to saving throws to avoid the effects of traps.

### Spot Ambush

You gain a +2 to spotting dangers or ambushes.

### Establish Safe Zone

At 5th level you can establish a safe zone where operators can heal up, plan and organise giving a +1 to all activity whilst in the zone.

### Experience Bonus for Investigate

Investigate is the prime attribute for the Recon class, which means that a Investigate score of 15+ grants +5% experience.

### Hit Dice D8

Level	Exp. Points	Hit Dice
1	0	1
2	2,000	2
3	4,000	3
4	8,000	4
5	16,000	5
6	32,000	6
7	64,000	7
8	128,000	8
9	256,000	9
10	512,000	10



## Specialist Class

You are the all round expert on most things, dealing with First Aid, communications, Air Support and offensive driving.

## Armour and Weapon Restrictions

As a specialist you can only carry 2 weapons but can wear any type of armour.

## Saving Throws

You receive -2 to saving throws Vs poisons.

## Battle Medic

You gain a +2 when giving First Aid whilst under fire.

## Establish Medbay

At 5th level you can establish a field hospital allowing all operators who stay there to heal back any lost Hit Points instantly.

## Experience Bonus for Rapport

Rapport is the prime attribute for the Specialist class, which means that a Rapport score of 15+ grants +5% experience.

## Hit Dice D8

Level	Exp. Points	Hit Dice
1	0	1
2	2,000	2
3	4,000	3
4	8,000	4
5	16,000	5
6	32,000	6
7	64,000	7
8	128,000	8
9	256,000	9
10	512,000	10



## Sniper Class

You are the marksman of the unit, providing overwatch and taking out threats from distance.

### Armour and Weapon Restrictions

You can carry up to 3 weapons, but one of those must be a Sniper rifle. You can not wear armour above AC +3.

### Saving Throws

You gain a -2 saving throw Vs being spotted by an enemy whilst in your sniper nest.

### Aimed Shot

You can make shots at a specific location without gaining a penalty, but only using a sniper rifle with scope.

### Establish Kill Zone

At 5th level you establish a kill zone around your nest, this gives a penalty of +2 to anyone attempting to sneak up on you.

### Experience Bonus for Stealth

Stealth is the prime attribute for the Sniper class, which means that a Stealth score of 15+ grants +5% experience.

### Hit Dice D8

Level	Exp. Points	Hit Dice
1	0	1
2	2,000	2
3	4,000	3
4	8,000	4
5	16,000	5
6	32,000	6
7	64,000	7
8	128,000	8
9	256,000	9
10	512,000	10





## **Advancements**

Operators will receive experience differently to many other games. In Ghost Ops experience is rewarded for the following reasons.

### **Playing as a Team**

Working as a team is paramount to success, leapfrogging movement, sharing intel and making sure no one is left behind.

### **Fulfilling an Objective**

operators must complete objectives, these are often part of a larger mission and sometimes an objective can be added whilst the operators are in the field. objectives can also change, that HVT (High Value Target) you were set to capture may now be a kill order.

### **Completing a Mission**

The team needs to complete missions. Missions are the main objective, and even if they do not manage to complete smaller objectives the mission must be completed.

### **Low Collateral Damage**

All missions must be completed with low collateral damage, this means no civilian body count and no disruption to infrastructure (unless part of the mission).

### **Roleplaying**

Handlers should reward points for roleplaying, being in character, not arguing over rules and being considerate to others around the table.

### **Tactics**

Good tactics are always fun and Drones help with this. The operators will have access to satnav, blueprints and intel which will allow them to plan their actions before deploying.

### **Neutralizing Tangos**

Taking out Tangos and capturing HVT's will dismantle organised crime groups, terrorist cells and cartels.



### **3. Loadouts**

## Attacking

Combat is straight forward in Ghost Ops OSR, whenever the operator shoots a gun, throws a grenade or uses a melee weapon they roll a d20 and add their Combat bonus.

## Armour Class (AC)

A standard Arcmour Class is 10 the operator can then add their Fitness Bonus. Any armour worn also adds to this. The total is the number the attacker must roll equal to or other in order to hit the target.

### Example

*Your operators base AC is 10, they have a Fitness Bonus of +1, this increases the AC to 11, the operator then puts on armour with an AC bonus of +3 which increases the overall AC to 14. An attacker must roll 14 or above to hit the operator.*

## Encumbrance

An operator can carry their Fitness Attribute in weight before experiencing any penalties. For every 5 points of weight above the Fitness attribute the operator receives a -1 to all dice rolls.

## Armour

Armour is provided as part of the basic loadout, and the armour may change based on mission parameters. Below is a list of the armour types available. Players are advised to check for class restrictions.

Armour	Weight	AC Bonus	Move Penalty
Light Body Armour	4	+2	0
Plate Carrier	5	+3	-1
IMTV	6	+4	-1
IOTV	7	+5	-2

## Descriptions

*Light Body Armour* - This is often known as a kevlar vest and is worn under clothing. used for covert missions.

*Plate Carrier* - Worn like a harness with pockets in the front and back for installing plates of ceramic or steel (plates are called E-SAPI and X-SAPI).

*IMTV* - Improved Modular Tactical Vest has pockets for plates on the back, front and sides, comes with pouches for ammo etc.

*IOTV* - Improved Outer Tactical Vest is a heavier version of the IMTV and also protects the arm. comes with pouches and velcro straps for carrying extra gear.

## Gear

All gear is free as part of the Loadout but most will use the usage dice rule. gear can not be replenished in the field unless the operators have a dropbox or safe house nearby.

## Usage Die rule

Some gear is expendable and to show this the player must roll a usage die whenever the operator uses that item. On a roll of 1-3 the usage die is downgraded to the next dice type, (d10>d8 etc). When the item reaches a d4 usage die and if a roll of 1-2 is made then the item is exhausted and can no longer be used.

## Standard Gear

Gear	Benefits	Weight	Usage Die
Batteries	For Flashlight	-	Yes
Binoculars	For seeing distance	1	No
Canteen	Water	1	Yes
Carabiners	Advantage Climbing	1	No
Chemsticks	For lighting zones	-	Yes
Radio	Communication	1	No
Compass	Advantage Navigation	-	No
Energy Bars	1 Hp healed	-	Yes
Entrenching Tool	Can be used as a weapon	2	No
Flashlight	Advantage in Darkness	1	No
Gasmask	+2 to Poison Saves	2	No
IFAK	+2 to healing attempts	2	Yes
Lockpicks	Advantage to picking Locks	-	No
Multi-Tool	Set of tools	1	No
Night Vision	Advantage in Darkness	1	No
QB Sleeve	Holds maps	-	No
Rations	+2 HP healed	2	Yes
Rebreater	Advantage swimming	2	No
Rope	For Climbing	2	No
Tourniquet	+1 HP healed	1	Yes
Woobie	Weather Poncho	2	No
Zip Ties	For tying up Tangos	1	Yes

## Specialist Gear and Drones

Some gear is specialised and must be requested before a mission begins. This gear is only handed out to the specialist class.

Gear	Description	Weight
Designator	Used for calling in Airstrikes	10
Hazmat Suit	Used for dealing with dangerous waste	2
Laptop	Advantage to Hacking	4
Metal Detector	Advantage to finding mines and IEDs	4

### Drones

The drones available are often personal drones used for scouting or dropping small payloads. Each drone comes with a description and other stats.

#### Recon Drone

Basic drone that can relay back information via video or sound feed. Has a range of 500 metres.

AC = 12, Hp 10,

#### Tactical Drone

Upgraded Recon Drone that has been improved with a stealth mode and night vision.

AC= 13, HP 12, Stealth +2.

#### Assault Drone

Upgraded Tactical Drone with extra armour and weaponry.

AC = 14, Hp 20, Combat +2, Stealth +2.

Weapons - 9mm SMG, 6 mini missiles.

Drones need to be requisitioned and the more expensive they are the harder they are to obtain. In order to requisition a Drone the operator must be of either a Engineer or Specialist class and beat the requisition number on a d20 plus Rapport Bonus.

Drone	Diffiulty Number
Recon Drone	12
Tactical Drone	14
Assault Drone	18





## Firearms

The operators have trained in a variety of firearms and can use any they feel fits the missions. firearms are considered part of the standard loadout for operators.

Players should check class restrictions on the number of firearms carried.

### *Ammo Table*

<b>Weapon</b>	<b>Standard</b>	<b>Armour Pierce</b>
Revolvers	2d6	1d6
Auto Pistols	2d6	1d6
SMGs	2d6+1	1d6
Assault Rifles	3d6	2d6
LMG	3d6	-
<b>Shotguns</b>	<b>Shell</b>	<b>Solid Slug</b>
Double Barrel	4d6	3d6+1
Pump	4d6	3d6+1
<b>Sniper Rifles</b>	<b>Standard</b>	<b>Armour Pierce</b>
Standard	4d6	2d6
Anti-Material	6d6	4d6

### *Firearms Table*

<b>Weapon</b>	<b>RoF</b>	<b>Range</b>	<b>Ammo</b>	<b>Weight</b>
Revolver	1	50	6	5
Auto Pistol*	2	75	17	4
SMGs**	2	75	30	6
Assault Rifle*	2	150	30	7
LMG**	3	250	100	10
Shotgun	1	50	2/7	7
Sniper Rifles	1	500	1/5	8

\* Weapon can fire single shot and 3 rnd bursts (+1 to hit +1 Damage).

\*\* Weapon can fire bursts but become unstable (-1 to hit, x2 Damage).

## Ammo Type

There are various ammo types used in the game and these ammo types determine the damage done. Ammo type is separated by weapon type

## Solid Slugs

Shotguns can take both shells filled with shot and solid slugs



## Armour Piercing (AP)

An AP round ignores armour but does less damage. this means that the AC is reduced by the armour type when hit by a AP round. The operator will still get their Fitness bonus to the AC.

## Ammo Mags

Operators can carry only a set number of Ammo mags:

3 Pistols Mags

5 Assault Rifle/SMG

2 Sniper/LMG Mags

and or

20 Shotgun Shells/Slugs

60 Revolver Rnds

## Melee & Ranged Weapons Table

Weapon	Damage	RoF	Range	Ammo	Weight
<i>Ranged Weapons</i>					
Bow	1d8	1	60	1	4
Crossbow	1d8+1	1	80	1	5
Knife	1d6	1	Fitness x2	-	2
Hand Crossbow	1d6	1	40	1	3
<i>Melee</i>					
Club*	1d8+	1	-	-	5
Combat Knife*	1d6+	1	-	-	2
Entrenching Tool*	1d8+	1	-	-	3
Fist*	1d4+	1	-	-	-
Hatchet*	1d8+	1	-	-	2
Kick*	1d6+	1	-	-	-
Taser*	Stun	1	15ft	3	2

\* Melee weapons add the Fitness Bonus to damage

\*\* Tasers Stun the target for 1d6 rnds

## Explosives

Most explosive devices have an area effect range, what this means is that anyone within that range is ht by the blast. Ecplsoives also have an concussive range these extend beyond the blast range and can cause stun damage.

## Remote Detonation

Explosives can be set with timers or the ability to be detonated remotely. This can only be done by an Engineer class and involves a D20 + Skill roll, the Handler should determine the difficulty based on complexity of device.

## Mines and IEDs

Both mines and IEDs are considered traps for the purpose of a Saving Throw and are detonated once someone either steps on them or gets to close.

## Grenades

Grenades have a 3 second fuse and taking longer than 3 seconds to throw will cause the grenade to detonate unless the player states that the operator is holding down the spring after pulling the pin.

## Throw Failure

if the operator fails or fumbles their roll to throw a grenade then the grenade has been thrown just not where the operator planned. The Handler must roll a d4 to determine direction

4 - North

3 - East

2 - South

1 - West

And then a d6 for distance.

6 - 10ft

5 - 8ft

4 - 6ft

3 - 4ft

2 - 2ft

1 - At throwers feet.

## Fixed Launchers

Missile Launchers like SAMs, Anti-vehicle and Mortars still have to roll in order to hit their targets and this means that a Fixed Launcher will have a to hit bonus. often these launchers are controlled by the tangos and so the Handler will need to roll to beat the targets AC (see vehicle combat chapter).

**Explosives & Launcher Table**

Weapon	Damage	RoF	Range	AoE	Weight
<i>Grenades</i>					
Frag	5d6	1	Fitness x2	10ft	1
Phosphorous*	2d6	1	Fitness x2	10ft	1
Incendiary*	2d6	1	Fitness x2	10ft	1
Tear Gas	Stun	1	Fitness x2	15ft	1
Smoke***	Cover	1	Fitness x2	30ft	1
<i>Mines &amp; IEDs</i>					
Anti-Personal	6d6	1	-	20ft	2
Anti-Vehicle	10d6	1	-	20ft	2
<i>Explosives</i>					
Breach****	4d6	1	-	1ft	1
C4	8d6	1	-	40ft	1
Dynamite	7d6	1	-	30ft	1
Chemical**	varies	1	-	varies	1
<i>Fixed Weapon</i>					
Anti-Tank	15d6	1	300	direct	-
Anti-Aircraft	15d6	1	500	direct	-
Mortar	8d6	1	200	30ft	-
SAM	12d6	1	600	direct	-
<i>Launcher</i>					
MANPADS	7d6	1	250	20ft	5
Under-Barrel	5d6	1	150	10ft	1
RPG-7	6d6	1	120	10ft	1
Stinger	10d6	1	500	direct	5

\* These grenades do burn damage at d6 per round

\*\* Chemical based explosives send out a toxic cloud that will drift doing d6 damage per rnd to anyone failing a saving throw.

\*\*\* Smoke Grenades add cover to an area and gives a -3 to hit modifier.

\*\*\*\* Breaching Charges are used to take down doors and barriers



## Loadouts

Operators can build loadouts from the gear sections that will match the mission type and environment of each game. I suggest at least 4 different loadouts to cover most situations, these could be:

### Light Loadout

- Handgun
- Kevlar Vest
- IFAK
- Multitool
- Smoke Grenades

### Jungle Loadout

- Weapons
- Grenades
- Plate Carrier or IMTV
- IFAK
- Night Vision
- Rations
- Woobie

### Urban Loadout

- Weapons
- Grenades
- IMTV or IOTV
- IFAK
- Flashlight
- Gasmask
- Multi-Tool
- Night Vision
- Zip Ties





## **4. Engagements**

## Handler Vs Operator

The Handler plays two roles; they are the mission giver and HQ support and also the referee, making sure the game runs smoothly. Often the Handler determines the rules and as long as they are fair, and the players all agree the Handlers judgement is final.

## Turns

The game is split into two types of gameplay; the first is standard exploration, this is when the Operators are moving in on a location, using recon to scout an area or any other activity that does not include combat. During these times the Operators are acting in real time.

During Combat the time is split into rounds with each round equalling about six – 10 seconds depending on how many are engaged in combat. During this time operators can move once, attack and react. They can also forgo their attack to move twice or to attempt a skill or action other than attacking.

## Movement

An operator's normal movement is 10ft a turn. During a day a person can walk 8 miles if they are hurrying that is doubled and if they are taking their time or are moving across rough terrain that number is halved.

There are modifiers based on the type of movement they are doing. The following table is based on a movement of 10ft per turn (listed as Normal).



<b>Movement</b>	<b>Modified</b>
Crawling	2ft
Stealth	5ft
Normal	10ft
Running	20ft
Sprinting	30ft

Operators can dive into cover during a movement phase or drop to the floor.

## **Vehicles**

Normal driving of a vehicle involves no rolls, and this includes wheeled vehicles, water-based and aircraft. If you are manoeuvring in a vehicle, then a Skill roll must be made. This includes avoiding gunfire, avoiding obstacles, ramming, or keeping control of an out of control vehicle.

Vehicles also have hit points as shown below

<b>Vehicle</b>	<b>HP</b>
Bike	10
Boat	20
Car	20
Military	40
Truck	30

## **Booby Traps**

To spot booby traps, the operators must roll a d20 and add any Investigate bonus. The Handler can set a difficulty based on how well the trap is hidden and the environment; jungle traps will be harder to spot for example. A failure means the trap has been detonated.

## **Barred Doors and breaching**

The operators can attempt to barge, pick, or breach locked doors and windows, with each option being determined by the mission type, picking a lock is a more stealth option whereas breaching the door with a breaching charge is a lot louder.

## **Lighting**

Operators can use night vision and flashlights to aid them in dark places. The issue with night vision is that bright lights will blind anyone wearing them if not expecting it and will act as a stun for d3 rounds. A flashlight will illuminate up to 40ft in the direction it is pointed but will only work for 3 hrs of constant use before needing new batteries.

## Equipment & Armour

Any gear or armour worn by the operator can affect their movement if the weight exceeds their encumbrance level see page xx for more on this.

## Surprise

Before a combat scene can commence, the handler needs to determine whether a surprise is possible. Often surprise is when one group attacks another group who are not expecting it. This is done mainly with the use of stealth. If the attacking party manage to sneak up upon their targets successfully, they gain a surprise.

Surprise allows the attacking party to attack first as a free attack, and the target to not gain any modifiers for defence or have the option to react.

## Initiative

After surprise is determined each party must then roll for Initiative to see which group manages to react first. The Handler must roll for the Tangos with a D6 + the highest level in the group. The players then roll for their operators which is also a D6 + their Level. The highest Initiative goes first with the lowest going last.

## Cover & Defence

The cover adds to the AC of the operator with different bonuses showing the different types of cover. The following table is an example of the various types of cover available.

Cover	Modifier
Cover by Density	
Thin Wooden Door	+1
Thick Wooden Door	+2
Plaster Wall	+2
Car Door	+2
Car Axle/Engine	+4
Stonewall	+5
Sandbags	+4
Cover by Size	
Quarter Cover	+1
Half Cover	+3
Full Cover	No Shot

## Suppressive Fire

Operators can use suppressive fire to cancel out an opponent's actions. Suppressive fire does not hit anyone, and the operator must declare each time they wish to use suppressive fire. When using suppressive fire, the player must roll a d20 and add their combat modifier and then subtract the highest level of the enemy. The difficulty is always 10+ the number of tangos in the opposing force.





**Example**

*The player declares they will be using suppressive fire while another operator is trying to heal an injury. The Handler states that the difficulty will be 14 (10 + the four Tangos). The player rolls a d20 and adds their combat modifier and gets 16, the handler says that the highest level amongst the Tangos is three, so this is subtracted, giving a total of 13 and a fail.*

**Prone**

If you are Prone, you lose any bonuses to the AC and are also at -3.

**Critical Damage**

On a roll of a natural 20, the operator has done a critical hit. A critical hit means that all damage is doubled.

**Fumbles**

A roll of a natural 1 means something bad has happened; the weapon has jammed, the grenade failed to detonate or detonated too soon etc.

**Called Shots & Aiming**

Operators can make a called shot to a particular area of the body, and this will be affected by the type of armour worn. Armour in Ghost Ops only covers the chest, stomach and back leaving the arms and legs exposed. To use a called shot on a location not covered by armour allows the shooter to avoid the armour and the target to only have an AC of 10 plus Fitness modifier. A called shot is not easy though, and the following modifiers apply

Arms are -3 to hit

Legs are -2 to hit

Head is -4 to hit

Aiming has the same benefits and modifiers but for every round spent aiming the modifier is reduced by 1.



## **5. Safehouses, Hearts & Minds**

## Gaining a Safehouse

All operator teams start with a safe house, and this will often be in the city in which they are based. This safehouse is pretty basic with enough for the operators to live, communicate and store their gear.

A safehouse can be anything the operators want it to be, an old train or boat, an aircraft hangar, an aircraft, an old hotel or a normal looking house.

## Expanding the Safehouse

Operators can expand their safehouse by spending experience points. Each operator will donate a portion of their XP into a safehouse pot, and once they have enough, they can afford to refurbish the safehouse.

A safehouse has five levels with the first level already obtained. To buy the next level, the previous level must be owned, so the operators cannot jump from level 1 to 3 but must buy level 2 first.

## Cost and Benefits of Safehouses

Below is a table showing the cost of upgrading the safehouse and the benefits the operators receive by doing so. The benefits affect the whole unit, not individuals.

Upgrade	Lvl	Cost	Benefit
Standard	1	-	None
Comms	2	1000	+1 to Skill-based rolls
Med Bay	3	2000	+1 HP per Level
Firing Range	4	4000	+1 to Hit
Workshop	5	8000	+1 to AC and +1 Damage with Firearms

## Safehouses in other countries

Handlers can allow operators the option to set up extra safehouses in other countries or locations and if you do this remember the benefits to upgraded are only earned once not for each safehouse upgraded in that way.

## Hearts and Minds

Many missions can benefit from heart and mind moments. These are often shown where the operators gain the support of the local population by protecting them, giving them much-needed supplies and so forth.

## Benefits of using Hearts and Minds

Gaining allies is always a good thing as they can share information, a safe location, and even armed support when taking down the tangos. To gain the benefits from this, the operators will use Rapport.





Check the table below and roll a d20, the Handler will have a difficulty number based on three aspects, language barrier, desperation and experience.

**Language Barrier** – Do the operators speak the language +2 to difficulty if not

**Desperation** – How desperate are the locals? Maybe the local cartel drops off food parcels or gives paid work, or maybe they enslave and shoot the locals.

**Past Experience** – Have the locals dealt with soldiers or Operators before with a negative or positive experience?

Rapport	Loyalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

## Authority Bribes

Operators can also attempt to bribe authorities like local police or military; this can be done with money or promises of gear or influence. Operators must speak to the Handler before offering anything to anyone.

## Info Gathering

Rapport is also used to gather intel, maybe local gangs or drug dealers have information, sometimes this may be as simple as handing over cash, or it could involve intimidation or charm. Depending on the loyalties and fear of the informant the Handler should base the difficulty number on this.



## **6. Tangos and HVTs**

## Tangos

Tangos are the bad guys, the goons and henchman of the game. They are the same whether they are cartel or gang members, terrorists or members of crime syndicates.

Some Tangos can be more powerful because of the weapon they use or the armour they wear, and these can be seen as lieutenants.

## HVTs

High Value Targets (HVT) are often the target of a mission to either capture or kill, they are always the boss and surrounded by Tangos. HVTs can also be allowed to escape and be a nemesis to the team in future missions as the HVT becomes more powerful and obtains more funds etc.

## Breakdown of Stat Blocks

Each Tango and HVT has a stat block as shown below

**Type** – Whether a Tango or HVT

**AC** – The number the operator must beat to hit the tango

**HD** – The number of d6 dice the Handler rolls for their Hit Points

**Weapons** – What weapons and damage they do.

**Special** – What special powers they have

**Bonuses** – Any bonuses they receive

**XP** – How much Experience the operators receive by killing them



## Arms Dealer

The arms dealer is always an HVT, but they are often an HVT that deals with other HVTs which places them in a unique position of being always in the shadows, arming the dangers that the operators need to deal with.

Arms dealers make a lot of money and have access to a lot of weapons and hence their Tangos are well armed and loyal, they will often be ex-military and have all the benefits and communications that military operators have, caution is advised when sent to take down an arms dealer.

Arms dealers can also have friends in high places, government officials, corporations and even banking institutions, along with the more criminal (or less based on your perspective) clients, drug cartels, crime families and international terrorists.



## Stats

**Type** - HVT

**AC** - 13 (Kevlar Vest)

**HD** - 7

**Weapons** - Auto Pistol 2d6

**Special** - All Tangos linked to the arms dealer are well equipped. Always has a getaway plan.

**Bonuses** - +6 Attack

**XP** - 500

**Pack** - Only 1

## Cartel

The drug cartels of South America and Mexico are one of the threats the operators will need to deal with. The cartels are powerful have ties to influential and important people and their web stretches across the world. The cartels will often work with arms dealers.

Cartels are broken into four types of tango; these are the low-level members called the Halcones, then we have the more dangerous armed group called the Sicario's. The lieutenants are called the Teniente and finally the bosses or Capos.

Cartels are ruthless and dangerous; they have no concern over killing civilians or forcing them to labour in one of the cartels many drug labs. Operators will need to be careful not to cause too much collateral damage when facing a cartel.



## Stats

**Type** - Tango

**AC** - 12 (Halcones) 14 (Sicario) 16 (Teniente)

**HD** - 3/5/7

**Weapons** - Assault Rifle 3d6, Auto Pistol 2d6, SMG 2d6+1, Shotgun 4d6 (choose one)

**Special** - Can call upon reinforcements, knows the streets.

**Bonuses** - +2 to hit, +2 to stealth

**XP** - Halcone 100, Sicario 175, Teniente 250

**Pack** - Normally encountered in groups of 4-6

## Criminals

Organised crime spreads across the world, from mafia level crime families to low level Eastern European human trafficking and extortion gangs. Most are major threat others will become a threat if allowed to go unchecked.

Criminal gangs that are linked to wealthy ventures will be better armed and have a more secure base of operations, whereas low-level crime gangs will often live in urban areas, rundown tower blocks, or old military installations.

Often there is a boss that when taken down dismantles the whole operation, and this is not always the case with crime families who often have a line of ascension, with the next in line taking over once the boss dies or is arrested.



## Stats

**Type** - Tango

**AC** - 13

**HD** - 3

**Weapons** - Auto Pistol 2d6, SMG 2d6+1. Shotgun 4d6

**Special** - Will use civilians as shields etc

**Bonuses** - +2 to hit, +2 melee damage

**XP** - 125

**Pack** - Normally encountered in groups of 4 - 6

## Merc

Unlike PMCs who often have offices and follow rules of conduct, Mercs are soldiers of fortune, who sell their skills to the highest bidder and hence guided by wealth. Mercs are often ex-military and sometimes ex-special forces similar to PMCs.

Mercs will work for anyone and have been known to work alongside warlords, arms dealers, rogue scientists, rogue hackers and even cartels and crime families. They have no scruples and do not value loyalty or human life.

Mercs are also well armed and equipped and should be approached with caution as they can often be as well trained as the operators. Mercs will only work for the highest bidder so that should always be taken into consideration before including them in a mission, should they be there, does it make sense.



## Stats

**Type** - Tango

**AC** - 15

**HD** - 4

**Weapons** - Assault Rifles 3d6, Grenades varies, Auto Pistols 2d6, SMGs 2d6+1

**Special** - Will often have military grade vehicles, helicopters, Humvees

**Bonuses** - +3 to hit, +2 Stealth, +2 Fitness

**XP** - 150

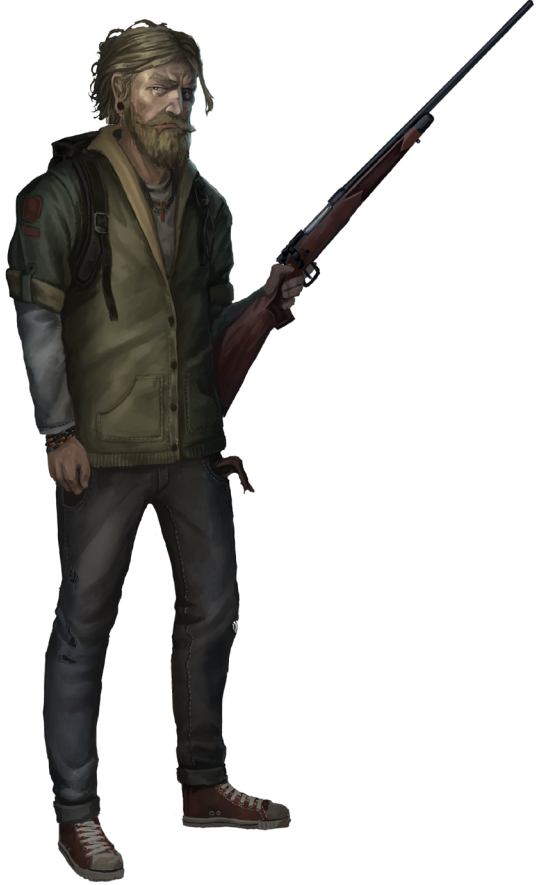
**Pack** - Normally encountered in units of 4

## Militia

Survivalists and Preppers often become Militia, protecting their lands against corrupt governments or corporations, often they stay on their land and keep themselves to themselves, but sometimes they go that one step further and take the fight to the enemy.

Militia groups can become homegrown terrorists, causing mayhem by building bombs and shooting anyone that does not agree with their unique philosophies. This can include ecological, religious, political and racist beliefs.

Militias are dangerous because they are fanatics and often live amongst others that may not hold their beliefs, making the takedown of militia groups a very tactical operation.



## Stats

**Type** - Tango

**AC** - 12/13

**HD** - 3

**Weapons** - Shotguns 4d6, Auto Pistols 2d6, Assault Rifles 3d6

**Special** - Knows the area, will have supply caches hidden, die for their cause.

**Bonuses** - +2 to hit, +2 to tracking rolls

**XP** - 125

**Pack** - Sometimes a lone gunman other times in families or groups of 4-6

## PMC

Private Military Contractors (PMC) are often legal, government funded and licensed to work alongside military forces to stabilise regions, and sometimes they are not. Many PMCs have no scruples about who they work for and what that work entails, and often these PMCs clash with the operators.

Often used for security and protection of VIPs many PMCs are ex-military and even ex-special forces, which make them very dangerous and well trained, along with often being well funded this makes the average PMC a big threat.

Arms dealers, Rogue Scientists and wealthy Rogue Hackers may hire PMCs to be their private armies. Though PMCs can often be the bad guys, they are known to be patriots and will not work alongside terrorists. Sometimes PMCs turn to the dark side when they feel their country has let them down or hung them out to dry.



## Stats

**Type** - Tango

**AC** - 15/17

**HD** - 5

**Weapons** - Auto Pistol 2d6, Assault Rifles 3d6, Sniper Rifles 4d6, Grenades varies

**Special** - Night Vision, call reinforcements, tactical

**Bonuses** - +3 to Hit, +2 dodge, +2 melee damage

**XP** - 200

**Pack** - Normally encountered in teams of 4

## Rogue Hacker

From teenage kids to ex-government analysts most rogue hackers are megalomaniacs, it's not about the money as much as the fame, revenge or a told you so moment. Rogue hackers are dangerous on levels other HVTs aren't, a hacker can strike from anywhere, a coffee shop, back of a van, derelict apartment or from inside the very company or agency they are attacking.

When it does come down to money it often isn't about personal wealth, they will need the money to pay for security (Mercs, PMCs, Militias), or a more powerful device; sometimes they will give the money away to a cause they feel they are helping. A rogue hacker just needs their laptop, their software and a coffee to do what they do.

Rogue hackers have moral codes, they will have a cause, this can be anything to saving the environment or restarting society, but often their need to be noticed, appreciated will cause that belief to become twisted and end up all about the hacker and what they want or who they feel need to be punished. Rogue Hackers should be approached with caution, never challenged, because all it takes is a press of the button to reset the world.



## Stats

**Type** - HVT

**AC** - 13

**HD** - 5

**Weapons** - Auto Pistol 2d6

**Special** - Access to information, logical, escape plan

**Bonuses** - +2 Skill rolls,

**XP** - 500

**Pack** - Just the 1

## Rogue Scientist

The rogue scientists is a disgruntled genius, they feel unappreciated, or maybe their ideas were stolen or suppressed. Maybe they are willing to go to the extreme to test their theories, whatever the reason they have sold what they know to the highest bidder and often the highest bidder is a rogue nation or well-funded terrorist cell.

Rogue scientists can be physicist building bombs, or biologists creating new viruses or even geneticists developing new ways to enhance or destroy certain targets. Rogue Scientists are always HVTs and can work with Arms Dealers, PMCs, Merc and Terrorists.

Rogue scientists are not fighters, and they will run rather than fight hoping their minions cover their escape or planning way ahead and had their getaway plan in place long before it is needed, by double guessing the operators.



## Stats

**Type** - HVT

**AC** - 12

**HD** - 6

**Weapons** - None

**Special** - Logical, something worth trading, escape plan

**Bonuses** - +3 to skill

**XP** - 500

**Pack** - Just the 1



## Samolian Pirate

The coast of Somalia and the Gulf of Aden is plagued by pirate attacks; this has become a major problem for shipping in the area with constant threat from Somali Pirates. But the threat lies much deeper than the hijacking of ships. Many Pirates have investors and even a stock exchange where investors buy shares with guns and other armaments to benefit from these hijackers.

Operators will need to face many layers when dealing with Pirates, removing their investors and their ability to act due to lack of weapons etc. is the first blow. Pirates have been known to deal with Warlords and arms dealers, but rarely PMCs, Mercs or Rogue Hackers and Scientists.

Missions involving Pirates generally involve taking back captured ships or dismantling a pirate group from their investors down. Pirates are often normal people trying to survive, and it is more beneficial to find and remove the leaders rather than killing the pirates themselves.



## Stats

**Type** - Tango

**AC** - 12

**HD** - 4

**Weapons** - Assault Rifles 3d6

**Special** - Will flee if cornered or outgunned

**Bonuses** - +2 to hit, +3 to dodge

**XP** - 100

**Pack** - Encountered in groups of 12

## Terrorist

From domestic to international Terrorists always have an agenda, often religious sometimes political. Terrorists got their name because they instil terror, and this is achieved by doing whatever it takes to get what they want, which makes a terrorist a dangerous opponent.

When engaging in a mission involving terrorists be aware that you could be heading into various locations, often terrorist cells are just a part of a larger whole, with small cells popping up in cities across the world, and each one leading to something bigger and often more deadly. Small cells should be quickly dispatched as they are more than likely on a time frame, committing their act of terror before disappearing elsewhere with false passports or through other cells.

Domestic terrorists can be anything from a lone gunman to an extremist group, pushing their doctrine onto others through manifestoes or a belief structure that leads to innocents being brainwashed into cults and religious groups. Terrorists have no issue using innocent civilians as shields and bargaining chips so act cautiously when sent to dismantle a cell.



## Stats

**Type** - Tango

**AC** - 14-18

**HD** - 4

**Weapons** - Assault Rifle 3d6, SMG 2d6+1, RPG-7 6d6, Sniper Rifle 4d6

**Special** - Suicide Bombers, Fanatical

**Bonuses** - +3 to hit, +2 melee damage

**XP** - 150

**Pack** - Encountered in groups of 4-6

## Warlord

Warlords are often driven by wealth and status; they could come from a poor village and tribe and due to their barbarity and callous nature have climbed the ranks of a guerrilla group or political faction. The cruelty of warlords is mirrored by their soldiers, removing the hands or feet from anyone not following the warlord's rules, burning villages and stealing food and medical supplies to sell, often condemning people to death.

Many warlords command child soldiers, and this is often something that will spur an operation, along with slavery, drugs and gun running. Often funded by gold mines, blood diamonds and kidnapping are revenue for the warlords.

Warlords show their power through opulence, and gold-plated guns, jewellery, large houses and the obedience of their soldiers (often garnered through fear and drug abuse).



## Stats

**Type** - HVT

**AC** - 14

**HD** - 7

**Weapons** - Auto Pistol (gold plated) 2d6, SMG (gold plated) 2d6+1

**Special** - Call reinforcements, Human shields, escape plan

**Bonuses** - +4 to hit, +2 Rapport, +2 melee damage

**XP** - 500

**Pack** - Just the 1

## Animals

Most wild animals will not attack unless provoked or if they feel threatened. Trained attack animals will attack anyone they are commanded to or that they do not recognise. Operators will travel across the world and will encounter a wide variety of animals most of them dangerous. The Handler can use animals as a diversion or a smaller threat.

### Alligator/Crocodile

**AC** - 14

**HD** - 6

**Move** - 12

**Attacks** - Bite 2d6, Tail - 1d6

**Special** - Will grab victim and try to drown them.

**Bonuses** - +4 Attack, +2 stealth

### Bear

**AC** - 13

**HD** - 6

**Move** - 10

**Attacks** - Bite 1d6+2, Claws 1d6x2

**Special** - Track through scent. big

**Bonuses** - +2 to hit.

### Cat, Hunting

**AC** - 12

**HD** - 5

**Move** - 18

**Attacks** - Bite 1d6, Claws 1d6x2

**Special** - Pounce, silent, tracking

**Bonuses** - +3 to hit, +4 stealth

### Cobra, Snake

**AC** - 10

**HD** - 3

**Move** - 6

**Attacks** - Bite Poison 1d4 + 4 pts per round

**Special** - Hidden, sudden strike

**Bonuses** - +3 to hit, +6 stealth

### Dogs, Feral

**AC** - 12

**HD** - 4

**Move** - 16

**Attacks** - Bite 1d6, Claws 1d4 x 2

**Special** - Pack of 6

**Bonuses** - +4 to hit, +2 dodge

**Dogs, Guard****AC** - 13**HD** - 4**Move** - 16**Attacks** - Bite 1d6, Claws 1d4 x 2**Special** - Trained. Dog armour +2 AC**Bonuses** - +4 to hit, +3 tracking**Primate****AC** - 13**HD** - 5**Move** - 12**Attacks** - Claws 1d6 x2, Bash 1d6, Crush 1d8 difficulty 15 to break free**Special** - Climber, Intimidation**Bonuses** - +3 to hit, +4 damage**Sharks****AC** - 15**HD** - 5**Move** - 12**Attacks** - Bite 2d6, Tail 1d6**Special** - Good sense of smell**Bonuses** - +3 to hit**Spiders, Poisonous****AC** - 13**HD** - 1**Move** - 24**Attacks** - Bite poison 1d3 + 1d6 per round**Special** - Small and fast**Bonuses** - +3 to hit**Wolves****AC** - 12**HD** - 5**Move** - 16**Attacks** - bite 1d6, Claws 1d4 x 2**Special** - Pack of 6, tracking skills**Bonuses** - +4 to hit, +3 dodge

## **Sourcebooks, Supplements and other Books**

If you enjoyed playing Ghost Ops the OSR then you may be interested in knowing that the following list of PDFs can be made (with a bit of tweaking) compatible with these rules.

All are available on DriveThruRPG

### **Random Mission Generator**

A number of tables that can be used to create missions for the operators

<https://www.drivethrurpg.com/product/270607/Ghost-Ops--Random-Mission-Generator>

### **Africa Sourcebook**

A book detailing the continent of Africa, it's politics, wildlife, landscape and the various factions, terrorist groups and warlords found there.

<https://www.drivethrurpg.com/product/257862/Ghost-Ops--Africa>

### **South and Central America Sourcebook**

An overview of Central and South America the political landscape, wildlife and major cartels and rebel groups.

<https://www.drivethrurpg.com/product/261805/Ghost-Ops--Central--South-America>

### **Safehouses Sourcebook**

A list of safehouses with maps of each safe house, upgrades that could be made and rules for dropboxes and hidden caches.

<https://www.drivethrurpg.com/product/254334/Ghost-Ops--Supply-Drops--Safehouses>

### **Mission Packs**

A number of Mission Packs with around 5 missions per pack, easily tweaked to fit the OSR rules.

<https://www.drivethrurpg.com/product/246293/Ghost-Ops--Mission-Pack-1>

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