

Ghost Ops

A Modern Day Covert Operations RPG





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1. Introduction

“Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win”

— **Sun Tzu, The Art of War**





The dawning of the 21st Century began an era of fear throughout the world. The war on terror seemed to escalate incidents of terrorism worldwide, and with it came a flood of other situations to worry about. Drug cartels in South America and Mexico seemed to suddenly become more active and dangerous. Human trafficking from Eastern Europe became widespread, with new terror groups emerging in Africa and Asia. In Europe the fear of terrorist attacks grew each year causing the growth of far-right groups and new laws controlling immigration, freedom of speech, human rights, and religious worship.

The culmination of these events came in Paris in 2015 when an attack on a satirical magazine by an extremist religious group was shown on international news stations worldwide. The attack showed the horror of the incident and also united people across borders. Politicians quickly jumped on this wave of solidarity by coming together and showing unity, and a determination to stand up to terror and call for peace, but this was not the only political event going on. As the leaders of the democratic nations held hands in the streets of Paris for the worlds media, Defence ministers, military advisors and intelligence agencies met in private to discuss a response.

Those days in January in 2015, when the world watched in horror as innocent people died at the hands of terror was the birth of a new special operations unit, one that would recognise no borders or sovereign state, that would not be funded by just one government or country, but many. A unit that to all but a select few would not exist. On that day in Paris as the worlds leaders held hands to show defiance against those that would threaten our freedom, The International Covert Operations Unit was born.

Introduction

Welcome to **Ghost Ops** the Savage Worlds Edition.

When we began designing the **Savage Ghost Ops** game we had two goals in mind. The first was to create a great covert operations RPG using the Savage Worlds system and the second was not to change too much. As fans of Savage Worlds, we felt that changing too many aspects of what makes Savage Worlds great could break the game, could drive away Savages and would really have no purpose except to be different. So, with that in mind, what we have done is added some stuff, taken some stuff away but left the core rules, the foundations and structure that makes Savage Worlds a great system intact.

Ghost Ops is also future proof. With talk of the new 'Black Edition' coming at some point in the future, we were mindful of changing too much that would become redundant or be done better by those great people over at Pinnacle Entertainment. What we did not want was a game that would become useless and unplayable 6 months down the line.

Ghost Ops is set in the modern day but can easily be adjusted for games set during Vietnam and the cold war or even future conflicts, with advanced weaponry and armour. The Operatives much face those threats we can read about in newspapers or watch on the TV. These threats can happen anywhere in the world creating a diverse set of locations and can take any form, from terrorists to organised crime, drug

cartels to guerrilla armies.

What you will need

To Play Ghost Ops you will need dice, the Savage Worlds Core Rules and a good understanding of those rules. If you have never played Savage Worlds before we recommend that you stop reading now, and learn the core rules, this book will mean nothing without them.

New Terms

In the Ghost Ops setting, we use different names for certain things:

- Player Characters are Operators.
- Gamesmasters are Handlers
- Minions are Tangos
- Bosses are HVTs

New Skills

We have created a few new skills we felt would be needed to run a Ghost Ops mission. These skills are not represented in the core rules but may have been included in other setting books. For example, we know that Athletics will be a new skill in the upcoming **Titan Effect** setting created by **Knight Errant Media**.

These new skills are of course optional and they may appear in the upcoming new edition of the Savage Worlds core rules.



Athletics (Strength) - The Athletics skill covers any movement considered to have some form of skill or physical effort, such as Jumping, Climbing, Diving or hurdling over obstacles.

Demolitions (Smarts) - The Demolition skill is used in the priming or defusing of explosive devices such as mines, IEDs, timed devices, etc. It allows the use of explosive materials from Dynamite to C4.

Technical (Smarts) - The skill allows the Operator to use and repair Drones and other electronic gear. It is also used in the sabotage of infrastructure and systems.

Tradecraft (Smarts) - Tradecraft covers several skills, including surveillance and countersurveillance (Dry-cleaning), eavesdropping, shadowing a suspect, and creating legends (cover background).

We have also added Forensics to the Knowledge list.

Edges and Hindrances

We have developed several new Edges and Hindrances for the game. These we feel add to the Operator types that the players can choose and reflect special operation training.

Again, some of these may appear in other settings that we are unaware of, but these edges are specifically designed for the **Savage Ghost Ops** setting and all start at **seasoned** unless stated otherwise.

Combat Edges

Combat Medic

Requirement: Smarts D6+, Healing D6+
You are trained in dealing with injuries on the battlefield, during hails of bullets and artillery explosions. You gain +2 when giving medical aid to a fallen comrade whilst in combat.

Forward Air Control

Requirement: Smarts D6+, Safe House Comms Lvl 2.

You are trained to paint targets and direct air support. The squad needs to agree on an Air Support solution for you to use this edge. This provides +2 to Pilot and Shoot of the NPC providing the support

Ghost

Requirements: Agility D6+, Stealth D6+
You are trained to blend into your surroundings and to recognise advantage whilst in a hostile environment or combat situation.

You gain a +2 when using Stealth and Notice in highly dangerous locations such as a military or government facility, or behind enemy lines. In addition, any guards you encounter are assumed to be “Inactive” for the Character’s first Stealth roll in that location.

K9 Handler

Requirements: Spirit D6+
The Operator has access to a special forces dog. The K9 companion will be treated as an extra character and will level up when the Operator does. See the NPC section for K9 starting stats and gear.

Mine Sweeper

Requirements: Smarts D6+, Notice D6+
The Operator has an uncanny knack of spotting mines and explosive traps. They receive a +2 when actively seeking out Mines, IEDs or booby traps linked to explosives, and defusing them.

Resistance to Interrogation

Requirements: Vigor D6+, Spirit D6+
The Operator has trained to resist various interrogation techniques. The Operator gains a +2 to Spirit or Vigor tests during interrogation and Torture.

Tactical Driving

Requirements: Agility D6+, Driving D6+
Operator has learnt offensive and defensive driving techniques. They gain +2 when driving in either an offensive and defensive way.

Tubular Assault

Requirements: Agility D6+, Shooting D6+
The Operator has trained to assault locations such as aircraft, buses and ships, and to fight in cramped and sometimes crowded locations. They gain +2 to shooting and fighting tasks when in one of these locations.

Underwater Ops

Requirements: Agility D6+, Swimming D6+
The character has been trained to operate underwater, be this priming or defusing explosives, stealth swimming or infiltrating ships and submarines.
The Operator receives +2 when using Demolition, Stealth, or Repair skills while underwater. They may use Swimming skill instead of Athletics, Fight, or Shoot (i.e. spear-guns) while in this environ.



Professional Edges

Computer Jock

Requirements: Smarts D6+, Knowledge (Computer Use) D8+

Operators who try to gain entry to any seriously defended facility will come up against electronic and physical barriers and detectors. Your job concerns the former. The Operative is also skilled in placing viruses or conducting Man in the Middle Attacks.

You gain +2 to Knowledge (Computer Use) when gaining access to encrypted systems with the intention of gathering information from computers and servers—and/or infecting them with viruses—without leaving an electronic fingerprint.

Each raise provides a Player of your choice with a benny to use while bypassing the physical barriers.

Hazmat Training

Requirements: Smarts D6+

You are trained in the use of Hazmat suits and hazardous materials. When wearing a Hazmat suit you receive a +2 to deal with dangerous chemicals or materials and receive no penalties for vision impairment or movement.

Edges not used

Some of the Edges available to choose from in the core rules are not suitable for the Ghost Ops setting. Below is a list of Edges that will not fit the game world., and we recommend not allowing in the game.

Giant Killer, Noble, Filthy Rich, all Arcane and Power Edges, All Weird Edges (except Danger Sense, Healer, Scavenger).

Hindrances

We have created a few Hindrances that can be used for the game which we feel work well with the setting.

At the end we list those Hindrances from the Savage Worlds core rules we do not feel fit.

By the Book (Minor)

You tend to want to do it all exactly as the law states you should. No cutting corners, no breaking the rules. You will always demand that everything is done correctly. Interrogation and torture is only conducted in a reasonable way and the laws of the country you are in are abided by.

Glitch (Minor)

Technology does not like you. Every time you are nearby it's bound to go wrong or break down. You are useless with computers and always end up with a screen full of adverts or a hard-drive full of malware. You suffer a -2 when using computers or electronic technology.

Insubordinate (Major)

You find it hard to take orders or follow rules. You either always think that you know better or get easily distracted. You have a problem with authority figures and plain just hate being told what to do.

Warning: This Hindrance can lead to the Operator being removed from the squad.

Sadist (Major)

You enjoy torturing and killing a bit too much. When you get the chance to use hand weapons you always do and take it a bit too far. When you torture or interrogate a suspect you will use illegal or frowned upon methods. Other Operators may deal with you differently and even report your actions to the ICO control.

Squad Edges

The Ghost Ops setting allows Operators to obtain and upgrade Safehouses. The Operators begin with a Safehouse. As they upgrade the areas of the Safehouse certain benefits will manifest. These will not only include more rooms to store weapons, vehicles, etc., but also unique edges that relate to the squad as a whole not just individuals.

For more details on Squad Edges and Safe Houses see the Safe Houses Section on pg 73

Hindrances not used

Below are a few Hindrances we feel should not be chosen and do not think will fit the Ghost Ops setting.

Doubting Thomas, Pacifist, Poverty, Young.





2. Recruitment

“What the ancients called a clever fighter is one who not only wins, but excels in winning with ease.”

– **Sun Tzu, The Art of War**



Operator Recruitment

All ICO operators are recruited from the Special Forces unit they are part of. Operators are international and come from all over the world. Players are able to choose from 13 countries and 24 different Special Forces units.

This highly trained background means that all operators in the game start at **Seasoned**. To create an Operator, follow the 3 basic steps below.

1. Choose a background and adjust the basic attributes and add the starting skills.
2. Follow the Savage World Core Rules Character Creation for Humans, building directly on top of the background increases.
3. Choose your Package.

Each background will have 1 Attribute increase and 3 starting skills at D4.

Once the Background is chosen, the player then follows the standard Character Creation from Savage Worlds. This means they get to distribute 5 Attribute raises and 15 skill points. They can also receive the free edge for being Human.

Each player then chooses one of the 5 packages available. This will give them a free edge and starting equipment and will designate their role in the unit.

Background Options

The background options are designed to represent the training of each of the

Special Forces units available. often these will be the same or similar to other SpecOps forces and this is due to the type of training, including cross training that these forces do.

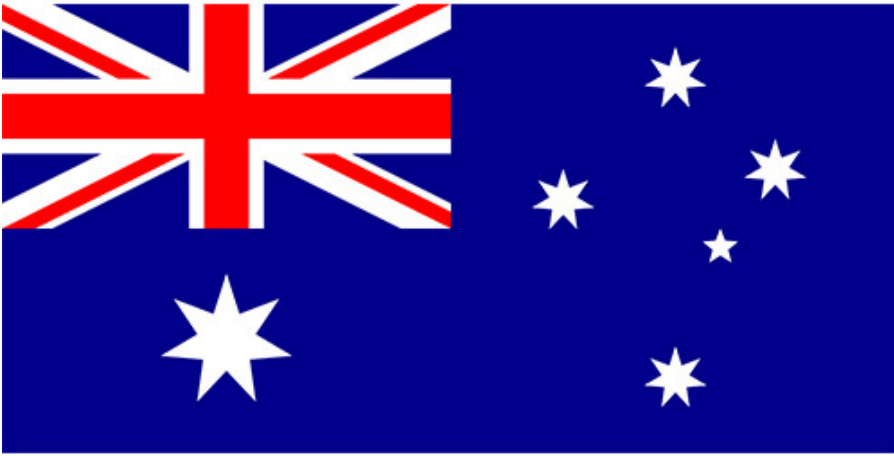
Gender

At present many Special Forces units do not accept female members, but that is changing. For the purposes of the Ghost Ops setting we ignore this and go with the ideal that all units accept both genders.

Weapons & Gear

The Packages come with some starting gear. Some of the gear and weapons will not be available in the Savage Worlds Core Rules and we have included a Gear section which expands the section within the core rules.





Australia

Special Air Service Regiment (SASR)

Formed in 1957 the SASR was modelled on the British SAS and share the motto 'Who dares Wins'. The unit has taken part in operations in Borneo, Vietnam, Afghanistan and many other countries.

They are trained in Special Reconnaissance, Precision strike and direct- action operations as well as working as small units behind enemy lines, to provide intelligence, and direct air strikes on infrastructure.

Operators are selected for their ability to work in severe environments for extended periods of time.

Starting Attributes and Skills

Attribute: Smarts D6

Skills: Shooting D4, Notice D4, Survival D4

Packages: Assault, Recon or Specialist

Starting Weapon (Choose 3)

Pistol - USP Tactical

Assault Rifle - M4A5

Battle Rifle - MK 14

SMG - MP5

Sniper Rifle - SR 25

Specialist Response Group (SRG)

The SRG are a highly trained Police unit of the Australian Federal Police. They are trained to respond quickly and to engage in a number of specialised tasks.

The SRG can be deployed internationally and are trained to respond to situations ranging from Search and Rescue missions, Hostage negotiation, to Tactical Response. Their skill set includes Tactical canine, marksman and bomb disposal.

Recruitment is taken from the standard Police force and each member of the SRG must of served at least 2 years as a police officer before applying for a role within the unit.

Starting Attributes and Skills

Attribute: Smarts D6

Skills: Shooting D4, Investigate D4, Demolitions D4

Packages: Assault, Engineer or Sniper

Starting Weapons (Choose 3)

Pistol - G18

Assault Rifle - HK G36

Shotgun - M870

SMG - MP5

Sniper Rifle - SR 25



Austria

Einsatzkommando Cobra (EKO Cobra)

EKO Cobra was established in 1978 and rose from the Gendarmerieeinsatzkommando a regional unit to eventually become under the control of the Austrian authority for Public Security.

Known operations include hostage rescue from Graz-Karlau prison, they supported Police in the Munich Shooting of 2016 and have been used to end severe riots during the G20 in 2017.

Each member of EKO Cobra goes through medical, psychological and physical testing before entering 6 months of specialised training.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Athletics D4, Survival D4

Packages: Assault, Recon or Specialist

Starting Weapons (Choose 3)

Pistol - G18

Assault Rifle - STG 77

Shotgun - SPAS 12

SMG - TMP

Sniper Rifle - SSG 69



Brazil

Comando de Operações Especiais (COPESP)

The C Op ESP started in 1957 as a Parachute Rescue Group that conducted deep forest rescue operations. The unit was eventually disbanded until 2003 when a Presidential decree designated them a Special Forces unit.

COPESP are specially trained to deal with Guerilla groups and to act behind enemy lines with covert recon missions. They are also trained in hostage rescue and counter-terrorism operations.

Starting Attributes and Skills

Attribute: Vigor D6

Skills: Shooting D4, Notice D4, Survival D4

Packages: Assault, Recon or Sniper

Starting Weapons (Choose 3)

Pistol - G18

Assault Rifle - HK 416

Shotgun - SPAS 15

SMG - MP5

Sniper Rifle - PSG1



Canada

Joint Task Force 2 (JTF2)

The JTF2 was started in 1993 and replaced the Special Emergency Response Team (SERT). Operations have ranged from hunting Snipers in Bosnia, Direct Action missions in Afghanistan and more recently aiding the Iraqi military to rid the country of terrorist groups.

The JTF2 are known for their Sniper skills and currently a member of the unit holds the record for the longest confirmed kill shot at 3.54km.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Stealth D4, Tracking D4

Packages: Assault, Recon or Sniper

Starting Weapons (choose 3)

Pistol - P226

Assault Rifle - C8SFW

Shotgun - M3

SMG - MP5

Sniper Rifle - PSG1

The Royal Canadian Mounted Police (RCMP)

The RCMP are both a federal and national police force. Formed in 1920 the RCMP are not an actual mounted Police with horses only used during ceremonial events.

The RCMP cover a wide range of duties from enforcing federal laws on organised crime, drug trafficking and border integrity to Counter terrorism and protection duties. They also provide policing for remote regions of Canada and support local police forces with investigations, forensics and bomb disposal.

The RCMP also act internationally and have officers in 23 other countries outside Canada, these provide assistance in investigations related to Canada and for the exchange of criminal intelligence.

Starting Attributes and Skills

Attribute: Smarts D6

Skills: Shooting D4, Investigation D4, Demolitions D4

Packages: Assault, Engineer or Specialist.

Starting Weapons (Choose 3)

Pistol - P226

Assault Rifle - C8

Shotgun - R870

SMG - MP5

Sniper Rifle - RM700



France

National Gendarmerie Intervention Group (GIGN)

Established in 1974 the GIGN is an elite Police Tactical unit trained in Counter terrorism, Hostage rescue and surveillance. The GIGN also operates as a component of the French armed forces and through this can operate worldwide.

Training specialises in Sniping, Breaching, Reconnaissance, VIP protection, Airborne assault including HALO and HAHO Jumps, and driving. They have been involved in operations ranging from the rescue of children held hostage in a bus, hostage rescues on planes, the capture of well- known terrorists etc.

Starting Attributes and Skills

Attribute: Strength D6

Skills: Shooting D4, Athletics D4, Notice D4

Packages: Assault, Recon or Sniper

Starting Weapons (Choose 3)

Pistol - FN57

Assault Rifle - SG50

Shotgun - SPAS 12

SMG - MP5

Sniper Rifle - PGM Hecate II

13th Parachute Dragoon Regiment (13 RDP)

The 13 RDP became a reconnaissance unit in 1952, but the regiment itself was formed in 1676 as a Cavalry Regiment.

The 13 RDP are trained in Recon missions behind enemy lines to gather intelligence in all environments, they are so good at this that many other forces request their assistance. The unit uses what they call hideouts, camouflaged locations used as living areas for observation and transmission.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Tracking D4, Stealth D4

Packages: Recon, Engineer or Sniper

Starting Weapons (Choose 3)

Pistol - FN57

Assault Rifle - SCAR L

Shotgun - Spas 12

SMG - MP5

Sniper Rifle - PGM II (Anti-Material)





Germany

Grenzschutzgruppe 9 (GSG9)

The GSG 9 are the elite Police tactical unit of the German Federal Police, on a state level their counterparts are the Special Deployment Commando's. The GSG 9 formation is based on the SAS and Israeli Special operations.

The GSG 9 have successfully completed missions involving Aircraft Hijacks, Terrorist capture, VIP Protection and Raids. Training takes 22 weeks and is broken into 13 weeks of basic training and 9 weeks of specialised training.

Starting Attributes and Skills

Attribute: Strength D6

Skills: Shooting D4, Notice D4, Tradecraft D4

Packages: Assault, Specialist or Sniper

Starting Weapons (Choose 3)

Pistol - PPQ

Assault Rifle - G36

Shotgun - FP6

SMG - MP5

Sniper Rifle - DSR 1

Kommando Spezialkrafte (KSK)

The KSK are hand-picked from Germany's Bundeswehr, and are often requested for anti-terror operations in eastern Europe and the middle east.

Training involves an 18 - month Long Range Surveillance course before KSK selection begins. The selection process involves 3 weeks of physical and psychological training, a 3- month endurance phase which includes a 90- hr. cross country run and this is followed by a 3 week combat training course. After selection candidates start the 2-3- year training which involves 20 environment and counter terrorist courses.

Starting Attributes and Skills

Attribute: Strength D6

Skills: Shooting D4, Athletics D4, Survival D4

Packages: Recon, Specialist or Sniper

Starting Weapons (Choose 3)

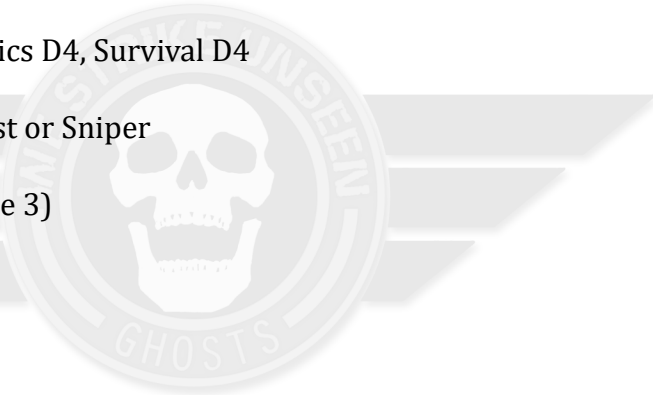
Pistol - PPQ

Assault Rifle - G36

Shotgun - FP6

SMG - MP5

Sniper Rifle - DSR 1





Israel

Shayetet 13

The Shayetet 13 are a unit of the Israeli navy similar to America's Navy SEALs. They specialise in Sea to Land incursions, counter terrorism, Sabotage, Hostage rescue and Intelligence.

Shayetet 13 operations are all highly classified but known operations include actions against Rocket positions and the boarding of ships carrying weapons to enemy nations.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Swimming D4, Stealth D4

Packages: Assault, Engineer or Recon

Starting Weapons (Choose 3)

Pistol - G18

Assault Rifle - M4

Shotgun - SPAS 12

SMG - UZI

Sniper Rifle - M24

Sayeret Matkal

The Sayeret Matkal are a Recon unit of the IDF, often deployed behind enemy lines. They are also trained in counter-terrorism and hostage rescue operations.

Training lasts for 19 months and involves gruelling psychological tests as well as training in Martial Arts (Krav Maga), Camouflage, navigation and reconnaissance. They also spend time at the Parachute school as a five week counter-terror course.

The Sayeret Matkal have been deployed to theatres all over the Middle East, though most of their operations are top secret.

Starting Attributes and Skills

Attribute: Strength D6

Skills: Shooting D4, Athletics D4, Fighting D4

Packages: Assault, Recon or Sniper

Starting Weapons (choose 3)

Pistol - G18

Assault Rifle - M4

Shotgun - SPAS 12

SMG - UZI

Sniper Rifle - M24





Italy

Gruppo di Intervento Speciale (GIS)

The GIS is an elite special operations tactical response unit that was established in 1977. The unit is part of the Italian Carabinieri Military Police.

Operations have included Hostage rescues, VIP Protection, Intrusion of criminal compounds and assaults against military units. The unit is trained in counter terrorism, demolitions Reconnaissance.

Starting Attributes and Skills

Attribute: Smarts D6

Skills: Shooting D4, Notice D4, Demolitions D4

Packages: Assault, Engineer or Recon

Starting Weapons (Choose 3)

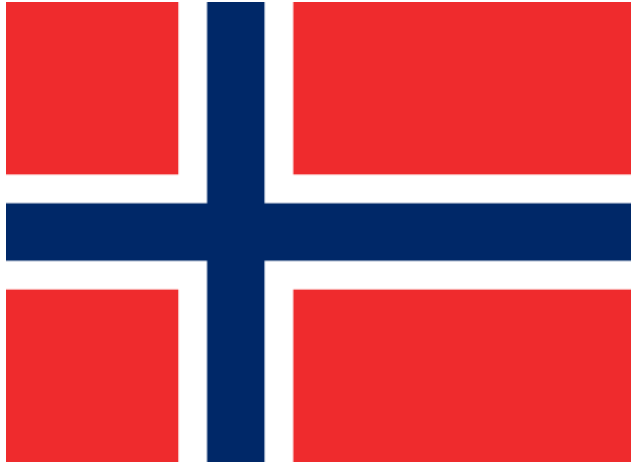
Pistol - 92FS

Assault Rifle - HK 416

Shotgun - M3

SMG - MP7

Sniper Rifle - M82



Norway

Jegertroppen

Planning for this all female special forces unit began in 2013 under the codename Tundra, with the first applicants starting the selection process in 2014. By 2015 the unit was built and earned the nickname 'Hunter Troop'

Trained in special reconnaissance around urban and built up areas, the Hunter Troop had their first deployment during the Syrian conflict hunting down extremists.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Tracking D4, Stealth D4

Packages: Recon, Specialist or Sniper

Starting Weapons (Choose 3)

Pistol - USP Tactical

Assault Rifle - C8SFW

Shotgun - M1

SMG - MP5

Sniper - MSG 90



Poland

Jednostka Wojskowa GROM (JW GROM)

The JW GROM became an active unit in 1990, built as a anti-terrorist and deep recon unit trained to operate behind enemy lines.

Specialised training, includes underwater ops, marksmanship, and aerial assault, which includes both parachuting and HALO jumps. GROM soldiers are expected to take on the responsibilities of their comrades and 75% of them are trained as paramedics.

Their operations include recon missions in Afghanistan, VIP protection and hunting for war criminals in eastern Europe.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Healing D4, Notice D4

Packages: Assault, Recon or Specialist

Starting Weapons (Choose 3)

Pistol - MK23

Assault Rifle - HK416

Shotgun - R870

SMG - MP5

Sniper Rifle - PSG 1



Russia

Spetsgrupp "A" (Alpha Group)

The Alpha group are a dedicated counter terrorism task force of the FSB. The unit was started by the KGB in 1974 and since then has been involved in a number of operations, with involve Police duties, paramilitary and covert missions both domestically and internationally.

All Alpha Group candidates must have a University degree and be both physically and mentally fit. Candidates often come from the Police forces which gives them a degree of experience and skill but they still each go through 3 years of specialist training.

Starting Attributes and Skills

Attribute: Smarts D6

Skills: Shooting D4, Knowledge (Law) D4, Investigation D4

Packages: Assault, Engineer or Specialist

Starting Weapons (Choose 3)

Pistol - MP 443

Assault Rifle - AK74

Shotgun - SPAS 12

SMG - MP5

Sniper Rifle - SVD

Sily Spetsial'nykh Operatsii (SSO)

The SSO was started in 2009 as part of the reform of the Russian Federation's Armed Forces. They are highly mobile, and well trained and equipped. They engage in Sabotage, Counter-Terrorist, Counter-intelligence and Special Reconnaissance missions.

Since their creation the SSO has engaged in operations across eastern Europe and the Middle East, with the most famous being the holding off of 300 enemy troops by a 16 man unit of SSO operators.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Technical D4, Survival D4

Packages: Recon, Specialist or Sniper

Starting Weapons (Choose 3)

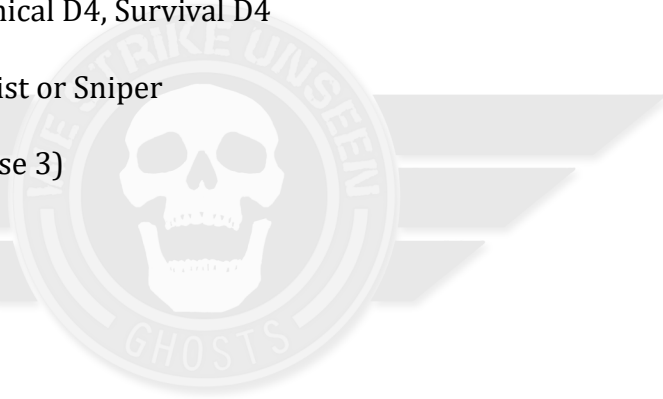
Pistol - G18

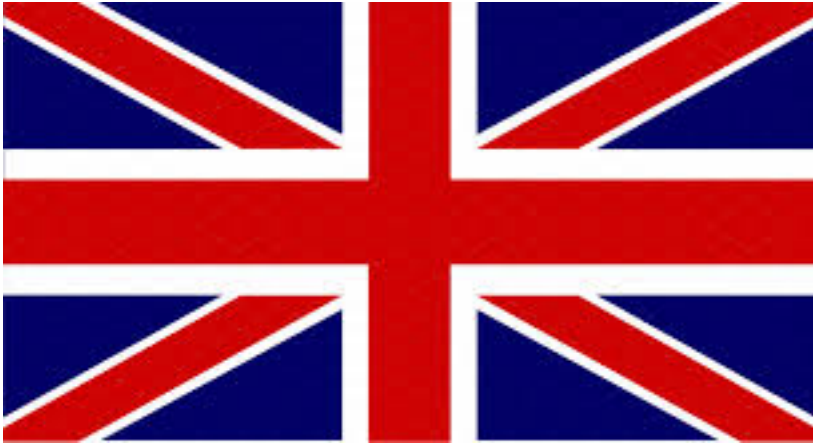
Assault Rifle - AK74

Shotgun - SPAS 15

SMG - MP5

Sniper Rifle - SVD





United Kingdom

Special Air Service (SAS)

The SAS was founded in 1941 and has been involved in a number of operations including Covert Recon, Counter terrorism and Hostage Rescue, with the most famous being the Iranian Embassy Hostage situation in the UK.

Training includes escape & evasion and the Resistance to Interrogation (RTI) test which lasts 36 hrs. It is estimated that only 15-20% of candidates pass the selection process.

Starting Attributes and Skills

Attribute: Strength D6

Skills: Shooting D4, Tradecraft D4, Survival D4

Packages: Assault, Recon or Specialist

Starting Weapons (Choose 3)

Pistol - P226

Assault Rifle - C8 Carbine

Shotgun - R870

SMG - MP5

Sniper Rifle - AW 50 (Anti-Material)

Special Boat Service (SBS)

The SBS is a special forces unit of the British Navy. The unit began life in 1940 as the Special Boat Section and was renamed the Special Boat Service in 1987 when it began operations of maritime counter terrorism.

The main roles of the SBS are Surveillance Reconnaissance, Offensive Actions, Counter Terrorism and the use of guided munitions and demolitions. The capabilities of the SBS and the SAS are very similar with the SBS having additional training in maritime and amphibious ops.

Training is similar to the SAS except with the addition of swimming tests in full combat gear and underwater swim of 10m to retrieve small weights. This is followed by training in the Jungle, weapon and operations procedures and reconnaissance training.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Swimming D4, Survival D4

Packages: Assault, Engineer or Recon

Starting Weapons (Choose 3)

Pistol - P226

Assault Rifle - C8 SFW

Shotgun - R870

SMG - MP5

Sniper Rifle - AW 50 (Anti Material rifle)

Special Reconnaissance Regiment (SRR)

The SSR was established in 2005 and is part of the British Army. They conduct a range of classified activities related to covert reconnaissance and surveillance worldwide.

The unit was formed in order to relieve the SAS and SBS of Surveillance roles and has up to 700 personnel in its ranks and was formed around the core of the 14 Intelligence Company (Det). The SRR has operated in the middle East, Northern Ireland and Somalia.

Training involves a 6 -month course where they train alongside the SAS, they are trained in Covert Surveillance, CQB, Mobility and language skills. Both men and women undertake the same physical and mental tests.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Notice D4, Fighting D4

Packages: Recon, Specialist or Sniper

Starting Weapons (Choose 3)

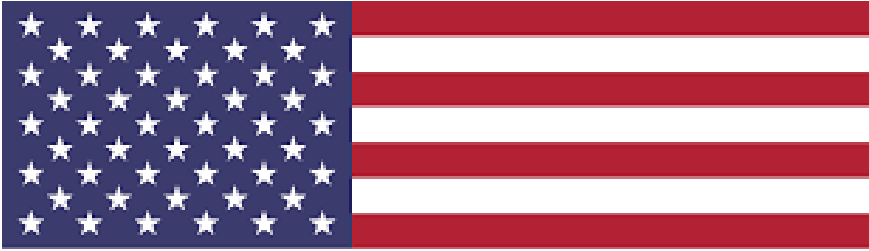
Pistol - P226

Assault Rifle - C8 SFW

Shotgun - R870

SMG - MP5

Sniper Rifle - AW 50 (Anti Material rifle)



United States of America

Delta Force

The 1st Special Forces Operational Detachment-Delta (Airborne) was founded in 1977 as a response to Terrorist incidents in the 1970s, these led to the U.S. government deciding to establish a full-time counter-terrorism unit.

Delta Force Training includes Marksmanship, Demolitions, Trade-craft and Driving, the training is changing constantly with the above being the standard for all Operatives. Delta Force units are also unique in that they are granted a lot of flexibility on overseas missions, they are allowed to wear civilian clothing, adopt civilian hair cuts and facial hair in order to allow them to blend in and conduct clandestine operations.

Starting Attributes and Skills

Attribute: Agility D6

Skills: Shooting D4, Driving D4, Demolitions D4

Packages: Assault, Engineer or Sniper

Starting Weapons (Choose 3)

Pistol - M9

Assault Rifle - M4

Shotgun - M870

SMG - MP5

Sniper Rifle - MK 13

Navy Sea, Air and Land Teams (Navy SEALs)

The Navy SEALs was formed in 1962 from the original Scouts and Raiders school formed in 1942.

Training to becoming a SEAL begins with selection which involves passing physical and mental fitness tests, this includes 500 -yard swim and a 1.5- mile run. Once the candidate has passed these tests they can then begin training as a Navy SEAL. SEAL training includes underwater demolitions, Airborne assaults, Reconnaissance and training as a combat medic.

The Navy SEALs operate worldwide and have worked with many foreign units, their expertise in maritime and underwater operations have led to them training many other special forces units.

Starting Attributes and Skills

Attribute: Strength D6

Skills: Shooting D4, Swimming D4, Stealth D4

Packages: Assault, Engineer or Recon

Starting Weapons (Choose 3)

Pistol - .45 ACP

Assault Rifle - M4A1

Shotgun - R870

SMG - MP5N

Sniper Rifle - MK 13

Special Weapons and Tactics (SWAT)

The SWAT teams are elite police units of the USA assigned to deal with subversive groups, organised crime and drug cartels. SWAT officers are trained in marksmanship, close combat, negotiations and assault actions.

SWAT officers are expert in a wide range of gear and weapons, using night-vision systems, grenades, sniper rifles and other equipment normally reserved for military units.

Starting Attributes and Skills

Attribute: Smarts D6

Skills: Shooting D4, Persuasion D4, Fighting D4

Packages: Assault, Recon or Sniper.

Starting Weapons (Choose 3)

Pistol - M1911

Assault Rifle - M4 Carbine

Shotgun - R870

SMG - MP5

Sniper Rifle - R700



Step 2 - Spend Points

Players can now go through the standard Character Creation process from the Savage Worlds core rules.

Each Operator receives 5 points to raise their Attributes and 15 points to buy and increase skills. As all Operators are human they can also choose a free Edge.

All the standard skills are available to the Operators, plus the extras we have included within this book.

Operators can also take advantage of the Edge & Hindrance rule regarding buying Hindrances to fund new Edges, Skills or Attribute raises.

Operators can choose 1 Major Hindrance and 2 Minor Hindrances. A Major Hindrance is worth 2 points and a Minor Hindrance is worth 1.

For 2 Points you can:

- Raise an attribute by one die type, or
- Choose an Edge

For one point you can:

- Gain or raise a skill
- Receive \$20,000 for the Safehouse

Derived Stats

Charisma is +0 unless improved by Edges and Hindrances.

Pace is 6" unless improved by Edges and Hindrances.

Parry is 2 + half the Fighting skill die type.

Toughness is 2 + half the Vigor attribute die type.

At this stage the Operators are considered Seasoned so any Edges chosen can be from both the Novice and Seasoned options.

Step 3. Packages

Players during recruitment can choose **one of the 3 packages** offered for their Operator, this is then considered their **primary specialisation**. Once the Package has been chosen the Operator receives a free Edge and a set of gear for that Package.

Packages are not set in stone but are the primary position of the Operator. Choosing a package does not restrict the Operator from choosing skills or Edges and is really just a position in the Unit.

Each Operator receives £10,000 to add to their Safehouse, this can be used in anyway the Operator chooses and can be pooled with other Operators to obtain upgrades to the Safehouse, vehicles or more gear.



Assault Package



Edge (Choose one)

Resistance to Interrogation
Tubular Assault
Underwater Ops

Equipment

Breaching Tools
Flashbang Grenades 3
Suppressor (all weapons)
Rope

Armour

IOTV + Inserts
Deltoid Protector
Axillary Protector

Engineer Package



Edge (Choose one)

Computer Jock
Forward Air Control
Mine Sweeper

Equipment

3 Blocks of C4
Designator
Detonators
Laptop/Tablet
Recon Drone

Armour

IMTV + Inserts
Pads
Gloves



Recon Package



Edge (Choose one)

Dodge

Ghost

Underwater Ops

Equipment

Ghillie Suit

Suppressors (All Weapons)

Smoke Grenades 3

Maghook

Lockpick

Armour

IMTV + Inserts

Pads

Gloves

Specialist Package

Edge (Choose one)

Combat Medic
K9 Handler
Tactical Driving

Equipment

Medical Kit
Hazmat Suit
Toolkit
Maghook
K9 Gear

Armour

IOTV+Inserts
Deltoid Protector
Axillary Protector
MICH



Sniper Package



Edge (Choose one)

Ghost
Marksman
Steady Hands

Equipment

Binoculars (night vision)
Ghillie Suit
Camalbak
Suppressor (All Weapons)

Armour

IMTV + Inserts
Pads
Gloves

Basic Loadout

All Operators start with a basic Loadout, this is gear that is always available in the Safe House.

The list belows shows what the basic loadout looks like for more Information see the Loadout section.

Comms - Short range in ear radio device.

Compass - Adds +1 to Survival when attempting to determine direction.

Energy Bars - Great for reducing Fatigue

Flashlight - Cancels out penalties from darkness.

IFAK (Individual First Aid Kit) - Adds +1 to Healing attempts.

Glowsticks (5) - Reduces darkness penalties by 1 point. Lasts 6 rnds or until dropped.

Multi-Tool - Adds +1 Repair.

Night Vision Goggles - Cancels out darkness penalties, applies -1 to Notice.

Pen/Notepad - Simple pen and notepad.

Quarterback Sleeve (Maps) - Velcro pouch that attaches to clothing.

Spare Batteries (6) - For the Flashlight

Watch - Standard timepiece with stopwatch function.

Woobie - Wet Weather Poncho.

Zip Ties - Used to secure or restrain.

Each Operator also receives a mustering out pay of \$10,000 this can be used to buy gear or can be placed in a unit pool for improvements to the Safe House.

Operators also receive the weapons mentioned in their background. These can be swapped out with other weapons once new weapons are acquired.

Notes

Ghost Ops adds a ton of new weapons and equipment to the Savage Worlds core rules. These do not have to be used but we feel the immersion will suffer if they are not used.

We have tried to keep the gear and weapons true to reality and the background of the Operatives.

Important

Handlers must emphasise that gear is selected before a mission, and that changing gear or obtaining gear is not possible for most missions. There are no traders or blacksmiths in Ghost Ops. Operators must plan ahead together to cover all eventualities.





3.Loadouts

“Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt.”

— **Sun Tzu, The Art of War**



Operators start with a basic loadout. These are the essentials and can be picked up or dropped depending on the mission parameters. The unit's safe house will over time become more filled with gear, allowing more choice for mission loadouts as the Safehouse gets upgraded.

Encumbrance

Ghost Ops has three Encumbrance options that the Handler and Operators can choose from.

Core Rules

Follow the core rule on Encumbrance from the Savage Worlds.

Common Sense

Operators are trained to carry gear and weapons, they do route marches carrying their loadouts, so as long as the Operators are not trying to carry too much then it's up to the Handler whether they want to add modifiers.

Savage Armoury

The third option involves downloading the Savage Armoury from:

<http://www.godwars2.org/SavageWorlds/SavageArmoury.pdf>

These are great rules that work well with any setting.

Operator Gear

What follows is a list of available gear to Operators, this also includes available upgrades. Items marked with an * is standard Loadout for the Operators and

should always be available in the Safe House.

Gear Descriptions

Chemsticks – Small sticks that can be cracked open to give a personal area light or as a marker for Evac pickups. They come in three types: Glow, which creates a yellow light; UV, which gives out Ultraviolet light; and Strobe, which is mostly used for Evac markers.

IFAK – Individual First Aid Kit

Woobie – All weather poncho

QB Sleeve – Quarterback sleeve that can be attached to arm or leg and will hold maps, etc.

Maghook – The Armalite MH-12 Maghook. The Maghook is a grappling hook with magnetic head. The maghook looks like a tommy gun and is fired like a rifle. The magnetic plate can be switched on or off and comes with 50 metres (150 feet) of cable.

Designator – The laser designator is quite bulky and allows the Operator to mark locations for airstrikes.

Flotation – A circular device attached to the battle belt. When activated, the device inflates a semicircular cushion around the user allowing them to float. Often two are used.

The following table shows both standard Loadout and non-loadout gear. Some of this may crossover with the core Savage Worlds book.

Standard Loadout

Item	Description
Batteries (6)	Standard batteries
Chemsticks	Plastic rods, shake and break
Glow	Standard
Ultra Violet	Can only be seen using UV
Strobe	Will strobe
Comms Unit	
Survival Radio	Large radio with built in GPS
Throat	Standard Comms Unit
Compass	+1 Survival when checking direction
Energy Bars	Adds +1 to Fatigue Checks
Entrenching Tool	Can be used as a weapon
Flashlight	Cancels out Darkness Mods
Gasmask	+1 Bonus to resisting gas
IFAK	Standard First Aid Kit
Multi-Tool	Standard Multi-Tool
Night Vision	Goggles give +1 in darkness
UV	Allows user to see Ultra Violet
IR	Allows user to see Infra Red
QB Sleeve	Holds maps
Rations	Standard ration packs
Tourniquet	Standard Tourniquet
Woobie	Standard all weather Poncho
Zip Ties (10)	Pack of 10 Zip Ties

The above items are available as basic Loadout. These items are always readily available within the safe house. Operators can pick and choose which of the above items they are carrying to match the current mission parameters.

Non-Standard Loadout

Item	WGT	Cost	Description
Binoculars	2	400	Standard Binoculars
Nightvision		+100	Optional Night-vision
CamalBak	1/2*	70	Water Carrier
Canteen	1	40	Water Carrier (belt)
Carabiners	1	30	+1 Climbing
Designator	4	2500	Forward Air Control
Flotation		25	Belt Carried Flotation
Ghillie Suit	1/2**	700	See description below
Grapnel	2	40	+1 Climbing
GPS Nav		75	+1 Navigation
Hazmat Suit	1/2**	800	See Description
Laptop	3	1000	Shock Resist/ Anti-EMP
Laser Pointer		10	Standard Laser Pointer
Lockpicks		40/120	+1 Lockpicking
Maghook	4	400	+2 Climbing
Metal Detector	4	200	+1 Mine Detection
Rebreather	1	150	Stay beneath water twice as long
Rope	1	20	20 metres of Rope
Tool Kit	2	50	Selection of Tools

* Empty/Full ** Worn or Carried

The above items are not standard loadout. The Operators will need to purchase these. if they are lost or broken they will need to be replaced by the Operator. The Safe house can be stocked with these items at the Operators expense. If they need to be purchased this must be done whilst at the safe house they cannot be purchased during a mission.



Ghillie Suit

The Ghillie Suit is used by both Snipers and Recon Operators to improve their stealth.

The Ghillie Suit will add a 2 to either the Operators attempts to hide or as a penalty to Tangos searching for them.



Hazmat Suit

Not standard gear for most Operators the Hazmat suit allows the safe use of dangerous chemicals or other materials (radioactive etc).

The Suit allows the Operator to be in the proximity of dangerous materials for 20 rnds before it needs to be decontaminated.

Carriers

When building your battle belt, Molle or Plate carrier you must make sure that everything is in easy reach and balanced. Snipers may consider leaving the front of a battle belt clear to make laying front down easier.

All carriers are standard issue for Operators and should be available in the Safe House.

Battle Belt - Highly customisable belts that can be matched with mollies and battle armour. Allows you to mount holsters and pouches. Has Velcro area for IFAK quick grab, a rappel ring and various hooks.

Molle - Modular Lightweight Load-Carrying Equipment - Worn along with the IOTV or Tactical vest. The Molle has removeable pouches and various pockets for carrying gear.

General Battle Belt Setup

Holster, Pistol Ammo Pouches (2), Rifle ammo Pouches (1), Dump Pouch, Multi-tool, Flashlight, IFAK, Knife.

Carrier	Description
Ammo Pouch	Can hold two clips of any type Ammo
Backpack	Can hold up to 30 litres
Battle Belt	See Above
Dump Pouch	Large Pouch for storing extra clips etc
Holster	For a Handgun
Ankle	Strapped to Ankle
Belt	Attached to belt
Drop Leg	Attached to lower Thigh
Molle	See Above

Drones

Drones come in three types, but each type can be upgraded to the next type up, so a basic Recon Drone can be fitted out with Tactical Drone Upgrades and so on. This allows the Operator to match the Drone with the mission even in the field.

Drones are smaller than the standard.

civilian drones and can be easily carried in a pack folded.

Drone Descriptions

Recon - Standard Recon drone. Can be sent to scout areas, relaying information back to the Operator via video feed. Can take photos and has night-vision.

Tactical - The next step up, similar to the Recon drone but can be placed in

Drone	WGT	Cost	Modifier
Recon	2	1500	+2 Notice
Upgrade to		300	Will upgrade to Tactical
Tactical	2	2000	+2 Notice
Upgrade to		500	Will upgrade to Assault
Assault	3	3000	Uses Technical Skill for Combat

stealth mode, making it almost silent. Has night-vision and infrared, relays back information by video and sound. Can be used to pinpoint Tangos and place them on a map. Operator can zoom and mark important locations.

Assault - The assault drone is designed to take out Tangos at range. It has both video and sound feeds which are relayed back to the Operator and comes fitted with night-vision and infrared. Also has an automatic targeting and manual targeting system for the 4 missiles and 6 shot .38 gun built into the drone

The Drone Operator will fire the weapon once the Drone has the target fixed. Drones cannot make called shots but can Aim.

Operator Armour

Armour is an important component in an Operator's life, but they need to know what to wear in relation to the mission. Sometimes a simple bulletproof vest is enough for those low-profile missions, and sometimes complete battle gear is called for.

Operators have a wide variety of armour at their disposal from many different

parts of the world.

Underlayer & Insert Descriptions

Underlayers - The under layers are designed to go under the body armour of the wearer. They are designed to be comfortable and flame retardant.

Blast Boxers - Designed to protect against IED shrapnel and worn under the armour.

Inserts - Ceramic plates that are inserted into plate carriers. These are needed to give armour like IOTVs there Armour Value.



Underlayers & Inserts

Type	Armour	Modifiers
Underlayers		
Army Shirt (ACS)	0	2 AV Vs Fire Damage
Blast Boxers	1	2 AV Vs Explosions
Long Johns	0	2 AV Vs Fire Damage
Tactical Trousers	0	
Inserts		
E-SAPI	3	See Below
X-SAPI	4	See Below
E-SBI	3	See Below

Body Armour Descriptions

IOTV - Improved Outer Tactical Vest – Military standard and offers all-round protection. It is compatible with the Deltoid Protector and the Axillary Protector. Can be loaded with both E-SAPI or X-SAPI and E-SBI plates and also has Velcro and straps for pouches. Weighs between 30 to 35 pounds (14-16 kg) when fully loaded. The armour can be quickly removed by pulling a hidden lanyard.

Plate Carrier - The plate carrier covers the chest and back, Built to hold gear via straps built into the vest. Can have either E-SAPI or X-SAPI plates in the front and rear pouches.

Light Body Armour - Is designed to be concealable and is what most people think of when body armour is mentioned.

Light body armour is stab resistant and

and will protect against some small arms fire.

Often seen being used by Agents or Police.

IMTV - Improved Modular Tactical Vest – A smaller, lighter version of the IOTV and has the same side, front and back pouches for the inserts. Due to its lighter, smaller size its often favoured by smaller Operators or female Operators.

Deltoid Protector – These cover the upper arms and are only usable with the IOTV.

Axillary Protector – This is worn under the IOTV and is attached to the underside of the shoulder section of the IOTV.

Pads - Both elbow pads and knee pads are designed to be comfortable, non-slip and not hinder movement.





Body Armour

Armour	AL	Information
<i>Body Armour</i>		
IOTV*	2	-1 to Stealth
Light Body	2	+1 AP Vs Blades
Plate Carrier*	1	E-SAPI or X-SAPI only
IMTV*	1	E-SAPI or X-SAPI only
<i>Leg Armour</i>		
Boots	1	See Description
Knee Pads	1	Non-slip
<i>Arm Armour</i>		
Axillary *	1	Must have IOTV
Deltoid *	2	Must have IOTV
Elbow Pads	1	Non-Slip
Gloves	1	Cut Proof
<i>Helmets</i>		
MICH	2	See Description
ECH	2	See Description

Gloves - The Gloves are cut proof and padded.

MICH - Modular Integrated Comms Helmet – The standard helmet for military personnel. Can be covered by cloth covers to match the camouflage needed and allows attachment of night-vision device and goggles.

ECH - Enhanced Combat Helmet – A more tactical design than the MICH, the ECH allows for better mobility and is lighter. Can be fitted with camouflage covers and allows attachment of night-vision and comms equipment

Weapons

We have expanded the weapon list for personal weapons beyond that found in the Savage Worlds Core. These weapons are optional and Handlers should use what they are most familiar with.

Operators are trained to use a wide variety of weapons and there should be no penalty for firing or using any weapon found on the battle field. In a similar way that most ammo is universal and can be fired from most guns of the same calibre

Loadouts

Type	Range	Dam	AP	RoF	Wgt	Shots	STR
<i>Handguns</i>							
92FS	12/24/48	2D6	2	3	1	15	D6
.45 ASP	10/20/40	2D6+1	1	2	1	9	D6
FN57	12/24/48	2D6+1	1	3	1	20	D10
G18	12/24/48	2D6	2	3	1	17	D6
M9	12/24/48	2D6+1	1	2	1	15	D6
M1911	12/24/48	2D6+1	1	2	2	7	D6
MK23	12/24/48	2D6	2	2	1	17	D6
MP443	12/24/48	2D6+1	2	3	1	15	D6
P226	12/24/48	2D6	2	3	1	15	D6
PPQ	12/24/48	2D6	2	2	1	15	D6
<i>SMGs</i>							
MP5	12/24/48	2D6	2	3 or B	3	30	D8
MP7	12/24/48	2D6+1	2	3 or B	2	30	D8
TMP	12/24/48	2D6	1	2 or B	3	30	D8
UZI	12/24/48	2D6	2	3 or B	4	32	D8
<i>Assault Rifles</i>							
AK74	30/60/120	2D6+1	1	2 or B	4	30	D6
C8SFW	30/60/120	2D8	1	2 or B	4	30	D6
HK416	30/60/120	2D8+1	2	2 or B	3	30	D6
HK G36	30/60/120	2D8	2	2 or B	5	30	D6
M4	30/60/120	2D8	1	2 or B	4	30	D6
M445	30/60/120	2D8+1	1	2 or B	4	30	D6
M4A1	30/60/120	2D8	2	2 or B	4	30	D6
SCAR L	30/50/120	2D8+1	2	2 or B	4	30	D6
SG50	30/60/120	2D8	1	2 or B	5	30	D6
STG 77	30/60/120	2D8	2	2 or B	4	30	D6
<i>Shotguns</i>							
FP6	24/48/96	2D10+1	3	1	3	7	D8
M1	24/48/96	2D10+1	3	1	4	6	D8
M3	24/48/96	2D10+1	3	1	3	7	D8
M870	24/48/96	2D10+1	3	1	4	7	D8
R870	24/48/96	2D10+1	3	1	4	8	D8
SPAS 12	24/48/96	2D10+1	3	1	4	8	D6
SPAS 15	24/48/96	2D10+1	3	1	4	6	D8

Type	Range	Dam	AP	RoF	WGT	Shots	STR
<i>Sniper Rifles</i>							
AW50	53/105/210	2D10+2	3	2	7	5	D10
DSR 1	30/70/140	2D8	3	2	4	10	D8
MK13	35/70/150	2D8+1	3	2	5	10	D8
M24	38/75/150	2D8+1	3	1	4	5	D10
M82	35/70/130	2D8	3	2	3	20	D8
MSG 90	35/75/150	2D8+1	3	2	4	10	D8
PGM II	50/100/200	2D10+2	3	1	7	5	D10
PSG 1	33/65/130	2D8+1	3	2	7	20	D6
RM 700	30/70/140	2D8+1	3	1	3	5	D10
SR25	28/55/110	2D8+1	3	2	4	10	D8
SSG 69	35/60/120	2D8	3	1	5	5	D10
SVD	35/70/140	2D8+1	3	2	4	10	D8

Other Weapons

We suggest using the Savage Worlds Core Rules for all other weapon types, as these are well represented.

- Melee Weapons
- Machine Guns
- Explosives
- Unarmed Combat
- Launchers
- Missiles
- Mounted Weapons

Vehicles

We recommend the Savage Worlds core rules regarding vehicles and Chase rules. Again, these are well established and we would not add anything new to what rules are already available.

Costs

Ghost Ops follows Savage Worlds in costing everything in Dollars. Those items we have not added a cost to are either free to the Operator or follows the cost from the Savage Worlds Core Rules.





“Thus the expert in battle moves the enemy, and is not moved by him.”
– **Sun Tzu, The Art of War**



The Loya Files

**Standard Military Training
Instruction**

Acronyms

Acronyms are a constant for militaries and government agencies the world over. Here are a few to use during your gaming sessions to make your special operations missions seem more 'special'.

OK Zero Killed "Zero K, Okay" - A term used to convey that no personnel have been killed during the operation; can be used as either a mission expectation or a status. Ex: "At end of day I expect to be at Zero K, gentlemen" or "Mission accomplished and we are Okay".

BDA Battle Damage Assessment - The action of moving into an area (typically after an airstrike) to confirm destruction/ death of a target. Ex: "After we have confirmed detonation, your team will move in to BDA the area".

CASEVAC Casualty Evacuation - Either the action of removing casualties (typical emergency wounded) from the battlefield by a vehicle not specially equipped to do so, or the vehicle assigned itself. Ex: "I have wounded and am sending out a convoy of 3 trucks to CASEVAC my most in need" or "This MRAP has been CASEVAC for the last three patrols".

CBRN Chemical Biological Radiological Nuclear - Gear, personnel, or conditions involving weapons of mass destruction or defense against them. Ex: "CBRN is a serious subject boys. Laugh now, but don't come cryin' when your face is melting off".

MEDEVAC Medical Evacuation - A vehicle specially equipped and crewed to deal with medical emergencies and removing them from the battlefield, or the act of removing casualties from the battlefield utilizing a MEDEVAC vehicle. Ex: "MEDEVAC will be leaving the airfield at 0500 for Landstuhl, I expect you to be on it."

PII Personally Identifiable Information - Any piece of information that can be used to easily identify an individual or target. Ex: "Each of you needs to go through your PII checklists; this is a black op" or "I want you to check all our tangos for PII; we have to confirm we eliminated our target."

SCI Sensitive Compartmentalized Information - The official term for information classified 'above Top Secret'; the much lauded 'need-to-know' information. Ex: "This mission briefing contains information that is SCI, I need your verbal acknowledgment of that fact."

SOFA Status of Forces Agreement “So-fah” - A treaty between two nations that establishes the recognition and treatment of each other’s military forces. Ex: “We have no SOFA with the target nation, so if captured you will be treated as spies.”

SSE Sensitive Sight Exploitation - The identifying and procurement of items of high intelligence value from a specific location, commonly a target building. Ex: “After we have the site secured I want three guys on SSE.”

TCN Third Country National - An individual of citizenship or ethnicity that does not belong in the operational area. Ex: “Yeah, Command, something bigger may be going on; we have about 50% TCNs among the downed tangos.”

TOC Tactical Operations Center “Tock” - The command center for any given mission, serving as a clearinghouse for necessary information and relaying communications to supporting parties. Ex: “Are we going to have somebody competent manning the Net at the TOC this time?”

TIC Troops In Contact “Tick” - The point at which rounds are first fired, at or by the unit or the entire combat engagement. Ex: “It was at that point we had TIC” or “We currently have 3 TICs in progress across the country.”

VDM Visual Distinguishing Mark - Any easily verifiable features to verify the identity of an individual or target. Ex: “If you check your dossier you will see that Target One has several VDM.”

Jargon

Jargon is common with every profession and the military and government are no exceptions. These are a few common to the military in general, or the special operations community specifically, to add flavor to your character's interactions.

Ass - The vocalization of the acronym AS, standing for Armored Support, referring to any accompanying dedicated combat vehicles (Tanks, LAVs, etc). Ex: "Sir, if we're to be assaulting that heavily fortified of a position will we be bringing any Ass with us?"

B3 - A shorthand form of Beans, Bullets and Band-aids, a colloquialism for the basics of logistics, representing the need for food, ammunition, and medical supplies. Ex: "Is supply 100% on B3 this time?"

Crypto - Shortening of the word cryptography; used to describe both the process of, and the means to, secure operational communications. Ex: "Yo, did you get the SINCGARS up with the new crypto before we left the MOB, because I can't raise anyone."

Flower - Shortening of the term Flower Soldier, a holdover from the Vietnam War, used in reference to indigenous forces who don't even bother to show up for duty. Ex: "We're supposed to be training an entire company here and over half of them are Flowers."

Fobbit - A mashup of the words FOB and hobbit, used to indicate a servicemember who inhabits a FOB in the way the hobbits inhabited the Shire. Ex: "Careful now buddy, you keep up that kind of intel value and they'll transfer you to Fobbit country

Ghost Soldier - A non-existent soldier (similar in effect to a Flower Soldier), and another holdover from the Vietnam War, used to reference a soldier that exists only on paper, either that never existed at all, or that died and whose death was never reported. Ex: "The commander of the local ANA garrison had over 30 Ghost Soldiers on his payroll. We're to track those funds and figure out just where they went."

Gogs - A vocalization of the unofficial acronym GOG, standing for Guys On Ground; used primarily by aviation elements to describe the personnel they are providing CAS for, it has also been occasionally used to describe any personnel in the field, particularly by members of units with long-standing relationships with Special Mission Aviation units. Ex: "I've got 8 blips on thermal, South-East of building 1, is that our Gogs?"

Indig - Shorthand for Indigenous Personnel, while officially used to describe a member of the military or police forces of a nation in which operations are occurring, it can also be used to identify any native resident of the country. Ex: "We have the hostages, but I have 20 count Indigs also in detention. What is our call Command?"

Pogue - The vocalization of the unofficial acronym POG, standing for Personnel Other Than Grunt; it has a shifting definition (much like the word civilian) where members of combat arms specializations consider everyone else to be a Pogue, while those in infantry or Special Operations consider everyone not in those fields to be one. Ex: "Geez man, you take enough time recovering from that wound? You're starting to look like a pogue."

Squirter - An individual retreating from the engagement area; originally utilized by aviation units it has become more commonly used by infantry and Special Operations. Ex: "South side, South side, I've got a squirter headed out the door on the South side of the building."

Straphanger (or more commonly "Strap") -The term for Non-SOF personnel assigned to an SOF mission, often in a supporting role; can also be used to describe an individual who has not yet finished "training-up" but is still accompanying an operational unit on deployment. Ex: "BRC doesn't mean crap out here. Until you have both your bubbles and your wings you are a Strap, you hear me?"

Terp - Shorthand for Interpreter, specifically one of indigenous origin working under the promise of money, protection, relocation, or a combination of the three. Ex: "Well we're up The Creek, Terp was with Boyes and Parson in Victor One."

Hand Signals

Even in today's day and age of throat mics and satellite comms the military still practices hand signals. While this, admittedly archaic, practice may seem useless to some it has a very important real-world application. Sometimes comms break down, sometimes even subvocalization would be too loud, sometimes it's just more expedient to make a few hand motions than to speak.

While there are a pretty set standard selection of hand signals, they can vary from nation to nation and unit to unit so instead of showing what the signals are and how and when to use them, instead we'll cover just what information can be easily conveyed with hand signals.

Formation and Posture

From starting and stopping movement to indicating who will be where while that movement is occurring, hand signals can be used to declare a great number of things in this category. Rally codes can also be given and practiced indicating a series of specific actions to be taken within a given time frame before reaching a point to await the next rally code or a call to the end of the operation. Even basic changes in the ROE can be given through hand signals, indicating when to load and/ or charge your weapon or entering free-fire and cease-fire states.

Enemy Presence, Count, and Location

The specifics of an enemy position can be fairly clearly communicated via hand signals as well. Of course, just the mere presence of an enemy comes first, but with a short series of gestures count, basic armament, positioning, whether they are a static position or patrol, and even leadership can be highlighted, all without speaking a word. While specifics are outside the capability to hand signals without prearranged coordination between members, enough information can be passed to allow rough tactical plans to be drawn on the spot.

Target Building Information

If a building is being targeted for an operation, information on its structure can be passed utilizing hand signals as well. External features such as doors, windows, access ladders, etc. and on which side they are placed are some of the more commonly relayed information, but suggestions and decisions on specific entry points can also be communicated. Once inside a structure, hand signals can continue to be used, passing the same or similar information as on the external features, as well as stairwells/ ladderwells, points of interest, and potential caches.

So, as you can see, there is a huge amount of information that can be conveyed while remaining non-vocal, with the threat of detection shifting from sound to vision (you stand out quite easily making hand signals). While the biggest drawback is the inability to confer specifics of situations or things, they can be utilized to confer a wide array of information. Ultimately, it will be up to your Game Master whether a particular piece of info can be passed along utilizing hand signals or not.

Tactical Movement

To get into the specifics of tactical operations would take a far greater amount of space than is available here, and would cover a great number of subjects. Instead we'll cover the basic rules of tactical operations, and the exception to each rule.

Never Skyline Yourself

It may look good in movies and on book covers but skylining yourself is the absolute best way to giveaway your position and get your team killed. Don't walk on the very top of crests, instead move slightly down from the top of any ridge to allow you the most visibility down from your position and allow your camouflage to do its job. The Exception: when establishing an Observation Post or a Combat Outpost, especially where its presence is an instrumental part of a deterrence plan, and 360 degree visibility is needed, then the absolute highest point is a must.

Never Bunch Up

It may look good and allow for tighter shots on television and movies, but bunching up is a great way to get a team killed with a single grenade or burst of automatic fire. Maintaining spacing is an instrumental part of training and rehearsal exercises, so much so that it becomes second nature. Knowing the armament of your enemy can also influence just how much spacing is to be maintained. The Exception: while there are a few, the most notable is taking a Diamond Formation in protection of an HVI for extraction in a hostile environment, where your job literally becomes covering as much of their surface area with your body as possible and taking any bullets that were intended for them

Always Conserve Your Fire

Ammunition is not unlimited, and unlike in video games, running over the top of a downed enemy doesn't give you a few extra magazines. The reason marksmanship is trained so heavily is often times SOF teams will be carrying out extended duration missions with limited logistical support and bullets have a funny way of disappearing in combat. The Exception: it may seem counter-intuitive, but when engaging a numerically superior force, a team will undertake a bounding action and begin engaging with heavy fire, the intent being to convince the enemy force that they are engaging a much larger element than they are and potentially forcing a retreat or surrender.

Move With Deliberation

It's not about moving slowly, it's about moving with intention. An operator should know where he is going, and how he's going to get there, before the door is ever opened. A part of this is rehearsal exercises, if there is the intel and time to support that, and the other part is experience as regardless of region, nation, or culture, buildings tend to get laid out the same the world over. The Exception: walking into the unknown, particularly if it is an intentionally "off-designed" structure; speed becomes paramount, with the intention of catching an enemy presence unprepared and unable to react and coordinate.

Laws of War

While there are literally hundreds of books written on the laws and rules of warfare, not all of these are applicable to the world of tabletop gaming simulating such situations, so we have to attempt to pare the information down to a usable level. The basic premise of the laws of war are to protect those who are not involved in the fighting, as well as those no longer able to fight. Specifics about different groups within those two categories can vary.

Civilians

Even in the era of modern war against a non-uniformed enemy, civilians cannot be intentionally targeted. Just as with a court of law, suspicion is not enough, evidence must be gathered before an individual can be declared a combatant or operating in support of the enemy. This protection extends to things considered vital to the continued survival of a local populace, to include: livestock, infrastructure, food and water sources, etc. Additionally, civilian law enforcement (CLEOs), even when armed, must be allowed to continue to conduct their business without interference by military activities.

Detainees

Once an enemy is captured they are no longer the enemy, they are a detainee. Detainees are entitled to food, water, communication, and fair treatment; this is not to say that the food and water cannot be rationed, that the communication cannot be monitored, or that the treatment requires any form of nicety, but regardless of their previous actions they are no longer a threat and cannot be treated as such. The issue arises, however, that many small tactical units cannot afford to take detainees and have limited options as to remove them as a threat. While there are several solutions to this situation, of varying degrees of humanity and legitimacy, the field execution of these individuals is not one of them.

Wounded

Regardless of which side a combatant was on, once wounded they become entitled to equal care and effort to save their lives. Additionally medical personnel, whether members of a uniformed military, local emergency service workers, or volunteers with an internationally recognized NGO, are not allowed to be targeted, coerced, or threatened while in the performance of their duties. Once an individual has received sufficient care to no longer be in a life threatening situation their status can change, but care tends to be required for wounds even upon detainment of enemy combatants.

Weaponry

Limitations to weaponry seems counter to the effort of warfighting, but is, in all actuality, an effort to allow an area to return to a semblance of normalcy after fighting has ended, or moved on. It is for this reason that area denial weapons are such a subject of contention as a majority of them remain active, and most become increasingly unstable, as they remain in place for years after the war they were utilized in.

Additionally, weapons that result in intentional maiming or lifelong health conditions are highly restricted, if not outright banned, due to the fact that soldiers do not remain soldiers their entire life and they have a right to pursue the life they chose after they exit their service.

While a certain level of flexibility should be expected at the table, and indeed is in actual war, these laws can provide the potential for an overarching theme or story outside of combat for your campaigns





4. Safehouses

“All warfare is based on deception. Hence, when we are able to attack, we must seem unable; when using our forces, we must appear inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make him believe we are near.”

— **Sun Tzu, The Art of War**



Every unit of Operators start with a standard Safehouse. This can be in any part of the world the Operators choose. Each Safehouses has 3 levels, and the areas within the safe house also come in 3 levels. All safe houses start at level 1, and the Operators can spend funds earned from missions to upgrade different sections.

Mission Funds

Every mission earns the Operators funding. The more successful the mission, the more funding they receive. This funding can be spent on improving their Safehouse, buying a new Safehouse, paying off informants and buying new weapons, ammo, gear or upgrades. See the Mission chapter for Mission Funding amounts.

Managing the funds will be done by the Operators, and it is suggested that any expenditure is a group decision. On the Safehouse sheet there is a Funding Pool, and this should be used to keep track of the current fund amount.

Safehouse Areas

Each Safehouse has a number of areas based on their size. Each of these areas start at level 1 and each level above 1 gives a Squad Edge. As more funds are spent on improving the areas, the more Edges are unlocked. These areas can be improved up to level 3. Once all areas are at level 3, the Safehouse becomes a level 3 Safehouse and is considered complete.

The following section lists the different areas in each Safehouse, the Squad Edges each level offers to the Operators if any, and the cost of each level.

Standard Safehouse - Free

The basic Safehouse that all Operator units begin with. This can be located in any city or country that the Unit decides upon. Each location has a description and cost of upgrading, plus any benefits this brings to the Unit.

Armoury

Every safe house has an armoury for the storage of weapons and ammo.

Level 1 – Free – The level 1 armoury is a gun locker with a key lock. It can hold up to 6 rifles and Handguns and has storage for 30 ammo clips.

Level 2 - \$20,000 – The Level 2 Armoury is a small room, locked by electronic keypad. It can hold up to a dozen assault rifles and handguns, has places for explosives (12 grenades, 4 blocks of C4 and 4 mines) and 50 ammo clips as well as various melee weapons.

Squad Edge: Firing Range - Treat Agility as one die type higher for raising Shooting Skill.

Level 3 - \$50,000 – The level 3 armoury is a larger room locked with high level security, retinal or fingerprint scanner. The room can carry up to 24 rifles and handguns, plus 6 launchers, 100 clips of ammo, 24 grenades, 10 blocks of C4, 12 Mines, 12 Missiles as well as various melee weapons.

Squad Edge: Suppressive Fire - Operators gain +1 to actions when at least half the Squad are laying down Suppressive Fire.

Garage

The Garage is for storage of vehicles and their repair and upgrading.

Level 1 – Free – The garage can hold 1 vehicle.

Level 2 - \$15,000 – The garage can hold 3 vehicles.

Squad Edge: Armour Plating - Vehicle Toughness increased by +1.

Level 3 - \$30,000 – The Garage can hold 5 vehicles.

Squad Edge: Imp. Armour Plating - Vehicle Toughness +2.

Medical Facility

The Medical Facility can be used to treat injuries and even conduct research and complex surgeries.

Level 1 – Free - Basic first aid station. Operators can restock their IFAKs from this location.

Level 2 – \$30,000 – Allows the treatment of injuries and has room for 3 patient beds. Also comes with a research lab for the analyses of toxins.

Squad Edge: Imp. IFAK - The Squads IFAKs give +1 to Healing attempts.

Level 3 - \$60,000 – Med bay has room for 5 Patients, a fully functioning surgery, and a biolab for the research and storage of toxins.

Squad Edge: Mobile Med Bay - Vehicles act as Med Bays add +2 to Healing in the field

R&R

Every Operator needs to relax, and the R&R areas of a Safehouse is where this is done.

Level 1 – Free – Small room with sofas, mini fridge and TV.

Level 2 - \$10,000 – The room has a pool table, coffee machine, fully loaded fridge, cinema system and various games consoles.

Level 3 - \$20,000 – The room has a small cinema, fully loaded bar and coffee area, a group of arcade machines with VR units, and a movie and video and board game library.

Comms Centre

The communications centre holds the computers, satellite links, and servers.

Level 1 -Free – Computer, Internet access and radio rig.

Level 2 - \$20, 000 – Computer station, Server bay, selection of Hacking software and satellite links. Will connect to palm tops or Operators' phones allowing the uploading and downloading of data. Includes virus and malware protection.

Squad Edge: Translators - Basic Phone App that will provide basic understanding of written and spoken words (d4 skill equivalent) with a 2-3 rnd delay.

Level 3 - \$50,000 – Computer Station, 4 networked Laptops holding top of the range hacking software, encrypted VPN network, Server farm, private satellite network, digital communications, and

intrusion detection and is accessible worldwide by Operators.

Squad Edge: Snoop Van - Allows the monitoring of conversations within target building or location with half kilometre range.

Holding cells

Each Safehouse comes with a holding area for prisoners.

Level 1 - Free - Small cell with toilet and bed with adjoining interview room.

Level 2 - \$10,000 - 2 Small cells with toilet and bed and camera surveillance. Adjoining interview room, with security cameras and voice recording. Comes with floor and table manacles, soundproofing and lie detector unit.

Level 3 - \$25,000 - 3 Small cells with toilet and bed, 2 interview rooms with security recording devices, manacles and lie detector units. Has another room used for enhanced coercive interrogation techniques and access to Extraordinary Rendition black sites.

Workshop

A workshop for the repair and upgrading of gear, comms and Drones.

Level 1 - Free - Basic workshop allows the repair of basic gear.

Level 2 - \$20,000 - Workshop with electrical tools for repairing comms systems and Drones. Gives +1 Advantage when repairing electronic devices.

Squad Edge: Maintained - Operator guns will not jam the first time they Fumble.

Level 3 - \$40,000 - Workshop with electrical tools and ammo making equipment that allows the Operators to create 50 rnds of ammo per day.

Squad Edge: Imp. Maintained - All Firearms do +1 Damage.

Medium Safehouse \$250K

Larger than the standard with all the standard areas plus an extra bunker below the building and a helipad on the roof. All areas start at level 1.

Bunker

A bomb proof shelter built beneath the house, set up for emergencies.

Level 1 - Free - A basic Bunker with 5 bunks, chemical toilet, air filters and enough food and water for 3 months. Includes gun locker for up to 6 weapons.

Level 2 - \$25,000 - More advanced Bunker with 3 double bedrooms, advanced chemical toilet linked to septic tank, air filter unit, kitchen and comms room, food and water for a year and a gun room that holds up to a dozen weapons and unlimited gear.

Squad Edge: Adv. Security - Night Vision cameras and Infa-red gives +2 Notice for spotting intruders.

Level 3 - \$50,000 - Top of the range Bunker, with outside security cameras and motion detectors, comms room with satellite link, 5 bedrooms, kitchen, R&R room, workshop, generator (petrol and solar powered), gun range and secure room. Enough food and water for 5 years.





Squad Edge: Auto Defense - The Bunker has an automated Turret. Shoots with a D6 skill.

Helipad

A roof-built helipad.

Level 1 - Free - A marked out area on the roof for a helicopter. Comes with landing lights.

Level 2 - \$15,000 - Secure Helipad, with landing lights and satellite links to air traffic control. Tethers are available to lock down the copter.

Squad Edge: Combat Rappel - Operators receive no negative modifiers when rappelling from a Helicopter.

Level 3 - \$30,000 - Secure Helipad with built in air defence, SAM launcher. Landing lights activate by remote sensor when copter is detected. Electronic disabler cuts off copter engine when landed and can only be removed with code.

Squad Edges: Chopper Shot - Operators with the Steady Hands Edge receive a +1 to Shooting when firing from a Chopper.

Large Safehouse \$500K

The largest Safehouse available, often with its own land. It has all the same areas as the standard and medium Safehouses but with an added Airfield and Dock.

Airfield

An airfield situated near the Safehouse will have a number of hangars, a control tower and a fuelling station.

Level 1 - Free - Small airfield with single hangar, small fuelling station and unmanned control tower.

Level 2 - \$30,000 - Medium sized airfield, has two hangars, a fuel truck, spotlights for security and night flying. Manned control tower.

Squad Edges: HALO Experts - Each Operator receives +2 when making HALO Jumps from an Aircraft.

Level 3 - \$60,000 - Large airfield. Has 4 hangars, air defence (SAM), and radar systems built onto 24hr manned control tower. Security flood lighting and electric fencing. Each hangar has its own fuel station and office area.

Squad Edge: Stealth Paint - Aircraft come with Stealth Paint jobs, making them harder to spot (-2 modifier).

Dock

A small dock, may be open or covered depending on level. Situated near the Safehouse.

Level 1 - Free - Small wet dock near house, with a jetty and room for one boat.

Level 2 - \$20,000 - Covered dock. Can hold two boats. Comes with repair station, fuel pumps, and security lights and doors.

Level 3 - \$40,000 - Large covered dock with underground access from Safehouse. Comes with repair shop, fuel pumps, security doors and locks. Room for holding diving gear and can store up to 4 boats.

Upgrading a Safehouse

Each Safehouse has 3 levels. At the end of each mission, the squad gains access to funds. These increase as more missions are accomplished. These funds can be spent on an upgrade, spent on obtaining a new Safehouse or saved in order to accumulate enough funds to by higher upgrades.

The Safehouse will upgrade to the next level once all components of that Safehouse have been upgraded. So, a level 1 Safehouse will upgrade to level 2 once the Garage, Armoury, Medical Bay, R&R Room, Holding Cells, Workshop and Computer Room have been upgraded to level 2.

By upgrading a Safehouse, the squad gains access to better gear, more vehicles, upgrades and support. By purchasing new Safehouses, the squad has always got somewhere to go.

Each Safehouse comes with 2 drop locations and 2 Bug-out kits per level. These can be hidden anywhere within the city or country where the Safehouse is located at level 1. At level 2 they can be located in an adjoining country and at level 3 they can be anywhere in the world. This allows the squad to have access to gear in emergencies.

Bug-out Kits

A basic Bug-out kit will be a rucksack or holdall filled with rations, medical kit and ammo, with the higher-level kits being maybe lock ups or containers holding vehicles, weapons and even a whole comms room.

Bug-out kits match the level of the safe house they are linked to.

Level 1 – Emergency rations, medical kit and 5 clips of ammo.

Level 2 – As above, plus Weapons, gear, and +5 clips of ammo.

Level 3 – As above, plus vehicles, fuel and a comms unit.

Drops

These are locations where information and items can be delivered by the ICO or contacts. The drop must be arranged. Operators just turning up to a drop does not guarantee that something will be there.

A drop location could be a mail box in the middle of nowhere, a luggage locker at a train or bus station and even a box at a post office under a false name.

We will go into more detail about Safehouses and Drops in the Safehouses and Drops Sourcebook published by FeralGamersInc.







5. Handler

“Move swift as the Wind and closely-formed as the Wood. Attack like the Fire and be still as the Mountain.”

— **Sun Tzu, The Art of War**



The World of Ghost Ops

The world of Ghost Ops is very similar to our own, with the same issues and the same wars. In Ghost Ops, the Operators exist to tackle some of these problems with international backing. They are a team of highly trained individuals that are not controlled or funded by any single country but by many. This allows them access to places and aid that would be closed to them if they were solely sponsored by the USA or the UK, for example.

The Ghost Ops game can be set anywhere. Missions can be placed in cities, jungles or deserts. Borders and laws are not recognised as freedom and democracy is the deciding factor. This allows missions to revolve around terrorist cells, drug cartels, criminal organisations, disreputable arms dealers and even rogue special forces units acting as mercenaries for rogue nations. The scope of the missions are endless.

As a Handler you work directly with Control under the International Covert Operations banner, and pass on the intel and mission parameters to the Operators. You control the NPCs and Tangos that the Operatives encounter and relay any mission changes that may occur.



Who are Control?

Control are the people behind the curtain, the faceless agency and government officials that pass the jobs to you, which you then pass on to the Operatives. They can come from any country and from any agency. They are never seen and are never in any danger. Control are expected only to have the best interests of the people, and have no outside agenda, but is this always the case?

It can sometimes be interesting to have Control send a mission that has moral issues and forces the Operatives to question the implications of the directive.

Responsibilities of a Handler

As the Handler you relay the information from Control. You answer the questions and deal with the issues and fallout. You are the bridge between the Operators and Control, the only connection the team has to the ICO hierarchy. The Handler will often be in the field, but a lot of the information or communication you have will be through encrypted channels or Drops. Face-to-face meets with the Operators are rare.

In game terms you are an extra member of the team, and in the game you do have a face. You could even build a character in case there are any situations that you get caught up in (Bruce Willis's part in the Expendables is often a good example of this).

In real time you are the gamesmaster and deal with all the issues and questions that arise as an impartial judicator.

Future Ops

The Ghost Ops setting can be played in different time periods, one of which is the future. Military equipment and weaponry is advancing quickly, with smart weapons, invisibility, iron man suits and even AI and robots.

To run a Ghost Ops game in the near future will involve checking predictions of next gen military equipment and adapting it to the game. We will be releasing the Future War Supplement later in 2019 which will allow you to adapt the game to 20 years into our future.

Post -Apocalyptic

The Post-Apocalyptic scenario is a popular one and something that can easily be adapted into Ghost Ops. Setting the game after a major nuclear attack, with the Operatives emerging from their bunker, will be easy to do. Below are a few plot ideas.

Save the President – The Operatives emerge in a destroyed capital city. The last message they received was to get to the capital building and save the president and get him or her to a safe location.

Find the Bombs – Terrorists detonated 3 nuclear devices in major cities, and they say there are more. Find them and defuse them before they go boom.

Clean Up – ICO Operatives are being called to help bring order back to the city. You will need to secure hospitals and food from looters and gangs.

Invasion

The Invasion scenario has been popular with movies like Red Dawn, etc., and works well with the Ghost Ops RPG. An invading country taking over infrastructure and key locations will give a lot of missions for secret forces like the ICO.

Infection

A world-wide pandemic, a disease released by terrorists or some other biological threat would be similar to the Post-Apocalyptic scenario, with the collapse of society and a deadly virus passing through the survivors, causing a variety of symptoms.

Zombies

The Zombie Scenario is a fan favourite and a world infested with the walking dead has been used a lot in recent years, giving the Handler a ton of source material.





Past Ops

The Ghost Ops RPG can also be set in the past with very little adaption. A lot of the weaponry used today has been around for a few years or are improvements upon older designs. Modern equipment like Drones, the Internet, GPS and cell phones did not exist, meaning Operators will need to rely on Payphones, Fax machines, mail, compasses and maps a lot more.

Cold War

The Cold War is a large period in history, but a lot of interesting moments happened. Spying and espionage were at an all-time high between Russia and the USA, with covert actions happening on an almost weekly basis. Setting the game between the 60's and the early 90's gives a lot of scope for missions around the world, from Embassy infiltrations, snatch and grabs, sabotage and even spreading false information.

Vietnam

The Vietnam War could be an interesting period, with most operations happening in steaming jungles where the slightest wrong step could trigger a landmine or booby trap. Villages held enemy combatants and you could never tell who was friend and who was foe. Also, agencies like the CIA were the active, blurring the lines and dealing with all sides of the conflict.

World War II

Earliest of all the past timelines, the Second World War is another great era for exciting missions. These could include being dropped behind Nazi

lines, infiltrating Nazi bomb making facilities, or taking out Nazi top brass. The Operatives could have assistance from the Resistance to sabotage research stations and put a stop to Nazi technology.

Running NPCs

The Operators will come across many NPCs during their missions, from civilians to Tangos, and as the Handler you need to run all of them. Often Civilians will be there to create obstacles, give information or run screaming from the room as a hail of bullets fills the air.

Civilians

Civilians are the non-combatants in a mission. Often they are the innocent bystanders, but sometimes they may have important information or be a contact for the Operators. Civilians don't have stats; as the Handler you must decide what happens. If they get shot they are either dead or injured, and if injury happens, then it happens for a reason, either to force the Operators to help them as a distraction or as a reason for the bad guys to be even more vilified.

Civilians can always be in the background, a busy shopping market or city street, members of a village or even the workers in a cartel drug factory. Civilians make great obstacles, and the killing of civilians should be frowned upon or totally forbidden by the Operators.

The 3 Stages of Threat

The standard bad guys are the most common threat to the Operatives.

These are the Cartel soldiers, the militia, the camp guards and the criminal gang members. In the Ghost Ops RPG the bad guys are referred to as Tangos. Operators may have different names depending on who they are dealing with - Narcos or Sicarrios for Cartels, Ali Baba for Middle East criminals, Muj for Insurgents and so on.

Tangos come in three types of threat level: Minor, Standard and Major. These threat levels can show the difficulty of the mission or a particular scene during a mission. As the Handler, you must know what the Operators can deal with and fit the threat accordingly. Each Tango type has a stat block below, feel free to change these to fit the mission.

Minor Tango

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6.

Skills: Fighting D6, Shooting D6, Notice D6, Stealth D6, Taunt D6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5;

Gear: Kevlar (2) AK47

Hindrance: Yellow

Edges: Improvisational Fighter

Standard Tango

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D6.

Skills: Fighting D8, Shooting D8, Notice D8, Stealth D8, Taunt D6.

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5.

Gear: IMTV (4) AK47, Grenades

Hindrances: Mean

Edges: No Mercy

Major Tango

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D8.

Skills: Fighting D8, Shooting D10, Notice D8, Stealth D10, Taunt D6.

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6.

Gear: IOTV (5) AK47, Grenades

Hindrances: Loyal

Edges: Rock and Roll

High Value Targets (HVTs)

HVTs are the bosses and refer to the playing cards given to military personal and is an abbreviation for high value targets. HVTs are rare, and Operators will need to get through a lot of Tangos to meet one. When running an HVT, we suggest that they are the ultimate goal, always one step ahead of the Operators, surrounded by loyal Tangos and wealth. They will have influential connections with all kinds of people, from police chiefs to government officials.

Handlers should create HVTs like they would an Operator. HVTs also receive Bennies and are treated very much like Operators.

Many HVTs could be ex-special forces themselves, and the ultimate challenge to any team would be to take on a group of ex-special forces HVTs. That would be a tough job. All HVTs will be wealthy and have the loyalty of the Tangos they control.



Known Terrorist and Criminal Organisations

We will be releasing a number of sourcebooks over the coming months which will cover parts of the world and the criminal and terrorist groups that can be found there, but we have also included a few examples in the following pages that can be used in any missions designed by the Handler and as a taster of how these groups are shown within the Ghost Ops setting.

North America

The Blackwood Group

Back in 2006, a prominent business man and ex-Marine named John Logan decided to start the Blackwood Group, a private military contractor. They quickly obtained funding from the US government to protect VIPs entering Iraq and Afghanistan, which they did for a number of years without too many incidents. The Blackwood Group thrived. In 2012, Logan was accused of stealing arms from both US and Iraqi stockpiles and selling them to insurgents in Afghanistan and Pakistan. Blackwood quickly lost their contract but not the contacts Logan had made.

Since 2012, Logan has allowed Blackwood to turn into a mercenary group, working across Europe and Middle East, Africa and Asia, selling arms and their military trained personnel to the highest bidder. They have committed what some claim are war crimes working in illegal diamond mines in Liberia and Sierra Leone as enforcers and guards, working as Death

LOGAN



Squads in South America and arming militias and organised crime families in Ukraine and Serbia.

Currently John Logan is wanted by the FBI for gun running, by the DEA and Interpol for supplying protection for drug dealers in Europe, and by various countries for a number of serious crimes and even an attempted act of genocide.

John Logan is considered an HTV

Attributes: Agility D8, Smarts D10, Spirit D8, Strength D6, Vigor D6.

Skills: Fighting D6, Shooting D10, Notice D8, Stealth D6, Persuasion D8

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness** 5;

Gear: Kevlar (2) FN57

Hindrance: Arrogant, Mean

Edges: Linguist, Filthy Rich

Africa

Popular Forces of Uganda (PFU)

The popular forces of Uganda began in 2009 in response to a power imbalance in the region. The then small group were hardly heard of and were mainly involved in small tribal conflicts. Then, in 2009, the leader, Jean-Baptiste Okeke, decided they would take the out the largest tribal presence in the region while it was in a position of flux.

By 2011, Okeke and his militia had grown into a serious threat, armed by Libya and various other rogue states as well as arms dealers like John Logan. They began to sweep across Uganda, grabbing land, hijacking aid convoys and even successfully attacking a UN compound in order to steal two helicopters and a number of armed vehicles.

Recently Okeke has been taking on more child soldiers and has also begun distributing drugs in order to control the Ugandan people and weaken any resistance. They have committed various massacres and are negotiating with other African militia in Liberia and the Republic of Congo to create a new African government.

Okeke is considered an HTV

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D10, Vigor D8.

Skills: Fighting D8, Shooting D10, Notice D8, Stealth D6, Taunt D6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness** 7;

Gear: Kevlar (2) AK47

Hindrance: Greedy, Delusional

Edges: Alertness, No Mercy

OKEKE



Balkans

Ndjekehit e Deshmorit (Followers of the Martyr)

In 2010, an Albanian drug dealer by the name Driton Hoxha was shot down by Albanian authorities. The news spread quickly amongst crime gangs and soon, like Chinese whispers tend to do, the more people heard and talked the more the story and circumstances changed. Driton went from a drug dealer to a worker helping the poor, killed by corrupt authorities under control by outside forces. Within two weeks of being killed, Driton became a martyr.

The small crime gang that Driton ran with changed their name, claiming that they had only done what they did to

help the poorest in their part of Albania, acting like modern day Robin Hoods. The people they had terrorised were too scared to contradict, and quickly the gang began to distribute food to the people to reinforce their claims, but this charity only lasted a short time.

The gang grew and changed as the years went by, and in 2018 they are the largest crime organisation in Albania. They have incorporated gun running, kidnapping, blackmail and protection into their list of criminal enterprises and have also adopted a more far-right stance, with tributes to Adolf Hitler, providing protection to far-right group rallies and marches and even being implicated in the assassination of pro-immigrant, pro-Israel leaders and influencers.

The current leader of the gang is Frenk Kreshnik, a Kosovar who moved to Albania to find work but quickly fell into crime. No one is sure how Kreshnik managed to convince the gang to take him as their leader, but since he has, the gang has become more dangerous and unforgiving.

Frenk Kreshnik – HVT

Attributes: Agility D10, Smarts D8, Spirit D6, Strength D8, Vigor D6.

Skills: Fighting D10, Shooting D8, Notice D6, Stealth D8, Taunt D6

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness** 6;

Gear: Kevlar (2) AK47

Hindrance: Overconfident, Vengeful

Edges: Brawler, Killer Instinct

KRESHNIK



K9 Companions

Operators who have chosen the K9 Companion Talent will have a dog. These specially trained dogs live with the Operator from puppyhood, and a bond grows between them both. This bond is unbreakable and is for life.

Special Operative K9s are trained in sniffing out explosive devices and taking down Tangos, and when they are present during an Operation are considered one of the team and just as valuable.

The Operator with the Edge does not need to take their companion on every mission, and the Dog will be happy to wait back at the Operator's home or the Safehouse.

K9 Operators are one of the team and are treated as such. They receive the same level of medical care as a human Operator and they are never left behind. K9 Operators can parachute behind enemy lines with the Unit, can use stealth to help infiltrate and will be a forward warning for the unit.

K9 Companions Start off as seasoned in the same way as the Operators.

Creating you Companion

Players have two choices regarding how their companion is generated:

1. The Player uses the Template for Dogs from the Savage Worlds core rules.
2. The player creates the companion as they would an Operator at Seasoned.

Once the companion is created they receive a basic Loadout.



Comms - K9 Comms emit a certain frequency, which allows the Operator to issue commands to his companion.

Doggles - Eye protection for the K9, built with anti-flash.

GPS - Each K9 has GPS to allow for tracking.

Dump Bags - The K9 Tactical Vest comes with a number of dump bags for ammo clips and other gear.

Tactical Vest - The Tactical Vest is similar to IMTV and can be loaded with E-SAPI or X_SAPI Plates.

Hearts and Minds

An important part of any operation, and often one that can assure success, is the ability for the Operators to connect with the locals and be in contact with any rebel factions or sympathetic groups. Understanding the culture and the current political or social aspects of an area, country or region can sway success.

As a Handler, you need to make sure the Operators understand the importance of Hearts and Minds campaigns and how they can help in a number of ways. Below is a selection of important aspects of running a Hearts and Minds mini mission within a larger campaign.

Information

No one is going to know what is happening in an area better than the locals. Gaining their trust and showing that you are there to help them will go a long way toward receiving rumours or local news which is often shared between villages or groups.

Handlers should make sure that not all the information received is relevant or correct. Often information changes as it moves between places and people, and you should let the Operators decide which rumour or snippet of info they take on board.

Extra Supplies

Gaining the trust of people will allow the Operators to acquire food and water easier or gain local knowledge. Rebel forces may have supply caches they will share with the Operators, along with ammo and weapons.

Back up

Being able to call upon a fully armed local rebel militia could not only save the Operators' lives but also act as a distraction. Coordinating missions with local rebels will be a great benefit, but there must be a benefit to the rebels as well.

Travel Routes

Locals will know the land, and this will include travel routes through jungles, urban locations and even deserts. They will be able to share safe areas, good overwatch spots and may even know the location of enemy camps. This could also include acquiring help from local trackers or hunters who will lead you through the more dangerous or difficult terrains.

Bug out locations

Trusted locals may shelter you if you are being hunted. Having somewhere safe to retreat to is a great resource and something that could mean the difference between life and death for the Operators.

How to gain support

The Handler should set the "Level of Hostility" for a Region as per the Reaction Table.

When a team enters the region, have one of the Operators make a Streetwise roll (assisted as necessary). A success will provide a broad range of three potential reactions. A success with a raise will reveal the exact expected reaction.

Obviously there will be slight variance within sectors of the population, but the average level of hostility is what we use as a base point for individual NPC reactions.



In order to improve the base level of hostility, the team can formulate a Hearts and Minds strategy. This requires a three-stage implementation, represented in game play by three individual Persuasion skill checks. Each success and raise will reduce the level of hostility by one step. Each failure reduces the level by one step. However, each roll after the first accrues a further-2 modifier as the achievements plateau.

The Persuasion skill roll can be positively modified by providing food and medical aid, handing out bribes, talking to the right people, etc. The Handler may assign their own negative modifiers determined by other (secret?) circumstances.

Common Enemy

If the enemy is a threat to the local people, this can often help sway an unfriendly group to a friendlier one, at least until the mutual issue is resolved. This may seem like a no-brainer but just because a local cartel are considered a major problem by the DEA does not mean that locals feel the same way. The cartel could provide jobs, give gifts of food or even fund local festivals. These should all be taken into consideration.

Also, Operatives need to show power. A criminal or terrorist group can control whole communities through fear, kidnapping loved ones, religious beliefs, etc. Locals will be more willing to help if they know they have the chance to win.

Bribery and Gifts

Gaining the trust of the locals by giving gifts of chocolate has been a tried and trusted method of gaining communities' friendship, or at least of softening any bad feelings.

This is not going to work with hardened rebels. The following table shows possible modifiers that can be applied.

Also, the offer in aid to solve a problem for them will often be enough.

Example 1

Hey Gringo, we will help you fight the Pendejo Cartels, but we need our men released from the Federale prison. This will gain our trust.

Example 2

As the police commissioner, I have some sway, but the gang leaves my family alone and each month I receive 2000 euros to look the other way. My hands are tied unless you can come up with another solution.

Social Group	Food	Money	Guns	Favours
Individuals	+1	+2	0	+1
Groups	+2	+2	0	0
Rebels	+1	+2	+2	+1
Government Forces	0	+1	+1	+2



Benefits to Success

Once the Operators have accomplished gaining the support of the local people, this can manifest in various ways and will depend on how the Handler wants to run it. Offers of food and shelter are exactly that, and the Operators can forgo rations for a time. Offers of military support from rebel factions or groups could appear in various forms.

Distraction

The rebel group are attacking the Tangos at a different location, forcing Tangos away from the Operators' target or allowing the Operators advantage to infiltration as everyone is looking the other way.

Aerial Bombardment

Depending on the level of the rebels, a bombardment via mortars could weaken or suppress the Tangos.

Holding Force

The rebels could act as a holding force, entering a location in order to take control of it and secure it as a staging area or place of retreat.

Rebel groups or militias should never be used to do the Operators' job for them. The Handler should never state that they will, and the level of support will never be higher than as a back up unit. Also, for the sake of drama, any attacks by the locals should be off screen. The Operators should be aware of it, but the Handler should control the effects of the aid through narration.

Example 1

The rebel bombardment can be heard a mile away. Many of the Tangos jump into jeeps and drive off toward the attack. This has lowered the number of threats in the drugs lab.

Example 2

The mortar fire hits a number of buildings in the compound. You see the communications building collapse into rubble.

Example 3

The rebels enter the base and begin rounding up any Tangos that surrendered. The rebel leader states that they will hold this location, making sure no one can flank the Operators.





6. Mission

“When the enemy is relaxed, make them toil. When full, starve them. When settled, make them move.”

— **Sun Tzu, The Art of War**



Experience & Funding

As Operators complete missions they will receive Experience points. For ease of use the Handler should follow the guidelines for handling experience as detailed in the Savage Worlds core rules.

Funding is different and is unique to Ghost Ops. Operator Squads will receive cash for completing missions. This can be used to buy gear or upgrade safehouses. The cash given is for the entire squad not each individual Operator. The squad as a whole should either distribute the funds out or decide how they are spent.

Funds

The completion of missions gives the Operators access to funding. This funding differs for each mission and often when a new objective is added to an ongoing mission, a bonus is offered.

Example

The Operators are watching the mansion of a known cartel boss. Their current mission is to take out the boss, grab his files and destabilise the cartel's control in the area. As they are about to go in and 'clean up,' they get a message from their Handler. 'Eagle One, this is Spearhead. We have a change to the Op. The DEA have asked if we can capture the boss alive and deliver him to an airfield on the outskirts of the city. There's a tasty bonus in it for ya.'

Funding can be used for improving the Operators' safe house and to pay off informants (see the Safe House Chapter and the Safehouse and Drops Sourcebook). Funding differs per

mission type, and below is a list of mission types and their funding.

Mission	Fund
Hostage Rescue	
Level 1	50,000
Level 2	100,000
Level 3	200,000
Assassination	
Level 1	30,000
Level 2	70,000
Level 3	150,000
Assault	
Level 1	100,000
Level 2	200,000
Level 3	300,000
Info gathering	
Level 1	25,000
Level 2	50,000
Level 3	75,000
VIP Protection	
Level 1	20,000
Level 2	50,000
Level 3	75,000

Mission Level Breakdown

Level 1 – Mission is straightforward, with good intel, low level Tangos and very little risk.

Level 2 – Mission is more dangerous or complex, with an important target, trained Tangos, and possible support weaponry.

Level 3 – Mission is high risk, very little intel, fully trained Tangos or local military, air support and at least one HVT.

Bonuses can be given based on how complicated a mission becomes and from adding extra objectives. Injuries or deaths in a unit can also give a bonus.

Complication	Bonus
--------------	-------

Extra Objective	
-----------------	--

Level 1	25,000
---------	--------

Level 2	50,000
---------	--------

Level 3	75,000
---------	--------

Complication	
--------------	--

Level 1	20,000
---------	--------

Level 2	40,000
---------	--------

Level 3	60,000
---------	--------

Injury	10,000
--------	--------

Death	50,000
-------	--------

Capture	25,000
---------	--------

Failing a mission gives no funding to the unit and may even lead to less complex or dangerous missions being offered to the unit until confidence in their abilities is rebuilt.

Handlers can, if they wish, adjust payments on the table to account for blunders, deaths of civilians or collateral damage etc. This would slow progress but may force squads to be more careful or consider their surroundings.



Pursuit

This is an easy to mid level mission for Ghost Ops, and can work very well as a starting mission for new Operators.

Background

The Operators have been sent to East Africa to rescue a UN Ambassador taken hostage by a rebel faction. The mission was a success and the Operators along with the Ambassador (VIP) got to the exfil site. Unfortunately as the chopper was leaving the area Rebel scouts managed to hit the tail rotor with an RPG. This grounded the chopper with possible injuries to the occupants inside.

Injuries

The Handler can decide if there are any injuries or shaken Operators by either just deciding there are or there aren't or getting everyone to make Vigor checks. This will include the VIP. Any wounds or Shaken effects will slow the party down, especially if the VIP is injured or shaken in some way.

The Jungle is dense and all travel times are doubled, walking 1 klick will take 40 minutes rather than 20 and so forth. There are rivers but the water will need to be purified before drinking, drinking the water unpurified will result in a Vigor roll with failure resulting in vomiting and diarrhoea. Food will need to be found or killed.

Travel through the forest will reveal structures built by tribes and rebels, ranging from rope bridges, huts and lean to's.

The Operators will need to use Survival to forage for food and water and also Notice and Survival to avoid predators or traps.

Situation	Mod
Avoid Traps	-2
Finding Food	-1
Finding Water	-2
Avoiding large predators	-1
Avoid snakes	-2

Welcome to the Jungle

The Operators and VIP will now be stuck in the jungle and hunted by rebels. Travel through the jungle will be slow, and this will be made even more evident with a civilian in tow. The Ambassador is out of shape and not dressed for jungle trekking.

The Rebels

The rebels want the VIP back, and also do not wish to lose face as that could affect their hold on territory. They know the jungle and will move through it quicker than the Operators. The rebel leader will send between 10-15 rebels (based on number of Operators) to hunt the Operators down.



Starting the Mission

The mission begins with the Operators and VIP at the crashed chopper. An Operators radio squawks into life.

Alpha team can you read, alpha team come in.

The Operators must answer the call and supply the Handler with a sitrep.

What the Handler Knows

- The Operators chopper is down - The chopper suddenly disappeared from HQs trackers.
- That a CIA satellite will be coming into range within 20 minutes - This will allow the Handler to update the Operators on enemy movement.
- That there is a UN outpost 10 clicks from the Operators last known position - Once the satellite is available this will drop to 8 clicks.

The Operators can attempt to work out their location by using their Survival

skill -1, if they have a map then no modifier is given . A success will allow them to get within 5 Klicks of where they are, a Raise will increase that to 3 Klicks with a further Raise improving that to within 1 Klick.

What the Operators Know

- They are in hostile territory with a civilian - The VIP must be protected at all cost.
- Rebel forces will be searching for them - The rebels will almost definately have a good idea where the Operators crashed.
- They have very little food or water - For trained Operators this is less of an issue than it is for the VIP.

The Ambassador

The Handler should play the Ambassador how they like but it could be fun to have him complain a lot, blame the Operators or the current situation. Have them want to stop and rest, complain about hunger and thirst and basically be a pain in the ass.

Next Move

Once the Operators have heard from the Handler they must then decide what to do next. The options are limited to three.

1. They could start moving towards the UN outpost without waiting for the satellite feed. They basically know the direction it is in.
2. They could wait for the satellite, but this would mean the rebels will be 20 minutes closer.
3. They could just wait for the rebels and shoot it out, but this would place the VIP in danger.

What ever they decide the Handler will radio back after 20 minutes to give the Operators an update.

Satellite footage is in, shows a large force headed in your direction, maybe an hour behind you. The UN outpost is 8 Klicks north east of your position. There seems to be, what looks like a Mine Pit, but there are no mines registered at that location, so its either deserted or an illegal diamond mine. We had received reports of Whitemarsh Mercs operating in the area about 2 yrs ago but it was never confirmed.

Any Operators with a background in Iran or Afghanistan will know of Whitemarsh, private military contractors, that had their government contract withdrawn due to their aggressive actions towards civilians.

The mine is 3 klicks away and the Operators can choose to move towards the mine or circumnavigate it, if they

to go around the mine it will add 6 klicks to the journey, and they will need to avoid any patrols around the mine.

The Handler can as an option call in with an offer.

If that is an illegal mine run by Whitemarsh, I know an agency that will pay 50k for you to shut it down and take out the head snake of those merc fucks!

Journey to the Mine

The Journey to the Mine should involve Survival and Notice rolls from the Operators in order to find food and water and avoid predators and traps. The 3 Klicks will take around 4 hrs due to the constant rest breaks of the VIP so a Survival and Notice roll each hr would be advisable. The Operators should be made very aware of how quickly the rebels are catching up and if they can placing traps or false tracks would help to widen the gap.

Dangers

There will be a number of dangers as the Operators travel through the Jungle, mainly from Predators. Below are the more common threats.

Leopards - Use the Lion stats from the Savage Worlds core rules

Black Mamba Snake - Use the Venomous Snake stats from the Savage Worlds core rules

Boomslang Snake - Use the Venomous Snake stats from the Savage Worlds core rules.

The Pit





1. Guard Towers
2. Fence
3. Prisoner Huts
4. Guard hut
5. Guard Quarters
6. Pit service road
7. Pit office
8. Warehouse
9. Tool shed
10. Latrine
11. Explosives shed

- a. Terrace
- b. Work face
- c. Pit bottom
- d. Disused pit

The Pit

The mine is not deserted and in fact is very much active. The Operators will arrive at an overwatch position overlooking the mine.

Handler Text

As you approach the edge of the rise you begin to hear the sounds of work, picks hitting stone, the clanking of wheels running on train lines, and the shouts of commands and abuse. Below is the pit, an illegal diamond mine, worked by slaves and prisoners and patrolled by African rebels and mercs, the Whitemarsh insignia worn on the sleeves of their uniforms.

The Mine is worked by around 80 slaves who are in various degrees of starvation, injury and illness. Children as young as six can be seen, as well as men and women ranging from teenage to old age. Armed men patrol the area carrying AK47s and huge Machette. Each wear a uniform with the Whitemarsh emblem on the sleeve. A mix of African and American voices can be heard as the guards chat between each other or shout orders at the slaves.

At night the Pit has less guards on patrol, but the work continues, half the guards will be asleep in the guard quarters (5)

The Operatives have three choices:

1. **Avoid the Pit** - The Operatives can choose to circumnavigate the pit, this will add 6 clicks to there journey. The Handler should play on this as a

moral choice.

2. **Attack the Pit** - The Operatives can choose to attack the pit and claim the reward offered by the CIA. This will slow them down but the Pit could offer cover and gear.
3. **Wait and See** - The Operatives could hunker down and see what happens with the pursuing Rebels turn up. This will be a waiting game for around an hour. Stealth Vs Notice rolls will need to be made as the Rebels check the area.

The Other Rebels

If the operators decide to wait and see what happens when the other rebels arrive the Handler has three options.

1. The rebels do not approach the mine and attempt to go around it, presuming the Operators did the same. This would mean the rebels are now ahead of the squad, but for how long? They will discover the lack of tracks eventually.
2. The rebels approach the mine and the Operators realise that they are the same faction as the mine guards.
3. The rebels attack the mine, and a shoot out ensues, with the slaves caught in the middle.

If you go with option 1 the rebels will start to double back after a couple of hrs, the Operators will need to move quickly and quietly to avoid, with the usual Stealth vs Notice rolls.

If you go with 2, then the mine guard population increases by 10 for a short while as the rebels talk to the

The Pit

1. Guard Towers – These are held by rebels, one per tower.
 2. Fence – An 8-foot-high wire fence, it is broken in places allowing access.
 3. Prisoner Huts – This is where the miners sleep and live. At any time, there will be around 20 miners in these huts sleeping or ill.
 4. Guard Hut – A small hut normally occupied by 1 whitemarsh merc
 5. Guard Quarters - This is the guard living area. During the day it will be empty at night half the guards will be here sleeping.
 6. Service road – A dirt track leading to the mine.
 7. Pit Office – The whitemarsh commander can be found here.
 8. Warehouse – Here can be found tools and supplies. The Operators will also find a number of aid parcels here which the mercs have taken from local villages to feed the miners.
 9. Tool Shed – Stacked tools can be found here along with a box of dynamite and blasting caps.
 10. Latrine – Guard latrine
 11. Explosive Store – This is the main explosives storage, various crates of Dynamite, blasting caps, gunpowder and some bricks of C4 can be found along with primers. This building is securely locked TN 4
- A.** Terraces – These are walk ways around the pit, accessed via ramps or ladders
- B.** Work face – these are the main digging areas
- C.** Pit Bottom – Water fills the bottom of the pit. Diving into the water will also reveal a number of corpses. Good reason not to drink the water.
- D.** Disused Pit – This is an abandoned or exhausted pit area.
- X.** Guards

commander.

A choice of 3 means that you must decide who wins. or the Operators can choose sides adopting the ‘The enemy of my enemy is my friend’ philosophy.



Liberating the Pit

If the Operators liberate the Pit they will have a small fighting force which will aid them against the approaching rebels, they will grab the guard's weapons and fight with the squad. You can make this more of a negotiation using the hearts and minds rules, convincing the miners to fight beside them rather than flee into the jungle (they have just been imprisoned by mercs which probably look similar to the Operators).

If the miners fight then they will act like a friendly faction, they will attempt to slow the rebels down and whittle down their numbers. This will happen off screen, but the Operators will hear gunfire from the jungle. At least half the rebels should survive and confront the squad or continue to follow them.

Operators will find ammunition, body armour, IFAKs, Rations and Water in the Pit. They will also find a Jeep and two Trucks. The vehicles will make the journey to the compound easier, but it will involve a 2 Klick diversion in order to reach the road leading to the compound.

The Handler can remove the vehicles from the Pit if they want the Operators to make the mad dash to safety as explained below.

To the Compound

The compound is a further 6 clicks past the Pit. The Operators can place booby traps for the remaining rebels with any dynamite or explosives they managed to grab from the mine. The race to the compound should begin with survival rolls and begin to change into stealth rolls as the rebels catch up. The last dash to the compound should be a running battle. The UN troops will not help unless they are fired upon or the rebels get too close to the compound.

The Operators can just run for it, using their movement and zigzagging to avoid enemy fire and hope for the best, with the handler rolling for the rebels with

the appropriate modifiers.

There is cover before the compound, walls, small buildings and trees if the operators decide to stand and fight.

If the Operators grabbed a vehicle from the Pit then the above will not happen and they will manage to reach the compound in a short amount of time.

Reward

If the Operators deliver the ambassador to the UN compound they will receive a level 2 hostage rescue reward, with a level 1 complication bonus. If they took out the mine, then this will add \$50k to the reward.

The Handler should decide the XP earned based on performance.

Tangos and NPCs

The rebels should be considered Minor Tangos and the Mercs should be Standard Tangos.

The Whitemarsh Commander is a Major Tango. To make the mission harder the Handler could make the Commander an HVT and the Rebels Major Tangos.





Backers & Community

“Whoever said the pen is mightier than the sword obviously never encountered automatic weapons.”

— **Douglas MacArthur**



A Big Thank You to all our Backers

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Our Great Community

We have been lucky to have a thriving and helpful community of people who have supported the game, shared information and answered our questions. You have made the process easier and a lot more fun with all your videos, stories, advice and new articles. This game is much yours as it is mine.

Honorary Mentions in no particular order

Tim Loya, Forest Pavel, Ewan Spence, Matthew j. Barlow, Mario Cordova, Jeff Ruiz, Joey Manning, Gregory Huyghe, Joey Batts, Neil Hyde, Harold Lee Kearns III, Jessie Indracusin.

This is just to name but a few of the 200+ community, so thank you all and I salute you.



Savage Ghost Ops

Welcome to the world of Covert Missions, Black Operations and Kill Orders.

You are a member of an elite team of special operatives, enlisted from the world's best special forces units, to work for a new private military force, that does not recognise borders and is not funded by just one government, but all of them.

Your missions will take you to the streets of the USA and Western and Eastern Europe, the mountains of South America, the Jungles of Africa and the deserts of the Middle East. You will tackle drug cartels, organised crime, private militia, corrupt governments and terrorist cells.

The game is based on the modern world, but we include help on setting missions in the past like World War 2, Vietnam or even trying your team with the Iranian Embassy siege of the 80's, or you can set the game in the future after an apocalypse, or invasion of the country you live in. The possibilities are endless.

Inside you will find rules for:

- Creating Operatives from 13 different countries and over 20 different SpecOps units.
- K9 Companions
- Buying and upgrading Safehouses that offer new Squad Edges
- New Edges and Hindrances
- New Skills
- New Weapons and Armour tables
- Rules for running Hearts and Minds missions
- And Much More...

So, gather your Squad and grab that kill order, the world is a bad place and you have work to do.

