TOP SECRET/S.I.™

COMMANDO
by David Cook

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Credits

The Fine Print

Introduction

Commando is the book that gives you the rules, equipment and background to create military-style special operations—hostage rescues, ambushes, snatches, long-range patrols, terrorist neutralizations, and sabotage raids. This is not the realm of normal spying. This is the world of stealth and combat. Characters here do not seduce ladies, break codes, turn enemy agents, crack safes, gather fingerprints, or mingle with the rich and famous. Commando characters neutralize sentries, plant charges, dodge patrols, set up fire zones, call in support fire, and infiltrate enemy lines. This doesn't mean that commando characters are stupid or brutal animals. Success requires careful planning, exceptional skills, and rigid self-discipline. A commando team may spend days on its own behind enemy lines avoiding detection so they can infiltrate an enemy base to perform a single mission. It requires intelligence, skill, patience, and nerves of steel.

The material in this manual provides information to deal with the main types of special forces troops and operations. The definitions given below will help you understand the scope of this manual.

Elite troops: By every measurement, all special forces troops are elite. It's just that some are more elite than others. Here, elite troops refer to the lowest grade: regular army, air force, or navy troopers who have better training than the majority of soldiers, but are not specifically trained to the high level of special forces work. Elite troops from around the world include the U.S. Marines and airborne, the French Foreign Legion, and most presidential bodyguards in Third World nations.

Counter-insurgency: The skills and methods of fighting guerrillas is counter-insurgency. This, along with long-range patrols, is the most common type of training given to special forces. Counter-insurgency fighting relies mainly on small groups of soldiers acting independently of larger formations. It can be best said that counter-insurgency troops fight the guerrilla by his own methods. Counter-insurgency troops may spend days or weeks on their own in enemy territory, pinpointing and ambushing guerrilla patrols, eliminating commanders, and locating enemy bases for friendly air and artillery strikes. Ambushes, raids, and neutralizations must be precise, since indiscriminate civilian casualties only strengthen the guerrilla cause.

Long-range patrol (LRP): This type of training is identical to that given for counter-insurgency fighting. Indeed, special forces soldiers are normally trained to conduct either type of mission. The difference is in the type of mission conducted. Long-range patrols are used for reconnaissance or disruptive attacks carried out behind enemy lines. They are, in a sense, the guerrilla forces of a regular army. The primary difference from counter-insurgency is that the unit is fighting a regular, not guerrilla, army force, although both may be encountered in a single patrol.

Counter-terrorist: This is the rarest and most specialized type of training a special forces soldier can have. Usually, though not always, those with counter-terrorist training are also skilled in counter-insurgency work since there is substantial overlap in the skills needed. The major difference is that counter-terrorist work may be executed in friendly, neutral, or hostile countries, usually in urban territory. The targets are usually extremely specific, and the need for speed and surprise greater than in any other type of operation. Finally, such operations almost always involve innocent people in the fire zone, creating a greater risk of error.

Also included in this manual is information on the hot spots and trouble points of the real world, along with details of real-world operations. You can use this information to increase the depth and richness of your existing campaign or create a new campaign that centers around the role of special forces. Your choice of settings is wide and varied, ranging from the ultra-combat Orion Titan Teams to the shady world of mercenary ex-soldiers.

A Warning for Players

Commando provides a realistic look at the abilities of military and paramilitary operations. While these have been adjusted somewhat to ensure

your fun and enjoyment, special forces operations are no picnic! If you think your character can act like those guys in the movies, you are going to have a dead character. The commando who stands in the open firing his submachine gun and screaming at the top of his lungs dies. The commando who takes on a roomful of armed men with his bare hands dies. The commando who charges into the face of machine gun fire dies. The commando who watches a jet explode from 20′ away dies. The commando who tries to mow down the enemy by firing a .50-caliber machine gun from the hip dies. Such heroics may look good on the screen, but they don't get you much in real life. Live commandos are smart soldiers.

That means you are going to have to play smart. While the Admin does his best to create a balanced adventure, he's not responsible for your snafus. If you forget to have your character inspect his gear before going on a mission, that's not the Administrator's fault. If you create a plan that's too complicated to succeed, it's not the Administrator's fault. If you underestimate the forces of the opposition, that's not his fault either. Just like a real commando, you have got to play smart to survive. The only way to learn this is through trial and error.

So remember the rules of a good commando:

•Know your weapons; know your enemy's weapons, too.

•Depend on yourself and no one else.

•Take care of yourself and the man who is watching your back.

•Do what you're supposed to do; no more, no less.

•Never show how good you are; always hold a little back.

•Don't believe anything unless you've checked it yourself.

•Don't trust the locals—ever.

•Don't get involved in politics.

•There is nobody so strong, so quick, so smart, or so powerful that they can't be killed.

A Warning to the Administrator

What you have in this book is the roleplaying equivalent of a bottle of nitroglycerin. If you treat it with care, nothing terrible is going to happen, but if you shake it or use it foolishly, it's going to explode, blowing up your carefully built campaign. So just what makes this book so dangerous?

First, the information given here is realistic. There have been changes to make it playable, but run correctly, a *Commando* operation is going to be more dangerous and more deadly than the everyday *Top Secret/S.I.*™ adventure. Special forces operations are very unforgiving of even small mistakes. Don't be surprised if characters die or use a lot of Luck points trying to avoid death. If you are fair in your judging, your players will soon learn not to make mistakes. There is no need for you to try to "get" the characters; they'll have more than enough opportunities to "get" themselves without your help.

The greater risk is that you will make things too easy for player characters. Don't do this. It will ruin your campaign! This manual is about men with military equipment handling military and paramilitary problems. If the players have access to all the hardware they want or discover that blowing things up is a cheap and easy solution, that's what they will be tempted to do for every situation. This is simply not true. Special forces operations are incredibly risky undertakings; in the real world, the chance of failure and death is very high. That is why such operations are often considered only as a last resort.

When you use the *Commando* sourcebook, make sure that the following controls are placed on the characters:

•Special forces work FOR governments and agencies, not the other way around.

•Military equipment costs money—lots of money.

•Kidnappings, raids, and the like are not what bosses want to see in the newspaper. Characters

who get noticed lose their jobs, get arrested, and sometimes executed.

•Botch a job in a big way and you're out of business.

•Nations that solve their problems with force tend to get into big trouble.

•Finally, out-of-control commandos are a liability, not an asset.

The Player Group

There are three basic reasons why characters might risk their lives as Commandos: They may be part of an Orion Titan Team, they may be members of a real special forces group, or they may be free-lancers (i.e., mercenaries).

Titan Teams: This choice only works if your campaign uses Orion and Web. If it does, you can use the Orion Foundation to supply the Player Characters with the more exotic equipment they might need. Of course, this means that most of the world's terrorism and insurgency is Web-backed (which can get a little old after a while). For some variations, you can have the Titan Team trying to destablize a Web-backed nation or having a rather nasty encounter with the Web equivalent of the Titan Team. After all, if the Orion Foundation can raise their own special forces, so can the Web!

Military unit: The most logical choice for why the Player Characters are involved in terrorism and insurgencies is that they are all members of some real-world special forces unit such as Delta, the SAS, or GEOS. This gives them the reason to go blow things up and get involved in terrorist situations. However, it also creates some problems. Since the characters are part of a unit, they are not in control of the situation. Soldiers have to take and obey orders, which means the characters are not going to get to make some decisions themselves (such as whether to get involved). It also means the adventures will tend to be similar — dealing with hostage situations and brush-fire wars. This will get old after a while, and the play-

ers will want something new.

Freelancers: The best solution for most campaigns is that the characters are freelance agents—mercenaries. They do jobs by contract and have connections with various governments. This allows them the chance to perform a wide variety of missions and also to pick and choose what they will do. It also gives the Administrator a little, but not too much, power over the characters. Mercenaries have to stay in the good graces of their employers, especially if they want to borrow some flashy piece of ridiculously expensive equipment (like a troop transport). Borrowing such equipment also puts the characters in debt to their employers, giving the Administrator little strings he can pull from time to time (but not too often). Finally, as outsiders, the characters are seldom told the full situation or the real truth by their bosses, allowing the Administrator to pull amusing, exciting, and nasty surprises—all the sorts of plot twists that make a good adventure!

Types of Missions

The missions that *Commando* characters can undertake are only limited by the Administrator's imagination. A few suggestions are given below. Some of these are fairly obvious, but a few may be unexpected for the type of character involved.

Hostage rescue: This is one of the things commandos are trained to do. They could be called on to storm a plane, get on board a ship, infiltrate an oil platform, or find and rescue a kidnap victim. The maps provided in the *Top Secret/S.I.*™ boxed set are ideal for this sort of mission. Not all hostage situations need involve terrorists—bank robbers, petty dictators, or crazed survivalists could also be the villains. Other locations (improbable though they might be) include Arctic radar stations, elementary schools, riot-torn prisons, or jungle camps. The ultimate is the nuclear siege—an entire city held hostage to terrorists with a "device."

Raids: Of course there are attacks on terrorist bases, but what other kinds of raids could an Administrator put together? He could have the team wipe out a Bolivian coca factory, knock off a secret germ warfare laboratory, take out an enemy HQ, or even blow up a building housing the secret police.

Intelligence: Commandos are often sent out to get more information. Sometimes all they need to do is go out and use their eyes and ears, take a few pictures, and get back. At other times they may be sent out to make a prisoner snatch—capture a specific person and bring him or her back alive. They may have to steal documents or a piece of equipment — a new cipher machine, a particular radio, a gun, a tank, or a plane. The larger and more valuable the item, the harder the job is going to be. Not all employers need be military—an unscrupulous industrialist could hire the characters to steal the secrets of another.

Crime: In the extreme, the characters could fight crime. This is true gung-ho vigilantism, but, face it, a common fantasy is to take out your machine gun and "clean up this town." This sort of thing has been the plot for many, many movies. And it's a lot of fun too!

Saving the world: If you want to go to extremes, you can set up some type of world threat — a madman with a doomsday device, etc. Then, it's up to your characters to save mankind! For those really twisted Administrators out there, you could have the team save mankind from an alien invasion. It may not be realistic, but it could be a lot of fun—commandos meet the bug-eyed monsters from outer space!

Character Creation

So, you want to play a member of the Orion Titan Teams? That's all well and good, but has your character got what it takes? Special forces work; whether Titan Team, Delta, SEAL, UDT, SAS, GSG 9, SBS, VDV, or Spetznaz, requires special men with special skills. Not everybody makes the grade. Sure, he may be tough and healthy, but it takes more than that, a lot more. Before you can call your character a commando, he'll have to live up to a lot of measures.

Just what does make a good commando? To make it, your character will have to be strong and tough. It helps if he is intelligent and quick-thinking. He has to be cool under fire. Speed and agility are vital survival skills. He needs a wide variety of skills, from languages to demolitions. He should be resourceful and independent. Most of all, he has to be able to pull his own weight.

For your character to become a commando, he will have to qualify in several areas. There are minimum attribute scores he must possess and skills he is required to know. He must have an acceptable Psychological Profile. He must be in the right age range. Also important, he cannot suffer from various Disadvantages or identifying tags. And, like every man in the special forces before him, your character is going to have to get there on his own. The requirements to qualify for special forces are demanding, and your character doesn't get any extra help to do it. There are no extra bonuses to automatically make your character better than anyone else. Only a few, the best, can qualify.

Minimum Attributes

The first step to making it as a commando is to pass the medical checkup and physical training. In special forces schools around the world, this is the first step in weeding out those not up to the job. Candidates are put through grueling exercises so that only the most fit remain. The demands are high. Examples of the types of physical demands include completing a 20 mile march in 6 hours or less while carrying full gear and an extra 70 pounds of weight, swimming 5 miles in full kit, or running 4 miles in 30 minutes or less. At the same time, the volunteers are tested mentally. They are pushed beyond the limits of exhaustion and then expected to perform complicated and dangerous tasks. They have to plan and act in the face of adversity. A trooper who can't make it on the training ground can't be expected to pull through in a real operation.

To reflect the physical and mental demands of training, a *Commando* character must have at least the following minimum scores for his primary and secondary attributes.

Primary or Secondary Attribute	Minimum Score
STR	45
INT	45
REF	35
WIL	55
CON	55
MOV	45
DEX	55

Characters who don't meet these minimums simply aren't commando material. (As an option, you may want to allow players who characters fail to meet the minimum scores to raise low attributes to the minimum—this is in lieu of, not in addition to, the rule allowing players to raise stats to a total of 275 points.)

Character Background

Unlike the *Top Secret/S.I.*™ game, in *Commando*, certain aspects of character background are controlled by choice of career and other factors. Thus, you may not always be free to take any combination of background details you desire. This in many ways reflects the reality of life.

Race or nationality: In most cases this is limited by the career you choose for your character. It is no more possible to have a Soviet SEAL (a U.S. Navy elite commando) than it is to have a British Spetznaz (a Soviet commando). When you choose your character's career background, you will simply have to live with the limitations.

Native language: The limitations regarding native languages are the same as those found in the *Top Secret/S.I.*™ rules.

General appearance: The important thing to bear in mind here is that commandos and other special forces soldiers are physically fit. Overweight soldiers just don't cut it as commandos. Special forces soldiers must also meet minimum height requirements—normally 5′6″ or 5′8″.

Handedness: Although characters can be right- or left-handed, all soldiers are expected to be equally accurate with either hand. It is also important to remember that because of the way rifles are designed, soldiers must fire most rifles on the right side (otherwise the bolt or slide has a nasty way of knocking out your character's teeth).

Age: All soldiers must be between 22 and 40 years old. Those younger than this generally lack the necessary experience, and those older suffer adversely from the physical effects of aging.

Name: Your character's name can be whatever you want. Often commandos are provided with aliases.

Psychological Profile

The Psychological Profile is an important part of your character, since portions of it determine his fitness for active duty. You are allowed to select any rating you wish, from none to total, but extremes in some areas will cause your character to be mentally unfit for service. In addition, your character's Psychological Profile can change during the course of a campaign, as he suffers from and survives the pressures of combat.

The important personality traits are Cruelty and Sanity. A Commando character is unfit for duty if his Cruelty rating is None, Low, or Total. While a certain amount of hard-heartedness is required, excessive cruelty is bad for special operations. Such characters make mistakes and expose their team members to unnecessary dangers. A commando also needs a great deal of Sanity, thus this must be Some or greater. Characters with Low Sanity or None are unfit for duty. Nobody wants to

rely on a crazy man armed to the teeth!

During the course of play, a character's Psychological Profile may change, mainly due to the extremely stressful nature of special operations. This may result in the character violating the limits given above. When this happens, the character does not lose his status—once trained in these skills your character doesn't forget them. But he's not going to be able to keep his mental disintegration a secret. Other troopers will quickly figure out your character is a dangerous risk, not somebody they want on a mission. If he is part of a regular military unit, the army will kindly give him a medical discharge for mental reasons.

Commando Advantages

Like normal *Top Secret/S.I.*™ characters, commandos can have advantages making their characters superior to others. All of the advantages given in the *Top Secret/S.I.*™ rules can be used by Commando characters. In addition, there are several special advantages a Commando character might possess. A complete listing of all Advantages is given below. Those not found in the *Top Secret/S.I.*™ rules are explained below. Some of these new advantages originally appeared in other *Top Secret/S.I.*™ sourcebooks. The titles of these products are listed after the appropriate advantage.

ADVANTAGES

Name	Points
Acting Ability	2
Acute Hearing	2
Acute Smell	1
Acute Taste	1
Acute Touch	1
Acute Vision	2
Ambidexterity	2
Animal Friendship	1
Artistic Ability	1
Athletic Ability	1,2

Name	Points
Attractive Appearance	1,2,3
Bilingual Background	2
Double-jointed	3
Empathy	2
Eye-hand Coordination	3
Fearlessness	2
Good Balance	2
Internal Compass	1
Language Ability	2
Light Sleeper	2
Mechanical Aptitude	3
Musical Ability	1
Night Vision	2
Obscure Knowledge	3
Observation	3
Peripheral Vision	2
Photographic Memory	6
Presence	3
Sensuality	2
Sixth Sense	1,2,3
Stamina	2
Toughness	1,2,3,4
Wealth	2,3,4
Contact (*FREELancers*)*	2,3,4
Coolness Under Fire*	2
Command*	4
Favors*	2,4,6,8

Advantages List

Contact   (2, 3, or 4 points)

A character with this advantage has a friend or ally outside his own group who is in some position to aid the character. This aid can be advice, information, or, on rare occasions, actual goods (be it hardware or vital intelligence). The contact is willing to provide information and sometimes employment, but will never act physically on the character's behalf.

For two points, the character's contact is a person with limited access to restricted information and goods. He may be a field officer in the local armed forces, able to supply information on local troop strengths and guerrilla dispositions, or a small-time black marketeer who can provide a heavy machine gun, a few grenades, or Claymore mines.

For three points, the contact is a person with some type of midlevel governmental, business, or military post. These contacts can provide significant materials (limited to infantry heavy weapons only) and up-to-date regional intelligence. These include army colonels, secretaries to the vice minister of finance, district customs supervisors, local insurgent/guerrilla commanders, or local arms dealers.

Four points allows a character to have a highly influential contact. The contact is someone either in or with access to positions of authority. Such contacts can provide employment, military support, detailed intelligence, or substantial equipment (for a price). He also is able to coordinate the activities of others under his control to the character's benefit. The leader of an opposition party could arrange large-scale demonstrations to provide cover for the activities of the commando team, or a general could launch a sweep a week early to flush out the guerrillas for the team. Of course, the contact isn't going to do things that place his own position or organization in peril. The character can also expect the contact's organization to be reasonably friendly and helpful. If the character has a general in an air force as a friend, he can expect cooperation and courtesy from that air force as a whole. High-level contacts include generals, assistant directors in the intelligence community, undersecretaries of defense, politicians, heads of guerrilla movements, and international arms dealers.

All contacts are NPCs controlled by the Administrator. They are naturally friendly toward the character, usually through some past association. They may have served in the same unit, trained at the same base, or worked together on some secret mission. These details are left to the player and Administrator to work out. Of course, the future standing of a contact depends on how the character treats and respects his friend.

Since very little is certain in the world, it is possible for contacts to lose their position or rank. Politicians can be removed from office (by vote or other means), generals can be purged, and informants discovered (and neutralized). It is also possible for contacts to increase in importance. Opposition leaders can come to power, colonels can be promoted, and generals can lead successful coups. Thus, the Administrator can increase or decrease the influence of a contact when he feels the situation warrants. These changes in influence can even come about as a result of Player Character actions. A colonel in the local army who crushes the guerrillas in his AO with the aid of the Player Character is likely to be given more responsibility. With greater responsibility, he will be of greater use to the character (and vice versa).

Command (3 points)

Some people tend to be more born leaders than others for reasons that just don't seem to be quantifiable. Characters with the Command advantage fall into this group. They have the natural ability to get others to follow their orders. Characters with Command gain +10 points to their WIL checks when checking for NPC reactions in combat situations. Of course, the orders have to be reasonably logical, given the situation.

For example, Big Mike and his boys are pinned down by guerrilla fire from all sides. Unable to find cover, his troopers are being picked off one by one. Big Mike figures the only way out is to go forward and break the encirclement, but that means moving out under hostile fire, something most men are reluctant to do. Big Mike shouts out orders for an immediate assault. His WIL is 64 and he has the Command advantage. Given their problem, his orders make sense, so his WIL is increased to 74 for the check. He passes, thereby issuing a stirring cry to "Move out, men!" Of course, each trooper has to check to see if he will obey.

While good in combat and similar high stress situations, Command just doesn't work in day-to-day dealings. In fact, most people tend to get upset when others try to run things by ordering them around.

Coolness Under Fire (2 points)

Characters with this advantage are temperamentally suited to the grueling life of commandos. They don't just hold up in dangerous situations—they actually seem to enjoy the thrill. This advantage gives a +20 bonus to the character's Psychological Index (see below).

Favors (2, 4, 6, or 8 points)

The character has someone who owes him a favor, though whether major or minor depends on the cost of the advantage. A favor can only be collected once; after it is called in, the account between the character and the NPC is settled and no further ties of loyalty or friendship are implied. Favor can be combined with Contacts, but a favor itself is not a Contact. A favor can also be placed upon an honorable opponent or enemy (dishonorable ones have no understanding of the repayment of favors). When initially purchased, a player only has to state the general field and nationality of the person owing the favor—politics, army, navy, air force, special forces, intelligence, press, or enemy. Thus you would note, "two-point favor due from U.S. Air Force" or "six-point favor due from CIA." When you use the favor, you must define the source, with the Administrator's approval. There are four levels of Favors.

A two-point favor is one that could be satisfied by a phone call or conversation with a person of roughly equal rank or position to the character. Thus, a character could call up the colonel of the local Air Force to find out the results of their aerial reconnaissance.

A four-point favor is one that can be handled either by words or direct actions of one person of similar position to the character or those under his command. This aid is linked to a single phase of the operation. For example, your character could call up the colonel at the base and have his pilots fly your team to the DZ.

A six-point favor allows your character to call on a person of similar rank and get aid from them or anyone directly under their command for the

length of an entire operation. Thus, at the Air Force base, you could have the colonel order his pilots to fly your team to the LZ, stand by to provide CAS, and rendezvous at the PZ to bring your team out.

An eight-point favor allows your character to get virtually any aid necessary from any level of command (including the presidential level). The Administrator must carefully control the use of such favors. In cases that involve the possible loss of life or prestige, the need must be great to justify the risk. Your character could get the president of the United States to mount a major exercise off the coast of Libya just as a cover for your team to be inserted close to the shore. However, to convince the president to order an air strike on Libya (a matter of national policy), you would have to show a clear and present need — such as blowing up those secret plutonium refinement factories your team discovered.

Once a favor is used, it is gone. It can't be used more than once. Of course, your character might get other people to owe him favors during the course of a campaign.

Tags and Disadvantages

In addition to attribute scores, there is another limiting factor on potential commandos. This is the presence of undesirable traits or disabilities. Commando operations are dangerous enough without the additional risks posed by things such as bad eyesight, smoker's cough, and the like. The following is a list of tags and disadvantages that will bar a character from being in the special forces.

- Addiction (disadvantage)
- Allergies (disadvantage)
- Phobias: claustrophobia, agrophobia (disadvantages)
- Chain smoking (tag)
- Color Blind (disadvantage)
- Drinking (tag)
- Hearing Impairment (disadvantage)
- Illiteracy (disadvantage)
- Night Blindness (disadvantage)
- Overweight (disadvantage)
- Short-winded (disadvantage)
- Tobacco chewing (tag)
- Unusual breathing (tag)
- Vision Impairment (disadvantage)

In addition to those given on the list, any disadvantage used in your game that creates a physical impairment will automatically bar the character from special forces service.

Some disadvantages are not easily found in the screening process, thus they are not cause for disqualification. For example, the trooper suddenly finds himself under fire. Without hesitation he goes to the ground behind the nearest cover, where he holes up until the fire dies down. Was this cowardice or common sense? Another trooper might suffer from traumatic flashbacks, not realizing it until they surface in the heat of combat. While selection and training try to weed these types out, the processes are far from perfect. It's impossible to tell the true value of a recruit until he's been under fire.

Of course, any military unit will look for those soldiers with the least possible number of disadvantages. However, the perfect soldier is quite a rare thing, so they must make do with what they can get.

There is a standing joke that if the commander of an SF team had his way, only God would be able to meet the requirements, and even he would find it hard! Since this isn't likely to happen, commanders are sometimes forced to accept less-than-perfect applicants. The Administrator can choose to allow *Commando* characters who don't measure up in one way or another—either unable to meet the minimum scores, a bad Psychological Profile, or unacceptable disadvantages and tags. Such allowances should be kept to a minimum, however.

Commando Skills and Training

All commandos are assumed to have some type of military or paramilitary experience and so must have military career backgrounds. This is not the type of job any Joe off the street can do. Aside from the demanding physical attributes, the job requires special skills and experience.

However, commando training goes further than that. Commando characters must know and master a wide variety of skills, or military occupation specialties (MOS). Some of these are common to characters of all backgrounds; others are unique, learned only in specialized training courses. Players receive no extra skill points to attain these goals; they must use the character's starting skill points and those earned through play to qualify.

> The basic method of assigning 30 skill points assumes that all characters are equal in their ability to learn. However, some characters simply learn quicker than others. An alternative method of assigning skill points can be used. In this method, the character's initial skill points are equal to 21 + (INT/5), fractions rounded down. Thus, a character with an INT of 49 would have 30 skill points, while a character with an INT of 64 would have 33.

The first step is to decide on the type of training for which your character will qualify. There are three categories of training from which your character can choose: elite, counter-insurgency and long-range patrol, and counter-terrorist. The type of skills your character has determines what particular unit or units your character was or is a member of. A character who lacks the required skills to have been through counter-insurgency training cannot, for example, claim background in the British SAS (Special Air Service). He simply would never have passed the muster. Characters can have more skills than are necessary; if your character has enough skills to qualify for GSG-9 (a West German counter-terrorist unit), you could still choose to have him enlisted in the SAS (a counter-insurgency outfit).

The unit you choose (either from the lists given or from your own research approved by the Administrator) gives you some advantages and disadvantages. You automatically gain a free two-point Contact within the unit. Unit loyalties die hard, and most outfits pride themselves on "taking care of their own" whether their own are currently active or not. Your character will be able to train with his old unit from time to time (although this does have a cost). Finally, membership in these units has an emotional value, especially with other military men. The commander of the local regiment treats an ex-SEAL man with a lot more respect than he does your average ex-GI.

Elite Training

Elite troops are highly trained and motivated soldiers, better than the regular recruit or volunteer who serves in that nation's armed forces. However, they are still normally part of that nation's army, forming into battalions, regiments, or divisions. They are specially tasked, but still fall within the normal combat role expected of a soldier. Examples of elite forces from around the world include:

- British Parachute Battalion
- East German Felix Dzerzhinsky Wach Regiment
- French Foreign Legion 2nd Regiment
- Indian 9th Para-commandos
- Israel Defense Force Paras
- Italian San Marco Marines
- Jordanian Special Forces
- Kuwaiti Sheik's Guard
- Madagascar Presidential Security Regiment
- Polish 6th Pomeranian Air Assault Division
- Soviet KGB Border Guards
- Soviet Morskaya Pyekhota (Naval Infantry)
- Soviet Vozdushno-Desantnaya Voyska (Air Assault Force)
- Sultan of Oman's Special Forces
- U.S. Airborne
- U.S. Marines
- U.S. Rangers

The training required of elite troops is fairly standard throughout the world. Elite troops are expected to be skilled in Basic Firearms, Pistol, Rifle, Submachine Gun, Hand Grenade, Basic Heavy Weapons, Basic Melee, Driving/ Automobile, Driving/Truck, and Swimming. (A total of 15 skill points for the basic level in each.) In addition, each trooper is expected to have one or more MOS (Military Occupation Specialty). Appropriate MOS can be to increase the level of a skill already listed or any Heavy Weapon, Tank, Artillery, or Missile skill, or Demolitions, Interrogation, Tracking, Driving/Off-Road Vehicle, Driving/Tank, First Aid, Parachuting, Radio Operator, SCUBA, or Skiing.

Obviously, each of the elite units listed above has nationality restrictions on enlistment. A Britisher cannot be a member of the East German Felix Dzerzhinsky Wach Regiment. In addition, certain elite formations have more special requirements unrelated to the level of training the character has. The Administrator can apply these additional requirements if he desires. The requirements are listed below:

Felix Dzerzhinsky Watch Regiment: Troopers must be active members of the East German Communist Party.

Foreign Legion 2nd Regiment: The character can be any nationality desired, but must speak French.

Israeli Defense Force Paras: The character must be Jewish.

Jordanian Special Forces: The character must be a Bedouin, tribally linked to King Hussein I or his family.

Kuwaiti Sheik's Guard: All members of the guard are drawn from the same tribe as the Sheik.

KGB Border Guards: These troopers must be Russian, Byelorussian, or Ukrainian in nationality.

Sultan of Oman's Special Forces: Members of this unit must have tribal links to the Sultan.

Counter-insurgent and Long-range Patrol Training

While elite troops are expected to provide specialized striking power for the regular army, counter-insurgency and long-range patrols give them the specialists needed to fight and win the irregular wars around the world. These troops are expected to operate on their own and have more skills and training than even the elite soldier. Some of the international units trained in this type of combat are listed below:

- Australian SAS Regiment
- British Royal Marine Special Boat Squadron
- British SAS
- Canadian Special Service Force
- East German 40. Fallschirmjager Battalion
- French Foreign Legion Commandos de Reseignement et d'Action dans la Profondeur (CRAP)
- Indian 9th Para-Commandos
- New Zealand SAS Squadron
- Royal Thai Special Forces Group
- South African Reconnaissance Commandos
- South Korean ROK Special Forces
- Soviet Spetznaz Troops
- Soviet Vozdushno-Desantnaya Voyska (Air Assault Force)
- Swiss 17th Grenadier Para Company
- Taiwanese Long-Range Amphibious Reconnaissance Commandos
- U.S. 1st Special Forces Operational Detachment (Delta)
- U.S. Green Berets
- U.S. Marine Force Recon
- U.S. Navy Sea-Air-Land (SEALs)
- U.S. Navy Underwater Demolition Team (UDT)
- U.S. Rangers

Counter-insurgency troops are expected to know a wide variety of skills. The minimum requirements are Basic Firearms, Off-hand Firing, Shotgun, Pistol, Rifle, Submachine Gun, Hand Grenade, Basic Heavy Weapons, Basic Melee, Knife, Climb-

ing, Stealth, Survival, Driving/Automobile, Driving/Off-Road Vehicle, First Aid, Parachuting, HALO, Radio Operator, and Swimming. (This gives a basic level in each skill and requires 30 skill points.) In addition, each trooper can have one or more MOS, provided he has sufficient skill points. These can be improved levels of one of the skills above (making the man a sniper, demolitions expert, or corpsman) or other skills, including any Heavy Weapon skill, Oriental Martial Arts, Interrogation, Tracking, Driving/Boat, Driving/Tank, Navigation, Photography, RT Jumping, SCUBA Diving, EMERSON, Skiing, Sonar, Radar, or Language. During a campaign, a character can acquire an MOS within his team, reflecting his increased knowledge.

Some units have special requirements on their members, either in training or other areas. This does not mean these units are superior to others, it is just that they have particular needs. However, the training demands may make it impossible for the average or even slightly above-average beginning character to make the team. This stands to reason, since such outfits normally only accept experienced men who have demonstrated their worth in other units.

Foreign Legion Commandos de Reseignement et d'Action dans la Profondeur (CRAP): Members can be of any nationality, but must speak French.

Royal Marine Special Boat Squadron: Members must be skilled in Driving/Boat, Swimming (level 2), and SCUBA.

Royal Thai Special Forces: Characters must know Thai boxing (Oriental Martial Arts).

SAS: This unit is considered to be one of the finest in the world. In addition to the basic skills, a character must be able to speak a foreign language and have at least one MOS skill of level 3 or greater.

SEALs: This elite unit of the Navy requires Swimming (level 2), Driving/Boat, SCUBA Diving, and EMERSON.

South African Reconnaissance Commandos: All members must be Caucasian and trained in Survival (bush) and Tracking.

South Korean Special Forces: Members must know Tae-kwon-do (Oriental Martial Arts).

Spetznaz: Troopers of this shadowy unit (or group of units) must be politically reliable members of the Soviet Communist Party and of Russian, Ukrainian, or Byelorussian nationality (although special exceptions to the nationality requirement are possible). Characters must have a STR and CON of 60 or more and be able to speak at least one foreign language.

Underwater Demolition Team: These specialized Navy units must know Swimming (level 2), Driving/Boat, SCUBA Diving, EMERSON, and Demolitions.

Counter-Terrorist Training

In some ways, counter-terrorist work is less demanding than counter-insurgency duty. Troopers are seldom sent on long patrols deep behind hostile lines. The enemy is easily located and pinpointed. On the other extreme, anti-terrorist operations are even more difficult to execute. Since innocent lives are normally involved, the margin of error is extremely small. Counter-terrorists must be extremely proficient with a selected number of skills that are highly specialized. Counter-terrorist units throughout the world include:

•Belgian Escardon Special D'Intervention (ESI)
•British Royal Marines Comacchio Group
•British SAS Counter-Revolutionary Warfare Wing
•Danish Navy Fromandskorpset
•French Groupe d'Intervention de la Gendarmerie Nationale
•Israeli Force 13 Naval Commandos
•Israeli Unit 269
•Italian Nucleo Operativo Centrale do Sicurezza (NOCS)

•Netherlands Special Assistance Unit —
Marines (BBE)
　　•Norwegian National Police Readiness Troop
　　•Spanish Policia Nacional Grupo Especiale Para
Los Operaciones
　　•U.S. Special Forces Operational Detachment
(Delta)
　　•West German Grenzschutzgruppe 9 (GSG-9)

While the type of training received in such a
group varies greatly from nation to nation, the
average counter-terrorist is expected to know
Basic Weapon, Rifle (base 85% chance to hit or
greater), Pistol (base 85% chance to hit or greater),
Hand Grenade, Basic Melee, Concealment, Demo-
litions, Stealth, Driving/Automobile, and Driving/
Truck. (A perfect candidate—one with a 79 DEX
would require 30 skill points to meet these stand-
ards.) Counter-terrorists are expected to master
these same skills or to add new ones—any weapon
skill, Knife, Oriental Martial Arts, Interrogation,
Lockpicking, Climbing, First Aid, Parachuting,
any Piloting skill, SCUBA, and Swimming.

Characters
Lacking in Skills

From the career backgrounds given above, it is
clear that special forces only accept the best they
can get their hands on. Indeed, the majority of
characters simply will not qualify for the team
without extra training. However, any character
can qualify for elite status. Characters lacking the
initial skill points to join counter-insurgency or
counter-terrorist units can still become members
later, during the course of the campaign. As they
earn skill points, these are applied toward the
necessary skills. Once the character amasses all
the skills (and levels needed), he can claim mem-
bership in the appropriate unit. It is assumed the
character acquired his new skills by training with
that unit.

9mm L3A2 Sterling

Commando Skills

In addition to the skills listed in the *Top Secret/
S.I.*™ Players Guide, Commando characters have a
number of specialized skills available to them. Not
surprisingly, many of these are combat skills.
However, commandos must know how to operate a
wide range of exotic equipment ranging from
hand-held SONAR units to EMERSON diving
equipment. Although these are listed as specialty
and general skills, they are not the types of things
the average person has a chance to learn. There
are very few instructors in RT (rough terrain)
Jumping outside the military.

Thus characters must find special methods to
learn these skills. Initially, it is assumed the char-
acter was taught the appropriate skill by his old
outfit—the Rangers, SAS, SEALs, Spetznaz, or
whatever. This allows new characters to select
whatever skills they can afford (within the restric-
tions of the training requirements listed previous-
ly).

Once characters have been created, the specialized
new skills in this book can only be added by find-
ing an instructor. The easiest method is for the
character to return to his old unit for "refresher"
courses. It doesn't really matter if the character
has already been discharged; once a member, a
character is almost always a member. Unit loyal-
ties don't end simply because you're out the door.
However, each time the character returns for
training, he racks up a Favor (see New Advan-
tages) *against* him. These favors are normally
called in when the unit needs a "deniable person"
for some particularly sensitive or messy operation.
(A deniable person is someone not connected with
the unit who can take the blame if something goes
wrong. Naturally, the unit doesn't want anything
to go wrong, but they have to cover themselves
just in case.)

Fortunately for Orion Player Characters, the
Foundation's Titan program has its own instruc-
tors in these skills. Titan Team members can
report to Orion Foundation training facilities to
acquire new skills without owing unpaid favors.

Of course, Orion Titan members are responsible to the Foundation in the first place, so it doesn't really matter.

Skill Lists

The skill lists given here are only those to which new skills have been added. These new skills add to the current lists or expand those already given in the *Top Secret/S.I.*™ Players Guide. Boldfaced skills are new; italics indicates the skill is modified from the *Top Secret/S.I.*™ Players Guide. These modifications normally give specific limitations on the range of equipment allowed. The description for that skill tells how to apply the modification to a character who already has the skill.

Combat Skills

#	SKILL	ATT	COST	PRE
	RANGED WEAPONS SKILLS			
1	Blowgun	MOV	1/3/6	—
2	Knife Throwing	MOV	2/3/6	—
3	Spear Throwing	MOV	2/3/6	—
4	Slingshot	MOV	1/3/6	—
5	Bow and Arrow	DEX	2/3/6	—
6	Crossbow	DEX	2/3/6	—
7	Basic Firearms	½DEX	1/N	—
8	Pistol	DEX	2/3/6	7
8a	**Off-hand Firing**	DEX	2/2/-	7
9	Rifle	DEX	2/3/6	7
9a	**Sniper Rifle**	DEX	2/4/6	9
10	Submachine Gun	DEX	3/4/8	7
11	Shotgun	DEX	2/3/6	7
12	Hand Grenade	DEX	1/2/4	—
12a	**Grenade Launcher**	DEX	1/2/4	7
13	Basic Heavy Weapons	½DEX	2/N	7
14	Machine Gun	DEX	2/3/6	13
15	*Recoilless Rifle*	*DEX*	3/4/8	13
16	*Rocket Launcher*	*MOV*	3/4/8	13
17	*Mortar*	*INT*	3/4/8	13
18	*Tank Gun**	*INT*	4/4/8	13
19	*Artillery**	*INT*	5/5/10	13
20	*Missile**	*INT*	5/5/10	13
	CLOSE-COMBAT SKILLS			
21	Basic Melee	½STR or ½DEX	1/N	—
22	Club/Ax/Blackjack	STR	1/2/4	21
23	Knife	DEX or STR	1/3/6	21
23a	**Silent Kill**	INT	1/N	23
24	Fencing	DEX	3/4/8	21
25	Sword	MOV	2/4/8	21
26	Spear/Staff	MOV	1/3/6	21
	CLOSE-COMBAT FIGHTING STYLES			
27	Boxing*	STR	2/3/6	21
28	Oriental Martial Arts*	MOV	3/4/8	21
29	Wrestling*	MOV	3/3/6	21

New and Revised Combat Skills

8a. Off-hand Firing

ATT: DEX   **COST: 2/2/-**   **PRE: 7**

When characters fire with their "wrong" hand, they normally suffer a −30 penalty. Each level of Off-hand Firing skill the character has reduces this penalty by 10 points. Thus, a character with level 3 Off-hand Firing suffers no penalty when shooting with his "wrong" hand. This skill cannot be raised above level three.

9mm Mod. 38/49 Beretta

9a. Sniper Rifle

ATT: DEX   **COST: 2/4/6**   **PRE: 9**

Sniper rifles are more than just standard-issue rifles. They are carefully weighted, zeroed-in, and adjusted to the user. For a character to gain the full benefits of a sniper rifle, he must have the appropriate training. With this training, he can zero-in and adjust the sights of his weapon. Once adjusted, the character gains a +10 bonus per level instead of the normal +5 adjustment on his chance to hit. The bonus only applies to sniper rifles and only to a sniper rifle personally adjusted by the firing character.

12a. Grenade Launcher

ATT: DEX   **COST: 1/2/4**   **PRE: 7**

This skill allows the character full use with any type of grenade launcher or rifle grenade, from the under-barrel M203, and the single-shot M79 to any of the latest exotic 40mm multiple-shot weapons. Those without the skill can still fire such weapons using the Basic Firearms default value.

15. Recoilless Rifle (Modification)

ATT: DEX   **COST: 3/4/8**   **PRE: 13**

Although recoilless rifles are falling out of favor in the armed forces throughout the world, characters occasionally still need this skill. A character is only skilled in the use of specific models. For each level of skill, the character receives training in a named type of recoilless rifle (Carl Gustav, etc.). The character uses his full DEX when firing these weapons. When firing an unfamiliar model, the character fires at ½ DEX, but adds 5 points per skill level to his normal chance to hit. A character can only service and maintain a recoilless rifle with which he is familiar.

16. Rocket Launcher (Modification)

ATT: MOV   **COST: 3/4/8**   **PRE:13**

This category includes RPG (rocket-propelled grenades), LAW, SA-7, and other unguided or self-guided missiles. Every level of skill allows the character to be fully capable with one specific weapon system. This is normally the one used by the service in which the character trained. An SAS veteran would know how to use a Blowpipe, a SEAL could handle a LAW, a Spetznaz an SA-7, etc. Other rocket launchers are fired at ½ DEX (although the character is still allowed to add his bonus for skill level).

17. Mortar (Modification)

ATT: INT   **COST: 3/4/8**   **PRE: 13**

While the principles of mortar operation are the same from nation to nation, the actual hardware for ranging, fire control, fusing, and rounds varies greatly. Thus, at level 1 skill, a character can handle those mortars used by his service at normal chances to hit. For every two levels of skill beyond the first, the character can learn to use the mortars of another nationality. When attempting to use mortars other than those for which a character is trained, the chance to hit is ½ INT with no adjustments for skill levels. Thus, an American Delta Force veteran with level 1 skill could fire standard U.S. mortars without particular difficulty, but would find himself at a serious disadvantage dealing with a piece of equipment from a Warsaw Pact country. At level 3, he could add these mortars to his knowledge, having studied their operation and equipment. A character can only attempt to repair those mortars with which he is familiar.

18. Tank Gun (Modification)

ATT: INT   COST: 4/4/8   PRE: 13

While tank guns may look the same on the outside, they are hardly alike in the turret. Thus, each level of skill allows the character knowledge to operate a particular tank's gun. The character can attempt to fire other tank's guns, but does so at ½ INT. Minor maintenance can be performed for any tank gun, but repairs require mechanical knowledge.

19. Artillery (Modification)

ATT: INT   COST: 5/5/10   PRE:13

Like mortars, the basic principles of artillery are much the same throughout the world. However, the exact mechanics of artillery pieces vary from nation to nation. At level 1, the character has the basic skills to handle those pieces used by his nation. Thereafter, the character can add one other nation for every two levels. If the character tries to use an unfamiliar artillery piece, he does so at ½ INT.

20. Missile (Modification)

ATT: INT   COST: 5/5/10   PRE:13

In addition to vehicle-mounted and installation-based missiles, this category includes those which are manually guided, such as wire-guided missiles. For each level of skill, the character can learn to operate one missile system. Even for characters with this skill, there are no defaults to operate unfamiliar systems.

23a. Silent Kill

ATT: INT   COST: 1/N   PRE: 23

This skill allows a character to attempt a single, quiet attack with a knife. In situations where noise might be a factor, an INT check is made when the character attacks. If the attack roll *and* the Silent Kill skill check are successful, the character does not make enough noise to attract immediate attention during the attack (though damage still needs to be rolled). If the Silent Kill check failed, the attack was no quieter than the situation warranted. (The sentry may have fallen against the wall or dropped his rifle.) If the attack fails, the amount of noise created is up to the Administrator as part of the NPC's reaction. The Silent Kill skill does not improve the chances of a hit or increase the damage done in an attack—it only offers a chance of silence and secrecy.

Specialty Skills

#	SKILL	ATT	COST	PRE
1	Ballistics*	INT	3/3/6	—
2	Concealment	INT	2/2/4	—
3	Cryptography	INT	2/4/8	—
4	Demolitions*	DEX	4/2/4	—
4a	Atomic Demolitions Munitions*	INT	4/6/8	4
4b	Advanced Demolitions*	DEX	4/N	4
4c	Booby Traps	INT	2/4/6	—
5	Disguise	INT	3/3/6	—
6	Fingerprinting	INT	3/3/6	—
7	Forgery	DEX	4/4/8	—
8	Interrogation	WIL	1/2/4	—
9	Lockpicking*	DEX	4/3/6	—
10	Pickpocket	REF	4/3/6	—
11	Safecracking*	½INT	5/4/8	—
13	Stealth	MOV	2/2/4	—
14	Surveillance	INT	2/2/4	—
15	*Survival*	WIL	1/2/4	—
15a	Arctic			
15b	Jungle			

#	SKILL	ATT	COST	PRE
15c	Desert			
15d	Temperate			
15e	**Bush**			
16	Tracking	INT	2/2/4	—
16a	Counter-tracking	INT	2/N	15
17	Cartography	INT	2/N	—
18	Forward Observer	INT	1/2/4	—
19	Radar*	INT	3/4/6	—
20	Sonar*	INT	3/4/6	—
21	STANO	INT	1/2/4	—

4a. Atomic Demolitions Munitions

ATT: ½ INT   COST: 4/6/8   PRE: 4

Atomic demolitions munitions (also called ADM), is a highly specialized and rare skill. Characters with this skill can attempt to place ADM devices (although the Administrator is advised NEVER to allow Player Characters access to these devices) or, more likely, disarm such devices.

4b. Advanced Demolitions

ATT: DEX   COST: 4/N   PRE: 4

This one-level skill allows those already trained in demolitions to construct ribbon, saddle, diamond, and ear-muff charges. These are hard to make and place, but use half the explosive normally required for the same job. Using advanced demolitions requires a DEX check, unmodified for demolition skill.

4c. Booby Traps

ATT: INT   COST: 2/4/6   PRE: —

Characters with this skill can attempt to build and place explosive devices—Claymore mines, grenade traps, and simple bombs, primarily. The character also has the chance to defuse or circumvent such devices if they are noticed. Unlike demolitions, these devices cannot be placed to intentionally destroy buildings or bridges, to fell trees, crater runways, or perform other functions normally associated with demolitions. Instead, such devices can be used to cause physical damage. The check is made when the device is set. A failed check indicates the device fails or is noticed and avoided. A Bad Break may result in the premature explosion of the device, possibly even while the character is planting it.

15. Survival (Modification)

ATT: WIL   COST: 1/2/4   PRE: —

A new terrain category, bush, is added to the list of possible choices. Bush terrain includes such areas as Southern Africa, the Argentine pampas, the Brazilian highlands, the dry farmlands of Central America, and the scrub country of northern India.

16a. Counter-tracking

ATT: INT   COST: 2/N   PRE: 16

Counter-tracking teaches the character the best methods to avoid leaving a trail others might follow. When used, counter-tracking reduces the chance of any tracker following the character's trail (and any with him) to ½ the normal chance. Although the skill does not require any special equipment or procedures, it does slow the movement of everyone in the group by ½ their normal rate.

17. Cartography

ATT: INT   COST: 2/N   PRE: —

This skill gives the character the ability to prepare clear and understandable field maps based on

his own reconnaissance. The character's score in this skill is used to determine his accuracy in fine detail (the precise location of grid coordinates for example) and the overall clarity of his map (i.e., how well others are able to interpret his map). A U.S. Navy SEAL recons a beach and inshore areas to prepare a sketch map of the shoreline, principal landmarks, and enemy positions. He has a 68 in Cartography. On returning to the support ship, his sketch map is used to prepare a naval gunfire plan for the operation. In general, his map has only a 68% chance of being reasonably on target when the naval batteries begin to fire. Hopefully, the fire support isn't targeted too close to team operations, because there is a 32% chance the fire support will land off target.

18. Forward Observer

ATT: INT   COST: 1/2/4   PRE: —

Characters with this skill are trained in spotting targets and adjusting fire for artillery of all types. Provided they are in contact with the firing battery or its fire control, a forward observer can attempt to adjust friendly fire. For each round of fire, the forward observer can report and adjust the fire coordinates (by making a successful INT check). Each round of fire that is successfully adjusted increases the accuracy of the artillery fire by 5 up to the limit of the forward observer's level. If an INT check is failed, the artillery has fired off-target, and all bonuses gained from the forward observer are lost and the process must begin again.

A forward observer can also attempt to call friendly fire on a position if he is able to observe that target point. A skill check must be made to successfully relay the target coordinates. Once fire has arrived, the FO can attempt to adjust it normally.
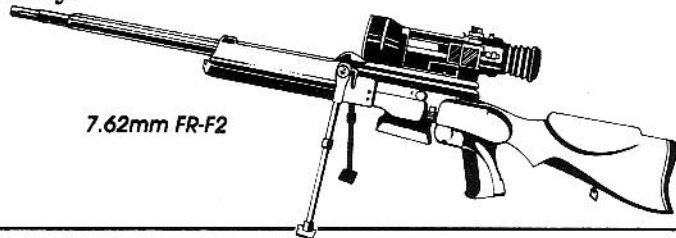
7.62mm FR-F2

19. Radar

ATT: INT   COST: 3/4/6   PRE: —

The character with this skill is skilled in using radar equipment and in reading radar screens. The character is trained in the radar of his service and can use it at normal skill levels. When attempting to operate equipment of another nation, skill checks are at ½ INT. To interpret the signals on a radar screen, a normal skill check must be made. The source of the equipment has no effect on this check.

20. Sonar

ATT: INT   COST: 3/4/6   PRE: —

This skill functions identically to radar. The differences lie not with the operator but the equipment. The sonar operator is skilled in analyzing sound patterns and shapes. This skill also applies to small hand-held sonar units used on underwater missions.

21. STANO

ATT: INT   COST: 1/2/4   PRE: —

STANO (surveillance, target acquisition, and night observation) allows the character to operate and use a wide variety of specialized observation equipment. This includes range-finders, thermal imagers, night vision goggles, image intensifiers, shotgun mikes, radar detectors, and UGS (unattended ground sensors). Some devices, such as UGS, require careful placement, and a skill check must be made when deploying these. Images and sounds seen or heard through other devices are often different from what normal senses detect, so operators must be skilled at interpreting what they receive. The operator must make a skill check to discern obscured or concealed targets viewed through imaging equipment or understand sounds picked up by listening devices. Unskilled characters can attempt to use these devices at ½ INT.

General Skills

#	SKILL	ATT	COST	PRE
1	Acting	INT	2/3/6	—
2	Animal Training	WIL	2/2/4	—
2a	**Animal Handling**	**WIL**	**1/2/3**	—
3	Climbing	MOV	2/3/6	—
3a	**Rappelling**	**MOV**	**1/2/4**	—
4	Driving/Automobile	DEX	1/3/6	—
5	Driving/Truck	DEX	1/3/6	4
6	Driving/Motorcycle	DEX	1/3/6	—
7	Driving/Off-Road Vehicle	DEX	1/2/4	4
8	Driving/Snowmobile	DEX	1/2/4	—
9	Driving/Boat	DEX	1/2/4	—
9a	**Small Craft Handling**	**DEX**	**1/1/2**	—
10	Driving/Heavy Machinery	DEX	3/3/6	5
11	*Driving/Tank*	*DEX*	*5/3/6*	*10*
12	Fine Arts	DEX	1/3/6	—
13	First Aid	INT	2/3/6	—
14	Fishing	INT	1/2/4	—
15	Horsemanship	MOV	2/3/6	—
16	Hypnosis*	WIL	5/3/6	—
17	Lip Reading	INT	3/3/6	—
18	Mimicry	INT	4/2/4	—
19	Musical Instrument	INT	1/3/6	—
20	Navigation	INT	4/2/4	—
20a	**Orienteering**	**INT**	**1/2/4**	—
21	Parachuting	MOV	2/3/6	—
21a	**HALO**	**MOV**	**1/N**	**21**
21b	**Rough Terrain Jumping**	**MOV**	**1/N**	**21**
22	Photography	INT	1/3/6	—
22a	**Photo Analysis**	**INT**	**1/2/4**	—
23	Piloting/1-engine	DEX	3/4/8	—
23a	**Instrument Flying**	**INT**	**2/3/8**	**23**
23b	**Nap of Earth Flying**	**DEX**	**3/4/6**	**23**
24	Piloting/Multi-engine	DEX	4/5/10	23

#	SKILL	ATT	COST	PRE
25	Piloting/Helicopter	DEX	3/4/8	23
25a	**Piloting/Gunship**	**DEX**	**4/5/10**	**25**
25b	**NOE Flying**	**DEX**	**2/3/6**	**25**
26	Piloting/Large Helicopter	DEX	4/5/10	25
27	Piloting/Jet	DEX	5/5/10	23
28	Piloting/Multi-engine Jet	DEX	5/5/10	27
29	Piloting/Space Shuttle	DEX	5/5/10	28
30	Radio Operator	INT	1/1/2	—
31	Sailing	DEX	1/2/4	—
32	SCUBA Diving	INT	1/2/4	—
32a	**EMERSON**	**INT**	**1/2/4**	**32**
33	Sign Language	INT	4/2/4	—
34	Sleight of Hand	REF	4/3/6	—
35	Social Chameleon	INT	1/2/4	—
37	Speed Reading*	INT	3/4/8	—
38	Stage Magic*	DEX	5/5/10	35
39	Swimming	MOV	1/3/6	—
40	Throwing	DEX	1/2/4	—
41	Ventriloquism*	INT	4/4/8	—
42	**Area Knowledge**	**INT**	**2/2/4**	—
43	**Contact**	**—4/N**	—	
44	**STABO**	**DEX**	**1/N**	—

2a. Animal Handling

ATT: WIL   COST: 1/2/3   PRE: —

With this skill, the character is trained in the care and handling of animals, particularly dogs used for specialized purposes (guard dogs, bloodhounds, and attack dogs). The character cannot train animals, but can groom, feed and care for them, even performing minor veterinary tasks. The character is familiar with all commands the animal knows and can get the animal to perform feats against its basic nature (as per the Animal Training skill). Characters with Animal Handling skill receive a +5 modifier per skill level for attacking, subduing, or avoiding enemy guard dogs. Those characters with the Animal Friendship advantage gain a +10 modifier to all Animal Handling skill checks.

3a. Rappelling

ATT: MOV   COST: 1/2/4   PRE: —

This skill, a subset of Climbing, teaches the character only a small portion of the general Climbing skill, that of rappelling. (Characters with Climbing skill are skilled in Rappelling and wouldn't need this skill.) This is mainly useful for descending from helicopters and building assaults. Once taught, the skill is not particularly difficult under normal circumstances, so skill checks are only made when difficult feats are tried. These include readying weapons or firing while on the rope, forced entry into a building, or descending through thick ground cover.

9a. Small Craft Handling

ATT: DEX   COST: 1/1/2   PRE: —

While Driving/Boat allows a character to operate most types of motorized water vehicles, and Sailing allows a character to use wind-powered craft, Small Craft Handling gives the character the skills needed to use small muscle-powered boats. These include inflatable rafts, canoes, collapsible kayaks, rowboats, punts, and small landing or river crossing boats. Rapids, rough seas, darkness, rugged landing sites, and the need for speed or silence all require skill checks. The character can also attempt to make small field repairs, although a skill check is required.

11. Driving/Tank (Modification)

ATT: DEX   COST: 5/3/6   PRE: —

With the wide variety of MBTs, IFVs, and APCs in the world, a character cannot expect to be fully conversant in the handling of all of them. Therefore, for each skill level the character has attained, he can handle all armored vehicles with a particular chassis type. For example, a character with this skill could operate all the M60 tanks or all vehicles based on the M113 APC body. The character can still attempt to drive unfamiliar vehicles, but suffers a −20 penalty when attempting to do so.

20a. Orienteering

ATT: INT   COST: 1/2/4   PRE: —

This skill teaches the character basics of land navigation—how to use a map and compass, read standard military maps, understand the difference between true north, magnetic north, and grid north, calculate the grid-magnetic angle, sight on landmarks, self-locate by resection, determine compass course, and use grid coordinates. Given an accurate map, compass, and straight edge, the character can determine his approximate location, evaluate unseen terrain (based on contour lines), plot the best course of movement, and derive the grid coordinates and approximate range of an unknown point (useful to FOs for calling in fire). Each of these abilities requires a skill check to succeed. If the character fails the check, he is unable to make a proper determination without more information (another landmark to sight on, closer observation of the terrain, or a new bearing point). On a Bad Break, the character may discover his map is hopelessly wrong or take his sightings and reach an entirely wrong conclusion. The Administrator should secretly make most skill checks, especially if the character is trying to determine his current location.

21a. HALO

ATT: MOV   COST: 1/N   PRE: 21

This skill gives trained parachutists the ability to perform HALO (high-altitude, low-opening) jumps with the normal chance of injury (see Insertion: Parachuting). Characters without this ability have a significantly increased chance of injury when attempting HALO jumps.

21b. Rough Terrain Jumping

ATT: MOV   **COST: 1/N**   **PRE: 21**

Rough terrain (or RT) Jumping, also known as "tree jumping," is used when operatives must be inserted by parachute into an area that does not have a suitable DZ (drop zone). Basically, the goal of RT jumps is for the parachutist to intentionally foul his chute in the branches of the trees. Once snagged in the branches, the character can descend by rope to the ground. Clearly, this is a dangerous way to parachute, even for skilled parachutists. Unskilled characters can attempt RT jumps, with a near-certain chance of injury. (Details on RT jumps can be found under Insertion: Parachute).

22a. Photo Analysis

ATT: INT   **COST: 1/2/4**   **PRE: —**

Characters with this skill are trained in reading and interpreting reconnaissance photographs, particularly aerial and satellite photographs. Things a good analyst can learn include camp layouts, ground features, approximate numbers and locations of personnel, weapons and equipment present, and possible identifications of rank or identity. Large details (buildings, vehicles) can be identified by a normal skill check. Small details require a ½ INT skill check. Characters without the skill can make out large details at the default values and cannot spot small features.

23a. Instrument Flying

ATT: DEX   **COST: 2/N**   **PRE: 23**

When a pilot cannot see landmarks on the ground either because of weather or night, he is forced to fly blind, relying on his instruments for his position and altitude. This is a dangerous way to travel and requires an Instrument Flying skill check. The oth-er risk of blind flying is knowing where you are. Characters with Instrument Flying can fly to chart locations with accuracy, provided they make a successful skill check. This skill is particularly useful for pilots carrying troops to a DZ at night.

23b. Nap of Earth Flying/Airplane

ATT: DEX   **COST: 3/3/8**   **PRE: 23**

Nap of earth (or NOE) flying is flying extremely close to the ground, 200' or less usually, using the natural terrain to cover an approach from both radar and visual observation. Due to ground turbulence, it is an especially difficult type of flying. Pilots without this skill must make skill checks at ½ DEX. Pilots with NOE Flying make their checks at normal NOE score. Of course, if a pilot loses control while NOE Flying, he is almost certain to hit the ground before he recovers.

25a. Piloting Gunship

ATT: DEX   **COST: 4/5/10**   **PRE: 25**

This piloting skill allows a character to handle a standard helicopter gunship, including its weapons systems and targeting equipment. The skill only allows the character full familiarity with one particular model (a Cobra or Hind, for example). When flying an unfamiliar model, the character can pilot normally, but has only half his normal skill to operate the on-board weapons systems.

25b. NOE Flying/Helicopter

ATT: DEX   **COST: 2/3/6**   **PRE: 25**

This skill is identical to 23b—NOE Flying/ Airplane—except that it applies to helicopter flight, an aircraft better suited to this type of flying.

32a. EMERSON

ATT: INT **COST: 1/2/4** **PRE: 32**

EMERSON is a self-contained diving unit which completely recycles the gas used. Because of this, it has its own hazards and dangers in addition to those associated with normal SCUBA gear (see Equipment). Characters only have to make skill checks in critical or unusual diving situations. Characters without EMERSON skill must make a default check to even use this diving gear.

42. Area Knowledge

ATT: INT **COST: 2/2/4** **PRE: —**

This skill allows a character to have detailed knowledge about a city, region, state, province, or country. The player must state specifically the area and scale covered when the skill is chosen. At the city level, the character knows the locations of stores, bars, and public offices, along with local laws and power groups. For a region, the character knows the geography, general character of towns, military bases, significant laws, local customs, and major factions. At the national scale, the character is familiar with the politics and factions within the country, the organizational structure of the military and police, the operating procedures of the government, the background history, and the general geography of principal features. Although most of this information is recalled automatically, the Administrator can require a skill check for particularly detailed bits of information. This skill can be purchased more than once for several places or for a single place at different scales.

Yves Pilon, a French mercenary, is well-briefed on the current situation in Chad. He has no trouble remembering the names and locations of the principal towns. If asked, he can give a pretty thorough run-down of the different warring factions and their goals and even has a good idea of who currently controls what parts of the country. However, knowing exactly who holds what small town

or the name of minister of finance would force him to make a skill check.

43. Contact

ATT: Special **COST: 4/N** **PRE: —**

This "skill" allows characters to obtain additional Contacts as per the Contact advantage. Each Contact purchased with skill points functions as if it were a two-point Contact advantage. Each Contact obtained with skill points must be specifically named at the time the points are spent. The Administrator can limit the power of a Contact.

44. STABO

ATT: DEX **COST: 1/N** **PRE:**

STABO (stabilized tactical airborne body operations) skill trains characters in this specialized method of helicopter extraction (see Extraction). When attempting to use a STABO rig, a skill check must be made. Failure indicates that the character has fallen from the rig, quite possibly suffering injury.

Game Mechanics

Movement

Normal secret agents seldom have trouble traveling great distances. When they need to travel 20, 30, or 100 miles, they take a cab or rent a car. They certainly don't walk! However, Commando characters usually don't have this choice. More often than not, the only way to reach the target is to walk. To avoid detection, it is perfectly normal to insert the team 30 to 50 miles from the target location. Your character will have to get used to it; marching is a way of life for the commando.

How fast your character is able to move depends on many factors: His MOV, the load he is carrying, the terrain crossed, the time spent traveling, and the type of movement all affect the character's progress. In addition, situational factors also affect your character's ability to get from point A to point B.

Marching

Most often your character is going to have to rely on his feet to get from here to there. Cars, trucks, motorcycles, and helicopters are all much faster and less tiring, but they are also noisy and easy to spot. And the whole point is to reach your target without being noticed. Thus quiet, unobtrusive walking is the preferred method of getting around in enemy territory.

The number of miles a character can march in a day is determined by his MOV. Each mile traveled costs the character a set number of points off his MOV. Easy open terrain costs 2 points. This is the base value for overland movement. The cost of all other terrain is added to this base. Thus, trekking through mountainous jungle would cost 10 per mile (base 2, +5 for jungle, +3 for mountains).

Movement Base	Cost
Plain, open forest, hard beach, gently rolling grassland, heath, rocky desert	2

Terrain Type	Add. Cost
Desert, sand	+3
Forest, dense	+3
Hills, rugged	+2
Jungle	+5
Mountains	+3
Swamp	+8

Special Conditions	Add. Cost
Cold	+1
Fog	+1
Night	+2
Rain	+2
Excessive heat/humidity (Greater than 80 degrees or 80%)	+1
Snow, per 6" *	+1
Stealth	+2

*Nordic skis negate this penalty. Snowshoes reduce the penalty to +1 per 12" of snow.

Roads and trails: Normally, special forces operating in enemy territory avoid using roads or trails. Their purpose is to avoid being seen or discovered, and marching down a well-used trail greatly increases the chance of discovery. However, there are instances when using roads or trails is necessary or desirable. Because they are groomed and easier to walk on, roads and trails reduce any additional terrain cost by 2, although not below 2. A trail through the jungle would cost 5 per mile traveled (base 2, +5 for jungle, −2 for trail), while a trail through rugged hills would cost 2 (base 2, +2 for hills, −2 for trail). In addition, roads negate the penalties for dense forest, jungle, or swamp. Traveling along a road through a level (or gently rolling) jungle is no more difficult than crossing an open plain.

Miles per hour: The character's total MOV determines the number of miles a character can move in a single day. To find how far a character can march in one hour, divide his current MOV score by 8 (rounding fractions up), for an average eight-hour day. The resulting number is the maximum number of MOV points that can be used in a single hour without risk of tiring the character. A character can move up to double that amount by making a WIL check, but this effort is considered heavy exercise for figuring the character's endurance.

Big Mike's MOV is 59. His normal MOV per hour is 8, which means in open terrain he could march 4 miles in an hour with no trouble. However, right now he needs to get to the PZ in a hurry before the choppers leave, and the PZ is 8 miles away. Big Mike's WIL is 75. The check is made and he passes. It's going to be a hard job, but he grits his teeth and starts jogging—one mile every seven minutes, a hard pace to maintain for a long time. But then, that's why he trains so hard.

Endurance: Marching, even with a pack, while hard and tiring, is not tremendously difficult. If a character moves no faster than his base hourly rate, he can maintain the pace for eight hours with no ill effects. It is assumed the character takes appropriate rests during that hour. If no opportunity for rest exists, the character is affected by light exercise as given in the *Top Secret/ S.I.*™ Players Guide and thus suffers one level of fatigue. (See Fatigue).

When a character pushes his hourly march rate (resulting in heavy exercise), he must rest for 30 minutes before resuming activity. If he fails to do this, he is fatigued.

However, even a character with high WIL cannot trek at high speeds indefinitely. Once a character moves his current MOV, he must make a WIL check for each additional hour of movement. If the character is successful, the character has movement points equal to his regular (including encumbrance) MOV. The first check is made at the character's normal WIL rating. At the end of that hour, the character suffers one level of fatigue (all attribute scores are halved for checks). This process continues for every hour the character pushes on.

Big Mike has been dropped into Laos on a special mission. He is 30 miles from his target and has to cross jungle to get there. Without pushing himself, he can use 8 points an hour—about 1 mile an hour (jungle costs 7 points per mile). Mike's MOV is 59. Taking it easy, he could march 8.3 miles in a day through the tangled terrain. However, Mike's in a hurry and wants to march for a full 10 hours. In the eighth hour, Big Mike reaches his limit. Starting the ninth hour, he makes a WIL check and

passes. He can push on with another 8 points for another hour; he's covered 9.4 miles and does not suffer fatigue. At the start of the 10th hour his attributes are at ½ (the effect of fatigue), so his WIL is 37. He checks and passes, gaining another 8 points—now he's covered 10.5 miles. If he were to push on for 11 hours, his WIL would be at ¼ (18), an exhausting march.

Encumbrance: A character's MOV is affected by what he is carrying as explained in the *Top Secret/S.I.*™ rules. However, commando characters are accustomed to lugging heavy weights on their backs for long distances. Thus, a character can carry up to twice his STR in pounds without having to make a check every turn, provided the weight is properly stowed or carried. This could be a well-packed rucksack or even a man hauled in a fireman's carry. When marching, the character only checks each time he shoulders the load after a rest period or once each hour if no rest is taken. For marching, carrying a heavy load counts as heavy exercise and requires the same amount of rest. If the check is failed, the character is too spent to shoulder the load. In situations other than a normal march (such as combat), one check is required each turn as per the normal rules.

Search Movement

When characters conduct searches outdoors, they must move slowly so as not to miss any possible clues. Effective searching can only be done when moving at slow walking speed. If characters are moving at a fast walk, they will have a reduced chance of discovering any possible clues in an area. Large objects (man-size or bigger) will be noticed on a ½ ATT check, medium-sized objects (hand-size to man-size) will be found on a ¼ ATT check, and small objects (smaller than hand-size) will be discovered on a ⅛ ATT check. Characters moving faster than this will notice only the most obvious of clues—smoke, unconcealed movement, colors that stand out against the background, etc.

Survival

Because your character is going to spend a lot of time out in the wilderness, he must be concerned with his own survival. Players who don't pay attention to things like food, water, exposure, and mental health are going to have dead characters. Never assume your character will be all right; always plan ahead!

Food

The first rule of food for commando missions is *never* trust in your ability to live off the land! This is always the last resort, when all else has failed. Ideally, characters should only have to live off the land when they are attempting to escape from captors or their plane has crash-landed, destroying all their gear.

Under normal conditions, a commando should have 3,000 to 4,000 calories a day and up to 5,000 calories under extremely difficult or cold conditions. This is far more calories than the normal person needs, but commandos must operate under conditions of higher stress and physical exertion. Each day without food causes 2 points of CON damage. Thus, an average person could survive about 16 to 20 days without eating. Of course, your character's attribute scores will drop and he will have to make checks to retain consciousness as described in the *Top Secret/S.I.*™ Players Guide. These lost CON points can be regained through proper nutrition and rest.

In addition, vitamin, mineral, and amino acid supplements are strongly recommended. These generally prevent long-term health problems and will have no effect on the immediate mission.

Water

Your character must also make sure he has sufficient water to drink each day. Indeed, this is more important than regular meals. A person can survive for several weeks without eating, but lack of water is normally fatal within 10 to 14 days.

The amount of water a character needs varies with the temperature and his activity. In temperate or arctic conditions, a character needs 5 pints (2½ quarts or 3 liters) of water a day. In hot weather—jungle or desert—a character needs 10 pints (5 quarts or 6 liters) of water a day. In addition, activity (marching or fighting) adds another ½ pint per hour. Thus, a man marching through the jungle for eight hours could easily use 14 pints of water in a single day.

Of course, your character won't always have this much water available and will have to do with less. A character can get by with the base amount of water (5 or 10 pints) and remain active at the cost of a CON point. Each day a character has less than this amount, he loses 3 CON points. If a character is deprived of water for a day, he suffers a loss of 5 CON points. CON lost from lack of water can be healed normally.

Sleep

Sleep is essential for commando characters to remain alert and in fighting condition. Ideally, your character should try to get a full night's rest (six to eight hours) every day. Of course, ideal conditions seldom exist while on a mission, so all special forces troops are toughened to get by on a lot less rest. Every character needs a minimum of two hours of sleep in a 24-hour period. Failure to get this much rest automatically fatigues the character. If a character must function on less than 6 hours of sleep (but greater than two hours), he must make a WIL check to be fully alert. If the check is passed, the character has had sufficient rest for the day. If the check is failed, the character is fatigued. Certain amino acid and mineral tablets will generally improve the quality of a character's rest.

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Fatigue

Whenever a character has inadequate rest or marches too hard, he is fatigued. A fatigued character has his attribute scores reduced by $1/2$ from their original values. Fatigue can be cumulative from various sources. If Yves is fatigued from two hours of force marching ($1/2$ modifier) and then is fatigued because he must keep awake all night ($1/2$ modifier), his attribute scores will be $1/4$ their normal value. If he force marched three hours, he would suffer another fatigue (reducing his attributes to $1/8$ normal). At this point, it would be a good idea for him to stop and recover. It is quite possible for a character to push himself to the point of exhaustion.

Fatigue does not alter the actual attribute score of a character, it only alters it for the purposes of making checks. These alterations are based on the full score. Thus if Sodol (with a CON of 68) has suffered 15 points of CON damage and is fatigued, he still has a $1/2$ CON of 34 for fatigue checks. However, if fatigue forces a character's CON below his current level of CON point losses, the character automatically passes out. Therefore, if Sodol had taken 30 points of CON damage, he would automatically collapse from exhaustion if his fatigue level dropped another level to $1/4$ (making his CON 17).

Characters can recover from fatigue through sleep. For every four hours of sleep beyond the first two, a character removes one level of fatigue. Thus if Yves wisely decides to collapse in exhaustion (after having his attributes reduced to $1/8$ normal) and slept for 6 hours, he would recover slightly, improving his attribute scores to $1/4$ normal. If he slept for 10 hours, his scores would be restored to $1/2$ normal. Only with a full 14 hours of sleep would he regain normal capability.

Psychological Index

Every character has a breaking point, like it or not. Your character is not a superman, neither physically or mentally. There is only so long he will be able to withstand the rigors of nights in the wilderness, poor sleep, no fires, lack of food, and the pressure of constant vigilance. This is measured by your character's Psychological Index (not to be confused with the character's Psychological *Profile*).

A character's Psychological Index (PI) is a secondary attribute, the average of his WIL and CON scores. PI represents the maximum amount of mental punishment your character can withstand before he breaks. As a character endures hardship, points are subtracted from his PI. When this reaches 0, the character collapses from "battle fatigue." Only rest and recovery will restore the character to usefulness.

The PI Loss Table

A character's PI can drop for many different reasons—wounds, hunger, lack of comforts, exhaustion, and more. These are listed on the PI Loss Table. As each loss occurs, subtract the listed amount from the character's PI. PI itself is never affected by halving or quartering of your character's attributes. Thus, marching your character to exhaustion does not halve your PI (as it does for other attributes), but it does cause a loss of points. Once a character's PI reaches 0, he instantly suffers the effects of battle fatigue, no matter what is happening at the moment.

Situation	Point Loss
Alone, per day	2
Attacked by indirect fire	4
Attacked from ambush	5
Bad news from base	3
Booby trap triggered	5
Bruise damage, per point suffered	1
Cold meals, per day*	1
Extreme heat or cold, per day	1
Fired on by tracers	4
In enemy territory, per day	2
Inadequate food, per day	1
Inadequate sleep, per day	1
Inadequate water, per day	1

Situation	Point Loss
Lack of dry clothing, per day	1
Lack of food, per day	3
Lack of water, per day	3
No sleep, per day	4
Pursued by enemy, per day	2
Rain, per day	1
Close quarters (hide, cave), per day	1
Team member killed	5
Wound damage, per point suffered	1

*In cold weather conditions, this is increased to 5.

In addition to the above losses, the Administrator (or players) can create custom-tailored PI losses for particular characters reflecting the Psychological Profile, disadvantages, or tags of a given character. These losses should never be more than 1 or 2 points. Thus a character who smoked could suffer a PI loss for each day he is forced to go without a cigarette. The nature of your character will determine if there are any particular weaknesses that might affect his Psychological Index.

Regaining PI: Just as it is possible to lose PI points, it is also possible to regain them, although this is generally much more difficult. One point is regained for each point of wound or bruise damage healed. Two points can be regained per day if the character manages to find a relatively secure resting place where enemy patrols cannot find him—a well-concealed patrol base or a safe house. Five points are regained for each day spent in friendly territory (debriefing, training, or preparing for a new mission). Ten points are regained for each day spent on R&R (which can only be done in friendly territory). Twenty points are regained for every day spent on R&R "stateside" (far away from the scene of the action). The Admin (at his discretion) can restore PI points when especially good things happen to the Player Characters. However, no character can regain more points he has in PI.

Battle fatigue: When a character's PI reaches 0, he immediately suffers a psychological collapse known as battle fatigue. The symptoms vary but normally include hallucinations, shaking, uncontrollable panic, crying fits, sleeplessness, and pos-

sibly even hysterical blindness or paralysis. The character's current WIL is immediately reduced by 1/2 and remains so until he has an opportunity to recover. Whenever the character is in combat or suffers another loss of PI points, he must pass a WIL check to function normally. If he fails the check, the character exhibits one of the symptoms given above (generally starting with the milder ones), as decided by the Administrator given the situation of the moment. Regardless of the symptom, it is sufficient to keep the character from functioning in combat. It passes after a time (allowing the character to move, etc.), but for all practical purposes, the character is a liability, not an asset to the team.

A character can recover from battle fatigue by regaining PI. Once the character's PI is back to normal, he is considered cured. Until that time, the character still suffers from the effects of battle fatigue. PI gained can be lost while the character is recovering (slowing down his recovery), but a character's PI can never be less than 0.

Combat

For *Commando* characters, combat is not an occasional, unusual event; combat is a way of life. Commando characters train and outfit for one goal — to go in and accomplish their mission, using whatever degree of force is necessary. This attitude leads to certain behaviors and methods that others may find extreme and perhaps even unconscionable. These attitudes can best be summed up by the following statements:

•The only successful mission is one where innocents and the team suffer no losses. There are no "acceptable losses."

•The best mission is one where the enemy does not have a chance to shoot back. This is accomplished by careful planning, training, surprise, and speed.

•Shoot first, then ask questions—but never shoot the wrong target. A commando has to be able to make snap decisions and never make a mistake.

•Commandos are expendable. In hostage situations, the safety of the hostages is more important than the lives of the commando team. The death or injury of innocents must be avoided if at all possible.

•Whatever force is necessary will be used to accomplish the mission. Prisoners are not taken unless the mission calls for it. All shots fired are shots to kill. A wounded enemy is still a dangerous opponent.

•Never get out of control. If a commando loses control, he must be stopped by his own people. He is an enemy and must be treated as one.

While the *Top Secret/S.I.*™ combat rules allow most of this, there are several reality rules that increase the accuracy of the combat rules (as a simulation).

Overwatch action: This action is similar to the watch action in that it allows a character to wait to see what others do. However, overwatch is more restricted than regular watch. Using the overwatch action, the only thing your character can do is fire a ranged direct-fire weapon at a target in his field of fire (see below). Setting up overwatch takes one turn and can only be done when your character is not being observed or fired upon by the enemy. When setting up, you must designate the field of fire for your character. Once set up, it stays in effect until your character moves or decides to do something else. On the next turn, your character does not make an initiative roll. Instead he waits for an opposing character to appear in his field of fire. He can then fire automatically, before that enemy has the opportunity to complete his action.

If two opposing characters both have overwatch, they are resolved in the order they are announced. For example, Brent is providing overwatch for Big Mike, who plans to dash across the tarmac to the jet where the terrorists are. One of the terrorists is on overwatch for that section of the runway. Big Mike makes his break for it. The terrorist on overwatch spots him and announces his intention to fire. Brent spots the terrorist on overwatch and announces his intention to fire. The terrorist fires first, trying to gun down Big Mike before he reaches the jet, then Brent fires before any other terrorists can get into the act.

First fire advantage: When hostiles meet, there is a tremendous psychological advantage in being the first to fire. The firing group has taken the offensive and has the psychological high ground. The other group automatically starts on the defensive and has to overcome this disadvantage. In combat situations, the side that fired first has a +3 on initiative rolls for that combat. This bonus lasts until someone of that group is killed or has some body area incapacitated.

Of course, once players become aware of this rule, they will tend to fire first and sort things out later. However, a commando does more than this. He makes sure who he is shooting at and then makes a decision before he opens fire. He is trained to make the correct judgment quickly and without hesitation. You must learn to do the same thing if you want your character to survive.

Fields of Fire

The *Top Secret/S.I.*™ combat rules assume a character has an all-around facing — that he knows pretty much what's happening on all sides of him. In real life, this is far from true. Instead, everyone has a field of fire — the area they can see easily and clearly when looking straight forward.

A character's field of fire is divided into three parts. Everything in the direction he is looking and 45 degrees to either side is in his primary field of fire. He can see and react to things in this area normally, with no penalties to observation or combat. Outside this is his peripheral field of fire extending 45 degrees more on each side (for a total 180-degree field of vision). All checks (INT, DEX,

etc.) made against targets in the peripheral field of fire have a −20 modifier. Anything beyond this 180-degree arc is outside the character's field of fire. If he has reason to be aware of activity outside his field of fire (he hears a noise behind him or a bullet comes from the rear), his attribute scores are halved for checks to locate, shoot, or otherwise respond.

FIELD OF FIRE DIAGRAM
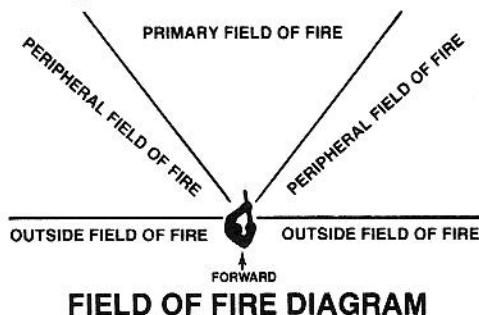
Modifying Fire Ranges

The weapon ranges given in the *Top Secret/S.I.*™ rules are the effective ranges for these weapons. These are not always the real operating ranges when characters are slogging through the jungle or getting into a fire fight at night. While these conditions don't affect the real range of a weapon, they do limit the clear fire lanes needed for shooting.

The distance a character can fire effectively varies from terrain-type to terrain-type and moment to moment. The Observation and Firing Table below gives a number range for most common types of terrain. Of course, this table does not account for specific points of cover or camouflage. It should only be used when the actual ground has not been reconnoitered.

Terrain	Average Observation Range
Forest, open	15'-150' (3x5d10)
Forest, dense or jungle	9'-90' (3x3d10)
Fog, light	12'-120' (3x4d10)
Brush, dense	12'-240' (3x4d20)
Fog, dense or smoke	6'-36' (6d6)

When more than one condition exists, use the worst of the two observation ranges and subtract one die. The observation range in a light fog in the

jungle would be 3x2d10'. If the fog were heavy, it would only be 5d6'.

While nighttime does reduce the ability of your character to recognize features, it does not appreciably reduce his ability to spot targets. General land features are recognizable out to about 1,200', and moving men can be spotted up to as much as 900' away (although an observation check is required).

Firing Options

Sometimes your character will be attacked by someone so well concealed the character cannot see him. The character knows the attacker's general location, but cannot make out a distinct target. In this case, the character can return fire by using area fire—shooting in the direction he thinks the enemy is located. However, this is very inaccurate, making your chance of hitting a target ¼ normal. All other modifiers for range and cover also apply. Because you cannot see your target, area fire cannot be bumped. Area fire is often used against camouflaged snipers or enemy attacking from a concealed ambush.

Characters with weapons able to fire bursts (those with automatic mode) can choose to fire suppressive fire. Suppressive fire reduces the effectiveness of the enemy by putting out such a heavy volume of lead that opponents take cover, reluctant to expose themselves to fire. Suppressive fire is not carefully aimed, since the emphasis is on rate of fire and not accuracy. It uses the same number of rounds as an extended burst, but no bonus is applied to the chance to hit. It can be sprayed across as much as a 90-degree arc. It is treated as area fire for determining the chance to hit any target. Any character, friend or foe, in the firing zone must make a WIL check. For each additional character putting suppressive fire into the same area, there is an additional −10 modifier to the WIL check. Using tracers in suppressive fire gives a −20 modifier to the check. (It is more terrifying to be able to see the bullets coming at you.) Those who pass the WIL check are unaffected by the suppres-

sive fire. Those who fail suffer a ½ modifier on all their chances to hit the next turn. If they fail two rounds in a row, they must take cover and will not return fire until the suppressive fire stops.

To be truly effective, suppressive fire must be maintained from turn to turn. This can be done either by the same character or different characters.

Shotguns

One advantage of shotguns over normal weapons is that they fire a spread of shot called a pattern. Although it starts small, this pattern quickly expands over range. At short range, this spread is only large enough to effectively hit one target. At 100', a normal shotgun blast can hit two targets side-by-side (with little or no intervening space). At maximum range, the blast can hit four targets. Sawed-off shotguns have an even more extreme spread, hitting multiple targets at 20' and 60' respectively.

Fire Discipline

When a weapon—a pistol, rifle, thrown knife, or even grenade—misses its target, it goes somewhere. It is therefore important for characters to consider fire discipline—self-control when firing ranged weapons. Fire discipline teaches soldiers to be conscious of where their shots are going, in hopes of preventing deadly crossfires between friendly troops. This is no small hazard — many troopers have been accidentally shot by their fellows caught up in the heat of battle.

There are a few simple rules of fire discipline which, if followed, will greatly reduce the number of accidental injuries.

•Always know what you are shooting at. If you don't, you may accidentally shoot a fellow commando.

•Always set your men on the same side of the road, trail, or whatever. This way missed shots won't be hitting your men on the other side.

•Know your fire zones (see below) and make sure they don't cross over friendly positions. This is especially important when preparing an ambush or perimeter defense.

•Those in the rear should never attempt to "fire past" men in front of them. This is a good way to shoot your buddy in the back.

All ranged weapons have a fire zone, which is the general area where his bullets are going. Your target is in the center of this fire zone, but it also includes an area roughly 15 degrees to either side. When you fire and miss your target, the bullet goes somewhere. It may be stopped quickly, striking the bulkhead the terrorist is using as cover, or it may go zinging down the aisle or over the seats of the airliner. It is sometimes important to know where that shot went. The Administrator should first determine if there is any chance someone else might be hit. If not, the stray shot can be ignored. Otherwise he should roll 1d4 to determine if the shot was high, low, left or right. Again, this may result in the shot presenting no risk. If, however, there is a possible target in the firing zone, there is a chance that target will be accidentally hit. There is a special ½ modifier applied to the chance to hit. If it misses, the bullet continues on to the next possible target and the check is made again at ¼. This continues until the round does not present a danger or hits something.

When a grenade misses its target, it is important to know just where it does land, since the blast radius could still cause injury or death to any nearby. Roll 1d6 and consult the scatter diagram below to determine the direction. The distance from the target is 9-54' (3x3d6). This is where the grenade lands.
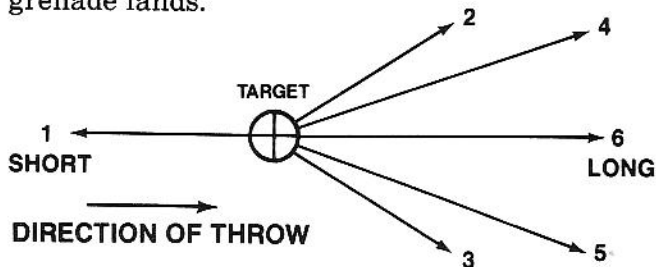
GRENADE SCATTER

In a large fire fight, it is generally not practical to keep track of all stray shots. Therefore, checking on stray shots should only be used in critical situations. Grenade scatter should always be calculated.

Sometimes characters will be firing at or into a massed target so dense that there is no chance to miss—e.g., a line of troops or a crowded passenger cabin. If the character just wants to hit *anybody* in the group, he does so automatically. (However he must still roll to see if he has a Bad Break.) If a character is trying to hit a specific target (the terrorist among the passengers), a missed shot will automatically hit one of the adjacent targets (a passenger in this case).

Immediate Action Drills

Combat very fast-moving and combatants must make decisions quickly while under a great deal of pressure. It is easy to misunderstand instructions, overlook details, or just plain forget what others around you are doing. Even roleplaying a combat situation is difficult and confusing. Many players wind up having their characters injured, or worse, by grenades thrown by their friends. Thus, it is useful for player characters to have several immediate action drills available, just as real-life special forces troopers do.

An immediate action drill (IA) is a carefully practiced and rehearsed set of moves the team can use to react quickly to common situations. The team leader need only give the signal for a given drill and the team members immediately go into action, each performing a specific task. This gives the team the advantage of speed, organization, and resolve that their opponents may lack. Such small advantages can save lives and win battles. This advantage is reflected in the fact that all team members using an IA gain a +1 advantage on initiative rolls—provided the Administrator is satisfied the players are quite familiar with the drill of the IA.

Player Character teams are encouraged to devise their own IAs. Each player should know his char-

acter's role in an IA. Then, when the Administrator springs an ambush on the characters, they can immediately go into their drill to withdraw from the situation. Ideally, the team members will work together like clockwork, laying out effective and deadly fire while pulling out of contact with the enemy.

The following are examples of different types of IAs. Each is designed to meet a different situation. They are each broken down into steps to show what should happen. The diagrams on page 39 show the position and movement of each character.

Breaking contact IA: This IA is used to break contact with the enemy as quickly and safely as possible.

1. As soon as contact is made, the point man opens fire with an automatic weapon, firing suppressive fire. The rest of the team assumes firing positions, covering all approaches to the team. If ordered, the rear scout begins to set an explosive device to cover the withdrawal. Otherwise, each man has a specific field of fire to watch over and fires suppressive fire as needed.

2. When everyone is in position, the point man runs back through the group and assumes a new firing position 90 to 120' behind the last man. As he passes the No. 2 man, this soldier opens fire, laying down suppressive fire.

3. When the point man is in his new position, the No. 2 man follows his move, assuming a new firing position 15' behind the point man. The No. 3 man opens fire as the No. 2 passes.

4. The sequence is repeated, allowing the team to flow back away from the point of contact.

Breakout IA: This drill is used when the team is surrounded and is trying to escape in a specific direction.

1. The various team members cover their respective places with Claymore mines or other explosive devices around the perimeter of their position. These devices are rigged to be command detonated.

2. Explosives are detonated to clear a route

through the enemy.

3. The first group advances a short distance and assumes firing positions to cover the flanks of the remaining team members.

4. The second group advances, passing between the first group so as not to block their field of fire, and assumes firing positions to protect flanks and rear of the first group.

5. The third group passes through first and second group and assumes firing positions to cover the new direction of advance. The sequence now repeats with the first group leapfrogging forward.

While most IAs are designed to get the team out of trouble quickly, others can be created to set up hasty ambushes and assaults. The effectiveness of an IA depends on its simplicity and flexibility. Complicated or rigid plans will hurt the functioning of the team, since something is almost certain to go wrong.

Indirect Fire

There are two basic types of fire, direct and indirect fire. Direct fire means you can see your target and shoot more or less directly at it. Indirect fire means you are lobbing shells at a target you cannot see. It may be blocked by trees or a ridge, or may be several miles away. You are firing on the basis of map and forward observer information. Because you cannot see your target directly, indirect fire is inherently less accurate. Thus, resolving indirect fire requires special procedures.

When using indirect fire, you cannot shoot at a specific target—a man, vehicle, or specific point. Instead, you must fire at particular map coordinates. This forces your target area to be somewhat broad and decreases your chance of hitting a specific point. As a result, indirect fire is best applied against a general target area. For example, it would be useful to fire on an enemy camp (a cluster of several buildings) causing general damage, but there would be a low chance of hitting a specific guard tower. It could be used as harassing and interdiction fire against a crossroads, but

would have only a tiny chance of landing on a particular truck at that crossroads. This does not mean a shell couldn't land close enough to cause damage, just that the chance of a direct hit is very low.

Before indirect fire can come in, it must be requested. This is normally done by the FO or the team leader. He must be in contact with the firing unit and give them coordinates upon which to fire. After the request is made, there is a delay. If the target point is pre-plotted and known to the firing unit, this delay can be as little as 30 seconds. Normally, however, fire requests take 30 to 150 turns to be answered. In extreme circumstances, the Administrator can delay the response even longer (improper authorization, language difficulties, etc.).

Once the fire arrives, the first step is to see if it is on target or scattered. A standard check is made to determine if the target was hit (using the firing unit's chances to hit). Due to the inaccuracy of indirect fire, the attack is made at ½ skill level. Thus a skill level of 1 does not add to the chance, a skill of 2 adds 5, etc. If the attack hits, it is considered on target. If it misses, it scatters.

An on-target round still does not hit the target directly. Instead, it will drift a number of feet from the firing coordinates. The direction is determined by rolling 1d12, each number corresponding to a point on the clock. six o'clock is considered toward the firing unit, 12 o'clock is away from the firer. How far the shot is off target is determined by the type of artillery being fired and a die-roll as given on the table below. This combination of direction and distance determines where the round falls. (Clearly characters will want to take care they are outside the drift distance when calling for fire support!)

A scattered round lands off target by a much greater distance. The direction is determined by the same method as an on-target round. However, the distance varies according to the type of artillery firing and the range to the target.
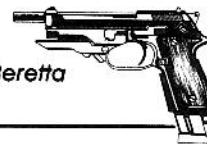
9mm Mod. 1938A Beretta

Artillery Piece	On-Target	Scatter Distance
Mortar	3'-300' (3x1d100)	6'-600' (6x1d100)
Artillery, light	6'-600' (6x1d100)	9'-900' (9x1d100)
Artillery, heavy	9'-900' (9x1d100)	3'-1,800' (1d100x3d6)
Naval gun	3'-1,800' (1d100x3d6)	30'-3,000' (30x1d100)

Obviously, characters will want to have the best people possible handling their fire support missions. Nobody relishes the thought of some incompetent accidentally dropping a round or two from an 8″ naval gun on their position!

Adjusting fire: Once the artillery fire has begun, it can be adjusted from turn to turn. To adjust fire, a forward observer must be able to see where the previous round landed. If he is in contact with the firing unit, he can then give corrections to the gunners. Each round spent observing and correcting allows the FO to add one level of his skill to the chance to hit (adding 5 to the chance to hit for the next shot). Furthermore, he can choose the direction in which the next round will be adjusted. If the shot lands on target, it moves the on-target distance in the direction named by the FO. If the round scatters, it scatters randomly. (Roll 1d12.) In either case — on target or scatter—the distance is figured from where the last round fell, not from the target point.

Big Mike calls in a light artillery strike on a small farmhouse down in the valley. The first shot needs a 55 or less to be on target, and an 88 is rolled. Thus, the round scatters. A 1d12 and a 1d100 are rolled to determine scatter direction and distance, and the results, respectively, are 7 and 90. That means the round scatters to seven o'clock and is off target by 810' (9x90). Mike sees where it lands and barks corrections back over the radio, adjusting the round toward one o'clock. The next round has a 60% chance of being on target (5 was added to the chance to hit for Mike's FO skill); a 34 is rolled. The round is on target, and the on-target distance roll is 50, so the round shifts 300' (6x50) toward one o'clock. The last shot was 510' from the farmhouse (810-300). Big Mike calls more corrections, and the next round is fired. The chance of a hit is now 65%; a 40 is rolled. The round is again on target, and the on-target distance roll is 70. Thus, the fire shifts

another 420' (6x70) toward one o'clock. Shells are now falling just outside the farmhouse, 90' away. The chance of the next round being on target is still 65% (since Mike's FO skill is only level 2), and an 8 is rolled. The on-target distance roll is 60—360' (6x60)—meaning the fire has shifted too far and is now 270' from the farmhouse on the opposite side. The shells are bracketing the target.

Sometimes artillery support is called to provide a lot of fire to saturate an area. In these cases, the concern is not to hit a specific target point. Instead the desire is to break up, terrify, panic, stop, or otherwise decimate a massed target. In these cases, the FO can call for a barrage or concentration. To do so, he defines the area to be struck. The firing unit fires several ranging rounds until the FO is satisfied they are on target (using the normal rules for indirect fire). Once on target, the gun can begin to fire for effect (FFE). The area affected depends on the type of artillery firing.

Artillery	Barrage Area	Concentration Area
Mortar	330'x330'	165' radius
Artillery	500'x660'	260' radius

Most rounds fired will land within the designated area. The remaining rounds can land anywhere outside the barrage and concentration areas, within the scatter distance listed on the table above. Anyone within this range has ¼ the base chance, as modified for conditions, of being caught in the blast of an incoming round.

To determine the base chance of hitting personnel in a barrage area, roll 10x1d4 for each minute the barrage is maintained; for concentrated fire, roll 10x1d6 for each minute the firing is maintained. The resulting roll is the base percentage of personnel within the area who are hit. No matter how long a barrage is maintained, the base percentage of personnel hit cannot exceed 40%; the limit is 60% for concentrated fire. This percentage is modified for the following conditions.

Foxholes or slit trenches	−10
Deep trenches	−20
Shacks or wooden buildings	−15
Stone or concrete buildings	−30
Bunkers or armor	−50

For example, a two-minute barrage drops into an open plain, causing 40% casualties to those in the area. Those outside the barrage area, but within the scatter radius, have a 10% chance of being wounded by a scattered round.

For standard NPCs, those hit are considered out of action. If a group of 123 soldiers suffers 30% casualties from fire, 41 are considered removed from play by the barrage. The chance that a significant NPC, armored vehicle, or PC is hit is equal to the percentage wounded modified for the character's protection. Brent is caught in a stone building during a barrage which causes a base 40% casualties. Brent's chance of being wounded is only 10% because of the shelter the building provides. The roll is 33, so he is safe. The tank outside also has only a 10% chance of being affected. Here the dice roll is 8. While not a direct hit, the flying fragments were able to disable the tank and injure its crew. The vehicle could be flipped on its side, a tread blown off, or its optics destroyed. A crew member could be injured as the vehicle flipped over or could have been caught with his hatch open.

If a character is hit, he is considered to be in the half radius of the round, unless the gunner rolls a Lucky Break. In that case, the character is in the full radius of the blast or, if the target is an armored vehicle, a direct hit is scored.

At the end of a barrage, those standard NPCs in the area must make a WIL check. Those who pass can behave normally. Those who fail are stunned and panicked for 3d10 minutes (90-900 turns).

Close Air Support (CAS)

There may be instances when your team will have the luxury of air support available on request. Like artillery and other indirect fire, CAS is able to deliver a tremendous amount of firepower onto the target. However, CAS has the advantage of not being indirect fire. The pilot is able to observe his target—more or less.

Designating a target for CAS can be done three different ways, and it is common for several to be used at the same time. The least accurate is to have the pilot attack a map coordinate. Here he is relying on the accuracy of his maps and his ability to read them. Precision in such attacks is generally not possible and this is not recommended for CAS. It is useful, though often not effective, for harassment and interdiction of some position well away from the team or as a diversion to draw enemy strength out of the local area.

The second method is to designate a specific landmark based on a map—calling an air strike onto an easily identified hill or compound. The air strike is generally confined to attacking everything within the given target area. It is not possible to single out individual buildings in a compound—everything in the area comes under fire.

The third method is for an FO to call in the fire either according to map coordinates or landmark and then direct the air strike from the ground. To avoid accidents, colored smoke is used to mark friendly positions (however this does reveal their location to the enemy, too).

When the air strike is made, a hit roll (using ½ INT) is made for each bomb. If successful, the bomb is on target and will be within 30-180' (10x3d6) of the target point. If the check fails, the strike scatters. Roll 1d6 for the direction of scatter (use the Granada Scatter diagram). The distance off target will range from 90'-540' (30x3d6). Again, characters do not want to be too close to the target area unless they have great faith in the pilot.

CAS relies on a volume of fire within a given area. Therefore, CAS attacks work the same as barrages and concentrations. The area affected by a single bomb is given below.

Air Strike	Width × Length
Firebomb (small), napalm*	75' × 165'
Firebomb (large), napalm*	75' × 375'
Bomb, cluster	150' × 360'

*Foxholes and slit trenches offer no protection from napalm; deep trenches have only a −10 modifier against napalm.

Friction

In military terms, friction results from the clash of those things you know about and can control (your plans, equipment, and goals) and those you cannot control (the enemy's plans, the weather, and acts of God). The greater the friction, the greater the chance that something will go wrong. In *Commando*, friction is used to record those uncontrollable things that always seem to happen at the worst possible time.

In these rules, characters build up friction planning their mission, choosing their equipment, and executing the operation. Each of these contributes to the chance that something will go wrong. The more complicated the plan, the greater the chance of an unforeseen event. The more delicate the equipment, the greater the chance of a critical breakdown. The harder the mission, the greater the chance of unexpected failure. In addition, poor intelligence, lack of foresight, rashness, and specialization can all contribute to the friction a mission builds up. Part of the players' goal is to avoid building up so many friction points that something goes wrong. Simple plans, reliable equipment, and good intelligence are all ways to keep the number of friction points down.

Starting friction points: All missions start with a base number of friction points. This base is determined by the Administrator and kept secret from the players. This base ranges from 10 to 30 points, depending on the difficulty of the mission. A straightforward reconnaissance behind enemy lines would have a friction of 10. If the reconnaissance was involved with getting precise details about a compound or building, this would go up to a 15. If the characters were supposed to find and ambush an insurgent force, the friction would be 20. Ambushing a specific enemy headquarters or unit has a base friction of 25. Any scenario involving the rescue of hostages or the kidnapping of a specific target has a base friction of 30.

To this base friction, the Administrator adds 1d10 friction points. This way, the players will have only a general idea of what the starting friction for the mission is.

Gaining friction points: As characters plan, prepare, and execute a mission, they are constantly accumulating friction points. Some of these they will know about—points gained for equipment carried—while others will be unknowns. The Friction Point Table below lists what situations earn friction points and the amount. For many of these situations, the Administrator must use his judgment in applying the friction point costs. Is the plan the players propose simple and realistic? How good is their intelligence? These are questions only the Administrator can answer on a case-by-case basis.

Situation	Friction Pts.
Adverse weather/terrain	4/2 per day
Change of mission	2d6
Change of plan	1d8
Command control	3d6
Conflict, high intensity	3d10
Conflict, low intensity	2d6
Each day of mission	1d4
Equipment	per listing
Improper gun maintenance	2 per day
Intelligence, excellent	−10
Intelligence, good	0
Intelligence, none	4d8
Intelligence, poor	3d6
Mission security, high	4d6
Mission security, low	2d10
Native aid	2d6
Parachuting	see Parachutes
Plan, complex	3d6
Plan, intricate	4d8
Plan, none	5d10
Plan, simple	2d6
Political mission	3d6
Support service	1d8
Team greater than 8, per extra man	1d4
Unexpected contact	1d10

Adverse weather/terrain: The harder the going, the greater the chance of something going wrong, particularly equipment failure. This 4-point penalty builds up day by day, although proper equipment maintenance (see the Equipment section) can reduce the penalty to 2.

Changes: Anytime the team must make a change,

there is resulting confusion and uncertainty. Thus, if the team must change its mission goal (to the secondary mission, for example) or rethink its plan in the field, there is an increased chance of things going wrong.

Command control: A hampering factor for many missions is the requirement for everything to be authorized or directed by someone back at the base. Denied the freedom to evaluate the situation in the field and act appropriately, the team is headed for trouble.

Conflict: Anytime the characters get involved in a real shooting war, there is a better chance of things going wrong. A high-intensity conflict is a full-scale shooting war, the worst possible combat situation. A low-intensity conflict (a guerrilla war or insurgency) is far more common.

Each day of mission: This is figured from the moment the mission is assigned, not when the team finally takes the field. Thus, the longer the team spends planning, gathering equipment, and preparing, the greater the chance of something going wrong.

Equipment: Some equipment is delicate, especially electronics and high-tech pieces. While these may be really neat and useful whiz-bang items, they have a greater chance of breaking down. Sometimes it is best to rely on simple, solid, and uncomplicated gear.

Intelligence: Knowing as much as you can about the mission is vital to success, therefore the quality of your intelligence can make or break a mission. No intelligence—not knowing anything—is the worst situation. Poor intelligence is information that is wildly inaccurate or out of date. Timeliness is relative to how quickly the situation develops. In terrorist situations, information could be dated in a couple of hours (hostages are secretly moved or more terrorists arrive, for example), while long-range patrols could rely on much older information (the approximate forces found at an enemy base). No specific information can be considered reliable after one month. Good intelligence is that which gives a clear and realistic idea of the opposition and difficulties, without necessarily being 100% accurate.

Excellent intelligence is less than a few days or hours old, normally passed on by someone on the inside or another commando team already in place. It will actually improve the overall chances of mission success.

Mission security: Secrecy is important to a successful mission, but too much secrecy can be as bad as too little. If it seems everyone knows what the team is planning or doing, poor mission security has put the team at risk. At the other extreme, security that's too strict results in those who need to know what is going on getting too little information or too little time to plan properly.

Native aid: Anytime the team must rely on local civilians—for guides, intelligence, trackers, supplies—they are placing themselves at risk. Natives are not trained like commandos and their loyalties must always be in question.

Plan: The team's plan is directly in the hands of the Player Characters. Good commandos will quickly discover that a simple, easy to understand plan is the best. No planning at all is an invitation for disaster. A complex plan is one that depends on carefully timed actions of different groups, coordinated attacks, and/or specific actions. Most hostage rescues are complex plans, since attacks must normally be mounted on several different targets all at once. An intricate plan is one that involves commandos, support services, timed attacks, rendezvous, phased steps or more. Operation Eagle Claw, the attempted rescue of the American hostages in Iran, is an example of an intricate plan—a very intricate plan—which fell apart.

Political mission: Anytime commandos are used on what is essentially a political mission (coup, assassination, etc.), things get very messy and confused. Never count on such a mission going right, because there is always more going on than you've been told.

Support service: Whenever the team has to rely on assistance from some outside group, the team is increasing the chance that things will go wrong. Most other folks simply aren't trained as well. Support service covers any type of outside aid the characters might receive—intelligence, air transport, air

strikes, loaned equipment, ground transport, planned diversions, etc. Friction points are added for each support service used.

Team greater than eight: Commando teams train in small groups to be cohesive units. If you start adding extra people to the team, there is an increased chance for confusion. The men don't know each other, aren't familiar with each other's styles, and don't know who gives commands.

Unexpected contact: Whenever the team runs into someone (civilian, friendly, or hostile), they did not expect, the chances of snafus increase. This cost is applied for each contact.

Using Friction Points

The Administrator is responsible for keeping track of the friction points accumulated during the course of a mission. Once the points are gained, their level can only be reduced at two key times—upon completion of the mission or when 100 points have been accumulated.

When a mission is ended, all friction points accumulated during the course of the mission are immediately negated. This is instantaneous, happening the minute the characters return to base. If the characters are involved in an extended mission with several phases, the Administrator can rule that the completion of a given phase counts as the completion of a mission. This is particularly important when playing extended campaigns where the characters may be conducting several raids to destroy an insurgent group or overthrow a government.

The other method of reducing friction, reaching 100 points, results in an event. An event is just what the characters are hoping to avoid—an unpredictable and unwelcome complication. The event occurs as soon as the friction point total reaches 100. Events can occur at any time. Once an event occurs, all friction points are lost and the count starts over from the beginning number. However, the base total is adjusted upward by using the beginning number (the base mission number + the 1d10 roll) plus an additional 2d10 points: Once things start going

wrong, the situation only seems to get worse. Friction points are again earned as before (although things like plans and intelligence are normally only earned once per mission).

Events

Events caused by the build-up of friction points can be almost anything. There are only two basic rules to limit the Administrator's choice of events.

The event cannot be something over which the player characters have direct control. The Administrator cannot say Big Mike forgot to load his submachine gun or accidentally set timing on the fuse for one minute and not one hour. However, the Administrator can say Mike's gun jams or that the fuse he set was faulty and the time is a lot less than expected. (Of course Mike won't find this out until the charge goes off!) Remember that the players will screw up enough on their own. The Administrator doesn't need to help them.

The event doesn't have to be immediately noticeable. The radio may not have been as rugged as the characters thought. The terrorists may get reinforcements without anyone learning of it. Sooner or later though, the characters will discover that something has gone wrong!

Events allow the Administrator to creatively add unexpected complications to the mission. He should do his best to create something appropriate to the situation when the event is supposed to occur. If the characters are in a fire fight with the enemy a gun could jam, a stray round could shatter the radio; if faulty intelligence pushes the friction total too high, reinforcements could arrive at the target or the hostages could be moved. It shouldn't be too difficult for the Administrator to find some interesting way to make the lives of the characters a little more difficult.

Suggested events include:

• *Equipment failure:* Batteries lose power, radios don't send, IR goggles crack, grenades are duds, parachutes get tangled, tires go flat, radiators spring leaks.

•*Acts of God:* Weather closes in, mud slides block trails, rivers run high, animals steal supplies, a tree falls on the camp, old bridges collapse, the team stumbles onto a stray mine.

•*Faulty intelligence:* The hostages are gone, the enemy is better trained than expected, there are tanks in the area, maps are inaccurate, the enemy has shifted base.

•*Personnel failures:* Inserted in the wrong location, extraction rendezvous missed, fired on by own troops, under friendly artillery fire, hostage interferes with rescue, hostage collapses, team receives contradictory orders.

Of course, the Administrator is free to create any complication he wishes. It is, after all, part of judging.

Experience

Fame and Fortune points for *Commando* missions are given out as explained in the ***Top Secret/S.I.™ Administrators Guide.*** However, the Administrator can limit the application of Fame and Fortune points when used to buy or improve skills. When players are purchasing or improving skills with points earned during a mission, the Administrator can limit these to skills used during the mission. If a character wanted to increase his demolitions skills, he must have used that skill during the mission. Otherwise, he has not had the opportunity to learn or improve. If a player wants his character to learn a new skill or improve one he did not significantly use, that character must spend time training (usually one to two weeks minimum) at an appropriate facility. For example, say Big Mike wants to learn how to use a mortar. This is not something he can just pick up, so he goes to an Army base and convinces the commander to let him train with the recruits.

IA: WITHDRAWAL
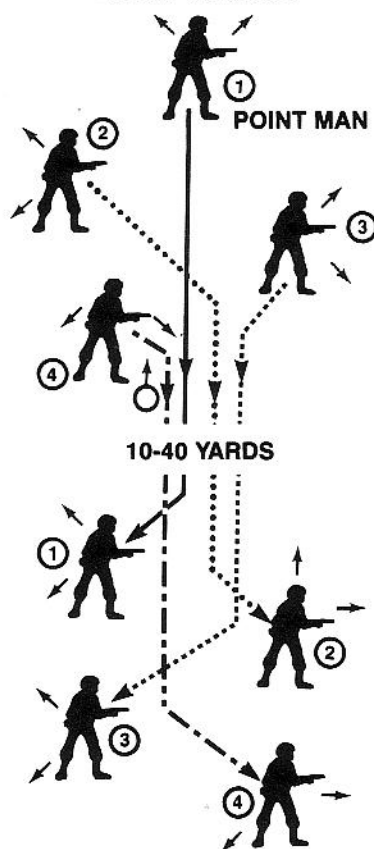
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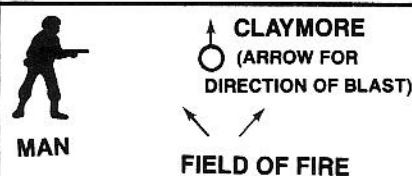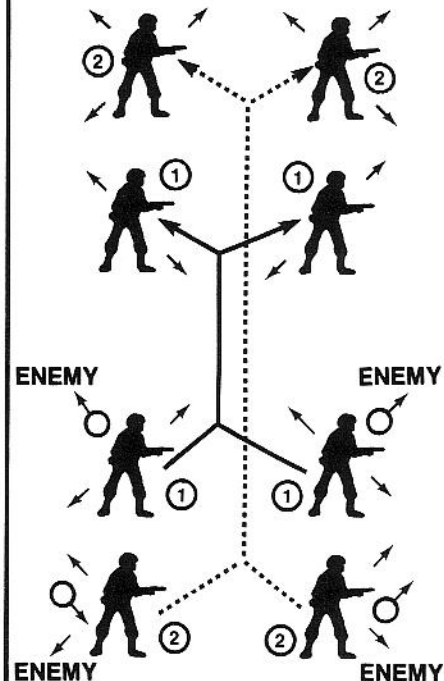
Immediate Action Drill Diagrams (see pages 32 and 33).

Equipment

A commando may be a highly trained and motivated man, but he is still only a man. He cannot undertake specialized and highly dangerous missions without equipment. A commando's equipment ranges from the simplest, commonplace items to exotic weaponry. There are electronic detectors, custom-built submarines, and hand-crafted rifles. All of these are helpful in accomplishing the work of special forces troops throughout the world.

Equipment Costs

Many of the items given in this equipment list are not things you will find in your average shop or even the most specialized army surplus or gun store. Some are custom-made for the military. Others (grenades, mines, etc.) are things governments generally want to keep to themselves. They become understandably nervous when common citizens start carrying automatic weapons, fragmentation grenades, or claymore mines.

Therefore, many items are only available through unofficial sources. The small-time agent must use the black market; for important purchasers, there are arms dealers willing to deal in somewhat shadowy and questionable sales. Ships carry manifests for farm machinery, captains file false destinations, bureaucrats approve questionable documents—it happens. Both terrorists and insurgents are supplied through this network. Agents sometimes are, as well.

When the cost of an item is followed by a "(B)" on the tables below this indicates the piece of equipment is normally available only through official channels (or through the black market—thus, the "B"). When obtained officially, these items generally do not cost the Player Character anything. The military either gives the equipment or loans it (if it is large or expensive). Of course, getting equipment this way requires favors or contacts. The listed price is what the characters would have to pay to obtain the item on the black market. This again requires the character to have some type of contact with an arms merchant.

When an "NA" is listed in the price category, the item is simply not for sale to the general public. Use of these items can only be obtained by calling in favors from the appropriate branch of service.

Firearms

Only some of the firearms that appear in the *Top Secret/S.I.*™ Equipment Inventory are used by special forces teams. Most lack the firepower or reliability, rendering them unsuitable for special forces work. Those weapons that *are* used are repeated here for your convenience. Some weapons on this list have also appeared in the G4 File. When there are differences between the weapon listings here and in the G4 File, use the values given here. In addition to these, special forces use a number of other firearms, presented here for the first time. The columns on the Firearms Tables are:

Weapon—The weapon's name, type of ammunition, and country of manufacture or principal use are listed. If there is an "*" after the name, special notes are listed for that weapon after the table.

Weight (Wt)—This is the weight of the weapon when fully loaded.

Cost—The cost of the weapon in dollars. A "(B)" indicates this is the black market cost.

Damage (Dam)—The die used to determine wound damage.

Range—The short, medium, and long ranges of the weapon, measured in feet.

Ammunition (Ammo)—The number of rounds in a single magazine. Weapons with more than one number can use magazines of different capacities.

Load—The number of turns needed to reload the weapon. A "b" indicates the weapon uses a belt, "c" a clip, and "d" a drum.

Modifiers (Mods)—This is added or subtracted from the initiative roll of any character using the weapon.

9mm FN Browning HP-35

9mm Glock 17

9mm ASP M39

9mm M92 SB Beretta

9mm H&K P7 M8

9mm M951R Beretta

9mm M93 Beretta

9mm Makarov

P220 SIG

5.45mm PSM

7.65mm Type 67

Pistols

While all special forces troops are trained in pistol use, they are often not the weapon of choice due to their limited range and accuracy.

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
9mm ASP M39* (USA)	1	1,400	1d6	10/40/120	7	1c	2
9mm FN Browning HP-35 (Bel)	2	450	1d6+1	20/70/200	13	1c	1
.45 Colt M-1911A1 (USA)	2	400	1d8	20/60/180	8	1c	1
9mm Glock 17 (Austria)	2	500	1d6	10/40/120	17	1c	1
9mm H&K P7 M8 (WGer)	2	650	1d6	10/35/105	8	1c	1
9mm H&K P7 M13 (WGer)	3	700	1d6	10/35/105	13	1c	1
9mm M92 SB Beretta (Italy)	2	600	1d6	25/50/150	15	1c	1
9mm M93 Beretta* (Italy)	3	925	1d6	15/50/150	15/20	1c	1
with stock	—	—	1d6	30/100/200	15/20	1c	—
9mm M951R Beretta* (Italy)	3	1,200	1d6	30/100/200	10	1c	—
9mm Makarov (USSR)	2	1,200	1d6	10/35/105	8	1c	1
9mm P220 SIG (Swtz)	2	500	1d6	25/50/150	9	1c	1
5.45mm PSM* (USSR)	2	700 (B)	1d6-1	10/30/100	8	1c	2
7.62mm Tokarev T-33 (USSR)	2	375	1d6	15/50/150	8	1c	1
7.65mm Type 67* (PRC)	2	2,000 (B)	1d6	10/25/75	9	1c	1

9mm ASP M39: This pistol is designed for concealed use. It is lightweight and compact. The handle is clear plastic, allowing the user to see the rounds remaining in the magazine.

9mm M93 Beretta: This pistol can fire in single-shot semiautomatic mode or in three-shot bursts, allowing it to gain the benefits of a short burst. The range can be increased by using the fold-down front grip and detachable stock.

9mm M951R Beretta: This pistol can fire in normal semiautomatic mode or fully automatic. The range is enhanced by the use of the front grip.

5.45mm PSM: This is a relatively new pistol issued to Soviet troops and not widely available for export (hence the black market cost). Its design makes it less accurate and hard to service, giving it a Friction Point value of 3.

7.65mm Type 67: This Red Chinese weapon is a unique silenced assassination pistol. The silencer is built into the gun and cannot be removed. The ammunition is also a unique caliber, so it can be used only with the weapon. It needs careful maintenance and has a Friction Point value of 2.

.50 in. RAI Mod. 500
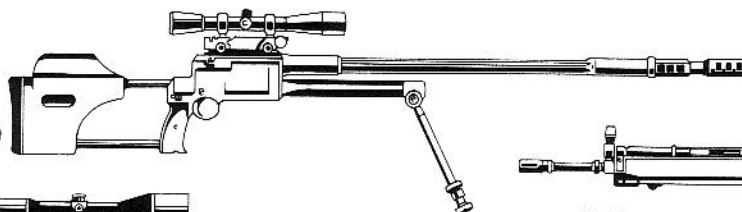
.300 Magnum WA2000 Walther

7.62mm H&K G3 SG/1
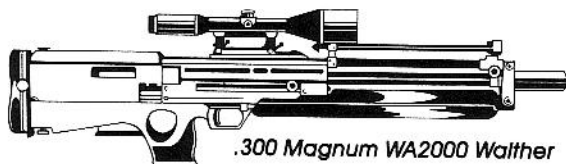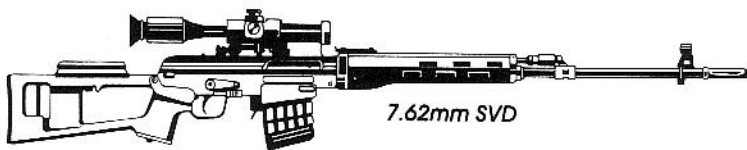
7.62mm Mod. 85 Parker-Hale

7.62mm SVD
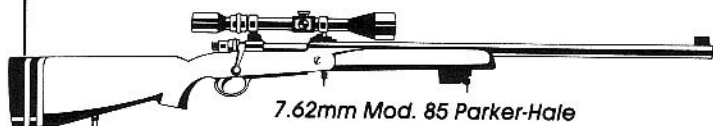
7.62 Vaime SSR MK1

7.62mm Galil

Sniper Rifles

In general, rifles and carbines are not favored by special forces due to their slow rate of fire. Such weapons simply are not flexible enough for the type of combat situations in which most commandos find themselves. However, there is a need for specialized sniper rifles, which are sometimes carried for specific missions. Because of their precise adjustment, all sniper rifles have a Friction Point rating of 7.

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
7.62mm Beretta (Italy)	15	1,200	1d8	240/800/2,400	5	2c	−1
7.62mm C1A1 (Can)	9	800	1d8	180/600/1,800	20	2c	−1
7.62mm FR-F2 (Fr)	13	1,000	1d8	240/800/2,400	10	2c	−1
7.62mm Galil (Isr)*	15	2,300	1d8	240/800/2,400	20	2c	−1
7.62mm H&K G3 SG/1* (WGer)	12	1,500	1d8	240/800/2,400	20	2c	−1
7.62mm L42A1 (UK)	8	1,000	1d6+1	240/800/2,400	10	2c	−1
.300 Magnum WA2000 Walther (WGer)	18	3,100	1d8+1	360/1,200/3,600	6	2c	−2
7.62mm Mod. 30-11 FN (Bel)	12	2,000	1d8	300/1,000/3,000	5	2c	−1
7.62mm Mod. 85 Parker-Hale (UK)	20	1,200	1d8	300/1,000/3,000	10	2c	−1
7.62mm PM (UK)	13	2,500	1d8	360/1,800/3,600	10	2c	−1
.50" RAI Mod. 500* (USA)	25	7,000 (B)	1d10	500/2,100/6,500	1	4	−3

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
7.62mm SVD* (USSR)	10	1,800	1d8	360/1,200/3,600	10	2c	−1
7.62mm Vaime SSR MK1* (Fin)	10	4,000	1d8	90/300/—	5	2c	−2

7.62mm Galil: This is a variation of the standard Galil assault rifle. It only fires in semiautomatic mode. The rifle does have an attached bipod.

7.62mm H&K G3 SG/1: This weapon is actually an assault rifle, specially modified for sniper work. When used for sniping, it must be fired in single-shot mode; however, it can also fire fully automatic.

0.50" RAI Model 500: This is an extremely unusual, custom-built weapon. It is heavy and slow to fire, since the bolt must be completely removed to reload. However, this matters little when the shooter is firing from such extreme ranges as the rifle allows.

7.62mm SVD: Known as the Durgunov, this rifle uses a non-standard 7.62mm bullet. It cannot chamber normal 7.62mm ammunition.

7.62mm Vaime SSR MK1: This rifle has a built-in full silencer, hence the poor range.

9mm Uzi

9mm CB M2 Benelli

7.65mm Mod. 61 Skorpion

9mm L34A1 Sterling
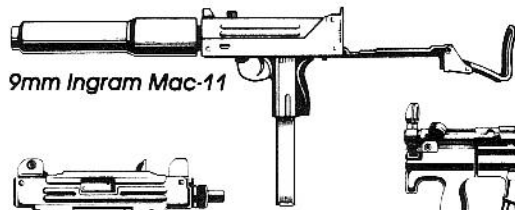
9mm H&K MP5SD3

9mm Ingram Mac-11

9mm Mk7 Sterling

9mm Micro-Uzi

7.62mm Type 64

9mm Spectre M2

9mm H&K MP5KA5

Submachine Guns

Light, compact, and able to pour out a devastating rate of fire, submachine guns are one of the weapons of choice for commandos, particularly counter-terrorist units. To counterbalance their rate of fire, they sacrifice range and accuracy. Nonetheless, they are used by special forces troops worldwide.

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
9mm C1 (Can)	7	750	1d6	60/200/600	10/30	2c	—
9mm CB.M2 Benelli* (Italy)	8	NA	1d6	60/200/600	20/30/40	2c	—
9mm H&K MP5A3 (WGer)	7	1,000	1d6	80/250/800	15/30	2c	—
9mm H&K MP5KA5* (WGer)	5.5	870	1d6	20/50/160	15/30	2c	—
9mm H&K MP5SD3* (WGer)	9	1,600	1d6	45/150/450	15/30	2c	—
9mm Ingram MAC-11 (USA)	9	900	1d6	60/100/300	36	2c	—
9mm L3A2 Sterling (UK)	8	800	1d6	60/200/600	34	2c	—
9mm L34A1 Sterling* (UK)	9	1,400	1d6	50/160/500	34	2c	—
.45 M3A1 (USA)	9	500	1d8	40/150/420	30	2c	
9mm MAT 49 (Fr)	8	900	1d6	45/150/450	20/32	2c	—
9mm Micro-Uzi (Isr)	5	1,700	1d6	30/100/300	20	2c	1
9mm Mini-Uzi (Isr)	7	2,000	1d6	50/160/500	20/25/32	2c	—
9mm MK 7 Sterling (UK)	5	1,200	1d6	20/50/160	10/15/34	2c	—
.45 Mod. 10 Ingram (USA)	6	900	1d8	75/125/375	30	2c	—
9mm Mod. 38/49 Beretta (Italy)	7	400	1d6	45/150/450	20/40	2c	—
7.65mm Mod. 61 Skorpion (Czech)	5	600	1d6	20/55/170	10/20	2c	—
with stock	—	—	1d6	50/220/650	10/20	2c	—
9mm Mod. 1938A Beretta (Italy)	11	400	1d6 +6	0/220/650	10/20/30/40	2c	—

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
9mm MP-9 (USA)	5	800	1d6	30/100/300	36	2c	—
9mm Spectre M2* (Italy)	7	1,300	1d6	30/100/300	30/50	2c	1
7.62mm Type 64* (PRC)	8	3,000(B)	1d6	15/45/135	30	2c	—
9mm Uzi (Isr)	8	1,500	1d6	60/220/650	25/32/40	2c	—

9mm CB.M2 Benelli: This is a brand new weapon using the latest in caseless ammunition. The round has no cartridge case, hence there are no telltale shell casings ejected when fired. For this, the gun requires special AUPO ammunition. However, since the concept is still new and relatively untested, the weapon has a Friction Point rating of 5.

9mm H&K MP5KA5: This submachine gun can fire fully automatic or in three-round bursts (small burst).

9mm H&K MP5SD3: This gun is equipped with a built-in silencer.

9mm L34A1 Sterling: This is equipped with a built-in silencer.

9mm Spectre M2: Another unique design from Italy, the Spectre M2 is barely more than a machine pistol. A new cocking system allows the user to carry a round in the chamber safely and fire at an instant's notice. This eliminates the need for cocking or manually setting a safety prior to shooting, allowing faster reaction when firing.

7.62mm Type 64: This weapon has a built-in silencer.

Franchi SPAS 12

Franchi SPAS 15

Mossberg Mod. 500 Bullpup

Beretta RS202 M2

Olin/H&K CAWS

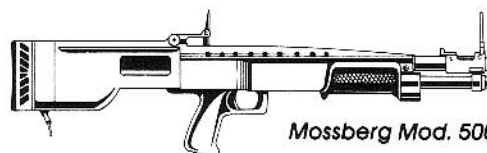| Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
Remington M870 MK1 (USA)	9	400	1d10	30/100/300	7	7	−1
RS 202 M2 Beretta (Italy)	7	350	1d10	40/130/400	7	7	−1

Combat Shotguns

Combat shotguns, long used by police and security forces for riot control, are slowly becoming a favored weapon for close combat work. Experience has shown that even though their effective combat range is limited, they are among the best anti-personnel weapons for jungle and heavily forested terrain. In tight situations, such as house-to-house fighting, the different loads fired by a shotgun give them great flexibility. Possible loads include buckshot, slugs, armor-piercing, and flechette. However, their lack of target discrimination limits their use to non-hostage situations.

Although some combat shotguns are based on civilian designs, there are a growing number of shotguns designed specifically for military and security use. These include features such as semi-automatic fire, folding stocks, pistol grips, and "bullpup" designs. All combat shotguns are able to fire a 12-gauge round.

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
FN Riot, Pump (Bel)	8	500	1d10	30/110/330	7	7	−1
Franchi SPAS 12* (Italy)	8	450	1d10	40/120/400	7	7	—
Franchi SPAS 15 (Italy)	9	NA	1d10	40/120/400	6	2c	—
H&K 512, Semiauto* (WGer)	8	800	1d10	30/100/300	7	7	—
Ithaca Mod. 37 (USA)	7	450	1d10	30/110/330	6	5	−1
Mossberg Mod. 500 (USA)	7	225	1d10	40/130/400	8	7	−1
Mossberg Mod. 500 Bullpup* (USA)	11	300	1d10	40/130/400	8	7	—
Olin/H&K CAWS* (USA)	10	NA	1d10	50/150/500	10	2c	—

Franchi SPAS 12: This semiautomatic shotgun is capable of firing all types of rounds and can be fitted with a grenade launcher. The folding stock has a special arm brace allowing the weapon to be fired one-handed (-15 on chance to hit).

H&K 512, semiauto: This gun is fitted with a shot spreader, so two targets can be hit at 60' and four at 100'. Because of this, it cannot fire tear gas or signal rounds.

Mossberg Mod. 500 Bullpup: The Bullpup is a hardy, reliable weapon. However, the arrangement of sights makes accuracy at long ranges difficult (additional −10 on chance to hit). Furthermore, the gun tends to re-cock before ejecting a spent shell, jamming the pump slide. Thus this weapon has a Friction Point rating of 3.

Olin/H&K CAWS: This close assault weapon system is part of an experimental development program sponsored by the U.S. Army. The CAWS can fire both standard 12-gauge ammunition or specially developed ammo, including a flechette round. Unlike the other weapons, the CAWS can fire fully automatic, gaining short burst modifiers for three shots fired and long burst for five or more. However, since it is still in pre-production stages, it has a Friction Point rating of 8.

5.56mm Ruger AC-556F

5.56mm Galil/R4

5.56mm SC70/223 Short Beretta

5.56mm FA MAS

5.56mm Steyr AUG

7.62mm FN FAL Para

5.56mm 33E H&K

5.56mm M16A2

5.56mm L85A1

5.56mm Colt Commando

4.7mm G11 H&K

5.56mm SG540 SIG
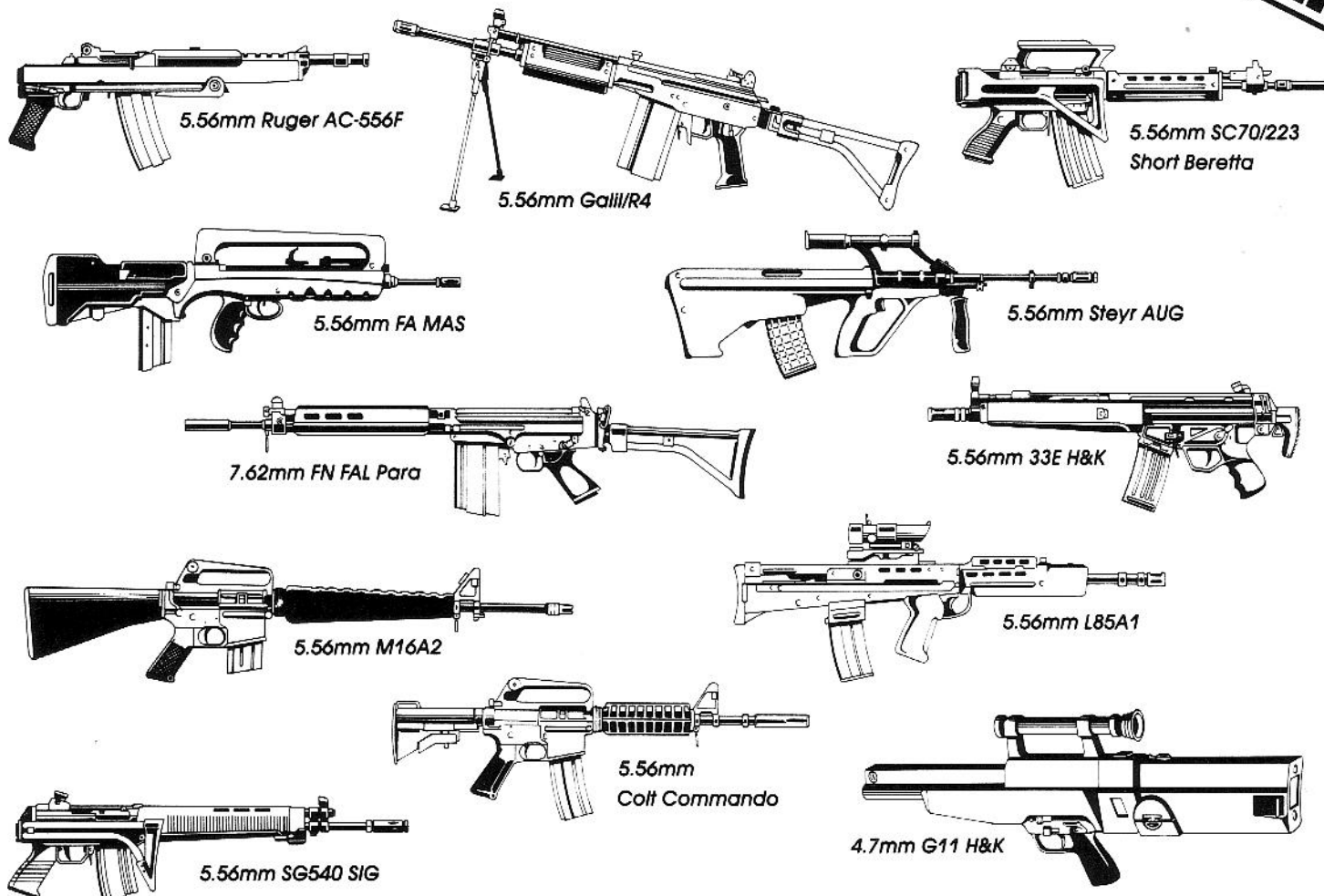
Assault Rifles

Assault rifles are the standard weapons of infantrymen throughout the world. Able to fire single shot as semiautomatics and in fully automatic bursts, they provide the foot soldier with accurate and intensive firepower.

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
5.56mm 33E H&K (WGer)	11	900	1d6	120/400/1,200	25	2c	—
7.62mm AK-47 (USSR)	10	450	1d8	100/300/1,000	30	2c	—
5.45mm AK-74 (USSR)	8	500	1d6	120/400/1,200	30	2c	—
7.62mm AKM (USSR)	8	600	1d8	100/300/1,000	30	2c	—
5.56mm Colt Commando (USA)	6.5	665	1d6	60/200/600	20/30	2c	—
5.56mm FA MAS* (Fr)	9	1,100	1d6	100/300/1,000	25	2c	—
7.62mm FN FAL Para (Bel)	10	950	1d8	200/600/2,000	20	2c	—
7.62mm G3 H&K (WGer)	11	1,100	1d8	120/400/1,200	20	2c	—
4.7mm G11 H&K* (WGer)	9	NA	1d6	200/600/1,800	50	2c	—

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
5.56mm Galil (Isr)	10	1,000	1d6	160/550/1,600	35/50	2c	—
5.56mm L85A1 (UK)	11	NA	1d6	200/600/2,000	30	2c	—
5.56mm M16A2* (USA)	8.5	2,000	1d6	200/600/2,000	20/30	2c	—
5.56mm M76F (Fin)	10	850	1d6	120/400/1,200	15/20/30	2c	—
5.56mm R4 (SouAfr)	11	900	1d6	160/550/1,600	35/50	2c	—
5.56mm Ruger AC-556F* (USA)	7	1,200	1d6	100/300/1,000	5/20/30	2c	—
5.56mm SC70/223 Short Beretta (Italy)	9	1,300	1d6	180/600/1,800	30	2c	—
5.56mm SG540 SIG* (Swtz)	8	900	1d6	180/600/1,800	20/30	2c	—
5.56mm Steyr AUG (Austria)	9	500	1d6	150/500/1,500	30/42	2c	—
7.62mm Type 56 (PRC)	9	500	1d8	100/300/1,000	30	2c	—

5.56mm FA MAS, 5.56mm M16A2, 5.56mm Ruger AC-556F, 5.56mm SG540 SIG: These weapons can all be set for semiautomatic, fully automatic, or three-round burst fire.

4.7mm G11 H&K: This rifle fires caseless ammunition and is capable of three-round bursts (short burst).

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Machine Guns

In general, machine guns are not greatly used by small special forces teams. Indeed, light machine guns are the only squad support weapons practical for a special forces team, and even then are only carried when absolutely necessary. The weight and awkwardness of the weapon and its ammunition seldom warrant the firepower it provides to a small team. Furthermore, anti-terrorist teams have virtually no use for such long-range and indiscriminate weapons.

Weapon	Wt	Cost($)	Dam	Range	Ammo	Load	Mods
7.62mm Degtyarev DPM* (USSR)	26	1,500	1d8	240/800/2,400	47	4c	−1
7.62mm FN MAG (Bel)	24	2,700	1d8	240/800/2,400	100	7b	−1
7.62mm H&K 11A1 (WGer)	18	2,000	1d8	180/600/1,800	20	3c	−1
7.62mm L7A2 (UK)	24	2,200	1d8	240/800/2,400	50/100	3c/5b	−1
5.56mm L86A1 (UK)	14	NA	1d6	150/500/1,500	30	2b	—
7.62 M60E3 (USA)	19	4,000	1d8	300/1,000/3,000	100	4b	−1
5.56 Minimi Para (Bel)	16	NA	1d6	150/500/1,500	30/200	2c/6b	−1
7.62mm RPK (USSR)	15	3,500	1d8	240/800/2,400	30/40/70	3c	−1
5.56mm Steyr AUG LSW (Austria)	12	5,000	1d6	150/500/1,500	30/42	2c	—

7.62mm Degtyarev DPM: This is a nearly obsolete World War II-model machine gun removed from Warsaw Pact service and exported to Third World nations and revolutionary movements. Because of its age, this light machine gun has a Friction Point rating of 6.

Ammunition

The damage listings given for the weapons on the tables assume the firer is using standard military ball ammunition (or buckshot in the case of shotguns). However, there exists a wide variety of rounds that can be fired from most guns. Each is designed to have a different effect. The table below lists the cost, effect, and any identifying markings the round might have. "D" indicates a modifier to damage; "A" modifies the accuracy or chance to hit. Prices are based on 25 per box.

Ammunition Type	Cost($)	Effect	Identifier
4.7mm Caseless	NA	—	—
5.45mm Warsaw Pact			
Pistol	20	−1 D*	—

Ammunition Type	Cost($)	Effect	Identifier
Rifle	15	—	—
5.56mm			
Armor-piercing	25	+1 D	Black tip
Ball	4	—	—
"Penetrator"	30	+2 D	Black tip
Tracer, pencil	NA	−5 A	Red tip
Tracer, standard	30	−15 A	Red tip
7.62mm NATO			
Armor-piercing	20	—	Black tip
Ball	8	—	—
Incendiary	40	+1 D	Blue tip
Tracer, pencil	NA	−5 A	Red tip
Tracer, standard	25	−15 A	Red tip
7.62mm Warsaw Pact			
Incendiary	50 (B)	+1 D	Red tip
Armor-piercing	40	—	Black tip
Ball	20	—	—
Pistol	15	—	—
Sniper	30	—	—
Tracer, standard	40	−15 A	Green tip
7.65mm Warsaw Pact	15	—	—
7.65mm PRC	50	—	—
9mm AUPO caseless	NA	—	—
9mm NATO			
Ball	10	—	—
Tracer, pencil	NA	−5 A	Red tip
Tracer, standard	25	−15 A	Red tip
9mm Warsaw Pact	10	—	—
.300 mag	10	+1 D*	—
.45-cal Ball	15	—	—
Tracer, standard	45	−15 A	Red tip
12.7mm (.50)			
Armor-piercing	150 (B)	—	Black tip
Armor-piercing, explosive	300 (B)	+2D/−20A	Black tip/ blue band
Armor-piercing, incendiary	250 (B)	+1D/−10A	Silver tip
Armor-piercing, incendiary tracer	350 (B)	+1D/−15A	Black tip/red band
Ball	20	—	—
Tracer, pencil	NA	−5A	Red tip
Tracer, standard	200	−15A	Red tip

*The damage modifier for this ammunition is already figured into those weapons that use it.

Armor-piercing (all types): Armor-piercing rounds are more efficient at penetrating body armor and light metal plate. Armor-piercing rounds do ½ wound damage to those protected by body armor, bullet-proof glass, or ¾" (or less) of metal plate at medium or short range. At long ranges, the penetration is reduced to ¼". Armor-piercing incendiary, tracer, and explosive rounds have the same penetration ability and can cause additional effects.

Incendiary: These rounds can ignite flammable materials, particularly fuels and ammunition, although they are not very effective at starting fires. The referee must judge according to the target hit and the situation.

Tracer, pencil: Pencil tracers are a new development in ammunition. In flight they are more sta-

ble than regular tracers, hence more accurate. They burn brighter, ignite sooner, and last longer than the normal tracer. They begin tracing at 50' and last out to 2,000'.

Tracer, standard: Normal tracer rounds trace by a flash of fire or smoke burned from the rear of the bullet. These normally don't take effect until they have traveled 75' and are good out to 1,200'. Furthermore, the tracer material changes the trajectory of the bullet, so that tracers are inherently less accurate than normal rounds.

Shotgun Ammo

All shotgun loads listed below are for 12-gauge guns. The prices listed are for 25 per box unless otherwise noted.

Ammunition	Cost($)	Effect
Armor-piercing	5/each	+1 D
Flechette*	10/each	+1 D
Low-lethality rubber ball	3/each	Special
Slug	12	+2 D
Starflash	8/each	Special
Thunderflash	7/each	Special

*Usable only in the Olin/H&K CAWS.

Armor-piercing: This shell can penetrate up to ½' of steel plate. Damage is reduced by 1 at short range, 2 at medium range, and halved at long range.

Flechette: This fires a bundle of small needle-like barbs. It is extremely effective in jungle and foliage. Soft-cover modifiers are ignored when firing flechette, and it spreads like a normal shotgun pattern. However, flechettes have no penetration power, so body armor renders them completely inert, not even causing bruise damage.

Low-lethality rubber ball: This fires a spread of rubber pellets. The shot is aimed at the ground in front of the target, and the pellets then bounce into the target. This is not the most accurate form of shooting, so all chances to hit are halved. The shell does 1d10 points of bruise damage, the hit location figured normally.

Starflash: Produced by Accuracy Systems, this shell explodes with a loud bang and a shower of hot sparks in a 6' radius. All within the area of

effect must make a WIL check or panic for 2d6 turns. The shell comes in three ranges — 150, 225, and 300'.

Thunderflash: Also produced by Accuracy Systems, this is a flash-bang type shell. The shell ranges are the same as for Starflash ammo , but the shell explodes with a brilliant flash and a loud report. Those within 10' of the burst must make a CON check or be stunned for 1 or 2 minutes (30 to 60 turns).

Using Weapons in the Field

There's more to using a gun than just picking the best one and knowing how to point it. If you want your character to survive, you have to make sure your pistol, rifle, or whatever is maintained and ready for action.

If regular maintenance is not done for your weapon (cleaning it before the mission and checking it daily), the chance of a malfunction increases, adding 2 Friction Points to the mission per day of neglect. If one man fails to care for his weapons, the entire team suffers. In addition, adverse conditions (jungle, desert, grit in the air) demand even more vigilance to keep weapons in proper working condition. However, there are steps that can be taken to reduce the Friction Point loss due to conditions. These include:

•Put one or two rounds fewer in the magazine to reduce a misfire.

•Carry a complete weapons cleaning kit with the team.

•Fit a piece of tape over the muzzle to keep out dirt and grit (be sure to leave part of the flash suppressor slits open so gas can escape when fired).

•Put a fresh round in the chamber every day to prevent build-up of condensation.

•Do not tape magazines together.

If these these simple precautions are followed, the Friction Point penalty for adverse conditions can

be reduced by 2 per day.

In addition, there are general common sense things the characters should do to increase the success of their mission, including:

•All weapons should have slings or holsters. When swimming or using a boat, rifles should be fastened to the character by a lifeline.

•Brass catchers, designed to catch empty shell casings as weapons are fired, should be used when the team is trying to avoid detection.

•All swivels, hand guards, moving, and shiny parts should be covered with non-reflective tape to reduce noise and glare.

•Trigger guards should not be removed, since a stray branch could cause an accidental firing.

•Always carry your weapon with the safety on and always look in the direction it is pointing.

•Load tracers as the last three rounds of a magazine. This way you will know when the box is empty.

Grenades

Grenades are more than just simple explosives you throw and watch explode—there are offensive, defensive, gas, smoke, stun, and incendiary grenades. Characters must pick from a number of different types, taking into account use, range, weight, and weapon system. Just any grenade may not be the most appropriate thing to use, especially in a hostage situation. Careful consideration must be given to what is to be accomplished.

On the tables below, "Wt" is given in pounds. "Del" is the number of turns delay the grenade has before going off. "Imp" indicates the grenade explodes on impact. "Rad" is the radius in feet affected by the full force of the blast. Anyone outside this radius but within *double* this radius is affected by half the force of the blast. "Range" indicates the distance in feet a rifle grenade can be fired. Most launched grenades (as opposed to thrown grenades) have a minimum arming dis-

tance and so do not have short- or medium-range categories.

Thrown Grenades

Grenade	Wt	Cost	Del.	Rad	Notes
AN-M8 MC (USA)	1.5	35	2	—	White smoke, 60-turn duration
Feistel Type A* (WGer)	1	40	1	—	Flash and bang grenade
Type B*	1	50	1	—	Multiple bang grenade
M1-CEV ampoule*	—	30	Imp	5	Designed for close combat
M7A2 CS (USA)	1	40	2	—	Tear gas
M45A2 Stingball* (USA)	1	45	1	15	Riot control
M67 (USA)	1	30	2	20	Standard fragmentation model
RG-42 (USSR)	1.5	30	2-3	35	Obsolete, but used by guerrillas
RPG-6 (USSR)	2	45	Imp	30	Obsolete anti-tank grenade
Type 67 (PRC)	1	40	1-3	15	Stick grenade used by guerrillas
Type HG80 (Austria)	.5	50	2	10	Designed for close combat

Rifle Grenades (7.62mm or 5.56mm)

Grenade	Wt	Cost	Range	Rad	Notes
35mm HE-RFL-35 (Bel)	1	60	—/50/600	25	
40mm SMK-RFL-40 BTU (Bel)	1	65	—/150/900	—	Smoke, 40-turn duration

40mm Launcher Grenades

Grenade	Cost	Rad	Identifier
HE	40	15	Green/gold tip
Multiple projectile	70 (B)	Sp.	Green/black tip
Rubber pellet	50	Sp.	—
Smoke parachute	45	Sp.	Green/color of smoke on tip
Star parachute	60	Sp.	White/white tip
Stun bag	70	Sp.	—
Tear gas	50	Sp.	Green/gray tip

Grenade Launchers

Weapon	Wt	Cost	Range	Notes
40mm Armscor (SouAfr)	15	800	—/100/500	6-shot semiautomatic
40mm M203* (USA)	3	300	—/100/500	Single shot
40mm MM-1 (USA)	20	NA	—/300/360	12-shot semiautomatic

Feistel Type A: This stun grenade is used in hostage and terrorist situations to provide a distraction during forced entries. The grenade combines a deafening bang and brilliant flash (that burns for 7 turns). Anyone within 3' of the grenade is automatically deafened and blinded by the glare. Those between 3' and 30' must make a CON check or be similarly affected. The sensory shock lasts 2d10 turns.

Feistel Type B: This explodes in a series of eight loud reports, useful for creating distractions. The grenade has the same deafening effect as described for the Feistel Type A.

M45A2 Stingball: This rubber-cased grenade is used in riot conditions. Upon explosion, it scatters several dozen pieces of marble-sized rubber shot in all directions. These pellets are not lethal but can cause considerable pain. The radius for full effect is 15'. All within this radius take 1d3 hits, each hit doing 1d3 points of bruise damage. Under most riot situations a Stingball grenade will effectively break up a hostile crowd.

M1-CEV ampoule: This is a small container of tear gas, designed for close fighting and house-to-house work. The ampoule is activated by smashing it on the ground, releasing the vapor. It will fill a 10' × 10' area in 1d4 + 1 turns.

40mm M203: This is the standard infantryman's grenade launcher, designed to mount under the barrel of most service rifles. Because it is single shot, the reload time is 4.

Multiple projectile: This grenade transforms the grenade launcher into a simple shotgun-like weapon. As soon as the grenade clears the muzzle of the launcher, the casing is discarded, allowing 20 metal balls to rapidly spread in a shotgun pattern. The range is limited to 100', and all ranges are treated as long range for the chance to hit. The pellets spread as a shotgun blast does at 30' and 70'. The damage done is 2d4 wounds of 1d8 each at less than 30', 1d4 wounds of 1d8 each at 30' to 69', and 1d2 wounds of 1d4 each at 70' or more.

Rubber pellet: This grenade is used for riot control. On explosion, it scatters rubber pellets with a full-effect radius of 15'. Those within the radius suffer 1d4 hits, each hit doing 1d4 points of bruise damage.

Smoke parachute: This grenade is used as a marker for extraction or air strikes. The hang time is 15 turns.

Star parachute: This grenade is used for nighttime illumination. This will burn for 1d6 + 8 turns and illuminates a 360' radius.

Stun bag: This is a non-lethal ammunition fired at a single target. The maximum range is 180'. The stun bag causes 2d4 points of bruise damage.

Explosives

The basic rules for explosives given in the *Top Secret/S.I.*™ game apply to the use of explosive devices in *Commando*. However, more detail is given here on the types and amounts of explosives commonly used by special forces.

Claymore Mine

The most commonly used explosive for a special forces team working on combat patrol (not anti-terrorist work) is the Claymore mine (M18A1). This is a block of C-4 (a standard explosive) packed in an arced case. There is a simple sighting mechanism and built-in well for a detonator. Unlike traditional mines, the Claymore is not buried. It is set in the ground using a pair of simple scissors legs, and the front is sighted toward the enemy. Detonators can be electrical, time-delay, or any other type.

Because of its arced shape and above-ground placement, the Claymore explodes in a cone-shaped blast. This blast has a maximum range of 300' and is 50' wide at its widest point (the base of the cone). An important thing to remember is that the Claymore also has a dangerous back blast, extending 30'. Although it has little side-to-side spread, it is dangerous to stand too close to the mine when it is detonated. Those within 5' to the sides suffer from the full force of the blast.

150'

15'

5'

FULL

25'

50' HALF

30'

10' HALF

300'
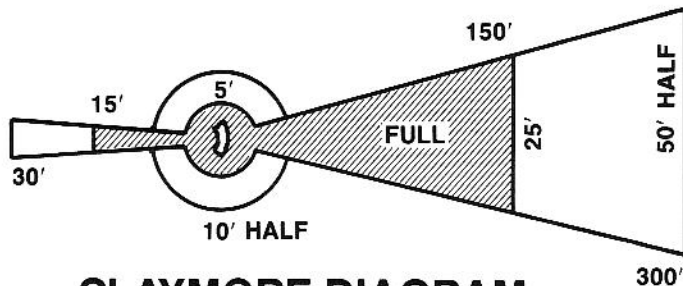
CLAYMORE DIAGRAM

Claymores are intended as anti-personnel weapons. The two most common uses are for breaking contact and ambushing the enemy. When breaking contact, several Claymores are normally used. Typically, the first one is electrically detonated forward, along the team's escape route, if the team suspects it is surrounded. Further mines are then electrically or time-delay detonated to slow the advance of pursuing troops. When used in an ambush, the mines are always electrically fired by the team leader. Ideally, the Claymore is placed so the main blast area will fire down the length of the enemy column while the ambushing team remains on the flank.

Effective ambushes can also be prepared using tripwire detonators, allowing the special forces team to prepare an ambush and depart, reducing the chance of enemy contact. However, this has the inherent risk that the team will forget the location of their own booby traps only to find them (disastrously) later on, and it does leave a trail the enemy can follow.

Claymores can also be used for other purposes. They can clear LZs and destroy equipment, for example. The possible uses of the Claymore mine are limited only by the creativity of the characters.

Weight: 5
Cost: 200

7.62mm L42 A1
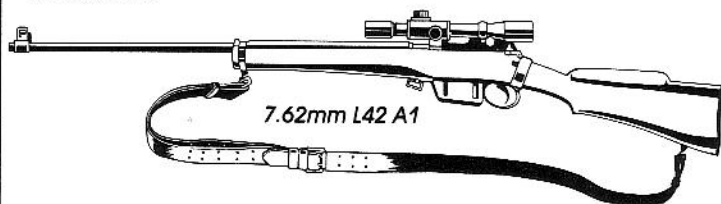
C-4

The standard demolition explosive used by special forces is Composition C-4. It is a white, putty-like material and normally comes in 2½-pound blocks. It is very stable and can be molded into many different shapes, making it useful for most types of demolition work.

C-4 is not an effective anti-personnel explosive and is used mainly for demolitions. As a demolition explosive, it can be used to breach walls, fell trees, destroy bridges, cut beams, sever cables, and crater roads. The amount required depends on the task being done. The Demolition Charge Table lists the amount of explosive needed to accomplish several different tasks, while the blast damage is listed on the Explosive Effects Table.

Weight: 2.5
Cost: 200

Detonation Cord

Detonation cord (also known as det cord or primacord) is a fusing device—a flexible cable filled with explosive. It can used to detonate other explosive charges (hence the name), but can be used for some minor demolition work. It is also very handy for ambushes. It is fired by an electrical charge, usually from a "hellbox" (the plunger-like detonator you see in the movies), or battery unit. If cuts are sealed properly, the cord will remain waterproof for 24 hours.

Wrapped around the trunk of a tree, det cord can cut the trunk in two. In road ambushes, it can be laid in ditches and covered with leaves or dirt so when the enemy column takes cover in the ditch (from your fire), the cord can be exploded. On trail ambushes, it can be wrapped around several trees on either side, to simultaneously bring the trees down when the ambush is triggered.

Weight: 12 lbs per 500'
Cost: 4,000 per 500'

TNT

Since it is not malleable, TNT is not the preferred demolition material. However, it is frequently all that is available. It is light brown to straw yellow in color. Extremely stable, care must be taken during storage to prevent decomposition due to light or heat. Deterioration normally shows as sweating.

Weight: ½, 1, or 55 lbs.
Cost: 10 per ½ lb.

Blast Radius Table

Explosive	Full Radius	Half Radius	Wounds	Damage
TNT, ½ lb.	20'	40'	1d4	1d4
C-4, ½ lb.	25'	50'	1d4	1d4
Det. cord, 20'	5'	10'	1d2	1d4

Demolition Charge Table

Task	TNT	C-4	Det. Cord
Breaching walls			
Reinforced concrete			
2' or less	28	22	NA
4'	100	80	NA
Concrete block	14	10½	NA
Hard concrete, 3'	17	14	NA
Timber & earth			
2' or less	10	8	NA
3'	28	22	NA
5'	82	65	NA
Bridge Abutment*			
(less than 5' thick)	20	16	NA
10' thick	40	32	NA
per 5' more	40	32	NA
Cratering*			
(depth x width)			
6'x20"	40	32	NA
8'x25"	50	40	NA
Ditch, per cu. yd.*	1	.74	NA
Railroad rail	.5	.4	1.2
Steel beams (width x thickness)			
½"x6"	1.2	1	NA
1"x6"	2.3	2	NA
1"x12"	4.5	3.5	NA
Tree cutting			
6" dia.	1	.75	2.5
8-10" dia.	2	1.5	5
12" dia.	4	3	NA
15" dia.	6	4.75	NA

*These charges must be placed in holes, either dug or prepared by shaped charges. All other amounts assume untamped charges.

Fuses

All explosives must have some type of fuse or blasting cap. Explosives by themselves cannot detonate. If they were able to, they would be far too unstable (and unsafe) to carry. Instead, the blasting cap (a small explosive charge) is set in the explosive and detonated, providing sufficient pressure to ignite the main explosive material.

There are two types of blasting caps—electrical and non-electrical. Electrical blasting caps are used for command-detonated explosives. They are connected by wire to a firing device (normally a "hellbox" or small battery and switch). Non-electrical detonators can be triggered by a burning fuse or some type of percussion device that strikes a primer cap.

Demo kit: A demo kit contains the small but necessary items used in all demolitions, including wire reel, a "hellbox," circuit tester, friction tape, cap crimper, wire cutter, and wire leads.

Safety fuse: This is the traditional burning fuse, a core of black powder wrapped in a waterproof wrapping. The fuse burns slowly at a rate of 18 to 22 turns per foot of fuse, but this is not a precise time measure. It comes 50' to a package.

Electric blasting cap: This is the most common type of detonator. Military models are instantaneous: When the switch is thrown, the cap explodes. Civilian models are available that have a set delay ranging from 1 to 8 turns. These caps will only fire if triggered by an electrical charge, so they must be connected to some type of battery.

Non-electric blasting cap: This is triggered by a burning safety fuse. The detonation is instantaneous.

Eight-second percussion delay detonator: This is activated when the firing pin is pulled. The detonator delays 4 turns and then fires, setting off the explosive. This is normally used on Claymore

mines and grenades, replacing the standard fuse. Modified grenades can still be thrown.

15-second percussion delay detonator: This works like the eight-second model, except that the delay is 8 turns.

Acid delay percussion detonator: This detonator has a small ampoule of acid in one end. This is crushed when the charge is set. Released, the acid slowly dissolves the restraint on the firing pin, creating a delayed explosion. Acid delay detonators come in six varieties, marked by color. The table indicates safe time, the minimum amount of time required, and the average time, (a die range added to the safe time). Of course, a Bad Break when placing a delayed charge could mean the delay is drastically off one way or the other.

In addition to all the other uncertainties, these detonators are sensitive to the effects of temperature. The times given are for an average temperature of 75 degrees. Conditions colder than this will increase the time, while warmer conditions will decrease it. The cold and heat columns give the average detonation time for the extreme ends of the temperature spectrum—0 degrees or below and 150 degrees or more. Lesser temperature extremes will have time variations between this and the average time listed.

Color	Safe Time	Avg. Time	Cold Extreme	Heat Extreme
Black	4 min.	1d8 min.	8 hr.	3 min.
Red	7 min.	1d10 min.	8½ hr.	4 min.
White	30 min.	1d20 min.	72 hr.	15 min.
Green	70 min.	1d100 min	60 hr.	20 min.
Yellow	2½ hours	1d4 hours	124 hr.	45 min.
Blue	5 hours	1d12 hours	552 hr.	90 min.

Pull percussion detonator: This detonator fires when the pull ring is tugged, releasing the firing pin. The release only requires a 3- to 5-pound pull, making this very useful for tripwires.

Pull/release percussion detonator: This fires when 8 to 10 pounds of pressure is put on the pull ring (through a tripwire) or when the pressure on the ring is released. This makes for an effective booby trap, since pulling or easing the tension on the wire sets off the detonator.

Pressure percussion detonator: This detonator is activated by 20 or more pounds of pressure on

the trigger, much like a standard mine. Indeed, the trigger head has a special extension device and a three-prong head making it suitable for concealing in brush or leaves.

Pressure-release percussion detonator: This works just the opposite of the pressure detonator. It is triggered when the restraining weight (at least 5 pounds) is removed.

Cable-Cutters

In addition to the regular demolition charges, characters can also get special cable-cutting demolitions. These have special jaws that clamp on the cable and explosives to do the cutting. The device, when loaded with explosive, weighs 4 pounds. Properly attached, it can cut through a cable 2″ in diameter, a chain 1½″ diameter, or a steel rod of 1″ diameter.

Shaped Charges

This is used against hardened targets to blast a hole into which regular explosive can be placed. The main force of the blast is directed in a single direction, making this type of explosive efficient for blowing holes through armor plate, reinforced concrete, and other hard surfaces. There are two basic sizes, the 15 lb. and 40 lb. shaped charge. Neither is useful as an anti-personnel weapon. The table below shows the penetration of each charge through different types of material.

Material	Depth × Diameter 15 lb.	40 lb.
Armor plate	12″ × 1½″	20″ × 2½″
Ice	7′ × 3½″	12′ × 6″
Permafrost	6′ × 4″	6′ × 6″
Reinforced concrete	30″ × 2½″	60″ × 3½″
Soil	7′ × 7″	7′ × 15″

Atomic Demolitions Munitions (ADM)

These highly specialized charges (sometimes called backpack nukes) exist in only a few mili-

tary inventories, mainly the United States and the Soviet Union. ADM are small, man-portable atomic devices with a yield of anywhere from .1 to 1 kiloton. Their intended use is to destroy large or hardened enemy targets such as port facilities, submarine pens, or major airfields. They must be carried and placed by a man, so they are primarily for wartime sabotage or denial of captured resources.

ADM weigh anywhere from 50 to 75 pounds. The average dimensions are 26" × 36" × 26". They can only be used by those skilled in ADM demolitions. If one is detonated, it is safe to assume that everything in the immediate area (at least 1,500') is destroyed. The exact effects are left to the Administrator to determine.

IMPORTANT!
There is an extremely limited number of ADM existing in the world today and they are all carefully accounted for by their respective owners. Since these weapons are easily concealed and transported, they represent a terrorist's dream and a counter-terrorist's nightmare. Not surprisingly then, ADM stocks are heavily guarded, normally by the finest troops available (such as the SAS and SEALs). Unlike most security guards, these men will have no hesitation about shooting any intruder, and when they shoot, they will shoot to kill. Finally, the arming devices for such weapons are always stored separately from the devices themselves, just as a further security measure in case of disaster.

Although ADM are presented here for thoroughness (and to give the Administrator an understanding of special forces capabilities), it is strongly recommended that such items *never* be allowed into the hands of the Player Characters. Good adventures can be constructed around preventing others from obtaining or using such devices, however.

Demolition Price List

Item	Cost($)
ADM	NA
Blasting caps (any)	10
C-4	200/2.5 lbs.
Cable cutter	400
Claymore mine	200
Demo kit	50
Detonation cord	2,000/500'
Detonators (any)	100
Safety fuse	500
Shaped charge	500
TNT	10/½ lb.

Non-combat Equipment

Clothing

Although there are few special clothing items for commando teams, there are some important considerations to bear in mind. All commandos should have durable clothes, rugged boots, and good socks. Buttons should be used rather than zippers and Velcro, both of which make noise. Camouflage is important, but worse than useless if it is not carefully chosen to match the terrain and time of year. Comfortable, well-fitting boots are a must, for a commando relies on his feet as much as anything else. Blisters and sores can incapacitate a man as effectively as any bullet wound.

Simple precautions can go a long way in the field. Characters should choose clothing that is loose and non-restrictive. Large pockets, and lots of them, are a must. Anything that might give the enemy information (unit badges, labels, or other identifying marks) should be removed. If a piece of luminous tape is fixed under the collar, it can be turned up during night marches, allowing the man behind you to see your position. Finally, anything that is special, such as an exotic or custom piece of clothing, also marks you as special, making you a target of choice.

The well-dressed commando should have at least the following:

Item	Cost($)
Head netting, camouflage	6
Head scarf	2
Hiking boots	100
Insulated gloves, winter camo	20
Insulated pants, winter camo	50
Jungle boots	50
Leather gloves (for general use)	15
Long underwear	15
Pants:	30
Black	—
Desert camo	—
Fall camo	—
Jungle camo	—
Standard	—
Parka, winter camo	100
Poncho	20
Rain suit	40
Shirt:	30
Black	—
Desert camo	—
Fall camo	—
Jungle camo	—
Standard	—
Socks	4
Suspenders	12
Sweater	50
Tennis shoes	30
Underwear	2
Wool watch cap	6

Ghillie suits: The ghillie suit is a special camouflage outfit designed to completely cover the wearer and is normally used by snipers. Unlike normal camouflage clothing, the ghillie suit covers the entire body in what looks like a hairy burlap bag. It is made from layers of camouflage netting, strips of dyed cloth, and "garnish" — branches, leaves, twigs, etc. A ghillie suit can be purchased for $150, or any character with Concealment skill can make one for himself or another. The suit gives the wearer a +20 bonus to avoid detection. However, the suit is clumsy and awkward. Characters move at ½ their normal MOV (including walking) and suffer a −3 on initiative rolls.

Miscellaneous Personal Equipment

In addition to clothing and weapons, commandos need a wide variety of other gear. Most of it is fairly common. Not all of it is necessary for every mission. However, if something is critical, the team should always take the precaution of carrying two of the items in case one is lost or damaged. Finally, the team should always balance the importance of the item against its weight. There's not much good in having all this gear if your character is so loaded down that he has to ditch it all trying to escape the first tight spot he gets into.

Item	Cost($)
Brass catcher	25
Camouflage netting* (10'x10')	500
Camouflage paint sticks	4/stick
Canteen	20
Chocks*	25
Compass	20
Compass, audio*	150
Entrenching tool	15
First-aid kit, field*	4000
First-aid kit, personal*	30
Flashlight, waterproof	30
Gas mask*	100
Goggles	10
Hammock	40
Handcuffs	25
Jumar ascender*	100
Knife, pocket	20
Knife, survival	70
Luminous tape*	3
Machete	20
Maps*	Variable
Note pad, waterproof	5
Nylon webbing strap, 10'	5
Parachute cord	10
Pen	1
Penlight, waterproof	10
Pocket altimeter*	50
Rope*	200/50'
Rucksack*	100
Signal flare gun, one shot	50
Signal mirror	5

Item	Cost($)
Survival kit*	20
Tire patch kit*	5
Web belt	15
Wire saw	5

Camouflage netting: Netting can be obtained to cover nearly any size item. It provides a −20 modifier on chances of spotting the concealed item and a −10 modifier against IR spotting.

Chocks: These large nuts are used as climbing aids like pitons. They are wedged into cracks and hold rope in place. Unlike pitons, they can be used silently.

Compass, audio: This is an electronic device. The user wears an earphone and the compass beeps to indicate north. It is useful in the dark.

First-aid kit, field: This is more than the standard Boy Scout first-aid kit. It includes such things as blood expanders, antibiotics, antiseptics, burn dressings, field dressings, morphine injections, inflatable splints, endotracheal tubes, surgical tools, and snake bite kit. All pieces are separately wrapped and moderately waterproof. It can only be used by those with First Aid skill. Without the first-aid kit, characters with First Aid skill cannot treat serious injuries in the field (which is the only way to immediately recover 1 hit point when a character is injured).

First-aid kit, personal: This is a simple collection of field dressings and antiseptics for survival use. This kit does not allow a character to regain lost hit points, only prevent more serious infections.

Gas mask: Effective against chemical agents, gas masks limit the character's field of vision. The character cannot see into his peripheral field of fire. The mask also provides a −4 on all initiative rolls.

Jumar ascender: This is a climbing rig for going up a free-hanging rope. The feet are hooked into straps and a locking system clamps on the rope. The climbing rate is 3′ per turn.

Luminous tape: This is useful for marking things needed at night, including field-of-fire posts.

Maps: Maps are essential to any operation, and military maps are usually the most accurate. The cost will vary with the location and amount of detail desired. Maps should be coated with a waterproof plastic and painted with a luminous paint on the back.

Pocket altimeter: This is used to determine the team's altitude for extractions, air strikes, and artillery fire.

Rope: Professional mountain-climbing rope should be used in situations where real climbing must be done. The best for general use is a 4mm kernmantle line. This weighs 1 pound per 100′ and has a breaking strength of 900 pounds.

Rucksack: This is a basic military pack with internal frame. The typical load is about 55 pounds.

Survival kit: This is a collection of small useful items, including bouillon cubes, fishhooks, razor blades, matches, sewing kit, signal flare, space blanket, and nylon line.

Tire patch kit: This is useful for repairing waterproof items and small rubber boats.

Observation and Detection Equipment

A specialized part of the commando's inventory is the equipment that allows him to see his enemy before his enemy can see him. Another part is the equipment that alerts him to his enemy's presence. These types of gear are grouped under observation and detection equipment.

Observation equipment improves the commando's chances of seeing the enemy. With the introduction of new technology, there are several different types of such equipment.

Binoculars, spotting scopes, and telescopic sights: These are straightforward optical devices. Their lenses magnify distant objects, making them appear closer. How much closer depends on the magnification, which is given as a #x, such as 4x. To determine the magnified viewing range, divide the actual distance by the number given. A

4x scope would make an object 1,080' distant appear 270' away.

Image intensifiers: These items are often called "starlight scopes." Battery operated, they function in available light levels as low as moonlight and starlight. They are passive devices, so there is no detectable infrared emission from the viewer. Like regular scopes, they can also magnify their target as explained above.

Thermal imaging devices: These systems allow the viewer to observe through all but the most adverse conditions. The imager reads the thermal emissions of the target, allowing it to "see" through total darkness, fog, smoke, and even light brush. In the past, such devices were too heavy for most special operations; however, the weight has been substantially reduced in new generations.

Listening equipment: Directional microphones are becoming so common they are easily available on the open market. Many units are quite compact and can easily be carried by a single man along with all his other gear.

Item	Type	Mag.	Wt.	Cost($)
AN/PVS- 4	Imaging	4x	3½	4,500
AN/PVS-5A	Imaging	1x	2	3,000
Armored Waterproof	Optical	7x	2	400
BIS electronic stethoscope	Listening	—	2	200
HHI-8	Thermal	2x-5x	12	10,000
Leatherwood	Optical	3x-9x	2	500
Parabolic mike	Listening	—	2	150
Redfield	Optical	12x	1	700
Stabiscope Fujinon	Optical	10x	4½	3,000
SUSAT L9A1	Optical	4x	1	500
TSN-1	Optical	20x	5	600
Varo Nite-Eye	Imaging	3x	1	3,000

AN/PVS-4: This starlight scope can be used hand-held or weapon-mounted. The effective spotting range is 1,800'. The battery lasts 12 hours.

AN/PVS-5A: This is a set of night-vision goggles designed for close work (driving and the like). The effective range is 500'. A battery will last 10 hours.

Armored waterproof: This is a standard pair of military binoculars.

BIS electronic stethoscope: This device consists of a small, sensitive microphone, a pocket amplifier, and headphones. It is used in hostage situations to overhear the activities of those on the other side of a wall. The battery life is 10 hours.

HHI-8: The HHI-8 is one of the first of a new generation of thermal imaging devices. Similar in appearance to a standard home video camera, this is driven by a battery and compressed air bottle, which give 5 hours of life. The image is displayed on a small CRT. Under normal conditions, a man can be spotted out to 1,200' and a vehicle out to 3,000'.

Leatherwood: This is a standard-issue sniper rifle sight. The magnification can be adjusted from 3x to 9x.

Parabolic mike: This is a small, hand-held unit that looks like an oversized flashlight connected to a set of headphones. Amplification is approximately 5,000 times normal. It can pick up a whisper at a range of 300'. The battery unit provides a life of 10 hours.

Redfield: This is another sniper rifle sight.

Stabiscope: This is a gyroscopic stabilized binocular, designed to hold the image steady even during rough movements. Thus, unlike normal binoculars, it can be used effectively from a moving vehicle or boat. The internal gyroscope takes 30 turns to reach full power. The battery lasts for 4 hours of use.

SUSAT L9A1: The SUSAT (sight unit small arms trilux) is the latest British Army weapon sight. It is designed to be mounted on a variety of weapons. It is not a sniper-specific sight, and is intended for use by all infantrymen.

TSN-1: This is a commercial model spotting scope. To be effective, it must be mounted on a tripod or other steadying device.

Varo Nite-Eye: This is a lightweight, hand-held imaging viewer. In addition to its compact size, the Nite-Eye also has a built-in light source (invisible to the naked eye) allowing the unit to see into areas devoid of any lighting. It can also be adapted to camera mountings. Effective range is 500', while the built-in light is effective out to 150'.

Detection equipment is designed to alert the user when the enemy enters a given area. The types of sensors range from active pyrotechnics to unattended ground sensors (UGS).

Acoustic sensors: These are essentially sensitive microphones that can transmit on standard FM frequencies.

Disturbance sensors: These are small devices that emit a signal when moved or when a tripwire is disturbed.

Magnetic sensors or remote electromagnetic sensors: These operate like metal detectors, triggering an alarm when a disturbance in the electrical field enters the detection range.

Radar detectors: This is essentially the standard car radar detector, modified for special forces use. It is useful in specialized situations.

Seismic detectors: These detect nearby motion through tremors in the ground. Such detectors can be hand-placed or even delivered by air.

Sonar: This allows the user to detect objects underwater by hearing the echo of sound waves bounced off the target.

Sensor	Type	Wt.	Cost($)
ACOUBUOY	Acoustic	5	2,000 (B)
ADSID/S	Seismic	13	5,000 (B)
AN/PQS-1B	Sonar	22	2,000
EMID	Magnetic	14	3,000 (B)
Nitewatch	Disturb.	1	75
NNB	Disturb.	—	NA
PEWS	Magnetic	20	5,000 (B)
Radar detector	Radar	1	350
SPS-1	Seismic	8	NA

ACOUBUOY: This is a portable microphone and transmitting unit, designed to be hung from a tree branch. It has a detection range of 900' to 1,200' and sends a radio signal when triggered by sound.

ADSID/S (air-delivered seismic intrusion detector/short): This seismic detector is dropped from helicopters or slow-moving aircraft. Personnel can be detected out to 100', while vehicles are detectable to 350'. Upon detection, a radio signal is broadcast. The battery has a life of 150 days.

AN/PQS-1: This is a hand-held sonar unit for use by divers. It has active and listen modes. In active mode, it sends out a pulse to a range of 60, 180, or 360' (as chosen by the diver). Objects between the chosen and the next lowest ranges will send back an echo. Those with sonar skill can attempt to interpret the signal, success indicating they have a general idea of what is out there and roughly

how far away it is. In listen mode, the sonar can pick up a signal transmitted at a higher frequency than humans can hear. This signal is used as a beacon sent out by subs at the PZ. In listen mode, the unit has a range of 6,000'. The batteries in the unit will last for about 50 hours of normal use.

EMID: This electromagnetic sensor is able to detect movement out to 120'. It can be set to operate continuously or activate only at night. The unit is fully waterproof and can be placed in swampy ground where seismic detectors would be ineffective. The battery life is 45 days or 90 nights.

Nitewatch: This is a commercial intruder alarm. To operate, a thin wire is laid out over the area to be protected, up to 300' in length. The wire is fragile and breaks easily when stepped on, breaking the circuit and sounding the alarm. A single battery will last one to two months.

NNB (noiseless button bomblet): These tiny sensors are designed to be dispersed by air to provide broad area coverage against enemy approach. They are disguised to look like stones or twigs. When moved, even slightly, a radio signal is sent out. The device has a battery life of 40 days.

PEWS: This is a package unit of two receivers, 10 ground sensors, two headsets, and carrying case. The ground sensors are remote and can be placed up to 5,000' from the receiver. It can detect moving objects up to 30' from the sensor and automatically classifies these as man or vehicle. The detectors have a battery life of 150 hours. The receiver's battery will last for 20 hours of continuous use.

Radar detector: This compact unit has a 5-hour battery life. It can detect most forms of radar out to 1 to 3 miles distant.

SPS-1: This is a state-of-the-art seismic sensor, able to distinguish the ground vibrations of men and vehicles from those of rain, tree roots, wind, and aircraft. The set contains 10 detectors, able to transmit by radio to a receiver. Each detector can sense men out to 30' and vehicles out to 350'. The battery life of a detector is four to six months.

Communications Equipment

Good communications are important to commandos, as they'll need to be apprised of any new intelligence that may affect their mission. They may also have to request artillery or air support, send intelligence back, or arrange emergency evacuation. However, good communications equipment is hard to find. Few radios meet military demands, lacking ruggedness, being far too heavy, not having long enough range, and/or not meeting other special military needs.

The table below lists suitable radios along with some specialized electronic equipment. The radios listed are field units and rely on a base set and radio net. These base sets are vehicle mounted and are not at all practical for special operations. Since there is little point in purchasing these radios without their attendant base set (which is not available to the public), no prices are listed for these items. Military radios as such are only useful when used in conjunction with military units.

Radio	Range	Life	Wt.	Features
AN/PRC-77	25	30	22	
Expendable jammer*	30'	2	5	Programmable
FM headsets	300'	5	2	Voice activated, at many stores
PRC-319	20	20	5	Burst transmission
Satellite link*	Unlimit.	8	50	
UTEL*	SP	6	23	Underwater telephone

Expendable jammer: This compact unit is an electronic jamming unit. Its short range requires hand placement, but once in position, it can be programmed for a 1-minute to 100-hour delay. Once activated, the jammer puts out a blanket of continuous electronic noise, overpowering any transmitters or receivers within range.

Satellite link: The most sophisticated communications unit is the briefcase-sized satellite link-up. With this unit, any user knowing the proper directional information and code sequences can reach almost any point in the world, bouncing his signal off a military communications satellite. The transmission is automatically scrambled and sent in a burst, a compressed high-speed pulse that makes interception and eavesdropping more difficult. Furthermore, some units are frequency-hopping, changing their transmission frequency every microsecond on a preset pattern. Clearly, this is not an item a *Commando* character can use without the express permission of the military.

UTEL: This is an underwater telephone system, allowing divers to communicate with each other and with submarines and ships. Underwater, the signal can be directional to another UTEL out to a range of 6,000' or omnidirectional to 1,500'. When signaling a sub, the range is extended to 30,000' (just under 6 miles). When not sending, the UTEL can be set to listen mode to pick up signals from other UTEL or sending devices. Unless a special full face mask is used, signals are limited to Morse or single tones. A full face mask allows the use of a lung-mike for normal spoken messages.

Diving Gear and Boats

Underwater/seaborne insertion is one of the most common ways to get a commando team close to its target. Most countries in the world have some area of coastline, and many have a substantial amount. Coastlines tend to be thinly guarded and navigable rivers may allow penetration even deeper into a country.

However, naval insertion, whether seaborne or underwater, has its difficulties and limitations, particularly when trying to reach important, protected targets. On the surface, there is very little to hide behind, making small boats easily noticed targets. Certainly such craft are not allowed near sensitive installations. Such important sites also have protections against divers—blocking nets, hydrophones (underwater microphones), and thermal imaging devices to detect the presence of the air bubbles released by a SCUBA diver. To foil these, commandos have to use sophisticated equipment and techniques.

Some people mistakenly believe that diving and

boat handling are only important to counter-insurgency troopers. They have the opinion that anti-terrorist teams never have need of these skills. However, counter-terrorists must be ready to react to situations in all possible environments. Already there have been hostage incidents aboard ocean liners (as with the Achille Lauro). Other scenarios for which counter-terrorist teams plan include the seizure of oil platforms and offshore pumping stations. This is a very real threat and could cripple a national economy (in addition to any possible environmental damage).

Diving Gear

There are three basic types of diving gear — open circuit, semi-closed circuit, and closed circuit (EMERSON). Each has different properties, advantages, disadvantages, and risks.

Open-circuit diving gear, the most familiar type, includes the aqualung or SCUBA (self-contained underwater breathing apparatus). Open circuit means the diver breathes air from a tank and blows out lots of bubbles. It is noisy underwater (triggering hydrophones) and produces a mass of telltale bubbles (detectable on thermal imagers). A string of air bubbles breaking the surface of a smooth ocean is a clear signal that someone is attempting to infiltrate by diving. Open-circuit gear allows a longer time underwater than other diving apparatus, and is the simplest diving gear to use.

Semi-closed circuit gear changes the gas mixture in the tank and makes use of an inhalation and exhalation bag. Bubbles are still discharged into the water, but by the time these reach the surface, they are unnoticeable, since the amount of gas released into the water is fairly low. Semi-closed units require more training and are more dangerous to use. The gas balance (a mixture of nitrogen and oxygen) must be correct for the intended depth. The system is less forgiving of diver errors than a normal SCUBA unit.

Closed-circuit diving gear releases no gases. Pure oxygen is drawn in from the tank and exhaled into

a special recharging canister. Chemicals in this canister remove the majority of waste gases and the remainder is recycled back into the breathing cycle. No bubbles are released, making detection extremely difficult. However, the time underwater and depth possible are greatly restricted, and the system requires skill and training to avoid accidents.

The relevant information about each type of unit is given below. "Dur" lists the maximum amount of time in minutes that can be spent underwater on a normal tank. The deeper the dive, the shorter the duration will be. "Depth" lists the greatest safe depth the unit can achieve. "Fr" is the Friction Point cost of the specific gear.

Equipment	Cost($)	Wt	Dur	Depth	Fr
Aqua-Master SCUBA	500	90	180	130'	4
EMERSON closed	2,000	35	120	20'	10
MK VI Semi-closed	1,000	70	180	180'	6

Miscellaneous Diving Gear

Item	Cost($)
Depth gauge	25
Mask	50
Swim fins	25
Weight belt	20
Wet suit	250

Boats and SDV

Besides diving, teams can also reach their target aboard small assault craft. There are three basic groups of craft—boats, SDVs, and submersible inflatables.

Boats used are most often small inflatables. For large missions or difficult water conditions, rigid boats are used. All typically have a small, muffled outboard motor.

SDVs (swimmer delivery vehicles) are underwater diving chariots that can be used on the surface if necessary. All are "wet" submersibles, which requires that all team members have diving gear.

They are typically used when the distance to be covered is greater than practical for the swimmer alone. Diving depth is approximately 30'.

Submersible inflatables are a variation of SDVs. Superficially, they appear to be standard inflatable boats and can be used as such. Upon nearing the target, the boat can be submerged and run on special electric motors. It can even be anchored underwater while the team is ashore. Like SDVs, they are "wet" submersibles. However, unlike the SDV, they are more boat than submarine and can travel faster on the surface.

On the table, "Cap" (Capacity) indicates the number of men that can be carried or maximum pounds of equipment when a second number follows the slash. The "Spd" (Speed) is in miles per hour. When two numbers are given, the first is the surface speed, the second the submerged speed. "Rng" (Range) is the operating range on a single tank or battery charge. Again numbers separated by a slash are surface and operating speed.

Item	Cost($)	Cap	Spd	Range	Dim.
Boston Whaler	20,000	8 w/gear	20	100	16' × 6'
EX-IX SDV*	NA	2 w/gear	20/7	70/50	16' × 3'
Excalibur 90 sub/inf.*	75,000	2 w/gear	35/3	100/14	15' × 5'
Excalibur 180 sub/inf.*	100,000	10/2,200	35/3	100/14	23' × 7½'
IBS silenced outboard motor*	4,000	—	12	60	100 lbs.
Mk. 11 landing craft, personnel launch	NA	20 w/gear	20	173	36' × 13½'
Zodiac inflatable boat	5,000	7/1,000	—	—	12' × 6'

EX-IX SDV: This is driven on the surface by a gas engine. Underwater propulsion is provided by electric motors. The SDV is fitted with an avoidance radar and a computerized navigation system.

Excalibur 90: This carries a built-in breathing system, capable of supplying air for 5 hours. Deflated, it can be "parked" on the bottom.

Excalibur 180: This carries a built-in breathing system identical to the 90. In addition, it has a separate battery unit to power add-on electronics as desired. These electronics can include forward-looking sonar, radio equipment, satellite navigation systems, and even ordnance launchers. Like the 90, it can be submerged and parked on the bottom.

IBS (inflatable boat, small) silenced outboard motor: While quiet, this motor is difficult to maintain and suffers from unreliability. It has a Friction Point rating of 2.

Swimmer Insertion

Small inflatable boats can get a team all the way to shore. However, often the team must swim from a drop-off point to shore. This can be done from a boat, submarine, or helicopter. (The last is explained under Airborne Insertion.)

A drop-off from a boat can be done at slow or high speed. A slow drop can be done at speeds up to 17 mph. Using this method, a pair of swimmers climbs aboard an inflatable boat held alongside the landing craft. They straddle the outboard inflation tube, while another pair assumes the same position on the inboard tube. On signal, the two swimmers on the outside drop into the water, holding their face masks in place. The other pair then moves to the outside position, and a third pair enters the inflatable and straddles the inboard tube. One pair of swimmers is dropped every 75'.

At high speeds (up to 46 mph), the Fulton drop is used. Each man holds his fins (blade up) against his chest and his face mask in his hand. All other gear must be secured. On signal, the man runs to the stern and jumps. He should hit the water with feet together, chin tucked and gear against his chest and hold this position until the boat is safely away. Then he can surface and put on his fins and mask.

Another way commandos can reach the beach is by submarine insertion. This can be done surfaced or submerged. When surfaced, swimmers enter the water the same way they would from a boat. However, surfacing is not always possible, since the submarine's silhouette may be detected on radar. When submerged, swimmers can leave the sub through the escape trunk. Four men can exit at a time. They enter the trunk, which is then flooded with water, and open the outside hatch. Once outside, they close the hatch for the next team.

Inflatable boats can also be inserted by a submerged submarine. Before reaching the drop point, the deflated boat is fastened to the sub deck. At the drop point, a SCUBA team exits the sub,

inflates the boat and secures it. The boat team then exits the sub and surfaces to board the boat. If the depth is not great, the boat team does not need SCUBA gear to reach the surface.

Swimmer Extraction

Being picked up by a boat requires no special knowledge, if there is no hurry. The swimmer simply signals the boat (through a flare, smoke, or electronic beacon) and waits for it pull alongside. The only drawback is that the boat must come to an almost-complete stop.

Swimmers can also be picked up by specially rigged boats moving at different speeds. For slow speeds (up to 17 mph), the swimmers arrange themselves in a line. They signal the boat to make a pass. As it approaches, each swimmer kicks himself up and holds up his left arm, crooked. A pickup man catches this in a sling. As soon as the sling is around the arm, the swimmer grabs his left wrist with his right hand and rolls onto the inflatable boat held alongside. He then gets out of the sling and climbs onto the main boat.

For a high-speed pickup, the swimmers signal the boat and it makes a pass, dropping off a pair of flotation pods connected by a line. The swimmers take the pods and swim apart until the line is taut. Each then boards the pods and grips the hand straps. The boat makes a high-speed pass and snags the taut line in a winch arrangement. The pods are then hauled up to the boat as it heads out to sea.

Swimmers can also be picked up by submarine. When the sub is on the surface, no special arrangements need to be made. However submarine pickups can also be made while the submarine is submerged and under way. Normally, the sub will stop and wait in one place. A line from a buoy to the escape trunk is used to guide the swimmers down. The escape hatch is already flooded and lit to help them. If the depth is great, small oxygen tanks and regulators can be attached to provide fresh air. When attempting a pickup while the sub is under way, the swimmers

stretch a line with men at each end. The sub, traveling at periscope depth (and no faster than 1 to 3 mph), snags the line, and the men pull themselves up to the scope. There they follow a line previously run from the periscope to the escape trunk.

Swimming Advice

Those approaching a mission by swimming or boat have unique hazards and situations not faced by others. The following pieces of advice, while they will not reduce the chance of something going wrong, will at least prevent some specific things from getting screwed up.

• Equipment should be waterproofed even if you don't expect it to get wet.

• In boats, paddles should be fastened by cords to the boat. They should be wrapped to reduce noise.

• Weapons should be attached to their owners by long cords that will still allow free movement. Another lanyard should attach the weapon to the inflatable.

• All non-weapon gear on a small boat should be stowed securely in case the boat capsizes.

Parachuting, Aircraft, and Helicopter Operations

By far the most common method of insertion is from the air. It offers the greatest flexibility of LZs, allowing commandos to reach points feet, vehicles, diving, and boats cannot take them. There are few locations to which a plane or helicopter cannot get close, as they can even penetrate hostile borders and radar cover. It is commonly expected that all members of special forces will be skilled in parachuting.

Parachutes

Item	Cost($)	Wt
Airfoil parachute	1,000	50
Water harness release	500	—

The days of the old round silk military chute have long since passed. Special forces operations require pinpoint accuracy and greater glide distances than the old chutes could provide. The chute preferred by commandos is the airfoil sport parachute.

This parachute is much more steerable than the old versions. A skilled parachutist can hit within feet of a target even when he starts from miles away. If your character can see the drop zone, he can steer his chute to it. Airfoil chutes glide at approximately 30 miles per hour and drop at the rate of 1' for every 4' traveled. A complete airfoil chute, including reserve, weighs about 50 pounds and costs $1,000.

Characters can customize a parachute to have a water harness quick release. These replace the standard connectors on the risers of the chute. When these connectors are released in water, they automatically release the risers, allowing your character to swim free. These items cost about $500.

For resupply drops, characters may want to use remote guided parachutes. These chutes are steerable designs with an electromechanical guidance system. On opening, the electronics package homes in on a ground beacon (set up by the characters), steering the chute generally in the proper direction. When the chute is in sight of the characters, they can steer the chute to a specific landing point using a simple remote control set. The complete set (guided chute, beacon, and remote controller) costs around $10,000.

HAHO

High altitude, high opening (HAHO) jumps are most often made when it is not possible for the delivery craft to fly close to the DZ. The team parachutes out at 20,000' to 25,000' and then glides to the drop zone. How long the chute remains in the air can be figured by dividing the altitude of the drop by 1,200. This will be the number of minutes required to reach the ground. Thus a HAHO jump made at 22,000' would take just over 18 minutes.

HALO

High altitude, low opening (HALO) is traditional, free fall parachuting. The plane must be able to fly over or very near the target space to make the jump. Due to wind resistance, velocity, atmospheric pressure, and opening height, it is difficult to determine the length of time the jump will last. Most HALO jumps last just 30 seconds to 3 minutes.

Landings

In parachuting, the riskiest point of the whole business is not jumping out of the plane—it's hitting the ground. Ideally, your character wants to land in a level, open area, although the ideal is seldom possible. Characters skilled in RT Jumping can attempt a tree landing; those without the skill do so at ½ MOV. A failed check indicates the character has suffered 1d10 points of wound damage.

Characters can also land in water. A parachuting skill check must be made. If it is failed, the character suffers 1d6 points of wound damage when he hits the water.

Parachuting and Friction Points

Whenever a parachute drop is made, the Administrator should immediately add 7 to the current Friction Point total, an additional 5 for water landings, and 7 for rough terrain jumps. Any jump made at night doubles the Friction Point cost.

Aircraft

Special operations utilize small aircraft able to fly at slow speeds. Unlike jets, these types of planes can land on short runways, conduct slow searches, and even drop supplies without chutes. Thus it is useful to know some of the limitations of these planes.

Landing fields for aircraft depend on their size. Light airplanes need at least 360' of runway space, including overruns. Medium aircraft need about 1,400'. The strip should be about 50' to 150' wide. The ground should be firm and level. If not, the runway will need to be longer. Likewise, runways in the mountains or in hot regions will need to be longer.

Taking off, the plane needs clear space between the point where the wheels leave the ground and any vertical obstacles. For light aircraft, this is 20 times the height of the obstacle; medium aircraft require 40 times the height of the treeline or whatever. Of course, this can be affected by load weight and other factors.

STAR Extraction

Airplanes rigged with the Fulton Surface-to-Air-Recovery (STAR) system can be used for aerial extraction. The equipment set consists of a helium balloon with a built-in beacon, rope, and two harnesses. The rope and harness are attached to the balloon and it is sent aloft while each character dons the harness. The pickup plane homes in on the beacon and snags the rope in a front yoke (provided the pilot made his Piloting check). Since the plane is flying at 125 to 150 mph, this yanks anyone in the harness off the ground with a lot of force. Once in the air, the person is winched in to a ramp at the rear of the plane. The ascent is so sudden that 50' obstacles can be cleared with a little as 10' of ground space. Up to 500 lbs. can be carried this way. The system is simple enough that no special training is needed by those on the ground.

Of course the system does have some risks. Given the sudden force involved, there is a 35% chance the character will suffer an injury, taking 1d8 wound points of damage. This is not a favored or recommended method of extraction. It can be used to remove sensitive equipment or prisoners the characters may have captured in the course of a mission. Since the system requires the use of specially prepared planes, it cannot be purchased by characters.

Helicopters

Rotary-wing aircraft (a fancy name for helicopters) are among the greatest assets any special forces team can have. They are fast, maneuverable, and long-ranged. They can be used for insertion, extraction, resupply, medevac, reconnaissance, and fire support. However, like fixed-wing aircraft, they have special needs and limitations.

Helicopters cannot fly in all weather as can some aircraft. Hail, sleet, icing up, winds of 45 mph or greater, or sudden gusts of wind 20 mph or more will normally prevent them from flying. Pilots who attempt to fly under adverse conditions must pass one or more ½ skill checks (determined by the Administrator). They also need clear LZs if they are to touch down or come very close to the ground. This should be free of loose objects that might become dangerous missiles in the prop wash. The LZ should be free of vertical obstacles in and around the area of the actual landing. The table below gives the dimensions needed for different sizes of helicopters. "Hard" indicates the radius in feet that should be cleared of everything. "Clear" is the radius beyond the hard area that should be cleared to ground level. "Free" is the radius that should be cleared of all objects greater than 1' in height.

Type	Hard	Clear	Free
Small	10	25	40
Medium	15	35	60
Large	25	60	80

In addition, it is best to have a clearance area around the LZ free of all large obstructions. Ideally this should be 10' for every 1' of obstruction height. If a tree is 40' tall, there should be 400'

clear area between it and the landing zone.

Of course, ideal sites are rare. The ground may be sloped or broken, the area too small. A helicopter pilot can attempt to land in less than perfect conditions (and many have), but he must make a Piloting skill check. For poor landing sites, this check should be made at ½ normal.

Helicopter Insertion

The most obvious way for a helicopter to get somebody where they want to be is to fly into an LZ, land, and let them get out. This is what should be done whenever possible, since it reduces the chance of injury and mishap. It may not be possible due to the lack of a landing zone or because the chopper cannot safely remain in the area that long. For these times, other insertion methods should be used.

When unable to land, the most desirable method for insertion is to rappel down a line. This can be done from 100' or less and allows the team to drop down into a clear space too small to land in. A Climbing or Rappelling skill check must be made for every character, with heavily loaded characters making a ½ skill check. Rappelling is hard enough without carrying a lot of gear. If the check is failed, the character lands hard and suffers 1d10 points of bruise damage (on a Bad Break this is wound damage). Rappelling can take from 1 to 5 minutes.

When speed is essential, characters can exit by the fast rope method. This is essentially the same way firemen go down the firepole—grab and slide. Of course, the characters had better be wearing gloves. Fast rope requires a Climbing or Rappelling skill check at ½ normal and ¼ normal for heavily loaded characters. A failed check results in 1d4 points of wound damage. Since the team is sliding down the rope one after the other, each man had better land and roll out of the way fast, unless he wants his buddy's boots in his backside. Using fast rope, a team can be inserted in 30 seconds or less.

Over water, the preferred method is helo-casting. This can be done from a chopper moving at speeds up to 60 mph, from heights of 50' or less (100' if the chopper is hovering), and into water at least 15' deep. Since the chopper doesn't have to stop moving, the insertion won't attract as much attention on radar. The procedure is similar to a parachute jump. On signal, two team members climb out each side of the helicopter and hang from the landing skids. On a second signal, each swings forward, lets go, and assumes the landing position (legs together, arms crossed, chin tucked). On entering the water, the characters can swim to their equipment bundles which have been thrown out with flotation devices attached. The procedure only requires simple training (hence the lack of a skill), but a REF check must be made when attempted. A failed check indicates the character suffers 1d4 points of bruise damage.

Finally, there is the most extreme method of insertion possible—jumping. Although not recommended at all, it is sometimes necessary. The normal rules for falling should be used. Commandos foolish enough to do this while carrying all their gear must make their REF check at ¼ normal.

Helicopter Extraction

Like insertion, the best method of getting out is to have the helicopter land, but again this is not always possible. Therefore, there are a few specialized methods for getting characters out.

When landing is impossible, but there is a relatively clear area, the preferred method is the STABO (stabilized tactical airborne body operations) extraction system. This is the fastest method to remove a team from the LZ. Essentially it is a harness attached by rope to the helicopter. One rig is needed for each team member. Once in the harness, the character simply walks along with the chopper until he is pulled off the ground (it can also be used to lift a team out of the water). Then all he has to do is hang there and enjoy the view. The disadvantage is that the team is exposed to

any enemy fire, so this extraction method is not recommended in combat areas. NOE flying is also right out, unless the team feels like being dragged through the treetops.

Often the forest canopy will prevent normal STABO extractions. For this, a special STABO rig, the Forest Penetrator, can be used. This is a heavy, torpedo-like rig that can force its way down through the branches. Otherwise, the extraction method is the same.

Sometimes hanging below the helicopter is not practical. For these times, troop ladders can be used. These are lowered out the doors of the chopper and the team climbs up. The height should be 100' or less. The largest disadvantage over STABO is that this method is very slow, requiring the helicopter to remain in the area for a long time. If there is need to hurry, the team can hook onto the ladder and then climb aboard while the chopper flies away.

Finally, some helicopters are fitted with rescue winches. A line (with harness attached) is dropped to the ground and the character is lifted by winch to the helicopter cabin. Only one person can be taken out at a time, so this method is extremely slow.

The World of Commando

Given all the realistic skills, equipment, and rules in the *Commando* sourcebook, it follows that your player characters ought to have a realistic world in which to roleplay. What follows is an aid for the Administrator in producing that realism — a listing of many of the terrorist and insurgent groups throughout the world and some of the special forces organized to deal with them. With this background information, the Administrator has the information he needs to set up conflicts and missions throughout the world.

The information given here is organized by regions of the world. Within each region, the countries are organized alphabetically. Where necessary, the Administrator may be directed to read other entries. It is difficult to categorize each and every movement to a single nation. Many span borders and regions. There is no guarantee a Colombian terrorist will confine himself to Colombia! He may strike into or from neighboring countries or at diplomats around the world. This is the nature of international terrorism.

The information here is as accurate and up-to-date as is practical. However, the situations described can change swiftly. Old groups and causes may disappear only to have new ones replace them. If you are uncertain of the accuracy or think that things have changed since this was written, you can usually find the answer at a good library.

Central America and the Caribbean

Antigua and Barbuda, Bahamas, and Barbados: These islands are self-governing members of the British Commonwealth. The principal language is English.

Belize: This nation is a member of the British Commonwealth. The official language is English, although Spanish is common.

Cayman and British Virgin Islands: These islands are British dependencies. The principal language is English.

Costa Rica: Costa Rica has a stable government, generally non-aligned, although pro-Western in outlook. There is no standing army, although the nation does maintain a sizable national reserve and police force. Terrorist acts are at a minimum, mainly spillovers from other countries, and no known insurgent groups are active in the country. Due to its location, in the past Costa Rica has been a haven for insurgents battling the Nicaraguan government, although this has declined as the nation attempts to maintain a neutral status. The principal language is Spanish.
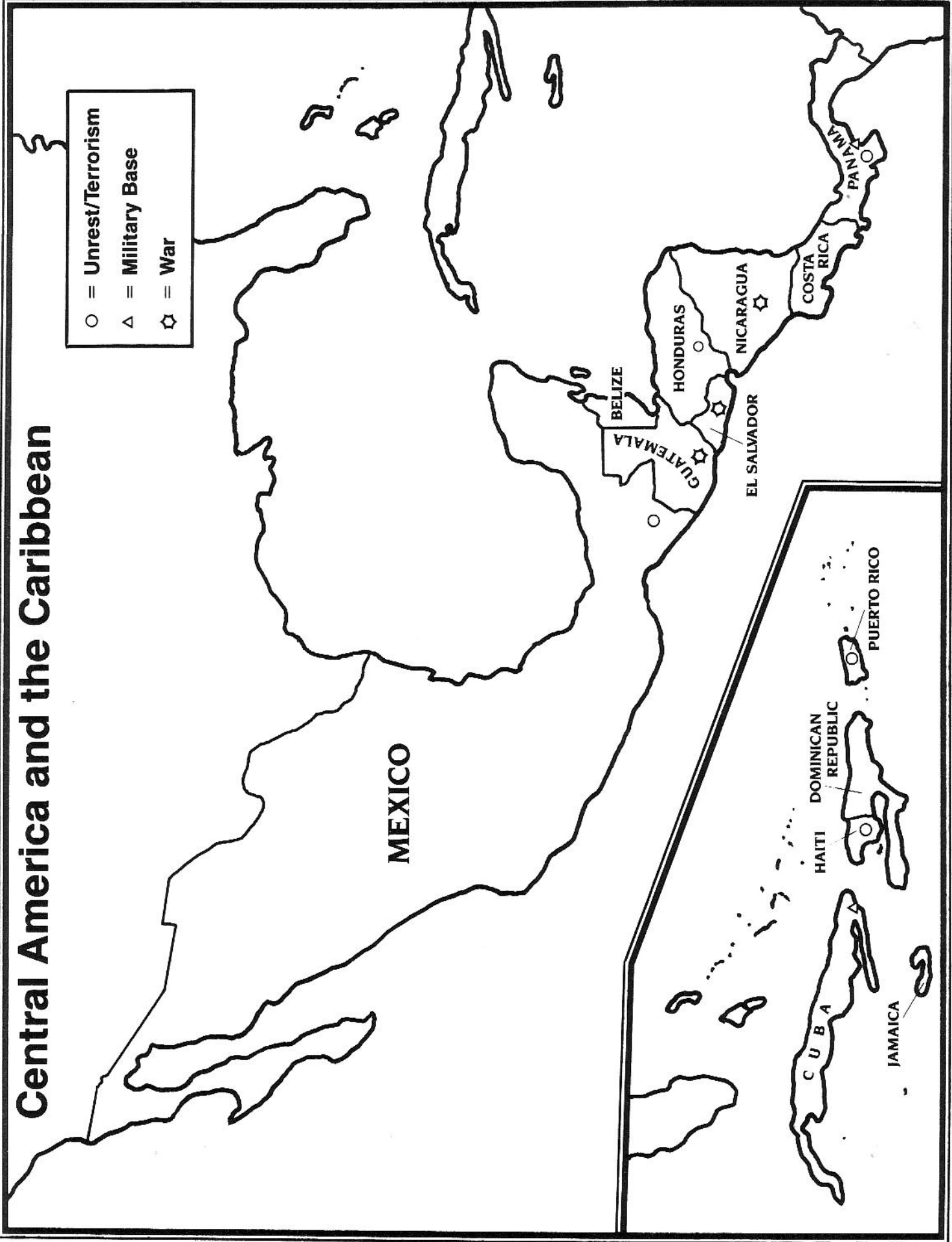
Cuba: Cuba is a Soviet client state, receiving substantial aid, especially military, from the Soviet Union. The intelligence service is known as the DGI. This is believed to have placed numerous double agents throughout the Caribbean and Central America, compromising the efforts of Western intelligence services in the region. Cuba also maintains an independent policy of exporting revolution, primarily in the form of weapons, advisers, and troops. Cuban troops are currently stationed in Angola and Ethiopia. Advisers are active throughout Central and South America, particularly in Nicaragua. For this and other actions, it has been condemned by the United States for state-sponsored terrorism. Alpha 66 and Omega 77 are believed to be CIA-backed anti-Castro terrorist organizations. The United States maintains a naval base at Guantanamo Bay. The principal language is Spanish.

Dominica: This island is part of the British Commonwealth. The principal languages are English and French patois.

El Salvador: Since 1980, El Salvador has been wracked by an increasing guerrilla war bordering on civil war. The guerrillas, receiving equipment and advisers from Cuba and Nicaragua, banded together as the Farabundo Mundi National Liberation Front (FMLN). Organizations within the FMLN include the Popular Forces of Liberation (FPL), led by Commandante Geronimo; Armed Forces of the National Resistance (FARN); Popular Revolutionary Army (ERP); and the Armed Forces

Central America and the Caribbean

Legend	
O	= Unrest/Terrorism
△	= Military Base
☆	= War

MEXICO

BELIZE

GUATEMALA

HONDURAS

EL SALVADOR

NICARAGUA

COSTA RICA

PANAMA

CUBA

JAMAICA

HAITI

DOMINICAN REPUBLIC

PUERTO RICO

of the Liberation (FAL), led by Shafik Jorge Handal, the son of Palestinian immigrants. In addition, the FMLN has contact with the Solidarity Coordinator of the Workers (a powerful labor union) and has been trying to create a civilian front, FIRE. Opposing the guerrillas are the El Salvador security forces and army, including the Atlacatl Special Forces battalions. The government receives substantial aid and advisers from the United States. There are also a number of right-wing death squads active, including the Secret Anti-Communist Army. It is generally felt that the government is holding ground, but not winning the war. The principal language of El Salvador is Spanish.

Grenada: Since the U.S. invasion of Grenada, democratic institutions have been restored to this island nation. The principal language is English.

Guadeloupe and Martinique: These islands are departments of France. The principal languages are French and Creole patois. In recent years, the Caribbean Revolutionary Alliance (ARC), which may have ties to Cuba, has been increasingly active, although it is limited to terrorist acts. The 3rd REI of the French Foreign Legion maintains its headquarters at Fort de France in Martinique.

Guatemala: For two decades, the activity of first terrorist and now insurgent groups in this Spanish-speaking nation have been steadily increasing, mainly in opposition to the policies of the various military dictatorships, which have attempted to solve the situation through genocide, terror, and repression. Recent elections have only marginally improved the situation. Insurgent groups united under a single command include the Guerrilla Army of the Poor (EGP), which is primarily Indian and operates in the Western Highlands; the Revolutionary Organization of the People in Arms (ORPA), active in San Marco province; the Guatemalan Party of the Workers (PGT), itself divided into three factions; and the Revolutionary Armed Forces (FAR), a primarily urban group. In addition, there are several unaffiliated rebel groups including Popular Forces Command, People's Guerrilla Command, and Guerrilla Forces of the Poor. Opposing these groups are the

armed forces (equipped mainly with Israeli weapons), the DIT (secret police), and several secret groups such as the Secret Anti-Communist Army and the Squadron of Death.

Haiti: Recent events on this island nation have left the government in turmoil. The nation, the poorest in the Americas, is quickly dividing into two factions—the supporters of ex-dictator "Baby Doc" Duvalier and the opposition. No organized terrorist or insurgent group has appeared, but the opposition is still terrorized by the remnants of the Ton-Ton Macoutes, the former dictator's secret police. The situation has worsened with U.S. charges of government complicity in wholesale drug smuggling. There is strong evidence that the most powerful military backer of the government profits from cocaine smuggled into the States from Haitian staging bases.

Honduras: This Spanish-speaking nation has been plagued by small-scale insurgency and terrorism. Since Honduras as been used as a base for the Contras (see Nicaragua), a staging point for cocaine shipments, and a route for arms traffic into Guatemala, El Salvador, and Nicaragua, it is hardly surprising there has been unrest. The situation is not helped by increasing charges of corruption in the army and the policy of the government not to extradite Honduran nationals. The latter has made the country a useful place for international drug traffickers. The government has formed the Urban Operations Command to combat the problem. Currently active under a unified command are the Revolutionary Forces of the People (FRP), the Morazanista Front for the Liberation of Honduras (FMLH), the Froylan Turcios, the People's Cinchonero Liberation Movement (MPLC), the United Revolutionary Movement (MUR), and the Revolutionary Central-American Workers' Party of Honduras. In exchange for its toleration of Contra bases, Honduras receives a substantial amount of U.S. aid.

Jamaica: This English-speaking island nation is a member of the British Commonwealth. Like many other nations of the Caribbean basin, Jamaica is faced by growing problems that could result in separatist or insurgent movements.

Mexico: While relatively stable in comparison to other nations of Central America, Mexico has a small but growing core of insurgent groups. Primary of these is the Army of the Poor. Bases and arms suppliers to the Guatemalan insurgents are found on the southern border. An extreme right group, Los Tecos, is active on the University of Guadalajara campus.

Netherland Antilles: These islands are a self-governing colony of the Netherlands.

Nicaragua: Since the overthrow of the Somosa regime, there has been a continual state of small-scale civil war in Nicaragua between the government forces (the Sandinistas) and a variety of opposition groups, commonly known as the Contras. These groups have received and possibly still receive military aid from the U.S., either directly or covertly through the CIA, although the latter is difficult to prove. Currently both sides are attempting to negotiate a cease-fire, although suspicion on both sides makes this a difficult process. Opposition groups are thought to include the Federation of Nicaraguan Workers (FTN), the Sandinista Revolutionary Front (FRS), the Democratic Christian Solidarity Front, Misurasata-SICC (a coalition of Indian groups), the Nicaraguan Democratic Movement (MDN), the Christian Workers Solidarity (STC), the Nicaraguan Democratic Union-Nicaraguan Revolutionary Armed Forces (UDN-FARN), Nicaraguan Assembly of United Democracy (Anude), the National Liberation Army (ELN), the Nicaraguan Democratic Forces (FDN, formed from the core of Somosa's National Guard), Misura (Miskito Indian movement), the Nicaraguan Anti-Communist Movement, and 3V Movement (M-3V). In recent months, political feuds among the Contras have broken out into actual fighting between the different factions. Due to the rapidly changing events in Nicaragua, some or none of these groups may be active in the future. Most have bases in Honduras or El Salvador, although secret bases may be maintained in Costa Rica, which has publicly denied them permission to stay.

Panama: Recent problems with Gen. Manuel Noriega, particularly the accusations of wholesale drug dealing and corruption, have strained relations between Panama and the United States. U.S. forces at military bases along the canal are maintained in a high state of readiness. Although there have been large-scale demonstrations, no organized terrorist or insurgent activity has arisen there yet.

Puerto Rico: This U.S. territory is the home of several terrorist groups attempting to achieve independence from the U.S. through violence. These include the Organization of Volunteers of the Puerto Rican Revolution, the Puerto Rican National Liberation Front, and the People's Army of Puerto Rico (Macheteros). Most of these groups conduct terrorist operations outside Puerto Rico in U.S. urban centers.

Saint Lucia and Saint Vincent: These independent islands are members of the British Commonwealth. The languages spoken are English and patois.

Trinidad and Tobago: These independent islands are members of the British Commonwealth. The principal languages are English, Spanish, French, and Hindi.

South America

Argentina: Argentina's shift to civilian government has quieted the activities of most leftist groups in the nation. However, new threats have arisen from the right, especially within the army. Groups currently active include the Uncompromising and Mobilized Peronists, the Authentic Peronist Party (PPA), Revolutionary People's Army (ERP, leftist), and the Argentine Anti-communist Alliance (Triple A).

Bolivia: Currently, the Bolivian government is divided into a great number of factions, supporting various causes. Among these, the most critical and influential are those supporting the illegal cocaine trade (most of which is shipped into the U.S.).

Brazil: Although facing serious economic prob-

lems, Brazil has managed to contain or prevent most terrorist and insurgent activity. However, violence is still a problem, particularly in the Amazon region. There have been reports of wealthy landowners hiring gunmen to drive Indians out of areas rich in mineral or lumber products.

Chile: Since the overthrow of Allende, the military government has engaged in a repressive crackdown on all possible forms of dissent. There have been numerous confirmed reports of illegal detention and torture. As a result, several small terrorist groups have been active in the nation. However, none have managed to create a national movement.

Colombia: The Colombian government has been fighting a war on two fronts—against various insurgent groups and a powerful cartel of drug smugglers. Often the operations of these two groups are linked, with money from drugs supporting the operations of insurgents in exchange for protection. Insurgent groups currently active include the National Liberation Army (ELN), which is divided into two factions and may be Cuban-backed; the Ricardo Frano Southern Front Command; the Young Non-conformists of Colombia (JIC), a leftist anti-drug group; the Student Revolutionary Movement (MRE): the Working-Class Self-Defense Movement (MAO); and M-19 (a Cuban-backed group), which is divided into several different brigades or operating groups and has contact with the Medillin Cartel. The government has recently settled with the largest insurgent group, FARC (the Revolutionary Armed Forces of Colombia), allowing it to establish a legitimate political party, the Patriotic Union Party. In opposition are several right-wing groups, including Death to Kidnappers (believed to be funded by drug money), the White Eagle Legion, the American Anti-Communist Alliance, the Black Hand, the Friendly Democratic Alliance, and Rambo, all right-wing death squads. Finally, there is a powerful lobby of organized drug smugglers, centered around the Medillin Cartel. This group often funds the activities of various rebel and terrorist groups as a means of keeping the government out of its operations. There are numerous reports of officials corrupted by the cartel, although these are hard to confirm. The cartel uses the policies of assassination and kidnapping to deal with officials hostile to its operations.

Ecuador: Like others in South America, this nation suffers from the three-pronged problem of insurgents, drug smugglers, and government repression. Currently active in the country are the Armed Forces (not the military), Alfaro Lives "Dammit!" (a leftist group), and the Free Fatherland Guerrillas.

Falkland Islands and South Georgia: Since being reclaimed from Argentina, these islands have served as a military base for a small detachment of British forces.

French Guiana: This is an overseas department of France. A 600-man infantry detachment of the 3rd REI of the Foreign Legion is garrisoned at Kourou. The languages spoken are French and Creole.

Guyana: This nation is a member of the British Commonwealth. The principal languages are English, Hindi, and Urdu.

Paraguay: Although it suffered from insurgent activity within the past decade, the Paraguayan is one of the few to have successfully destroyed an active insurgency. The current government is a dictatorship, as it has been through most of the history of the nation.

Peru: Peru is currently beset by economic problems, providing fruit for several growing insurgent and terrorist groups. Best known of these is Sendero Luminoso, the Shining Path, a group of extreme-left Maoists. Claiming to follow the teachings of Mao, their attacks have been noted for their savagery and apparent randomness. Led by Prof. Abimel Guzman Reynoso, alias Camarada Gonzolo, the Shining Path has thwarted army efforts to destroy it to date, and manages to produce a paper, *The Daily*. Also active in Peru is the Tupac Amaru Revolutionary Movement (MRTA), named for the leader of the last great Indian revolt. It claims connections to Cuba, Nicaragua, and the FMLN of El Salvador. It is primarily an urban terrorist group. The leader is believed to be

South America

VENEZUELA
GUYANA
COLOMBIA
SURINAME
FRENCH GUIANA
ECUADOR
PERU
BRAZIL
BOLIVIA
PARAGUAY
ARGENTINA
URUGUAY
CHILE

FALKLAND ISLANDS

○	= Unrest/Terrorism
△	= Military Base
✡	= War

Luis Varese Scott. The group is considered the military wing of the Revolutionary Socialist Party — Marxist/Leninist (PSR-ML). Both the MRTA and the Sendero Luminoso are recognized as valid causes by the Peruvian Communist Party (which prints *The Voice*). Also active in Peru are the People's Revolutionary Command (CRP), the small National Liberation Army, the Marxist-Leninist Communist Unification Committee (CCUML), the Marxist-Leninist Core, Red Fatherland, Victoria Navarro, and the Victoriano Esparraga Cumbi.

Suriname: A former Dutch colony, this independent nation is ruled by a military junta. The principal languages are Dutch and Surinamese, a lingua franca.

Uruguay: After 12 years of military rule, the Oriental Republic of Uruguay has restored civilian government. The principal language is Spanish.

Venezuela: In past years, Venezuela has been wracked by terrorist activity, especially by the Bandera Roja. However, this group has been destroyed or driven deep underground. Although far more peaceful, Venezuela has had little recent trouble with terrorists, except for spillover from its neighbors. Currently banned is the right-wing Catholic group Tradition, Family, and Property, located in the deep mountain regions.

Western Europe

Western Europe is, fortunately, one of the most politically stable regions in the world. Although there is unrest, there are few active insurgencies in the region. Most conflicts are resolved through political representation. However, at the fringes of the political world, there are a vast number of terrorist organizations. Some of these are home-grown causes, but most are foreign supported, striking at targets in the region for maximum effect. To combat these, the Western European nations have formed the Trevi Group. This is responsible for coordinating police and intelligence efforts of member nations in the battle against terrorism. Politics has limited the effec-

tiveness of this effort. Interpol, although not allowed to pursue terrorists, has been authorized to share information gained on terrorist activities.

Albania: Aside from occasional dissident activity, there is no known terrorist or insurgent group operating in this closed Stalinist state.

Andorra: This tiny principality sits astride the Franco-Spanish border and is under joint protection of both nations. Although it has no active terrorist groups, ETA members (Spain) can sometimes be found there.

Austria: This nation is NATO-aligned. There are currently no active terrorist groups. However, there is support in towns along the southern border for the cause of Italian Tyrolians (see Italy).
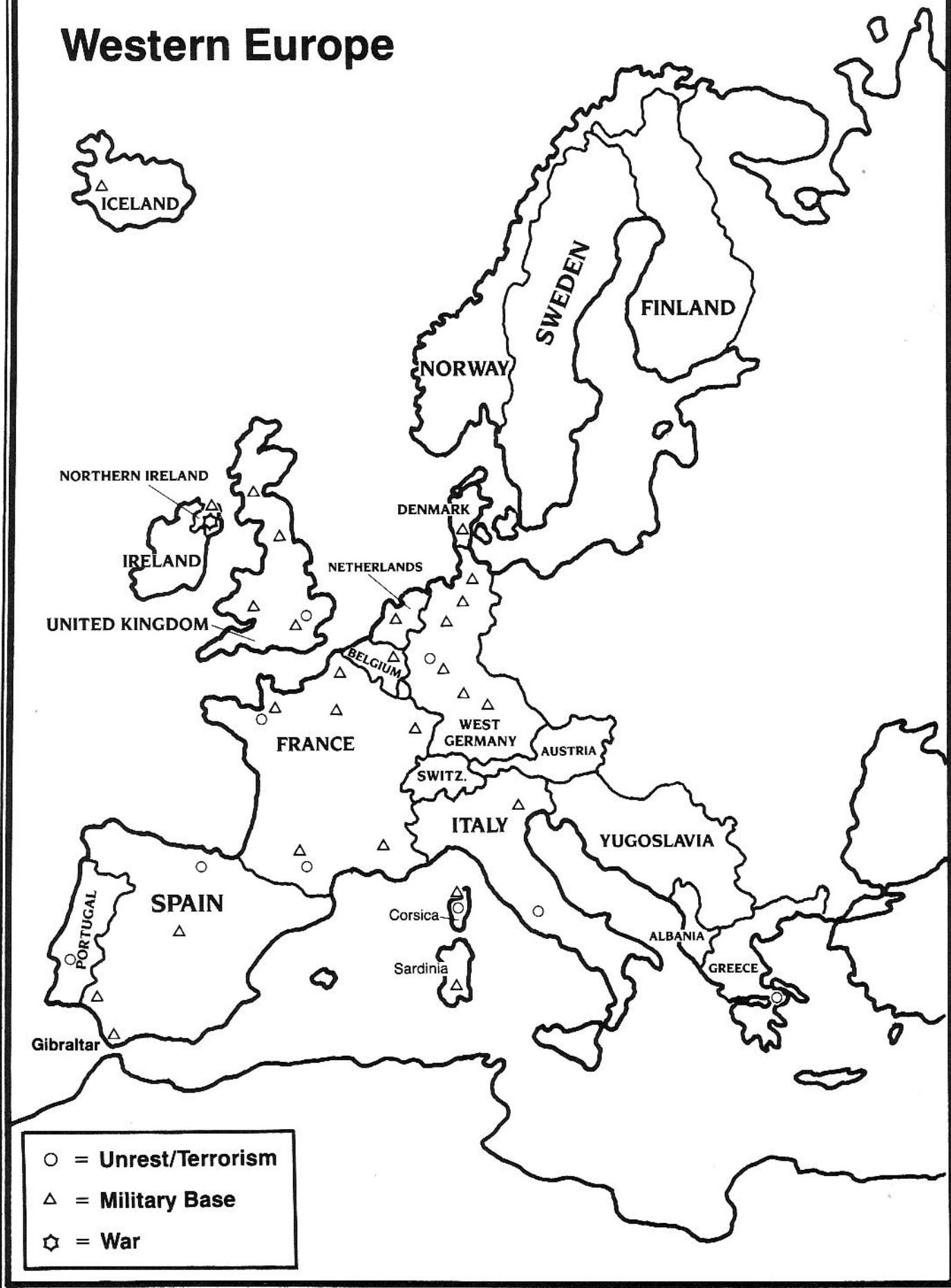
Belgium: In recent years, the Special Intervention Squad (ESI), the nation's main anti-terrorist force, has had some success in destroying the Fighting Communist Cells (CCC). Other smaller terrorist groups such as the Killers of Brabant are sporadically active. In addition, the government maintains an elite Paracommando Regiment for special operations duties.

Denmark: Denmark's special forces are primarily found in the Navy Fromandskorpset and the Army Jagerkorps. Both are expected to act as rapid deep-penetration strike forces.

Finland: This non-Communist nation, existing in the shadow of the Soviet Union, deliberately avoids antagonizing its larger neighbor. It does maintain its own army and air force, but so far has not had the need to raise a special anti-terrorist force.

France: Quite possibly due to its willingness to negotiate and buy off terrorists, France is the home and/or target of a large number of terrorist groups. Operating in France are Direct Action, which may have been destroyed in the last few years; the Anti-Terrorist Liberation Group (GAL), a right-wing pro-Spanish group that directs its attacks against ETA (see Spain) members sheltered in southern France; the Breton Revolutionary Army, a separatist movement with ETA and IRA contacts; the Committee in Solidarity with Arab Political Prisoners, probably the cover name

Western Europe

ICELAND

NORWAY

SWEDEN

FINLAND

NORTHERN IRELAND

DENMARK

IRELAND

NETHERLANDS

UNITED KINGDOM

BELGIUM

WEST GERMANY

AUSTRIA

FRANCE

SWITZ.

ITALY

YUGOSLAVIA

SPAIN

Corsica

PORTUGAL

Sardinia

ALBANIA

GREECE

Gibraltar

○ = Unrest/Terrorism

△ = Military Base

✿ = War

for Hezbollah (see Lebanon) which draws support from the Arab community in France; the Committee of International Revolutionary Solidarity (goals currently unknown); Computer Liquidation and Hijack Committee (CLODO), an anti-technological anarchist group; the Corsican Revolutionary Brigade, a separatist group; the Iparretarrak (Those From the North) Movement, a Basque separatist group; the Corsican National Liberation Front; NARAP, an anarchist group; and SOS France, a right-wing anti-immigrant group.

To counter these threats and maintain its influence aboard, France has several different special forces. The best known is the French Foreign Legion, an elite formation. This unit maintains several bases in France. The 2nd Regiment, trained in counter-insurgency warfare, is based on Corsica. Other regiments are based on the mainland at Castelnaudray, Nimes, and Aubagne. The Legion, however, is generally restricted to military operations outside France. The French also have the Force D'Action Rapide (FAR) for global response to suddenly developing threats and insurgencies. There is at least one airborne regiment under the control of the SDECE, France's foreign intelligence agency. To deal with terrorists in the home country, the French have established Groupe d'Intervention de la Gendarmerie Nationale (GIGN). This reports to the Ministry of Defense. It is a small unit, and the men are trained in a wide variety of specialties.

Greece: Greece has always been a prickly member of the NATO alliance, especially so with the inclusion of Turkey, its ages-old rival. There are several anti-NATO terrorist groups that operate sporadically within her borders, including the National Front, the Nov. 17th Movement, and the Revolutionary Popular Struggle. It is sympathetic to the cause of various Greek Cypriot and Armenian groups, providing a haven for the leaders of organizations like the Armenian Secret Army, primarily because they oppose Turkey. This also makes it a target for Turkish counter-terrorists and agents. Its position in the eastern Mediterranean also makes it a choice area of operations for Middle Eastern and Warsaw Pact operatives.

Indeed, the security at the Athens airport was for some time considered exceptionally poor, making flights out of Athens popular targets.

Iceland: This small island has nurtured a position of neutrality over its history. This and its generally minor political influence have prevented the rise of any major terrorist groups. However, it is a crucial part of the NATO defense system, closing the entrance to the North Atlantic. There are several military airfields and submarine monitoring stations on the island. It is quite likely that Soviet agents and disguised spetznaz are stationed on Iceland.

Ireland: The Republic of Ireland (not Northern Ireland) suffers greatly from the spillover of violence in the north. The south has been historically antagonistic to the British and discreetly supports the various groups active in Northern Ireland, allowing them limited freedom of operation. Because of this, most of the top leadership of the various Northern Ireland movements stay south of the border, supposedly beyond the reach of British officials. Illegal and highly secret cross-border raids are not unknown, however. Although not condoned by the government, most arms shipments enter the island through Ireland, where they are kept in caches until they are needed across the border.

Italy: Like France, Italy is plagued by an overabundance of terrorist groups operating on its soil. Most notorious of these is the Red Brigade, although this group may now be out of action. Other groups active in the country include Lotta Continua (Continuous Struggle), Marxist radicals; Ordine Nuovo (New Order), a neo-Fascist group; Prima Linea (Front Line), an anarchist group; the Nuclei Armati Revoluzionari (Armed Revolutionary Nuclei, NAR), a neo-fascist group dedicated to the destruction of leftist opposition; the Union for the Protection of Tyrol, German-speaking separatists; and the Communists for the Liberation of the Proletariat. The Italians tend to favor the tactic of kneecapping. Two terrorists approach the victim on a motorcycle or scooter, fire several rounds into the knees of the victim, and then speed away before the police arrive. When success-

ful, the tactic leaves the victim crippled for life.

To counter these terrorist groups and provide the state with an international presence, the Italian government has authorized several special forces organizations. The police have formed Nucleo Operativo Centrale do Sicurezza (NOCS), commonly called the Leatherheads. This 50-man unit is a dedicated counter-terrorist team. Dual-purpose (counter-insurgent/counter-terrorist) units include Comando Raggruppamento Subacqueri ed Incursori (COMSUBIN), an underwater naval unit, and the Gruppi Interventi Speciali (GIS), a police/ defense unit. In a purer counter-insurgent role, Italy's armed forces maintain the 9th Airborne Assault (Saboteur) Battalion and the San Marco Marines.

Netherlands: The Netherlands has few problems with terrorists and only a small international presence, so there are few special forces in the country. The principal group is the Marine Special Assistance Unit (BBE). In addition to its normal combat role, the BBE handles terrorist situations, placing an emphasis on small boat and diving operations. However, it has also acted against terrorists on land. One such group which has suffered at the hands of the BBE is the loosely organized South Moluccan separatists.

Norway: Norway has a vital role in the defense of NATO's northern flank, but maintains a small and ill-equipped army. Therefore, much emphasis is placed on outside reinforcement (from the U.S. Marines and 1st Amphibious Combat Group) and on local resistance. However, most war scenarios predict a sizable commitment of Soviet spetznaz troops along the northern frontier. In addition, Norway has sizable assets in North Sea oil platforms that are vulnerable to terrorist action. To combat these problems, the armed forces have created two special forces groups, a Marine Jaeger and a Parachute Jaeger. Unfortunately, both are very small. While they, and the National Police Readiness Troop, are sufficient to deal with most terrorist situations, their ability to affect a full-scale invasion is extremely limited.

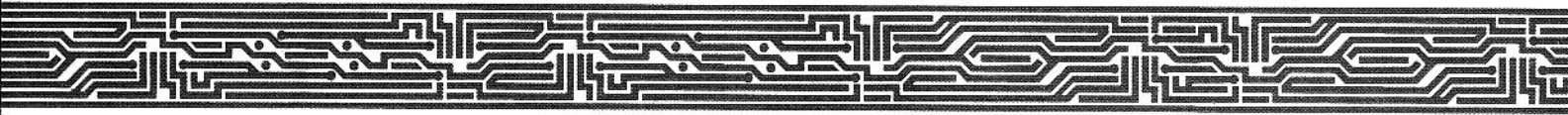**Portugal:** In the recent past, Portugal had been the target of several colonial independence movements (in countries such as Angola and Mozambique). Now there is much less terrorist action in the country and it is primarily aimed at the NATO alliance. Principal of all the small groups is the Popular Forces of April 25 (FP25).

Spain: Spanish problems with terrorists stem mainly from several different separatist movements at war with the government. The hardiest and longest-lived of all these is the Basque ETA (Euzkadi ta Azkazajuna—Homeland and Liberty), active since the 1950s. Recently the group has split into three factions—the Militar, hard-line gunmen; the Polismilis, who want to politicize the struggle; and the Octaves, a radical branch. The ETA has contact with other groups both in and out of Spain and has been linked to IRA gun-running operations, Red Brigade training camps, and Warsaw Pact nations. There may exist an unstated agreement with France, allowing the terrorists to remain undisturbed over the border in exchange for not conducting operations on French soil.

The ETA is not the only group active in Spain, however. Others include the Grupa de Resistencia Anti-Fascista Primo Octobre (GRAPO—First of October Anti-Fascist Resistance Group), an anti-NATO terrorist group; the Canary Island Liberation Front, a separatist group fighting for rights of a non-existent minority (probably as a front for Algerian and Libyan agents); the Catalan Red Liberation, a separatist group; Lucha por La Libertad de Melilla, a right-wing group opposing Morrocan rule for Melilla; Terra Lliure, Catalan separatists; and the Anti-Terrorist Liberation Group (GAL), an anti-Basque terrorist group active in Spain and France.

To counter all these groups, the government has formed the Grupo Especiale Para los Operaciones (GEOS), under the command of the police. This group has taken a tough approach to terrorists resulting in some notable successes. There are unconfirmed reports that GEOS even undertakes covert operations in other nations, including selected assassinations of terrorists.

Sweden: The Swedes do not have any significant terrorist groups operating within their borders. The only acts that occur are isolated, the problems

of other nations spilling across the frontier. However, Sweden's ports and coastline are of extreme interest to the Soviets, and there have been several confirmed and suspected contacts with foreign submarines inside territorial waters. There is strong evidence to suggest these were specially modified underwater swimmer delivery vehicles and one or more mother ships. This evidence strongly suggests that Soviet spetznaz troops were testing the strength of the Swedish coastal defense system.

Switzerland: Switzerland does not have a significant terrorist problem. However, as part of its national service, it does maintain the 17th Company of Parachute Grenadiers, trained in long-range patrolling and intelligence gathering methods.

United Kingdom: Of all the counter-insurgent/counter-terrorist forces in the world, none is more famous than the British SAS, Special Air Service. Originally formed during World War II, the SAS has seen off-and-on duty ever since in such places as Malaya, Oman, Aden, Northern Ireland, the Falkland Islands, Borneo, and Brunei. They are considered the elite of the elite—with good reason. Only once (in Aden) have they ever been totally beaten. They have participated in notable examples of counter-terrorist work, including their internationally televised hostage rescue at the Iranian Embassy in London. Their experts are often loaned to other nations to provide training or special technical assistance, even participating in anti-terrorist raids with other special forces (such as with GSG-9 at Mogadishu). The SAS is headquartered in Hereford.

This is not the only special unit the British maintain, however. Other significant formations include the Special Boat Squadron (SBS) of the Royal Marines. These men are trained combat swimmers specializing in infiltration, sabotage, and beach reconnaissance, although they are also expected to fill an anti-terrorist role, particularly in seaborne hostage situations. The Royal Marines also maintain the Comacchio squadron, specifically set up to deal with specialized situations on the North Sea oil platforms and the nuclear submarine base at Faslane.

Both the SAS and the SBS receive tactical air assistance from the RAF's Special Forces Squadron and the 896 Naval Air Squadron. The RAF squadrons are based out of Lyneham, Wiltshire.

It is a good thing the British have their special forces for they have one of the most pernicious of terrorist problems to deal with: the Irish Republican Army (IRA). Initially a terrorist campaign, the continuing struggle in Northern Ireland between the British government and the Catholic separatists is now commonly considered a low-intensity civil war. The IRA has been politically active in one form or another since World War I and violently active since the mid-1960s. Their stated goal is to rejoin Northern Ireland with the south. To this end, they have tried a variety of different campaigns. In the past they have targeted offices of authority—police stations, barracks, post offices—and, more recently, British troops and men of the Royal Irish Constabulary. However, IRA actions have also occurred in England and on or outside British military bases throughout Europe.

The IRA is a major smuggler of arms and equipment throughout Europe. They have contact with many other terrorist groups on the continent, typically providing expertise in arms smuggling in exchange for cooperation and training. Known and suspected links include the ETA in Spain, various Breton movements in France, the Baader-Meinhof Gang in West Germany, the Red Brigades of Italy, and several Palestinian movements. Weapons are often imported from Eastern Europe and training is done at desert bases in Libya. Funding comes from a variety of sources, including substantial donations from Irish-Americans unaware of the true destination of their money.

The Protestants of Northern Ireland also have their terrorist factions, most significant being the Ulster Defense Association and the Protestant Action Group. While less visible than their Catholic counterparts, they too have engaged in activities ostensibly anti-IRA but often against innocent civilians. Both the Protestant and the Catholic groups are considered criminal by the government.

To counter these groups, the British have tried a variety of tactics, including the use of SAS (whom it is said the IRA fear) in the "bandit country" of Northen Ireland—South Armagh. These special forces have demonstrated exceptional skill and ruthlessness in dealing with the Irish problem, but have been prevented from achieving even more by the politicians fearful of a backlash of public opinion. Current policy is to place more of the burden of action on the Royal Irish Constabulary, an elite force in its own right, while the government withdraws regular troops.

The IRA is not the only problem for the government. Other terrorist groups range from animal rights activists to foreign terrorists carrying out their own battles on British soil. There are even unconfirmed reports of large numbers of Soviet spetznaz troops in the country under a variety of guises. The newest wrinkle has been the large-scale importation of Afghani heroin, apparently routed through the Soviet Union, possibly to fund terrorist movements in the West.

West Germany: Since the disaster at the 1972 Munich Olympics, the West Germans have recognized the need for an elite counter-terrorist unit. Their response was to create GSG-9 (Grenzschutzgruppe-9, Border Protection Group 9). Unlike most other nations, GSG-9 is a branch of the Border Police, not the regular army. GSG-9 is strictly a counter-terrorist unit and does engage in counter-insurgency or long-range patrol activity of any kind.

The 210-man unit is based in Hangelar, north of Bonn, in a private compound. All men are trained in combat and hostage rescue and are expected to know demolitions, communications, and intelligence functions as well. In times of crisis, teams are assembled as needed. Their equipment is a mixture of personal choice and special-issue items. Men are allowed to select the handgun they prefer, but use H&K submachine guns and sniper rifles. Their vehicles (Volkswagens and Mercedes) are unarmored, intended to avoid notice. The unit maintains its own air support with helicopters fitted for day and night operations.

Since its founding, GSG-9 has been called out

more times than publicized, mostly for kidnapping and hostage incidents. The most famous operation was the Mogadishu hostage rescue when a GSG-9 team (along with two SAS advisers) rescued a planeload of German hostages from terrorists of the Red Army Faction in Mogadishu, Somalia. All 86 passengers and four crew were rescued unharmed (the captain had been killed by the terrorists earlier). Three of the four terrorists were killed and the fourth was wounded. No one in the assaulting force was injured.

However, the presence of GSG-9 has not put West German terrorists out of business. There have been some notable successes, particularly the breakup of the Baader-Meinhof Gang, active in the late 1970s. Current groups include the Red Army Faction (RAF) and the Revolutionary Cells (RZ, a splinter of the RAF), both communist groups, and the German Action Groups (DA), Military Sports Group, and People's Socialist Group, all neo-Nazi organizations. Of these, the RAF, though small, is probably the most dangerous and maintains contacts with other terrorist organizations throughout Europe. In addition, West Germany is the site of many anti-West/anti-Israeli actions carried out by various Middle East factions.
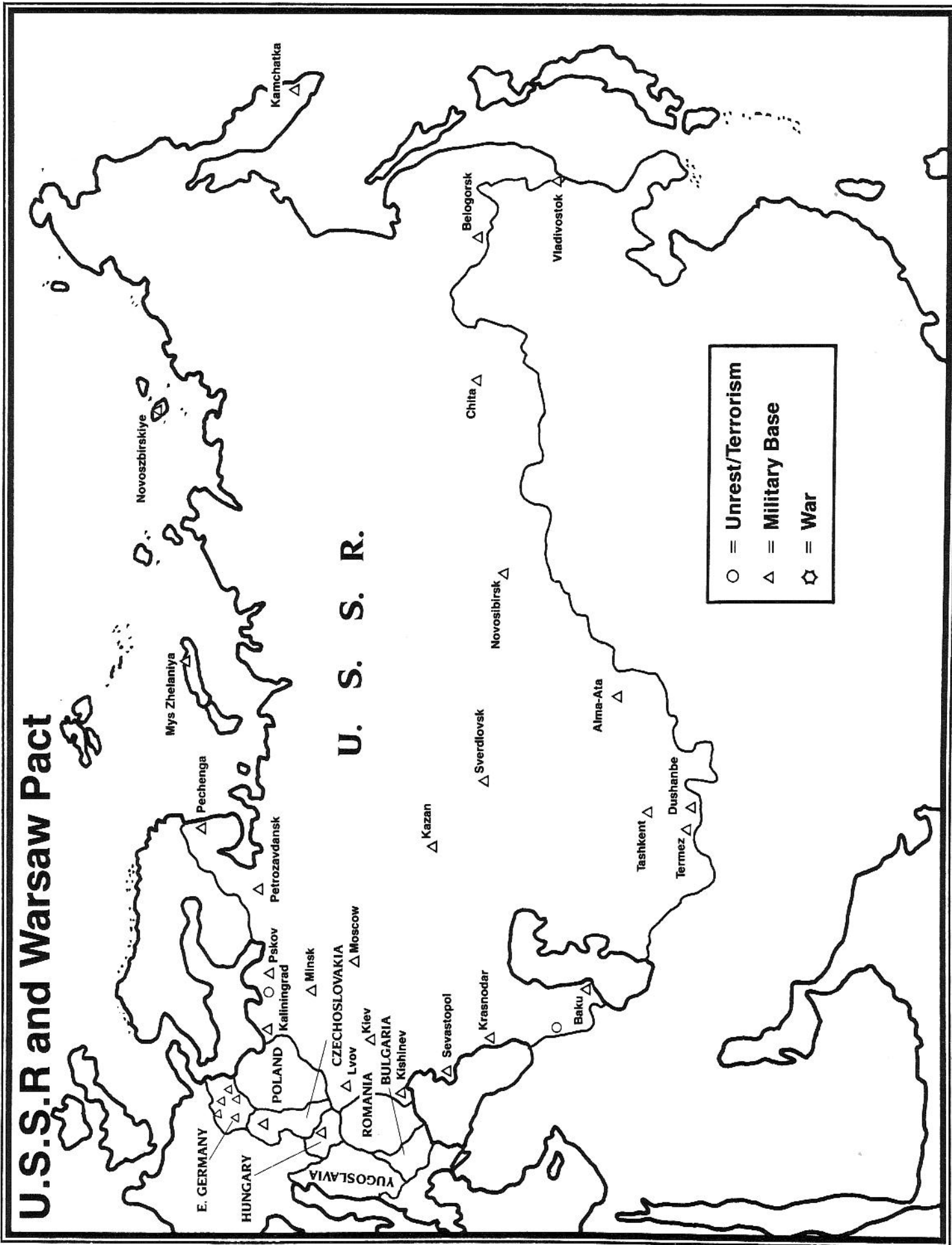
The Warsaw Pact

The Warsaw Pact is composed of the nations behind the so-called the Iron Curtain. Because of the strict governmental controls in these countries, few experience the difficulties of terrorism like the nations of the West. Thus there has been little impetus to develop specialized anti-terrorist groups. However, many of these nations field substantial special forces. The Pact proper is composed of the Soviet Union, Poland, Czechoslovakia, East Germany, Bulgaria, Hungary, and Rumania.

Bulgaria: This nation has been accused by the West of aiding and harboring terrorists, particularly Middle Eastern, Greek, and Italian groups. Most of this aid takes the form of passports, weap-

U.S.S.R and Warsaw Pact

U. S. S. R.

Kamchatka

Belogorsk

Vladivostok

Chita

Novoszbirskiye

Novosibirsk

Alma-Ata

Sverdlovsk

Tashkent

Dushanbe

Termez

Kazan

Mys Zhelaniya

Pechenga

Petrozavdansk

Pskov

Minsk

Moscow

Kalliningrad

POLAND

CZECHOSLOVAKIA

Lvov

Kiev

BULGARIA

Kishinev

ROMANIA

Sevastopol

Krasnodar

Baku

E. GERMANY

HUNGARY

YUGOSLAVIA

Legend:

Symbol	Meaning
O	= Unrest/Terrorism
△	= Military Base
✩	= War

ons, and money funnelled through the country. The most significant of these accusations centered around the attempted assassination of the Pope in Rome. In addition, the government has approved through inaction the murder of several foreign diplomats on Bulgarian soil.

Czechoslovakia: It is believed the Czech army maintains a small battalion of special operations soldiers for use in long-range patrols and reconnaissance units. The unit is stationed near Posnice. Other elite formations may exist, but solid information is lacking on them.

East Germany: One of the most active portions of the NVA (Nationale Volksarmee) is the Red Africa Corps, which specializes in providing training and assistance to friendly African nations and insurgencies. The Corps has provided talent throughout the continent, including Angola, Somalia, and Ethiopia. Although technically advisers, members have been known to become directly involved in combat. The government also deals heavily in export weaponry to these factions and the PLO. Also active in Africa is the SSD ("Stasi"), the East German secret police.

Within the country, the army maintains several elite units. Foremost is probably the 40th "Willi Sanger" Fallschirmjager Battalion, stationed in Lehnin, near Potsdam. There are also several other naval infantry and airborne regiments and the Felix Dzerzhinsky Wach Regiment of the MfS (the internal security force similar to the KGB).

Poland: The most significant elite unit of the Ludowe Wojsko Polskie (Polish People's Army) is the 6th Pomeranian Air-Assault Division (Pomorska Dywizia Powietrzna-Desantowa). The division has a reputation for army, not state, loyalty, and has no love of local security units. It is combat-oriented toward airborne attacks and deep penetration operations behind enemy lines, particularly at nuclear installations which threaten Poland. The division does maintain a special forces battalion, trained in sabotage and LRP operations. This battalion can also provide manpower for internal problems.

Due to the strained political situation between Poland and the USSR, the Polish Army does not maintain many other significant special forces units. It is uncertain whether Polish troops would be reliable in many of the situations in which such troops would be called on to perform, particularly if the operation was not in the obvious and direct interest of the Polish people or if the unit had to take action against the civilian population. Previous experience in the 1968 invasion of Czechoslovakia demonstrated the unwillingness of the Poles to become involved in military action against friendly neighbors.

Union of Soviet Socialist Republic: One of the most publicized and yet most mysterious special forces in the world is the Soviet Spetznaz commandos. Much has been written about these units, but very little is truly known. Within the spetznaz (short for Spetsialnoye Naznachenie—Special Purpose) are perhaps 25,000 men. They come under the command of the GRU (Military Intelligence), and so are outside the normal chain of command, especially at the lower levels. They receive the best troops from the army and organize them into special operations brigades. All are expected to be in excellent physical condition and have more initiative than the average soldier. Many are trained in a second language, that of their target. These troops are trained in sabotage, counter-insurgency, and long-range patrolling, roles they most recently filled in Afghanistan. Some spetznaz may even be trained to act as NATO troops. It is maintained that spetznaz are regularly rotated through diplomatic posts and trade missions throughout the world (and particularly Europe) to gather military intelligence and learn the lay of the land. Some people even claim these soldiers are living permanently in the West, awaiting some signal to strike at important facilities prior to a major attack. Indeed, there are those who inflate the threat of spetznaz troops to justify their own reactions.

In addition to the Spetznaz, the Soviet Union maintains a number of other elite units. These include the VDV (Air Assault Force), the Naval Infantry, the KGB-controlled Border Guards, and the Kremlin Guard (also KGB-controlled). It is rumored the KGB has its own special forces under the control of Department 8.

The Mideast and the Arab States

The Mideast has been one of the hotbeds of unrest and terrorism in the last several decades. Unlike other parts of the world, very little of this activity has been purely political. The vast majority has involved the differing religious views — Shi'ites, Sunnis, Jews, and Christians have all felt compelled to take up the gun in support of their beliefs.
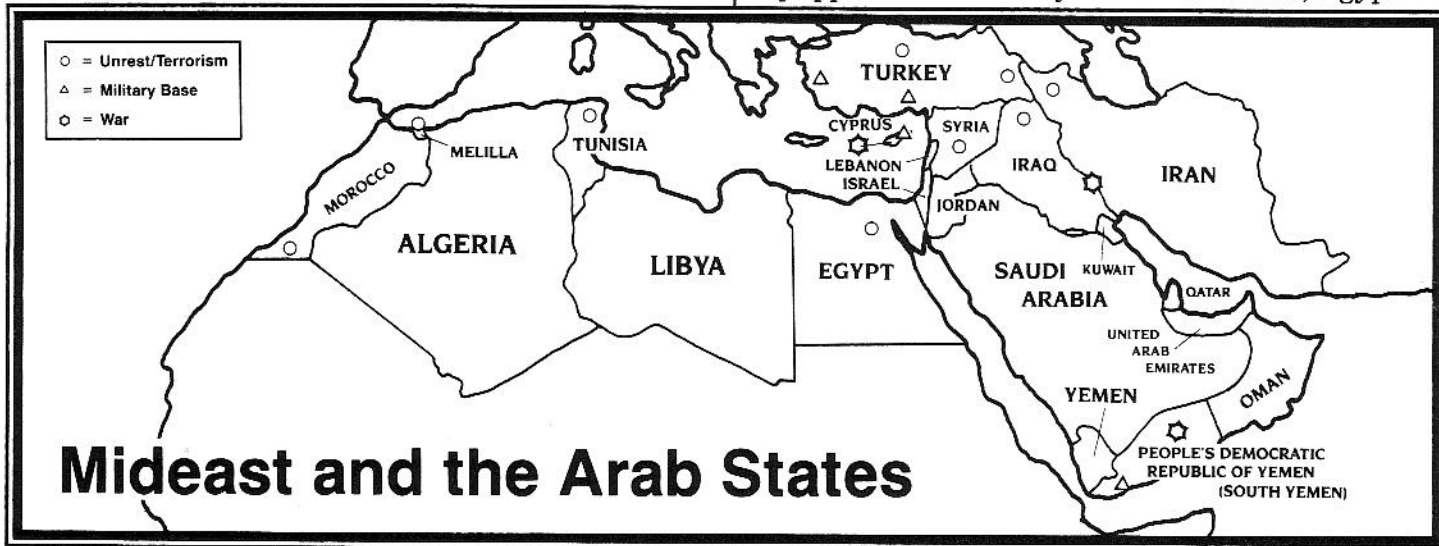
With all this activity, individual groups often carry their cause and bases beyond the borders of a single country. Several groups have achieved a regional and international status, such that they cannot be relegated to a single country. The foremost of these is the Palestine Liberation Organization (PLO).

The PLO is not a single organization but a front, a coalition of different organizations united by a common goal. Internally, it is divided into factions, all vying for power and control of the organization. Groups within the PLO include Al Fatah, headed by Yassar Arafat and considered the largest and most moderate of all factions; the Al Fatah Revolutionary Council, an anti-Arafat group which includes Abu Nidal, a man considered one of the most-wanted terrorists alive; the Al Fatah Uprising, another anti-Arafat group; the

Arab Liberation Front, a small pro-Arafat group connected to the Baath Party of Iraq; the Democratic Front for the Liberation of Palestine, a pro-Arafat group and the only one holding extreme Marxist views; Force 17, a terrorist action arm of the PLO; the Palestine Liberation Front, a loyal Arafat faction; the Popular Front for the Liberation of Palestine, the second largest faction, led by a Christian doctor; the Popular Front for the Liberation of Palestine—General Command, a Syrian/Libyan backed group; the Popular Struggle Front, a small, leftist anti-Arafat group; and Saiqa, the Syrian-sponsored branch. The Syrians allow the PLO to have headquarters and train in their country in an attempt to strengthen their control over the leadership of the organization. They are not the only country interested in gaining control of the PLO. Libya and Iraq also provide support for much the same reason.

Cyprus: This island inhabited by Turkish and Greek Cypriots is divided by the Green Line, a boundary between the two groups. Sporadic violence occurs between the two ethnic groups. Cyprus is a common stopping place of gun-runners and drug smugglers, passing to and from Lebanon.

Egypt: The Egyptians maintain a small counter-terrorist unit, the 777 Commandos. This unit mounted a disastrous hostage rescue on an airliner at Malta, resulting in scores of deaths. The unit is considered undertrained and poorly equipped. While hardly free of terrorism, Egypt

Mideast and the Arab States

Map legend:
- ○ = Unrest/Terrorism
- △ = Military Base
- ⬡ = War

MOROCCO, MELILLA, TUNISIA, ALGERIA, LIBYA, EGYPT, TURKEY, CYPRUS, SYRIA, LEBANON, ISRAEL, JORDAN, IRAQ, IRAN, SAUDI ARABIA, KUWAIT, QATAR, UNITED ARAB EMIRATES, OMAN, YEMEN, PEOPLE'S DEMOCRATIC REPUBLIC OF YEMEN (SOUTH YEMEN)

has kept the level low compared to other Mideast states. The known group is the Egyptian Liberation Movement (which receives Libyan support).

Iran: Since the overthrow of the shah, Iran has been actively trying to export its brand of Islamic fundamentalism with mixed success. This is done by providing weapons, manpower, training, and sanctuary for many terrorist groups. It has a strong influence in Lebanon and is attempting to pressure Kuwait. However, its long-running war with Iraq has slowed its drive. In addition, there are signs the Ayatollah may be less able, weakening the revolutionary fervor. Pro-Khomeini groups include the Guardians of the Islamic Revolution and Soldiers of Iman Khomeini and the Pasadaran (Revolutionary Guards), the internal security force of the regime.

Battling the Pasadaran are the Fedayeen-el-Khalq, Marxist terrorists; the Iraqi-supported Democratic Party of Iranian Kurdistan, Kurd separatists; and the Mujaheddin-el-Khalq, Islamic guerrillas.

Iraq: Like Iran, the Iraqi government is faced by a number of small insurgent groups supported by its wartime enemy. These include the Democratic Party of Kurdistan, Kurdish Hezbollah (Iranian-based), and the Socialist Party of Kurdistan. Iran has also attempted to build an insurgent group based on Iraqi deserters, although this has had little success.

Israel: Surrounded by hostile nations, Israel has created a number of elite units and special forces. Under the banner of the Israel Defense Force are the Paras, an elite airborne unit. The men in these units are often required to do counter-insurgency and special operations work. Drawn from the Paras are volunteers for the 269 Counter-Terrorist Unit. Little is known of this group, but it (and its sister unit), the Force 13 Naval Commandos, are believed to have been responsible for several assassinations of Palestinian terrorist leaders in Lebanon and Tunisia.

Although many terrorist groups target Israel, few can maintain a base within the small nation. One exception is Terror Against Terror, a reactionary anti-Palestinian group.

Jordan: King Hussein, in an attempt to preserve his power, has curtailed the operations of most terrorist organizations in his nation, driving out groups such as the PLO. The Jordanian Special Forces, all tribally linked to the royal family, are charged with keeping peace and order in the nation. They also work cooperatively with the Saudi Arabian government.

Kuwait: This tiny nation has been the target of Iranian-sponsored terror in an attempt to spread the Islamic revolution. The principal terrorist group has been Dawa-17. Several attempts have been made to force the release of imprisoned terrorists, but the Kuwaiti government has always refused to enter into any negotiations. Although this has been a difficult course, it has been an effective one to date. There is a small elite King's Guard.

Lebanon: There was a time when Lebanon was a prosperous and relatively peaceful country. Its capital, Beirut, was compared to the French Riviera, a beautiful city noted for its entertainments and villas. That has all changed. Since the mid-1970s, Lebanon has been wracked by civil war, factional disputes, and foreign invasion. Currently, the Syrians occupy the northern part of the country, while the Israelis hold a "security zone" in the south. In between, various militias, liberation movements, and terrorist groups battle the invaders and each other.

The different groups of Lebanon tend to fall under a few different factions. Most active in terms of terrorism is Hezbollah or Party of God, an Iranian-supported front. Groups associated with Hezbollah include Organization of the Oppressed of the Earth, Holy Warriors of Freedom (active against West Germans and led by the security chief of Hezbollah), Islamic Jihad (led by Immad Mughniye, reportedly the top kidnapper in Lebanon), Islamic Liberation Organization, Islamic Amal (believed to have bombed the Marine barracks in Beruit), Right Against Wrong, Revolutionary Justice Organization, and the Committee in Solidarity with Arab Political Figures (active in France). Hezbollah's goal is to increase the influence of Iran and Shi'ite control of Lebanon. It is

currently challenging the majority Shi'ite group, the Amal militia, for control of southern Lebanon.

Hezbollah is not the only front active, however. Others include the Maronite Christian Front (the official defense force, made up from the Phalange Party), the National Liberal Party, the Guardians of the Cedars, Tanzim, the Kaslik Front (made up from Maronite clergy), the Force de Securite Interieur (the police force), and the Army of Lebanon (the official army). There is also the National Salvation Front, a Syrian-backed coalition. This includes the Progressive Socialist Party (Druze), the Zgharta Front, the Nasserite Organization, the National Confrontation Front, the Arab Democratic Party, the Lebanese Arab Army (former Army of Lebanon soldiers), the Syrian Socialist National Party, the Lebanese Communist Party, the Communist Action Organization, Murabitun, and the Baath Party. There are also Israeli-supported militias throughout southern Lebanon, factions of the PLO, and numerous other small militias and terrorist groups. Abu Nidal is believed to be based at least part of the time in Lebanon.

These groups often use false telephone names when claiming responsibility for actions. This is done deliberately, to maintain security and to confuse the intelligence services of other nations. Thus, many groups will surface briefly to claim responsibility for some terrorist action only to disappear forever. It often develops that what appear to be many groups are actually just one group. Furthermore, alliances and ambitions can change suddenly and without warning. Therefore the actual situation in Lebanon may be somewhat different from the information given here.

Libya: This nation has been condemned by the United States government for "state-supported terrorism" and there is evidence that it funds, trains, and supplies terrorist movements around the world and particularly in the Mideast. Some of these actions seem to be solely to create trouble for the Western powers; others are done at the behest of Libya's Soviet allies. Some, however, are part of Libya's efforts to create a greater Islamic nation which it, naturally, will lead. These efforts are often to the political detriment of Libya's major trade partner, the Soviet Union.

Libya fields one of the largest armies of the Mideast and is currently embroiled in a war with Chad over that nation's northern territory. Although it has not been defeated, Libya has not managed to achieve the victory it hoped for in that war. It has also been accused by Egypt of supporting terrorist and anti-government groups within her borders.

Solid information about the political climate inside Libya is hard to come by. It is rumored that there is a growing popular sentiment against Gadhafi. An anti-Gadhafi group, Al-Borkan (Volcano), may be active, but its existence is unconfirmed and sketchy.

Morocco: Since 1975, Morocco has been embroiled in a guerrilla war against the Frente Popular para la Liberacion de Saguia el-Harma y Rio de Oro (Polisario) in Western Sahara. At that time, Morocco attempted to annex the Western Sahara, after it was granted independence from Spain. The Polisarios successfully defeated an invasion from Mauritania and are now attempting the same against the Moroccans. While Morocco has been unable to defeat the Polisarios, it has dealt them several severe reversals. Current Polisario strategy is to make the war too costly and unpopular, forcing the Moroccan government to make peace or be overthrown. To accomplish this, the Polisarios receive support from Algeria, Morocco's neighbor and rival. While dealing with the insurgents militarily, the Moroccan government is also attempting to colonize and assimilate the occupied territories. If this is successful, the Polisarios will find their support has vanished.

Oman: This nation maintains a small palace guard of elite troops to act as bodyguards for the sultan of Oman.

Saudi Arabia: This oil-rich nation does not maintain a large standing army but supplements its own force by arrangements with its neighbors. It has entered into agreement with Jordan, acquiring the services of approximately 600 Jordanian commandos.

Mecca, the site of Moslem pilgrimage, is in Saudi Arabia, and by custom, it must be open to all Moslems. In recent years there have been reports of attempts to seize the Khalq, the shrine, by mobs of armed radicals, particularly Iranians. These attempts have been dealt with severely. In addition, Saudi Arabia holds the threat of denying offending Moslem nations the right to enter the country for the pilgrimage.

South Yemen: Officially known as the People's Democratic Republic of Yemen, this Marxist nation is one of the few Soviet client states in the region. Since it provides ports on the Arabian sea, its strategic position is critical to the Soviets. They have poured in massive amounts of aid and have built a major military base at Aden. They have also established an electronic listening post on the island of Socrota. Yemen was intended as the Soviets' model of aid to the Middle East. Unfortunately, a violent civil war in 1986 seriously damaged Soviet prestige among Third World nations. One cause of the war was a Soviet attempt to interfere in the internal politics of Yemen, which it felt was becoming too friendly to the West. Once the civil war broke out, the Soviets were further embarrassed by their inability to control or contain the fighting they had indirectly caused. Since the civil war, a hard-line Marxist government has been restored to power.

South Yemen is used as a training base and supply point for several guerrilla and terrorist movements active in the Middle East and Africa. Here insurgents are trained by Soviet, Cuban, and East German advisers.

Syria: This is the Soviet Union's most visible client state in the Mideast. It receives substantial military and economic support from the USSR. In return, Syria gives the Soviets leverage in Mideast politics and a very limited control over some terrorist and insurgent groups in the region.

Syria itself actively supports terrorist activities worldwide, providing training and bases to a large number of groups. It has been condemned by the U.S. government for sponsoring terrorism. Among other acts, it has been tied to the nightclub bombing in West Germany that provoked the U.S. air raid on Libya. It is believed that Syria is more active than Libya in promoting worldwide terrorism. Among the groups based in Syria are the PLO, the Front for the Popular Palestinian Struggle and the Syrian Socialist Party, which acts as a cover organization for other groups and provides them with the ways and means to make attacks.

Turkey: A member of NATO, Turkey is faced on one border by the Soviet Union, growing Islamic fundamentalism on another, and a Soviet client state on the third. Internally, it must deal with growing sentiment for Islamic fundamentalism (supported by Iran), left-wing activists (supported by the Soviet Union), and separatist movements. The two most active are the Armenians and the Kurds, both of whom can claim a long history of persecution and genocide at the hands of the Turks. Armenian groups include Armenian Secret Army for the Liberation of Armenia (ASLA, Marxist-Leninist in orientation), which most often attacks targets outside Turkey; the Justice Commandos of Armenian Genocide, which demands (through force) that the Turkish government admit to Armenian genocide; and the Armenian Revolutionary Army, whose members have made suicide attacks on targets. Western agencies believe the Armenians, particularly ASLA, receive their weapons from the Abu Nidal group and are involved in drug smuggling to fund their efforts. None of these groups is large, but they are persistent.

The Kurds are linked to those in Iran and Iraq and are struggling to carve a homeland from the corner of all three nations. The principal group in Turkey is the Liberation of Kurdistan, although this also makes frequent attacks against targets in West Germany (which hosts a large number of Turkish guest laborers). Unidentified Kurdish separatists are active in Van Province. A common tactic is to target security forces and teachers for assassination.
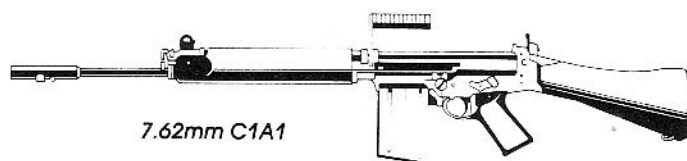
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West Africa

Benin: Although it does not have an active problem, the government has banned the Parti Communiste Dahomeen (PCD). This group maintains headquarters in France.

Cameroon: The government of this equatorial nation is considered non-aligned but pro-Western. It has forced the Union des Populations Camerounaises, an opposition party, into exile in France.

Cape Verde: This island nation, while having a communist government, is considered a non-aligned nation. It has a carefully protected reputation among African nations as a neutral territory, and has hosted several peace conferences or initial meetings between hostile groups.

Chad: Currently this country is battling a Libyan-inspired civil war. Chad and Libya both claim a 100-mile-wide area, the Aozou Strip, on the north border. Supplied and supported by Libya, GUNT (Gouvernement d'Union Nationale de Transition) — a coalition of the Conseil Democratique Revolutionnaire (CDR), Forces Armees Occidentales (FAO), Mouvement Revolutionnaire du Peuple (MRP), Rassemblement des Forces Patriotiques (RFP), and FROLINAT (which is split into two factions) — has at times held about a third to a half of the country. However, the government has received support from France in the form of the Force d'Action Rapide and other French forces, including the 2nd Parachute Regiment of the French Foreign Legion (the finest of this elite formation). With French assistance, the Libyan forces have suffered severe reversals. Furthermore, the French established the "Green Line," making it clear that any attempt to cross it would bring an even stronger French response. However, the French presence has not ended the war, and there is still sporadic fighting.

Mauritania: After Mauritania's failure to seize the southern part of Western Sahara (see Morocco), the country has been relatively quiet. Currently, the Forces de Liberation Africaine de Mauritanie may be active in the country. Accurate information is not available.
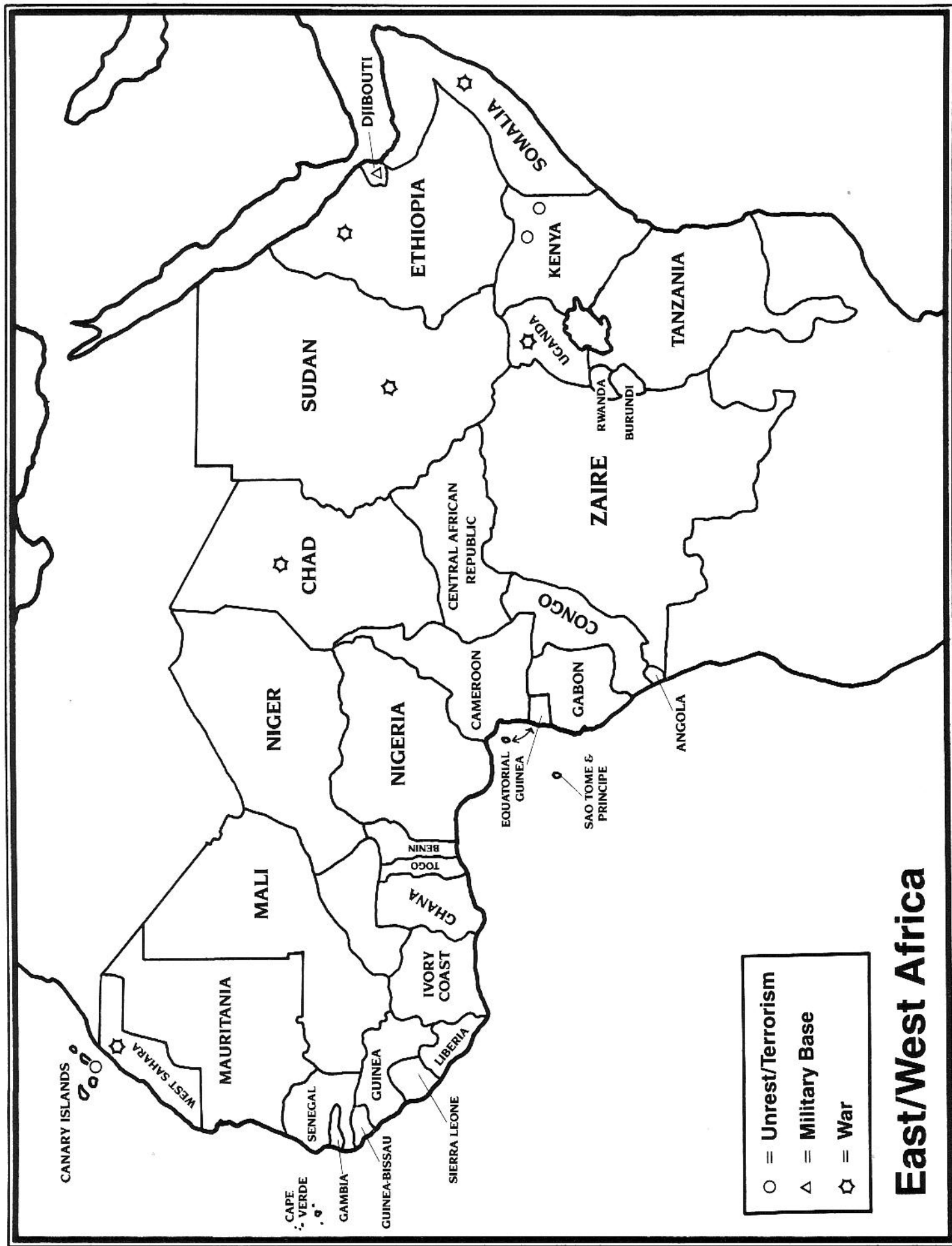
Sao Tome and Principe: This impoverished island nation follows Marxist tenets, yet receives developmental aid from a number of nations. It recently defeated the threat of an internal coup mounted by 40 armed men attacking by canoe.

Zaire: This nation is troubled by small-scale groups including the Parti de la Revolution Populaire (PRP) and unidentified guerrillas in the southern Kivu region.

East Africa

Djibouti: This small nation is located at the strategic narrows to the Red Sea. A former French colony, France now maintains the 13th Demibrigade of the French Foreign Legion on permanent station here. The unit is 4,000 strong and includes infantry, armor, artillery, and support units. With constant warfare occurring across the border in Ethiopia, the unit is maintained at a high standard of readiness.

Ethiopia: The Marxist government of Ethiopia is currently engaged in war against three different separatist groups while, at the same time, trying to cope with the disastrous effects of drought. Worst hit are the provinces of Eritrea and Tigre, where the bulk of the fighting is occurring. Rebels in Eritrea province have been waging a guerrilla war since 1964 and have recently had significant successes against the government forces, so that nearly the whole of the province is in rebel hands. The Eritrean rebel groups include the Eritrean Liberation Front (ELF), Eritrean Liberation Front-People's Liberation Forces (ELF-PLF), the People's Liberation Front Revolutionary Guard (PLFRG), the Eritrean Unified National Council, and the Eritrean People's Liberation Front (EPLF), the largest of the groups. Tigre province, whose people are ethnically related to the Eritreans, has also rebelled against the government. Again, the Tigrean People's Liberation Front (TPLF) and the Afar Liberation Front (in the Har-

East/West Africa

CANARY ISLANDS

WEST SAHARA

MAURITANIA

MALI

SENEGAL

CAPE VERDE

GAMBIA

GUINEA-BISSAU

GUINEA

SIERRA LEONE

LIBERIA

IVORY COAST

GHANA

TOGO

BENIN

NIGER

NIGERIA

CAMEROON

EQUATORIAL GUINEA

SAO TOME & PRINCIPE

GABON

CONGO

ANGOLA

CENTRAL AFRICAN REPUBLIC

CHAD

SUDAN

ETHIOPIA

DJIBOUTI

SOMALIA

KENYA

UGANDA

RWANDA

BURUNDI

ZAIRE

TANZANIA

O = Unrest/Terrorism	
△ = Military Base	
☆ = War	

rage and Wollo region) have had recent successes against the army. They claim to have taken 18,000 Ethiopian prisoners in the government's recent failed offensive.

In the southwest Ogaden region on the Somalian border, the government has also been fighting the Western Somalia Liberation Front. This group receives support from Somalia, a longtime enemy of the Ethiopian government. While activity had been sporadic, Ethiopia's attempted invasion of Somalia in 1981-82 prompted increased aid and support to the group. Now other groups are also active and receive Somalian support. These include the Ormo Liberation Front (Shoa region) and the Somali Abo Liberation Front (Bele region).

The government's response to both these rebellions has been an attempt to cut off or control food aid sent to the starving civilians in the war region. The government maintains this food is actually going to the rebels and, by cutting it off, hopes to subdue them. However, it is clear that even with Soviet military aid and Soviet, East German, and Angolan advisers, the Ethiopian forces are losing the war. Their morale is low and the rebels have had well-publicized successes. However, no immediate end is foreseen to the fighting.

Somalia: Somalia supports several insurgent groups in the country of its neighbor and longtime enemy, Ethiopia. In response, Ethiopia (along with Libya and South Yemen) created and sponsors the Democratic Front for the Salvation of Somalia. The Ethiopians also support the Somali National Movement. Although not defeated, neither group has strong support within the country.

Sudan: Full-scale civil war is raging between the Sudanese government and the Sudanese People's Liberation Army, commanded by Col. John Garang. The country is divided along religious lines with the Islamic north (which forms the government) and the Christian south (where the rebels dominate). Curiously, the SPLA receives support from Islamic Libya, since Col. Gadhafi hopes to destabilize the Sudanese government so he can press his own territorial claims. Reports

maintain that the SPLA is well-led and disciplined, posing a serious challenge to the government.

Uganda: The Ugandan People's Democratic Army, after waging a guerrilla war for several years, has recently agreed to make peace with the government of that country. However, as is always the case, there will undoubtedly be some who will turn to banditry or attempt to continue the cause after the settlement.

Southern Africa

Angola: Since before the Portuguese granted Angola independence in 1975, the country has been in a state of civil war. Currently, the participants are the Marxist government (MPLA) supported by 10,000 or more Cuban troops and Soviet advisers, and UNITA (National Union for the Total Independence of Angola) led by Jonas Savimbi and supported by South African troops and covert U.S. aid. UNITA has been able to dominate the southeastern portions of the country. With South African aid (in the form of armed raids into the country), UNITA has been able to go on the offensive or block offensives mounted by the government. Currently, the MPLA is hoping to make peace with the rebels. However, it is likely that any agreement will have to include removal of Cuban troops and the halting of Angolan support for SWAPO (see Namibia).

In addition to its difficulties with UNITA, the MPLA also have to deal with Front for the Liberation of Enclaved Cabinda (FLEC), a small separatist group that seeks independence for a coastal strip. However, this group is little more than a nuisance when compared to the threat posed by UNITA.

Botswana: This nation is a "front-line state," one of those which borders South Africa and is hostile to its policies. However, it is dependent on South Africa to keep its economy healthy. This places it in a difficult position. It harbors the ANC (see South Africa), but can do little more than protest

the commando raids and armed incursions South Africa occasionally mounts in its battle against that group.

Madagascar: This socialist island country is simmering with discontent. High unemployment, forced nationalization of businesses, and roving "punishment squads" have created a repressive atmosphere. In recent years, a kung-fu craze has swept the island, resulting in even the government goon squads forming kung-fu clubs. Attempts to ban these clubs have touched off bloody riots. Officials supporting the ban have been murdered, kung-fu fashion. Many opposed to the government see the kung-fu clubs as the rallying point of a possible revolution.

Malawi: Although removed from direct contact with South Africa, Malawi still feels the repercussions of its actions. In recent years, it has come into conflict with its neighbors over its support for RENAMO (see Mozambique). Their pressure has forced Malawi to change its policies. Within its own borders, it has been forced to deal with the People's Liberation Army of Malawi. This group operates from bases across the border in Zimbabwe and receives arms, money, and training from Cuban and Soviet sources.

Mozambique: RENAMO (Mozambique National Resistance) has been embroiled in a civil war with the government (FRELIMO). Originally, FRELIMO was a guerrilla organization, but it successfully managed to force the Portuguese to leave. Now RENAMO attempts to to force FRELIMO to do the same. However, RENAMO is not a popular movement—evidence shows that it was created by the white Rhodesian government to destabilize Mozambique (which was aiding Rhodesian rebels). With the fall of Rhodesia, the South African government took up the reins. A weak Mozambique guaranteed it would not interfere with South African policies. South Africa funded, trained, and made policy for RENAMO. In the past, RENAMO has also received U.S. aid. However, RENAMO has proven to be savage and brutal, little more than a group of bandits.

Although successful in attacking the weak government, RENAMO has done nothing to gain the sup-

South Africa

○	= **Unrest/Terrorism**
△	= **Military Base**
✪	= **War**
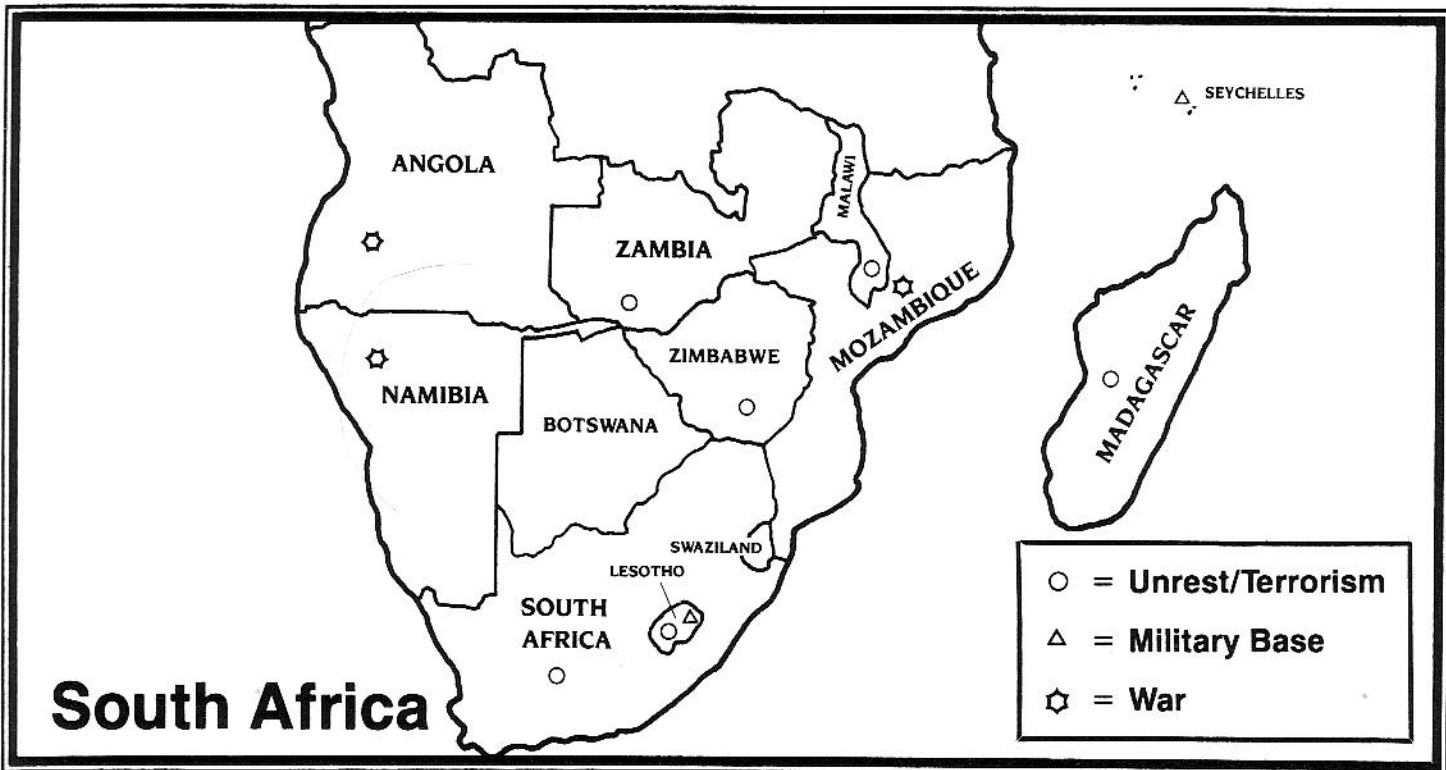
port of the people. The United States has publicly withdrawn support for the movement after State Department reports accused RENAMO of a campaign of genocide against the people of the country. Tens of thousands have been murdered and each side accuses the other of atrocities. RENAMO manages to control large areas of the countryside, but only through terror. FRELIMO, for its part, has sought the aid of the Soviets and Red Chinese both for arms and economic aid. It has also received development aid from a number of other countries, including West Germany and Britain. East Germany provides advisers and training to SNASP, the secret police.

Recently, there has been an improvement in relations between Mozambique and South Africa. Mozambique wants South Africa to end its support for RENAMO; South Africa in turns wants concessions concerning the ANC and defense. In one sense, RENAMO has been successful, for it is forcing Mozambique to accept South African terms.

Namibia: Technically an independent nation, Namibia has been occupied by South Africa as a mandate, despite objections from the United Nations. Termed South-West Africa by the South Africans, it has been the target of SWAPO (South-West Africa People's Organization). SWAPO has never been strong militarily, confining itself to terrorist attacks, ambushes, and bombings. It has been battling for 22 years. SWAPO maintains bases and training camps in Angola, and part of the reason South Africa supports UNITA, is so that it can strike at the SWAPO bases. Although South African forces can normally defeat SWAPO terrorists when they find them, there is no sign that SWAPO is going to be defeated anytime soon.

Seychelles Islands: These islands, located north of Madagascar, have a Soviet-supported government. There are unconfirmed reports that approximately 400 Soviet spetznaz troops are stationed in the capital. There is little doubt that the Soviet government is attempting to turn this into a major naval base. Relations between Seychelles and South Africa are hostile, because South Africa is believed to have supported an abortive coup attempt staged by a small band of mercenary troops.

South Africa: South Africa's oppressive policy of apartheid is well-documented. The principal opponent to the Pretoria government is the African National Congress (ANC). A political organization, the ANC seeks to organize and stage terrorist opposition to the government through its military wing, Spear of the Nation. This wing has been responsible for raiding and bomb attacks within South Africa. However, it is still small and has difficulty getting supplies and moving about, so has yet to challenge the government militarily. The ANC and Spear of the Nation maintain bases in the "front-line states," those nations bordering South Africa—the main headquarters of the ANC is in Zambia. Finally, SWAPO is conducting a campaign to gain independence for Namibia (see Namibia).

Regardless of its policies, the South African military has been very aggressive and effective in dealing with the ANC. The government has survived a long-standing arms embargo by creating its own defense industry and finding new sources of weapons. The government gives direct support to UNITA (see Angola) and RENAMO (see Mozambique), destabilizing these governments. It actively protects its borders by raiding known and suspected bases in neighboring countries. Many of these raids are carried out by the South African Reconnaissance Commandos, the army's elite counter-insurgency group.

In addition to punitive raids against major bases, the government also conducts a number of paramilitary "black" operations—assassination raids and the like. The U.S. government has even warned ANC representatives in the United States that South African commando teams, traveling undercover, may have been sent into the U.S. to perform assassinations. The government is attempting to destroy the opposition by selectively removing the leadership. While this has proven effective when dealing with small terrorist cells (as the Israelis have demonstrated), it is doubtful the tactic will succeed here so long as the political situation remains unchanged.

Zambia: This nation acts as host to the ANC (see South Africa).

Indian Subcontinent

Afghanistan: This is one of the most recent examples of a successful insurgency. The Afghani rebels appear to have successfully forced out the invading Soviet Army, which is in the process of withdrawal. After the departure of the Soviets (if they do finally leave), the mujahedeen are likely to continue their struggle against the Afghan government, which they consider a Soviet puppet. Most analysts give them a good chance of success, as the Afghan Army shows very little likelihood of resisting the more dedicated and experienced rebels.

Although the mujahedeen give the outward appearance of unity (having formed a seven-group coalition), they are internally divided. The various groups divide themselves along two main lines, the moderates and the Islamic fundamentalists. The moderate groups include Harakat-e-Ingelab (Islamic Revolutionary Movement), Jebh-e Najat-e Milli (National Liberation Front), and Muhaz-e-Milli (National Islamic Front). The fundamentalist groups include Hezb-e-Islami (Islamic Party), led by Gulbuddin Hikmatyar, who is considered one of the most politically astute and militant of the mujahedeen; Hezb-e-Islami, Yunus Khalis faction; Ittihadia (Islamic Unity); and Jamiat-i-Islami (Islamic Society). All these groups maintain headquarters in Peshawar, Pakistan. In addition, there are numerous in-country groups fighting the government. Support comes from a variety of sources, most of it funnelled through Pakistan. Those providing aid include the United States, Pakistan, and Iran (which supports fundamentalist groups along its border).

The main opposition to the mujahedeen in the past has come from the Soviet Army, supposedly invited into the country to help restore order in 1979. Troop numbers have averaged about 115,000 according to Western intelligence and Soviet statements. The Soviets admit to approximately 12,000 dead and estimates place the total casualties around 30,000 men. Initially, a large proportion of the troops were ethnic minorities from central Asia, apparently in the belief these men would adapt most effectively. Due to problems (most likely of religion and sentiment) later troop rotations changed to mainly Russian and European soldiers. Several large contingents of spetznaz troops were fielded, and at one point appeared to be winning the military conflict, relying on rapid reaction and a high level of training. Changes in the military balance (brought about in part by the U.S.-made Stinger missile), the growing international support for the mujahedeen, and the failure to win the hearts and minds of the population seem to have precipitated the withdrawal.

The Soviets leave in their wake a hostile countryside and a dispirited and factionalized army. The Afghan army morale is low, and training levels are standard at best. Furthermore, many of the soldiers will be faced with strong tribal conflicts.

Indian Subcontinent

○ = Unrest/Terrorism
△ = Military Base
⬡ = War

Already, wholesale desertions have occurred. Furthermore, there is rivalry between the Khad, the secret police, and the Tsarandoy, the internal security force, that is also likely to affect the stability of the government.

The Soviet withdrawal is not going to be complete. Already they have annexed and indoctrinated the northern strip of Afghanistan, adding it to the Soviet Union. They have pledged to continue support of the government, although analysts estimate its survival time at about a year. With the withdrawal of the Soviets and the collapse of the government, there is a good chance the different factions will turn on each other and the civil war will continue. It is quite likely the Soviets are already courting and infiltrating various mujahedeen movements in preparation for this eventuality.

Bangladesh: This poor nation (one of the poorest in the world) has been conducting a campaign of genocide against the Buddhist hill tribes, the pretext being the activities of the Shanti Bahini guerrillas. The elite 24th "Bengal Tigers" Division has been spearheading the counter-insurgency campaign. Neither side shows any sign of weakening, and the war could last for years unless the government succeeds in slaughtering all the hill tribes first.

India: India's greatest difficulties come from a number of separatist movements in the country. In the Darjeeling region, Ghurka separatists are conducting a sporadic campaign. Far more troublesome are the several Sikh separatist groups operating in Punjab along the Pakistan border. These seek the establishment of an independent Sikh homeland, Khalistan (Land of the Pure). The center of opposition, both physical and spiritual, is the Golden Temple in Amritsar. This is considered the holiest of Sikh shrines and several times has been used as a stronghold and armory for terrorists. Government troops have been forced to occupy the temple more than once, which only enrages the Sikhs further. Groups active in the region include the Khalistan Commando Force, the Bhindranwale Tigers Force, and the All India Sikh Students Federation. India accuses its enemy

Pakistan of providing weapons and training to the Sikhs, and there are rumors the Sikhs have received U.S. Stinger missiles intended for Afghanistan. Operating outside India are Dal Khalsa, Babbar Khalsa, and the Dahmesh Regiment. Indian response has been to send the elite in Assam Rifles, trained in counter-insurgency and counter-terrorist fighting.

Nepal: The mountain kingdom of Nepal has been forced to deal with several small terrorist groups including Samyukta Mukti Bahini (United Liberation Torch-Bearers) and Janawadi Morcha (Democratic Front). These groups operate in the rugged back country, generally beyond the government's reach.

Pakistan: Pakistan, with Afghanistan on its border, has become the center of mujahedeen resistance. Arms, money, and equipment intended for them is funnelled through Pakistan. Much of it never reaches its source. Bribery and embezzlement are common. The tension level is high, what with armed rebels passing back and forth over the border. In addition, there have been raids by Soviet-backed troops into Pakistan and attempts to arouse the northern tribes into rebellion against the government.

Sri Lanka: A fierce civil war is currently occurring between the Buddhist Sinhalese majority and the Hindu Tamil minority of the north, who wish to create a separate homeland. The Tamil opposition is divided into two main factions. One is the Three-Star Group composed of the Eelam People's Revolutionary Liberation Front (EPRLF), the People's Liberation Organization of Tamileelam (PLOT), and the Tamil Eelam Liberation Organization (TELO). The other group centers around the largest resistance group, the Liberations Tigers of Tamil-Eelam (LTTE). Allied to it is the Eelam Revolutionary Organization (EROS). These groups are all believed to receive funds and support from India, which has a Tamil population in its neighboring province.

The government approach to the problem has been to condone vigilante violence against the Tamils and mount offensives against the movements. This has proven a failure, so much so that the gov-

ernment has been forced to request an Indian peace-keeping force. This has proven to be a nightmare for the Indians, who originally arranged for the insurgent groups to turn in their weapons. Since this much-publicized event, however, the Indians have learned that peace-keeping is not as easy as it looks.

Sri Lanka's problems are not all in the north. Operating in the south is the Janat Vimukthi Peramuna (People's Liberation Front), a Sinhalese Marxist group.
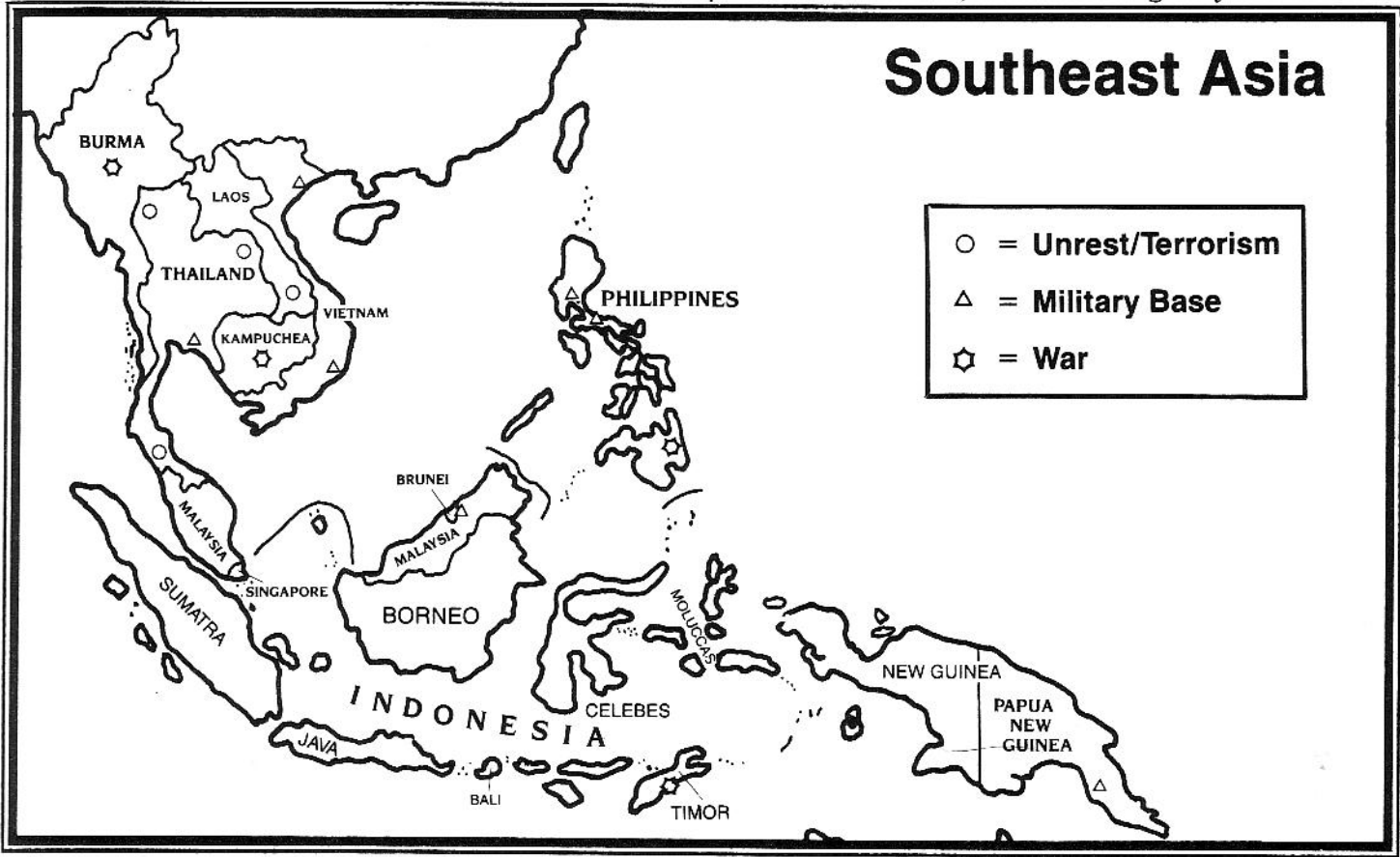
Southeast Asia

Brunei: This small sultanate has a battalion of British Gurkhas permanently stationed in the country.

Burma: This Chinese-supported communist nation is battling (and losing) against a number of insurgent groups and separatist movements.

These include the Burmese Communist Party (Red and White Flag Factions), the Karen National Liberation Army (KNLA), the Shan State Army, the Kachin Independence Army, the Arakan Liberation Army, and the Palaung State Liberation Army. Of these, the KNLA, based in the Irrawaddy delta, is considered the most competent. Its leader, Gen. Bo Mya, is thought to be one of the finest guerrilla fighters in the world. He maintains strict discipline over his men, never allowing them to camp in the same place twice, preventing attacks on civilians, and striking suddenly and with surprise.

Indonesia: Indonesia is faced by a number of small independence and Islamic fundamentalist movements. Foremost of these is the Frente Revolucionario de Este Timor Independente (FRETILIN), a rebel group seeking independence for East Timor, a former Dutch colony annexed by the Indonesians. There are mixed reports on the success of the rebels, some claiming they have been

Southeast Asia

BURMA

LAOS

THAILAND

VIETNAM

KAMPUCHEA

PHILIPPINES

MALAYSIA

BRUNEI

MALAYSIA

SINGAPORE

SUMATRA

BORNEO

MOLUCCAS

NEW GUINEA

INDONESIA

CELEBES

PAPUA NEW GUINEA

JAVA

BALI

TIMOR

O = Unrest/Terrorism

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✿ = War

reduced to a few hundred men and others putting their numbers in the thousands. There have also been accusations of Indonesian atrocities and genocide against the inhabitants of East Timor.

Also active are the Organanisasi Papua Merdeka (Free Papua Movement), the Uniao Democratica Timorense, and the Holy War Commandos (an Islamic fundamentalist group).

Kampuchea: Also known as Cambodia, this nation is currently occupied by the Vietnamese who entered the country to prevent a potential Chinese threat to their border. In the process, they also exposed the genocidal excesses of the Pol Pot regime, which killed perhaps as many as 4 million Cambodians. Now the Vietnamese are faced by a coalition of insurgent groups which have bases in Kampuchea and Thailand. The groups include the Armee Nationale Sihanoukiste (ANS), led by Prince Sihanouk. The group is backed by several sources including Great Britain, France, and probably the CIA. Sihanouk himself is supported by the Red Chinese. The other main groups are the Khmer People's National Liberation Front (KPNLF), a non-aligned communist group, and the National Army of Democratic Kampuchea (Khmer Rouge), led by the infamous Pol Pot.

However, the war has not been easy for the rebels. The Vietnamese have had more than 30 years of combat experience and have managed to seize many of the bases inside the borders. Now they have fortified the frontier to Thailand with mine fields, sharpened bamboo stakes, and wire, attempting to control the movements of the rebels. These defenses have been built using a program of forced labor code-named K-5. At the same time, the KPNLF has improved its training and discipline to the point where it is becoming an effective guerrilla force. It and the other movements also have the benefit of support among the hill tribes. Finally, Vietnam, nervous about Chinese intentions, has been slowly withdrawing front-line troops from Kampuchea.

Papua New Guinea: This small country has recently become host to a team of U.S. special forces advisers.

Philippines: The Philippine army, after years of complacency and turmoil, has finally started to succeed against the communist insurgency of the NPA (New People's Army). While still far from successful, the army has adopted new tactics to win back the support of villages in the provinces dominated by the NPA. Furthermore, it has been helped by strategic blunders made by the rebels.

The heart of the new policy is one of building trust with the villagers and exercising restraint. The army now works to provide medical support and help villagers defend themselves, encouraging the formation of local anti-communist militias such as Alla Massa. These give local security and cement relations between the villagers and the army. At the same time, the army is working to control the excesses—stealing and the like—of its own troops. Finally, it is concentrating more of its effort on special forces teams to track down the communists and defeat them in their own territory. All of these steps are proven policies in a campaign to defeat a guerrilla war—deny the guerrillas support, teach the people how to defend themselves, and destroy the guerrillas in their own territory.

At the same time, the NPA has made errors costing them the support of the people. They have attempted to extort funds from villagers to support the movement, angering villagers against their cause. Where the army once stole and looted, the NPA often now does the same. They attempted a campaign of urban violence—assassinations and bombings — using "sparrow units," which angered the merchants and shopkeepers, and made the NPA appear as callous murderers. Finally, their security became so lax that the army has been able to capture or kill several important leaders.

Still, the war is not over. The NPA has survived for a long time and will not die easily. The army must be able to keep the local militias it creates under control, lest they terrorize the villages. And finally, real economic and political reforms must be made to remove the source of the people's discontent.

There are also other groups active in the Philippines, including the Moro Islamic Liberation (supported by Egypt), the Bangsa Moro National Liberation Front (supported by the Saudis), and the Cordillera People's Liberation Army (a separatist group).

Thailand: This country's main problems come from the rebels crossing the border from Kampuchea (see Kampuchea) and the still thriving heroin trade in the north. The army maintains the Royal Thai Special Forces Group at Lopnori to deal with these threats.

Vietnam: Aside from the activities in Kampuchea (see Kampuchea), the Soviets maintain a major naval base at the old U.S. facility in Camh Ran Bay.

China/Japan

Japan: Although perceived as a well-ordered nation, Japan produces some extremely violent terrorist groups. Principal of these is the Red

Army, which conducts operations for terrorist groups around the world. A member was recently arrested in the Philippines and accused of plotting terrorist acts against the Olympic Games in Seoul. Most of the activities of the Red Army are conducted outside Japan.

Another aspect of Japanese life are the well-organized and powerful yakuza gangs. While not terrorist organizations, groups such as the Yamaguchi-gumi and the Ichiriki Ikka have engaged in violent activity. Such gangs have contacts worldwide.

North Korea: This country has been accused of state-sponsored terrorism by the United States.

Taiwan: A force of Long-Range Amphibious Reconnaissance Commandos is maintained by the Taiwanese army. In addition to normal skills, the men must have black-belt proficiency in martial arts. Taiwan has no native terrorist groups, but international criminal gangs, such as the United Bamboo Gang, sometimes carry out criminal acts for the government.

China/Japan

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MONGOLIA
CHINA
TIBET
NORTH KOREA
SOUTH KOREA
JAPAN
OKINAWA
TAIWAN
HONG KONG

Australia and Oceania

Australia and New Zealand: Both countries maintain special forces (the Australian SAS Regiment and the New Zealand SAS Squadron) modeled after the British SAS.

New Caledonia: This French possession has a growing separatist movement in the New Caledonian Socialist Movement. The movement is composed of native Kanak tribesmen who oppose the French colonial rule. The situation is made more difficult by the high proportion of former French Algerians who vow that this time they will crush the independence movement.
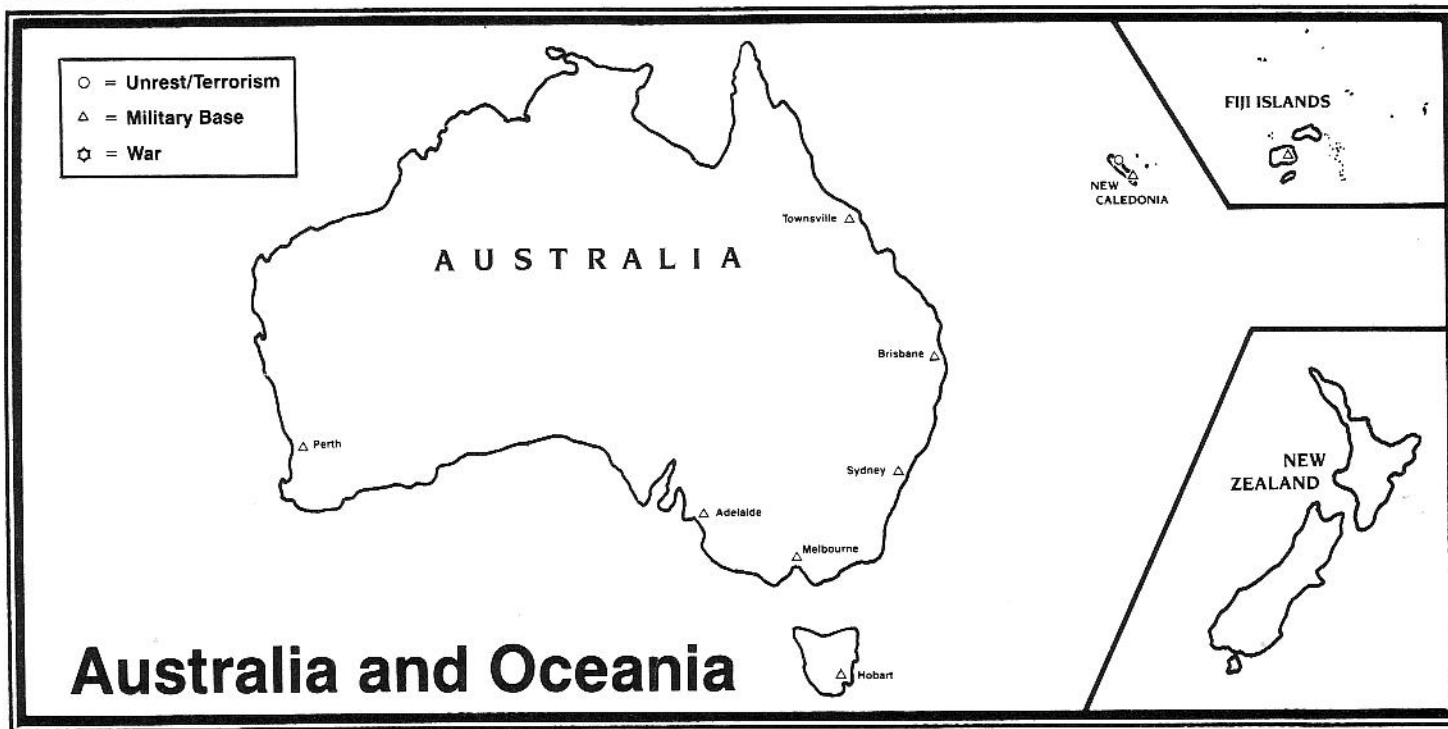
North America

Canada: Although it has difficulties with anti-nuclear and animal rights activists, Canada is relatively free of terrorism. It does maintain the Special Service Force, a counter-insurgency/anti-terrorist force based in Petawawa, Ontario. Modeled after the SAS, the motto of this group is "We dare" in reply to the SAS motto "Who dares, wins."

United States: Although not obvious to most people, the United States harbors a number of terrorist and paramilitary organizations. These include groups like the Aryan Nations; the Covenant, the Sword and Arm of the Lord, who maintain a training camp in Arkansas; the Ku Klux Klan; Bruder Schweigen (Silent Brotherhood); and the Posse Comitatus. In addition, there are a number of generally short-lived leftist groups.

The United States also maintains one of the largest special forces contingents in the world. Made up of disparate elements, it includes the Rangers, the Special Forces, the 1st Special Forces Operational Detachment (Delta Force), Marine Force Recon, and Navy Sea-Air-Land (SEALs). Most of these are grouped under the separate Special Operations Force command.

- ○ = Unrest/Terrorism
- △ = Military Base
- ⚲ = War

FIJI ISLANDS

NEW CALEDONIA

AUSTRALIA

Townsville △

Brisbane △

△ Perth

Sydney △

△ Adelaide

△ Melbourne

NEW ZEALAND

△ Hobart

Australia and Oceania

North America

GREENLAND

△ Alert

△ Clear

△ Yellowknife

CANADA

△ Alberta

△ Winnipeg

Quebec △

△ Halifax

△ Tacoma

North Bay △ Petawawa

△ Boston

UNITED STATES OF AMERICA

○

△ Newport

Denver △

○

Washington △

○

Omaha (SAC) △

Norfolk △

San Fransisco △

○

△

△ ○

Camp Lejune △

Los Angeles

△

New Orleans

△

Miami △

○	= Unrest/Terrorism
△	= Military Base
✡	= War

Appendix 1: Talking Tough

An easy and useful way to make your Commando adventures seem more realistic is to make them sound official. This can be done (in part) by sprinkling in a modest amount of militarese — the strange and precise jargon military men often use. Military men use these terms for several reasons. Often it is a convenient shorthand for an otherwise cumbersome phrase (such as "STABO" or "STAR"); sometimes it is a way to say something without really saying anything ("neutralize" instead of "kill"). On a few occasions, it is a useful way to talk to someone else without having bystanders know just what you are talking about ("closing a contract" instead of "assassinating the target"). Finally, like any group, military men just collect their own slang that sets them apart from others ("bombshell" for "evacuate," etc.).

To help you talk tough, two glossaries are given here. The first is the Standard Glossary listing the meanings of strange terms, slang, and euphemisms that are sometimes used. The second is the Acronym and Abbreviation Glossary, listing some of the common shorthand speech that appears in conversations and reports. By scattering these terms through your mission briefings and NPC conversations, you will add a little depth and color to what might otherwise be a routine bit of roleplaying.

Standard Glossary

Assembly area: The meeting point for a unit prior to setting out.
Black operations: Illegal or secret missions.
Bombshell: Evacuate quickly. Run.
Close a contract: Kill. Assassinate.
Dedicated counter-insurgency force: A unit specifically assigned to maintain order in a particular place or a unit specifically trained in counter-insurgency warfare.
Deniable person: A person a government hires so it can later disavow all knowledge of an operation if something goes wrong.
Destabilization: Attempting to overthrow a government or send it into chaos so you can replace it or so it won't interfere with your plans.
Extraction: Evacuate. Leave.
Firelane: A clear area into which a weapon can put its shots.
Insertion: The delivery of the team close to the target.
Cell: A small group unit, isolated from others in the same organization.
Insurgent: A rebel against the government.
Kill zone: Any part of the body where the weapon used is likely to kill or incapacitate its target.
Low-intensity conflict: A guerrilla war, characterized by small units, a lack of heavy weaponry, and hit-and-run tactics.
Mech: Mechanized infantry.
Neutralize: Kill. Assassinate.
Paramilitary: Non-military units provided with military equipment and training.
Plausible deniability: Being able to claim you don't know anything about it when really you do and having the facts look like you don't. A good alibi.
Psychological operations: Trying to convince the other guy not to fight.
Recce, Recon: Reconnaissance.
Special operations: Any type of military job that requires more training than the normal soldier gets or that the regular military won't touch.
Stand-to: Inspection.
Stick: A team or unit of men.
Support: Bombardments, barrages, or other direct assistance provided by friendly units not part of your team.
Surrogate warfare: Getting other people to fight for your goals by convincing them your goals are their goals and then giving them the means to do it. This is often used by superpowers who don't want to fight each other directly.
Tasked: Ordered.
Team: The smallest unit in most military formations, usually two to four men.
Terrorist: A person not directly employed by another government who uses force to accomplish a political goal with which you disagree. Those employed by governments are called spies or saboteurs.

Acronym and Abbreviation Glossary

AA: Anti-aircraft.
ACA: Airspace coordination area.
ACL: Allowable cargo load.
ADM: Atomic demolition munitions.
AFV: Armored fighting vehicle.
AO: Area of operations.
AP: Armor-piercing.
APC: Armored personnel carrier.
ARM: Anti-radiation missile.
AT: Anti-tank.
ATL: Assistant team leader.
CAS: Close air support.
CAWS: Close assault weapons system.
CEP: Captured enemy personnel.
CFL: Coordinated fire line.
CI: Counter-intelligence.
CINC: Commander-in-chief.
CINCLANT: Commander-in-chief Atlantic.
CN: Irritant agent.
COIN: Counter-insurgent.
COMINT: Communications intelligence.
CS: Irritant agent.
CT: Communist terrorist.
CTJTF: Counter-terrorist joint task force.
CW: Chemical warfare.
CRW: Counter-revolutionary warfare.
DIA: Defense Intelligence Agency.
DS: Direct support.
DTG: Date-time group.
DZ: Drop zone.
E&E: Escape and evasion.
ECM: Electronic countermeasures.
ELINT: Electronic intelligence.
FAC: Forward air controller.
FAV: Fast attack vehicle.
FEBA: Forward edge of battle area.
FFA: Free fire area.
FID: Foreign internal intelligence.
FLOT: Forward line of own troops.
FO: Forward observer.
FSCL: Fire support coordination line.
GS: General support.
H&I: Harassing and interdicting.
HAHO: High altitude, high opening.
HALO: High altitude, low opening.
HE: High explosive.
HEAT: High explosive, anti-tank.
HUMINT: Human intelligence.
IA: Immediate action drill.
IMINT: Imagery intelligence.
INSCOM: Intelligence and security command.
IPB: Intelligence preparation of the battlefield.
IPR: Indigenous personnel rations.
IR: Infrared.
IS: Internal security.
ISA: Intelligence support activity.
Intl: Intelligence.
JCS: Joint Chiefs of Staff.
LCAC: Landing craft, air cushion.
LIC: Low-intensity conflict.
LOC: Lines of communication.
LP: Listening post.

LRP: Long-range patrol.
LZ: Landing zone.
MAC: Military airlift command.
MANPAD: Man portable air defense system.
MIA: Missing in action.
MOS: Military occupation specialty.
NBC: Nuclear biological chemical.
NDP: Night defensive position.
NFA: No fire area.
NOE: Nap of earth.
NCO: Non-commissioned officer.
CO: Commanding officer.
OA: Operational area.
OMG: Operational maneuver group.
OOA: Out of area.
OP: Observation post.
OPCON: Operational control.
OT: Observer to target.
Ops: Operations.
PB: Patrol base.
POL: Petroleum, oil, and lubricants.
PSYOP: Psychological operations.
PT: Pseudo-terrorist.
PZ: Pickup zone.
RDF: Rapid deployment force or radio direction finding.
REMS: Remote electromagnetic sensor.
RFA: Restrictive fire area.
RFL: Restrictive fire line.
RON: Remain overnight.
RPG: Rocket-propelled grenade.
RV: Rendezvous point.
DARPA: Defense advanced research projects agency.
HF: Human factor.
S-2: Staff intelligence officer.
SALUTE: Size, activity, location, unit, time, equipment.
SAS: Special Air Service.
SCUBA: Self-contained underwater breathing apparatus.
SDV: Swimmer delivery vehicle.
SEAL: Sea-air-land.
SECDEF: Secretary of defense.
SEP: Surrendered enemy personnel.
SERE: Survival, evasion, resistance, and escape.
SF: Special forces.
SOP: Standard operating procedure.
SSB: Single sideband (radio).
STABO: Stabilized tactical airborne body operations extraction system.
STANO: Surveillance, target acquisition and night observation.
STAR: Surface to air recovery system.
STOL: Short takeoff and landing.
TL: Team leader.
UDT: Underwater demolition team.
UGS: Unattended ground sensor.
VFR: Visual flight reconnaissance.
VSTOL: Vertical/short takeoff and landing.
WP: White phosphorus.
XO: Executive officer.
Z: Zulu time.

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COMMANDO
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