Pinnacle Empty Quiver

by Bryan Hansel

> This is another type of war, new in its intensity, ancient in its origins – war by guerrillas, subversives, insurgents, assassins…seeking victory by eroding and exhausting the enemy instead of engaging him.
>
> -U.S. President John F. Kennedy, 1962

Introduction: Mission Briefing

> 3.3.5. ***PINNACLE EMPTY QUIVER (OPREP-3PEQ)*** reports the seizure, theft, or loss of a nuclear weapon or nuclear component.
>
> -From the Air Force Manual 10-206 which implements AFPD 10-2, *Readiness*.

Situation Pinnacle: A terror organization has infiltrated an overseas military base in an occupied country, secured a SADM (Special Atomic Demolition Munitions), a suitcase nuke, and has taken hostages. The military base is the home base of an elite anti-terror special force, which will be used in this engagement. If this nuclear device is detonated the local city will be destroyed, but all of the bases population has been evacuated except for the hostages. Evacuation of our citizens from the local city will be complete shortly. Failure of mission could result in the destabilization of the international community and the dissolving of the UN and all international laws. Situation is dire.

The Mission: After insertion, the team will infiltrate, subdue the enemy, defuse the weapon, and secure the compound.

Final Situation: The final outcome of this situation can resolve in one of three ways: 1. The suitcase bomb is detonated, but the hostages are rescued. Because of the rescue, there is not enough time to defuse the bomb. People die. 2. The anti-terror force meets a number of obstacles that prevents them from defusing the bomb or rescuing the hostages. People die and the hostages die. 3. The team defuses the bomb, but before they can save the hostages, the terrorist kill them.

Personal Situation: Each member (Operator) of the anti-terror special force has; at least, one loved one among the hostages. They have been informed that the hostages have been wired with explosives by the terrorists, and that they will likely die when the countdown is aborted. There is no way to save the hostages if the bomb is stopped. No loopholes. No work around. Period.

Rescue: Should a member of the team choose to ignore this mission, go rogue, and attempt to rescue a hostage, they will have five minutes to secure fast air transport and get into the air in order to escape the bombs blast radius. Multiple players wanting to rescue the hostages can team up.

Government Stance of Terrorism: It is the government's policy not to negotiate with terrorists, and therefore the terrorist's demands will not be met.

Who are the players? The players take on the roles of operators in an anti-terrorist special force

specializing. They are highly trained, efficient, and quick moving. Each operator functions in a specific capacity that completes the core squad of the force. These soldiers are the best of the best of the best.

What do the players do? The players use limited resources to drive the action and plot towards resolution. They control their character's movement as they infiltrate, have conflicts, rescue hostages or disarm the nuke. They also control the games direction through their actions and help describe scenes.

Who is the GM? One player takes on the role of the Game Moderator. The game moderator presents the initial situation, provides color, helps narrate scenes, controls pacing and adds conflict. The GM also presents events that happen at certain intervals.

Timer and Game Start (Optional): This game is timed, preferably with a timer that counts down and has a loud alarm at the end of the countdown. Set the timer for two hours. After the players create characters and build their team and learn the rules, they are ready for play. The GM should then read everything in the Introduction if he or she has not done so already, tell the players that they have exactly two hours from until the nuke detonates, and then say "Go." Then start the timer. Play begins.

What the timer does: The time signifies a real world time constraint placed on the game. The game resolves itself in exactly two hours from its beginning regardless of the progress of the players. If the players are efficient then the situation may resolve before the timer runs out. The timer also triggers game events at predetermined times. The GM picks these times prior to game play or during character creation.

Additional Missions: The primary goal of PEQ is to provide a quick one shot game that explores one specific moral choice, but the game has been designed to accommodate additional missions. Some sample missions are included, and a simple system for creating more is outlined.

Game Preparation

Before you can start playing Pinnacle Empty Quiver you must prep for the game by creating characters and a team.

To Prepare for a Game:

- Each player creates an Operator (see Character Creation).
- All the players create one team for their Operators (see Special Force Creation).
- Each player selects equipment (optional) for the mission (see Equipment).

Character Creation

<u>Operators</u>

In Pinnacle Empty Quiver, each player takes on the role of an Operator, one member of a Special Force team. An Operator is defined by his/her specific specialty role, a name, a description, and a number of skills that are scored between 1 and 5.

To create a character:

- Make up a Nickname or Name for your Operator.
- Make up a description of the Operator's appearance.
- Assign Soldiering Skills.
- Assign Combat Skills.
- Assign a Specialty and Specialty Skills.

<u>Training and Specialist Roles</u>

Each member of a special force detachment takes on a specific role that provides a key function for the squad to operate as a team. There are eight different roles that can be filled. A maximum of twelve total members can be on a team with the following specialties having multiple operators functioning in that capacity: Weapon Sergeant, Engineering Sergeant, Medical Sergeant, and Communications Sergeant.

- Roles should not be duplicated in groups of less than eight players. If two players want the same role, flip a coin to determine who plays that role.
- When playing with less than eight people someone must select Leadership as a skill when the Commander role is not selected as an active role. This person may have to sacrifice a Specialty Skill to maintain the maximum of five.
- Each specialist is trained in common soldiering and combat skills, and each specialist role offers unique skills that provide a key function to the team. Some specialist roles may have additional talents that help the team.
- Skills are rated on a scale from 1 to 5 with 5 being the highest level of training and greatest likelihood for a skill succeeding.

<u>Soldiering Skills</u>

All specialist are trained in these skills.

- These skills are rated 3 for all specialists.
- Players have 3 points spend on these skills to raise their skill level. Maximum score of 5 in any one skill.

Camouflage: The skill of camouflage is used to stay hidden in location or when on the move. In combat, a character who succeeds at a camouflage roll may remain hidden the entire combat and take no actions and take no damage.

Escape and Evasion: Used in combats that have gone poorly. The character can attempt to escape and evade the remaining enemy by succeeding in this skill roll.

First Aid: Can be used immediately after combat to heal one point of damage on one character if the action resolution succeeds. A soldier can also use this skill to heal him or herself with a -1 penalty to success.

Navigation: An understanding of how to use maps, compasses, or external clues to navigate successfully through the environment. Basically, how not to get lost. This skill is often used during insertions or extractions.

Reconnaissance & Surveillance: Before insertion, this skill is used to determine what kind of encounters can be expected during the mission. During the mission, this can be used to see what will be encountered next. If the roll is successful, they player narrates the next encounter or scene within the confines of the current Threat Level and any previous Recon rolls.

Small Unit Tactics: This skill is the character's ability to comprehend and perform well in complicated unit level tactical maneuvers. Small Unit Tactics are initiated by a Commanding Officer or character with a Leadership skill. Success by all members during a tactical scenario yields a +1 bonus for each character's next action or next combat, whichever is first.

Survival: The ability to stay alive, feed, and on the move in the wilderness with very little equipment. Can be a very important skill to have when insertions or extractions go wrong.

Combat Skills
Special Force Operators are highly trained warriors, capable of both localized and long distance attacks. To represent these abilities, each specialist receives two skills.

- Split 7 points between these two skills. The highest ranking can be 5.

Hand-to-Hand: Basic Hand-to-Hand and Martial Arts combat training that all members of Special Forces receive. It is a combination of several types of combat including those that disarm the enemy and turn attacks back onto them.

Marksmanship: This combat skill represents a specialist's training in accuracy with firearms. And a specialist's mastery of firearms and the understanding of how to clean, service, and best utilize different firearms. This is a combat skill, but also a skill that allows a character to fix and keep weapons functioning before and after combat.

Specialist Skills
Specialist Skills are determined by role selection.

- In Specialist Skills, each Operator can have two skills rated at 5, 2 skills rated at 4, and 1 skill rated at 3. The player may assign these numbers as desired.

- No other specialist can share the same skills unless listed under the role.
- If a specialist has less than five skills, then the player may pick skills until five are obtained from unused specialist roles.
- If a specialist role has more than four skills, then the player must discard skills until four is reached. After other characters select five skills, then this character can go up to five skills.

Specialist Roles

Commander

Role Description: The commander is responsible for mission organization and execution.

Talent: All characters acting under his direct orders receive a +1 to their skill rolls.

Skills:
Leadership: This skill is the additional leadership training that high-level officers have received. This skill never needs to be checked. When a character uses leadership, they tell the other characters what they should do during the next round. If the other characters follow the leader's orders, they get a +1 bonus. A successful roll when splitting a team results in no loss of threat levels.

Mission Building: Used before insertion, this skill if successful, lets the player rearrange the threat level of the enemy encountered during the game. The player can also rearrange obstacles that have be assigned in recon. For example, a player switches threat levels two and six. They will encounter more enemies during threat level two than they will in six.

Warrant Officer

Role Description: The warrant officer serves as a back-up commander taking the lead when the commander is absent or non-functional. If a mission is split, the warrant officer takes command and both groups can function as a team.

Talent: If the commander is absent, all characters acting under a WO's direct orders receive a +1 to their skill rolls.

Skills:
Leadership: This skill is the additional leadership training that high-level officers have received. This skill never needs to be checked. When a character uses leadership, they tell the other characters what they should do during the next round. If the other characters follow the leader's orders, they get a +1 bonus. A successful roll when splitting a team results in no loss of threat levels.

Mission Building: Used before insertion, this skill if successful, lets the player rearrange the threat level of the enemy encountered during the game. The player can also rearrange obstacles that have be assigned in recon. For example, a player switches threat levels two and six. They will encounter more enemies during threat level two than they will in six.

Weapons Sergeant

Role Description: A weapons sergeant is a specialist in the operation of all weapon systems, foreign and domestic.

Talent: All characters acting under his advice during combat receives +1 to their rolls.

Skills:

Disarm Weapons: High-level training in the art of disarming weapons, like bombs and nuclear weapons. Failure may indicate that a bomb will explode instantly.

Target Acquisition: A combat skill used to acquire an enemy position for calling in an air attack. If successful, air support will arrive killing 1d6 worth of enemy. If unsuccessful, roll a 1d6. On a 1 or 2, the air support misses doing 1d6 worth of damage to the player characters. The current team leader divvies out the damage.

Extended Warfare: A specialization in a certain type of warfare: jungle, desert, WMD, etc… This gives a character a +1 advantage when dealing in situations that involve his or her specialization. Specialization must be selected.

Guerrilla Tactics: A combat skill that represents the characters ability to comprehend and utilize guerrilla warfare tactics and understand their weaknesses and advantages. When successfully used during combat against a convention troop placement, this skill gives the character two +1 bonuses to give away to other players during the combat.

Weapons Systems: The training in understanding of various weapon systems both friendly and enemy. It also includes fixing weapons, disarming, and anything to do with weapon systems.

Sniper: The mastery of long distance weapons used in precision hits. During combat, this skill allows a character a second shot that must be rolled in ranged combat.

Engineering Sergeant

Role Description: An engineering sergeant is a specialist in several areas, including demolitions, explosives, navigation, building, recon, and sabotage. They also are the most skilled at disarming weapons.

Talent: Receives two tries to disarm any weapon.
Skills:

Battlefield Engineering : A combat skill that allows the character to create and effective plus driver on the battlefield. When successfully used before combat, the players may gain additional bonuses during combat. Before combat, each player rolls a 1d6. On 1-3, they are unable to take advantage of the engineering. On a roll of 4-6, they gain a +1 bonus for the combat.

Demolitions & Explosives: A character with this skill has an expert level understanding of how to place and use explosives and carry out demolitions.

Disarm Weapons: High-level training in the art of disarming weapons, like bombs and nuclear weapons. Failure may indicate that a bomb will explode instantly.

Fortification: The understanding of how to fortify a location in preparation for battle. A fortified battle location protects all the characters that stay in ranged combat from any attack. Can only be used during the first round of combat.

Protective Equipment Usage: An understanding of how best to take advantage protective equipment like body armor. Can be used in combat to dodge incoming attacks.

Sabotage: The ability to sabotage equipment without the enemy knowing that their equipment has been tampered with before they use it.

Medical Sergeant
Role Description: A medical sergeant is responsible for maintaining the health and fitness of the squad while in action. They are among the finest first aid and trauma medical technicians in the world.

Talent: After combat, a medical sergeant can attempt to heal all the characters using First Aid despite the restriction built into the skill. They also gain a +1 on First Aid skill rolls.

Skills:
Field Medic: Field Medics are highly trained battlefield emergency surgeons. This skill is used after or during combat. It can be used on one character to heal one half of all the wounds the character has suffered. Round fractions up. It can only be used once between combats. Can be used on self.

Communications Sergeant
Role Description: Specializing in communications, this operator can use any and all communication devices from high tech encrypted satellite systems to the Morse code. They also are bilingual and are trained in computer systems.

Talent: Twice per game, except during the final threat level, they can call in a precision air strike that will eliminate all remaining enemy combatants.

Skills:
Computers & Communications : A mastery of all electronic devices and a multitude of communication devices. This skill allows the Operator to stay in contact with ODB. It also includes hacking skills for getting into all kinds of electronic systems.

Confinement & Interrogation: An ability to take a prisoner and effectively interrogate him for information. When successful, the prisoner will divulge information about a future threat level. If no information exists about that level, then the player can make up something about the threat level.

Language: The ability to write, read, and speak an additional language. Special Ops troops are trained in the languages that they will use in the areas that they are deployed. A successful roll is needed only if the character is attempting to appear as a local. Otherwise, he or she can speak and communicate as needed.

Signals: The skill of understand and sending signals through a variety of methods electronic or otherwise.

Intelligence Specialist
Role Description: The intelligence specialist is able to gather information from the field, process, submit, and receive detailed data on that information. He also is highly trained in the tactics and composition of enemy forces.

Talent: He also gains +1 on any actions performed for recon, and if the team uses his ideas, they gain +2 on any actions performed in recon.

Skills:
Area Assessment: Upon entering a new area, a character may make an area assessment to determine what resources or dangers are in the area. A success allows the player to set the scene.

Assassination: Assassination is the stealthy art of murder using a variety of methods including poison,

guns, etc… Characters with this skill can carry out a successful assassination against one person. Must be in the same Threat Level.

Confinement & Interrogation: An ability to take a prisoner and effectively interrogate him for information. When successful, the prisoner will divulge information about a future threat level. If no information exists about that level, then the player can make up something about the threat level.

Deception & Subversion: A mastery of disguise, black ops, and other subversion techniques.

Enemy Tactics: A broad understanding of the enemy tactics that gives a character the upper hand during combat. When used and successful, the character will see patterns in the enemy attack. They can communicate this information to other characters by passing on three +1 bonuses per successful roll. Can only be rolled once per combat round and only if used in ranged combat.

Sabotage: The ability to sabotage equipment without the enemy knowing that their equipment has been tampered with before they use it.

Operations Sergeant

Role Description: The operations sergeant is responsible for training, outfitting, and overall organization of a squad. He also supports the Commander directly in all his decisions.

Talent: He gains a number of Steel Points equal to the number of players minus one that he can give out to whomever and whenever he desires, but not to himself.

Skills:
Mission Building: Used before insertion, this skill if successful, lets the player rearrange the threat level of the enemy encountered during the game. The player can also rearrange obstacles that have be assigned in recon. For example, a player switches threat levels two and six. They will encounter more enemies during threat level two than they will in six.

Outfitting: An ability that is used to secure and obtain additional equipment and weapons before the team leaves on a mission. This is only for additional equipment that isn't necessary for success of the mission. Also the strange ability to find the needed equipment while on the ground.

Security: A character trained in security has the ability to set up a secure camp, secure team advancements from trailers, and recognize and analyze enemy security tactics. Using this skill successfully also allows the players to determine what kind of security is ahead in the next threat level.

Special Force Creation

All Operators in this game belong to one Special Force Detachment. In military speak, this detachment is known as an Operational Detachment Alpha (ODA). Six detachments make up one company. Each detachment within a Special Force Company fills a specific role. Other than ODA roles, there is an Operational Detachment Beta and Sierra, Command and Sniper, respectively. These detachments are played by the Game Master if they come into play at all.

To create a Special Force ODA:

- Make up a Name for your ODA.
- Make up a Motto for your ODA.
- Select a Squad Specialization.
- Assign Squad Skills at a score of 4 to each character.

Squad Specializations

All the player's Operators are part of one of the other ODAs.. These ODAs have a specialization in the type of warfare that they are trained in. The players will pick this squad specialty from four, Air, Boat, Mobility, Mountain, when they create their Special Force ODA. Note: Players can sacrifice their squad talent to have an ODS, a sniper team, accompany them on a mission.

- Pick a Squad Specialization.
- Assign Squad Skills at a score of 4 to each character.
- Selected Squad Specialization determines in part where the sortie will occur. Example: If Mountain is selected, the action is in the mountains.
- Squad Specializations give the group a talent to use when working as a team.
- Can sacrifice the squad talent to have an ODS accompany the team.

Air

Squad Description: This squad specializes in the insertion via air. They are highly trained in HALO/HAHO operations and Parachute Qualifications.

Squad Talent: They also gain a bonus of +1 to any reconnaissance rolls when they make contact with their aerial support team.

Squad Skills:
HALO/HAHO: High Altitude Low Opening and High Altitude High Opening parachute training. The character jumps out of a plane from an extremely high altitude of around 30,000 feet, quickly descends and opens the chute either low to the ground or for longer glide (up to 25 miles) into enemy territory at a high altitude. A failure of this skill means that the landing zone was missed and the character is now separated from the others.

Boat

Squad Description: This squad specializes in insertion via water and is highly trained in all boat operations and water warfare skills.

Squad Talent: They gain a +1 bonus to any attempts of insertion or infiltration that involve water, and a

+1 bonus for any combat that occurs on water.

Squad Skills:
SCUBA Underwater travel using breathers, oxygen tanks. Used to see how well a character inserts into a situation. A failure indicates the insertion point has been missed.

Vehicle Handling - Water: The ability to handle many different types of boats from go-fast to kayaks. This skill includes the ability to navigate on water and read charts.

Mobility
Squad Description: This squad attacks its mission using quick movement through a variety of situations using vehicles, pack animals, or otherwise.

Squad Talent: +1 bonus on any action involving a vehicle.

Squad Skills:
Vehicle Handling – Land : The ability to handle many different types of vehicles from tanks to motorcycles. This skill includes the ability to navigate on land and read maps.

Extended Warfare - Urban: A specialization in urban warfare. This gives a character advantages when dealing in situations that involve his or her specialty.

Mountain
Squad Description: Highly trained in mountaineering and climbing. These troops are trained to withstand the several weather elements of high altitude combat.

Squad Talent: +1 on any recon or movement in snowy and freezing conditions. +1 in snowy or mountainous combat conditions.

Skills:
Mountaineering: The use of skis, ropes, axes, crampons, and other mountaineering equipment. It is also the understanding of how to stay alive and navigate in cold mountain environments. Use this to see if the characters insert well.

Sniper
This support squad hardly sees any direct action, and they move into position before insertion by the main squad and help to provide cover fire and elimination of the enemy as the main squad moves towards their objectives. If used, during combat roll 1d6 to determine if combat is visible to the snipers: 1-3 - Visible 4-6 - Not Visible. If visible, the sniper team automatically eliminates two enemies each combat turn as long as one Operator is still in Ranged combat. Note: ***In order to take this support group, the squad's talent is sacrificed.***

Equipment (Optional)

The following is a list of equipment that Special Forces teams are intimately familiar with. Most of the team's members will have on-hand knowledge of the following equipment, and many of the team's members will know the equipment forward and backwards. Each Operator is assigned equipment and the squad is also assigned group equipment to share. Additional equipment may be available on an as-needed basis.

To equip an Operator and ODA:

- Note Personal Equipment.
- Tweak SOPMOD (optional).
- Assign Operators to carry squad equipment.
- Secure additional equipment needs.

Note: Optionally, players can assume that their character is equipped with what they need and can ignore these rules and use the equipment lists simply as color.

Encumbrance

An Operator can only carry their own personal equipment and one piece of squad equipment or one piece of additional equipment. Any additional equipment above and beyond the personal equipment and squad equipment carried causes that Operator to become encumbered. Encumbered characters have a -1 penalty to everything they do. A character can become unencumbered by giving the equipment away or discarding the equipment. Discarded equipment is lost.

Equipment and Skills

Some skills may require equipment to work. If that equipment is unavailable, then the skill can not be used. Examples: **Computers & Communications** can't be used unless there is a computer or communication device available. **Demolitions & Explosives** won't work unless the character has explosives to use.

Personal Equipment

Every operator within a squad is issued the following items, and depending on their squad's specialty, they will be issued additional items. Also, if the mission requires a specific piece of equipment, then that will also be issued.

- Multiband Intra-Team Radio (MBITR) w/ PRQ-7 Survival Radio
- Body Armor with Helmet
- Combat knife
- Grenades
  - 2 x M67 Frag Grenades
  - 2 x Smoke Grenades
- M4A1 Rifle
  - Special Operations Peculiar Modification (SOPMOD) Kit
- M9 9mm Pistol
- First Aid Kit
- Map & Compass & GPS Unit
- SPEAR/MOLLE UM21 Pack

- Survival Kit

Items on this list may be swapped for other similar items before a mission, but in order acquire additional equipment, the squad's Operations Sergeant must use his connections and Outfitting skills to navigate the regiment's equipment division.

Squad Equipment
Additionally, squads are issued the following equipment:

- SATCOM – PRC-137F Special Mission Radio (SMRS)
- Palmtop Computer
- C4 and Detonator Caps
- Field Medic Kit
- Ground Laser Target Designator (GLTD)

Weapons
- Ak-47 – Russian manufactured automatic rifle and the standard rifle used by terrorists. This rifle is a durable weapon that continues to function despite rough and careless treatment.
- General Officers .45 – Standard pistol issued to Officers. Most Special Force Operatives will use this handgun.
- Grenades – The most common grenade is the M67 fragmentation, which is a powerful weapon in taking out multiple targets. Other available flavors include smoke, incendiary, concussion, tear gas, and concussion/stun. Most Special Force soldiers carry two M67 and two smoke grenades.
- Glock 22 – A polymer-framed pistol popular in many foreign defense forces and the single most popular sidearm for law enforcement in the Operator's country. Some Special Force Operatives will choose to carry this pistol instead of the General Officers .45, because they feel the lighter sidearm is a quicker draw. The Glock 22 uses the .40 Smith & Wesson cartridge.
- M16A4 – The standard rifle for front line troops in most branches of the military. This is a highly accurate weapon with the same firing modes as the M4A1.
- M4 – An older version of the M4A1.
- M4A1 – A short barrel rifle with a collapsible stock and a modified sight deck that is highly customizable. The M4A1 uses the same .223 caliber round as the M16. It has several firing modes: fully automatic, burst mode, and semi-automatic. The standard magazine holds 30 rounds. This is the weapon of choice among most Special Force units.
- M18A1 – Claymore personal mine system. An above ground mine system that can be remotely triggered.
- M9 Beretta 9mm Pistol – An easily concealable accurate semiautomatic sidearm. With practice, this small pistol is an effective weapon and gives good odds in a firefight.
- M24 – The standard in sniper rifles. This high-powered bolt-action rifle mounted with a 10x24 scope for shots out to 500 yards.
- MP7 – The MP7 is a personal defense weapon constructed from polymers. It is designed as a light small weapon that fires a powerful enough round to penetrate body armor. It's smaller and lighter than a M4A1 and is often used as a replacement for a pistol or a submachine gun.
- Walther PPK – An extremely popular pistol for plains clothed law enforcement officers. Its small size makes it highly concealable and has been adopted by some Special Force units.

Accessories for the M4 and M4A1

All of these accessories come standard in the Special Operations Peculiar Modification (SOPMOD) kit. The kit allows Special Forces operators to configure their weapons to their preferences and mission requirements.

- Aimpoint M68 CCO device – A red dot gunsight that mounts directly onto a Picatinny rail of a M16A4 or M4A1.
- AN/PEQ-2 Advanced Combat Optical Gun sight – This is a Target Pointer/ Illuminator/Aiming Light (TPIAL), which is a laser sight for use on rifles fitted with a Picatinny rail. It has two infrared laser emitters—one narrow beam for aiming, and one wide beam for illuminating. Night vision goggles are required to see the laser emitters.
- Bipod – An accessory that attaches to the barrel of the weapon to increase stability for highly critical shots.
- AN/PEQ-5 Visible Laser – A laser sight that projects a visible red dot.
- M 921HB barrel replacement
- M203 Grenade Launcher – A 40 mm grenade launcher that attaches to the bottom of the M4's barrel.
- KAC's Quick-Detach Sound Suppressor (QDSS) – Often called a silencer, this attachment reduces the flash and sound emitted from the muzzle during weapon firing.
- Telescoping Stock – Allows the overall weapon's length to be shortened while carrying and lengthened when a stock is needed.
- Visible Light Illuminator – A flashlight that mounts to the barrel of the gun.
- XM26 LSS Shotgun – A shotgun that attaches to the bottom of the M4's barrel.

Miscellaneous Gear

Equipment is not limited to this list.

- Binoculars
- Body Armor – Kevlar body armor designed for increased protection for the soldier. It is bulky and heavy; so many Special Forces soldiers refuse to wear it.
- C4 & Detonator caps – A highly explosive material used in place of TNT. It is approximately three times as explosive at TNT.
- Climbing gear – Harnesses, ropes, crampons, axes, skis, pitons, chocks, and other assorted climbing gear required for a mission.
- Digital Camera – A military spec digital camera that can be used in conjunction the SMRS to upload photos to the ODB.
- Entrance tools – A set of lock picks and other tools used for entering buildings.
- Field Medic Kit – A full-blown medical kit for treating wounds in the field.
- First Aid Kit – A small kit for each soldier to carry. It contains basic first aid items.
- Flashlight – Helmet worn or handheld flashlight.
- GPS Locator – A small unit that uses satellites to display the unit's position on a map in the integrated screen.
- HALO Helmet – Helmet with integrated oxygen system for high altitude jumps.
- Map & Compass
- MC-4 Parachute – A Parachute designed for HALO/HAHO operations.
- Multiband Intra-Team Radio (MBITR) w/ PRQ-7 Survival Radio – Radio system used to

communicate between remote team members. It contains a integrated Global Positioning System and remote tracking beacon.

- Night Vision Goggles – Goggles that when worn at night amplifies available light and sees into the infrared spectrum.
- Palmtop Computer – A handheld computer built to military spec waterproof and impact standards.
- Ground Laser Target Designator (GLTD) – A compact, lightweight laser target designator designed for pinpoint delivery of laser-guided munitions.
- SATCOM – PRC-137F Special Mission Radio (SMRS) – A sat phone capable of sending encrypted secure communications. It also integrates directly with a palmtop computer system and digital camera.
- SCUBA GEAR - Self Contained Underwater Breathing Apparatus for underwater insertions into the combat zone.
- SPEAR / MOLLE Special Forces UM21 Backpack System – A modular backpack designed to meet Special Forces needs and used extensively in recent conflicts.
- TRQ-43 High Frequency Radio – A powerful radio system that can bounce a radio signal across the upper atmosphere.
- RE-Breather – A portable facemask that filters out environmental impurities.
- Survival Kit – A small kit that has all the necessary equipment for a Special Forces team member to survive in the wilderness.

Core Rules for Play

After character creation, the game is ready to be played. Several systems drive play. These are the Mission Breakdown, Action Resolution, Steel Dice, and Threat Levels. The Mission Breakdown, breaks the game down into several stages, and something different occurs in each stage. For example, the first stage is called Recon and the players will reconnoiter the base and form an attack plan. The third stage is called Insertion. In this stage, the players will attempt to get to the starting point of their attack plan. The Mission Breakdown serves as an overall structure, like chapters in a book.

Within the Mission Breakdown structure, Threat Levels track the player's progress. Threat Levels range from zero to seven. The higher a player's Threat Level the closer he is to finishing all the stages of the game, or in the book analogy, the closer he is to finishing the book.

To advance Threat Levels, the players roll Steel Dice. When a Steel Die is successful, the player's Threat Level advances. Threat Levels advance differently for Operators on teams versus rogue Operators. To be able to roll Steel Dice, the players must have their characters attempt skills. The skill used depends on the previous descriptions provided by the GM or other players and are resolved using Action Resolution. When a skill is successful, a successful Steel Die will move the player's Threat Level forward by one.

In Action Resolution, if a player rolls successfully, they also win the chance to describe what happened and using this tool, they can set up the scene to help another one of the players to be able to use a skill. When a player fails, the GM describes the scene and can make life more difficult for the players.

When players lose Steel Dice, they can enter combat to gain a Steel Die back.

In some missions, there may be two opposing goals. If this is the case, then some members of a team may choose to go rogue and compete against the team. The main sortie contains this choice.

All these rules will be described following.

- Threat Tracks
- Action Resolution
- Combat System
- Mission Breakdown (described in Playing the Game)

Threat Tracks

Threat Levels represents the team's progress during a mission. This progress may be reaching certain rooms or performing certain actions as determined during Recon (see Mission Breakdown). Progress in threat levels are tracked on a threat track with seven squares numbered from 1 to 7. The higher the number of a player's Threat Level, the closer to completing the mission that player is. Threat Levels are advanced using Steel Dice (see Action Resolution).

Quick Rules for Threat Tracks:

- Advances when Steel Dice rolls are successes.
- When on a team, everyones successes are spread out among members so that no team member is more that one threat level behind.
- When rogue, all successes are applied to that player's threat track.
- When joining or leaving teams, threat levels can change.
- Threat Levels equal locations or actions that must be completed before the Operator can move on to the next location/step/action.

- When the final threat level is reached the target has been reached.
- Random events may occur as players gain new threat levels.

Sample Threat Track:

1	2	3	4	5	6	7

Advancing the Threat Level

To advance a threat level, a player must choose to roll a Steel Die during action resolution. If the action resolution succeeds, then depending on the result of the Steel Die, the Threat Track may be advanced. See Action Resolution for a more detailed description on how this occurs.

Team Vs. Rogue Operator Tracks

Threat Tracks function differently for rogue operators and those on a team.

When on a team, no player's threat track can be more than one ahead of anyone else's track. If a player's threat track is one ahead and they succeed on a Steel Die, the extra threat level must be giving to someone with a lower level. The CO decides who it goes to.

When rogue, an operator's rolls only change his or her own Threat Level.

For example, Becky and Eric are playing two Operators on the same team. Eric is at Threat Level three and Becky is at Threat Level four. Becky rolls a skill and succeeds and her role on her Steel Die advances the Threat Level. Because, Eric's Threat Level is lower than Becky's, this success advances Eric's Threat Level to four, so that all the players on the team are at the same Threat Level. On Becky's next turn, she is successful at advancing the Threat Level again, but this time, because both her and Eric's Threat Levels are equal, she adds a Threat Level to her track and is now at Threat Level five.

If in the above example, Becky had been rouge, she would have started at Threat Level four, but after the two successes, she would have advanced to level six.

Special Cases

During play there are several actions that may affect a Threat Track other than just a simple Steel Die roll. These are as follows:

Splitting A Team: If the commander orders the team to split into two, then each team loses one Threat Level, or two total Threat Levels. Reduce the Threat Level on one player's track from each team. The CO decides whose level is reduced. A team must consist of two or more characters. Exception: If there are only three players, the CO can be considered a team of one.

Going Rogue: If a player has his character leave the team and become a rogue operator, then he loses one level from his track. If team morale is zero, the character may leave without any penalty.

Minimum Level: No track can be reduced below zero.

Joining A Team: At any point, if the other players allow it, a rogue operator may join back up with a team. Threat Levels are spread out evenly across all the player's Threat Tracks with the rogue operator receiving the least, if they don't spread out evenly.

For example, a rogue player has a Threat Level of five and is joining up with Becky and Eric who each are at level three. Adding the total of Threat Levels between them results in 11 Threat Levels. Divided by the three characters this gives each character a Threat Level of three with the two remaining levels going to Becky and Eric, so Becky and Eric will have Threat Levels of four, and the rogue, now team member,

will have a Threat Level of three.

Rogue joining Rogue: If rogue players join together, they split the total number of Threat Levels they have between them. In uneven splits, the extra Threat Levels are lost.

Threat Level Seven – The Target Reached

When a player or all the players on a team reach threat level seven, then the target is reached. What occurs when the target is reached depends on the mission.

In the main mission, one final battle must take place with seven mooks per player entering the room. Each player must fight one hand-to-hand combat. After the battle is finished, the mission's goal has been achieved, and extraction is one successful roll per player away.

In the main sortie, the team or rogue decides what he is going to do, disarm the nuke or rescue the hostages. He cannot do both. Any action resolutions are rolled accordingly. If the players choose to rescue the hostages, they have five minutes to get airborne in order to escape the blast radius. If they choose to disarm the nuke, they each get a scene to say goodbye to their loved ones.

Random Events

During play, depending on the mission, random events may occur. These are tied to the threat level of the players. When the player with the lowest threat level gains a new level, a random event occurs (see Random Events).

Action Resolution

The action resolution system in this game governs all the actions that the players can take. When the player has his character attempt an action with a skill, he rolls a six-sided die (d6). This is compared to the character's skill score. The character succeeds if the result is less than or equal to the skill's score plus any bonuses. This is called a skill roll or an action resolution roll.

A roll of a six always fails.

After making a successful skill roll, the player may also elect to spend a Steel Die (see below) to try advancing the Threat Level of the game with his action.

Quick Rules for Action Resolution:

- Roll a d6.
- Equal or less than Skill plus bonus is success.
- A six is always a failure.
- Player can roll a Steel Die after a successful skill role, except in Combat.
- Success allows the player to describe the outcome.
- Failure and the GM describes.
- Characters can perform joint actions with each success providing a cumulative +1 to the next.
- Unskilled action attempts are rolled at a score of 2.

<u>Who Describes the Results.</u>

If the player succeeds, then the player describes the outcome in his and his team's favor. If the roll is 6 or a failure, the GM describes what happens.

Action Resolution Chart	
Success	Player describes the result.
Fail or 6	GM describes the failure.

Because the players and the GM both do some of the narration, try to keep input open during the game. If a player wants to use a skill that the GM had not described something in the scene for, allow the player to describe why they should be able to use the skill. The game should be created both by the GM and by the players.

<u>Or This</u>

When a player wants to perform a skill, the GM or the player should suggest what will happen if the skill roll fails. This takes the form of the player stating what he wants to happen if he succeeds and then suggesting what will happen if he fails. The GM can then modify what will happen if the roll fails or accept it as it is. Both the player and GM must agree to both what will happen if the roll fails or succeeds.

After this is decided, the player makes his skill roll.

Example: The player is attempting to plant some C4 on a fuel tank to create a diversion so the rest of the team can sneak by a guard post. The player wants the diversion to be successful and attract the enemy guards, but if he fails, he wants the C4 not to explode at all. The GM doesn't like that, and states the fact that the Operator is a demolition expert and doubts that he would fail at setting off the C4. The GM says that if you fail, you attract guards, but they'll be from another post. The player agrees and rolls.

Joint Actions

In some actions, teamwork may be necessary. In these situations multiple characters may perform actions that require skill rolls. Each successful action will provide the next player with a cumulative +1 bonus to his roll. Joint actions can help compensate for a lack of a skill necessary to complete the current challenge. The players must devise ways that their characters will work to overcome a challenge by working together.

Unskilled Action Attempts

Because Operators are highly trained, they may attempt actions that they do not have a specific skill in. During these attempts, consider their skill level 2.

Notes:

Things to try:

- If a skill roll succeeds, then the player gets to roll a steel die.
- On failed rolls, GM narrates and gains a Mook point.
- When can a threat level be reduced?

Steel Dice

Steel Dice represent the Operators steely resolve to move the mission towards conclusion. As long as a player has a steel die, he can choose to roll it after any successful skill roll, except in combat. Successful steel die rolls move the player's or team's threat level forward by one. Failed rolls may result in the loss of a steel die. Steel dice are regained during combat (see Combat). It is helpful to have a die that is a different color than the rest to represent Steel Points. If you can find it, it should be silver or the color of steel.

Quick Rules for Steel Dice:

- Roll on any skill roll, except during combat.
- Successes add one threat level.
- Failures can result in loss of die.
- Steel dice are gained in combat.
- No character can have more than one die at a time.
- Team Morale can be lost when a steel roll fails.

Starting Steel Die and Limitations

All characters start with one steel die, and may only have a maximum of one steel dice at any time.
(Optional)For groups that would like less combat, characters start with two steel dice and can have a maximum of two at any time.

Successful Skill Rolls and Steel Dice

If the action is successful, and the player spent a Steel Point, then compare the result of the Steel Die to the following charts.

Steel Die Result: Player is a Rogue Operator	
1-3	Raise personal threat level, describe result, and keep Steel Die.
4-6	Loose Steel Die. GM describes the loss.

Steel Die Result: Player is part of a Team	
1-2	Raise team threat level, player describes result, and keep Steel Die.
3-5	Keep Steel Die. Subtract One from Team Morale. Player describes what happened to reduce Morale.
5-6	Loose Steel Die. GM describes the loss.

Team Morale (Optional)

Every team in this game is strongly bonded at the start with Team Morale. This morale is measured in points that can be lost in Steel Die rolls (see Steel Dice). The main effect of losing morale is that when morale reaches zero, anyone can leave a team without suffering the loss of Threat Levels.

At the start of the game, a team will have morale points equal to the total number of players multiplied by two.

When rogue players join together, they will have team morale equal to the number of players joining.

When a team splits up but the two teams share the same goals, they split the morale in half with any uneven splits going to the team with the highest-ranking officer.

Combat System: Engagement

This combat system is a cinematic system that attempts to recreate movie-like modern combat. Its main purpose for the player is to gain Steel Dice to use during Action Resolution. To help picture combat in a cinematic way, the phases represent a type of lens or shot that occurs in movies. The first phase of combat represents the view through a wide camera lens. The view takes in the whole scene, the enemy and the Special Forces members are running from place to place, popping off a shot here and there, but also taking other actions, like treating wounds. The next phase uses a slightly longer lens to zoom into the action. The Special Forces members are either fighting many opponents in close quarters firefights or using hand-to-hand combat. Then the longest lens zooms in closer to a single operator fighting one enemy mook, and on the movie screen, all you see is a one-on-one fight.

Combat occurs in several phases including Initiating Combat, Ranged Combat, Close Quarter Combat, and one-on-one Combat. Each player may utilize one or more scenes during combat, and each player can fight in a different type of scene than other players. After combat is initiated, each player picks which phase they want to participate in during the first round of combat (see below for specifics). After every player has a turn, then they move into the second round of combat and they can pick which phase they want to fight in. This continues until combat is over. It's important to note that one-on-one combat, in which Steel Dice are gained, can only be moved into if a player is in close quarters combat during a previous round.

A forth type of combat scene is an operator fighting an operator.

Quick Rules For Combat:

- A player can enter into combat at anytime by calling for it.
- Combat is used to gain steel dice.
- The number of enemy mooks is proportional to the threat level and number of players.
- The three main types of combat are governed by different rules.
- Creative descriptions can gain the player bonuses.
- Combat can cause a character damage which reduces that character's effectiveness in some skills.
- If a player rolls a number of successful attacks in a row, he may be able to Lay Down the Law and kill even more mooks without having to roll additional skills.

Combat Rounds

Combat is divided into rounds. A round is finished after every player has had a chance to complete a fight scene: Ranged, Close Quarters, or One-on-One. When a round is complete, the next round begins. Between round, within the limitations of the rules, characters may move between scenes.

The Enemy

In combat, all enemy combatants are known as Mooks or Bosses. Mooks is a generic term for the bad guys in action films. These are the enemy that come at the characters in great numbers but are easy to kill. The number of Mooks in a combat is determined by the Threat Level (see below).

Bosses (optional) are a tougher breed of enemy. These enemy have special combat skills rated from 1 to 5, and they have wound tracks (see below) just like the Special Force Operators. Bosses are tough to fight and must be taken on in an Operator vs. Operator combat scene. Bosses will appear in missions in two ways. The first is that the mission was designed with a boss in it. Players will learn that a boss is in the Mission during the Mission Briefing. The second is that the GM can buy bosses with Mooks that are left over when the players escape combat (see Missions to learn how to build a Boss).

Skills for Combat

The combat system is an extension of the skill system, and by extension, in every action that has an affect on the enemy, a successful skill role is required. Not all skills are available for use during combat, unless the player can justify its use to the GM. These are the skills that can be used in combat (see the skill description for the skills effect or specific usage):

- Camouflage
- Escape and Evasion
- Hand-to-Hand
- Marksmanship
- Small Unit Tactics
- Battlefield Engineering
- Confinement & Interrogation
- Enemy Tactics
- Field Medic
- Fortification
- Guerrilla Tactics
- Leadership
- Protective Equipment Usage
- Sniper
- Target Acquisition
- Weapon Systems

In combat, there are several times that a character must dodge an incoming attack or be wounded. A fail dodge results in one wounded. For dodging purposes, these skills are used:

- Hand-to-Hand
- Protective Equipment Usage

Leadership Skills in Combat

The leadership skill that Commanders and Warrant Officers have can be used in combat at the beginning of the round. They don't have to be in ranged combat to use this skill. Only the highest-ranking character can use the Leadership skill if multiple characters have the skill. If other characters have the Leadership skill and can use it because there are no ranking officers in the group, they must use the skill in ranged combat.

Skill Modifiers

A cinematic combat system requires input from the players to make the combat exciting. The standard is that the players should creatively describe their actions and the effects their actions have. The GM can hand out modifiers that reward extremely descriptive attacks or modifiers that punish lame descriptions.

For lame descriptions, a -1 modifier is given to the skill level, and for great descriptions, a +1 modifier is given to the skill level. Remember, a roll of a 6 always fails. Each group will have to determine the level of cinematic descriptions that they want, but here are some examples.

Example of a lame description (-1): I use my Hand-to-Hand skill to hit him. Example of an average description (+0): I punch him in the face and knock him out. Example of a great description (+1): The terrorist is running towards me, so I take a kick boxing stance, when he's upon me, I spin kick him in the face.

Damage and Wounds

During combat, an Operator may become wounded from an attack. When this happens, a player subtracts one from the character's wound track. The wound track starts with six boxes.

As a character takes wounds, their performance becomes degraded. After the first two wounds and after the fourth wound, reduce any specialty skills by one point for each. At the fourth wound, reduce Basic Skills by one.

When a character takes a fifth wound, major adrenalin kicks in and the Operator experiences a surge of energy in a last ditch effort to survive. All traits go back to their normal score.

If all the character's traits are crossed off, then the character dies unless a Field Medic makes a successful skill roll.

Sample Wound Track showing cumulative penalties:

ONE	TWO	THREE	FOUR	FIVE	SIX
	specialty skill -1	specialty skills -1	specialty skill -2 soldiering skills -1	Skills Restored	Death

Healing

Healing takes place during or after combat. The Field Medic skill can be used during combat by characters in ranged combat. A successful use of the Field Medic skill will heal half rounded up of the total damage a character has taken during the game. Each player can attempt one First Aid roll after combat on others or themselves, and if successful, it will restore one point of damage.

Using Steel Dice in Combat

Players may not use Steel Dice in combat to advance the Threat Level.

Escape and Evasion

When combat is going poorly, Operators can attempt to escape and evade the remaining enemy by succeeding in the Escape and Evasion skill. If all the characters are successful in escaping the combat, the GM gains a reserve of the balance of the mooks in combat that she may use as she pleases.

Laying Down the Law

During the close quarters phase of combat, Operators may lay down the law, this occurs when a Operator kills an equal number of mook in a row as the highest skill ranking that they used during their turn.

For example, if an Operators Hand-to-Hand skill is rated four, and the player uses this skill during combat, on the fourth successful roll in a row, the Operator may lay down the law.

When an Operator lays down the law, all the rest of the mooks that the Operator has engaged in close quarters combat are automatically killed. So, for example, the above Operator is fighting 7 mooks. He kills four in a row using various skills, but the highest skill used is ranked at four. After the fourth kill, the Operator lays down the law and automatically eliminates the remaining three mooks. Players can chalk this up to stray bullets, thrown grenades, or whatever they can dream up that would likely happen in combat.

Emptying A Clip

During the close quarters phase of combat, an Operator may elect to empty a clip into the enemy mooks using one of his firearm skills. The player will roll a number of dice equal to the character's skill rating, and each success results in the death of a mook. If all dice are successes, then the player may Lay

Down the Law (see above). No special bonuses for descriptions, successes, etc… apply.

Regardless of the number of dice that fail, the character will only take one wound.

For example, an Operator has a rating of four in Small Arms. He decides to take on seven mooks. The player describes, "I see seven of the enemy terrorists hiding behind various crates, and I'm sick of these fools. I'm just going to empty my clip into them." He rolls four dice, which is equal to his Marksmanship skill's rating. All result in rolls under four, so four of the mooks die in a spray of bullets. The player says, "After the four mooks die in a spray of bullets, I slap a new clip in and point it at the terrorist's head that's poking out from the top of a crate." He then narrates how he lays down the law.

When Combat Isn't Combat

During play, there may be times when the characters will encounter lone mooks or small groups of mooks. Instead of moving directly into a combat situation where more mooks may show up, the players may decide to fight the terrorists without moving into combat. No Steel Dice will be available to the players, but they will have to fight less terrorists with no risk to themselves, and they can roll Steel Dice to advance the game.

In a situation like this, have the player roll the combat skill they want to use with a Steel Die if they want. Successes kill the mooks, but failures complicate the situation just like when the characters fail in action resolution.

For example, half the team arrives outside a locked door containing the controls for the base's anti-aircraft systems. They break into the control room and find a lone terrorist monitoring the weapon systems. The first Operative into the room decides to quickly dispatch the mook with a thrown knife. He misses. The GM then complicates the situation by having the mook stay alive long enough to sound the bases alarm just before he dies.

Initiating Combat

Players initiate combat at any time by saying they have discovered an enemy patrol, outpost, or have otherwise run into a group of enemy soldiers. The reason for starting combat is replacing lost Steel Dice During combat, players encounter a number of enemy, called mooks, based on a simple formula:

$$\#MK = TL \times \#PL$$

Or the number of mooks (#MK) is equally to the average Threat Level of the team (Add TL of all players and divide by number of players of a team) or rogue player (TL) multiplied by the number of players on a team or by one if alone (#PL). For example, a team of four operators has an average Threat Level of 5 between them, and they enter combat, so they would fight 20 mooks (20=5x4). A solo rogue operator at the same Threat Level would only fight five mooks (5=5x1).

Ranged Combat

In ranged combat, a character automatically kills one mook. In addition, a character can take another action, such as Field Medics treating wounded characters.

This phase of combat is handy for using other skills to help out the rest of the group, but it does have one main pitfall. The pitfall is that at the end of the round, every character in ranged has to dodge attacks by any mooks not engaged by characters in close quarters or one-on-one combat. These attacks are divided equally among the characters in ranged. To help out the characters during situations where they must dodge multiple times, they gain a non-cumulative +1 for the next dodge when they are successful on the current dodge.

For example, the other players failed to engage 10 mooks. There are two characters in ranged combat, they both have completed skills, and now have time to attack the mooks. They each fire their M4A1 and take out 2 mooks. The mooks are down to 8. One character has the Sniper skill, so he rolls to

see if the skill is successful. It is, so he kills another mook. The mooks are down to 7. They split these mooks, and one player must dodge 3 times and the other must dodge 4 times. As you can see, it's important for the players to work in teams with a plan to avoid this type of situation.

Quick rules for Ranged Combat:

- Take an action. Roll for success. Action can occur at anytime during the round.
- After all close quarters and one-on-one attacks are resolved kill one mook automatically.
- Sniper skill used if character has it.
- Divide left over mooks among characters.
- Dodge each mook. Add Modifiers for descriptions.
- Successful dodge gives a +1 for the next dodge.
- Each failed dodge equals one wound.

Close Quarters Combat

In close quarters combat, the character closes in on the enemy and because of this can attack and attempt to kill more than just one enemy. The player picks how many mooks he wants his character to attack. The GM describes what a mook is doing to attack this character, the player describes his reaction and rolls a combat skill to see his character kills the mook before the mook's attack succeeds. If he fails the combat roll, he takes damage, and the mook lives until the next round. A success kills the mook and gives the player a non-cumulative +1 for the next roll. A player can leave one enemy alive to move into one-on-one combat. This is the only way to move into one-on-one combat.

For example, a character attacks 3 mooks. For the first mook, the GM describes the mook running towards him with a bayonet on the end of his rifle. The player describes how his character blocks the bayonet, flips the gun out of the mooks hand, and pulls the trigger while pointing the gun at the mooks head. The player rolls a successful hand-to-hand skill with a +1 modifier for a great description and kills the mook. This action gives him a +1 for the next round. On the next mook, he misses with his combat roll, and takes a hit. The player applies the hit to his wound track. For the third mook, he decides to take him into one-on-one combat in the next round.

This is also the only phase an operator can do Laying Down the Law (see above).

A player may elect to roll all of his attacks at once by Emptying A Clip (see above) in this phase.

Quick rules for Close Quarters Combat:

- Pick number of mooks to attack.
- GM describes what the first mook is doing to attack..
- Describe what Operator is doing in response to mook..
- Roll Combat skill to hit.
- Kill mook. Gain +1 for next attack.
- Or describe the miss and take damage and the mook lives until next round.
- Repeat 2 through 5 for all mooks.
- Save one mook to move into one-on-one.

One-on-One Combat

One-on-one combat is when the character closes in on one mook. This is also the phase of combat when won will result in the award of a steel die. **Steel dice can only be gained when the character has none left.** Combat in this phase, starts with the player describing what his character wants to do to kill the mook. Then the player rolls the skill and if successful, the mook gets a chance to dodge. The GM rolls a

single d6 and must roll under the current Threat Level of the player. If the GM's roll fails, the mook dies and the player gains a steel die.

A mook only gets two dodges per combat. If both are successful, the next successful player attack will kill the mook. If the player's attack fails, then the mook gets an attack. The GM describes the attack and rolls under the current players Threat Level. If successful, the player's character takes damage and may choose to leave one-on-one combat or continue. If the roll fails, then the player gets another attack.

A six always fails when the GM is rolling for mooks.

For example, it is threat level four and a player enters into one-on-one combat. He describes his character maneuvering to break the mook's neck. The skill roll succeeds, but the GM manages to roll a three to dodge, which is under the threat level. The mook wiggles out of the player's hands. The next player attack is an attempt to put a knife in-between the mooks ribs, but the player fails his roll. The GM now gets an attack. The mook swings out of the way of the knife and attempts to trip the player so that his arm will fall into a vat of acid. The GM rolls a four, which although equal to the Threat Level, isn't under it, so the attack misses. The player's next attack hits and the GM's dodge misses, so the mook dies and the player is awarded a steel die.

Quick Rules for One-on-One Combat:

- Player describes what he wants to occur.
- Roll combat skill.
- If skill successful, the mook can dodge
  - GM rolls under TL on a d6
  - Success the mook dodges
  - Fail and the mook dies and the player is awarded a Steel Die.
  - A mook can only dodge successfully twice.
- If skill fails, the mook attacks
  - GM describes what he wants to occur.
  - Rolls under the TL.
  - Success equals one point of damage
  - Fail and the player can choose to leave combat or continue on.
- Start again at step one until the mook is dead.

Operator Vs. Operator Combat

In some cases, there may be combat between two members of a Special Forces team. Combat can only occur if the two characters share the same Threat Level, and, at least, one character is rogue. When that occurs, follow this procedure. First, the two players roll to see who goes first. The winner of that roll decides if he will attack or defend first. The first attacker rolls his combat skill or under and if successful, the defender can: 1. Take a point of damage and get an attack, or 2. Attempt to dodge and defend again. If the first attacker fails his roll, then the defender gets an attack. On an attacking turn, the player can back out of combat, but he will lose a Threat Level.

Combat continues until one Operator is dead or one backs out.

(Optional) Boss enemies may fight in this phase of combat. Each boss must have a wound track rated from 1 to 10 and a hand-to-hand skill score from 1 to 5.

Quick rules for Operator Vs. Operator Combat:

1. Roll for who goes first. Highest result on a d6.
2. Winner of that roll decides who attacks first.
3. Attacker describes what he is trying to do and rolls against combat skill.

4. If successful:
    a. The defender can take damage and then become the attacker.
    b. Or the defender can attempt to dodge and defend against another attack.
5. If fails: The defender becomes the attacker.
6. On an attackers go, they can back out but will lose a Threat Level.

Playing the Game

After character creation, the game is ready to be played. Game play is controlled and structured by the mission breakdown. Each mission follows the same overall pattern, and the player's threat levels determine where the characters are within that pattern.

Mission Breakdown

Each mission breaks down into several stages, which reflect the format of a typical mission run by Special Forces. In the game, the players move the action forward towards and through each stage.

The stages are:

- Reconnaissance
- Procurement
- Insertion
- Infiltration & Engagement
- Threat Level Seven
- Extraction

There is no set amount of time that the players must remain in each stage, but the GM should set pacing so that the players move quickly from Recon, Procurement, and Insertion into Infiltration & Engagement. As a rule of thumb for the GM, the game should spend about 50% to 75% of playing time in Infiltration & Engagement. The Threat Levels available in many of the stages are limited. This will help to quickly move the play beyond the initial set-up stages.

Reconnaissance

The first step of play is recon. This is where the players get the mission briefing, run reconnaissance, study satellite and aerial photos to determine the base layout, terrain features, enemy locations, where the base is located and any other information that may be useful during Insertion and Infiltration & Engagement. The primary goal of this phase is to shape the following stages, and to fill out some of the challenges that will be faced in each threat levels.

Quick Rules for Reconnaissance:

- GM reads Mission Briefing
- GM provides maps and possibly other items to the players.
- Players sift through data and make Recon Rolls for each threat level.
- Recon rolls associate a required action with a threat level and a place on the map.
- Recon rolls allow a player to detail what challenge is at that point in the game.
- Failed recon rolls leave the challenge up to the GM. He can detail the threat level now or wait until it is reached.
- Mission Building skill used.
- Add detail and color.
- Can not gain a threat level in Reconnaissance.

Mission Briefings: All missions begin with a mission briefing. The GM should prepare the mission briefing ahead of time. Each briefing should consist of several items (see Missions):

- Mission Type: This is the type of mission the characters will be involved in.
- Situation: The initial situation that has caused the need for a Special Force team to insert.
- The Mission: This is a description of what the team needs to accomplish during the mission. State if Bosses will be in the mission.
- Final Situation: Possible acceptable outcomes.
- The Catch: Sometimes a mission will have a catch. Sometimes the catch is related to the Final Situation and read with the mission briefing. Often the catch will be revealed at a specific Threat Level.

Maps (Optional): The GM can provide satellite pictures, maps or aerial photos of the location where the mission will occur. The GM may also provide other play aids, such as pictures, recording, etc... Alternatively, the players may draw a map during this stage. Or the GM may elect to ignore the map requirement, and simply record the recon rolls on a piece of paper.

Recon Rolls: In this stage, the players make a series of recon rolls to determine what action is required at each threat level of the game. Each player receives a chance to make one roll during reconnaissance. If any extra Threat Levels remain that haven't been reconnoitered, then the Commanding Officer designates who is going to make those rolls.

Successful recon rolls result in the player having a threat level specifically tailored to his skills. The successful player picks which skill the threat level will challenge and may even detail out the threat if he wants to.

For example, if an Operations Sergeant rolls a recon successfully, he could state that he wants a Security Challenge, because one of his skills is Security. An Intelligence Specialist may elect to execute decoy maneuvers with the team, which would correspond with his Deception and Subversion skill. He goes further by detailing that the team will set up a series of explosives across the base, which will be triggered in the opposite direction of the teams travel.

The following list is a few quick ideas of what could occur on a Threat Level for a successful recon roll by each character specialty. Players shouldn't be limited to this list.

- Commander – Split team to accomplish a goal (Leadership).
- Warrant Officer – Reorganize the Threat Levels on the fly (Mission Building).
- Weapons Sergeant – Bypass enemy outpost (Guerrilla Tactics), eliminate enemy guards (Sniper).
- Engineering Sergeant – Demolition Challenge (Demolitions & Explosives).
- Medical Sergeant – Rescue wounded friendlies (Field Medic).
- Communications Sergeant – Computer access challenge (Computers & Communications), send report to ODB (Computers & Communications).
- Intelligence Specialist – Capture enemy (Confinement & Interrogation), plan decoy maneuvers (Deception and Subversion).
- Operations Sergeant – Disarm Security features (Security), build a protective flank (Security).

Recon Failure: Failure in a Recon roll means that the challenge at the Threat Level remains unknown to the players until they reach it. The GM may outline a challenge now or wait until later.

Mission Building: Anyone with the mission building may elect to rearrange the challenges to other Threat Levels. For example, if the Operations Sergeant originally rolled for threat level one, but he wants his threat level to occur later in the game, if he success in a mission building skill roll, he can change that to a later threat level.

Details and Color: Additionally, the players can add details to the base, descriptions, and assorted color to

help everyone visualize what they're up against. These can be added to any map, and are useful later in the game if plans have been thwarted and action needs to be directed elsewhere to advance threat levels.

Threat Levels: Players may not gain threat levels during Recon.

GM Duty: The GM should encourage creative play during Reconnaissance. Each player should be able to add color and detail to the mission. The GM can take up the rolls of ODB commanders briefing the players, and he may help move along play by having those commanders help come up with action plans that fill out what needs to happen at each threat level.

GMing Reconnaissance: First, read the situation, mission type, and mission description to the players. Hand out any maps or other play items. Encourage initial reaction. Play the role of a commanding officer who is part of the ODB. This ODBCO should have: 1. The player's characters take part in the discussion of the implications of the mission or somehow get them talking about the mission. 2. Have the ODB directly address each of the characters and get their assessment.

After the initial mission discussion, present any final outcome restraints and hand out any additional maps, play items. The next step is to roll reconnaissance for each Threat Level. Encourage the players through roll playing to add details. Ask them what their character notices on the maps, what in their character's training and experiences leaves them to believe that their desired action at a Threat Level is the correct action to accomplish the final goal. It's the job of the GM to record these results on paper for later reference.

After all the Threat Levels have been reconnoitered allow the use of Mission Building to rearrange.

It's important to encourage player input and allow that input to be the center of the game.

After all the color is added and all the steps are finished, it's a good thing to have the ODBCO go back over what is going to occur during the mission. To state each required action at the Threat Levels, and make sure that the team knows and agrees that is what they came up with.

Equipment Procurement (Optional)

If the players think they'll need additional equipment other than their standard gear, this is when their Operations Sergeant or other characters with Outfitting skills can attempt to get the extra goods. If the equipment rules are not being used, then this stage is not played.

No Threat Levels may be gained in Equipment Procurement.

Insertion

After recon, the characters have the information needed to be able to efficiently insert into the situation. They must insert via the method that they picked during character creation, and each character must make an insertion roll using a skill that reflects the insertion method. As players pass their insertion rolls, they are now inside the enemy line. If a roll fails, the character is separated from the team. The player doesn't lose any Threat Levels because of this separation. They must somehow find the team to continue.

Each player must gain one Threat Level during Insertion. Once they are at Threat Level one, they have successfully inserted.

GMing Insertion: Insertion is all about description. Make your descriptions lush and exciting. Set the pace here for how fast the action is going to be, and make sure that the players or you get the narration duties right. Getting them right now and making sure that the players understand how it works will increase player input later in the game.

Infiltration & Engagement

Infiltration and Engagement is where the bulk of play occurs. This is where the characters move

from threat level to threat level encountering the challenges that they set-up during Reconnaissance. During this part of play, the team can split up, work together, accomplish goals and move towards the final threat level. They can get into fights. Most of the games action occurs during this part of the mission breakdown.

Quick Rules for Infiltration and Engagement:

- Try to spend an equal time with each team or player, so everyone can try a roll before someone gets a second roll.
- Describe a scene revolving around the threat level and the reconnaissance information.
- Players decide which actions they want their characters to take.
- Make skill and steel rolls.
- Advance Threat Levels and players narration.
- If Threat Levels aren't advanced come up with a new challenge.
- Random Events triggered when every player advances to a new Threat Level.
- Players can initiate combat at any point.
- GM may spend left over mooks at anytime.

Both the GM and players can help describe the base and the areas that they move into and what they expect to encounter. The GM should also be actively creating the base to help the players come up with actions that they can take to move the game along. The players should stick to descriptions that match their reconnaissance, but as the mission unfolds, the players may change plans and new areas may have to be created on the fly.

Managing Player Time: Because this game can be competitive with several different teams competing to complete opposite goals before the other, it is extremely important to make sure every player has equal screen time. All the players must have a chance at an action before the others get a second chance. Players can always pass on their chance to act, but it should be offered equally.

Scene Framing: A scene in PEQ is the framing of a challenge or situation that the players have to overcome to move on. It's like a scene in a movie and once the challenge is resolved, play moves on to the next scene, which may flow from the last or occur in a new area.

One of the main jobs of the GM is helping to frame scenes and move scenes along. The key to framing scenes in PEQ is to provide enough description to set the players towards an action that allows them to roll a Steel Die. The descriptions can be leading or left open ended for the players to fill out.

When framing a new scene keep in mind everything that was determined during Recon, but understand that in this game, the team could move into a new area on the map, complete what they wanted to do there, and still not advance the team's Threat Level to the next location. In cases like this, the GM will have to work on the fly with the help of players to come up with new scenes to help move the game along.

Scene Framing Helper Tools: To help with scene framing, several pages of tables are included at the back of this book. The GM can use these tables to get ideas when he becomes stumped.

Challenges: Many of the challenges that occur will have been set during Reconnaissance, but often some will have to be dreamed up during play. As the GM, the easiest way to make this happen is to narrate new challenges when old ones fail. Failure in a skill roll by the players leaves all narration rights up to the GM, so here is the time to set-up a new situation. It should seem more dire or deadly, because of the failure. After a failure is a great time to throw a few Mook Points around.

When a character succeeds at a skill, the player gains narration rights. As a GM help encourage the

players to use this right to set-up challenges for the other players. If used wisely, a player's narration rights can set up a challenge that is addressed by the next player's best skill.

Another great tool that the GM can use is the other players. He can tell the players that they don't have enough Threat Levels to move into the next location and ask them if they have any ideas on what their characters need to do.

Contacting Operational Detachment Bravo: When all else fails, have the ODB contact the team and give them a new objective that needs to be accomplished before the team can move on. As the GM, you play the ODB, so feel free to have the players contact their home base for advice and have the ODB contact the players when they need help.

Random Events: During play, depending on the mission, random events may occur. These are tied to the threat level of the players. When the player with the lowest threat level gains a new level, a random event occurs. All players will experience the random event regardless of their position in the game. Tied to random events are situation escalations. During these escalations, the success on the mission will become more important, because the stakes will have become higher. (See Random Events for more information.)

Making a Threat Level: Not all threat levels will be assigned actions by the players during reconnaissance. During these threat levels, the GM can surprise the players by coming up with new challenges. The easiest and quickest way to come up with a new challenge for a threat level is by assigning each Operator specialty a number from 1 to 6 with the CO, WO, and OS all assigned to the same number. The roll a die. The result will show which type of specialty will be best at facing the challenge, and then base the challenge on one of the specialist skills. Preferably, the weakest skill that a player has.

Spending Mooks: When characters run from battle, the left over mooks become saved as points for the GM to spend as he wishes. These can be used at anytime by the GM. (See Missions for more details on spending mooks.)

GM Duty: The main GM Duty during this stage of the game is to keep setting up challenges, tracking random events, managing player turns. It's important to keep the action moving forward. And help the players when they become stumped by playing the roll of the ODB on the radio.

Threat Level Seven – Target Reached

When the Threat Level reaches seven on all the Threat Tracks if a team is involved or the Threat Level reaches seven on a rogue operator, then the final target is reached. In may missions, one final battle must take place with seven mooks per player entering the room or a Boss shows up to fight. Sometimes an action will have to be preformed successfully for the mission to be completed. Sometimes a choice will have to be made.

All of this is detailed under each mission. (See Missions.)

Extraction

In most missions, this final stage is simply a formality. The mission is complete and it's time for the players to head back to base. Have the players roll play the end of the game and maybe a drink or two at their favorite base hang out after they get back.

In some missions, extraction may require successful steel rolls to get out of the area. This will be noted in The Catch of each mission.

Random Events

A series of random events occur at intervals during the game. These range from friendly fire incidents, to hidden tunnels, or even ambushes. Also, some of the events allow for escalation of this situation by the players.

Overview

Random events occur when the character with the lowest threat level advances to the next threat level. When this happens, the GM randomly selects an event to occur or in the case of some missions, events occur once certain threat levels are reached (see Missions for info on specific scenarios). Events can also escalate the consequences of a decision in a mission. Random events are optional for some missions.

Quick Rules for Random Events:

- Occur once the character with the lowest threat level advances to the next level.
- GM selects an event and describes what happens.
- Players may escalate the consequences.

Event Intervals and Selecting an Event

Before a game, random events should be assigned a number or written to a blank card. Then during play, when a new threat level is reached by all the characters, the GM rolls a die and the outcome shows which event to player or if there are more than six events, the GM can pick a card from those that where filled out.

Escalation

During events, the players may escalate the stakes on each side of the final situations (see Missions). In the beginning of the game, if the players know that only one of two final outcomes can occur, player escalation will make each of those outcomes much more difficult for the players to swallow and live with their decisions. Escalation is designed to make decisions during the mission much more difficult.

When a random event occurs, the GM picks a player to escalate the situation on each side of the catch. If the GM knows that a player is coming down on one side of the moral dilemma, he can pick that player to raise the stakes on his side, or he can simply ask for volunteers.

To escalated the side, the player describes something worse that will happen if the players don't make the same choice as he has.

Sample Escalations

The following are sample escalations that could be used in the Pinnacle Empty Quiver mission.

If the hostages are rescued, then these escalations will occur:
- It is revealed that if the hostages are rescued a large group of terrorist insurgents are poised to run an attack onto the team's main base in the country.
- The weapon has a much higher yield than expected, and it will kill 100,000 people instead of 10,000 people.
- The terrorists reveal that they are poised to execute an attack on the team's home country. It will possibly kill 3 to 4,000 citizens.
- They smuggled a second SADM (Special Atomic Demolition Munitions), a suitcase nuke, off of

base and will detonate it in the capital of a neighboring country.

If the bomb is defused, then these escalations will occur:
- The hostages will be tortured before they are killed.
- Pieces of the hostages will be taken off of base and mailed to the hostage's family over the many coming years to remind the team member's of their betrayal.
- It is revealed that approximately a quarter of the base has been taken hostage. These mostly civilian contractors and base administrators will also be killed.
- All the hostages will be killed using a gas that causes extreme pain to the person until the victim's internal organs liquefy and the resulting blood oozes from them.

Weaving Events Into Play

The best way to utilize events is to end the scene and have the event occur before the characters move into the next scene.

Missions

Pinnacle Empty Quiver (PEQ)
Mission Type: Direct Action

Situation: A terror organization has infiltrated an overseas military base in an occupied country, secured a SADM (Special Atomic Demolition Munitions), a suitcase nuke, and has taken hostages. The military base is the home base of an elite anti-terror special force, which will be used in this engagement. If this nuclear device is detonated the local city will be destroyed, but all of the bases population has been evacuated except for the hostages. Evacuation of our citizens from the local city will be complete shortly. Failure of mission could result in the destabilization of the international community and the dissolving of the UN and all international laws. Situation is dire.

The Mission: After insertion, the team will infiltrate, subdue the enemy, defuse the weapon, and secure the compound.

Government Stance of Terrorism: It is the government's policy not to negotiate with terrorists, and therefore the terrorist's demands will not be met.

Final Situation: The final outcome of this situation can resolve in one of three ways: 1. The suitcase bomb is detonated, but the hostages are rescued. Because of the rescue, there is not enough time to defuse the bomb. People die. 2. The anti-terror force meets a number of obstacles that prevents them from defusing the bomb or rescuing the hostages. People die and the hostages die. 3. The team defuses the bomb, but before they can save the hostages, the terrorist kill them.

The Catch: Each member (Operator) of the anti-terror special force has; at least, one loved one among the hostages. They have been informed that the hostages have been wired with explosives by the terrorists, and that they will die when the countdown is aborted. There is no way to save the hostages if the bomb is stopped. No loopholes. No work around. Period.

Rescue: Should a member of the team choose to ignore this mission, go rogue, and attempt to rescue a hostage, they will have five minutes to secure fast air transport and get into the air in order to escape the bombs blast radius. Multiple players wanting to rescue the hostages can team up.

Random Events:

Mandatory Event One
The first event occurs five minutes after the game starts. Read the following:

Your commanding officer runs into the room and quickly turns on the TV. On the news is a live broadcast of two of the hostages taken by the terrorists. The picture is grainy and full of static, but you can hear a man's with a foreign accent say something and one of the hostages starts to talk.
The GM should then pick the player to his left. The player must now name and play his loved one begging for his or her life. The GM plays the terrorist forcing the hostage to speak. If the hostage speaks out against the terrorists, then the GM may deter that reaction from the

following players by do one of the following things:
- Cut to the next player.
- The hostage is hit with the butt of a gun.
- Beheading kills the hostage. And other family member screams in the background.
    After the first player finishes his loved-one's scene, then the GM moves on to the next player until all the players have had a 30 to 40 second scene.

Optional: A GM may elect to have this scene played slightly differently by allowing a different player to play another player's loved one. To play it this way, have the player name his loved one and then have a different player play the role of that loved one during the scene. This is definitely a good option for players that are a closely knit group as they can push each others buttons and really get each other's blood pumping.

Event One: Hostage Killed

During this event, one hostage is killed. Pick a player who the GM thinks is going to disarm the bomb. All play stops and the GM narrates a newscast on the TV from a news organization sympathetic to the terrorists. The newscast shows the loved one begging for their life and then dying in a terrible way. Optionally, the player can play his loved one. If the player wants, a second loved one can be a hostage.

Event Two: Bombing Run

The countries leader decides to bomb the base in an attempt to destroy the nuclear bomb before it is detonated. A B2 flies overhead and drops several precision-guided bombs. Describe the bomber flying overhead, the bombs falling, explosions, and the like. The GM then prompts all players to make a remark about the bombing run either against it and why or for it and why.

This event reduces the threat level of every rogue character by one point, and every team by two points.

Event Three: Weapon Cache

The Operators will stumble across a weapon cache at this point. Each player describes what single item his character finds in the cache. Each player gains a free extra Steel Point. Maximum Steel Point limits do not apply to this point.

Event Four: Ambushed

The team's highest Threat Level times 4 numbers of mooks ambushes the team. **TL x 4 = Mooks**. The players must defeat all the mooks or if they retreat, they will lose one threat level per player.

Event Five: Secret Passage

Secret passages are found. Any operators in a team may choose to leave the team without any penalties. And teams may split into two without any penalties.

Target D-1: Friendly Fire

Mission Type: Special Activities (Presidential Finding)

Situation: Insurgent activities have increased along the borders and surveillance indicates an extensive network of transportation and bases have been built in the neighboring country. A forward insurgent base has been identified as the main harasser in the area and must be destroyed.

The Mission: The team will insert cross border, find and destroy the enemy base. This mission falls under Special Activities and once across the border, the team is on their own. The President has found that this base MUST be destroyed.

Final Situation: This mission can have three outcomes: 1. The team meets a number of obstacles that prevents them from reaching the insurgent base. 2. The team finds and destroys the enemy base. 3. The team finds the base, but allows it to survive.

The Catch: Once the base is entered and after the first battle in the base, it will become apparent that a friendly Special Forces team is using the base as their center of operations against the insurgent activities. The leader of the SF team is operating under another Presidential "finding."

The chase is on: Retreat or Die
Mission Type: Counterproliferation WMD (CP WMD)

Situation: Intelligence has identified several WMD (Weapons of Mass Destruction) factories that must be neutralized. The team has inserted on the mission and is encountering heavy resistance – almost like the whole enemy army has descended on them.

The Mission: The team must fight past the enemy forces and destroy the WMD factories.

Final Situation: This mission will end in one of the following ways: 1. The team meets a number of obstacles that prevents them from reaching the WMD factories. 2. The team reaches and destroys the WMD factories, but they die or are taken in a final battle. 3. The team retreats and fights their way out of the area.

The Catch: Retreat of Die.

Time for Fun: Black Ops
Mission Type: Psychological Operations (PSYOP)

Situation: A political inspired cease-fire has forced the end of all direct contact cross border Special Force operations, but the enemy is massing forces along the border.

The Mission: Cross the border and conduct PSYOPs to throw the enemy forces into disarray.

Final Situation: The situation resolves in a couple of ways: 1. The PSYOPs result in, at least, one player's operations being successful.

The Catch: No Catch.

Bees Nest: Into Central Command
Mission Type: Special Reconnaissance (SR)

Situation: The cowboys bombed the hell out of a suspected insurgent stronghold, and in order to determine the damage a Special Forces team must run recon. The bombing run hit the center of an insurgent controlled city.

The Mission: Infiltrate the city, reach ground zero, recon the damage and get out.

Final Situation: The situations will resolve in several ways: 1. The team fails to make it out of the city. 2. The team rescues the injured civilians and escapes the city; those who didn't attempt a rescue will have died in an ambush. 3. The team leaves the civilians to die and gets out of the city, those who attempted to rescue the civilians die in an ambush.

The Catch: The center of the city will be reached at Threat Level 4. At this point, the situation can be reconnoitered. Recon will reveal that the bombing run hit a civilian target resulting in much collateral damage. Many civilians are wounded and unless the team helps them, they will die. Mooks are x2 for the amount per combat if the players attempt a rescue.

Pilot Down: He got away

Mission Type: Direct Action (DA)

Situation: The team is mounted to retrieve a high value target from enemy territory when over the radio they find out that another team has been shot down. The team is still alive, but running low on ammunition as they defend their crash site. There is not enough time to assist in a rescue and retrieve the defecting high-level military leader.

The Mission: Insert into enemy territory, meet up with the defecting leader, and retrieve him.

Final Situation: The situation can end in several ways: 1. The team fails completely. 2. The downed friendly force is rescued. 3. The military leader is retrieved.

The Catch: Players have to pick to work towards one outcome. The first team to reach Threat Level seven triggers a pick-up. All leave on the same helicopter.

Snag the Driver: This Isn't Kansas Anymore
Mission Type: Unconventional Warfare (UW)

Situation: The enemy has increased their pressure on our back freedom fighters, and our military intelligence needs troops on the ground to help train the fighters and help them gather further information about the enemy troop movements.

The Mission: The detachment is dispatched to watch enemy troop movements. ODB has ordered the team to train local freedom fighters for an assault. The assault will involve the capture of enemy drivers, so the spooks can gather intelligence through their normal methods.

Final Situation: In this mission: 1. The team can fail completely. 2. The team can train the freedom fighters and succeed with the mission. 3. The team can ignore the freedom fighters, but succeed with the capture of enemy drivers.

The Catch: If the team chooses to train the Freedom Fighters, it will take an additional two threat levels to do so. In this case, the training team must proceed to Threat Level 9 to win. The positive about training Freedom Fighters is that for every player, two Freedom Fighters will come along for the mission. Each two Freedom Fighters can act and eliminate one enemy mook per combat, and Freedom Fighters absorb damage done to the player characters. Each Freedom Fighter can absorb two points of damage before they die.

On the TV: A Revolution
Mission Type: Unconventional Warfare (UW)

Situation: A people's revolution is on the verge of being crushed, and although the country is our biggest trading partner, it is against our interest to allow that to happen. All progress towards civil rights will be destroyed if this is allowed to happen.

The Mission: After insertion, the team will coordinate with the leaders of the revolution to develop a situation unfavorable to our trading partner's continued oppression of civil rights.

Final Situation: In this mission, only one of these three outcomes can occur: 1. The team can fail completely and all die. 2. The team can grow an underground movement, which will in the future influence the change in the government. 3. 1000s will be killed, but a powerful image for the continuation of the revolution will be broadcast worldwide putting political pressure on the trading partner.

Groom Lake: Green Goo Part One
Mission Type: Direct Action (DA)

Situation: All contact has been lost with the Groom Lake Area 51 facility. Contact must be reestablished quickly or a tactical nuclear strike will be called.

The Mission: Infiltrate the Groom Lake security, make contact, and report back to the ODB for further orders.

Final Situation: 1. Succeed at infiltrating the base and make contact and report back. 2. Die trying.

The Catch: This mission is the first in a five mission series and only has 3 threat levels. One of the threat levels is an encounter with an alien.

Additional Ideas

One: The Detachment is ordered to create counterfeit plates for money from their own country. With the money they print from the plates, they are to enter enemy territory, eliminate troops and plate the fake money on the dead.

Two: The team is forced to penetrate the front lines with poison to use on the enemies rice supplies. When they get to the rice, they find that one half of the rice is heading towards civilian mouths.

Three: The insurgents have dug deep into a mountainous area or a deep canyon. The team is dispatched to head in and take no prisoners. Mooks are x3. Survivors will gain a skill for their character.

Four: On Direct Action mission, the team finds a POW camp, and must decide on whether they are going to get the POWs out or complete the mission. The number of POWs is equal to the number of players and they are in no shape to walk, so each SF will have to carry a POW. For each POW carried, the threat level needed to win goes up by one. Rogue operatives have no threat level penalties.

Five: Backwoods Training for rebels against an evil dictatorship. The leader commits a serious war crime. What do you do?

Six: In an undeveloped country torn apart from war, a foreign friendly army has moved in to restore peace. They have passed on information on several terrorist suspects that our on our country's most wanted list. Insert into the country, meet with our intelligence operators, find the terrorists, and relay their location to our awaiting AC-130 Gunships. Collateral damage will be high and possibly turn the civilians against us.

Mission Creation:

Counterproliferation (CP)
Combating Terrorism (CBT)
Foreign Internal Defense (FID)
Special Reconnaissance (SR)
Direct Action (DA) Seize, capture, recover, destroy
Psychological Operations (PSYOP)
Civil Affairs (CA)
Unconventional Warfare (UW)
Information Operations (IO) disrupt info systems
Combat Search and Rescue (CSAR)
Counterdrug Operations (CD)
Security Assistance (SA) – train foreign nations. equip
Special Activities – Presidential "findings" covert clandestine

Adding Random events

Mooks and Mook Bosses

Building a Boss
Skills:
Wound Track:
Costs:
Special Skills: