

**BLOOD AND GUTS:**  
**IN HER MAJESTY'S SERVICE**  
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## INTRODUCTION

I am neither British nor a member of the Special Forces community of any country. While my present job has me working alongside the military, I have never served in the military. I am, however, a gamer and a writer. I mention this because while this supplement is about the special operations units of the United Kingdom, it is a game supplement rather than a military science text. Every effort has been made to be as accurate and complete as possible in reference to units and equipment, however, playability trumps reality in this work. Luckily, I have had the assistance of Brad Clark, a friend, gamer and member of the military who lent his expertise and assistance in a valiant attempt to keep all the statistics for equipment relatively realistic. I have no doubt there are errors and omissions in this text. I accept complete responsibility for these problems. As hard as Brad tried to keep me tied to the real world, I focused on playability and game mechanics. There will undoubtedly be people who will read this supplement and say: "Those stats match the BAe Harrier GR Mk 5 better than the Mk 7." To that, I can only say: "Fair enough, use your stats." As long as there are a couple of players who say: "Oh, man, I am so going to play an Increment character. Sweet." That will make up for any negative comments I might receive.

My father was also never a member of the Special Forces community, but he stood watch through many a cold night in the Battle of the North Atlantic on the HMCS Longbranch. I would humbly like to dedicate this supplement to all the men and women who have answered the call to duty and service, be it in the military or the auxiliary services such as the merchant marine. For a moment, let's forget the politics and thank those in uniform for their selfless sacrifices. There are many more peacekeepers and makers than there are warmongers.

### INTERNET RESOURCES

While not exhaustive, here are some links to more information about the military of the United Kingdom. Information on special operations forces is not readily available from official sources, but newspapers and industry journals sometimes offer interesting little treasures.

#### Official Web Sites

Ministry of Defence  
<http://www.mod.uk/>

The British Army  
<http://www.army.mod.uk/>

The Royal Air Force  
<http://www.raf.mod.uk/>

The Royal Navy  
<http://www.royal-navy.mod.uk/>

#### Other Internet Resources

BBC  
<http://news.bbc.co.uk/>

Center for Defense Information  
<http://www.cdi.org/>

Center for Strategic & International Studies  
<http://www.csis.org/>

Daily Mail  
<http://www.dailymail.co.uk/>

Defence Journal  
<http://www.defencejournal.com>  
Federation of American Scientists  
<http://www.fas.org/>

Guardian Unlimited  
<http://www.guardian.co.uk/>

Global Security.org  
<http://www.globalsecurity.org/>

Jane's Information Group  
<http://www.janes.com/>

SkyNews  
<http://www.sky.com/news/>

Telegraph  
<http://www.telegraph.co.uk/>

The Times  
<http://www.timesonline.co.uk/>

# CHAPTER 1: THE SPECIAL OPERATIONS FORCES OF THE UNITED KINGDOM

## A HISTORY OF THE UK SPECIAL FORCES FROM WORLD WAR II

### WORLD WAR II

World War II had a profound impact on the military of the United Kingdom. The conflict gave birth not only to the Commandos, but also the Special Air Service and the Special Boat Service. Those units already in existence, such as the Gurkhas, found themselves tested to the utmost in the worst of conditions.

Originally created as a mobile raiding force in North Africa, the Special Air Service proved to hit much higher than its weight. It had no equal as a deep strike unit and long-range reconnaissance force. In the deserts of North Africa, the hills of Italy or the forests of occupied France, operators of the SAS completed harrowing missions no other unit would consider.

The modern day Special Boat Service had many antecedents in the war. Along with the Special Boat Section (SBS), maritime units included the Combined Operations Pilotage Parties--tasked to landing site reconnaissance--the Royal Marines Boom Patrol Detachment--used to raid shipping and harbors--and the Landing Craft Obstruction Clearance Units--which acted in the same capacity as the USA's Underwater Demolition Teams. The wartime SBS had both reconnaissance and direct action responsibilities. Like the Combined Operations Pilotage Parties, the SBS reconnoitered possible landing sites, but it also performed raids on shipping and coastal targets.

Over 112,000 Gurkhas served in the British Army during World War II. They fought in almost every theater of operation, from North Africa to Italy to Indochina and Burma. The Gurkhas helped to form the Chindits, a special operations group fighting in the jungles and often operating behind enemy lines. A total of ten Victoria Crosses were awarded to soldiers of the Gurkhas during World War II.

The Royal Marines Commando, like the SAS and SBS, were born out to the necessities of the War. Churchill wanted a force that could raid the coastline, and the Commandos were created for this task. They saw action all across Europe and the Far East, including landings at Salerno, Anzio, and Termoli. The Commandos, as can be expected, played an important role in the D-Day landings. By the end of the War, the Commandos numbered 8,000 ranks, a size never since equaled.

In 1940, Churchill requested the War Office create an airborne infantry force and by the end of 1942, the 1st Airborne Division, trained to insert using parachutes and gliders, was ready for deployment. Success--as infantry--in North Africa led to the creation of the 6th Airborne Division



from a nucleus of veterans of the 1st. The 6th proved successful in Normandy but the 1st's attack on Arnhem as part of Operation MARKET GARDEN failed. Still, the fearsome reputation of the two units survived the war intact.

### THE POST-WAR YEARS

With the war over, the men of the SAS hunted down escaping Nazis, delivering them to the Nuremberg War Crimes Tribunal. Very soon, though, the special forces community faced extinction. The reputations and successes of the special operations forces could not save them from the axe. Their deeds, for the most part, were left unsung as stories of great battles and great generals dominated the popular histories and mass media. The SAS survived as a reserve unit, the 21st Regiment (Artists Rifles) Special Air

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Service.

After name changes and shuffled responsibility, the varied maritime units from World War II became the Small Raids Wing and were tasked with mine and ordnance removal during the formation of the nation of Israel. By 1950, the name was changed to Special Boat Wing and its units referred to as Special Boat Sections, giving rebirth to the acronym SBS. The missions of the SBS entailed all those responsibilities shared by the varied maritime units in the war.

The 1st and 6th Airborne Divisions were reduced to 16th Independent Parachute Brigade and was deployed for security operations in the Middle East and the Brigade saw action in the Suez Crisis of 1956. During the Crisis, 45 Commando performed the first ever operational helicopter assault.

## THE MALAYAN EMERGENCY

The Malayan Communist Party (MCP)--dominated by ethnic Chinese--created a paramilitary arm called the Malay Races Liberation Army (MRLA) in response to the UK's post-War "Malayan Federation" plans. The MRLA was filled with veterans of the Malayan Peoples' Anti-Japanese Army, which the UK had trained and equipped. Beginning in 1948, the MRLA attacked British interests in Malaya (now known as Malaysia). This drew the UK into its first sustained military operation of the post-war era.

During the Malayan Emergency, an ex-SAS officer, Mike Calvert, helped to recreate the SAS in its modern incarnation. The operators of this new SAS learned the secrets of jungle warfare from Chindit veterans and the Gurkhas. This new SAS became masters of the jungle. In doing so, they removed themselves completely from the strictures and norms of the regular army. Rank meant little in the jungle, and command went to that individual most capable of leading. The four-man patrol became the standard operating unit, with four-patrol troops and four-troop squadrons.

While the SAS patrolled in small groups, the Gurkhas provided the manpower to protect civilians and British interests from attack. With veterans of World War II still peppering its ranks, the Brigade of the Gurkhas proved adept at jungle warfare and counter-insurgency. The Gurkhas served through the entirety of the Emergency, acting as the backbone of the British military in that campaign. The jungles and swamps were soon denied to the insurgents, their sphere of control shrinking rapidly, until their final outpost was taken and the emergency ended in 1960. By that time, Malaya had gained independence and the avowed anti-colonial actions of the MRLA no longer made sense.

## THE KOREAN WAR

Communist North Korea, with the backing of Russia and later China, attacked South Korea--a struggling democracy backed by the United States--in 1950. Almost the entire peninsula was overrun before the United Nations could

assemble a relief army, led by the United States. US General Douglas MacArthur made an unexpected amphibious attack at Inchon, cutting the North Korean army's supply lines. The UN forces then pushed the North Koreans back with US forces entering Chinese territory in pursuit of the enemy. This instigated the Chinese to throw their impressive resources of manpower behind the North, driving the UN south. From that point, the war remained a stalemate until the armistice of 1953.

41 (Independent) Commando Royal Marines was created for the specific purpose of fighting in Korea. While the main responsibility of 41 Commando was coastal raiding, at times it took on the role of an infantry unit and fought with distinction alongside the US 1st Marine Division at the Chosin Reservoir, one of the worst battles of the war.

The SBS also operated in Korea, often from submarines. SBS operators, inserting in small, powered craft or canoes and kayaks, raided all along the North Korean coast. On at least one mission, the SBS moved inland and destroyed an important rail line.

## CONFLICT IN THE MIDDLE EAST

Along with the Suez Crisis, UK special forces were involved in places like the Sultanate of Oman and Aden, both dealing with communist insurgents. After success in the Malayan Emergency, the resurrected SAS was almost disbanded, but its special skills and counter-insurgency experience proved important in Oman. The actions of the SAS in the jungles of Malaya and the deserts and rocky wastes of Oman, though not public knowledge, made them highly sought after by foreign countries looking for trained military and close personal protection forces.

In 1958, the Special Boat Wing became the Special Boat Company, and the motto "Not by strength, by guile" was adopted. The operational units remained Special Boat Sections, so a form of continuity existed.

The SBS, fresh from successes in Korea, joined the SAS in the Middle East and went on to create a long-term presence in Bahrain, which remained for several decades. Conflict with communist insurgents again erupted in Oman in 1970, and lasted until 1976. The SBS began its involvement by inserting SAS patrols by boat. The two covert units often joined forces for extended inland patrols, in later years. Along with reconnaissance and direct action, the SAS trained the Sultan's army in counter-insurgency tactics.

## THE INDONESIAN CONFRONTATION

The conflict between British-backed Federation of Malaysia, and Indonesia began in the small country of Brunei. On December 8, 1962, the North Kalimantan National Army, supported by Indonesia, attacked the Sultan of Brunei and seized the nation's oil fields as well as European hostages. The Sultan requested British help. The Gurkhas in Hong Kong received the call at 11 PM and arrived in Brunei at 9 AM the following morning. In a few months, the situation had been resolved and the rebel commander had been

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captured. This, however, was only the opening gambit.

The Gurkhas had all but completed mopping up the Indonesian-backed insurgents in Brunei when Indonesian troops entered the Sarawak and Sabah areas of Malaya. Indonesia hoped to halt the formation of the Federation of Malaysia after a United Nations sponsored referendum delivered an outcome unfavorable to Indonesia. By August, the Gurkhas had clashed with Indonesian irregulars inside Malaya. After the creation of the Federation of Malaysia on September 16, 1963 (Brunei did not accept admission and Singapore left later), Indonesian regular troops entered Malaysian territory with the aid of locals, many of them communist sympathizers.

The SAS, well versed in jungle warfare and counter-insurgency, mounted intelligence-gathering operations and increasingly attacked targets inside Indonesian territory and perpetrated cross-border incursions, forcing the Indonesian forces into a more defensive posture. The SAS purposefully did not engage in drawn-out battle, rather it focused its efforts on reconnaissance and sabotage. Alongside the SAS, the SBS patrolled not only the waterways, but also the swamps and jungles the insurgents used to hide. The two covert units worked together to win over the indigenous populace by providing medical aid and supplies, as well as protecting isolated villages from communist reprisals.

The Gurkhas resumed their duty of jungle patrols and increasingly engaged in full-scale military actions against communist and Indonesian targets. 40 Commando--based in Singapore--was sent to Borneo to operate alongside the Gurkhas. Supplies often reached the larger patrols of Commandos and Gurkhas through the SBS, either along rivers or on the coast.

The 1st Battalion of the Gurkhas was the first military unit to operationally engage since the end of the Malayan Emergency, and the Gurkhas remained active in Borneo, the principal site of conflict, until the peaceful resolution of the conflict in 1964.

## NORTHERN IRELAND AND COUNTER TERRORISM

The 1970s saw a new theater of operation for the SAS. Sectarian violence had erupted in Northern Ireland and the government of the United Kingdom--perhaps considering their success facing insurgents elsewhere--secretly inserted the SAS. As the warfare practiced was even less conventional than what the SAS had faced in the Middle East and Asia, and the constraints of legality even heavier, the SAS encountered unexpected difficulties. Even their successes created problems, as the media, government and Non-Government Organizations (NGOs) scrutinized their tactics and actions.

While the SAS attempted to sort out the quagmire of Northern Ireland, the SBS had a moment in the spotlight. A threat was received that a bomb had been planted on the passenger liner the *Queen Elizabeth II*. The ship was in the middle of the Atlantic, and the SBS succeeded in a hastily planned parachute drop to the deck of the ship. While the bomb threat proved a hoax, the SBS became concerned with

addressing maritime terrorism scenarios. By 1975, 1 SBS was tasked to maritime counter terrorism (MCT) and given specific jurisdiction over guarding the increasing number of oilrigs in the North Sea.

The responsibility for MCT did not remain long with 1 SBS. In 1979, the Admiralty and Chiefs of Staff gave the mission to a newly created unit of the Royal Marine Commando, the parent unit of the SBS. This new unit--Comacchio Company--had 300 ranks, some of whom were drawn from the SBS. Based at RM Condor Arbroath, the Company not only had the responsibility of addressing maritime terrorism, but also had the task of safeguarding the UK's nuclear arsenal.

## THE SAS AND THE IRANIAN EMBASSY INCIDENT

It was in Northern Ireland that the SAS, knowing they would face a hostage rescue situation at some point, created the Special Project Team, officially tagged the Counter-Revolutionary Warfare (CRW) Squadron. The Special Project Team created theoretical tactics then tested them in ad hoc Close Quarters Battle (CQB) drills. The failure of the German federal police during their attempt to rescue the Israeli hostages during the Munich Olympics of 1972 led to an even greater impetus to create effective hostage rescue tactics.

As they say, the proof is in the pudding, and the SAS' fierce reputation was put to the test on May 5, 1980. Terrorists had captured the Iranian Embassy in London. The SAS waited in the wings while negotiations continued. When the terrorists killed one of the hostages, the authorities gave the SAS the green light. A television crew happened to have unwittingly found the perfect position and the world saw, live, as operators from the Special Project Team stormed the embassy. While mistakes occurred--one operator actually got caught up in his own rope rappelling down the wall and a fire erupted during the rescue--only one hostage was killed and two injured. Only one terrorist survived after mixing with the hostages.

Their very success proved the bane of the SAS. A unit that used secrecy and mystery as a weapon, suddenly had every newspaper, radio and television program clamoring for information on the dreaded black-garbed counter terrorism force. The type of recruits the SAS attracted changed. While most of the successful operators remained tough, independent but team-oriented professional soldiers, young men with dreams of dressing in black and gunning down evil terrorists before an appreciative audience became common. The image of the Special Project Team, MP5s at the ready, remains the single most recognizable face of the SAS to the general public worldwide.

## THE FALKLAND ISLANDS

The Falkland Islands--also known as the Malvinas--have been a point of contention between Argentina and the United Kingdom since the early nineteenth century. Negotiations between the two countries regarding the fate of the islands



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began in 1965, but the countries had made no progress by 1981. In that year, General Galtieri rose to power in Argentina, ruled by military dictators since 1976. Faced with crippling economic difficulties and civil disunity, Galtieri played the nationalism card by invading the Falklands in April of 1982. The operation to recover the islands was named CORPORATE.

Operation CORPORATE drew on all the special operations forces in a conflict that was not as easy or one-sided as many painted it. The SAS and SBS offered up the first victory of the conflict when the planned Royal Marines Commando landing to recapture the South Georgia Islands--Operation PARAQUAT--was scrubbed due to the actions of an Argentinean submarine, the ARA Santa Fe. The SAS and SBS reconnaissance teams already on the island linked up and captured the Argentinean forces on the islands.

On the Falklands, the SAS and SBS patrols maintained watch on possible targets. The conditions in the observation posts were far less than ideal, usually cold, wet and cramped. The SAS and SBS teamed up to lead raids against targets such as airfields, which proved important as the UK fleet was susceptible to aerial attack. The two forces also joined in the operations of the Royal Marine Commando, proving the three working in conjunction exceeded the sum of their parts.

The Royal Marines Commando led the landing at San Carlos and they performed with courage and skill in the hard fighting that followed. Alongside the Commandos, fought elements of the 1st Battalion Gurkha Rifles. Naval Gunfire Forward Observation teams from the 148th (Meiktila) Commando Forward Observation Battery of the 29th Commando Regiment, Royal Artillery joined the reconnaissance and deep penetration operations of the SAS and SBS, allowing precise air and naval gunfire support, which often proved crucial.

The successes of Operation CORPORATE and the Iranian Embassy rescue led to increased public interest in and support for the British military, and especially its special operations forces. In 1987, the Special Forces Group--consisting of the SAS, the SBS and the 14th Intelligence Company--was created. The name Special Boat Service was resurrected and this renamed SBS regained responsibility for MCT. Many elements and assets of the Comacchio Group--the Comacchio Company having been renamed in 1983 with an increase in manpower and the creation of O and P companies--returned to SBS. The SBS then created M Squadron as a dedicated MCT team. The Comacchio Group (now known as the Fleet Protection Group) retained responsibility for safeguarding the UK's nuclear deterrent as well as fleet protection duties.

While the 16th Independent Parachute Brigade had been disbanded in 1977, the 5th Infantry Brigade had seen action in Operation CORPORATE, and in 1983 it was enlarged and re-christened the 5th Airborne Brigade. Another of the founding units of the 16th Air Assault Brigade was created in 1986 when the 24th Infantry Brigade was re-designated the 24th Airmobile Brigade.

Throughout the '80s, as they had in the '70s, the units of

the Royal Marines Commando cycled through deployments in Northern Ireland. While the SAS gathered intelligence and made occasional arrests or raids on suspected terrorist safe-houses, the Commandos had the unenviable job of attempting to maintain the peace. The Commandos regularly patrolled the most dangerous sections of Northern Ireland and manned those checkpoints set-up in the hopes of increasing security in a very insecure area.

## DESERT STORM

And then Saddam Hussein invaded Kuwait. Even before their comrades in the US Special Operations Command, the SAS had entered Iraq. Once again, the SAS operated in the desert using heavily armed land rovers. While most missions involved long periods of tedium leavened with short periods of extreme danger, the crucible of the desert war returned the keen edge to the UK's most famous unit. Most operations at the outset of the war seemed unfocused, but the threat of Scuds drawing Israel into the war soon crystallized their mission. By the end of the war, Norman Schwarzkopf heaped praise on the special operations forces of the United Kingdom.

Before the onset of ground operations, the SBS participated in a feint on the Kuwaiti coast. The false landing drew Iraqi ground forces away from the actual route of attack. The SBS also led a publicly documented mission into Iraq to destroy fiber-optic cables believed to be used for communications with Scud launchers. Inserted by helicopter just 40 miles outside of Baghdad, 20 SBS operators, three US Army Special Forces soldiers and one US Air Force Combat Controller took only ninety minutes to verify the expected cable did not exist. Rather than leave without making a mark, the team destroyed other communications cables before extraction by helicopter. Later, in a high-visibility operation, the SBS liberated the British embassy.

## THE BALKANS

By the mid '90s, SAS operations in Northern Ireland decreased as operations in the Balkans and Africa increased. Foreign internal defense and stabilization operations became high priorities and almost fifty years later, the SAS found itself once again hunting suspected war criminals in Europe, this time in the Former Yugoslavia. Reports indicate that operators of the Increment also hunted war criminals, though their orders did not include a war crimes tribunal as the final destination of the hunted.

The SBS joined the stabilization forces in the Former Yugoslavia in the early '90s along with elements of the Gurkhas and the Royal Marine Commandos. During the 1995 NATO intervention, an entire squadron from the SBS was deployed to the area.

In 1996, the United Kingdom's Joint Rapid Reaction Force (JRRF) was created as a result of the Strategic Defense Review. The JRRF included elements from all three branches of the military and the Royal Marines Commando were a natural inclusion, considering their mobility and

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rapid deployment capabilities. In September of 1999, the assets of the JRRF increased with the creation of the 16th Air Assault Brigade from the 24th Airmobile and 5th Airborne Brigades and 9th Regiment Army Air Corps. In one of its first operations, the 16th AAB joined the NATO taskforce in the Former Yugoslavia.

When the United Nations took on responsibility for East Timor, the UK responded by sending the SBS, elements of the Royal Marines Commando and the Gurkhas. Along with the Australian and New Zealand SAS, 30 operators from the SBS were among the first troops to land at Dili airport and signal United Nations armed involvement.

## AFGHANISTAN

Then came September 11, 2001, and everything changed. US Intelligence traced the horrifying attacks on the World Trade Center and the Pentagon to Osama bin Laden's Al-Qaeda terrorist network. The ultra-conservative Taliban, which ruled much of Afghanistan, sheltered Al-Qaeda. In response to the attack, US forces entered Afghanistan to end the threat of Al-Qaeda and the Taliban.

The entire special operations community of the United Kingdom converged on Afghanistan with a single purpose: to aid the United States in eliminating Al-Qaeda and the Taliban. This mission proved not only the interoperability of the special forces community of the United Kingdom, but that of the special operations forces of NATO. The SAS and SBS worked alongside units such as Germany's KSK, Canada's JTF-2 and the USA's Delta Force. In a war unlike anything fought previously, the tactics and techniques of special operations groups proved effective. The subtle, covert and deadly units once again showed their worth.

The SBS was the first Royal Marines Commando unit on the ground when it secured Bagram airport outside of Kabul. Later in 2001, 45 Commando led Operation JANACA, the 1700-strong deployment of British troops sent to bolster the International Security Assistance Force (ISAF) in Afghanistan. Along with 45 Commando, combat elements of 29 Commando RA and 59 Independent Commando Squadron RE joined in the operation. In 2002, 16th AAB entered Afghanistan and took responsibility for areas of Kabul as part of the ISAF.

## IRAQ

The UK joined the US in its mission to remove Saddam Hussein's regime in Iraq. With the commencement of ground operations in Iraq in 2003, the focus of the UK's special operations assets shifted to that region, but the mission remained essentially the same. The SAS and SBS continued counter-insurgency operations in both Iraq and Afghanistan. This pace of operations has created a shortage of manpower that the UK's military is scrambling to address. Unfortunately, increasing the manpower of a special force takes even more time and is far more difficult than increasing a regular military force by the same percentage. How this difficulty will be addressed has not been revealed, but

already signs of increased recruitment have been noted.

The Royal Marines Commando have been involved since the onset of ground operations. The Battle for Basra involving 40 Commando--supported by 29 Commando Regiment RA--saw the first all-out British assault by a full commando since Operation CORPORATE in 1982.

## THE ROLE OF THE SPECIAL OPERATIONS FORCES

Perhaps the most famous of the special operations forces in the world, the Special Air Service is known predominantly for its counter terrorism missions, but this is not the focus of the team. The same can be said of the Special Boat Service, less famous among the general public but well known and greatly respected in the international special operations community. These two units are the backbones of the UK's Special Forces Group.

The SAS and SBS have similar mission profiles and even have all but identical selection processes. Both groups are tasked to long-range reconnaissance and direct action. Usually, these groups do not attack large targets, though their covert nature makes them the natural choice to infiltrate unnoticed and paint a target with a laser for guided munitions or even deliver accurate coordinates for artillery or naval gunfire.

Since such operations are rare, the SAS and SBS have branched out to include foreign internal defense (training foreign units in counter-insurgency), close personal protection, anti-terrorist operations (hunting down terrorist training and supply centers) and covert military operations during peacetime. Their emphasis on subtle and covert action makes these units perfectly suited for such missions.

Certain operations involving intelligence gathering, direct action on foreign soil in peacetime and certain anti-terrorist missions are beyond the legal purview of the Special Forces Group. However, operators of the SAS and SBS are often seconded to the Secret Intelligence Service (often known as MI-6 or Her Majesty's Secret Service). These operators form what is known as the Increment, a group with special skills and experience that can act under the umbrella of the Intelligence Services Act, which allows legal immunity for actions outside the borders of the UK. While the various media outlets often attribute any extra-national covert operation with military trimmings to the SAS, it is likely such actions would take place through the Increment.

While units like the SAS and SBS perform specialized functions, the missions of the Royal Marines Commando, the Brigade of the Gurkhas and the 16<sup>th</sup> Air Assault Brigade are usually standard military operations. Of course, the standard military operations of today--including peacekeeping, national stabilization and non-combatant evacuations--are often dissimilar to those operations considered standard for the military even a few decades ago. The utility of these units is based on their rapid reaction times, extensive training and even their sense of history and camaraderie. The Gurkhas, especially, have a long and glorious history, which they continue to honor with their professionalism and capabilities.

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There are aspects of these elite military units that perform missions similar in nature to the Special Forces Group. Tactical Air Control Parties from the Royal Marines Commando can join with SAS or SBS teams during covert insertions to lend expertise in directing air support. Likewise, elements of 148 Commando Forward Observation Battery RA can be attached to reconnaissance or strike teams in order to direct naval gunfire. This proved quite effective in the Falklands War. 59 Commando Squadron, Royal Engineers, which is attached to the Royal Marines Commando, maintains a Reconnaissance Troop, which is trained for a combat role and operates alongside the Brigade Patrol Troop.

The Brigade Patrol Troop of 3 Commando Brigade Royal Marines and the Pathfinder Platoon of 16 Air Assault Brigade act in similar capacities. Both are trained to operate independently of their parent unit for reconnaissance or direct action missions. Also, both are interoperable with units such as the SAS or SBS. The Brigade Patrol Troop leads the Brigade Reconnaissance Force which can include Tactical Air Control Parties, Radio Reconnaissance teams from Y Troop and elements of the support units for 3 Commando, such as the Reconnaissance Troop of 59 Commando RE or the Naval Gunfire Forward Observation teams from 148 Commando Forward Observation Battery of 29 Commando RA.

## ROLE-PLAYING AND SPECIAL OPERATIONS FORCES

The organization of the various special operations forces of the UK lends itself to a collection of players playing characters with disparate classes. In actual operations, it would not be surprising for elements of various units to work in unison, though this is often under the functional control of one specific unit. In actual missions, a Naval Gunfire Forward Observation Team might be tasked to join a squadron of the SAS on a deep-penetration raid, but the NGFOT would be under SAS control.

For a role-playing game, though, such strictures of realism need not apply. A situation such as a raid on drug lord's compound in the jungles of a Third World dictatorship could easily be led by an SAS operator (perhaps seconded to the Increment) but include members of the Tactical Air Control Parties (to coordinate air support if necessary), Y Troops Radio Reconnaissance Team (listening in to the drug gang's cell phones and their communications with the corrupt local authorities), Brigade Patrol Troop (perhaps with experience in jungle warfare) and M Squadron (as the team is infiltrating by boat and there is a high possibility of Close Quarters Battle). While such a team is more in the realm of fiction than realism, this is a role-playing game rather than a military training exercise.

Even adherence to realism need not preclude a small but varied group. The Brigade Reconnaissance Force of the Royal Marines Commando is regularly made of disparate elements and is rarely tasked to standard combat missions.

Having an SAS or SBS operator assigned to lead such a group does not strain the realistic role of these units.

The SAS and SBS themselves, in their real-world roles, offer plenty of opportunity for player characters of disparate classes to work together. An operator in the SAS assigned to the Counter-Revolutionary Warfare squadron (Special Project Team prestige class) would regularly work alongside operators from the Sabre Squadrons (SAS prestige class) some of whom could have been involved in missions for the Secret Intelligence Service (the Increment prestige class). SAS and SBS interoperability is well founded and common, thus allowing characters of the SBS and M Squadron prestige classes. In a very realistic collection, that offers five different prestige classes.

Finally, consider the Increment itself. While presented as a prestige class, the Increment is simply a code for special forces tasked to the SIS. In a mission of extreme importance, it is likely the SIS would draft whomever necessary from whatever arm of the military. One needs no further explanation than this for a group that might even include prestige classes from *Blood & Guts*, such as Navy SEAL and Delta Force.



# CHAPTER 2: MILITARY CHARACTERS

## PRESTIGE CLASSES

### BRIGADE PATROL TROOP

Within the highly trained 3rd Commando Brigade Royal Marines is the Brigade Patrol Troop. This group of specialized teams once operated under the designation of the Arctic and Mountain Warfare Cadre. Actions in the Falkland Islands and in the mountainous north of Iraq proved their daring and their skills. As might be expected from its antecedents, every soldier in the BPT (Brigade Patrol Troop) is a specialist in arctic and mountain warfare. Moreover, every member is jump certified. The BPT consists of six, four-man teams, and each team includes a commander, a communications specialist, a medic and a marksman. The mission of the BPT is long-range reconnaissance, intelligence gathering and direct action. The marksmen of the BPT are considered some of the finest snipers in the UK military.

Unlike other soldiers in the Royal Marine Commando, soldiers with BPT carry the Diemaco C7 rather than the L85A2. Marksmen use the L96A1 and L115A1.

### REQUIREMENTS

To qualify for the Brigade Patrol Troop, a character must meet the following criteria

**Allegiance:** Active Duty (Royal Marine Commando)

**Base Attack Bonus:** +6

**Skills:** Hide 2 ranks, Knowledge (tactics) 4 ranks, Move Silently 2 ranks, Survival, 4 ranks.

**Feats:** Advanced Firearms Proficiency, Commando Training, Personal Firearms and Teamwork (RMC).

**Advanced Training:** Arctic Warfare OR Mountain Warfare, Jump School, MOS: Infantryman (Skill Level 3) and one other Terrain Warfare College (Amphibious Assault Training, Arctic Warfare, Desert Warfare, Jungle/Swamp Warfare, Mountain Warfare or Urban Warfare).

### CLASS INFORMATION

The following features pertain to the Brigade Patrol Troop prestige class

**Hit Die:** 1d10

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** Brigade Patrol Troop class skills (and the key ability for each) are as follows: Balance (Dex), Climb (Str), Communications Operations (Int), Demolitions (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Parachute (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex) and Use Rope (Dex).

**Skill Points per Level:** 5 + Intelligence modifier

### CLASS FEATURES

The following features pertain to the Brigade Patrol Troop prestige class.

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

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

**Specialist Talent:** Each soldier within the BPT is a specialist with combat medicine, command, communications or marksmanship. As such, at 4th and 8th level, the character is able to choose from one of the following specialist talents.

**Combat Medicine:** Craft (pharmaceutical) and Knowledge (earth and life sciences) become permanent class skills. All DCs for Treat Injury are reduced by 5.

**TABLE 2-1: THE BRIGADE PATROL TROOP**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+2	+1	+1	Terrain Specialization	+1	+0
2 <sup>nd</sup>	+2	+2	+2	+2	Special Ops Talent	+2	+0
3 <sup>rd</sup>	+3	+3	+2	+2	Bonus Feat	+2	+0
4 <sup>th</sup>	+4	+3	+2	+3	Specialist Talent	+3	+0
5 <sup>th</sup>	+5	+3	+3	+3	Special Ops Talent	+4	+1
6 <sup>th</sup>	+6	+4	+3	+4	Bonus Feat	+4	+1
7 <sup>th</sup>	+7	+4	+4	+4	Terrain Specialization	+5	+1
8 <sup>th</sup>	+8	+5	+4	+4	Specialist Talent	+6	+2
9 <sup>th</sup>	+9	+5	+5	+4	Special Ops Talent	+6	+2
10 <sup>th</sup>	+10	+6	+5	+5	Bonus Feat	+7	+3

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**Command:** The character can spend an action point to aid another as a free action.

**Communications:** +2 bonus to Communications Operations. Craft (electronics) and Repair become permanent class skills.

**Marksmanship:** The character gains the Marksman feat regardless of meeting the prerequisite.

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of Blood & Guts. The character must meet all the prerequisites for any talent chosen.

**Terrain Specialization:** While the soldiers of the Brigade Patrol Troop are recognized as mountain and arctic warfare experts, they are also trained in a variety of terrains. At 1st and 7th level, the character has a choice to increase his or her level with an existing Terrain Warfare college or chose to gain a new one. If taking Terrain Specialization in a Terrain Warfare college the character already possesses, the attack and skill bonuses offered by that Terrain Warfare college are increased by +1.

## FLEET PROTECTION GROUP

Once known as the Comacchio Group (named after a lake in northern Italy near which the Royal Marine Commando saw extensive action in World War Two), the Fleet Protection Group Royal Marines is assigned to protect the most deadly military asset in the United Kingdom--its nuclear arsenal. Should any hostile force, foreign or domestic, attempt to gain access to the United Kingdom's nuclear weapons, the Fleet Protection Group is tasked to deny the hostile force that access. As such, they are in a constant state of preparedness. Along with this awesome responsibility, the Fleet Protection Group provides teams involved in high value asset protection for the Royal Navy as well as non-compliant and hostile target boarding parties. Members of the Fleet Protection Group have been quite busy in the Persian Gulf region. Teams from the Fleet Protection Group have also been involved in protecting human assets in hostile or dangerous areas. This wide range of tasks insures that members are regularly upgrading their training and skills. There are three rifle squadrons--O, P, and R--in the Fleet Protection Group, as well as a headquarters squadron stationed at Her Majesty's Naval Base Clyde. Each squadron includes 4 rifle troops. The Fleet Protection Group includes 431 members of all ranks.

Operators in the FPG are usually equipped with the L85A2 and carry the Browning Hi Power as a sidearm. When involved in close quarters combat, FPG operators will be equipped with variants of the Heckler & Koch MP5 sub-machinegun, usually the MP5A3, MP5N or MP5SD6.

## REQUIREMENTS

To qualify for the Fleet Protection Group, a character must meet the following criteria

**Allegiance:** Active Duty (Royal Marine Commando)

**Base Attack Bonus:** +6

**Skills:** Demolitions 4 ranks, Disable Device 4 ranks, Knowledge (tactics) 6 ranks, Paratroop 6 ranks, Swim 6 ranks.

**Feats:** Personal Firearms, Advanced Firearms Proficiency, Precise Shot, Teamwork (RMC), one of the following: Alertness, Attentive, Confident, Focused, Guide, Meticulous, Nimble or Stealthy.

**Advanced Training:** Amphibious Assault School, Jump School and MOS: Diver (Skill Level 4).

## CLASS INFORMATION

The following features pertain to the Fleet Protection Group prestige class

**Hit Die:** 1d10

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** Fleet Protection Group class skills (and the key ability for each) are as follows: Climb (Str), Communications Operations (int), Concentration (Con), Craft (electronics, mechanical) (Int), Demolitions (int), Disable Device (Int), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (civics, current events, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Paratroop (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Treat Injury (Wis) and Use Rope (Dex).

**Skill Points per Level:** 7 + Intelligence modifier

## CLASS FEATURES

The following features pertain to the Fleet Protection Group prestige class.

**Amphibious:** The character has received advanced combat diving and underwater training. This ability improves on the bonuses granted by the Amphibious Assault training. Fleet Protection Group members also receive combat SCUBA training. This allows Fleet Protection Group members to fight underwater with no penalties to attack or defense.

**Bonus Feats:** Advanced Combat Martial Arts, Alertness, Armor Proficiency (light), Armor Proficiency, (medium), Athletic, Attentive, Blind Fight, Burst Fire, Cautious, Combat Expertise, Combat Martial Arts, Combat Reflexes, Confident, Dead Aim, Double Tap, Electronic Warfare, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Grenadier, Improved Combat Martial Arts, Improved Damage Threshold, Marksman, Meticulous, Nimble, Paratrooper, Point Blank Shot, Quick Draw, Quick Reload, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation (Powerboats, Sailboats, Ships), Tactician, Toughness, Voice of Command, Weapon Focus, Advanced Training (all).

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

**Counter Terrorist:** The Fleet Protection Group is often involved in counter terrorist training and actions. Fleet Protection Group characters gain the listed bonus to damage rolls and the following skills: Communications Operations, Decipher Script, Gather Information, Intimidate, Investigate and Knowledge (tactics).

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## TABLE 2-2: THE FLEET PROTECTION GROUP

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+1	+1	+1	CQB, Special Ops Talent	+1	+0
2 <sup>nd</sup>	+2	+2	+2	+1	Amphibious (+2)	+1	+0
3 <sup>rd</sup>	+3	+2	+2	+2	Bonus Feat	+2	+0
4 <sup>th</sup>	+4	+3	+2	+2	Counter Terrorist (+1)	+2	+1
5 <sup>th</sup>	+5	+3	+3	+2	Special Ops Talent	+3	+1
6 <sup>th</sup>	+6	+3	+3	+3	Bonus Feat	+3	+1
7 <sup>th</sup>	+7	+4	+4	+3	Amphibious (+3)	+4	+2
8 <sup>th</sup>	+8	+4	+4	+4	Counter Terrorist (+2)	+4	+2
9 <sup>th</sup>	+9	+5	+4	+4	Bonus Feat	+5	+2
10 <sup>th</sup>	+10	+5	+5	+5	Special Ops Talent	+6	+3

**CQB:** Fleet Protection Group operators are highly trained in Close Quarters Battle. When in an enclosed space, such as a room, the fuselage of an aircraft or the interior of a train, the character does not provoke attacks of opportunity with ranged or unarmed attacks. The character still provokes attacks of opportunity leaving a threatened square, treating another character's injuries, etc.

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of Blood & Guts. The character must meet all the prerequisites for any talent chosen.

### THE INCREMENT

While intelligence officers of the Secret Intelligence Service (the United Kingdom's famous MI-6, Her Majesty's Secret Service) are immune to prosecution for acts committed outside of the United Kingdom due to 1994's Intelligence Services Act, SIS officers are not trained for direct action missions. When action in a foreign--usually hostile--environment is deemed necessary, the SIS calls on the Increment, a small cell staffed by SAS and SBS operators. Increment teams have been accused of assassination, sabotage and assisting guerillas against regimes hostile to the United Kingdom, the most famous of these accusations involves the possible use of an Increment team to assassinate Slobodan Milosovic in 1992. Teams are reported to have been active in Afghanistan--both during the Soviet regime and in actions against the Taliban--and Iraq--before, between and during the Gulf Wars. While the SIS is smaller than the CIA, its use of the Increment has proved to be a force multiplier and SIS can engage in operations barred the CIA due to legalities. While the SIS may not involve itself in many JB-esque escapades, the operators of the Increment are, for all intents and purposes, licensed to kill.

Operators in the Increment will use whatever weapons or equipment are necessary to complete their mission. As most Increment operators originate with the SAS or the SBS, it is common for them to be similarly equipped. Increment operators are more likely to be found in undercover operations with only sidearms than SAS and SBS operators.

### REQUIREMENTS

To qualify for the Increment, a character must meet the following criteria

**Allegiance:** Active Duty (United Kingdom, Army or RMC)

**Base Attack Bonus:** +10

**Skills:** Hide 6 ranks, Knowledge (tactics) 6 ranks, Move Silently 6 ranks, Paratroop 6 ranks, Survival, 6 ranks.

**Feats:** Advanced Firearms Proficiency, Guide, Personal Firearms Proficiency, Precise Shot, Stealthy.

**Advanced Training:** Defense Language Institute, Jump School, MOS Intelligence (4 levels), SERE.

### CLASS INFORMATION

The following features pertain to the Increment prestige class

**Hit Die:** 1d10

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** Increment class skills (and the key ability for each) are as follows: Bluff (Cha), Climb (Str), Communications Operations (Int), Computer Use (Int), Concentration (Con), Craft (electronic, mechanical, structural) (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (behavioral sciences, civics, current events, history, streetwise, tactics, technology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Paratroop (Dex), Read/Write Language (None), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis) and Tumble (Dex).

**Skill Points per Level:** 7 + Intelligence modifier

### CLASS FEATURES

The following features pertain to the Increment prestige class.

**Bonus Feats:** Advanced Combat Martial Arts, Advanced Two-Weapon Fighting, Alertness, Athletic, Attentive, Blind

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## TABLE 2-3: THE INCREMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+1	+1	+2	Special Ops Talent	+1	+0
2 <sup>nd</sup>	+2	+2	+2	+2	Covert Training	+2	+0
3 <sup>rd</sup>	+3	+3	+2	+2	Bonus Feat	+2	+0
4 <sup>th</sup>	+4	+3	+2	+3	Special Ops Talent	+3	+0
5 <sup>th</sup>	+5	+3	+3	+3	Grace Under Pressure	+4	+1
6 <sup>th</sup>	+6	+4	+3	+4	Covert Training	+4	+1
7 <sup>th</sup>	+7	+4	+4	+4	Bonus Feat	+5	+1
8 <sup>th</sup>	+8	+5	+4	+4	Special Ops Talent	+6	+2
9 <sup>th</sup>	+9	+5	+5	+4	Covert Training	+6	+2
10 <sup>th</sup>	+10	+6	+5	+5	Special Ops Talent, Bonus Feat	+7	+3

Fight, Burst Fire, Cautious, Combat Expertise, Combat Martial Arts, Combat Throw, Combat Reflexes, Confident, Dead Aim, Deceptive, Defensive Martial Arts, Double Tap, Dodge, Electronic Warfare, Elusive Target, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Frightful Presence, Gearhead, Improved Combat Martial Arts, Improved Combat Throw, Improved Damage Threshold, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Low Profile, Marksman, Meticulous, Mobility, Nimble, Paratrooper, Point Blank Shot, Quick Draw, Quick Reload, Sharpshooter, Shot on the Run, Strafe, Studious, Surface Vehicle Operation (all), Tactician, Toughness, Track, Trustworthy, Two-Weapon Fighting, Unbalance Opponent, Weapon Focus, Advanced Training (all).

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

**Covert Training:** Operators in the Increment receive specialized training as their missions are always covert. At 2nd, 6th and 9th level, the character can take one of the following talents.

*Electronics:* +2 bonus for Communications Operations, Computer Use, Craft (electronics) and Listen.

*Demolitions:* +2 bonus for Craft (structural), Demolitions, Disable Device and Repair.

*Intelligence:* +2 bonus for Bluff, Disguise, Diplomacy and Gather Information.

*Mobility:* +2 bonus for Drive, Navigate, Paratroop and Swim.

*Survival:* +2 bonus for Climb, Hide, Move Silently and Survival.

**Grace Under Pressure:** At 5th level, an Increment character can add his levels in Increment to the following skills once per day: Climb, Communications Operation, Demolitions, Hide, Move Silently, Navigate, Paratroop and Treat Injury

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of Blood & Guts. The character must meet all the prerequisites for any talent chosen.

## M SQUADRON

M Squadron is the counter terrorist (CT) squadron for the Special Boat Service (SBS). Maritime counter terrorism (MCT) was once the domain of the Comacchio Group (now known as the Fleet Protection Group), but during reorganization in 1987, M Squadron was created and was tasked to MCT. Elements of Comacchio Group, also linked to the Royal Marine Commando, transferred into SBS M Squadron, creating a mixture of the CT expertise of Comacchio Group and the special operations professionalism of the SBS. In order to meet the mandate of MCT for the United Kingdom, especially in consideration of the North Sea oilrigs, the operators of M Squadron have perfected insertion onto maritime platforms and vessels. Like other CT teams, M Squadron operators are experts at entering and engaging enemies in enclosed surroundings, such as aircraft fuselages, the rooms on an oilrig or the cabins of a ship. The SBS and the SAS regularly cross-train, and therefore many of the techniques and skills learned by one group are passed on to the other. This is especially true in the area of CT, as M Squadron and the Special Project Team--the squadron tasked to CT in the SAS--often mount co-operative exercises.

M Squadron is divided into three, sixteen-man troops, color-coded as Black, Gold and Purple. Each of these troops includes four, 4-man patrols. During any hostage rescue (HR) mission, M Squadron troops will divide into assault and containment teams. It is the mission of the containment team to insure no terrorist escapes. The containment team includes marksmen and spotters, and will lend assistance to the assault team by sniping when possible. The assault team makes the breach--entering into the enclosed area in which the hostages are held. Operators in the assault team must be experts at entry, but must also have excellent 'instinctive shooting' skills, quickly determining who the bad-guys are and putting them down.

On some deployments, M Squadron will be tasked to regular special operations missions along with the rest of the SBS. At that time, M Squadron operators are equipped as are all SBS operators. When involved in CT operations, the



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## TABLE 2-4: THE M SQUADRON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+1	+2	+1	CQB, Unit Training	+1	+0
2 <sup>nd</sup>	+2	+2	+2	+2	Special Ops Talent, Amphibious (+2)	+2	+0
3 <sup>rd</sup>	+3	+2	+3	+2	Bonus Feat, Unit Training	+2	+0
4 <sup>th</sup>	+4	+2	+3	+3	Counter Terrorist (+1)	+3	+0
5 <sup>th</sup>	+5	+3	+3	+3	Special Ops Talent	+4	+1
6 <sup>th</sup>	+6	+3	+4	+4	Unit Training, Amphibious (+3)	+4	+1
7 <sup>th</sup>	+7	+4	+4	+4	Bonus Feat, Counter Terrorist (+2)	+5	+1
8 <sup>th</sup>	+8	+4	+5	+4	Special Ops Talent	+6	+2
9 <sup>th</sup>	+9	+4	+5	+5	Unit Training	+6	+2
10 <sup>th</sup>	+10	+5	+5	+5	Special Ops Talent, Bonus Feat	+7	+3

assault team will be equipped with variants of the Heckler & Koch MP5 sub-machinegun—usually the MP5A3 and the MP5SD6. All operators in the assault team will wear body armor. Marksmen are equipped with the L96A1 while spotters may be armed with the L96A1, the MP5 or the Diemaco C7.

### REQUIREMENTS

To qualify for M Squadron, a character must meet the following criteria

**Allegiance:** Active Duty (SBS)

**Base Attack Bonus:** +8

**Skills:** Hide 4 ranks, Knowledge (tactics) 6 ranks, Move Silently 4 ranks, Paradox 4 ranks, Swim 6 ranks, Survival, 6 ranks.

**Feats:** Personal Firearms, Advanced Firearms Proficiency, Precise Shot, Teamwork (RMC), one of the following: Alertness, Attentive, Confident, Focused, Guide, Meticulous, Nimble or Stealthy.

**Advanced Training:** Amphibious Assault Training, Defense Language Institute, Jump School, MOS: Diver (Skill Level 4), SERE.

### CLASS INFORMATION

The following features pertain to the M Squadron prestige class

**Hit Die:** 1d12

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** M Squadron class skills (and the key ability for each) are as follows: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (civics, current events, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Paradox (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str) and Treat Injury (Wis).

**Skill Points per Level:** 7 + Intelligence modifier

### CLASS FEATURES

The following features pertain to the M Squadron prestige class.

**Amphibious:** The character has received advanced combat diving and underwater training. This ability improves on the bonuses granted by the Amphibious Assault training. M Squadron operators also receive combat SCUBA training. This allows M Squadron members to fight underwater with no penalties to attack or defense.

**Bonus Feats:** Advanced Combat Martial Arts, Alertness, Armor Proficiency (light), Armor Proficiency, (medium), Athletic, Attentive, Blind Fight, Burst Fire, Combat Expertise, Combat Martial Arts, Combat Reflexes, Confident, Cover Fire, Dead Aim, Double Tap, Electronic Warfare, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Forced March, Grenadier, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Marksman, Meticulous, Nimble, Paratrooper, Point Blank Shot, Quick Draw, Quick Reload, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation (Powerboats, Sailboats, Ships), Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

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

**Counter Terrorist:** M Squadron is involved in many missions against terrorist groups. M Squadron characters gain the listed bonus to damage rolls and the following skills: Communications Operation, Decipher Script, Gather Information, Intimidate, Investigate and Knowledge (tactics).

**CQB:** M Squadron operators are highly trained in Close Quarters Battle. When in an enclosed space, such as a room, the fuselage of an aircraft or the interior of a train, the character does not provoke attacks of opportunity with ranged or unarmed attacks. The character still provokes attacks of opportunity leaving a threatened square, treating another character's injuries, etc.

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of *Blood & Guts*. The character must meet all the prerequisites for any talent chosen.



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**Unit Training:** M Squadron operators are divided into teams for containment and assault. At 1st, 3rd, 6th and 9th level, the M Squadron operator chooses a skill from the following unit lists.

## Assault

**Breach:** When the character enters any area through a door or other closed portal, or through an improvised entrance--like a window or hole blown in the wall--the character always acts in the surprise round and is not considered flat-footed no matter when in the surprise round the character acts.

**Danger Sense:** The M Squadron operator is so attuned to combat in a close-quarters combat or hostage situation that in such situations, he receives a +2 dodge bonus to his Defense and a +2 bonus to any Reflex save.

Prerequisite: Read the Room

**Hostage Rescue:** M Squadron operators are highly trained in hostage rescue. If the character is adjacent to a hostage who is targeted by a direct melee or ranged attack (but not an area of effect), the character may subject himself to the attack instead. The character must declare his intention to intervene on behalf of a hostage before the attack roll is made. At 9th level and above, characters with this ability never hit innocents by way of crossfire (see the new combat rules in Chapter 3: Military Combat of *Blood & Guts*).

**Read the Room:** The M Squadron operator has a built-in trigger for danger. With a successful Sense Motive skill check, the character can correctly guess when an opponent will attack and whom that opponent will target.

Prerequisite: Hostage Rescue

## Containment:

**Careful Watch:** +2 to all Listen, Spot and Search skill checks.

**Certain Critical:** When the character threatens a critical with a ranged weapon, the character does not need to confirm the critical with a second attack roll.

Prerequisite: Dead to Rights

**Dead to Rights:** When the character attacks with a ranged weapon, any critical hit that does not kill the target forces the target to make a Fortitude save (DC 10 + M Squadron

character's level + total attack bonuses) or be stunned for 1d6 rounds.

Prerequisite: Marksmanship

**Marksmanship:** The character gains the Marksman feat regardless of meeting the prerequisite..

Prerequisite: Careful Watch.

## PATHFINDERS

The 16 Air Assault Brigade is a combined force including land and air assets for a quick reaction, air insertion and support capability. This is where you will find the Pathfinder Platoon. The Pathfinders are specially trained for insertion into hostile areas and securing a drop zone or landing site for the main body of the Air Assault Brigade. Pathfinders are also trained for long-range reconnaissance and direct action. Pathfinders are capable of acting as a light strike force for sabotage and harassment behind enemy lines. Each platoon includes specialists in combat medicine, communications, demolitions, intelligence, survival and weapons. Pathfinders are fully jump qualified and can insert by parachute, helicopter or ground vehicle.

Soldiers with the Pathfinders regularly carry the L85A2. Weapons specialists will be equipped with the FN Minimi light machinegun.

## REQUIREMENTS

To qualify for the Pathfinders, a character must meet the following criteria

**Allegiance:** Active Duty (United Kingdom, Army)

**Base Attack Bonus:** +4

**Skills:** Knowledge (tactics) 2 ranks, Paratroop 4 ranks, Survival, 2 ranks.

**Feats:** Advanced Firearms Proficiency, Paratrooper and Personal Firearms.

**Advanced Training:** Jump School.

## CLASS INFORMATION

The following features pertain to the Pathfinder prestige class

**TABLE 2-5: THE PATHFINDER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+1	+1	+1	Death from Above	+1	+0
2 <sup>nd</sup>	+2	+2	+1	+1	Specialist Training	+2	+0
3 <sup>rd</sup>	+3	+2	+2	+1	Terrain Specialization	+2	+0
4 <sup>th</sup>	+4	+3	+2	+2	Bonus Feat	+3	+1
5 <sup>th</sup>	+5	+3	+3	+2	Grace Under Pressure	+3	+1
6 <sup>th</sup>	+6	+3	+3	+3	Special Ops Talent	+4	+1
7 <sup>th</sup>	+7	+4	+3	+3	Terrain Specialization	+4	+2
8 <sup>th</sup>	+8	+4	+4	+3	Bonus Feat	+5	+2
9 <sup>th</sup>	+9	+5	+4	+4	Special Ops Talent	+5	+2
10 <sup>th</sup>	+10	+5	+5	+5	Bonus Feat	+6	+3

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**Hit Die:** 1d10

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** Pathfinder class skills (and the key ability for each) are as follows: Balance (Dex), Climb (Str), Communications Operations (Int), Demolitions (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Paratroop (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex) and Use Rope (Dex).

**Skill Points per Level:** 5 + Intelligence modifier

## CLASS FEATURES

The following features pertain to the Pathfinders prestige class.

**Death from Above:** Once per day, the character may add his or her levels in Pathfinder to the following skills: Navigate, Paratroop or Survival. Characters with this ability are not flat-footed while in the air during the paratroop (see the Paratroop skill in Chapter 2 of *Blood & Guts*).

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

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

**Grace Under Pressure:** At 5th level, a Pathfinder character can add his levels as a Pathfinder to the following skills once per day: Climb, Communications Operation, Demolitions, Hide, Move Silently, Navigate, Paratroop and Treat Injury

**Specialist Training:** Soldiers within the Pathfinders include specialists in combat medicine, communications demolitions, intelligence, survival and weapons. At 2nd level, the character is able to choose from one of the following specialist talents.

**Combat Medicine:** All DCs for Treat Injury are reduced by 5. Craft (pharmaceutical) and Knowledge (earth and life sciences) become permanent class skills.

**Communications:** +2 bonus to Communications Operations. Craft (electronics) and Repair become permanent class skills.

**Demolitions:** +2 bonus to Demolitions. Craft (structural) and Disable Device become permanent class skills.

**Survival:** +2 bonus to Hide, Move Silently and Survival.

**Weapons:** +2 bonus to attack and damage rolls when using heavy weapons.

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of *Blood & Guts*. The character must meet all the prerequisites for any talent chosen.

**Terrain Specialization:** The soldiers of the Pathfinders are expected to have the capability to operate in a wide variety of terrains. At 3rd and 7th level, the character has a

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## TABLE 2-6: THE 22ND REGIMENT SPECIAL AIR SERVICE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+2	+1	+1	CQB, Specialist School, Counter Terrorist (+1)	+1	+0
2 <sup>nd</sup>	+2	+2	+2	+2	Special Ops Talent	+2	+0
3 <sup>rd</sup>	+3	+3	+2	+2	Specialist School, Counter Terrorist (+2)	+2	+0
4 <sup>th</sup>	+4	+3	+2	+3	Bonus Feat	+3	+0
5 <sup>th</sup>	+5	+3	+3	+3	Special Ops Talent, Counter Terrorist (+3)	+4	+1
6 <sup>th</sup>	+6	+4	+3	+4	Specialist School, Bonus Feat	+4	+1
7 <sup>th</sup>	+7	+4	+4	+4	Special Ops Talent, Counter Terrorist (+4)	+5	+1
8 <sup>th</sup>	+8	+5	+4	+4	Bonus Feat	+6	+2
9 <sup>th</sup>	+9	+5	+5	+4	Specialist School, Counter Terrorist (+5)	+6	+2
10 <sup>th</sup>	+10	+6	+5	+5	Special Ops Talent, Bonus Feat	+7	+3

choice to increase his or her level with an existing Terrain Warfare college or chose to gain a new one. If taking Terrain Specialization in a Terrain Warfare college the character already possesses, the attack and skill bonuses offered by that Terrain Warfare college are increased by +1.

### 22ND REGIMENT SPECIAL AIR SERVICE

Created in the violent tempest of World War Two, the Special Air Service (SAS) is thought by many to be the finest special operations force in the world, bar none. Since the spectacular assault on the Iranian Embassy in 1980, the SAS have received much more attention than they would like. While known to the general populace mostly for its counter terrorism (CT) and hostage rescue (HR) missions, the SAS is a covert, direct action and unconventional warfare group. Its actions in the jungles of Malaysia and the rocky wastes of Oman are legendary, and much of what has become standard attitudes within the special operations community was born in those inhospitable climes. The SAS is closed to strangers and suspicious of the regular Army. Operators respect competence, not rank. Able to operate independently for extended periods in hostile or enemy-held areas, the SAS have recently won accolades for their skill and professionalism in Afghanistan and Iraq. Their heavily armed Land Rovers are justifiably famous and have become almost as much a symbol of the SAS as the winged dagger. The motto of the SAS is “Those who dare, win.”

The SAS operates in 4-man patrols, with four patrols to a troop and four troops to a squadron. At this time, there are four squadrons. One squadron is always tasked to CT and HR. this squadron is officially called the Counter-Revolutionary Warfare (CRW) Squadron, but it is nicknamed the Special Project Team (see Special Project Team prestige class). When deployed along with other military units, the SAS will not wear any distinctive uniforms, berets or badges.

SAS operators regularly carry Diemaco C7s and C8 Carbines with a SIG Sauer P226 as a sidearm. When deployed with other military units but not in action, the SAS will carry the L85A2 in order to blend in. The L85A2 is not

a weapon the SAS use in the field. At least one member of a patrol will have a M203. Also, it is common for one member of a patrol to carry a FN Minimi light machinegun. The Land Rovers of the SAS will usually have either a Browning M2HB .50 machinegun or a Mk. 19 automatic grenade launcher as the main armament and a GPMG (sometimes referred to as the Jimpy) as a secondary support weapon.

### REQUIREMENTS

To qualify for the Special Air Service, a character must meet the following criteria

**Allegiance:** Active Duty (United Kingdom, Army)

**Base Attack Bonus:** +10

**Skills:** Hide 6 ranks, Knowledge (tactics) 6 ranks, Move Silently 6 ranks, Paratroop 6 ranks, Survival, 6 ranks.

**Feats:** Personal Firearms, Advanced Firearms Proficiency, Precise Shot, Teamwork (U.K. Army) and one of the following: Alertness, Attentive, Confident, Focused, Guide, Meticulous, Nimble or Stealthy.

**Advanced Training:** Defense Language Institute, Jump School, MOS: Infantryman (Skill Level 4), SERE and one of the following: Arctic Warfare, Desert Warfare, Jungle/Swamp Warfare or Mountain Warfare.

### CLASS INFORMATION

The following features pertain to the SAS prestige class

**Hit Die:** 1d12

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** SAS class skills (and the key ability for each) are as follows: Bluff (Cha), Climb (Str), Communications Operations (Int), Concentration (Con), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (civics, current events, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Read/Write Language (None), Paratroop (Dex), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis) and Use Rope (Dex).

**Skill Points per Level:** 7 + Intelligence modifier

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## CLASS FEATURES

The following features pertain to the SAS prestige class.

**Bonus Feats:** Advanced Combat Martial Arts, Alertness, Armor Proficiency (light), Armor Proficiency, (medium), Athletic, Attentive, Blind Fight, Burst Fire, Combat Expertise, Combat Martial Arts, Combat Reflexes, Confident, Cover Fire, Dead Aim, Double Tap, Electronic Warfare, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Forced March, Grenadier, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Marksman, Meticulous, Nimble, Paratrooper, Point Blank Shot, Quick Draw, Quick Reload, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operations (all), Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

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

**Counter Terrorist:** The SAS is involved in many missions against terrorist groups. SAS characters gain the listed bonus to damage rolls and the following skills: Communications Operation, Decipher Script, Gather Information, Intimidate, Investigate and Knowledge (tactics).

**CQB:** SAS operators are highly trained in Close Quarters Battle. When in an enclosed space, such as a room, the fuselage of an aircraft or the interior of a train, the character does not provoke attacks of opportunity with ranged or unarmed attacks. The character still provokes attacks of opportunity leaving a threatened square, treating another character's injuries, etc.

**Specialist School:** Each troop in a squadron has a specialty, these include Air Troop, Boat Troop, Mobility Troop and Mountain Troop. Troops are not fixed to a single specialty, but rotate through these specialties. At 1st level, a SAS character may choose a type of troop and then a different one at 3rd, 6th and 9th level.

*Air Troop:* +2 bonus for Balance, Paradrop and Tumble skills checks. This bonus stacks with the bonus from the Jump School advanced training. A natural roll of 20 is an automatic success for Paradrop skill checks.

*Boat Troop:* MOS Diver feat. If the character already has MOS Diver, the bonus to Diver skills is increased by 1. A natural roll of 20 is an automatic success for Swim skill checks.

*Mobility Troop:* +2 bonus for Drive, Navigate and Repair. A natural roll of 20 is an automatic success for Drive skill checks.

*Mountain Troop:* +2 bonus for Balance, Climb and Survival. A natural roll of 20 is an automatic success for Survival skill checks.



**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of Blood & Guts. The character must meet all the prerequisites for any talent chosen.

## SPECIAL BOAT SERVICE

Like the more famous SAS, the Special Boat Service (SBS) was born in the crucible of World War Two. It has seen more name changes and re-tasking than the SAS, but it has retained a special character and a reputation as one of the premiere special operations forces in the world. Though the SBS does not have the recognition of the SAS, it revels in its relative anonymity. It's said by some that when the government of the United Kingdom really wants an operation to remain secret, it turns to the SBS. Like the U.S. Navy SEALs, the SBS began as an underwater demolition team. It has grown far beyond that, becoming not only the



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## TABLE 2-7: THE SPECIAL BOAT SERVICE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+2	+1	+1	CQB, Amphibious (+2)	+1	+0
2 <sup>nd</sup>	+2	+2	+2	+2	Special Ops Talent	+2	+0
3 <sup>rd</sup>	+3	+3	+2	+2	Bonus Feat, Specialist School	+2	+0
4 <sup>th</sup>	+4	+3	+2	+3	Counter Terrorist (+1)	+3	+0
5 <sup>th</sup>	+5	+3	+3	+3	Special Ops Talent	+4	+1
6 <sup>th</sup>	+6	+4	+3	+4	Specialist School, Amphibious (+3)	+4	+1
7 <sup>th</sup>	+7	+4	+4	+4	Bonus Feat	+5	+1
8 <sup>th</sup>	+8	+5	+4	+4	Special Ops Talent	+6	+2
9 <sup>th</sup>	+9	+5	+5	+4	Counter Terrorist (+2), Specialist School	+6	+2
10 <sup>th</sup>	+10	+6	+5	+5	Special Ops Talent, Bonus Feat	+7	+3

top amphibious unit in the United Kingdom, but also a covert operations team capable of aerial insertion or land mobility. Through the warfare in Afghanistan and both wars in Iraq, the SBS acted alongside their SAS and other special operations brethren, involved only minimally in amphibious attacks.

The operators of the SBS are recruited from the Royal Marine Commando and now have a selection course matching the SAS. The SBS, though, consider their operators more highly trained since they all come through the RMC, itself an elite unit. As with most special operations forces, the selection course has a 90% failure rate.

Operators in the SBS use the Diemaco C8 and the SIG Sauer P226. In some instances, such as Close Personal Protection missions, SBS operators use the Heckler & Koch HK53 short assault rifle.

### REQUIREMENTS

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

**Allegiance:** Active Duty (Royal Marine Commando)

**Base Attack Bonus:** +8

**Skills:** Hide 4 ranks, Knowledge (tactics) 6 ranks, Move Silently 4 ranks, Paratrooper 4 ranks, Swim 6 ranks, Survival, 6 ranks.

**Feats:** Personal Firearms, Advanced Firearms Proficiency, Precise Shot, Teamwork (RMC) and one of the following: Alertness, Attentive, Confident, Focused, Guide, Meticulous, Nimble or Stealthy.

**Advanced Training:** Amphibious Assault Training, Defense Language Institute, Jump School, MOS: Diver (Skill Level 4), SERE.

### CLASS INFORMATION

The following features pertain to the SBS prestige class

**Hit Die:** 1d12

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** SBS class skills (and the key ability for each) are as follows: Balance (Dex), Climb (Str), Communications

Operations (Int), Concentration (Con), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (civics, current events, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Read/Write Language (None), Paratrooper (Dex), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis) and Use Rope (Dex).

**Skill Points per Level:** 7 + Intelligence modifier

### CLASS FEATURES

The following features pertain to the SBS prestige class.

**Amphibious:** The character has received advanced combat diving and underwater training. This ability improves on the bonuses granted by the Amphibious Assault training. SBS operators also receive combat SCUBA training. This allows Fleet Protection Group members to fight underwater with no penalties to attack or defense.

**Bonus Feats:** Advanced Combat Martial Arts, Alertness, Armor Proficiency (light), Armor Proficiency, (medium), Athletic, Attentive, Blind Fight, Burst Fire, Combat Expertise, Combat Martial Arts, Combat Reflexes, Confident, Cover Fire, Dead Aim, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Forced March, Grenadier, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Marksman, Meticulous, Nimble, Paratrooper, Point Blank Shot, Quick Draw, Quick Reload, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation (Powerboats, Sailboats, Ships), Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

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

**Counter Terrorist:** The SBS is involved in many missions against terrorist groups. SBS characters gain the listed bonus to damage rolls and the following skills: Communications Operation, Decipher Script, Gather Information, Intimidate, Investigate and Knowledge (tactics).



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**CQB:** SBS operators are highly trained in Close Quarters Battle. When in an enclosed space, such as a room, the fuselage of an aircraft or the interior of a train, the character does not provoke attacks of opportunity with ranged or unarmed attacks. The character still provokes attacks of opportunity leaving a threatened square, treating another character's injuries, etc.

**Specialist School:** SBS operators undergo various missions which require special skills. At 3rd, 6th and 9th level, the SBS operator can take one of the specialist schools.

**Air Insertion:** +2 bonus on Balance, Paradrup and Tumble skills checks. This bonus stacks with the bonus from the Jump School advanced training. A natural roll of 20 is an automatic success for Paradrup skill checks.

**Amphibious Insertion:** +2 bonus for Climb, Concentration and Swim skill checks. A natural roll of 20 is an automatic success for Swim skill checks.

**Land Insertion:** +2 bonus for Drive, Navigate and Repair. A natural roll of 20 is an automatic success for Drive skill checks.

**Survival Training:** +2 bonus for Hide, Move Silently and Survival. A natural roll of 20 is an automatic success for Survival skill checks.

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of Blood & Guts. The character must meet all the prerequisites for any talent chosen.

## SPECIAL PROJECT TEAM

The Special Project Team is the nickname for the Counter-Revolutionary Warfare (CRW) Squadron in the Special Air Service (SAS). The CRW Squadron is a rotating assignment among the four squadrons within the SAS. It developed

after the SAS was assigned to Northern Ireland during the 1970s. With the Irish Republican Army violently opposing the United Kingdom's rule of Northern Ireland, the SAS expected to deal with a situation involving hostages. Never ones to get caught unprepared, the SAS developed the CRW Squadron--giving it the moniker "the Special Project Team"--in order to create proper techniques for hostage rescue (HR). After the disastrous attempt to free the Israeli hostages during the Munich Olympics, many countries developed counter terrorism (CT) and HR capabilities. The Special Project Team was always in the forefront of this movement. The proof of this came on May 5, 1980, when the Special Project Team ended a terrorist hostage-taking in the Iranian Embassy in London. A well-positioned TV crew caught the daring and successful assault on camera, and suddenly whenever anyone mentioned 'counter terrorism' the first image that came to people's minds was the black clad SAS.

A necessary part of the Special Project Team training is close quarters battle (CQB), as most hostage situations occur in enclosed spaces, such as buses, aircraft cabins and buildings. Along with CQB, operators in the Special Project Team must have the ability to enter these enclosed spaces while maintaining the element of surprise. In response to this dilemma, the SAS developed the 'flashbang' grenade, which stuns opponents by overwhelming auditory and visual senses. The Special Project Team trains with a variety of other CT and HR teams, including M Squadron, the maritime counter terrorism asset of the Special Boat Service.

As with all SAS squadrons, the Special Project Team is divided into four troops, each with four, 4-man patrols. In an assault, the Special Project Team will divide into the surveillance group and the assault group. The surveillance group surrounds the area in which the hostage situation has

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## TABLE 2-8: THE SPECIAL PROJECT TEAM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+1	+2	+1	CQB, Unit Training	+1	+0
2 <sup>nd</sup>	+2	+2	+2	+2	Special Ops Talent, Specialist School	+2	+0
3 <sup>rd</sup>	+3	+2	+3	+2	Bonus Feat, Unit Training	+2	+0
4 <sup>th</sup>	+4	+2	+3	+3	Counter Terrorist (+1)	+3	+0
5 <sup>th</sup>	+5	+3	+3	+3	Special Ops Talent, Unit Training	+4	+1
6 <sup>th</sup>	+6	+3	+4	+4	Specialist School, Counter Terrorist (+2)	+4	+1
7 <sup>th</sup>	+7	+4	+4	+4	Bonus Feat, Unit Training	+5	+1
8 <sup>th</sup>	+8	+4	+5	+4	Special Ops Talent, Counter Terrorist (+3)	+6	+2
9 <sup>th</sup>	+9	+4	+5	+5	Specialist School, Unit Training	+6	+2
10 <sup>th</sup>	+10	+5	+5	+5	Special Ops Talent, Bonus Feat, Counter Terrorist (+4)	+7	+3

occurred and relays back all information to the assault group about the area and the individuals involved. The surveillance group also includes the Special Project Team's snipers, who will act in support of the assault group. The assault group must make the breach--entering into the enclosed area in which the hostages are held--and rescue the hostages. Operators in the Special Project Team drill for hours in simulated hostage incidents in order to hone their 'instinctive shooting' ability--the ability to instantaneously differentiate hostage from hostage-taker, and shoot only the hostage-takers.

The Special Project Team is an SAS squadron and so may be involved in regular special operations missions with the SAS (see entry for SAS). When acting in a CT role, the assault group will be equipped with variants of the Heckler & Koch MP5 sub-machinegun--usually the MP5A3 and the MP5SD6--or the Heckler & Koch MP7 Personal Defense Weapon. All operators in the assault group will wear body armor.

### REQUIREMENTS

To qualify for the Special Project Team, a character must meet the following criteria

**Allegiance:** Active Duty (SAS)

**Base Attack Bonus:** +10

**Skills:** Hide 6 ranks, Knowledge (tactics) 6 ranks, Move Silently 6 ranks, Paratroop 6 ranks, Survival, 6 ranks.

**Feats:** Personal Firearms, Advanced Firearms Proficiency, Precise Shot, Teamwork (U.K. Army) and one of the following: Alertness, Attentive, Confident, Focused, Guide, Meticulous, Nimble or Stealthy.

**Advanced Training:** Defense Language Institute, Jump School, MOS: Infantryman (Skill Level 4), SERE and One of the following: Arctic Warfare, Desert Warfare, Jungle/Swamp Warfare or Mountain Warfare.

### CLASS INFORMATION

The following features pertain to the Special Project Team prestige class

**Hit Die:** 1d12

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** Special Project Team class skills (and the key ability for each) are as follows: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (civics, current events, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Paratroop (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Treat Injury (Wis).

**Skill Points per Level:** 7 + Intelligence modifier

### CLASS FEATURES

The following features pertain to the Special Project Team prestige class.

**Bonus Feats:** Advanced Combat Martial Arts, Alertness, Armor Proficiency (light), Armor Proficiency, (medium), Athletic, Attentive, Blind Fight, Burst Fire, Combat Expertise, Combat Martial Arts, Combat Reflexes, Confident, Cover Fire, Dead Aim, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Forced March, Grenadier, Guide, Improved Combat Martial Arts, Improved Damage Threshold, Marksman, Meticulous, Nimble, Paratrooper, Point Blank Shot, Quick Draw, Quick Reload, Sharpshooter, Stealthy, Strafe, Surface Vehicle Operation (all), Tactician, Toughness, Track, Voice of Command, Weapon Focus, Advanced Training (all).

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

**Counter Terrorist:** The Special Project Team is involved in many missions against terrorist groups. Special Project Team characters gain the listed bonus to damage rolls and the following skills: Communications Operation, Decipher Script, Gather Information, Intimidate, Investigate and Knowledge (tactics).

**CQB:** Special Project Team operators are highly trained in Close Quarters Battle. When in an enclosed space, such as a room, the fuselage of an aircraft or the interior of a

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train, the character does not provoke attacks of opportunity with ranged or unarmed attacks. The character still provokes attacks of opportunity leaving a threatened square, treating another character's injuries, etc.

**Specialist School:** Although the Special Project Team trains extensively for CT and HR, it remains an SAS squadron, and so continues its SAS training. Each troop in the Special Project Team has a specialty. There are Air Troop, Boat Troop, Mobility Troop and Mountain Troop. Troops are not fixed to a single specialty, but rotate through these specialties. At 2nd and 6th level, the Special Project Team operator may choose a type of training to receive.

**Air Troop:** +2 bonus for Balance, Paratroop and Tumble skills checks. This bonus stacks with the bonus from the Jump School advanced training. A natural roll of 20 is an automatic success for Paratroop skill checks.

**Boat Troop:** MOS Diver feat. If the character already has MOS Diver, the bonus to Diver skills is increased by 1. A natural roll of 20 is an automatic success for Swim skill checks.

**Mobility Troop:** +2 bonus for Drive, Navigate and Repair. A natural roll of 20 is an automatic success for Drive skill checks.

**Mountain Troop:** +2 bonus for Balance, Climb and Survival. A natural roll of 20 is an automatic success for Survival skill checks.

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of *Blood & Guts*. The character must meet all the prerequisites for any talent chosen.

**Unit Training:** During HR missions, Special Project Team operators divide into assault and surveillance groups. At 1st, 3rd, 6th and 9th level, the Special Project Team operator chooses a skill from one of the unit lists.

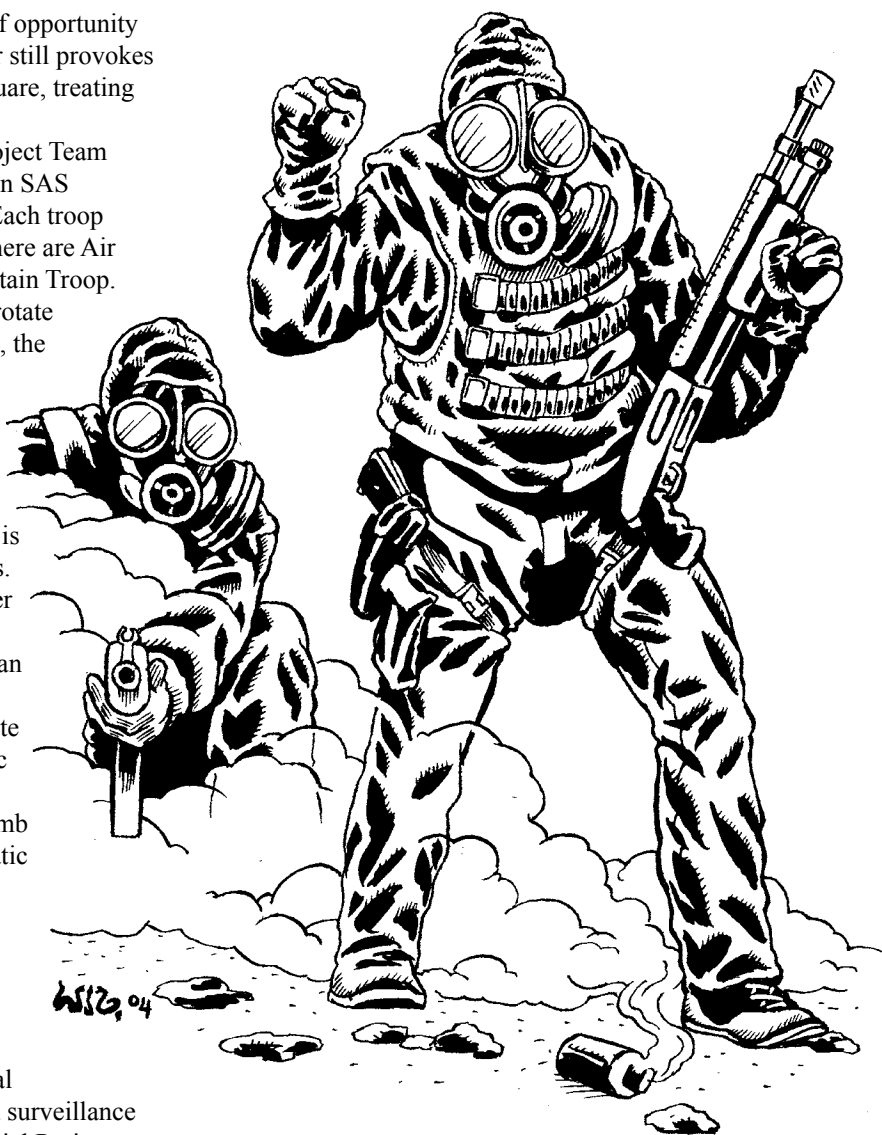
## *Assault*

**Breach:** When the character enters any area through a door or other closed portal, or through an improvised entrance--like a window or hole blown in the wall--the character always acts in the surprise round and is not considered flat-footed no matter when in the surprise round the character acts.

**Danger Sense:** The Special Project Team operator is so attuned to combat in a close-quarters combat or hostage situation that in such situations, he receives a +2 dodge bonus to his Defense and a +2 circumstance bonus to any Reflex save.

Prerequisite: Read the Room

**Hostage Rescue:** Special Project Team operators are high trained in hostage rescue. If the character is adjacent to a hostage who is targeted by a direct melee or ranged attack (but not an area of effect), the character may subject himself to the attack instead. The character must declare his intention to intervene on behalf of a hostage before the attack roll is made. At 9th level and above, characters with this ability



never hit innocents by way of crossfire (see the new combat rules in Chapter 3: Military Combat of *Blood & Guts*).

**Read the Room:** The Special Project Team operator has an in-built trigger for danger. With a successful Sense Motive skill check, the character can correctly guess when an opponent will attack and whom that opponent will target.

Prerequisite: Hostage Rescue

**Containment:**

**Careful Watch:** +2 to all Listen, Spot and Search skill checks.

**Certain Critical:** When the character has attacks with a ranged weapon, the character does not need to confirm a critical with a second attack roll.

Prerequisite: Dead to Rights

**Dead to Rights:** When the character has attacks with a ranged weapon, any critical hit that does not kill the target forces the target to make a Fortitude save (DC 10 + Special Project Team character's level + total attack bonuses) or be stunned for 1d6 rounds.

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Prerequisite: Marksmanship

Marksmanship: The character gains the Marksman feat regardless of meeting the prerequisite.

Prerequisite: Careful Watch.

## ELITE UNITS

### 3 COMMANDO BRIGADE ROYAL MARINES

It can be said that the Order-In-Council of October 28th, 1664 to create the Duke of York and Albany's Maritime Regiment of Foot gave birth to the Royal Marines. They have fought with distinction in many wars and battles since that time. In 1942, 5 Royal Marine Commando was formed, and the commandos earned a reputation as tough, cunning and resourceful soldiers. The pace of action lessened only slightly after World War II, as the Royal Marines saw action Korea, Malaysia, Borneo, Suez, Aden and Cyprus. As can be expected, the Royal Marines played an important role in Operation CORPORATE, usually known as the Falklands War. After Desert Storm, Commando units embarked on Operation HAVEN, to support the Kurds in the north of Iraq. Throughout the '90s, elements of the Commando Brigade saw service in Bosnia, the Congo, the West Indies, Kosovo, and Sierra Leone. The Commando Brigade has seen extensive action recently in Afghanistan and Iraq.

The soldiers of 3 Commando Brigade Royal Marines undergo one of the most strenuous and exhaustive infantry training regimes in the world. As well as being the elite fighting force for the Royal Navy, the Commando Brigade--along with 16 Air Assault Brigade--is a backbone of the United Kingdom's Joint Rapid Reaction Force. 3 Commando is broken into the core maneuver units of 40, 42 and 45 Commando, each with approximately 700 ranks. The total personnel for 3 Commando totals approximately 3,500 ranks in all.

**Prerequisites:** Amphibious Assault Training, Arctic Warfare College OR Mountain Warfare College, Commando Training and MOS one of the following (Combat Engineering, Field Artillery, Rifleman, Medical or Signals).

**Benefits:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; increases the bonuses provided by Amphibious Assault Training, Arctic Warfare College and Mountain Warfare College by +1.

### 7 SQUADRON, ROYAL AIR FORCE

7 Squadron started its life as a fighter squadron in World War One. Among the battle honors displayed on its standard are Ypres (1915 and 1917) and the Somme (1916). By World War II, 7 Squadron had become a bomber squadron, flying Lancasters as part of the Pathfinder Force (not to be confused with the Pathfinders of 16 Air Assault Brigade). After World War II, 7 Squadron was assigned to the Far East until being disbanded in 1962. 7 Squadron reformed in 1970,

was then disbanded and reformed in the same year--1982--though too late to participate in Operation CORPORATE in the Falkland Islands. It was in 1982 that 7 Squadron was first equipped with rotary wing aircraft, the Chinook. The Chinooks of 7 Squadron infiltrated, supplied and extracted the SAS and SBS teams that operated inside Iraq. At the end of hostilities, the Chinooks of 7 Squadron were called upon to aid in Operation HAVEN, protecting and supplying the Kurds of northern Iraq. 7 Squadron saw action in the former Yugoslavia then returned to the Middle East for Operations VERITAS, ORACLE and FINGAL in Afghanistan and Operation TELIC in Iraq.

7 Squadron pilots are trained for severe and inclement weather flying as well as being the best night fliers in the RAF. Along with regular missions of support and casualty evacuation, 7 Squadron is tasked to special operations missions. The Chinooks of 7 Squadron are equipped with night vision equipment as well as heavier armaments, including M134 miniguns.

**Prerequisites:** Jump School, MOS Pilot and MOS Signals and Teamwork (RAF).

**Benefits:** +1 morale bonus when providing air support (as per "New Combat Options" in *Blood & Guts*); +2 bonus to Communications Operations and Pilot skill checks.

### 16 AIR ASSAULT BRIGADE

Created as an amalgamation of other air mobile, quick reaction forces on September 1, 1999, 16 Air Assault Brigade--along with 3 Commando Brigade Royal Marines--is a backbone of the United Kingdom's Joint Rapid Reaction Force. Soon after its creation, the Air Assault Brigade (AAB) led Operation BESSEMER, the UK contribution to NATO's Operation ESSENTIAL HARVEST, an attempt to collect arms and ammunition from separatist factions in the Former Yugoslav Republic of Macedonia. The AAB led the UK contribution to the International Security Assistance Force (ISAF) in Afghanistan, termed Operation FINGAL. When the focus shifted from Afghanistan to Iraq, the 16 Air Assault Brigade also shifted. Their performance in Iraq has proven exemplary. Soon, however, the AAB may be no more. Some news articles suggest there has been a decision made to return the AAB to an airborne and airmobile infantry unit and remove its aircraft to a separate command. The timetable for this is uncertain.

16 Air Assault Brigade includes parachute infantry, airmobile infantry and ground support aircraft. However, while the AAB maintains its own ground support helicopters, it has no airmobile assets and must rely on the Royal Air Force (RAF) to supply the Puma and Chinook helicopters used in airmobile actions. Born out of the joining of 24 Airmobile and 5 Airborne Brigades, the AAB includes the 1, 2 and 3 Battalions of the Parachute Regiment the 3, 4, and 9 Regiments, Army Air Corps as well as 1st Battalion, the Royal Irish Regiment, 7th Parachute Regiment, medical, signals, logistics and even police elements.

**Prerequisites:** Jump School and MOS one of the following (Aviation, Infantryman, Medical, Pilot or Signals).



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**Benefit:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; +2 bonus to Paradox and Survival skill checks.

## 29 COMMANDO REGIMENT, ROYAL ARTILLERY

In 1962, 29 Field Regiment, Royal Artillery found itself in Aden and Kuwait, trying to scare off a predatory Iraq which had its eyes on the other countries' oil fields. At that time, the Royal Marines had a lack of artillery support. The 29 Field Regiment RA was re-tasked and, once all its ranks had successfully completed the commando training course, became 29 Commando Regiment RA. 29 Commando also became the first Army unit to wear the commando beret since World War II. 29 Commando traded in 25-pound guns for 105mm pack howitzers and the Royal Marines had their artillery support. In any action 3 Commando finds itself, 29 Commando is there. Recently, 29 Commando saw action in Afghanistan and Iraq.

29 Commando is made up of three batteries armed with 105mm light guns--including 7 (Sphinx) Commando Battery RA, 8 (Alma) Commando Battery RA and 79 (Kirkee) Commando Battery RA--as well as 23 (Gibraltar 1779 - 1783) Commando Headquarters Battery RA and 148 (Meiktila) Commando Forward Observation Battery RA (see separate entry for more details).

**Prerequisites:** Amphibious Assault Training, Commando Training, MOS Field Artillery and MOS Rifleman.

**Benefit:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; +1 bonus to Craft (structural), Demolitions and Repair skill checks.

## 59 COMMANDO SQUADRON, ROYAL ENGINEERS

While 59 Commando is made up of engineers, it is a commando-trained, combat-capable force that has proved its courage and tenacity in almost every theater of action the United Kingdom has been involved in since the unit's creation. Formed in 1900 as 59 Field Company, its soldiers saw action in both World War One and Two. Disbanded, it was reformed in 1950, passing through various incarnations until 1967, when 59 Field Squadron became affiliated with 3 Commando. In 1971, the Squadron became 59 Independent Commando Squadron.

59 Commando supports the operations of 3 Commando in a forward capacity. This support capacity includes both construction and demolition duties. A specially trained Reconnaissance Troop operates alongside elements of the Brigade Patrol Troop, Tactical Air Control and Y Troop Radio Reconnaissance in 3 Commando's Brigade Reconnaissance Force. Soldiers from 59 Commando's Reconnaissance Troop were very active in Iraq in 2003, including storming the house of a senior military official.

**Prerequisites:** Amphibious Assault Training, Commando Training, MOS Combat Engineering OR Maintenance and

MOS Infantryman.

**Benefit:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; +1 bonus to all Craft (structural) and Repair skill checks.

## 148 (MEIKTILA) COMMANDO FORWARD OBSERVATION BATTERY, ROYAL ARTILLERY

Attached to 29 Commando Regiment RA, 148 Commando Forward Observation Battery RA often acts separate from its parent regiment. 148 Commando has its roots in India, raised there in 1842 as S Company 2nd Battalion Bengal Artillery. S Company saw plenty of action in India and then on the fields of France and Belgium in World War One. In 1939, it returned to France as part of the British Expeditionary Force, but did not participate in the European theater after Dunkirk. The Battery earned its moniker through February and March of 1945 at the Battle of Meiktila in Burma. After the war, the Battery saw plenty of action in the Far and Middle East, becoming a Commando Battery in 1963. Since that time, 148 Commando has seen extensive service alongside the Royal Marines and the United Kingdom's special operations forces. 148 Commando has proved its worth in such disparate areas of the globe as the Falkland Islands, Bosnia and Iraq.

148 Commando is divided into seven, five-man Naval Gunfire Forward Observation teams, each led by a captain. While NGFO teams may act in concert with regular military forces, they are often attached to special operations forces and pre-assault forces. An NGFO team can be covertly inserted into an area before an assault to direct naval, air or artillery fire in support of an attack or other operation. Also, individual soldiers from the 148 Commando can be attached to small raiding or reconnaissance forces, and this proved very effective in Operation CORPORATE, in the Falkland Islands.

**Prerequisites:** Amphibious Assault Training, Arctic Warfare College OR Mountain Warfare College, Commando Training, MOS Field Artillery, MOS Rifleman and MOS Signals.

**Benefits:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; +1 bonus to Air Traffic Control, Communications Operations and Survival skill checks.

## BRIGADE OF THE GURKHAS

The Gurkhas of the United Kingdom's army take their name from the nineteenth century city-state of Gorkha in Nepal. In one of the odder results of a war, the Army of the United Kingdom's East India Company, after a war with Nepal in 1814, began recruiting Gurkha soldiers from that country. The Gurkhas proved an extremely valuable asset to the colonial army, being instrumental in the Indian Mutiny of 1857. More than 100,000 Gurkhas fought for the United Kingdom during World War One and more than 112,000 in the various theaters of World War II. After Indian



# CHAPTER 1: SPECIAL OPS OF THE UNITED KINGDOM

independence in 1947, the Gurkha Regiments were divided; six remaining in India while the others formed the United Kingdom's Brigade of the Gurkhas. Though the Gurkhas have played an important role in every conflict involving the United Kingdom, still bearing their traditional kukri--an 18-inch long curved knife--their numbers have continued to dwindle. The motto of the Gurkhas is: "Better to die than be a coward." Since they began serving with the military of the United Kingdom, they have won 26 Victoria Crosses, which surpasses any other single group within the army.

Soldiers for the Brigade of the Gurkhas are still recruited at the British Gurkha Camp in the Nepalese village of Pokhara. The Brigade now includes some 3,400 ranks. Gurkhas serve not only in the 1st and 2nd Battalion, Royal Gurkha Rifles, they also man A Company, The Highlanders; D Company, 1 Royal Irish and C Company, 2 Para. Within the Brigade, there are engineering, signals, logistics and even a band. The Brigade also encompasses a HQ unit, the British Gurkhas Nepal--stationed in Kathmandu and Pokhara--and two Demonstration Companies: RMA Sandhurst in Camberley, Surrey and ITC Wales in Brecon, Wales.

Most members of the Gurkhas have the Esprit de Corps feat, and any character joining the Gurkhas should obtain this feat as soon as possible.

**Prerequisites:** Nepalese citizenship, Commando Training and MOS one of the following (Combat Engineering, Field Artillery, Rifleman, Medical or Signals).

**Benefits:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; +3 Reputation.

## TACTICAL AIR CONTROL PARTIES, 3 COMMANDO BRIGADE ROYAL MARINES

Attached to the UK Landing Force Command Support Group of 3 Commando, the Tactical Air Control Parties direct ground support aircraft from the Royal Navy, Royal Air Force or Army Air Corps. Working in groups of three, Tactical Air Control Parties can insert with the pre-assault forces--usually led by elements of the Brigade Patrol Troop--can be detached from the main assault body for deep penetration operations, and--along with elements of the Brigade Patrol Troop, 59 Commando and Radio Reconnaissance Teams--are a component of 3 Commando's Brigade Reconnaissance Force.

**Prerequisites:** Amphibious Assault Training, Arctic Warfare College OR Mountain Warfare College, Commando Training, MOS Aviation and MOS Signals.

**Benefit:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; +1 bonus to any three of the following skills: Air Traffic Control, Communications Operations, Craft (electronic), Craft (mechanical), Craft (structural), Knowledge (technology) or Repair.

## Y TROOP, 3 COMMANDO BRIGADE ROYAL MARINES

Attached to the UK Landing Force Command Support Group of 3 Commando, Y Troop is the electronics warfare and communications specialist group within the Royal Marines. As well as disrupting enemy transmissions, Y Troop gathers intelligence from enemy communications. The Y Troop Radio Reconnaissance Teams are a part of 3 Commando's pre-assault, scouting forces--usually led by elements of the Brigade Patrol Troop--and act in an electronic reconnaissance and signals capacity in that role.

**Prerequisites:** Amphibious Assault Training, Arctic Warfare College OR Mountain Warfare College, Commando Training, MOS Intelligence and MOS Signals.

**Benefit:** +1 morale bonus to attack rolls and to any saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue and intimidation; +1 bonus to Communications Operations, Computer Use and Survival skill checks.

## RANK

Below is a table with the ranks and their equivalencies among the three services and the Royal Marines Commando. The ranks are presented in the same format as in *Blood & Guts* and should be used in the same manner as presented there.

**Promotion DC:** This is the DC required to achieve Promotion to the listed rank. Please see the Military Training section in *Blood & Guts* for an explanation of Promotion.

**Requisition DC:** This is the bonus to any checks the character makes to requisition equipment, manpower or information. Please see the Military Equipment section in *Blood & Guts* for an explanation of Requisition.

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

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## TABLE 2-9: RANKS

Rank Title	Promotion	Requisition	Pay
	DC	DC	Grade
<b>Non-Commissioned Ranks, British Army</b>			
Private	---	+0	+1
Lance Corporal	16	+1	+2
Corporal	18	+3	+3
Sergeant	20	+6	+5
Staff Sergeant	22	+8	+6
Warrant Officer, 2nd Class	25	+12	+8
Warrant Officer, 1st Class	26	+14	+9
<b>Commissioned Ranks, British Army</b>			
Second Lieutenant	---	+4	+4
Lieutenant	20	+6	+6
Captain	22	+9	+8
Major	24	+12	+10
Lieutenant Colonel	26	+15	+12
Colonel	28	+18	+14
Brigadier	30	+21	+16
Major General	32	+24	+18
Lieutenant General	34	+27	+20
General	36	+30	+22
Field Marshal*	38	+33	+24
<b>Non-Commissioned Ranks, Royal Air Force</b>			
Aircraftman	---	+0	+1
Leading Aircraftman	15	+1	+2
Senior Aircraftman	16	+2	+3
Corporal	20	+6	+5
Sergeant	21	+8	+6
Flight Sergeant	25	+12	+8
Warrant Officer	26	+14	+9
<b>Commissioned Ranks, Royal Air Force</b>			
Pilot Officer	---	+4	+4
Flying Officer	20	+6	+6
Flight Lieutenant	22	+9	+8
Squadron Leader	24	+12	+10
Wing Commander	26	+15	+12
Group Captain	28	+18	+14
Air Commodore	30	+21	+16
Air Vice-Marshal	32	+24	+18
Air Marshal	34	+27	+20
Air Chief Marshal	36	+30	+22
Marshal of the Air Force*	38	+33	+24

Rank Title	Promotion	Requisition	Pay
	DC	DC	Grade
<b>Non-Commissioned Ranks, Royal Marines Comando</b>			
Marine	---	+0	+1
Lance Corporal	16	+1	+2
Corporal	18	+3	+3
Sergeant	20	+6	+5
Colour Sergeant	22	+8	+6
Warrant Officer, 2nd Class	25	+12	+8
Warrant Officer, 1st Class	26	+14	+9
<b>Commissioned Ranks, British Army</b>			
Second Lieutenant	---	+4	+4
Lieutenant	20	+6	+6
Captain	22	+9	+8
Major	24	+12	+10
Lieutenant Colonel	26	+15	+12
Colonel	28	+18	+14
Brigadier	30	+21	+16
Major General	32	+24	+18
Lieutenant General*	34	+27	+20
General*	36	+30	+22
<b>Non-Commissioned Ranks, Royal Navy</b>			
Ordinary Seaman	---	+0	+1
Able Seaman	16	+1	+3
Leading Seaman	18	+3	+4
Petty Officer	21	+7	+6
Chief Petty Officer	24	+10	+8
Warrant Officer	26	+14	+9
<b>Commissioned Ranks, Royal Navy</b>			
Midshipman	---	+4	+4
Sub-Lieutenant	20	+6	+6
Lieutenant	22	+9	+8
Lieutenant-Commander	24	+12	+10
Commander	26	+15	+12
Captain	28	+18	+14
Commodore	30	+21	+16
Rear Admiral	32	+24	+18
Vice-Admiral	34	+27	+20
Admiral	36	+30	+22
Admiral of the Fleet*	38	+33	+24

# CHAPTER 3: MILITARY EQUIPMENT

## STANDARD WEAPONS

The standard kit of the ground forces of the United Kingdom includes the L85A2 assault rifle and the L86A2 light support weapon. The FN Minimi light-machinegun is seeing wider use, but it is mostly in service with special operations forces. In a fire support capacity, soldiers also have access to the “Jimpy”--the L7A2 GPMG (General Purpose Machine Gun) which is a version of the FN MAG--and the “50”--the .50 Browning M2HB. For heavier tasks, the military of the UK can call upon the LAW94, the MILAN and the 81 mm mortar. Marksmen have access to the L96A1, the .5 Barrett and the L115A1 LRLCR--Long Range Large Caliber Rifle. Special operations forces have a wider latitude than regular units in the choice of small arms, and any additions to the standard kit is noted in the unit or prestige class description.

## MAN-PORTABLE WEAPONS

These weapons can be carried by an individual. Some are quite heavy but all are designed for use by infantry. Along with firearms, this section includes missile systems designed for infantry use.

### BARRETT .5 ANTI-MATERIEL RIFLE

The Barrett .5 is quite similar to the Barrett Light Fifty. Some modifications have been made to meet British military specifications. While the weapon has a maximum effective range of 6,000 feet and it could be used as an anti-personnel sniper rifle, its purpose is anti-materiel. Sniper teams using this weapon would target vehicles and high-value assets rather than enemy combatants.

The specifications for the Barrett Light Fifty as found in the Modern Core Rulebook can be used for the Barret.5.

### BROWNING .50 M2HB

This is one of the most recognizable weapons in the world. The M2HB is often used on vehicles or in emplacements. The Fifty cannot be used without a mount, bipod, tripod or other brace. While it isn't easy to transport, it offers a potent punch for infantry or other units without the benefit of armored support.

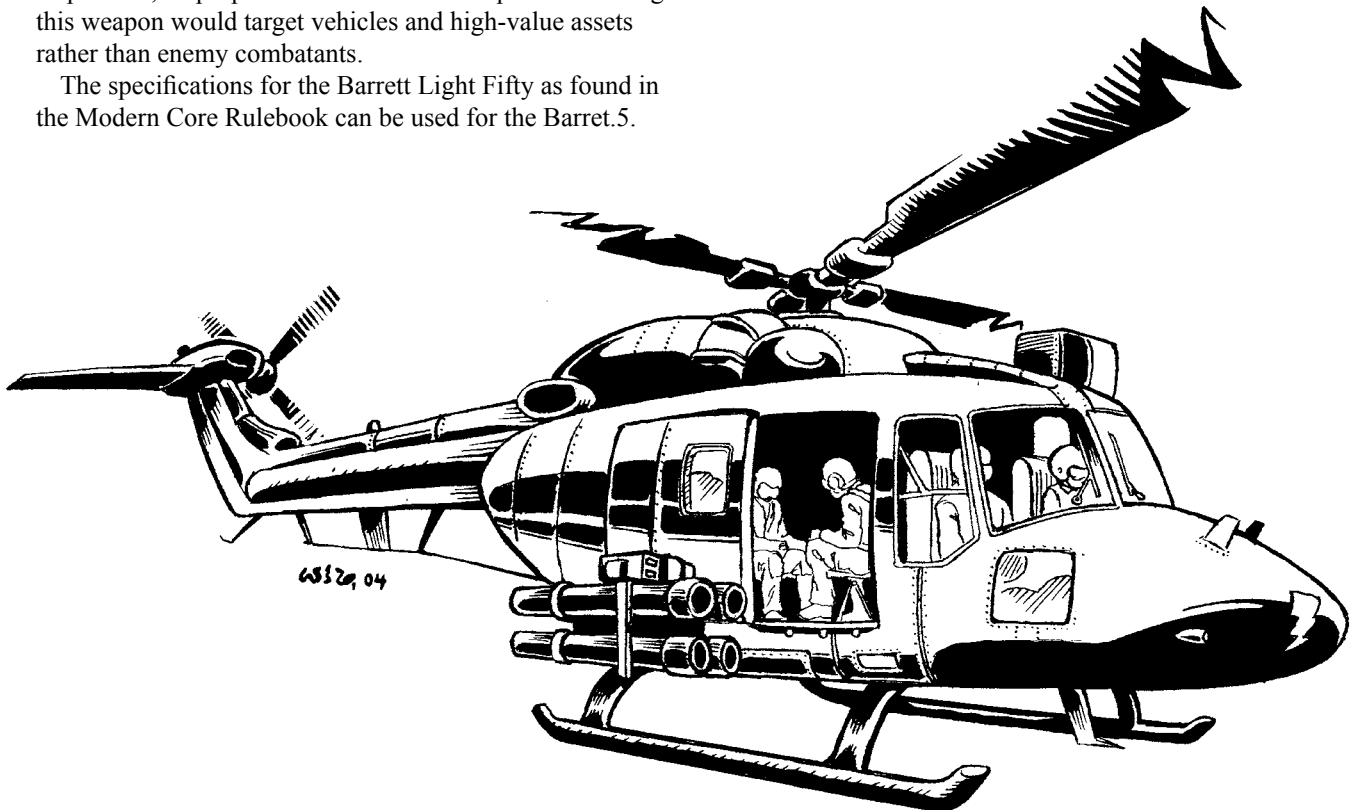
The specifications for the M2HB can be found in the Modern Core Rulebook.

### DIEMACO C7 ASSAULT RIFLE

The C7 is a Canadian-made variant of the M16. Extensive testing done by special operations forces in the United Kingdom led the military to judge the C7 more reliable than the M16A2, which the special operations forces had previously used. Since 1994, the United Kingdom has purchased C7s rather than M16A2s. Though the C7A1 is available, only its precursor, the C7, is used by the military of the United Kingdom. Like the M16, the C7 is chambered for the 5.56mm NATO cartridge.

### DIEMACO C8 CARBINE

The C8 is the carbine version of the C7, just as the M4 is the carbine version of the M16. Unlike the M4, though, the C8 has an effective range only slightly less than the C7. Its reliability, compactness and range have earned it a place with the SAS and SBS special operations forces. The C8 fires the 5.56mm NATO cartridge.



## CHAPTER 3: MILITARY EQUIPMENT

### TABLE 3-1: MAN-PORTABLE WEAPONS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	Purchase	Restriction
<b>Handguns (require the Personal Firearms Proficiency feat)</b>										
P226	2d6	20	Ballistic	30	S	15 box	Small	2 lbs.	17	Licensed
<b>Longarms (requires Personal Firearms Proficiency)</b>										
Diemaco C7	2d8	20	Ballistic	85	S,A	30 box	Large	8 lbs.	17	Military
Diemaco C8	2d8	20	Ballistic	75	S,A	30 box	Large	7 lbs.	18	Military
H&K HK53	2d8	20	Ballistic	60	S,A	30 box	Medium	7 lbs.	20	Military
H&K MP5SD6	2d6	20	Ballistic	40	S,A	15 box	Medium	7 lbs.	24	Military
H&K MP7	2d6+2	20	Ballistic	30	S,A	20 box	Medium	5 lbs.	24	Military
L115A1	2d10+1	20	Ballistic	175	S	5 box	Large	16 lbs.	24	Military
L85A2	2d8	20	Ballistic	80	S,A	30 box	Large	11 lbs.	16	military
L86A2	2d8	20	Ballistic	90	S,A	30 box	Large	15 lbs.	18	Military
L96A1	2d10	20	Ballistic	125	S	10 box	Large	15 lbs.	22	Military
<b>Heavy Weapons (requires Exotic Firearms Proficiency)</b>										
Milan	12d6	20	Ballistic	700	1	1 int.	Huge	17 lbs.	36	Military
LAW 94	11d6	20	Ballistic	130	1	1	Huge	20 lbs.	34	Military
L7A2	2d12	20	Ballistic	125	A	linked	Huge	28 lbs.	30	Military
Javelin	9d6	20	Ballistic	1500	1	1 int.	Huge	25 lbs.	35	Military
Starstreak	9d6	20	Ballistic	1650	1	1 int.	Huge	25 lbs.	36	Military

### EUROMISSILE MILAN ANTI-TANK ROCKET

A joint project of Germany's Daimler-Benz Aerospace (DASA) and France's Aerospatiale SA, the Milan is a wire-guided, man-portable anti-tank rocket. The system includes the rocket and the launcher, so, unlike the LAW system, the Milan system is not disposable. The guidance system is known as SACLOS (Semi Automatic Command to Line of Sight), and the user only needs to maintain the target in the sight and the rocket will zero in on it. The system is so accurate that SAS operators allegedly struck illumination flares during practice and even severed the strings attaching the flare to its parachute.

The Milan explodes like a grenade on impact, dealing 12d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed to penetrate the armor of military vehicles, so it ignores up to 15 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The Milan's minimum range is 1000 feet, so if fired against a target closer than 1000 feet away, it will not explode. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

The Milan's SACLOS sight provides the user with a +2 circumstance bonus to attack rolls. Using the sight is a standard action.

### HECKLER & KOCH HK53 SHORT ASSAULT RIFLE

While the HK53 is approximately the same size as Heckler & Koch's renowned line of MP5 submachine guns, due to its use of 5.56mm NATO cartridges--which is a rifle round--the weapon is considered a 'short' assault rifle, much like the Colt Commando. Developed in the 1970s from the HK33 assault rifle, itself a descendant of the storied Heckler & Koch G3 assault rifle, the HK53 remains in the shadow of the MP5. The SBS and elements of the Royal Marines

Commando have taken to using the HK53 over the MP5, as evidenced in East Timor and during Close Personal Protection details in Afghanistan and Iraq. The HK53 can be purchased with a 3-round burst setting in addition to standard semi- and full automatic settings. The HK53A2 has a fixed polymer stock while the HK53A3 has a collapsible stock.

This mastercraft weapon grants a +1 bonus on attack rolls. This weapon has a 3-round burst setting.

### HECKLER & KOCH MP5SD6 SUBMACHINE GUN

Most counter terrorism and hostage rescue teams throughout the world use some variant of the Heckler & Koch MP5 submachine gun. One variant of this extremely popular and excellent submachine gun is the silenced version. The MP5SD6 has a collapsible stock as well as semi-automatic, 3-round burst and full automatic modes. The silencer is integral to the barrel, so it is not removable. Both the Special Project Team of the SAS and M Squadron of the SBS use the MP5SD6. While the weapon is normally used with a 15-round magazine, 30-round magazines are available.

This mastercraft weapon grants a +1 bonus on attack rolls. This weapon has a 3-round burst setting and is suppressed.

### HECKLER & KOCH MP7 PERSONAL DEFENSE WEAPON

Very recently issued to the SAS units operating in Afghanistan and Iraq, the MP7 is a next generation weapon for close-quarters combat and personal defense. The personal defense weapon is designed to be a step between the submachine gun and the carbine, often around the size of a machine pistol. The MP7 is an incredibly compact weapon chambered with the new 4.6 x30mm round developed by Royal Ordnance to offer more power than the standard 9



## CHAPTER 3: MILITARY EQUIPMENT

mm Parabellum round used in the MP5 and most other submachine guns. While the MP7 is normally used with a 20-round magazine, a 40-round magazine is available.

This mastercraft weapon grants a +1 bonus on attack rolls.

### JAVELIN SURFACE-TO-AIR MISSILE

The Javelin is a man-portable, laser-guided, anti-aircraft missile which is slowly being replaced by the Starstreak system. Along with its man-portable version, a vehicle-mounted multiple-launcher version is available though not in use at this time in the military of the United Kingdom. An evolution of the Blowpipe missile, the Javelin can be set to detonate on impact or through a proximity trigger. It is used mostly against low-level threats. The maximum range of the Javelin is 15,000 feet and its maximum altitude is 3,000 feet. The missile reaches speeds of up to Mach 1.7.

The Javelin explodes like a grenade on impact, dealing 9d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed to penetrate the armor of aircraft, so it ignores up to 10 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

### LAW 94 ANTI-TANK ROCKET

The British military LAW (light anti-tank weapon) is a 94mm HEAT (high explosive anti-tank) rocket that is man-portable and includes a spotting rifle with an integral low-light sight. The LAW 94 is planned to be replaced by a next-generation anti-tank rocket. As it now stands, the LAW 94 is the standard anti-armor weapon for 3 Commando and 16 Air Assault.

The LAW 94 explodes like a grenade on impact, dealing 11d6 damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). The warhead is designed to penetrate the armor of military vehicles, so it ignores up to 12 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The LAW 94 needs 30 feet to arm itself, so, if fired against a target closer than 30 feet, it will not explode. The impact will still cause 2d10 damage. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

### L108A1 LIGHT-MACHINE GUN

The L108A1 is the UK designation for the FN Minimi. This weapon has gained popularity from its initial use by special operations forces. The Minimi is slowly being adopted into the regular military. Along with the special operations forces of the SAS and SBS, 3 Commando and 16 Air Assault Brigade are supplied with this weapon now. This weapon will likely take the place of the existing Light Support Weapon, the L86A2.

The specifications for the Minimi, listed as the M-249, can be found in Blood & Guts in the Military Equipment section.

### L115A1 LONG RANGE LARGE CALIBER RIFLE

The L115A1 is a development of the L96A1. While the L96A1 was developed for first-shot hits at 600 meters, the British military wanted a sniper rifle to achieve the same at 1,100 meters. The main difference between the L96A1 and the L115A1 is the ammunition. The L115A1 is chambered for the .338 Lapua Magnum, which is 8.60 x70mm as opposed to the 7.62 x51mm of the L96A1. This weapon is issued to the Joint Rapid Reaction Force, which includes 3 Commando Brigade and 16 Air Assault Brigade. The L115A1 is the military version of the Accuracy International Arctic Warfare Magnum.

### L7A2 GENERAL-PURPOSE MACHINE GUN

The L7A2 is a license-built variant of the Belgian FN MAG machine gun. It is used both as a light and sustained-fire machine gun. Usually fired from a bipod or tripod, Royal Marines were documented using the L7A2--also known as the GPMG or 'jimpy'--on a sling as a man-portable weapon in Afghanistan. When used with a bipod, tripod or mount, the GPMG can be used in conjunction with a sight, and special operations forces have equipped some with MAXI Kite night optics sights. Variants of the GPMG are used on tanks, light armored vehicles and helicopters. The GPMG fires the 7.62mm NATO cartridge.

### L85A2 ASSAULT RIFLE

The L85A2 is the service designation for the most recent upgrade of the L85, the military name for Enfield's SA80 (said to mean Small Arm 1980) Infantry Weapon. The L85 family of weapons is much maligned for problems with jamming and misfires, though it is reported to be a highly accurate weapon. L85A2s include an integral X4 SUSAT (Sight Unit Small Arms Trilux) sight, though it can be fitted with other sights and includes back-up iron sights. The L85A2 is a bullpup assault rifle meaning its magazine and assembly are behind the trigger. This also means it cannot be used left-handed (due to the necessary placement of the ejection port) unless it is adjusted for left-handed use, which requires a Repair skill check (DC 20). The L85A2 fires the 5.56mm NATO cartridge.

### L86A2 LIGHT SUPPORT WEAPON

The L86A2 is the Light Support Weapon variant of the SA80. Visually, it is very similar to the L85A2, though it has a longer, heavier barrel and it provides greater muzzle velocity and accuracy than the L85A2. It also includes a bipod and a folding shoulder support in the butt. Unfortunately, like the L85A2, the L86A2 is plagued with problems. It has been criticized for its small magazine capacity and a lack of reliability when firing in fully automatic mode. The L86A2 is also equipped with an integral X4 SUSAT (Sight Unit Small Arms Trilux) sight and is chambered for the 5.56mm NATO cartridge.



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### TABLE 3-2: INDIRECT FIRE WEAPONS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	Pur. DC	Restriction
L118 105mm	10d12	20	Ballistic	10 mi	3 rds.	1	G	4100 lb.	35	Military
L16A2 81mm	9d6	20	Ballistic	3.5 mi	2 rds.	1	H	91 lb.	25	Military

#### L96A1 SNIPER RIFLE

The L96A1 is a bolt-action sniper rifle based on the Accuracy International AW. Originally, the Accuracy International PM was chosen in a competition to replace the L42 Enfield. This weapon was the L96. The Swedish military, looking for a sniper weapon that remained functional in extreme environmental conditions, including temperatures regularly reaching -30 degrees C, chose the Accuracy International AW (Arctic Warfare), which the British military then adopted as the L96A1. Firing 7.62 NATO ammunition, the L96A1 is a popular marksman's weapon among the militaries of Europe.

#### M72 LAW ANTI-TANK ROCKET

While the LAW 94 is the standard issue anti-tank rocket for 3 Commando and 16 Air Assault, the operators of the SAS and the SBS still often carry the M72 LAW which is much lighter but still packs quite a punch. Though designed for anti-armor, the M72 is normally used against fortifications and emplacements. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

The specifications for the M72 can be found in the Modern Core Rulebook.

#### SIG SAUER P226

The P226 is an auto-loading pistol based on the popular P220. It narrowly missed replacing the Colt M1911A1 .45 ACP pistol as the standard sidearm of the U.S. Military. The Beretta 92--known as the M9 by the U.S. Military--won that competition. However, many militaries and police forces around the world have chosen the P226. The SAS and SBS have adopted the P226 as their standard sidearm, replacing the venerable Browning Hi-Power.

#### STARSTREAK HIGH VELOCITY MISSILE

The Starstreak is an anti-aircraft guided weapon system that has both a man-portable and vehicle mounted variant. The weapon is powered by a two-stage rocket and the striking element consists of three high-density, independently targeted darts. A delay fuse insures these darts penetrate before detonation. It has a maximum speed exceeding Mach 3 and a maximum range of 3 miles, with a minimum range of 1000 feet. The man-portable variant consists of the missile canister and an aiming device. The aiming device is attached to the missile canister, aimed and then fired.

The Starstreak aiming device offers a +1 circumstance bonus to attack rolls. Using the device is a standard action.

The Starstreak explodes like a grenade on impact, dealing 9d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed

to penetrate the armor of aircraft, so it ignores up to 10 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The Starstreak's minimum range is 1,000 feet, so if fired against a target closer than 1,000 feet away, it will not explode. The impact will still cause 2d10 damage. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

### INDIRECT FIRE WEAPONS

These indirect fire weapons are used by ground troops, but vehicles are usually needed to move them. Those weapons which are man-portable will include such information in the description. Also, these weapons are not usually used by a single individual and the crew size as related in the description is necessary for optimum performance.

#### L118 105MM LIGHT GUN

Compared to many other guns--let's say the L85A2--the L118 seems anything but light. However, as artillery pieces go, this 105mm cannon is among the lightest. Its compact nature is part of the reason why it is used by the 16 Air Assault Brigade and 29 Commando Regiment, Royal Artillery. The L118 is airmobile and air-portable. Its Automatic Pointing System (APS), which is based on an inertial navigation system, allows the weapon to be unlimbered and in action in under a minute. The L118 has both a direct and indirect sight as well as night optics. For sustained firing, the weapon can achieve a rate of fire of 3 rounds per minute, however, if the period of fire is under a minute, 12 rounds can be fired without threat of damaging the system.

The L118 is served by a crew of 6. The maximum range at full charge is just over 56,000 feet. The minimum range of the weapon for indirect fire is 8,000 feet. Targets can be engaged by direct fire from 1,000 feet, at range increments of 700 feet. This weapon requires Exotic Weapon Proficiency - Artillery to use.

#### L16A2 81MM MORTAR

The L16 81mm mortar was a joint development of the United Kingdom and Canada, with Canada contributing the baseplate and sights while the United Kingdom developed the rest of the weapon. The L16 version entered service in the '60s and was followed by the L16A1 and L16A2. The biggest improvement with the L16A2 was the weight, which was considerably lighter than previous models. As the L16A2 was the basis for the design of the American M-252 mortar, the stats for that weapon can be used, which are

## CHAPTER 3: MILITARY EQUIPMENT

### TABLE 3-3: FIXED WING AIRCRAFT

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Pur. DC	Restriction
Harrier	1	0	4,500	+0	+0	1220 (122)	8	8	35	G	70	Military
C-130	5	*	*	-4	-4	715 (75)	6	12	50	G	50	Military

found in *Blood & Guts* in the Military Equipment chapter. As this is an indirect fire weapon, it is normally used behind cover to support forward units.

While the L16A2 can be carried on a vehicle, and some FV432 APCs have been modified to carry these weapons, the mortar itself is easy to disassemble and so is man-portable. When disassembled, the weights of the component parts are as follows: barrel, 28 pounds; bipod mounting, 31 pounds; baseplate, 25 pounds; and sight unit (in case) 7 pounds. A skilled crew (5 ranks in the Artillerist skill) may assemble or disassemble this weapon in one round. This weapon is served by a crew of 3. This weapon requires Exotic Weapon Proficiency - Mortar to use.

The L16A2 has a sophisticated sight that provides a +2 circumstance bonus to attack rolls. Using the sight is a standard action.

### FIXED WING AIRCRAFT

For special operations forces, fixed wing aircraft are usually platforms to exit on high or heavily-armed guardian angels called in to destroy those targets too entrenched or numerous for the force to attack.

#### BAE HARRIER GR MK 7 MULTI-ROLE DAY/ NIGHT ALL-WEATHER AIRCRAFT

The Harrier was the first V/STOL (Vertical/Short Take-Off and Landing) aircraft in widespread military use. Developed and deployed by the RAF, the Harrier was soon modified for the Royal Navy and so the Sea Harrier was born. The United States Marines also uses the Harrier under the AV-8 designation. The Harrier and Sea Harrier are similar enough that a single set of game stats should suffice to cover both. The Mk 9 will replace both the Mk 7 and the Sea Harrier in the near future, though the performance of this aircraft is also quite similar to the Mk 7. Its upgraded avionics and defense systems will offer a +1 bonus to both Maneuverability and Defense.

While the Harrier is capable of vertical take-off, a short runway--usually over 1,000 feet--allows for greater range and heavier loads. The maximum weapons load of the Harrier is 4,500 pounds spread over 6 underwing pylons and 1 underfuselage pylon. Flanking the single underfuselage pylon, the Harrier has 2 25mm cannons. The inner wing pylons are 'wet,' meaning they can be used for fuel tanks to increase the Harrier's range. Harriers on combat patrol regularly carry two fuel tanks and have a range of approximately 990 miles.

The Harrier is 5 squares long and 1 square wide with a 3 square wingspan. This craft provides 3/4 cover to crew.

#### C-130 HERCULES TRANSPORT AIRCRAFT

This is the standard heavy-lift aircraft for the military of the United Kingdom. The stats for the Hercules can be found in *Blood & Guts* in the Fixed Wing section of the Military Equipment chapter.

### HELICOPTERS

The mobility and support role of the helicopter has grown along with the sophistication of these vehicles. The main use for helicopters among the special operations forces of the United Kingdom remains mobility, though support aircraft are quite important for 16 Air Assault Brigade.

#### CHINOOK HELICOPTER

The Chinook is the heavy-lift helicopter for the Army, Navy and Air Force. 7 Squadron, which is usually responsible for inserting special operations forces, fly the Chinook. Royal Air Force Chinooks are used to transport the airmobile troops of 16 Air Assault Brigade. Due to its size, not all landing fields or decks are capable of accommodating it. The Chinook HC. Mk 3 used by the British military is similar in most respects to the CH-47 Chinook save for the avionics and threat response packages. The stats for the Chinook can be found in *Blood & Guts* in the Helicopters section of the Military Equipment chapter.

#### EH101 MERLIN HELICOPTER

The Merlin is designed and manufactured through a cooperative venture between the United Kingdom and Italy. The variants of the Merlin include an anti-submarine (ASW) model, a utility model and a support model, as well as a civilian variant. The Merlin has mounts for torpedoes or missiles--the ASW model having space for four torpedoes while the support model having space for two air-to-surface missiles and all models have wing-stubs that can be used as secondary weapon mounts. A .50 M2HB or L37A2 7.62mm machine gun could be pintle-mounted at the rear ramp and/or in a chin turret. With a cruising speed of 170 mp/h, the Merlin has a range of about 700 miles, though this can be increased up to 850 miles with drop tanks (1,300 miles for the utility model), and Royal Air Force Merlins include a detachable mid-air refueling probe.

While a single pilot can fly the Royal Navy Merlin, the standard is a crew of three (pilot, co-pilot and crewman). The utility model has seating for up to 30 fully-equipped troops, but 45 can stand in the cabin. The ASW and support model have much less room due to extra equipment and in such models only 10 passengers total should be allowed. While the utility model can carry 6,000 pounds internally or 12,000

## CHAPTER 3: MILITARY EQUIPMENT

### TABLE 3-4: HELICOPTERS

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
EH101 Merlin	1 (3)	30 (45)	6,000	-4	-4	310 (31)	7	5	50	G	36	Military
Gazelle	1	3	1,650	-3	-3	342 (34)	6	5	35	G	33	Military
Lynx	2	9	2,000	-3	-3	288 (28)	6	5	45	G	35	Military
Puma	2	25	6,000	-4	-4	342 (34)	7	5	50	G	36	Military

pounds externally (underslung) other models have a limit of 3,000 pounds.

The Merlin is 8 squares long and 7 squares wide (rotor diameter). The fuselage is 6 squares long and 1 square wide. This craft provides 3/4 cover to crew and full cover to passengers when doors are closed.

### EUROCOPTER PUMA HELICOPTER

This medium-lift aircraft is widely used in its utility variant. Royal Air Force Pumas are used to transport the airmobile troops of 16 Air Assault Brigade. These Pumas--the AS 532 Cougar variant--can transport 25 fully-equipped troops. This version often has pintle mounted L37A2 7.62mm machine guns at its side doors. It has a range of 500 miles and a cruising speed of 155 mp/h. It has an underslung payload maximum of 9,000 pounds.

The Puma is 7 squares long and 3 squares wide (rotor diameter). The fuselage is 5 squares long and 1 square wide. This craft provides 3/4 cover to crew and full cover to passengers when doors are closed.

### WESTLAND APACHE

The license-built Westland Apache is in use with 16 Air Assault Brigade as its primary support aircraft. The Westland Apache is similar in most respects to the AH-64D Longbow Apache save that its avionics and threat response systems are British, as are some of its armaments, such as the air-to-air-missile variant of the Starstreak HVM, known as the Helstreak. The stats on the Apache can be found in *Blood & Guts* in the Helicopters section of the Military Equipment chapter.

### WESTLAND GAZELLE

This is the AS 342 version of the French Aerospatiale Gazelle built by Westland in the United Kingdom. The Gazelle is a light utility helicopter, often used in a support and anti-tank capacity by 16 Air Assault Brigade. All weapons are carried as external stores on racks and a GIAT 20-mm cannon is installed on the right side of some of these aircraft. Up to six missiles, rockets or gun pods can be attached to these racks with a maximum weapons' payload of 1,550 pounds. The range of the Gazelle with a standard load is approximately 430 miles.

The Gazelle is 4 squares long and 3 squares wide (rotor diameter). The fuselage is 3 squares long and 1 square wide. This craft provides 1/2 cover to crew and 3/4 cover to passengers when doors are closed.

### WESTLAND LYNX HELICOPTER

The Lynx comes in two main models, a wheeled, Naval version and an Army version with skids. It can carry up to 9 fully-equipped troops. When not carrying troops, the cabin can hold up to 2,000 pounds of cargo. Its maximum range with auxiliary fuel is 610 miles. It can carry up to 3,000 pounds underslung. The Battlefield Lynx in a support role can be armed with missiles--such as the Hellfire or TOW--on external mounts for missiles. These mounts can also be used for 20mm cannon or L37A2 7.62mm machine gun pods. Pintle mounts are available at the cabin side doors for .50 M2HB or L37A2 7.62mm machine guns. The Naval version of the Lynx, the Super Lynx, can carry two medium-range or four short-range anti-ship missiles.

The Battlefield Lynx is used both in its troop transport and its support variant by 16 Air Assault Brigade. The Royal Navy uses a variant of the Super Lynx for naval operations.

The Lynx is 5 squares long and 3 squares wide (rotor diameter). The fuselage is 4 squares long and 1 square wide. This craft provides 3/4 cover to crew and full cover to passengers when doors are closed.

### SURFACE SHIPS

One of the main elite elements of the military of the United Kingdom, the Royal Marine Commando is an amphibious unit. Along with the Royal Marines, surface ships are important for the SAS Boat Troops.

### ALBION CLASS LANDING PLATFORM, DOCK

A Landing Platform Dock (LPD) is a ship that carries landing craft for amphibious operations. The Albion Class LPD operates 4 landing craft, utility (LCU) or 2 landing craft, air cushioned (LCAC) and 4 landing craft, vehicle/personnel (LCVP). The LCUs or LCACs are berthed in the docking system in the stern of the ship while the LCUs are embarked on davits. Albion class ships have a flight deck (though they have no hangars) that can accommodate a single Chinook or two medium support helicopters, such as the Lynx. For protection, Albion Class LPDs have 2 Goalkeeper Close In Weapons Systems (CIWS) and 2 sets of twin 20mm cannons. Albion Class LPDs are also fully equipped with defensive countermeasures. For regular operations, the LPD can carry 305 regular troops, though 710 can be accommodated for short periods. Along with these troops, an Albion Class vessel can carry up to 70 support vehicles.

The Royal Navy has commissioned one Albion Class

## CHAPTER 3: MILITARY EQUIPMENT

### TABLE 3-5: SURFACE SHIPS

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Pur DC	Restriction
Albion Class LPD	325	305 (710)	70,000	-8	-8	36(3)	6	30	70	G	70	Military
Bay Class ALSL	60	350 (700)	350,000	-10	-10	30(3)	3	20	70	G	70	License
Folding Kayak	2	--	750	-3	-3	23(2)	3	2	5	L	24	--
Griffon LCAC(L)	2	16	--	-3	-3	54(5)	5	10	35	G	50	Military
Inflatable Raiding Craft Mk 2	1	7	500	-3	-2	44 (4)	3	1	8	G	23	License
LCU Mk 10	7	120	4,000	-5	-4	23(2)	4	20	55	G	55	Military
LCVP Mk 5	3	35	2,000	-4	-3	23(2)	4	15	45	G	50	Military
Ocean Class LPH	480	500(800)	40,000	-8	-8	36(3)	6	30	75	G	72	Military
Sir Bedivere Class LSL	49	340 (530)	120,000	-10	-10	30(3)	4	25	70	G	70	Military

LPD--the HMS Albion--and a second--the HMS Bulwark--which was launched in 2001 should be commissioned in 2004.

An Albion Class LPD is 60 squares long and 10 squares wide.

### BAY CLASS ALTERNATIVE LANDING SHIP, LOGISTIC

A Landing Ship, Logistic is a vessel that carries troops, equipment, vehicles and supplies for an amphibious operation, but is active in the second wave rather than the initial assault. The Bay Class craft are alternatives in that they are manned by the merchant marine and are built to commercial standards. Also, while the Bay Class vessels have flooded docks for use by landing craft, the ships are not designed to support or berth such craft. As such, those landing craft which have unloaded would return to the ALSL, load up a second time and return to the landing zone. If the landing zone is reasonably secure, the ALSL can advance and unload personnel, vehicles and equipment using 'mexeflote' pontoon bridges.

While the Bay Class ALSL has no standard armaments or countermeasures, it is capable of taking on a Phalanx CIWS or a twin 20mm cannon as well as defensive countermeasures packages similar to those on Albion Class LPDs or Ocean Class LPHs. Bay Class ALSLs are designed to accommodate 350 troops, though overload capacity reaches 700. The ALSL is also capable of carrying 36 main battle tanks or 150 light trucks/jeeps as well as 200 tons of ammunition. The flight deck, situated in the stern, can accommodate 2 medium-sized helicopters or a single Chinook.

Of the four Bay Class ALSL expected to be commissioned in the Royal Fleet Auxiliary, only the Largs Bay has been launched. The Lyme Bay is expected to be launched in 2004. By 2005, four ships Bay Class vessels be commissioned.

A Bay Class ALSL is 58 squares long and 9 squares wide. This craft provides full cover to crew and passengers except when on deck. On deck, crew and passengers have 1/4 cover. On the flight deck, the craft provides no cover.

### FOLDING KAYAK

These small craft are sturdy, two-man kayaks that can be folded into three carrying bags for overland transportation. These folding watercraft are commonly associated with the SBS. When folded, the kayaks fit into 3 bags, each with an encumbrance value of 25 pounds.

The folding kayak is 1.5 squares long by 0.5 squares wide. This craft provides no cover to crew.

### GRIFFON LANDING CRAFT AIR CUSHION (LIGHT)

The Griffon is a hovercraft landing vehicle. It is a smaller vehicle able to carry its cargo over sea or land. The Griffon LCAC(L) can accommodate 16 troops or 2 tons of equipment. Troops, crew and passengers within the LCAC(L) receive 1/2 cover.

The Griffon is 4 squares long by 2 squares wide.

### INFLATABLE RAIDING CRAFT MK. 2

Also called the Medium Inflatable Boat (MIB), the IRC Mk. 2 is used by the SBS and the 539 Assault Squadron--the squadron tasked with landing the Royal Marines--for covert insertions and insertions from submarines. Two 30 horsepower outboard motors power the craft which is controlled by a single coxswain. When used by the SBS for covert insertion from a submarine, the craft is inflated on the submarine's deck. These craft are also carried on Royal Navy frigates and destroyers.

The IRC Mk. 2 is 4 squares long and 3 squares wide. This craft provides no cover to crew.

### LANDING CRAFT, UTILITY

The newest Landing Craft Utility (LCU) in use is the Mark 10. The first Mark 10 was delivered in 1999. These are large landing craft, able to carry a main battle tank if necessary. Rather than an MBT, this vessel can carry up to 4 vehicles or 120 troops. Along with a full complement, the LCU has the capacity for 4 tons of equipment. Troops, crew and passengers within the LCU receive full cover.

The LCU is 10 squares long and 3 squares wide.



## CHAPTER 3: MILITARY EQUIPMENT

### LANDING CRAFT, VEHICLE/PERSONNEL

The newest Landing Craft, Vehicle/Personnel in use is the Mark 5. In most circumstances, these smaller landing craft can beach while fully laden. The LCVP can carry 35 troops and 2 tons of equipment or 8 tons worth of vehicles and equipment. Troops, crew and passengers within the LCVP receive 3/4 cover.

The LCVP is 5 squares long and 2 squares wide.

### OCEAN CLASS LANDING PLATFORM, HELICOPTER

A Landing Platform, Helicopter (LPH) is a marriage of a heli-carrier with a landing platform. An LPH offers the advantage, during an amphibious assault, of landing assault forces both by landing craft and helicopter. The Ocean Class LPH can accommodate 12 EH101 and 6 Lynx helicopters. Chinooks can land and refuel, but the Ocean Class is not designed to carry Chinooks. Sea Harriers can likewise land and refuel on the LPH's flight deck, but the ship was not designed to maintain or support such craft.

Defensive armaments include 3 Phalanx Close In Weapons Systems (CIWS) and four sets of twin 20mm cannons. All Ocean Class LPHs are also equipped with a full spectrum of defensive countermeasures. The LPH can accommodate approximately 500 troops and 40 support vehicles, though it is not designed to carry main battle tanks. For short periods, the LPH can carry up to 800 troops. The total crew of 480 includes both naval crew and aircrew.

At this time, the Royal Navy only operates a single Ocean Class LPH, the HMS Ocean.

An Ocean Class LPH is 66 squares long and 12 squares wide. This craft provides full cover to crew and passengers except when on deck. On deck, crew and passengers have 1/4 cover. On the flight deck, the craft provides no cover.

### SIR BEDIVERE CLASS LANDING SHIP, LOGISTIC

The Sir Bedivere Class Landing Ship Logistic (LSL) have been in service since the 1960s. The Sir Bedivere and Sir Tristram have undergone life extension modifications. The first two commissioned Bay Class ALSLs are expected to replace Sir Percivale and Sir Geraint, so those vessels did not undergo refit. This class of LSL has the capability of loading/offloading through either the bow or stern as well as complete drive-through facilities and deck-to-deck ramps. These ships also have a very shallow draught (they are all-but flat bottomed) and so have the capability of offloading onto a landing site. Two large anchors set before landing are used to drag the ship back out into deeper water.

This class of LSL is capable of accommodating 340 troops, or 530 at overload. In addition to this, the Sir Bedivere class is able to lift 18 main battle tanks or 34 other vehicles. Storage exists for up to 120 tons of equipment and supplies. The specific storage capacity for ammunitions and explosives is 30 tons. The flight deck is large enough to accommodate a Chinook. This class of LSL is armed with up to four 20mm cannons as well as four L37A2 7.62mm machine guns.

The Sir Bedivere Class LSL is 44 squares long and 6 squares wide. This craft provides full cover to crew and passengers except when on deck. On deck, crew and passengers have 1/4 cover. On the flight deck, the craft provides no cover.

### TRACKED VEHICLES

Along with the main battle tank, many of the armored personnel carriers, infantry fighting vehicles and reconnaissance vehicles remain tracked. Many of the newer armored vehicles, however, are wheeled vehicles. Tracked vehicles are regularly heavily armed and armored, even those not devised for combat.

### ALVIS VICKERS CHALLENGER 2 MAIN BATTLE TANK

The Challenger 2 main battle tank (MBT)--replacing, as might be guessed, the Challenger--entered service with the British military in 1994. The United Kingdom's Amphibious Force, which includes 3 Commando Brigade, does not field MBTs but it does have the sealift capacity to move a significant number of these tanks if necessary. The Challenger 2's armor is second-generation Chobham and the front of the hull can be fitted with the Explosive Reactive Armor (ERA) package with relative ease. The commander of the vehicle sits on the right of the turret, with the driver lower and forward of the commander, and the loader to the left of the driver. Each of these positions includes seats with lap-belts. The vehicle also includes a complete Nuclear, Biological, Chemical threat filter system, as well as completed environmental control.

The Challenger 2's main armament is a 120mm cannon. Along with this, the tank sports a L94A1 7.62mm chain gun and the 7.62 mm L37A2 machine gun, which is externally mounted as part of a system controlled by the loader. The vehicle has a total of 10 smoke grenade dischargers. The commander's optics package includes regular day optics, thermal imaging and a laser range-finder. The gunner's optics include a magnified sight. All optics packages include passive night-vision sights.

The Challenger 2 is 5 squares long and 3 squares wide. This craft provides full cover to crew.

### ALVIS VICKERS SABRE MEDIUM RECONNAISSANCE VEHICLE

The Sabre is based on the Scorpion chassis but is armed and equipped differently. Entering the British military in 1993, the Sabre is armed with a L21A2 RARDEN 30 mm cannon and the turret also includes a L94A1 7.62mm chain gun, so if necessary, it could be used as fire support for infantry or commando units. The vehicle has a bank of 4 smoke grenade dischargers on either side of the turret. The vehicle boasts a complete Nuclear, Biological, Chemical threat filter system, as well as environmental controls. The optics

## CHAPTER 3: MILITARY EQUIPMENT

### TABLE 3-6: TRACKED VEHICLES

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Pur DC	Restriction
Challenger 2 MBT	4	--	500	-4	-4	54 (5)	5	20	64	G	47	Military
FV102 Striker	3	--	500	-4	-4	90 (9)	5	15	55	G	45	Military
FV103 Spartan	3	7	500	-4	-4	90 (9)	5	15	55	G	45	Military
FV432 APC	2	10	8,000	-6	-6	54 (5)	5	15	50	G	40	Military
Hagglunds Bv206	2	2	1,300	-4	-2	54 (5)	5	15	40	H	35	Military
Sabre MRV	3	--	1,000	-4	-4	90 (9)	5	15	55	G	45	Military
Scimitar CVR(T)	3	--	500	-4	-4	90 (9)	5	15	55	G	45	Military
Stormer SP HVM	3	--	1,000	-4	-4	90 (9)	5	15	55	G	45	Military
Warrior AIFV	3	7	5,000	-5	-4	54 (5)	5	20	55	G	45	Military

package of the vehicle includes thermal imaging and passive night-vision.

The Sabre is crewed by a commander, a gunner and a driver. The communications equipment onboard the Sabre is quite sophisticated and grants a +4 bonus to any Communications Operations skill checks. While the Sabre can be amphibious with preparation, its regular fording depth is just under 4 feet.

The Sabre is 4 squares long and 3 squares wide. This craft provides full cover to crew.

### ALVIS VICKERS STORMER HIGH-VELOCITY MISSILE CARRIER

Another vehicle based on the Scorpion chassis, the Stormer saw service as an armored personnel carrier, however in 1986, the British Army chose the Stormer as the vehicle component of the Starstreak Self-Propelled High-Velocity Missile system. The first of the Stormer HVM carriers was manufactured in 1991. Another variant of the Stormer is used as a reconnaissance vehicle for HVM units. This reconnaissance vehicle is armed with a L21A2 RARDEN 30 mm cannon and two 7.62mm L37A2 machine guns rather than the Starstreak system.

The Stormer SP HVM has eight Starstreak HVMs in the ready position and these, along with the acquisition and air defense alert packages, are situated on the roof of the vehicle. 12 reload cannisters are carried inside the Stormer but the crew must exit the vehicle to reload. Along with the Starstreak system, the Stormer is armed with a 7.62mm L37A2 machine gun. This vehicle is air-portable though not air-mobile, which means it can be transported by air but is not delivered ready to fight. The Stormer fits inside the C-130 Hercules transport aircraft and can be carried underslung a Chinook.

The Stormer is 4 squares long and 3 squares wide. This craft provides full cover to crews.

### ALVIS VICKERS WARRIOR ARMORED INFANTRY FIGHTING VEHICLE

Replacing the FV432 APC, the first Warrior AIFV (Armored Infantry Fighting Vehicle) entered service in 1987. The British military deployed the Warrior during the Gulf

War and it has now seen service in Afghanistan and again in Iraq. The AIFV version includes a crew of 3 and room for 7 fully equipped soldiers in the rear compartment. Two periscopes are available for the passengers in the infantry compartment though there are no ports to allow for the firing of weapons from inside the vehicle. Interior compartments are available for storage, and there is enough space for 48 hours worth of ammunition and rations.

The main armament of the AIFV is a L21A2 RARDEN 30 mm cannon and the turret also includes a L94A1 7.62mm chain gun. The vehicle has a bank of 4 smoke grenade dischargers on either side of the turret. The vehicle boasts a complete Nuclear, Biological, Chemical threat filter system, as well as environmental controls. The optics package available to the gunner and commander of the vehicle includes thermal imaging and passive night-vision.

The Warrior is 4 squares long and 3 squares wide. This craft provides full cover to crew and passengers.

### FV102 ALVIS VICKERS STRIKER COMBAT VEHICLE RECONNAISSANCE, TRACKED

While the design is based on the Scorpion chassis as a reconnaissance vehicle, it has been adapted as an anti-tank vehicle. B Squadron of the Army's Household Cavalry Regiment, which is often attached to 3 Commando as an armored reconnaissance unit is supplied with Strikers. The Striker's weapons include the Swingfire ATGW missile system. Along with the anti-tank weapon, the Striker has a 7.62 mm L37A2 machine gun for protection. The vehicle is not armed for engagement other than against armor. The Swingfire system holds 5 missiles and another 5 are stored inside the vehicle. The crew must exit the vehicle in order to reload.

Two banks of four smoke grenade dischargers are located at the front of the Striker. The vehicle includes a complete Nuclear, Biological, Chemical threat filter system, as well as environmental controls. The optics package available to the gunner and commander of the vehicle includes thermal imaging and passive night-vision.

The Striker is 4 squares long and 3 squares wide. This craft provides full cover to crew.

## CHAPTER 3: MILITARY EQUIPMENT

### **FV103 ALVIS VICKERS SPARTAN ARMORED PERSONNEL CARRIER**

Another variant based on the Scorpion chassis, the Spartan has become a SAM launcher vehicle as well as a missile re-supply vehicle for the Striker. As a SAM launcher, the Spartan is equipped with the Javelin surface-to-air missile (SAM) system. The design of the Spartan is quite similar to the Striker configuration and its only weaponry, other than its SAM system, is the 7.62 mm L37A2 machine gun. The Spartan has also been used to transport assault teams for 59 Commando, Royal Engineers. When used to carry assault teams, the Spartan can accommodate 7 passengers and the crew is reduced to a commander, driver and gunner.

Like the Striker, the Spartan includes two banks of four smoke grenade dischargers located at the front of the vehicle, and boasts a complete Nuclear, Biological, Chemical threat filter system, as well as environmental controls. The gunner and commander have access to thermal imaging, passive night-vision and magnification optics.

The Spartan is 4 squares long and 3 squares wide. This craft provides full cover to crew and passengers.

### **FV107 ALVIS VICKERS SCIMITAR COMBAT VEHICLE RECONNAISSANCE, TRACKED**

The Scimitar Medium Reconnaissance Vehicle is one of the many vehicles built by Alvis Vickers (Alvis previous to 2002). The Scimitar is used by 3 Commando Brigade as well as B Squadron of the Army's Household Cavalry Regiment, which is often attached to 3 Commando as an armored reconnaissance unit. While the vehicle is not designed as a fighting vehicle, it is armed with a L21A2 RARDEN 30mm cannon and a 7.62 mm L37A2 machine gun, so it could be used to support infantry if necessary.

The Scimitar is crewed by a commander, a gunner and a driver. Night-vision equipment is standard on the Scimitar. It has four 66mm grenade launchers for smoke grenades. The communications equipment onboard the Scimitar is quite sophisticated and grants a +4 bonus to any Communications Operations skill checks. While the Scimitar can be amphibious with preparation, its regular fording depth is just under 4 feet.

The Scimitar is 4 squares long and 3 squares wide. This craft provides full cover to crew.

### **FV432 ALVIS VICKERS ARMORED PERSONNEL CARRIER**

The FV432 APC (armored personnel carrier) entered British service in 1963 and the last vehicle was delivered in 1971. Though it was supplanted by the Alvis Vickers Warrior, almost 1,500 FV432s remain in service. While the United Kingdom's Amphibious Force, which includes 3 Commando Brigade, does not fight from APCs, the sealift capacity exists to move a significant number of these should it prove necessary or useful.

The standard periscope of the FV432 is a wide-angle day

system, but can quickly be fitted with the L5A1 passive night-vision periscope. The commander sits just behind the driver and has a manually traversed cupola which includes a 7.62 mm L37A2 machine gun. The passenger compartment is in the rear of the vehicle with benches on either side and a total of 10 passengers can be carried. There is space in the vehicle to carry up to 8,000 lbs. of cargo. The vehicle includes six 66mm grenade launchers for smoke grenades.

There are multiple configurations of the FV432 including an ambulance, a command vehicle, an 81mm mortar carrier, a maintenance carrier, a mine-layer, a radar vehicle, a recovery vehicle and specially designed carriers for the Royal Artillery, Royal Engineers and Royal Signals.

The FV432 is 4 squares long and 3 squares wide. This craft provides full cover to crew and passengers.

### **HAGGLUNDS BV206 ALL TERRAIN TRACKED VEHICLE**

The Bv206 is an odd looking small vehicle with a segmented body and independent suspension for each of its four tracks. It has two articulated segments rather than a single body. Each section of the chassis can turn independent of the other. Its track tread is rubber and quite broad. All this adds up to a strange-looking vehicle that can travel across heavy snow, marsh or sand. It has proved extremely agile and had no difficulty with the terrains of Afghanistan and Iraq. This small unit is used by Y Troop as an electronic warfare vehicle. In this configuration, the Bv206 carries various jamming, monitoring and communications systems. This equipment offers a +6 bonus to any Communications Operations skill checks.

The Bv206 is completely amphibious and though it is slow, it can traverse terrain that other vehicles, even of the same weight, would have difficulty with. It can climb an incline up to 45 degrees.

The Bv206 is 2 squares long and 1 square wide. This craft provides 3/4 cover to crew and passengers.

## **WHEELED VEHICLES**

Wheeled vehicles have become more common within the British military, including armored vehicles like the Saxon. The Land Rover is ubiquitous for its role as a raiding and strike vehicle, used with great success by the SAS and SBS in the Gulf War and more recently in Afghanistan and Iraq.

### **ALVIS VICKERS SAXON ARMORED PERSONNEL CARRIER**

The Saxon Armored Personnel Carrier entered British service early in 1983. It is a 4X4 wheeled vehicle which can carry up to 8 fully equipped soldiers. Passengers actually have padded seats and seat belts and exit or enter the vehicle through two rear doors or a single door on the right-hand side of the vehicle. (Saxon vehicles in service outside of Great Britain have doors on either side) All the doors have

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## TABLE 3-7: WHEELED VEHICLES

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Pur DC	Restriction
Land Rover Defender 110	3	7	2,500	-1	-1	126 (12)	8	6	35	H	32	Restricted
Land Rover RDV	3	--	2,500	-1	0	130 (13)	8	5	35	H	32	Military
Land Rover SOV	3	--	2,500	-1	-1	126 (12)	8	8	40	H	35	Military
Pinzgauer	2	--	3,000	-3	-2	108 (10)	5	6	40	G	32	Restricted
Saxon APC	2	8	8,000	-5	-5	72 (7)	6	15	60	G	47	Military
Supacat	1	1	7,000	-2	-1	126 (12)	6	6	40	H	30	Restricted

a firing port. Saxons include 10 66mm smoke grenade dischargers.

The Saxon is not in service with United Kingdom's Amphibious Force, which includes 3 Commando Brigade, or with 16 Air Assault Brigade, though the Saxon could see service in operations that would include either.

The driver can access his compartments either through the rear of the vehicle or through a forward-opening hatch over his seat. All of the vehicle's mechanical sections are encased in armor, save for the axles. The commander's cupola also has a forward-opening hatch. The cupola has a pintle mount for a 7.62 mm L37A2 machine gun and is relatively easily removed so that other modules can be fitted onto the vehicle.

The Saxon is 4 squares long and 3 squares wide. This craft provides full cover for crew and passengers. When operating the pintle mounted L37A2, a crew member receives only 3/4 cover.

### LAND ROVER DEFENDER 110

The 110 is the standard Land Rover used in the military of the United Kingdom. 16 Air Assault Brigade uses the 110 as a mobility vehicle but it is also uses the modified 110 as its ground mobile weapons platform. In this role, the 110 crew includes a driver, commander and gunner. As with the other variants of the Land Rover, the 110 often has a ring-mount installed which can accommodate an M2HB, Mk. 19 grenade launcher, GPMG or TOW anti-tank weapon. A passenger-side hard point is available as a mount for a GPMG or Minimi. As a mobility vehicle, the 110 can accommodate up to 7 passengers.

The 110 is 3 squares long and 2 squares wide. This craft provides 1/2 cover for crew and passengers.

### LAND ROVER RAPID DEPLOYMENT VEHICLE

Originally introduced in 1993, the RDV (Rapid Deployment Vehicle) is completely airmobile, capable of being loaded onto a Chinook helicopter or Hercules aircraft. Not as heavily armed or armored as other Defender models, the RDV still has a mount for a Browning M2HB, Mk. 19 grenade launcher, TOW anti-tank weapon or GPMG and has optional hardpoints on both passenger- and driver-side door hinges for GPMGs or Minimis. A distinctive aspect of the RDV is the roll-over bar, tested up to speeds of 30 mph fully loaded. At the front of the vehicle, a special camouflage-net storage compartment can be attached. This vehicle is not common, but being the most portable of the Land Rover versions, it is likely to be the first inserted in any situation.

The RDV is 3 squares long and 2 squares wide. This craft provides 1/2 cover for crew and passengers.

### LAND ROVER SPECIAL OPERATIONS VEHICLE

The Land Rover SOV (Special Operations Vehicle) is a variant of the Land Rover 110 designed specifically for the U.S. Army Rangers. It can carry up to 7 passengers or 2,900 lbs. of cargo. The SOV is usually heavily armed, with either the Browning M2HB or Mk 19 grenade launcher mounted on the roll-bar, and a GPMG or Minimi mounted on a hard-point on the passenger-side. Due to its combat role, the SOV includes protection from mines and other explosives in the form of special composite armor. The vehicle is fully air portable. It can be para-dropped, carried in a Hercules aircraft or a Chinook helicopter. The SOV can also be carried underslung by most medium-lift helicopters. Front impact protection is standard on the SOV as well as a front-mounted winch that is rated at 7,000 lbs.

The SOV is 3 squares long and 2 squares wide. This craft provides 1/2 cover for crew and passengers.

### PINZGAUER 716 TRUCK UTILITY, MEDIUM (HEAVY DUTY)

The Pinzgauer is a 4X4 support vehicle, used specifically by 29 Commando Regiment, Royal Artillery to tow its L118 105mm light gun artillery. Developed by Steyr-Daimler-Puch of Austria, Automotive Technik Limited (ATL) of the United Kingdom took over production of the Pinzgauer in 2000. The Pinzgauer can tow up to 4,400 lbs. As well as towing artillery, the 716 can be used as a personnel carrier, with space for 9 passengers, or a command vehicle. These models all include a soft covering over the rear, but a closed body command/personnel carrier variant is available. A 6X6 vehicle, the 718, is also produced by ATL and is in service with the UK military in multiple variants, such as the Trauma Management Vehicle.

The Pinzgauer is 4 squares long and 3 squares wide. This craft provides 3/4 cover for crew.

### SUPACAT HMT 4X4 HIGH-MOBILITY LOAD CARRIER

The Supacat 4X4 is a multi-purpose vehicle introduced as a load carrier. Other variants--including personnel carrier and armored weapons' platform--have been designed, though the load carrier is the model in use with 16 AAB. The Supacat is especially useful as it has variable ride height ability which



## CHAPTER 3: MILITARY EQUIPMENT

allows it to be easily stored in a Chinook or C-130 Hercules. This is quite important for the 16 AAB, which is completely air-mobile. The vehicle's small size and enviable maximum payload make it highly effective for use as a transport.

The Supacat is 2 squares long and 1 square wide. This craft provides 1/2 cover for crew and passengers.

### NEW VEHICLE WEAPONS

The weapons listed in this section are not man-portable. While certain of these weapons have been considered for use by infantry through ground mounts or other expedients, their role remains tied to vehicles. These weapons are either too large for use outside of vehicle placement or they have been designed specifically for use on vehicles. The weight, purchase DC and restriction are usually tied to the vehicle in which they are used.

#### GIAT INDUSTRIES NC 621 CANNON POD

While this description is specifically of the GIAT NC 621, this information and stats can be used with most 20mm gun pods. The NC 621 is a gun pod system for the GIAT M621 20 mm M621 cannon. Such systems are external cannon attachments for aircraft or helicopters. The NC 621 pod carries between 180 and 250 rounds of linked ammunition. On automatic, the M621 can achieve 800 rounds per minute and it has a burst governor so the weapon can be fired on single-shot, timed-burst or full automatic.

#### MATRA BAE DYNAMICS SWINGFIRE ANTI-TANK GUIDED WEAPON

A wire-guided, anti-tank missile originally deployed in the late 1960s, the Swingfire Anti-Tank Guided Weapon (ATGW) remains in use with the Striker Combat Vehicle. At this time, the Ministry of Defense's Directorate of Equipment Capabilities is investigating a replacement system. The Swingfire's guidance system is a semi-automatic command to line of sight (SACLOS) not unlike that used for the Milan. The missile is capable of maneuver immediately after launch (which earned it its name) but only arms at 500 feet from launch. It has a maximum range of 2.5 miles.

The Swingfire explodes like a grenade on impact, dealing 10d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed to penetrate the armor of military vehicles, so it ignores up to 15 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The Swingfire's minimum range is 500 feet, so if fired against a target closer than 500 feet away, it will not explode. The impact will still cause 2d10 damage.

The Swingfire's SACLOS sight provides the user with a +2 circumstance bonus to attack rolls. Using the sight is a standard action.

#### MBDA MISSILE SYSTEMS RAPIER FIELD STANDARD C LOW LEVEL AIR DEFENCE SYSTEM

The Rapier system was developed in the 1960s and the Field Standard C (FSC) variant, which is the common variant used, was developed in the 1980s. This mobile system has packages for either radar or optical tracking and locking targets. Using the radar-tracking variant involves a second system--the radar system--working parallel with the missile system. Usually, the system is towed by Land Rover 110s and when in position, four extendable legs steady the platform. Two Land Rovers are normally used to accommodate the thermo-optic tracking system--one to carry the optics unit and to tow the missile system and one to tow the missile resupply trailer. The Field Standard package includes a third Land Rover to tow the radar unit, which is then linked to the optics unit.

While no listings for weight are included in the stats--as this is not a man-portable system--the weight of the units is broken down as such: Launcher, tactical control unit and generator (towed as a package), 3,280 lbs.; optical tracker, 260 lbs.; tracker radar and generator (towed as a package), 3,150 lbs. When used with the tracker radar, the user gains a +2 circumstance bonus on attack rolls.

The Rapier explodes like a grenade on impact, dealing 10d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed to penetrate the armor of aircraft, so it ignores up to 10 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The Rapier's minimum range is 5,000 feet, so if fired against a target closer than 5,000 feet away, it will not explode. The impact will still cause 2d10 damage.

#### L21A2 RARDEN 30 MM CANNON

The L21A2 was designed for use against armored personnel carriers and low-flying aircraft. The 30mm round seemed the best fit for this mission, as it hit hard enough to penetrate most APC armor but remained light enough to be carried in large quantities in smaller vehicles. The L21A2 favors accuracy over rate of fire, so it can only fire 90 rounds per minute. Further, the clip used to load the L21A2 holds 3 rounds, and two such clips can be loaded at the same time.

#### L37A2 7.62MM MACHINE GUN

The L37A2 is simply a modified L7A2 GPMG designed specifically for use as a vehicle-mounted weapon. The L37A2 evolved from the L8A1, the first version of the L7A2 used as a vehicle-mounted weapon. Stats for the L37A2 can be found under the L7A2 GPMG in Table 2-1 Firearms.

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### TABLE 3-8: VEHICLE WEAPONS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	Pur. DC	Restriction
GIAT NC 621 pod	4d10	20	Ballistic	150	S,A	link	Huge	110 lbs.	40	Military
L94A1	5d6	20	Ballistic	150	A	link	Huge	--	--	--
Rapier	10d6	20	Ballistic	2,000	4	4 int.	Huge	--	40	Military
RARDEN 30mm	4d12	20	Ballistic	150	A	2 X 3 clip	Huge	--	--	--
Raytheon Phalanx	5d10	20	Ballistic	175	A	link	Huge	--	43	Military
Starstreak LML	9d6	20	Ballistic	175	1	3 int.	Huge	45 lbs.	36	Military
Swingfire	10d6	20	Ballistic	1,300	1	1 int.	Huge	--	--	Military
Thales Goalkeeper	5d12	20	Ballistic	175	A	link	Huge	--	45	Military

### L94A1 HECHLER & KOCH (UK) 7.62 MM MACHINE GUN, CHAIN

The L94A1 is a licensed version of the 7.62 mm EX-34 automatic weapon. While the L94A1 was adapted for use with the Warrior IFV, this automatic weapon proved so effective, it was installed in the Challenger 2 main battle tank and the Sabre reconnaissance vehicle. This weapon is called a chain machine gun as it uses electricity to power the ammunition feed.

### RAYTHEON PHALANX CLOSE-IN WEAPON SYSTEM

The Phalanx Close-In Weapon System (CIWS) is a self-contained anti-missile system that includes targeting radar, tracking computer and 20mm rotary cannon. The Phalanx system tracks not only the target, but also its own projectiles. This allows the weapon to correct its aim, particularly useful against fast-moving or maneuverable targets. While the Phalanx can detect, track, assess and engage incoming targets, it can also have targets designated through other ship's systems and has a 'hold fire' designation to stop it from engaging friendly targets. A target can be detected at 3.5 miles and acquired for assessment at 2.7 miles. The weapon usually engages targets at just over 1 mile out and the best range for a kill is about 1,500 feet.

As the CIWS is normally used as a defensive system, the system adds a +10 circumstance bonus to a ship's Defense against missiles or rockets. Rather than a miss, should an attack roll for a missile or rocket fail due to the CIWS Defense bonus, that missile or rocket has been destroyed. The CIWS can also be used to engage other targets, and the stats for such an attack are included in Table 5-1 Vehicle Weapons.

### THALES AIR DEFENSE LTD STARSTREAK HIGH VELOCITY MISSILE

The Starstreak is an anti-aircraft guided weapon system that has both a man-portable and vehicle mounted variant. The vehicle-mounted variant is called the Lightweight Multiple Launcher (LML). This system is basically three canisters linked to a single aiming device for quick succession firing.

Another variant of the system is the Starstreak self-propelled HVM and consists of a Stormer armored vehicle equipped with a package of eight canisters and the Thales Air Defence Alerting Device. The Stormer can carry 12 reload canisters, though the SP HVM package must be reloaded from the exterior of the Stormer. Finally, the Helstreak is a helicopter-mounted variant of the Starstreak system.

The tracking and optics package associated with the SP HVM and Helstreak offers a +3 circumstance bonus to attack rolls. Using the tracking and optics package is a full-round action. The LML aiming device offers a +1 circumstance bonus to attack rolls. Using the device is a standard action.

The Starstreak explodes like a grenade on impact, dealing 9d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed to penetrate the armor of aircraft, so it ignores up to 10 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The Starstreak's minimum range is 1,000 feet, so if fired against a target closer than 1,000 feet away, it will not explode. The impact will still cause 2d10 damage.

### THALES GOALKEEPER CLOSE-IN WEAPON SYSTEM

The Goalkeeper Close-In Weapon System (CIWS) is a self-contained anti-missile system that includes targeting radar, tracking computer and 30mm rotary cannon. The system can designate up to 30 incoming targets and engage up to 4 concurrently. The process from identification to termination can last up to 5 seconds. Targeting begins at just under 2 miles and a target can be engaged over a mile away from the CIWS. The standard distance for a kill is just under 1,000 feet.

As the CIWS is normally used as a defensive system, the system adds a +10 circumstance bonus to a ship's Defense against missiles or rockets. Rather than a miss, should an attack roll for a missile or rocket fail due to the CIWS Defense bonus, that missile or rocket has been destroyed. The CIWS can also be used to engage other targets, and the stats for such an attack are included in Table 5-1 Vehicle Weapons.

# BLOOD & GUTS

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