

Somalia:

MODERN



Somalia: d20

Elite Force Adventures



by Ken Lightner and Tom Ricks

Open Game Licensing Information

The printing of *Somalia: d20* is done under version 1.0a of the Open Gaming License and the d20 System Trademark License, d20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast®.

This product requires the use of a Roleplaying Game Core Book published by Wizards of the Coast®.

d20 Modern (tm) is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast®, a subsidiary of Hasbro, Inc., and are used with permission.

"d20 System" and the "d20 System" logo are trademarks owned by Wizards of the Coast® and are used according to the terms of the d20 System License, version 1.0a. A copy of this license can be found at www.wizards.com.

Somalia: d20 are Open Game Content licensed with version 1.0a of the Open Game License (see below).

Designation of Product Identity: The title *Somalia: d20* is considered Product Identity as described in Section 1(e) of the Open Game License v.1.0a (see below). In addition, *Fading Suns* and *Fading Suns: d20*, and portions of that rulebook, are also considered Product Identity.

Designation of Open Game Content: With the exception of Product Identity, all text is considered to be Open Game Content. All content from the System Reference Document (www.wizards.com/d20), or derived from the System Reference Document, is also Open Game Content. If you have questions about the Open Game Content status of any material herein, please contact Holistic Design for clarification.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original mate-

rial as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document: Copyright 2001, Wizards of the Coast, Inc.

Somalia: d20, *Fading Suns*, *Fading Suns: d20*, and all related Product Identity trademarks defined above, are Copyright 2002, Holistic Design, Inc.

Weird Wars, *Weird War Two* are Copyright 2001, Pinnacle Entertainment Group, Inc.



Somalia: d20

Elite Force Adventures

Contents

	Page
Prologue	4
Chapter 1: Somalia	10
Chapter 2: Advanced Character Classes	22
Chapter 3: New Skills and Feats	36
Chapter 4: Equipment	44
Chapter 5: Military Roleplaying	54
Chapter 6: Elite Units	66
Chapter 7: Mogadishu	76
Chapter 8: To Catch a Falling Star	84
Chapter 9: Rebuilding a Nation	90
Chapter 10: Leave No Man Behind	100
Chapter 11: Alternative Campaigns	114

Credits

Game Design and Writing: Ken Lightner and Tom Ricks

Additional Material: Andrew Greenberg

Additional d20 System Rules Material: From *Weird War II: Blood on the Rhine*, by John R. Hopler and Shane Lacy Hensley.

Art Direction and layout: John Bridges

Interior Art: John Bridges

Photographs: Courtesy of the United States Army, used with permission.

Maps: Mogadishu map by Craig Zipse; others courtesy of the Central Intelligence Agency, used with permission.

©2002 by Holistic Design Inc. All rights reserved. Reproduction without written permission of the publisher is expressly denied, except for the purpose of reviews. *Somalia: d20* and *Real-Life Roleplaying* is a trademark and copyright of Holistic Design Inc.

The mention of or reference to any companies or products in these pages is not a challenge to the trademarks or copyrights concerned.

Printed in the US of A



Holistic Design Inc.
5295 Hwy 78, D-337
Stone Mountain, GA 30087

Prologue



At its peak, the death trucks buried 1,700 bodies daily in Baidoa. Others were carted away in wheelbarrows. Starving men dug graves for their children...

- Scott Peterson, describing the macabre results of the Somalia famine before the United Nations intervention in his book, "Me Against My Brother: At War in Somalia, Sudan, and Rwanda"

Somalia, November 12, 1992

I lean back in my Land Rover and patiently listen to the Somalia militiaman voice even more demands. This was, perhaps, the most frustrating part of my job. This 17-year-old kid is about to explain to me how the world works. If he gets too hyped up, he might even cock his AK-47 and point it in my face. Since I am not about to concede to his demands, this event seems imminent. I scratch the close cropped hair on the back of my head. My team recognizes our pre-arranged signal and starts to reveal its weapons.

Sams is ex-Marine Force Recon and usually sports a slender Remington M40A1 sniper rifle. Today, we are trying to be a bit more covert, so he only has a compact MP-5K tucked under his loose shirt. At my signal, he draws it out and starts looking it over. He is careful not to point it at anyone. It is important no one gets hurt today.

Derrick came up through the Army. He was a Ranger down in Savannah, Georgia, and saw plenty of trouble around the world. He carries the new Colt M4A1 carbine that he now draws out from under his seat. He takes the magazine out, taps on the side of the truck and places it back in the weapon. (This action seems nearly ritualistic for Army guys. They say it ensures the rounds in the magazine stay properly aligned, but I personally doubt it does much at all. I think they all just have a left over distrust of the weapon. The original Colt M16's tendency to jam got a few soldiers killed when they first deployed it.)

Seamus is Navy through and through. He originally joined to learn medicine, but after doing especially well in basic training, he decided to try out for the SEALs. He is our medic now and has saved everyone in team more than once. Today, he has a SIG-Sauer at his waist, covered by his shirt, which he draws and cocks. (We could never convince him to keep a round in the chamber. Safety is always first with him. He'd rather get shot cocking his weapon than ever risk hurting one of us.)

My name is John F. Gunn. I was in the U.S. Army Special Forces until I decided to create this group to improve my pay. I have a silent MP-5SD under my coat, but at this moment, I decide drawing it would probably get me killed. Same goes for the Beretta holstered on my right ankle. Unlike Seamus, both my weapons are locked, loaded, and ready to fire.

Our militia guards never expected to see us armed. It confuses them for a moment, but they adapt quickly. Abdi levels his gun at my head and repeats his demand for more cash and food. I smile as I listen to him, because the laser pointer on Sams MP-5K glows on the side of Abdi's temple as he speaks. Of course, we desperately need to do this without any shooting, so I think a bit before talking.

We work for a certain relief agency, which I had best leave unnamed. No one wants to think of their humanitarian donations going to pay men like Abdi and myself. However, this agency discovered it was unable to deliver any food to those in need. Local bandits raided shipment after shipment before they could be delivered. This aid group managed to get one load of blankets to some cold and hungry children in the city. Bandits came that very evening and took the blankets from the shivering children at gunpoint. After that, the agency decided to hire us to arrange security.

We needed to hire some of the local militia, and we needed to do it without threatening any of the local warlords. That meant we were going to be working with some real undesirables. Abdi became important in Somalia when he acquired his rifle. I doubt he ever



learned to use it, nor did anyone ever bother to teach him to respect the human life his weapon so easily extinguishes. He does not care how noble our task might be. He just wants more money, and he knows we need him to get a meeting with his clan leader. We look too American. We need Abdi's group to blend a little better.

"Look, maybe we can pay a little more if you can show me your abilities?" I say. I ignore the weapon pointed at my head and climb out of the truck. I grab a few empty cans and walk about 16 paces over to a dead tree. I place the cans on a branch, walk back, and say, "Show me your shooting skills. Can you hit those cans from here?"

By now, one of Abdi's buddies had pointed out the glowing red spot on Abdi's head and he is in a more conciliatory mood. He stares at me a moment then turns toward the tree and fires three full auto bursts from the waist. Not a single can moves, though stray bullets do knock a few nearby branches away. Abdi turns and points the gun at me and threatens, "Maybe I need a bigger target?" Abdi wants to impress me, but I think to myself that any American kid fresh out of basic training, even Air Force basic, would be thoroughly embarrassed to miss that badly at only 50 feet. Clearly, no one ever taught Abdi how to shoot.

I motion for Seamus. Seamus walks over, carefully fires five rounds from his SIG Sauer and knocks all five cans down. Abdi tries to look unconcerned, but I know that inside, he just realized how much more we know about killing than he does. Of course, he also

knows how much more reluctant we are to use that knowledge.

I say, "It looks as though you might need training more than you need cash. You take our original agreement now, and I'll agree to a 50 percent increase when you can hit those cans."

Abdi replies, "\$100 more now and double that if I can hit two out of five cans later."

"Four out five cans and you have deal," I counter offer.

Abdi thinks a moment and asks, "You will teach me?"

I nod affirmative, and he shoulders his weapon. He climbs back in the truck, and we head on.

The meeting site is an old Italian hotel in Mogadishu. The lieutenant we planned to meet took over the location as his home and base of operations. Armed men chewing on the local drug, Qat, sit around the lobby and stare as we enter. Abdi goes in the next room to introduce us and shortly afterward, one of the Qat men leads us into the hotel bar where the lieutenant set up his "court" to see visitors.

The room is opulent by Somalia standards, but that isn't saying much. The lieutenant sits on a stool behind the bar and watches us closely as we enter. A few gunmen sit casually at a nearby table playing cards. They use their ammunition, Soviet 7.62mm rounds, for betting. Along the back wall sit crates of war material, rifle ammo, grenades, RPG-7 rounds, and even 106mm shells for the field guns they sometimes mounted on the back of pickups. Another gunman



sleeps amongst the crates with his head resting on a box of detonators.

This stockpiled ammo is like a cancer in Somalia. Sooner or later it gets used, and people die. Worst of all, while the warlords go around blowing things up, farms go fallow, and the people starve. I wish we could just leave and call in a cruise missile strike on this place. However, that won't feed anyone tomorrow, so today, we parlay.

The lieutenant introduces himself, "Hello American, my name is Mohammed Ahmed. Who are you and what can I do for you?"

I reply, "The name's John, over there is Sams, Derrick, and Seamus. I think you already know the other three. I'm here to see that thugs stop stealing my client's stuff. My client is here to help the people of Somalia, so they expected some level of respect. They aren't getting any."

"Abdi tells me you are mercenaries. Is this true? Why would this fine client of yours hire mercenaries?"

I have to reply carefully here. Tarnishing the client's reputation will get us fired. "I'm just a security guard, Mohammed. I'm here trying to resolve a security issue for my client. Mercenaries fight wars. I don't want to fight anyone. I just want to see some starving people get help."

"Well, that sounds good, because I have a lot of hungry people I need to feed as well. Since you want to give this food away, why don't I just take it for you?"

"Hungry ain't starving Mohammed, but I think we could send some of the food your way."

Mohammed continues, "Of course, it's too bad you're not mercenaries, because a well-trained fighting group could help me reduce the thieving around here. If I had such help, I might not need as much food myself."

OK, of course we are mercenaries. Who the hell else would come here? However, I know better than to get involved in a clan dispute. Killing the wrong guy around here can make you some powerful enemies. If catching some bad guys would get a little more food to the right people, then I am in, but only if I know the consequences are acceptable.

I say, "Look, Mohammed, I'm going to have to have this same conversation with your opposite in a few other clans in the neighborhood before I can assure my client their shipments are safe. We can't go pissing them off before we start. You deal with the war, we just feed people."

Mohammed stands up, motions me to come closer, and says, "Follow me into the kitchen. You and I can accomplish much more without all these guns around."

I look at my three companions and motion for them to stay put. I follow the lieutenant. We enter the kitchen and he leads me down a tiny staircase into a wine cellar. There he turns on a CD player and says, "I need your particular help and I need it discretely. I'm not

talking about another clan. I'm talking about some of my own people."

This is interesting, and I nod for him to continue.

"There is a small group of bandits within our clan who are completely out of control."

I blurt out, "Your whole freakin' country is out of control. What did these guys do to deserve special notice?"

"We are in a war, but even in a war as bitter as this one, there are still things which must be respected. These men crossed the line. They were wounded and sent to the city hospital. However, when they healed, they refused to leave. They took the hospital staff hostage and made demands. When some of my wounded men needed treatment, they weren't allowed in. I sent men down to deal with them, but once the bandits heard my men were on the way, they fled. Now, I hear they are taking whatever they want from whom-ever they find. They have no allegiances. They even raided one of my arms caches!

"I can not send my own men to do this. The less they know of this, the better. Will you help me? Because if you don't, they may well raid your client's trucks next."

Now I have my bargaining chip. I ask, "How many?"

He replies, "Fifteen".

"OK, here's what I need. My client wants to do daily deliveries of food to the various refugee sites. Maybe one in four of those trips are in your area, so on those days I need an armed escort that you pay. After the first 30 days or eight trips, my client can either pick up the tab at a reasonable rate or perhaps we can do another little job for you instead."

Mohammed counters, "All right, I want one crate of food for every 10 we escort, and my rate after the first few trips is \$300 American per day. I might also have more work for you in the future."

He took a well-worn sheet of paper from his breast pocket. Lines and creases made it look as if he had opened and closed it dozens of times. "Here are the names of the bandits. They hang out north of the city, but I don't know exactly where. I believe you could get their pictures from the hospital."

I reply, "I can live with that. We'll get back in touch as soon as we know more about your bandits."

"John, there is one more thing. Abdi likes you, but he needs to keep busy. He would make an excellent guide for you if you made him an offer of steady employment. I don't think he would need as much money in that case either."

"I think Abdi might work out well. I'll discuss it with him, if that's OK?"

"Certainly"

Things are looking great. I just got my first assurance of security. Now all I have to do is find 15 bandits and adapt to a guide who's already threatened my life once today. No problems!



Introduction Roleplaying in Contemporary Somalia

At the end of 1992, Somalia became the first test of the abilities of the United States and the United Nations to actually function in a positive humanitarian role without any Cold War politics. War brought famine to Somalia and relief agencies could not even dispense food in the lawless climate of the region. After waiting really much too long, the United Nations finally deployed peacekeeping forces to the area to help bring order. Somalians reacted by killing over 20 Pakistanis, the largest massacre of U.N. forces since 1961. The United Nations responded by sending in the American Rangers and Delta Force. Their mission was to try and remove the warlords in charge of the war. It was a stunning disaster, and today there are as many opinions on what went wrong as there are commentators on the subject.

This is not one of those books with an opinion on what should have been done. This is a roleplaying book, which seeks to entertain and inform. Yes, you might learn real facts about the world while playing, but you learn dozens of facts about imaginary creatures and fictional politics when you play a fantasy game. Our setting just happens to actually exist!

Of course, the most important thing about a setting in a game is what you can do within it. Specifically, what entertaining things you can do. Slaying dragons, rescuing damsels, and experiencing the unknown make up just a few of the things available in the popular fantasy settings. Famine rarely plays a part in these settings as people universally regard famine as "not fun." However, disaster often looms in the future of any adventure. How many times has the world been saved from sure destruction during a roleplaying session?

To us, this is the draw Somalia has as a setting. Famine and war are the disasters looming in the future of Somalia. Perhaps a few heroic individuals could change the future of this country for the better. In the fictional games we run, we can explore the possibilities of what might have been. Somalia may not have dragons or liches, but it does have fire-spewing helicopters and men willing to let their countrymen starve to death to achieve political gain. Somalia may not have quite the same kind of damsels, but it does have plenty of people to save. Somalia may not have unknown ancient crypts, but there is plenty to explore in the city of Mogadishu. After all, the American Rangers got lost in this city driving just a few blocks over to a downed helicopter site despite having aid from airborne observation craft!

The chapter on Mogadishu outlines a variety of adventurous tasks an average party could undertake. Players could take on the role of Western government agents trying to infiltrate or destroy

one of the warlords. They could assume the roles of adventuresome capitalists trying to re-build Somalia's economy, or perhaps they could play mercenaries trying to provide security to one of the embattled relief agencies in the country.

Of course, like all books in the "Real Life Roleplaying" series, this book contains loads of crunchy new toys like the French FAMAS assault rifle and the U.S. M4A1 carbine with the SOPMOD (Special Operations Particular Modification) kit. We also include enhanced rules for using anti-tank weapons.

In the end, we hope you learn a bit more about a real place and gain your own informed opinion of how best to respond the next time a country in trouble calls upon the world for help.

A Few Things to Avoid

Tanks: Allowing characters access to any armored vehicle can ruin your game just as easily as letting a character play an ancient dragon in a fantasy setting. For example, an M1 tank would be virtually unstoppable in Somalia. United Nations forces rescued Task Force Ranger from their plight in October 1993 with only dated armored personnel carriers and tanks from the Pakistanis in the area. However, the real problem with characters getting hold of a vehicle is what happens if they do meet someone with a weapon powerful enough to take them on. For example, the characters capture an old Russian BMP (armored personnel carrier), and start to wreak havoc in the city. Eventually, the local militia comes up with an anti-tank missile and starts shooting at the players. Now the party's success is completely at the mercy of the next few dice rolls. If you roll a hit on the party's vehicle, then there is a strong chance that you just killed *all* of your characters! Game over!

So, we suggest that characters only get access to vehicles for transportation. You might want to give them a helicopter ride to the mission location. If your adventure calls for any enemy forces to fire at them while aboard, you should simply pre-plan the results and make them part of the storyline. For example, on the way to their mission, an RPG-7 bursts near the helicopter, and it must make an emergency landing in an enemy-held region. Can the characters hold out until help arrives? Alternately, after seeing a muzzle flash that no one else noticed, the door gunner blazes away at some civilians. How does the party react? Do not roll dice for these events. No one wants you to roll well enough to destroy the helicopter carrying the party to the front.

On the other hand, armored vehicles make challenging "boss" opponents for the end of an adventure. Depending on the equipment the characters brought, they may have to think very creatively to destroy a tank. Even if they manage to call in a support mission, they still have to survive long enough for the support to arrive. If they manage to somehow capture the vehicle near the end of a mission, the rest of the game isn't ruined, and you can always take the vehicle away between scenarios.



Large Engagements: Similarly, avoid placing too large a force under the command of player characters. Roleplaying games work well with small-unit encounters but do not scale up well. There are a number of good miniature rule systems and wargames available for this type of game. On the other hand, placing an adventure within the context of a larger operation can sometimes enhance the game quite a bit. However, as with tanks, we recommend the referee basically pre-script the results of the larger operation ahead of time. Specific tasks the players accomplish should affect the results of the battle, but the referee should otherwise know how things will resolve. Making attack roles for even a hundred men engaged in combat will stall a game.

For example, the referee wants to assign the players the task of rescuing some American aid workers in the midst of some clan fighting. Ahead of time, the referee prepares a general map of the area for the players. On another copy of that map, she makes the typical general notes about what static forces the players might encounter along the way. She also decides on a general timetable for events in the larger battle. She decides where the battle lines are and how they will shift during the adventure. Realistically, these events should happen along a timeline. However, using the progress of the adventuring party to control the progress of the battle may turn out much more fun for everyone. In our example, the referee would like the larger operation to move through the area within which the players need to act. Instead of having the battle lines move to the aid sta-

tion at noon on a particular day, the referee decides the battle should advance to that point at the moment the players enter the building. In other words, the larger operation is in the game purely to add to the drama of the game action. It best serves this purpose by being subordinate to the game.

Unrestricted killing: If events in Somalia taught Americans anything, it should show be the level of commitment a people can reach when they feel attacked by a foreign power. Things were very bad in Somalia. Human life appeared to have little value to those in power. The local warlords killed and starved hundreds of thousands. The United Nations came to try and help. However, amidst all this, somehow a large portion of the population, including women and children, rose up to fight against the United Nations. A few U. N. actions of the might have justified this, but in the context of everything else, those actions seem insignificant. Obviously, those actions seemed very significant to the Somali people.

A game like this can easily descend into a killing spree. Without even realizing it, a gaming group might start to treat Somalia militia exactly like they treated goblins in their fantasy campaign, killing people with little thought about the consequences. Perhaps the appeal of a fantasy setting is its lack of moral ambiguity. Goblins are evil. Players can always kill one without threatening their alignment. Real life settings are not so simple. The Somali people are not evil. One advantage of this setting is the ability to explore the consequences of violence.



Of course, in the spirit of the game, a referee may present many of the people the player characters encounter doing obviously bad things. For example, most player characters, regardless of moral virtue, feel free to kill anyone who shoots at them first. However, if your group is up to the challenge, a referee may also present more ambiguous figures into his campaign. As in the introductory fiction, the players may need one of those Somali militiamen to guide them around. He may seem a bit distasteful at first. However, should the players treat him fairly, they may gain a friend who could help them out in a tight situation. Should they treat him violently, they may find him helping their enemy at the next opportunity.

How to use these rules

We designed the rules and settings included here for use with the d20 rules system. However, Wizards of the Coast publishes two different versions of these rules. The most appropriate version for Somalia is the modern version of the d20 system. Wizards of the Coast specifically designed that version of the rules for contemporary settings and contemporary weapons. By basing most of the book on the "d20 Modern" version, we have more available space for new setting material and need less for adjusting the rules to work with firearms. However, you can also use the original d20 system if you like. In this case, we recommend you also use the "Afghanistan d20" book, published by Holistic Design, for additional equipment, basic character classes and rules. The only minor discrepancy between this book and the "Afghanistan d20" book are the small arms range increments. This book uses range increments adjusted to fit with the other weapons included in the core "d20 Modern" book. The differences are small, but the "Afghanistan d20" book essentially standardized the range increment for all small arms in a particular class. We have listed below appropriate range increments for the new weapons included here when used with the "Afghanistan d20" rules.

Heckler & Koch USP	25 feet
M4A1 Carbine with SOPMOD	112 feet (includes scope modifier)
AK-74SU and FA MAS	100 feet

For all other weapons listed here and not in the "Afghanistan d20" book, use the range increments as listed.

Chapter One: Somalia



The People

Unlike many other regions of the world, Somalia has relatively few minority groups. Somalia's national identity primarily comes from its culture, not any government. Somali legend says that all its people descended from two original ancestors, Saab and Samaale. In truth, Somalis believe themselves all distantly related, part of one very large, and often very violent, family.

However, to say that Somalia lacks a government does not tell the whole truth. The Somali have one; it simply lies in their clans rather than any national authority. The clan forms the second main center of Somali life, after the family, which determines loyalty and bonds of trust. Clan interconnectivity has complex layers, with the larger formal clans containing lineages. A lineage often consists of an extended family that goes back as far as eight generations. Indeed, Somalis see these lineage ties as so close that they have forbidden marriage within them.

A group related to a clan, but not quite as formal, consists of the Diya-Paying groups called "Heer". Heer form their ranks by a fee, which gets paid into the group for membership. Indeed, "Diya" literally means "blood wealth" in Arabic. Everyone in the Heer agrees to meet by the rules and norms that all of the members find acceptable. Heer and lineages often go hand and hand, but Heer membership acts more fluid as a given situation dictates. An assemblage of elders called a Shir (or general assembly) conducts basic governance. When conflicts result between different Heer, one of the parties often pays a blood price to recompense the members of the offended group in order to maintain peace. The actual price and finality of these decisions often lies with the Islamic religious courts called Sharia.

The unique nature of this political structure has resulted in a very stable culture over the past few centuries, but, ironically, has also made it more difficult to form a lasting central government. Somalis prize their equality and independence very much. When-

Somalis view their nation as one of poets and traditionalists, even as they weave a complex web of allegiances and political devotions that include clan, family, lineage and religion. Westerners, especially Americans, think of Somalia as a moment of failure. They think of a new world order with a goal too broad for reality and a lesson taught about the price of arrogance. Truth lies in all these things, but Somalian history contains much more than this sad episode in western military histories. Thousands of years of conflict shaped its current form, and its present shows the consequences of governments that ignored the needs and wishes of the governed.

Geography

Long dry spells wrack Somalia, varying only in duration and intensity. The country contains three climactically distinct regions: south, middle western and north. The south, called "the breadbasket of Somalia," has a much milder climate than the north. This region has two rivers, the Shabeelle and Jubba, that provide life-giving water for forests and agricultural.

The Guban lies in the far north, and has a much drier climate. Guban means "burnt land" in Somali, a designation earned by its lack of rainfall. Two large mountain ranges, the Kar Kar and the Ogo, cross the region and Somalia's many nomads generally avoid it during the dry season. The middle-western region, or "The Haud," has miles of grassland that stretches deep into Ethiopia.

Somalia's four seasons – Jiilaal, Gu, Hagaa and Dayr – dictate the cycle of life for Somalia's nomadic population. Jiilaal starts the year with an intense heatwave almost entirely devoid of water. The Somali take advantage of Gu, the first wet season, by hoarding the water they will need for the rest of the year. They conduct religious ceremonies, marriages and livestock breeding while they can. The next season, Hagaa, has such intense heat that water can disappear from nature almost entirely, often making sections of the country uninhabitable. The final season, Dayr, does little more than put a thin wet line in time between Jiilaal and Hagaa.



Chapter 1: Somalia



ever a central government has tried to impose its will upon them, or more particularly change the clan dynamic without working within the established structure, they have rebelled. No governing body has managed to create a central authority without favoring one clan over another.

As mentioned, Islam forms a very important part of Somali life. Somalis follow the five basic pillars of Islam and begin each day with a prayer when the muezzin rise to the top of the towers and call for prayer. Thus, five times each day the Somalis answer the call and recite "Allahu Akbar" or "God is great."



Islamic law permits each Somali male to have up to four wives, who take care of the young. As a result, Somalis develop rich and deep maternal bonds, retaining them throughout their lives. Somali children also have great respect for their elders, with adult children obeying their parents well after they move out on their own.

Marriage does more than just bring man and wife together. It allows various clans and lineages to make vital political and familial alliances with each other. A marriage contract serves as a binding agreement, with a dowry (yarad) compensated with exchanged gifts (dibaad) from the groom's family. This elaborate and colorful affair contrasts sharply with divorce under Somali Islamic tradition. The husband need only say "I divorce you" three times, and it becomes official. Divorce for the female usually has a much harder path, requiring a woman's birth family to pay an Islamic court to annul the marriage.

Most people in Somalia live in very primitive conditions, living much as their ancestors have for thousands of years. The majority of the population consists of nomads who spend the year moving in search of water and grazing areas for their livestock. Most of their livelihood depends on camels, the only beasts capable of enduring the harsh desert climate. From this beast, they obtain transportation, milk and companionship. Rival clans fight for the best areas for their herds to graze. Unwritten tradition dictates that these areas may only change hands through violent means.

This lifestyle leaves very little time for leisure. Boys begin raking care of the camels at an exceedingly young age (around seven). From that time on, they must do their part to work in helping their group survive.

Farming in Somalia involves a mix of agriculture and livestock. They have villages with extended-family homes. Their livestock and crops follow traditional lines (sheep, goats, cattle, rice etc.), and the Somali also raise some for export. Wartime disruptions in the economy greatly reduced their efficiency and limited their production.

Traders and merchants still move between the villages and cities, gathering goods and selling them. Many among the population who do not originally come from Somalia make this their career choice. The size of these operations varies from camelback to large, permanent stores. The Somali consider haggling a way of business and engage in it every time they make purchase. Relatively few other career paths exist beyond trading. The war shattered what little remained of the education system, to a point that now students must do what they can to find the skills they need. Sometimes they obtain help through their clan or the newly forming city-states.

The language itself has power. The Somali have filled it with folklore, tradition and proverbs. Indeed, the Somali have developed a system of ownership for poems that functions much like a copyright. Each time a poem gets performed, the individual must give credit to the person who originally created it. Somalis use poetry in everything they do, from politics, to idle chores, to play.

Islam

Islam has its roots in other monotheistic faiths including Judaism, Christianity and the study of Zoraster. They consider the holy writs of these faiths worthy of respect. Indeed, Muslims believe Christ to be a prophet. They place Mohammad above all other prophets in the hierarchy of Allah (God). His five basic pillars make up the basic tenets of Islam.

1) Shahadat ("profession of faith"). Many versions of this exist, but the most common states, "Ashhadu anna la ilaha illa llahu, wa anna Muhammadan rasulu-llah. 'I give witness that there is no God but Allah, and Mohammad is the Messenger of Allah'. Identification of one's belief identifies one as a member of the faith.

2) Salat ("prayer"). Five times each day a Muslim must face Mecca and pray to Allah. The measurements for this are quite precise. Larger communities often announce a call to prayer.

3) Zakat ("almsgiving"). Once a year, Muslims give a percentage of their debt-free wealth to the poor. This encourages a beggar culture in Islamic countries to ensure that those who need the donation receive it.

4) Sawm ("Fasting") During the holy month of Ramadan, Muslims do not eat during the day. While astrological events determine the end of the fast in modern times, traditionally it began at sunset when one could not tell the difference between a white thread and a black one. The sick, pregnant, travelers, soldiers in the field, and nursing children receive exemption, but must make it up later in the year.

5) Hajj ("Pilgrimage") Once in their lives, Muslims must make a pilgrimage to the holy city of Mecca. This tradition preceded Mohammed, but it continued under the banner of Islam. Pilgrims who return receive great respect in their communities.

History

Little written record exists of the early Somali people, though archeology has provided some information about the land's early inhabitants. Evidence suggests that Somalis originated in the western half of Ethiopia and slowly spread to that region. They have distant relations with other cultures found in the same area.

The term "Somali" goes back to the legendary founder of their culture, Soma (ergo the term Somaal or Samaale). One of the earliest recorded references to the Somali as a people occurs in ancient Egyptian texts, which called the region "Punt". Written history also shows that the Ethiopians dominated the region from roughly AD 200 to 700. At around the same time Ethiopian influence in the region began to wane, Arab traders started to appear off the coast. They slowly mixed with the existing Somali inhabitants. The trad-

Chapter 1: Somalia



ing posts that the Arabs established eventually grew into a more cohesive cultural tapestry.

Early relations between the Christian and Muslim populations proved fairly harmonious. Indeed, tradition tells that Mohammed once urged many early Muslims to flee to Somalia during the persecutions that took place during the early years of his ministry. Some of these early pilgrims stayed and attempted to convert the locals to the Islamic faith. However, Islam did not enjoy great popularity in the region for several centuries to come.

As a result of chaos and frequent wars, Somalia broke into pieces. Over time, various city-states rose. Zeila shined as the chief among them, becoming a protectorate of Yemen. The Ethiopians founded the city around 890 in reaction against Arab aggression, but lost it around 975.

Religious relations began to change around 1414 when Negus Yeshaq came to power. He crushed Muslims under his advancing armies, forcing them to pay him a tribute. Frequent raids from the Abyssians also made these years very difficult. The tide turned a century later when Imam Ahmad Guray marched back into Ethiopia and burned the earth behind him.

Meanwhile, the nomadic life-style followed by most of the people continued almost independently of the trading posts. The traders set up the Sultanate of Adel, which lasted until the 16th century. One of the greatest of the Somali clans (the Daatood) formed with the marriage of the powerful clan head to one of the local patriarchs. The Somali tradition of lineages probably began around this time.

The major clans began to occupy the areas where they currently reside. The Rahanweyn clan conquered the lands of the Ajuran, establishing an agricultural community. Meanwhile, Europe slowly began to make its presence known. The Portuguese rounded the Cape of Good Hope in 1488. Later, Turkey gained control of the northern most tip of the continent in the 1600s.

As the Portuguese extended their trading empire to the East Indies, they took over several coastal trading ports to service their ships along the way. However, Mogadishu managed to remain independent from their influences. By 1728, the Portuguese lost all direct influence in the region.

For approximately 150 years, the area existed in a form of quasi self-rule. In the south, the Sultanate of Omar demanded an annual tribute, though it did little more than have a judge and some minor officials tithe the locals from time to time. In the north, the Ottoman Turks extended their sphere of influence into Somalia. After initial success, these holdings slowly declined. The Somalis gained more and more power over their own destiny as the empire weakened.

The cycle of invasion and independence repeated with the arrival of the British in the latter half of the 1800s. The British decided that Somalia could serve a valuable source of food for their

newly acquired naval station in Aden, across the Red Sea. Around 1840, the British established a base of operations in the region, expanding their influence from there. The Egyptians annexed portions of Somalia in 1877, but had to withdraw in 1884. The British moved into the vacuum of power left behind, and officially declared "Somaliland" a British protectorate in 1887.

Other colonial powers, not to be out done, did the same. The French came second, placing a coal station in Djibouti in the early 1860s. They established a treaty with the British in 1888 to formalize the borders of their colonial possessions. The French opened Djibouti to the Ethiopians as a formal port for her products, and it still enjoys some cultural links to Somalia.

The Italians, the largest and most methodical colonizer, came in the 1880s. Initially, the Italian government proved highly reluctant to enter the imperial game, believing that affairs in Europe held greater priority.

Ethiopia also began to expand its territory, as it had so many times in the past, and it occupied the western region of the country. When a new king, Tewodros (Kassa by birth), reunified Ethiopia in 1855 by claiming birthright to an ancient prophesy, he began to expand the territory of the kingdom into neighboring areas. Despite conflict with the European powers in the region, as well as its own internal conflicts, Ethiopia became a distinctive power in its own right. It claimed the western area of Somalia known as "the Haud", which remains an unresolved conflict between the two nations.

Two closely related clansmen, Boqor Ismaan Mahamuud and his cousin Keenadiid, fought a war amongst themselves for the sultanate. Mahamuud overcame his rival, driving him to Saudi Arabia. Keenadiid eventually came back with a several mercenaries and conquered a large portion of the Hawiye clan's domain. Ultimately, however these two rival kingdoms melted into the expanding sphere of Italian influence.

The slave trade flourished during this century, and slavers shipped thousands of captives through the Somali port cities. The Somali kept slaves themselves from their raids, many from neighboring regions. This practice continued until the turn of the 20th century, after which many of the former slaves settled near the Shaballe valley.

With the dawn of a new century, the Italians now showed considerable interest in improving their West African colony. In contrast, the British did little more than try to suppress the revolt of Mahammad Abdille Hasan. They abandoned the interior, leaving room for the Italians to seize the opportunity and slowly expand their sphere of influence. In the Treaty of London in 1915, the British formally ceded several portions of their previously occupied lands to Italians.

With the rise to power of Benito Mussolini, Somalia followed Italy by taking a more militant outlook toward its neighbors. In fact, it served as the staging ground for the blooming fascist power to



invade Ethiopia. Immediately after defeating the Ethiopians, the Italians set about uniting all of Somalia under its rule. With the unnatural borders eliminated, they set up a truly national infrastructure, including a unified currency. The Italians then began a series of massive colonization efforts to ensure their perpetual presence in the region.

When World War II started, the Italians attacked, seizing the few remaining British-Somali territories only to lose them after a British counter-attack in 1941. After placing the Ethiopian emperor back in power, the British put their new protectorate under military rule. Under the British, the Somalis enjoyed unity again for a brief time.

However, the Ethiopians demanded the Haud. Seeing little reason (in their interest) not to, the British gave up the contested territory to the Ethiopians. Additionally, the British established a local cadre of troops consisting of native recruits. These locals helped reign in the chaos, though the Ethiopians covertly sponsored bandits to continue to stir up trouble.

As they attempted to build an infrastructure in the nation, the British turned to many of the former Italian colonizers. In their eyes, few Somalis had the experience they deemed necessary to accomplish the British's desires for colonial self-sufficiency. On the other hand, the Italians had little motive to cooperate. The Somali desire

for independence, combined with the British goal of having to allocate as few resources as possible to the colony, caused them to work together. The British helped them create a native political structure called the Somali Youth League (SYL).

After WWII, administration of southern Somalia went to Italy. Due to political wheeling and dealing, the Somali had to cope with two entirely different internal infrastructures. The UN attempted to redress this problem by forming a special committee, but could do little to handle the growing resentment that the north felt in changes Mogadishu mandated in northern life.

From the outset, Somalia had a vibrant and highly charged democracy. Three political parties (formed largely along clan lines) emerged. The first called itself the SYL, consisting primarily of the Daarood in the south. The North had the SNL (Isaaq) and the USP (Dir and Daarood). These latter two parties formed an alliance with the GSL (southern) to oppose the SYL. The failure by the United Nations to work within the traditional structures of Somali society, or even do more than give lip service to the desires of the Somalis themselves, foreshadowed the disasters that came later.

While the south strongly supported the constitution, the north only ratified it with a margin of 50 percent. As a stopgap against national disintegration, the birth of a third political party helped create more of sense of national identity. The Somali National Con-





Mahammad Abdille Hasan – “The Mad Mullah”

When the Ethiopians began to invade Somali territory, a resistance movement sprang up. Hasan emerged as a charismatic figure around whom thousands could rally. For 21 years (1899 to 1920), he defied the mightiest powers of Europe, surviving their attacks time and time again. Today, he remains one of the greatest symbols of freedom among the Somali people, and one of the very few things that still continues to unite them.

He grew up among the nomadic Somali before leaving them for the cities. He obtained employment among the trading vessels that frequented the Somali coast, and became familiar with European customs. He transformed into a religious leader, often chiding the Somali for their perpetual use of Khat and other customs of which he did not approve.

Hasan gained little popularity until he went deep into the interior and slowly gathered a following devoted to himself. He worked hard to unite them under his leadership, replacing clan loyalty with devotion to him, Allah and a greater Somalia.

His personal leadership paid off. First, he began his campaign against local natives allied with the colonial governments. His actions finally drew attention from the British, who assembled several forces against him (some as large as 15,000). Multiple expeditions into the interior resulted in partial victories by the British forces, only to have the Mullah escape and begin all over again. He briefly agreed halt to his operations in 1905 in exchange for exile, but broke the agreement in order to begin his raids against the British again in 1907.

The British did not completely defeat him until 1920 where they used aircraft left over from WWI to bomb his position into oblivion. Forced to retreat, he died in exile in Ethiopia a short time later.

gress (SNC) formed in a merger between disaffected SNL and SYC members. This made for a northern/southern bridge that allowed the country to function for a time.

Other causes united them, such as their mutual desire to have all Somalis under Somali rule. Unfortunately, their methods caused considerable tension with Kenya and Ethiopia. Initially, Somalia maintained close ties with their former colonial rulers, but discord began to appear in 1962. Both the Soviets and the United States provided aid, but the Soviets provided more. Further, the Somali had not forgotten the pressure the United States had put on Britain to cede the Haud to Ethiopia several years before.

The election of Prime Minister Mahammad Ibrahim Igaal in 1967 heralded a promising new era. He had members of all the ma-

jor clans in his cabinet, and shifted the focus of the government toward fixing internal Somali affairs rather than antagonizing its neighbors. Hopes declined after the chaotic election of 1969, which severely destabilized the government. Multiple parties, loose regulations, and shifting political alliances caused a massive change of the political landscape. Many of the key players felt that an unfair process had cut them out of the loop.

On October 15, 1969, a presidential bodyguard assassinated his charge. In the process of selecting a new leader, disaffection mounted. Amidst the chaos, Major General Mahammad Siad Barre stepped into power and formed the Supreme Revolutionary Council (SRC) to replace the former democratic government. They eliminated all political opposition, and renamed Somalia the Somali Democratic Republic.

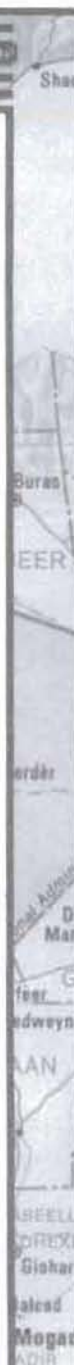
The SRC first mandated that all civilian administrators undergo political reeducation. Those failing to conform to the desired standard got fired, at best. Second, the SRC overhauled the courts, replacing not only the previous colonial systems, but the ancient sharia courts as well. Finally, it worked to eliminate the old lineage structure and nomadic lifestyle that the majority of the Somali people had practiced for millennia. Ironically, amidst the oppression and loss of freedom caused by the SRC, it also attempted to improve the lot of women by demanding that they receive equal treatment under the law.

To the Victor Go the ... Spoils?

After World War II, Italy did not have her former African colonies returned to her. A special international commission examined the situation, and despite a riot caused in large part by Italian colonists, decided to set the process in motion toward Somali independence. Conflicts among the allied nations caused great division about who would administer the colony. France strongly backed Italy's former claim to the territory. Britain backed the SYL.

In an unfortunate twist, the Ethiopians dangled the promise of a military base in front of the United States. Snatching the bait, the United States leveraged a lessening of British influence, causing them to relent. For its part, the Soviet Union felt content to act the spoiler and take diplomatic pot shots from a distance. Generally, it took Italy's side in the matter, impressed by the contemporary pro-communist rise in Italian internal affairs.

In the end, Somali interests lost. The Ethiopians received the Haud, though the Somali in the region received substantial (if involuntary) reparations. The General Assembly of the UN gave the administration of the Somali people to the Italians, with the stipulation that it end by 1960.





The SRC constantly sought out signs of military opposition within their own ranks. They put down two attempted overthrows within the first few years. Barre proceeded to create a unique mix of Socialism and Fundamentalist Islam in a state that advocated both as the highest ideal. Despite his claims of political neutrality and separation from previous governments, nearly all important positions in the government went to just three clans; Mareehaan, Ogaden, and Dulbahante (or OD, as the Somali called it).

During the 1980s, the United States began propping up Siad Barre's regime. The non-represented clans, feeling no voice in government, began to fight back with Ethiopian backing in 1982. The United States supplied small arms, foreign aid, and even performed joint exercises with Barre's regime – though often reluctantly. The Somali's had their own state-sponsored guerilla group in Ethiopia, which often had to shut operations down due to drought.

Things finally began to unravel after Barre had a car accident in 1986. Although he recovered rapidly, his generals fought over who would succeed him. From these fractious alliances, opposition groups formed. Barre fought back using extreme tactics. Civil war had begun. One by one, the clans broke away from the government until finally they had bottled him up in Mogadishu in 1990. The United States officially pulled its support from him after a massacre of his own people at Kismayu.

The two halves of Somalia split in April 1991 when Barre entered exile, and once he left, complete chaos fell upon the country.

Loose coalitions of warlords took up arms against each other; the SDM, led by Mohammed Farrah Aidid and the USC, led by Ali Madhi, began a massive struggle for Mogadishu. A major source of income for these warlords came by setting up "tolling stations" where they would take supplies from relief convoys trying to reach the populace.

Aidid, in an effort to gain international recognition as the rightful head of state in Somalia, formally invited the United Nations in to Somalia to help relieve the suffering and chaos that had occurred there. With Security Council Resolution 794, the United Nations agreed with the propositions and slowly began sending troops. Among the first forces sent in September 1992: a Pakistani battalion and U.S. Special Forces to lay the groundwork for more to follow. Ironically, these first 500 U.N. troops had to hire Somali gunmen to guard their positions.

Meanwhile, the warlords and the United Nation's slow response left hundreds of thousands starving. At the famine's peak in the summer of 1992, death trucks buried well over a thousand bodies a day in Baidoa alone. America responded with a massive airlift of food from Kenya, but Somali gunmen took much of the emergency supply. In one instance, an armed gang took 700 woolen blankets from shivering children. The bar for committing U.S. troops was high, but when TV crews started showing daily film of the famine, the United States responded.

Chapter 1: Somalia



UN/US Efforts in Somalia

Official Engagement: April 1992-March 1993

Military Observers: 50

Security Personnel: 3,500

Logistical Support: 719

Civilian Staff: Approximately 200

UNITAF (United Nations Task Force)

Countries Involved in the Conflict: Australia, Belgium, Botswana, Canada, Egypt, France, Germany, Greece, India, Italy, Kuwait, Morocco, New Zealand, Nigeria, Norway, Pakistan, Saudi Arabia, Sweden, Tunisia, Turkey, United Arab Emirates, United Kingdom, United States and Zimbabwe

Number of Troops: 37,000

Area Patrolled: 40% of Surface Area of Somalia

U.S. Forces Deployed:

Marine LF6F 1-93 - October 21, 1992 to April 15, 1993

Marine LF6F 3-93 ? Aug. 12, 1993 to Feb 4, 1994

10th Mountain Division, including A Company 41st Engineer Battalion Unit and 2-14th Infantry quick reaction force (QRF, 2nd Battalion 22d Infantry) ? December, 1992 to March, 1994

Task Force Ranger (including Delta Force, US Rangers) August 28, 1993 to March 1994

Additional support personnel throughout

In December 1992, President George Bush arranged for the Marines to land under the watchful eye of the world press. These Marines did start to make a difference, and in many cases were appreciated by the local population. They became part of a 20-nation, 38,000-troop mission to help Somalia. However, U.S. leaders realized even this was not enough to disarm everyone in Somalia, so Robert Oakley, President Bush's special envoy, started making deals with the local warlords. This gave the warlords and their bandits official recognition.

The United Nations initially proceeded by dividing the various sections of Somalia into different administrative and military zones. Each zone received a wide amount of autonomy, with their primary mission consisting of escorting NGOs (nongovernmental organizations), stopping weapons smugglers, establishing a rule of law among the populace, and (when possible) helping to repair the national infrastructure. The amount of food sent actually exceeded all necessity, to the point that many Somalis stopped trying to grow their own food. A thriving black market sprang into being.

The United States, in particular, came in with the express purpose of trying to get out as quickly as possible, hoping to hand command of its operations back to the UN before the situation properly stabilized. Meanwhile, Aidid, frustrated that he had not gained sufficient power increase due to his "magnanimous" gesture, began impeding the aid efforts. He used starvation as a tactic to destroy his

enemies. Political pressure mounted back in the United States to capture Aidid.

Of course, unrest continued and in May of 1993, the United Nations upgraded its commitment to include chapter VII rules of engagement in order to begin the process of disarming the warlords. On June 5, 1993, the United Nations ordered Pakistani soldiers to take over and destroy Radio Aidid, a well-known station broadcasting pro-Aidid, anti-United Nations propaganda. An angry mob greeted the Pakistanis and killed over 20 of the soldiers. The crowd mutilated many of the dead bodies by gouging out eyes, castration, and carving deep gashes on the cheeks and chest.

The United Nations retreated into an armed encampment, and the Americans began bringing in the real firepower. One week later, AC-130 gunships flew over Mogadishu and launched their first strikes. They finally destroyed the radio station. The U.N. peacekeepers transformed their mission into a manhunt for the man they believed responsible for the attack, Aidid.

Collateral damage began to mount, but the final straw for most Somalis in Mogadishu was the July 12 TOW missile attack against a meeting of various clan elders. The marines killed at least 50 venerated and influential old men when Cobra helicopter launched TOW missiles and fire 20mm gatling guns at their meeting place. Somalis reported that soldiers landed afterward and finished off many of the survivors, issuing no warnings and simply assassinating nearly everyone at the meeting. The United States claims all these were enemy combatants and should have expected this type of attack. No doubt some had blood on their hands, but the average Somali on the street did not see things the same way.

The level of unrest drastically increased after that attack. After a remote triggered mine killed four American soldiers, the Pentagon finally sent in the specialists. The U.S. Army Rangers and a contingent of Delta force arrived on August 26. At this point, with so many people in country with no other job than to kill, the civilian casualties continued to mount, though many of those "civilians" fired first. After July 12, Somali women and children began to take up arms as well. However, their deaths only inspired more Somalis to fight against the U.S. "clan."

On October 3, 1993 Task Force Ranger came under heavy fire while attempting to arrest and capture key members of Aidid's inner circle. Due to poor intelligence and a lack of heavy backup, the Special Forces got pinned down in severe urban fighting, which left hundreds of Somali dead, and nearly a score of American casualties. After more than 36 hours of constant fighting, international forces consisting of United States, Pakistani and Malaysian forces moved in to relieve the fallen. The mission ultimately caused the collapse of Operation Restore Hope, with first the United States, followed by the entire United Nations military presence, pulling out of Somalia.

Since then, Somalia has enjoyed some self rule as various smaller city states (especially Somaliland and Puntland) worked together to



form a transitional national government. However, several clans oppose the idea and their warlords declare that the new regime has far too many links to Barre. Chaos and anarchy continue to plague the nation.

United Nations Timeline

November, 1991. Intense fighting in Mogadishu ends with the exile of Siyad Barre. With the removal of the dictator, the alliance against him falls apart. Total chaos and anarchy erupt around the country. Mass starvation and ruin ensue.

March, 1992. U.N. Security Council adopts resolution 746. A small contingent of Pakistani peacekeepers arrive in Somalia to monitor a brokered Somali cease-fire. International efforts to airlift massive supplies from Kenya through governmental and Nongovernmental organizations. Fifty military observers and 500 infantry accompany them.

April, 1992. UNISOM I (Resolution 751) established. The observers from Austria, Bangladesh, Czechoslovakia, Egypt, Fiji, Finland, Indonesia, Jordan, Morocco and Zimbabwe arrive. Commander: Brigadier-General Imtiaz Shaheen of Pakistan. This resolution has the idealistic goal of a new and brighter future by aiding directly in relief efforts.

July, 1992. Four operational zones established (Berbera, Bossaso, Mogadishu, Kismayo) with 750 troops for each.

September, 1992. The United Nations decides more troops are needed when relief convoys get attacked. Troop presence increased to 4,219. Three logistical support units sent as well.

November, 1992. Pakistani troops controlling the airport come under attack.

December, 1992. Resolution 794 allows "all necessary means" to accomplish the UNOSOM mission.

January, 1993. Operation Restore Hope formally starts. Troops under UNOSOM move to the command of UNITAF, a more militant version of the former. This is supposed to be a temporary command, eventually to be turned back over to the United Nations. UNITAF calls for disarmament of factions as well as expansion of secure areas. The United States deploys 28,000 personnel, with 17,000 additional UNITAF troops from over 20 countries, including Australia, Belgium, Botswana, Canada, Egypt, France, Germany, Greece, India, Italy, Kuwait, Morocco, New Zealand, Nigeria, Norway, Pakistan, Saudi Arabia, Sweden, Tunisia, Turkey, United Arab Emirates, United Kingdom and Zimbabwe. A "show invasion" includes troops landing on the beach for the press. The mission still primarily entails humanitarian relief. The United States slowly begins withdrawing these troops during the following months.

June 5, 1993. Pakistani soldiers get ambushed by men associated with Aidid. The United Nations decides that he must be removed from power.

May, 1993. UNITAF becomes UNOSOM II.

September, 1993. 362 Engineering Group gets ambushed.

October 1, 1993. U.S. Helicopter gets shot down and three soldiers die.

October 3, 1993. Battle of Mogadishu leads to 18 Rangers killed and 77 wounded; 300 Somali militia die, 700 are wounded. U.S. public demands withdrawal from Somalia.

January, 1994. U.S. forces start to withdraw.

March, 1994. Deadline for U.S. withdrawal from Somalia.

People of Note

Siad Barre

He overthrew the democratically elected government of Somalia in the late 1960s, replacing it with a curious mix of radical Marxism and Islamic theology. Underneath the idealism, however, he favored three clans at expense of all others, leading ultimately to a great deal of unrest in the country. His regime started to suffer a serious decline in the 1980s, leading to his isolation and then exile in the early 1990s. With his flight, Somalia plunged into an anarchy from which it has yet to recover.

Mohammed, Mahdi Ali

A rival warlord in Mogadishu who traditionally opposed Aidid (younger and elder). His forces belong to the Abgal sub clan. At various times, his forces shared control of the city with Aidid's forces, divided along the so-called "Green Line." He originally worked as part of Mohammed Aidid's forces, but split after the ouster of Barre.

Mohamed, Mowlid Ma'an

Secretary General of the SRRC.

Aidid, Mohamad Farah

Former president of the USC, now deceased. His faction consisted largely of Babargidir, Hawiye and other Mooryaan militia. His enmity with the United Nations caused the assault on Task Force Ranger in 1993. His forces brutally desecrated the bodies of two U.S. servicemen killed trying to bring him to justice. He routinely used weapons of terror and starvation to bring his foes under his iron grip. This level of brutality ultimately caused the United Nations to change gears and go from helping NGOs distribute food to attempting to apprehend him.

Aidid, Hussein

The son of the warlord Mohamed Farah Aidid. He served in the U.S. Marines, having grown up in the United States and lived there as a citizen for 10 years. In 1993, he numbered among those dispatched in Operation Restore Hope to help implement the U.N. Security Council resolution. In 1995, he left the marines before his term ended and set up residence in Somalia. With the death of his father, he took over the powerful faction despite extreme skepticism from those who had served the elder Aidid. He even carries the golden-tipped walking stick his father did. After obtaining support from Arabs abroad, he helped negotiate a peace deal. His power has

Chapter 1: Somalia



slowly increased over time. He does not recognize the TNG, and serves as one of the most powerful forces against it. His primary claim toward fighting against the TNG consists of the fact that no one directly elected them. Indeed, he objects to having the term "warlord" applied to him. His forces belong to the Habr Gedir subclan.

Abdikassim, Salad Hassan

Current chief of state elected by the TNG in 2000. The various factions of the August 2000 peace conference placed him in charge. He served as Barre's interior minister and deputy prime minister. Though some critics claim he has tainted hands from that very violent regime, he takes a pragmatic approach to old wounds, using a platform that the rule of law should apply to all in Somalia. He has also placed heavy emphasis on disarming the militias and giving them jobs to replace their current violent occupations.

Hasan, Abshir Farah

Head of government (TNG) since November 2001. He replaced Ali Khalif Galaydh in a no-confidence vote, due to a perceived lack in progress towards the implementation of the peace accords. He survived a hand grenade attack against him in February of 2002. Shortly thereafter, he formed a working cabinet to implement the peace accords.

Alridi, Essam

Pilot who worked for Osama Bin Laden. In March 1993, Alridi dropped off five of Bin Laden's men in Somalia. Since then has given incredibly valuable intelligence on Bin Laden's organization. Most consider him an exceptional pilot. Though the Egyptian government considers him *persona non grata*, the United States has worked to protect him because of his value as an intelligence asset.

Ahmed, Abdullahi Yusuf

Fought against President Jama Ali Jama, the democratically elected leader of Puntland. Claiming the election a fraud due to its ties with Al-Itihad, he seized power in November, 2001. His forces have slowly lost ground, and he has faced international condemnation for repression of the media and executions of women for behavior not seen as consistent with his strict interpretation of the Koran.

Yalahow, Musa Sude

This Somali warlord figures prominently in the coalition opposed to the TNG. His faction vigorously contests TNG control of Mogadishu, and has strong backing from Ethiopia. Many blame him for doing everything he can to cause the situation to worsen as much as possible in Somalia to prevent the TNG from taking power.

Oanyareh, Mohammed

A warlord who has agreed to join and align himself with the TNG in exchange for power within it for himself and those he represents.

Bod, Hussein Haji

Mogadishu-based warlord who recently allied with the Hassan and the TNG.

Shargudud, Colonel Hassan Mohamed Nur

Regional commander of the Rahanwein Resistance Army in Bareid. Appointed Regional governor of the TNG.

Madobeh, Sheikh Adan

Lieutenant to Colonel Hassan Mohamed Nur Shargudud

Mohamed, Ibrahim Habsadeh

Lieutenant to Colonel Hassan Mohamed Nur Shargudud.

Sources

Books and publications:

Article on Somalia, Hassan Barise, UNESCO Courier, Feb 2001, Vol 54, Issue 2, p 21, 3p

"Somalia on \$5.00 a Day", Martin N. Stanton, Presidio Press Inc, Novato, CA 2001

"Black Hawk Down – A Story of Modern War", Mark Bowden, New American Library, New York, New York 1999

"Critical Analysis on the Defeat of Task Force Ranger", Research Department – Air Command and Staff College, Major Clifford E. Day, March 1997

"4. Operations Restore Hope and Continue Hope, Somalia: A Case Study of the Medical Mission"

Chapter 4 of "Army Medical Support for Peace Operations and Humanitarian Assistance", by Lois M. Davis et al. (1996)

Online:

<http://www.reliefweb.int/w/rwb.nsf/9ca65951ee22658ec125663300408599/57189af43585c894c1256b0e00547926?OpenDocument>

http://www.bbc.co.uk/worldservice/us/trust/020410_somalilit.shtml
http://www2.unesco.org/wef/countryreports/somalia/rapport_2_4.htm

<http://memory.loc.gov/frd/cs/sotoc.html>
<http://www.cia.gov/cia/publications/factbook/index.html>
<http://www.iaed.org/somalia/>
<http://www.uiowa.edu/~lawakw/countries/somalia.pdf>
<http://www.cnn.com/2002/WORLD/africa/05/25/somalia.release/index.html>

<http://www.ahram.org.eg/weekly/1999/434/re7.htm>
<http://news.bbc.co.uk/1/hi/world/africa/1146654.stm>
<http://www.somalilandnet.com/warya/2002/somalianews/10763.shtml>
<http://www.irinnews.org/webspecials/somaliajustice/interviewsalad.asp>

<http://www.banadir.com/arrives.htm>
<http://www.telecom.net.et/~undp-eue/reports/hoal201.doc>
<http://www.2garre.com/wqanyare.html>
<http://www.woyaa.com/links/COUNTRIES/SOMALIA/TOURISM/>





<http://www.wigonline.com/data/som/som.asp>
<http://www.sscnet.ucla.edu/soc/groups/ccsa/zerubavel.PDF>
<http://gheos.com/atlas/index.php?dest=Somalia>
<http://travel.state.gov/somalia.html>
<http://www.calle.com/world/somalia/Ha.html>
<http://www.zianet.com/tedmorris/dg/berbera.html>
http://www.workmall.com/wfb2001/somalia/somalia_history_introduction.html
<http://www.fas.org/irp/imint/berbera.htm>
<http://www.empereur.com/somalia.html>
http://www.adk.net/adk/Selected_Project_Sheets/berbera.htm
<http://www.somalia-projekt.de/html/burao.html>
<http://www.reliefweb.int/w/Rwb.nsf/v1D/557719E3E888CF01C1256BC20054AF6F?OpenDocument>
http://www.udlst.dk/udlst_engelsk/sjle1/som-kenya_eng98/som&ken_eng_del_1.html
http://www.drk.de/soforthilfereport/shr4_00/gesundheitsstation/
<http://www.ifrc.org/docs/news/00/110100/>

<http://www.lupinfo.com/country-guide-study/somalia/somalia61.html>
<http://www.reliefweb.int/w/rwb.nsf/6686f45896f15dbc852567ae00530132/0c476a060f3cf8dc85256aa1006318b1?OpenDocument>
<http://www.freemedia.at/wpfr/somalia.htm>
<http://www.noonsite.com/Countries/Somalia>
<http://www.cactus-mall.com/andre/part3.html>
<http://news.bbc.co.uk/1/hi/world/africa/452479.stm>
<http://www.somaliawatch.org/archivesep01/011116201.htm>
<http://www.xsomalia.com/news.php?offset=180>
http://www.oneworld.org/ips2/mar99/14_48_058.html
<http://www.nationalgeographic.com/wildworld/profiles/terrestrial/at/at1307.html>
http://www.unimondo.org/aidos/1998/1_002.html
http://www.sacb.info/press_releases/Statement%20Varena%20Karer.doc



Chapter 1: Somalia



<http://www.irinnews.org/aboutirin.asp>
<http://www.swan.ac.uk/cds/rd/mogimage.htm>
<http://www.africaonline.com/site/Articles/1,3,42336.jsp>
<http://www.countryreports.org/history/somohist.htm>
http://www.arab.net/somalia/history/somalia_history.html
<http://www.nationbynation.com/Somalia/History1.html>
<http://www.travel-guide.com/data/som/som580.asp>
<http://lcweb2.loc.gov/frd/cs/sotoc.html>
<http://membres.lycos.fr/soulard/ancient.html>
<http://malik121.tripod.com/malik/id13.html>
http://www.ethiopiaonweb.com/ethiopia/History/early_ages.htm
<http://history1900s.about.com/library/world/blxsomalia.htm>
<http://www.onwar.com/aced/nation/eat/ethiopia/fmadmullah1899.htm>
<http://www.ethiopiaonweb.com/ethiopia/History/>

[ethiopia_and_europe.htm](#)
<http://news.bbc.co.uk/1/hi/world/africa/1072611.stm>
<http://www.google.com,justaskscott-ga>
<http://www.worldstatesmen.org/Somalia.html>
<http://www.infoplease.com/ipa/A0107979.html>
http://www.africana.com/Utilities/Content.html?&../cgi-bin/banner.pl?banner=Blackworld&../articles/tt_469.htm
http://www.fas.org/man/dod-101/ops/restore_hope.htm
"Somalia - UNOSOM I" (last updated 21 March 1997)
United Nations <http://www.un.org/Depts/DPKO/Missions/unosomi.htm>
RAND
<http://www.rand.org/publications/MR/MR773/MR773.chap4.html>

Chapter 2: Advanced Character Classes



Acknowledging the fact that a Ranger is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, I accept the fact that as a Ranger my country expects me to move further, faster, and fight harder than any other soldier.

- Part of the U. S. Army Ranger creed

Civil Affairs Operative

The civil affairs operative fills a necessary role in military operations by bridging the gap between the strict authoritarian culture of the military and the bureaucracy of civilian governments. Any military depends on civilians and civilian governments to support it in one way or another, and civilians rely on the military for security. In friendly countries, the civil affairs operative may arrange civilian areas for military practice or arrange for military security of important civilian officials. In less friendly areas, the civil affairs operative may still use the local government to help keep civilians away from military action or to gain necessary information for future military operations.

A civil affairs operative (or CAO) understands the nature of both entities very well and masters a wide variety of skills. Ultimately, the job involves making connections between people and honoring commitments. Where trust exists, greater things follow. Civil affairs operatives build that trust and work with it, paving the way for the rest of the military to get its mission accomplished. They also ensure that military accomplishments remain once the fighting ends.

CA operatives stay behind after the fighting to ensure that all parties honor their commitments, often helping to rebuild battle-torn areas.

Background: Dedicated and Charismatic Heroes make good civil affairs operatives.

Requirements

To qualify as a civil affairs operative, a character must meet the following criteria:

Base Attack Bonus: +2

Skill: Diplomacy 6 ranks, Gather Information 4 ranks, Knowledge (civics) 4 ranks, Sense Motive 6 ranks, Read/Write Languages – 2 languages, Speak Language – 2 languages

Feats: Personal Firearms Proficiency

Game Rule Information

Abilities: The civil affairs operative needs Intelligence to develop their skills, Wisdom to discern the motives of others, and Charisma to sway their opinions.

Hit Die: d6

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The civil affairs operative's class skills and their key abilities are Bluff (Cha), Computer Use (Int), Craft (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Forgery (Int), Gamble (Wis), Gather Information (Int), Handle Animal (Cha), Intimidate (Cha), Investigate (Int), Knowledge – any (Int), Listen (Wis), Navigate (Int), Perform (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (None), Research (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), and Treat Injury (Wis).

Skill Points each additional Level: 7 + Int Modifier

Class Features

The following are class features of the civil affairs operative.



Chapter 2: Advanced Character Classes



Table 2-1 – Civil Affairs Operative Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+0	+1	+0	+2	+0	+1	Commission, Contacts
2	+1	+2	+0	+3	+1	+1	Bureaucratic Navigation
3	+1	+2	+1	+3	+1	+1	Bonus Social Feat
4	+2	+2	+1	+4	+1	+2	Consult the Experts
5	+2	+3	+1	+4	+2	+2	Negotiation
6	+3	+3	+2	+5	+2	+2	Bonus Social Feat
7	+3	+4	+2	+5	+2	+3	Requisition
8	+4	+4	+2	+6	+3	+3	Political Expert
9	+4	+4	+3	+6	+3	+3	Bonus Social Feat
10	+5	+5	+3	+7	+3	+4	Friends in High Places

Commission: A commission is the basic difference between enlisted troops and officers. A basic commission grants the officer the rank and privileges of 2nd Lieutenant or Ensign. She may increase her rank by purchasing the Military Rank social feat. Note that there are different ranks available for characters with a commission than those without. See the Military Rank feat for a description of the benefits.

Contacts: The CAO specializes in making friends quickly. By making a successful Diplomacy skill check, he can make an otherwise neutral NPC into a contact. He may only do this once per month (or at the referee's discretion, once per adventure). The referee should set the DC appropriate to the importance of the NPC. Examples include:

Potential Contact	DC
Embassy Guard	5
Local Security Chief	10
Local Government Official	15
Army General	20
US Senator	25
Secretary of State	30
President of the United States	35

The CAO may attempt this ability on anyone he meets who is not unfavorably disposed to the CAO already. However, the CAO may only use the new contact once he has done some sort of favor for her. In other words, in order for the CAO to get a favor, he must give one. In addition, the contact will only return a favor of similar value. For example, the CAO meets the President of the United States and makes a contact. He wants to get his friend (another PC) pardoned from a violent crime. The referee decides the pardon is essentially worth a human life to the president, and she is unlikely to grant the favor unless the CAO saves the president's life or the life of someone very important to her. Ultimately the referee has the final decision when using this ability.

Bureaucratic Navigation: By knowing where to push, pull, beg, borrow or steal, a CAO can cause something tied up in redtape to

move through at a much faster pace. By successfully making a diplomacy check, she may halve the time a bureaucratic request takes. For every 5 above the goal, halve the time again.

Bonus Social Feats: A civil affairs operative receives a bonus social feat at 3rd level and every three levels after that. These feats can be chosen only from the social feat group. (Note: The CAO character receives these bonus feats in addition to the feats every class gets every three levels; a civil affairs operative is not limited to social feats when choosing those feats.)

Consult the Experts: Militaries consist of vast and highly complex bureaucracies, which the CAO navigates with unequaled skill. Moreover, by carefully observing and adding people to his rolodex, he knows who to ask to get a question properly answered. As long as he has access to a method of communication and enough time, he may make calls to various agencies and use his Diplomacy skill in place of Research or any necessary Knowledge skills to find information.

Negotiation: When negotiating with civilian officials, the CAO gains a +4 situational modifier to Bluff and Sense Motive skill checks.

Requisition: In addition to standard contacts, the CAO knows how to get equipment and supplies that other people do not. Many times a military operation needs equipment normally only available to civilian authorities or local government contractors. Examples include an ambulance, a police uniform, a map of a city's electrical power lines, or a garbage truck. By successfully making a Diplomacy skill check, the CAO can obtain these types of items. The referee may still impose some sort of fee or price for the equipment obtained. Referee makes the final decision on what the local civilian authorities might obtain for the CAO.

Political Expert: The CAO has an innate understanding of politics and receives a +4 situational bonus to Diplomacy and Intimidation skill checks when dealing with civilian officials.

Friends in High Places: Being a political animal, the CAO knows how to call in favors from highly placed friends in the government. With a successful Diplomacy skill check, she can, once per

adventure, get something highly unusual from her friends in the government. The referee makes final decision on the availability and DC involved, but some suggested DC's are:

Task or favor asked	DC
Re-route a parade	15
Have someone arrested without evidence of a crime	20
Get friends bailed out from a local jail – theft charge	20
Fire an appointed official	25
Get friends bailed out from a local jail – murder charge	30

Covert Agent

Call her spy, spook, operative or covert agent. She's the woman who gets the undercover job done. The covert agent represents someone trained in the art of covert surveillance and espionage. She knows what to look for and how to report it. What she doesn't learn from observation, she often obtains through interrogation and infiltration.

Covert agents get used in a wide variety of situations, including information retrieval, assassination, sabotage, interception, seduction and interrogation, just to name a few. To accomplish this range of tasks, they must master many skills. More importantly, covert agents must learn to walk in multiple worlds. In any society or nation, worlds within worlds exist that hide their own secrets. Covert agents must master these human seas and learn to blend into them. An agent exposed does not last long behind enemy lines.

The world has changed a great deal in the past decades, but the need for human intelligence has not. Someone has to go in and get the dirt that satellites cannot hope to filter out. That someone is the covert agent.

Background: Strong or Fast Heroes make good covert agents.

Requirements

To qualify as a covert agent, a character must meet the following criteria:

Base Attack Bonus: +3

Skill: Disguise 4 ranks, Knowledge (current events) 4 Ranks, Read/Write Languages – 2 languages, Research 3 ranks, Speak Language – 2 languages

Feats: Personal Firearms Proficiency, Combat Martial Arts, Defensive Martial Arts

Game Rule Information

Abilities: The covert agent needs quick reflexes to escape danger and a quick mind to avoid the danger in the first place.

Hit Die: d8

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The covert agent's class skills and their key abilities are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), and Swim (Str)

Skill Points each additional Level: 5 + Int Modifier

Class Features

The following are class features of the covert agent.

Sneak Attack: Whenever the covert agent strikes an unaware opponent with a melee weapon, she can expertly hit vital areas for additional damage. Any attack taken during a surprise round counts as a sneak attack, so long as the covert agent acts before the target. Flanking, by itself, does not grant the covert agent the additional sneak attack damage. The covert agent deals an additional 1d6 damage at 1st level and another 1d6 every two levels thereafter. Sneak attack damage is not doubled by a critical hit. If the weapon used in the attack deals subdual damage, then the sneak attack bonus is also subdual.

Naturally Observant: Agents receive training in the arts of observation. They have to learn how to notice things that others might naturally pass up. Because of their training in this area, they gain a bonus of +4 to Spot, Listen and Search rolls when pertaining to something directly related to their assignment. This wouldn't apply to an ambush, but it would apply to noticing an important clue about the person they are observing, trailing someone in a crowd, or trying to overhear a conversation in a crowded restaurant.

Political Ally: This ability is similar to the social feat Ally, except that the covert agent gains immediate access to high-ranking officials in her nation's government. The covert agent's assignments often come from high-ranking government officials, so the agency itself wields some influence. The covert agent may use this influence to her benefit: for example, gaining an invitation to an exclusive party, getting immediate cooperation from local law enforcement, or even getting out of jail after robbing or killing someone. The covert agent must make a

Charisma check as with the Ally feat. However, the agent adds an additional +2 to the roll at 2nd level and another +2 for every three levels thereafter.

The referee should impose some limits on this ability. Even a secret agency has to watch its reputation. The referee should add to





Table 2-2 – Covert Agent Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+0	+1	+2	+0	+1	+0	Sneak attack +1d6, Naturally Observant
2	+1	+2	+3	+0	+1	+0	Political Ally +2
3	+2	+2	+3	+1	+2	+0	Sneak attack +2d6, Requisition Hi-Tech Gadget
4	+3	+2	+4	+1	+2	+0	Agent of 1000 Faces
5	+3	+3	+4	+1	+3	+1	Sneak attack +3d6, Political Ally +4
6	+4	+3	+5	+2	+3	+1	Blending In
7	+5	+4	+5	+2	+4	+1	Sneak attack +4d6
8	+6	+4	+6	+2	+4	+1	Political Ally +6
9	+7	+4	+6	+3	+5	+2	Sneak attack +5d6
10	+7	+5	+7	+3	+5	+2	You Only Live ?

the DC if the legitimacy of recent requests was questionable. For example, the player used the ability two months ago to skate on a murder charge. Meanwhile, the agent has not proven the murder victim was involved in any crime. The referee adds 10 to the DC of the next few requests. If the player repeatedly uses this ability for questionable tasks or asks for too much, the referee can and should deny the request without a roll.

This ability is also considerably less effective in hostile countries. The referee may either add 10 to the DC for simple things or deny the request outright.

Requisition High-Tech Gadget: At 3rd level, the covert agent gains access to the company store. In addition to standard-issue equipment, she can request a single piece of equipment tailored to the current mission. However, the agency expects the agent to return the item at the end of the mission. If an item is not returned or accounted for, the agent will be denied future access to the locker until it is. (Referee may generate new missions around the recovery of said items.) Other players may vouch for items destroyed in the line of duty, but bringing back the remains of such an item always helps.

These devices should be in the spirit of a superspy, but they shouldn't be outright fantasy. For example, a fold-up ultralight that carried four Stinger missiles and a .50 caliber machine gun would be just too heavy to fly. However, carrying a single missile or a light machine gun with limited ammo might be feasible. If the device includes a weapon, it should be based on the statistics (and weight) of an existing weapon. For example, a pen that shot .50 caliber ammo like a Desert Eagle would weigh four pounds and, other than magazine capacity, would function as a Desert Eagle. Of course, a four-pound pen wouldn't fool anyone either....

Agent of 1000 Faces: The agent gains a natural affinity for disguising herself. She gains an automatic +4 on all Disguise rolls.

Furthermore, she receives an additional +4 for impersonating specific individuals whom she takes at least 48 hours to observe and study.

Blending In: When you've been in the business for this long, you know how to avoid attracting attention. By making a successful Hide roll, you can blend in with the normal crowd. Anyone attempting to look for "something unusual" must make a Spot check (DC 25). This number changes depending on circumstance, but by and large the character becomes very hard to notice. Ridiculous, aggressive or attention-getting behavior instantly nullifies this effect.

You Only Live ?: The spy business lends itself to danger. When all other courses of action have failed in a circumstance that would ordinarily kill the covert agent, she may make a Reflex save (DC 30) to avoid it. This ability may be used only once per 10 playing sessions; after all, cheating death can occur only so often. This ability is not extraordinary or supernatural but represents a unique combination of luck and skill that someone in this position has attained. As such, this ability would not help in circumstances from which literally no escape is possible.

Military Clergy

The modern military clergy provides motivation, support, and overall moral grounding for tasks that might otherwise seem quite immoral. They exist in virtually every armed force because people about to die want their services. Soldiers need to know they are doing the right thing and that God will reward them in the afterlife. This gives the modern clergy great power in affecting the actions of their flocks. Islamic fatwas are just one example of how ordinary people use religion as an excuse to commit atrocities. Our own home-grown abortion clinic bomber is another.

Military clergy learn the basics of combat, but prefer to avoid it when possible. They learn about religion and faith and use this knowl-

Table 2-3 – Military Clergy Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+0	+2	+0	+2	+1	+1	Commission, Faith Healing 1/day
2	+1	+3	+0	+3	+1	+1	Brotherhood 1/day
3	+1	+3	+1	+3	+2	+1	Bonus Social Feat
4	+2	+4	+1	+4	+2	+2	Faith Healing 2/day
5	+2	+4	+1	+4	+3	+2	Divine Guidance 1/day
6	+3	+5	+2	+5	+3	+2	Bonus Social Feat
7	+3	+5	+2	+5	+4	+3	Faith Healing 3/day
8	+4	+6	+2	+6	+4	+3	Hellfire 1/day
9	+4	+6	+3	+6	+5	+3	Bonus Social Feat
10	+5	+7	+3	+7	+5	+4	Mass Faith Healing 1/day

edge to understand other cultures and motivate members of their own. Belief is essential to their abilities, as they have little effect on those not in the same overall religion. Many of their abilities do not even work outside their sect.

Western military clergy tend to be non-sectarian and learn as much as possible about every religion and sect they might encounter in their military service. In the American military, that includes just about everything. Most Islamic military units are less diverse, and the clergy may only learn about a few different sects.

Religion: Military clergy must choose a religious background, but may learn the tenets of any sect or religion.

Background: Dedicated and Charismatic Heroes make good clergy.

Requirements

To qualify as a military clergy, a character must meet the following criteria:

Base Attack Bonus: +2

Skill: Diplomacy 4 ranks, Knowledge (theology and philosophy) 7 ranks, Perform (act) 4 ranks

Feats: Personal Firearms Proficiency

Game Rule Information

Abilities: Strength, Dexterity and Constitution grant the clergy combat advantages. However, above all, he needs Charisma, Intelligence and Wisdom to learn, preach and practice his faith.

Hit Die: d6

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The military clergy's class skills and their key abilities are Computer Use (Int), Decipher Script (Int), Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge – any (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read/Write Language (None), Research (Int), Sense

Motive (Wis), Speak Language (None), and Treat Injury (Wis).

Skill Points each additional Level: 5 + Int Modifier

Class Features

The following are class features of the military clergy.

Commission: A commission is the basic difference between enlisted troops and officers. A basic commission grants the officer the rank and privileges of 2nd Lieutenant or Ensign. She may increase her rank by purchasing the Military Rank social feat. Note that there are different ranks available for characters with a commission than those without. See the Military Rank feat for a description of the benefits.

Faith Healing: Once per day, as a partial action, the military clergy may lay hands on a friendly character and convince him that his wounds have healed. This effectively cures 1d8 points of damage plus one additional point per level of the military clergy. For example, a character with 4 levels of dedicated hero and 3 levels of military clergy would heal 1d8+3 points of damage. The military clergy character may heal in this way twice per day at fourth level and three times per day at seventh level.

Brotherhood: At 2nd level, once per day, as a full-round action, the clergy character may use her brotherhood ability on a member of the same faith to become friends with him. The military clergy makes a Diplomacy roll, and the target character, if unwilling, resists with a Will save. Success means the character is friendly toward the military clergy and treats her as a trusted companion. The affected character may take actions on behalf of the military clergy so long as the requests are reasonable. This ability does not work if the military clergy or her allies previously attacked the target character.

Bonus Social Feats: The military clergy receives a bonus social feat at 3rd level and every three levels after that. These feats can be





chosen only from the social feat group. (Note: These bonus feats are in addition to the feat that a character of any class gets every three levels; the military clergy is not limited to social feats when choosing those feats.)

Divine Guidance: At 5th level and beyond, once per day, as a full-round action, the clergy may give another character in his party divine guidance. The affected ally receives a +4 bonus on the next attack, skill check, or saving throw he chooses. He must choose to use the bonus before rolling.

Hellfire: At 8th level, once per day, as a full-round action, the clergy may attempt to convince any character of a similar faith that his course of action will lead to an undesirable afterlife. The clergy makes an Intimidate roll, and the target character, if unwilling, resists with a Will save. If he fails, he must change his course of action. If fighting, he will attempt to flee or surrender. If hindering the party, he will stop. He cannot be made to undertake a new course of action, but should at least stop what he is doing at the time. He may try to accomplish the same goal in another manner. For example, a guard at a gate refuses the party entrance. The party clergy uses his Hellfire ability and the guard fails his save. The guard may then decide to let them through. However, he might also decide to call another guard to escort the player characters.

Mass Faith Healing: At 10th level, once per day, as a full-round action, the clergy can make a stirring speech and convince all friendly characters within hearing range that their wounds have healed. Treat this as Faith Healing ability, but applied to all same-faith characters within earshot.

Military Officer

Modern combat takes an organized approach, and a professional corps of trained leaders provides that organization. Player character officers usually come from the elite units. Here,



few have the strength and endurance to complete the training, and fewer still have that *and* the intelligence to lead. Officers learn to motivate troops, coordinate support fire, and communicate with nearby units. This means they cannot specialize with their weapons as well as a soldier can.

The officer class spends more time learning the various skills of her trade, but still learns to fight well. She also gains special abilities to inspire her troops during a fight.

Background: Any hero can become a good military officer.

Requirements

To qualify as a military officer, a character must meet the following criteria:

Base Attack Bonus: +2

Skill: Diplomacy 4 ranks, Intimidate 4 ranks, Knowledge (tactics) 4 ranks

Feats: Personal Firearms Proficiency, Educated

Game Rule Information

Abilities: The military officer needs good Dexterity and Strength to fight, good Intelligence to plan, and a great Charisma with which to lead.

Hit Die: d8

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The military officer's class skills and their key abilities are Climb (Str), Computer Use (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Int), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (any) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Profession (Wis), Research (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points each additional Level: 5 + Int Modifier

Table 2-4 – Military Officer Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+0	+1	+0	+2	+1	+1	Commission, Bonus Social Feat
2	+1	+2	+0	+3	+1	+1	Bonus Social Feat
3	+2	+2	+1	+3	+2	+1	
4	+3	+2	+1	+4	+2	+2	Bonus Social Feat
5	+3	+3	+1	+4	+3	+2	Bonus Social Feat
6	+4	+3	+2	+5	+3	+2	
7	+5	+4	+2	+5	+4	+3	Bonus Social Feat
8	+6	+4	+2	+6	+4	+3	Bonus Social Feat
9	+7	+4	+3	+6	+5	+3	
10	+7	+5	+3	+7	+5	+4	Bonus Social Feat

Class Features

The following are class features of the military officer.

Commission: A commission is the basic difference between enlisted troops and officers. A basic commission grants the officer the rank and privileges of 2nd Lieutenant or Ensign. She may increase her rank by purchasing the Military Rank social feat. Note that there are different ranks available for characters with a commission than those without. See the Military Rank feat for a description of the benefits.

Bonus Social Feats: A military officer receives a bonus social feat every two out of three levels. These feats can be chosen only from the social feat group. (Note: These bonus feats are in addition to the feat that a character of any class gets every three levels; a military officer is not limited to social feats when choosing those feats.)

Smuggler

This class represents the modern-day sophisticated thief. The occasional muggings are for the amateur. This character works in the big leagues. The smuggler class might be a drug smuggler running *khat* in Somalia or a more altruistic smuggler trying to get aid goods past clan checkpoints without having to give everything away as bribes. Many an entrepreneurial Somali falls into this class out of necessity, as he learned to work around the dangers of the civil war. In the military, the smuggler character might be your supply sergeant – if you're lucky!

Smugglers come from a wide variety of backgrounds, but almost all despise authority. A street-smart drug dealer might join the army and apply her skills to the supply department. The smuggler might be a local businesswoman who needed a unique edge. The smuggler might also be a volunteer aid worker trying to work around the system to get help to those innocents in need. All of these characters like to work "outside the box," and this can taint their relations with military characters. However, soldiers often need characters such as these to guide them through unknown areas, to obtain supplies and weapons, and to provide all the quasi-legal services needed for true adventure.

Background: Smart or fast heroes make good smugglers.

Requirements

To qualify as a smuggler, a character must meet the following criteria:

Base Attack Bonus: +2

Skill: Bluff 4 ranks, Disable Device 6 ranks, Disguise 4 ranks, Escape Artist 4 ranks, Sleight of Hand 2 ranks

Feats: Personal Firearms Proficiency

Game Rule Information

Abilities: The smuggler needs Intelligence and Charisma to ply her trade.

Hit Die: d6

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The smuggler's class skills and their key abilities are Bluff (Cha), Climb (Str), Computer Use (Int), Craft (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Navigate (Int), Perform (Cha), Read/Write Language (None), Repair (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 each additional Level: 7 + Int Modifier

Class Features

The following are class features of the smuggler.

Disguise Objects: A smuggler can use her Disguise skill to conceal objects within objects or to make them appear as different objects. This ability extends to covering the scent of an object and possibly concealing it from x-ray search. See some sample DC's listed below.

Disguise Attempt	DC
Hide drugs in luggage	5
Hide pistol in brief case	10
Hide pistol within normal clothing	15
Cover drug scent from police dog	20
Hide frozen bio-agent (must be kept cold)	25
Hide firearm from x-ray search	30

Acquisition: The smuggler obtains things easily. Once per mission, a smuggler can request one item from the referee not normally issued to a smuggler, but certainly usable by the smuggler. For example, the smuggler could not use this ability to obtain an M-1 Abrams tank. However, she could obtain a .50 caliber machine gun and ammo, extra rations to trade with the locals, or low-light goggles. The smuggler keeps any items obtained even after the mission ends.

Bonus Social Feats: A smuggler receives a bonus social feat at 3rd level and every three levels after that. These feats can be chosen only from the social feat group. (Note: These bonus feats are in addition to the feat that a character of any class gets every three levels; a smuggler is not limited to social feats when choosing those feats.)

Hidden Weapon: This ability gained at the 4th level allows the smuggler to automatically hide a tiny or small-sized weapon on his person. The weapon becomes nearly undetectable. If the smuggler must pass through a metal detector, submit to a pat down, or some other active search against her person, then the searching character must roll against a DC of 20 plus the Disguise skill of the smuggler to find the weapon.



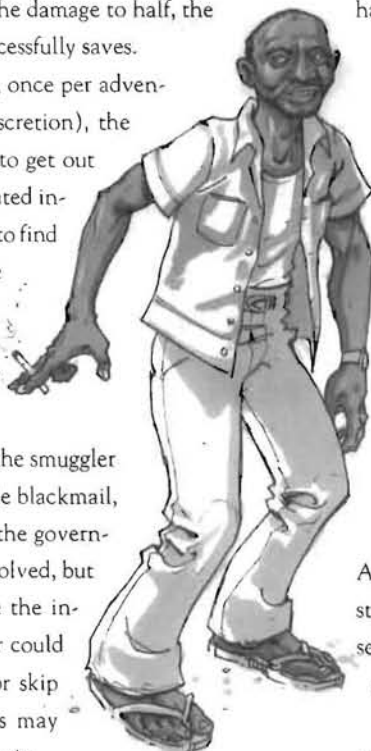
Table 2-5 — Smuggler Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+0	+2	+0	+0	+1	+1	Disguise Objects
2	+1	+3	+0	+0	+1	+1	Acquisition
3	+1	+3	+1	+1	+2	+1	Bonus Social Feat
4	+2	+4	+1	+1	+2	+2	Hidden Weapon
5	+2	+4	+1	+1	+3	+2	Evasion
6	+3	+5	+2	+2	+3	+2	Bonus Social Feat
7	+3	+5	+2	+2	+4	+3	Get Out of Jail
8	+4	+6	+2	+2	+4	+3	Fast Talk
9	+4	+6	+3	+3	+5	+3	Bonus Social Feat
10	+5	+7	+3	+3	+5	+4	Improved Evasion

Evasion: Whenever the smuggler must make a saving throw against some area effect to reduce the damage to half, the smuggler takes no damage if he successfully saves.

Get Out of Jail: At 7th level, once per adventure (or month, at the referee's discretion), the smuggler may use his connections to get out of jail or any other government-related incarceration. Smugglers always seem to find out something bad about someone important. Sometimes they deliver an embarrassing item, and sometimes they just learn things from the underworld people they meet. For whatever reason, occasionally the smuggler can make one phone call, use a little blackmail, and work around the law. Usually, the government does not drop the charges involved, but this allows the smuggler out while the investigation proceeds. The smuggler could then either prove his innocence or skip town. Otherwise, the authorities may eventually come looking for him again.

Fast Talk: A good smuggler can always talk his way out of trouble. At 8th level, whenever a smuggler fails a Diplomacy, Bluff, Intimidate, or Forgery skill check, he may use his Fast Talk ability to avoid trouble. Without Fast Talk, a failed Bluff or Forgery should make a target suspicious, while a failed Intimidate or Diplomacy usually indicates the target becomes even more resolved. With Fast Talk, the referee should allow at least two attempts if the smuggler thinks of a new and different method for subsequent tries. For example, a smuggler attempts to use a forged passport to enter a foreign country. However, the border guard spots the forgery. The smuggler talks his way out by claiming he actually works for the government and was testing the guard. He then attempts to pass through again by showing a forged government ID that he had prepared just in case.



Improved Evasion: As Evasion above, but the hero takes only half damage if he fails the save.

Sniper

One shot, one kill. This creed marks the sniper's way. The sniper masters the art of the single-shot kill, taking an enemy out unseen from across the battlefield. They rain silent death upon their enemies below.

Snipers take out enemy officers or critical field personnel. They train to work on their own, often living for weeks at a time with no one for support but themselves, spending hours lying in wait for the perfect shot. Their equipment has changed little over the past decades, but their mission has. They still take on the duties of the battlefield, but now often serve and protect important dignitaries and leaders as well.

Snipers learn to hide well, in a wide variety of surroundings. Also, they learn special breathing techniques, which allow them to steady their aim. Above all, a sniper learns patience. They do not see things as others do, knowing that to accomplish their task, they must wait for the perfect moment, and then strike.

Wise is the man who befriends a sniper on his team, for he never knows when the silent angel of death might come to his aid with a perfectly aimed shot.

Background: Strong or Quick Heroes make good snipers.

Requirements

To qualify as a sniper, a character must meet the following criteria:

Ranged Attack Bonus: +7 (including ability modifier)

Skill: Move Silently 7 ranks, Hide 7 ranks

Feats: Personal Firearms Proficiency, Weapon Focus (any rifle), Far Shot, Dead Aim

Game Rule Information

Abilities: The sniper needs Dexterity to move in silently, conceal his position and make the shot.

Hit Die: d8

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The sniper's class skills and their key abilities are Climb (Str), Demolitions (Int), Drive (Dex), Treat Injury (Wis), Hide (Dex), Jump (Str), Listen, (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Spot (Wis), and Swim (Str)

Skill Points each additional Level: 3 + Int Modifier

Class Features

The following are class features of the sniper.

Improved Far Shot: Starting at 1st level, whenever a sniper uses a rifle with which he has the feat Weapon Focus, he may double the weapon's normal range increment. (Far Shot only increases the range increment by 1.5.)

Improved Critical: Starting at 2nd level, whenever a sniper uses a rifle with which she has the feat Weapon Focus, she may increase the weapon's critical threat range by one. For example, the Dragunov SVD threatens a critical on an unmodified roll of a 20. With Improved Critical, it threatens on a 19 or 20.

Bonus Feats: At 3rd level and every three levels thereafter, the sniper receives a bonus feat.

Ranged Weapon Specialization: At 4th level, the sniper may specialize in any one rifle he already has Weapon Focus on. The sniper now receives a +2 bonus to all damage rolls with that weapon. The sniper may also spend future feats to Weapon Specialize on other rifles.

Improved Dead Aim: Starting at 5th level, whenever a sniper uses a rifle with which she has the feat Weapon Focus, she may take three full-round actions to aim and receive a +4 circumstance bonus

to the subsequent attack. As with Dead Aim, the sniper may not move while aiming.

Disable Vehicle: The sniper may use this ability to disable any unarmored vehicle with a single shot. As a full-round action, the sniper shoots at a vulnerable point in the vehicle to disable it. If the sniper hits AC 10, the vehicle becomes disabled and may not move. He may use this ability against a moving vehicle, but the AC target increases to 15.

If using the optional armor rules in Chapter 4, then this feat will not work against "armored" targets.

Critical Shot: Starting at 8th level, whenever a sniper uses a rifle with which she has the feat

Weapon Focus, she does not need to re-roll to confirm a threatened critical hit. Any threaten critical automatically confirms.

Marksman: "One shot, one kill" is the sniper's creed. This ability allows the sniper to perform a *coup de grace* attack at long range.

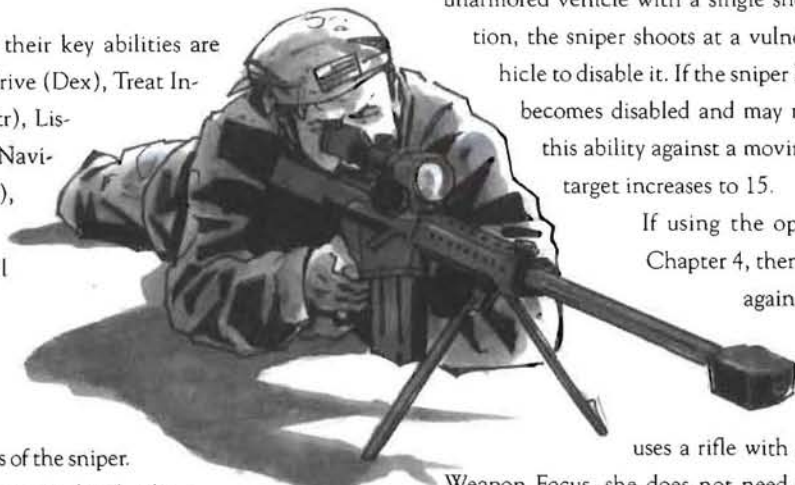
To do this, the sniper must spend one round aiming at his target, and he must be using a rifle with which he is specialized. The target must not be making a double move or running. On the second round, the sniper may make one attack at his usual bonus. This is a full-round action and counts as a *coup de grace*. The target must be within the maximum range of the sniper's weapon; the sniper does not have to be adjacent to the target as with a normal *coup de grace*.

Special Ops Training

This training appears in the numerous elite and special units that exist throughout the world. Special forces draw potential recruits from the regular armed forces, and through a rigorous training program, filter out those who do not meet the standards set to be one of their number.

Table 2-6 – Sniper Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+1	+2	+0	+0	+1	+0	Improved Far Shot
2	+2	+3	+0	+0	+2	+0	Improved Critical
3	+3	+3	+1	+1	+2	+0	Bonus Feat
4	+4	+4	+1	+1	+3	+0	Ranged Weapon Specialization
5	+5	+4	+1	+1	+4	+1	Improved Dead Aim
6	+6	+5	+2	+2	+4	+1	Bonus Feat
7	+7	+5	+2	+2	+5	+1	Disable Vehicle
8	+8	+6	+2	+2	+6	+1	Critical Shot
9	+9	+6	+3	+3	+6	+2	Bonus Feat
10	+10	+7	+3	+3	+7	+2	Marksman



Chapter 2: Advanced Character Classes



The need remains for the elite, the best of the best. Their task requires a level of skill beyond mere intensive training and includes a commitment to getting the job done no matter the cost. Combat changes as fast as technology does, and any military hoping to keep up needs a fluid, cutting-edge warrior capable of integrating lethal combat skills with the technological savvy.

The special ops soldier carry out a wide variety of missions, including quick strike Black Ops, search and rescue, deep infiltration, and special reconnaissance. They work in tight-knit teams. It isn't easy to get into a team, and once in, the rigorous training never stops.

Background: Strong or Tough Heroes make good Special Ops characters.

To qualify for Special Ops, a character must meet the following criteria:

Base Attack Bonus: +4

Skill: Climb 6 ranks, Move Silently 7 ranks, Hide 7 ranks

Feats: Endurance, Personal Firearms Proficiency, Weapon Focus (any rifle)

Special: This training requires proper instructors, equipment and facilities that only a very few nations can provide. It takes years to build the knowledge base that the instructors in these facilities impart to their students. Special ops must train with a team. As a result, characters must chose an elite force with which to train before starting in this class. See Chapter 6 for some examples. If for some reason, the character disassociates with that unit, he may not progress further in the Special Ops class.

Game Rule Information

Abilities: The special ops trainee needs Strength, Dexterity, and Intelligence for his job. Since he often interfaces with allied foreign armies, a little Charisma helps as well.

Hit Die: d8

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

A special ops' class skills and their key abilities are Balance (Dex), Climb (Str), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Wis), Search (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points each additional Level: 3 + Int Modifier

Class Features

The following are class features of the special ops class.

Sneak Attack: Whenever the special ops strikes an unaware opponent with a melee weapon, he can expertly hits vital areas for additional damage. Any attack taken during a surprise round counts as a sneak attack, so long as the special ops acts before the target. Flanking, by itself, does not grant the special ops the additional sneak attack damage. The special ops deals an additional 1d8 damage at 1st level and another 1d8 every three levels thereafter. Sneak attack damage is not doubled by a critical hit. If the weapon used in the attack deals subdual damage, then the sneak attack bonus is also subdual.

All-Weather Training: At 2nd and 8th levels, the special ops may choose one of the following environments for special combat training: Arctic, Desert, Mountain, Jungle, Plains or Urban. When fighting in this environment, the special ops soldier gets +2 to all Hide, Move Silently, Survival, Spot and Listen skill checks.

Bonus Feat: At 3rd level and every three levels thereafter, the special ops may select a bonus feat.

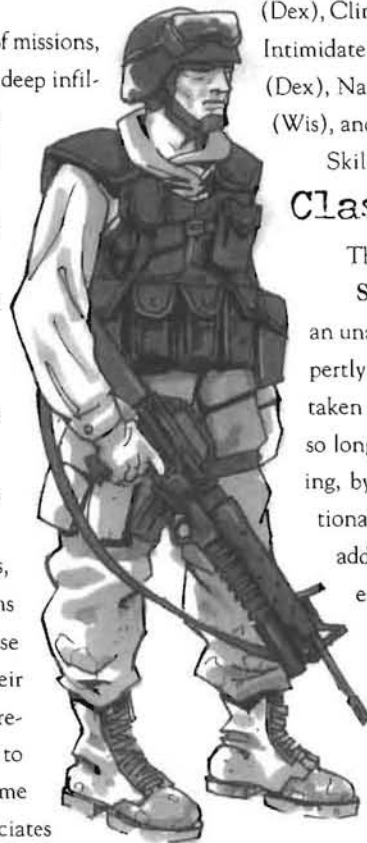


Table 2-7 – Special Ops Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+1	+1	+0	+0	+1	+0	Sneak attack +1d8
2	+2	+2	+0	+0	+2	+0	All-weather Training
3	+3	+2	+1	+1	+2	+0	Bonus Feat
4	+4	+2	+1	+1	+3	+0	Sneak attack +2d8
5	+5	+3	+1	+1	+4	+1	Veteran Endurance
6	+6	+3	+2	+2	+4	+1	Bonus Feat
7	+7	+4	+2	+2	+5	+1	Sneak attack +3d8
8	+8	+4	+2	+2	+6	+1	All-weather Training (2)
9	+9	+4	+3	+3	+6	+2	Bonus Feat
10	+10	+5	+3	+3	+7	+2	Ghost Warrior, Sneak attack +4d8

Table 2-8 – Street Militia Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+0	+2	+0	+0	+1	+0	Quick Movement
2	+1	+3	+0	+0	+2	+0	Drug Rage 1/day
3	+2	+3	+1	+1	+2	+0	Bonus Feat
4	+3	+4	+1	+1	+3	+0	Quick Safe House
5	+3	+4	+1	+1	+4	+1	Drug Rage 2/day
6	+4	+5	+2	+2	+4	+1	Bonus Feat
7	+5	+5	+2	+2	+5	+1	Uncanny Dodge
8	+6	+6	+2	+2	+6	+1	Drug Rage 3/day
9	+7	+6	+3	+3	+6	+2	Bonus Feat
10	+7	+7	+3	+3	+7	+2	Street Allies

Veteran Endurance: At 5th level, a special ops gains a +2 saving throw bonus to checks to resist weather conditions, psychological checks due to combat, and deprivations due to the loss of food, water or other survival conditions.

Ghost Warrior: By this time, the battle-hardened special ops has obtained a complete mastery of stealth. He gains a +4 bonus to his Hide and Move Silently rolls. Given sufficient time and preparation, the special ops warrior can hide literally anywhere, even in plain sight or in the middle of an open field. This often requires creativity, such as moving carefully painted plaster on a concrete wall, or digging a covered pit, but the referee should always allow an attempt under reasonable circumstances.

Street Militia

(Recommended for NPCs only)

The years of chaos in Somalia led to a new code of ethics for many young warriors; the code of the gun. Everyone of importance needs hired muscle - and not everyone answers to the call of a clan, lineage or ideology. They fight for money, *khat* or sometimes simply a safe place to sleep at night; but they know the terrain and they know how to press in close. A Somali mercenary knows death intimately since they face it every day.

What they lack in formal training, they make up for with sheer numbers and bravado. They will die if they have to, both to preserve their honor and to fulfill their contract. They have learned skills in urban survival, stealth and cunning in order to survive the anarchy that has fallen upon their nation.

Background: Tough Heroes make good street militia.

Requirements

To qualify as a street militia, a character must meet the following criteria:

Base Attack Bonus: +1

Skill: Intimidate 4 ranks, Navigate 2 ranks

Feats: Personal Firearms Proficiency, Damage Reduction 1 Talent

Game Rule Information

Abilities: The street militia needs Dexterity to shoot and hide and Constitution to survive.

Hit Die: d10

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The street militia's class skills and their key abilities are Bluff (Cha), Climb (Str), Disable Device (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Navigate (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Swim (Str)

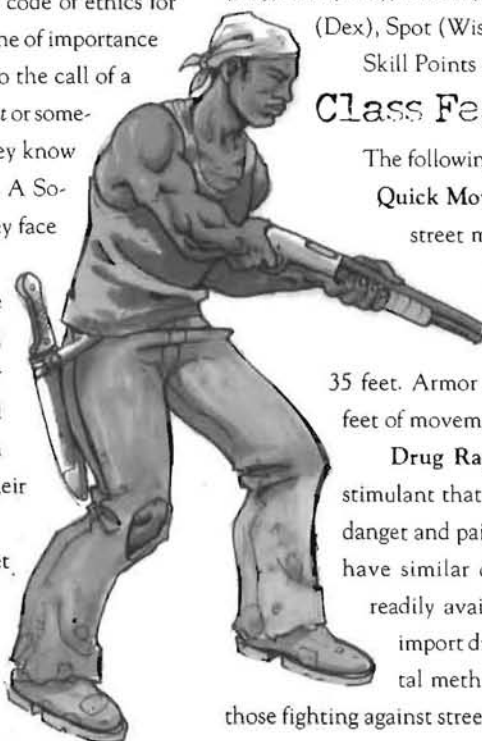
Skill Points each additional Level: 3 + Int Modifier

Class Features

The following are class features of the street militia.

Quick Movement: The intense physical lifestyle of street militia allows them to increase their base movement speed to 40 feet. Armor that would slow a normal human to 25 feet of movement slows the street militia to 35 feet. Armor that would slow a normal human to 20 feet of movement slows the street militia to 30 feet.

Drug Rage: In Somalia, the drug *khat* is a mild stimulant that often leaves its victims less cognizant of danger and pain. Of course, other areas of the world all have similar drugs. South Americans have cocaine readily available. North Americans and Europeans import drugs from all over the world or make crystal meth in their home labs. Whatever the drug, those fighting against street militia often find the effects unnerving.





Once per day at 2nd level, and once more per day every three levels thereafter, the street militia may enter a Drug Rage during combat as a free action. This rage increases the street militia's Constitution by +6 and their Will Save by +3. However it reduces their defensive bonus by -2. This may reduce the bonus below zero. The Constitution bonus adds 3 hit points per level, but these hit points go away after the effect wears off. For example, a 5th level character has 40 hit points and enters a Drug Rage. The Drug Rage gives him 15 extra hit points for a total of 55. During the next couple rounds of combat, the street militia takes 52 points of damage. He now has 3 remaining hit points while the Drug Rage lasts. Once it wears off, the street militia falls dead with -12 hit points. The effect lasts 5 rounds plus the street militia's normal Constitution bonus.

During the Drug Rage, the street militia may use any ability, skill, or feat they normally have. However, they may not take any action primarily defensive in nature. For example, they could shoot and then move forward to a covered location. They could not move away from a known target, except to get outside the minimum range of a missile or grenade launcher they were about to use. They could not hide from a known target, no matter how badly hurt.

The street militia must have drugs on hand to consume in order to enter the Drug Rage.

Bonus Feats: At 3rd level and every three levels thereafter, the street militia class receives a bonus feat.

Quick Safe House: At 4th level and beyond, the street militia acquires enough local contacts that he can always find a friendly house to duck into and hide. The street militia must be on friendly turf to use this ability. At any given time, assume there is a house within about one block of her current location into which the street militia could duck. The occupants will have some physical hiding place available, like a secret compartment in a closet or a hidden root cellar (Search DC 25).

Uncanny Dodge: At 7th level, the street militia's sense of danger becomes honed for survival. The street militia always retains his Dexterity bonus to AC when surprised or otherwise caught flat-footed. Additionally, Sneak Attacks no longer have any additional effects on him.

Street Allies: At 10th level, the street militia advances in the chain of command. She now garners the respect and loyalty of other street militia in his home area. During an all-out battle, she may even command 5 – 50 other street militia. Outside of battle, however, she can still exercise some control over local forces. Whenever a street militia of this level engages in a firefight on her home turf, whether she

started the engagement or not, 2d4 additional street militia come to her aide. These allies are basic 1st level Tough heroes and come equipped with a basic rifle common to their area (for Somalia, this is the AK-47). Referees may use local forces in their campaigns, generate some quick generic NPCs or use the following basic statistics: Str 10, Dex 12, Con 14, Int 10, Wis 8, Cha 10, Hit Points 8, Ranged Attack +1, Fort Save +1, AC 12.

Warlord

(Recommended for NPCs only)

Power. It's all about power. Everyone has different methods of getting it or using it, but the Warlord knows how to get men to kill for him and act as extensions of his own will. The question is not how he uses the power, but how he maintains it. A warlord is not necessarily evil, but he may often commit seemingly evil acts to maintain power. It does mean imposing your strength upon the world around you by force. The warlord understands the language of force well, and uses it to great effectiveness. A decade ago in Somalia, the warlords represented the last vestiges of order.

He uses the tools of diplomacy, alliance, and fear to get those under him to both respect and serve his desires. He maintains contacts with the local populace and acts as their feudal ruler, sometimes directly, sometimes indirectly. Above all, he has the tools to make sure that he retains control in order to achieve his objectives.

Background: Charismatic heroes make good warlords.

Requirements

To qualify as a warlord, a character must meet the following criteria:

Skill: Intimidate 10 ranks, Diplomacy 8 ranks

Feats: Personal Firearms Proficiency, Confident, Trustworthy, Educated

Game Rule Information

Abilities: The warlord needs Intelligence and Charisma to lead.

Hit Die: d6

Action Points: 6 + one-half character level, rounded down, at each new level.

Class Skills

The warlord's class skills and their key abilities are Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Dex), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Investigate (Int), Knowledge – any (Int), Listen (Wis), Navigate (Int), Perform (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (None), Repair (Int), Research (Int), Ride

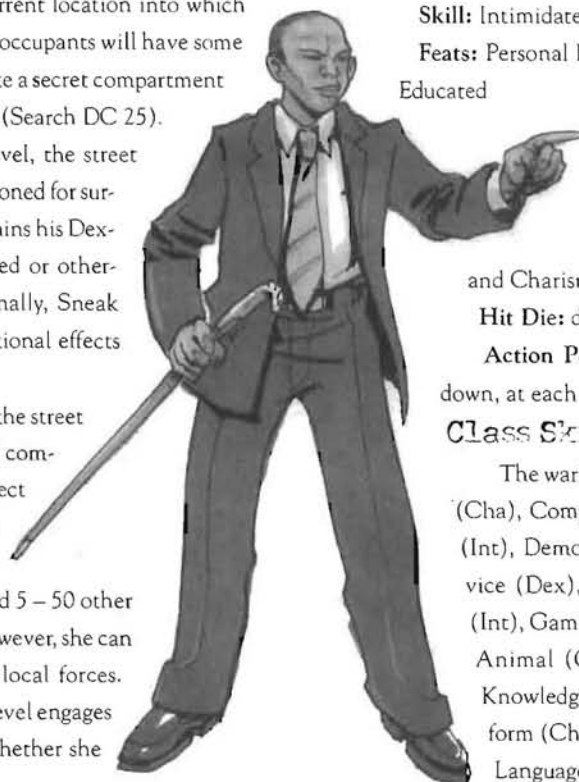


Table 2-9 – Warlord Advanced Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defensive Bonus	Reputation Bonus	Special Features
1	+0	+1	+0	+2	+0	+2	Bonus Social Feat
2	+1	+2	+0	+3	+1	+2	Followers
3	+1	+2	+1	+3	+1	+2	Bonus Social Feat
4	+2	+2	+1	+4	+1	+3	Ridicule
5	+2	+3	+1	+4	+2	+3	Bonus Social Feat
6	+3	+3	+2	+5	+2	+3	Loot
7	+3	+4	+2	+5	+2	+4	Bonus Social Feat
8	+4	+4	+2	+6	+3	+4	Mass Intimidation
9	+4	+4	+3	+6	+3	+4	Bonus Social Feat
10	+5	+5	+3	+7	+3	+5	Lieutenant Followers

(Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), and Treat Injury (Wis).

Skill Points each additional Level: 7 + Int Modifier

Class Features

The following are class features of the warlord.

Bonus Social Feats: A warlord receives a bonus social feat at 1st level and every other level after that. These feats can be chosen only from the social feat group. (Note: These bonus feats are in addition to the feat that a character of any class gets every three levels; a warlord is not limited to social feats when choosing those feats.)

Followers: At 2nd level, the warlord character starts attracting a number of low-level followers to his "army." The referee should work with the warlord character to determine the exact composition of this group, or she can follow these guidelines. First, calculate a total Influence Score by adding the character's warlord levels, his Reputation bonus, and his Charisma bonus. The Influence Score is the total levels of followers the warlord might attract. In addition, followers should all be of a lower level than the character's warlord level. For example, a warlord character of 3rd level with an 18 Charisma and Reputation bonus of +7 has an Influence Score of 3 (levels) + 4 (Charisma) + 7 (Reputation) or 14. He could attract 14 1st level followers, seven 2nd level characters, or any other combination of 14 levels. He could not attract any 3rd or higher level followers since he is only a 3rd level warlord himself. Note the Influence Score goes up each level and so does the number of followers the warlord could control.

The warlord must pay the followers and otherwise provide food, shelter, and equipment. To reflect this, the warlord should never take on more followers than twice his Wealth bonus.

Note that if the warlord character in question is an NPC character, the referee should feel free to assign any number of followers to him.

Ridicule: At 4th level, by successfully making a Perform skill check (acting or singing), a warlord can influence public opinion in a wide area. The Somali put great store in words, and by successfully

crafting a poem, a speech or other work, she can sway mass public opinion in either a positive or negative direction. She can use this ability for or against another political figure, faction or nation. She could, for example, turn the public opinion against a U.N. peacekeeping force. She may use this ability once per week to provide a +1 or -1 modifier to any Bluff, Diplomacy or Intimidate checks the targeted factions make in that area. She may use the ability over and over to stack this modifier up to her warlord level. Again, for example, a local warlord constantly speaks out on the terror of the U.N. peacekeeping force. The United Nations hires the characters to help them establish safe food distribution points. The players need to hire locals to guard these areas. However, because of the local warlord, their Diplomacy checks to hire these guards are at -3.

Loot: A warlord needs to feed and equip his army in even the most chaotic of times. He has to know where to find resources in places where none seem to exist. At 6th level, by successfully making a Gather Information skill check within his sphere of influence, he can locate any reasonably available resources he requires. For example, a local warlord needs a new supply of RPG-7 rockets for an impending attack on American troops. He can use his Loot ability to find a cache of them. He could then either negotiate to purchase them from the owner – thus ensuring a lasting supply, or simply go in force and take them. On the other hand, despite his need, he is unlikely to find a supply of M-1 Abrams tanks.

Mass Intimidation: At 8th level, the warlord may make an Intimidation skill check that affects a number of square miles equal to her warlord level to get the locals to follow her will on a given issue. Once she succeeds on the check, as long as following her will does not threaten the locals' lives or deeply held beliefs, they must make a Will save to do anything contrary to her wishes. She may use this ability once per week. For example, the warlord uses this ability to convince the local population to erect blockades in the streets. Some locals may simply hide at home. However, some will go out into the street and erect the blockades the warlord wishes. If anyone tries to

Chapter 2: Advanced Character Classes



get local help in removing the blockades, then each local they ask must make a Will save against the intimidation before even considering the request (DC equal to the Intimidation skill check modified roll).

Lieutenant Followers: At 10th level, the warlord starts to attract lieutenant followers with followers of their own. Therefore, the warlord now also attracts 5 times the total levels of his current followers in additional 1st level soldiers. He must assign these additional soldiers to higher-level, previously attracted followers in his "army." While the warlord pays, clothes, houses and feeds these additional soldiers, they do not count against his Wealth bonus limit. It is assumed that at this point, his lieutenants arrange sufficient income-generating activities to pay for them. Examples include protection money, tolls and looting, known in developed countries as taxes.

Example: a 10th level warlord has an Influence Score of 25 and currently has two 5th level, three 3rd level, and four 1st level followers (23 levels worth). He therefore attracts an additional 115 1st level soldiers to his cause. He must assign them to his 3rd and 5th level followers since the 1st level followers are not of a higher level than the soldiers.



Chapter 3: New Skills and Feats



One of the world's poorest and least developed countries, Somalia has few resources and is prone to drought. Moreover, much of the economy has been devastated by civil war since 1991.

- The World Factbook 2002, United States Central Intelligence Agency

Skills

This book does not introduce any new skills. It does detail a few new ways to use the existing skills in the modern core rulebook.

Call Support

Calling support involves the use of large-caliber, indirect weapons. It covers the abilities required to call in and accurately spot indirect fire and air strikes. While military player characters rarely need to fire artillery pieces themselves, they may often need to call in support fire during an engagement.

The referee should put the availability of support fire into the context of the engagement. If the characters are deep behind lines on a covert mission, then there are not going to be any assets available to them for support missions. However, if they are in or near a general action, then all levels of support may be present. During the initial mission briefing, the referee may also set up other available assets. Non-military characters would rarely have assets available to them. However, even in this case, if they worked for a government agency with military forces nearby, the government might make available some military support.

The DC for calling in support varies depending on the available tools and the nature of the support. Use the Navigate skill to properly call in a strike. If the referee assigned no particular indirect assets to the team, they might use a radio and their Diplomacy skill to get an asset assigned first.

The support mission almost never arrives immediately. The table below lists average delay times for various missions. The referee should feel free to modify those numbers from 25 percent to 400 percent depending on conditions. Other missions may keep assets busy, or

aircraft may be far away when characters call upon them. Players may use a Diplomacy skill check to improve the priority of their mission (DC 20).

Any support mission requires the caller to provide generally accurate map coordinates for the target. They usually need a military map to do so. In order to call in a laser-guided attack, the caller or someone in his team must have a laser designator. That person must make a ranged touch attack with the designator for the ordnance to land on target.

Check: Make a Navigate roll to plot the asset. The accuracy of laser-guided assets depends on the ranged touch attack roll of the person using the designator. Otherwise, the initial rounds are right on target only if the Navigate check succeeded by 10 more than needed. For example, if an officer rolled a modified 30 to call in a company mortar team, it would strike right on target. Otherwise, the asset drifts according to the drift rules in the core rules, although artillery should drift in 25-foot steps instead of 5-foot steps and always use the d12 table. For mortar and artillery assets, the character may make another Navigate check to correct the fire onto the target using the normal DC. The character may also make a Navigate check to move the mission to a nearby target.

Retry: You may retry failed attempts to correct fire or move fire. However, you may not retry failed attempts to arrange the fire in the first place. You may always retry on new targets. No amount of retrying will help if the referee declares there are no assets available for missions.

Note: With bombs, the explosive force completely vaporizes everything within 5 percent of the weapon-effect radius. This effect transcends hit points. Nothing survives. At the 60-foot radius level, being entrenched inside this area does not even help. For example, if a 500-pound bomb falls within 10 feet of an enemy, entrenched or not, he is dead. The bomb leaves a 20-foot crater where the dug-in position used to be.

Chapter 3: New Skills and Feats



Type of Strike and Guidance	DC	Average Delay
Aerial flares (artillery fired or air dropped)	15	2 minutes
Company-level mortar team (80mm tubes)	20	1 minute
Battalion mortar team (120mm tubes)	25	2 minutes
Divisional artillery (120mm guns and larger)	35	5 minutes
Helicopter rocket attack	30	10 minutes
Helicopter laser-guided missile (Hellfire)	25	10 minutes
Air Strike – napalm	30	10 minutes
Air Strike – bombs	35	10 minutes
Air Strike – laser-guided bombs	25	10 minutes
Calling in mission without a map	+10 to DC	

Effects of Various Ordnance

Description	Damage	Radius	Penetration
80mm Mortar	8d8	30 ft.	2"
120mm Mortar	8d12	60 ft.	4"
155mm Howitzers	10d20	100 ft.	8"
2.75 Rockets	8d8	30 ft.	2"
Napalm (ignores cover)	8d6	100 ft.	-
500 lbs. Bomb	20d20	200 ft.	15"
1,000 lbs. Bomb	40d20	400 ft.	20"
2,000 lbs. Bomb	60d20	600 ft.	30"
5,000 lbs. Bomb	80d20	800 ft.	45"
15,000 lbs. Bomb	100d20	1,000 ft.	60"

Public Speaking

Sometimes, especially in military life, the troops need a stirring speech. There are two existing skills that might cover this action. In some cases, players should roll a Diplomacy skill check and in others a Perform skill check. Diplomacy covers an interactive exchange with an individual or small group. Use this skill to attempt to change the behavior of a gamemaster character. However, an officer or clergy often gives a speech to inform and motivate others. In this case, use the Perform – Acting skill. Anyone with a commission can attempt a motivational speech before an expected battle (DC 20). The officer could potentially motivate anyone of lower rank in the same organization with the speech. Those affected receive a +2 situational bonus to their Will saves against fear or battle fatigue in the upcoming action. There are no retries if the officer fails the skill check.

Rappelling

With at least one rank in Climb, a character may rappel out of a helicopter or down a mountainside. If the character has no ranks in Climb, then she must climb down the rope manually as described in the core rules.

New Feats

The feats listed here are in addition to the ones in the Core Rules. Players may choose any feats from the Core Rules, subject to the prerequisites listed there.

Social Feats

Social feats are much like normal feats except that their effects tend to be limited to either particular situations or to roleplaying effects. Also, most character classes receive social feats more often than normal feats. A character is free to choose a social feat in place of a normal feat, but not *vice versa*.

Social feats represent special abilities or social connections you acquired during your upbringing, training and/or early career. They are often stackable (extra versions of the same social feat provide greater scope to the topic, such as a more powerful Ally or a larger Gossip Network). Unless stated otherwise in a social feat description, bonuses from different feats do stack.

Advocate (Social)

You have a lawyer on retainer.

Benefit: When requested for a specific case, your legal firm will assign a personal advocate to you. Whether for criminal litigation or drawing up a contract, the advocate represents you and your interests against the various local legal codes throughout the world. You have to personally call on the firm to gain this representation. If for whatever reason you cannot make the call, then the firm will not assign an advocate.

Aide (Social)

You have a devoted military aide and friend who will follow you to the ends of the universe.

Prerequisites: Commission or 3 feats in Military Rank.

Table 3-1: Feats

General Feats	Prerequisites
Armed to the Teeth	Base attack bonus +6 or higher, Crack Shot
Crack Shot	—
Instinct Shot	Wis 13+, Alertness
Social Feats	Prerequisites
Advocate	—
Aide	—
Ally**	—
Church Rank**	Clergy level 1+, any class 4+
Enthrall	Perform skill 6+ ranks
Epiphany	Wis 15+, Knowledge skill related to topic 6+ ranks
Etiquette	Int 13+
Gossip Network**	—
Hierophant	Clergy level 7+, Knowledge (Religion) 10+ ranks
Holier Than Thou	Church Ordination
Incite Passion	—
International Friend*	—
Military Rank**	Officer: Commission; Enlisted: Any class level 1+
Purgation	Wis 13+, Sect Affiliation class ability
Rabble Rouse	Cha 15+, Enthrall
Reputation**	—
Righteous Sermon	Clergy class, Perform skill 6+ ranks
Savoir-Faire	Cha 15+
Secret*	—
Steady Hand	—
Streetwise	—
Veteran**	—
Well-Traveled	Any class level 3+
Withering Insult	Int 13+

* This feat can be gained multiple times. Its effects do not stack. Each additional feat is applied to a new topic.

** This feat can be gained multiple times. Its effects stack.

Benefits: Depending on the character's rank, the aide may be a private, a sergeant, or even a lower-ranking officer. He may be an assigned driver, a clerk or your XO. (The referee should allow the player to determine the aide's job and rank so long as they are reasonable.) Either way, the Aide feat gives the character something more than someone who works for him. The aide is also a devoted friend.

Your retainer is a 1st-level hero trained in whatever line of work he needs to best serve you. He goes up in level one level for every two levels you rise. He has whatever uniform and basic weapons are needed for his work, but the player must equip him with anything unusual.

Additional hired help can be gained during gameplay, but they don't exhibit the fierce loyalty your aide does. In other words, when the money runs out, they're gone, but the aide always stays.

Ally (Social)

You have a close relationship with someone in a position of power, and that person often goes out of his way to help you.

Benefit: Your ally holds a high-ranking commission or some other government rank that provides him a degree of power over others of his kind. The ally's actual rank is equal to the third degree of rank for someone of his service (Major, Commander, etc.). This feat is stackable and may be taken multiple times to increase the rank level of the ally to five or to add a new ally. For instance, two levels of this feat can allow for a general as an ally.

To gain the ally's aid, you must address him personally or get a message to him. The GM then makes an Ally check. To the roll result, he adds 5 + your Charisma modifier + any modifiers based on the situation. If you have recently done the ally a favor, you may get a +2 on the check. If you recently risked your life for him, you may get a +4 or +6 on the check (GM's discretion).

The DC depends on the type of aid asked. If it's a simple request for a helicopter ride or dinner invitation, the DC is 10. Asking your ally to introduce you to one of his friends or even rivals might be DC 15 or 20. Requests for military aid would be 25 or higher, depending on the nature of the ally.

You may make a request of the same ally once per month. Two successive months of such requests causes the DC to rise for each successive attempt. Should the DC ever get as high as 40, that ally will no longer heed your requests until at least a year has passed during which he has no requests from you, but he might ask you to perform favors to bring the relationship (and the DC) back to normal.

Special: This feat may be taken multiple times. The effects stack to raise the ally in rank or to add an additional ally.

Armed to the Teeth (General)

You can use a melee weapon in your primary hand and a pistol in your off-hand to gain an extra attack.

Prerequisites: Base attack bonus +6 or higher, Crack Shot.

Benefit: When attacking with a melee weapon in your primary hand and a firearm in your off-hand, you gain a free attack with the pistol. Standard penalties for two-weapon fighting (and firing a pistol in melee, if applicable) apply, except you halve the two-weapon penalties (just as with the Two-Weapon Fighting feat).

Church Rank (Social)

You are a recognized member of a church.

Chapter 3: New Skills and Feats



Prerequisite: Clergy level 1+, or any class level 4+.

Benefit: You bear a church rank. Its title depends on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see the chart below).

In addition, each rank grants a +1 competence bonus to Diplomacy rolls made to influence the faithful (all believers, even those of other sects). This bonus is stackable with each successive rank (i.e., a canon gets a +2 Diplomacy bonus).

	Christian	Islam	Other
Start	Novitiate	Abd	Novitiate
2 nd feat	Canon	Imam	Oblate
3 rd feat	Deacon	Mufti	Acolyte
4 th feat	Priest	Ulama	Adept
5 th feat	Bishop	Mullah	Master

NOTE: These titles may not be exact (or even close to correct) for your specific sect. The actual title the character uses is not that relevant, and you should not feel the need to stick with these.

Crack Shot (General)

When wielding a pistol, you are considered "armed." You threaten your adjacent areas and can thus make attacks of opportunity against those who leave them.

Benefit: You can threaten a 5-ft. area around you in any direction with a pistol, just as with a melee weapon.

Enthrall (Social)

Your preaching, singing, orating or performing fascinates others, distracting them from other concerns.

Prerequisites: Perform 6+.

Benefit: People listening and watching you whom you can see, and who are within 90 ft. of you, may become completely enthralled by your performance, ignoring all else except life-threatening combat going on around them.

Make a Perform check. Each person in the audience resists with a Will save; if successful, there is no special effect other than the usual Perform effect (although you may not try to enthrall them again for 24 hours). All who fail sit and listen rapturously for one round per your total character level. Their Spot and Listen checks suffer a -4 penalty. Any possible threat allows the enthralled person another save attempt against a new Perform check result. An obvious threat automatically ends the effect.

While performing, you must concentrate as a standard action for the entire performance.

Epiphany (Social)

You can deliver an uncannily apropos statement that stuns others into a sublime understanding of something they didn't realize before.

Prerequisites: Wis 15+, Knowledge skill related to topic 6+.

Benefit: Like a legendary Zen master or divine fool, you can issue a single-sentence statement once per day about a topic with which you are familiar. You must have at least six ranks in a Knowl-

edge or Craft skill related to the topic at hand, although you can state an epiphany about any topic for which you have those skill ranks. Those hearing it must make Will saves (DC 15). If they fail, they do not understand the wisdom of your statement and so do not benefit from it. Those who succeed find the doorways of perception opening in their minds just long enough to gain some vital understanding of the topic at hand. The catch is that you must also make a Will save to benefit from your own statement — these words simply occur to you, dredged from your unconscious or gifted by the muse; you don't necessarily understand them better than others.

The effects of an epiphany vary, but it's usually enough to grant an aware listener (one who made his save) a +2 bonus on any checks concerning the topic commented upon. For instance, if you make a statement about the unique religious practices of a particular sect (the Knowledge [religion] skill), others who understand your utterance might gain a +2 bonus to Diplomacy or Sense Motive checks when dealing with members of that sect.

The effects apply for only one encounter following the utterance. Using the example above, if the epiphany is spoken upon witnessing an Islamic pilgrim coming your way, whoever understood your utterance gains the bonus for that encounter. Once parted with the pilgrim, however, the effect ends.

Etiquette (Social)

You can use your knowledge of proper manners to smooth over social blunders.

Prerequisites: Int 13+.

Benefit: You may attempt to smooth over bad feelings from a social *faux pas* and/or vulgar breach of etiquette committed either by you, your compatriots, or someone for whom you feel sorry. You cannot undo the mistake, but you can erase the social stigma from whoever committed the error.

For instance, if Private Chingmy inadvertently insulted 2nd Lieutenant Esquivel by mistaking him for the cook, you can step in to cool rising tempers or tarnished pride by quoting maxims from Chef Budreax's latest book, *Gaining Friends and Influence Through Fantastic Food*, a popular new book which mixes lessons on cooking with Zen management techniques. Hence, you can convince them that there is no shame in such a mistaken identity (as long as it does not occur again...).

You may also counter a Withering Insult feat directed at you or others with Etiquette. You make a Will save, and if the result is higher than the target's save against the insult, he uses yours instead. If you are the target of the insult, add +2 to the Will save result.

If someone is intentionally trying to cause a social incident, make opposed Diplomacy checks with all relevant modifiers. Those with Etiquette gain a +2 bonus for this check.

You can use your Etiquette a number of times per day equal to your Charisma modifier.



Gossip Network (Social)

You have a series of informants who keep you up to date on certain areas of information.

Benefit: You gain a +2 bonus to Gather Information checks for subjects within your network's reach. Your informants may be cackling old generals who let you know which warlords have committed breaches of etiquette, merchants who let you know who is buying what, or farmers who are more than glad to tell you who has gone through their area recently.

This feat may be bought multiple times to enlarge your network's area (successive levels do not increase the Gather Information bonus, but do enlarge the area from which your check can draw information).

1st feat = Local region or state (checks take one day)

2nd feat = Countrywide (checks take one week)

3rd feat = Worldwide for a particular faction (checks take one month)

Hierophant (Social)

Religious officials recognize you as a worthy theologian, and your views influence religious policy.

Prerequisites: Clergy level 7+, Knowledge (religion) 10+.

Benefit: You can introduce new interpretations into religious discourse, influencing the opinions of those who make policy. In such a way, you can write fatwahs, declare jihads or crusades, or label certain countries or people as enemies of your religion. In game terms, Osama bin Laden's clergy used this feat to essentially declare war on the United States. Christian fundamentalists have done the same with regard to certain U.S. political policies.

First, you must formulate your doctrine. Make a Knowledge (religion) skill check. The DC is 20 or 25 for beliefs that fit well with current religious opinion, but 30 or 35 for beliefs wildly divergent from current thought. Beliefs that clash with core religious values (such as murdering innocent people) may face DC 40+.

Once formulated, your doctrine must be promulgated through oratory. Make a Diplomacy skill check, opposed by those listening. Those who fail against you are converted to your doctrine and may begin to spread it (using their own Diplomacy skills).

You may eventually be invited to argue your doctrine before distinguished (higher-skill-ranked) theologians, who will attempt to reveal the flaws in your beliefs. This initiates a new Knowledge (religion) contest, but you can add +1 to your check for every 100 people you have converted. If your views hold out, your work will enter the canon of currently debated theology.

Holier Than Thou (Social)

You can stave off attacks by exploiting another's fear of God.

Prerequisites: Clergy class only.

Benefit: By exclaiming your holiness to others, you can protect yourself from their ire. You must, as a free action, first declare your holiness before them; anyone in earshot is affected as long as they

can hear you (there isn't a lot of noise to drown you out) and understand the language you speak.

Anyone who hears this declaration must then make a Will save before initiating an attack against you. The DC is 10 + your level. If your opponent succeeds, he does not need to make a save to attack you anytime during that encounter. If he fails, he cannot attack you that round but make another saving throw the next round and every round thereafter until he succeeds, after which he may then attack you. This feat affects only faithful people. If the target is of a different faith (but not sect), he gets +4 to his saving throw.

Incite Passion (Social)

Your mighty passions become the stuff of legend.

Benefits: You are a hothead, but this can work to your advantage. In times when your dearest desire or lifelong goal is threatened, your passion can inspire you to amazing accomplishments in its defense. This feat is stackable, but a different desire or goal must be declared each time it is taken. Examples are: Always bring back everyone you came with (dead or alive), vanquish a certain faction (such as Americans or the Taliban), revenge your father's death, etc.

You may incite your passion as a full-round action once per day. The GM deems how well the circumstances warrant it. For instance, if the extraction helicopter is about to leave a team member behind, it is a good excuse for a passionate response. If, however, he or she is simply being fast-talked by a merchant, it's a pretty slim excuse for an overreaction. Nonetheless, you can always attempt to incite passion when your goal is threatened, no matter how slim your chances.

To incite passion, you make a Will save. Success means you gain bonuses to any successive checks made toward the achievement of your goal: rescuing your fellow team members, trouncing your rival, saving the village from evil, etc. This effect (considered extraordinary) lasts for 10 minutes, after which the bonuses go away.

How well your passion aids you depends on the DC you achieve.

DC	Bonus
10	+1
15	+2
20	+3
25	+4
30	+5

Special: You cannot use the Incite Passion and Steady Hand feats at the same time; their bonuses do not stack.

Instinct Shot (General)

You can take a shot even when surprised.

Prerequisites: Wis 13+, Alertness.

Benefit: When you have a pistol in hand and ready, you can take a partial action to fire even if surprised. However, the target is treated as having total concealment (50% miss chance).

International Friend (Social)

You are a known friend to a particular nation.

Prerequisites: none.



Benefit: When dealing with members of the nation to which this feat applies, you gain a +2 Diplomacy and Gather Information check bonus.

Special: This feat may be taken multiple times. The effects do not stack; another nation must be selected each time this feat is taken. Common choices for the feat are: Somalia, United States, Saudi Arabia, Palestine, or Pakistan.

Military Rank (Social)

You have served in the armed forces and have the rank to prove it.

Prerequisites: Commission or any character level 1+ (for enlisted).

Benefit: You bear a military rank in the armed or naval forces of a country or some other military organization. Your title depends on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see the chart below). Titles provide different benefits for officers and enlisted.

Officers: Each officer rank grants you +2 to your Leadership score. This bonus is stackable with each successive rank (i.e., a major gets a +4 Leadership bonus). This score helps on any social task where rank would help. For example, using Intimidate on a lower ranking character or using Diplomacy on a supply officer.

Enlisted: Each enlisted rank grants you +2 to any Gather Information checks performed wherever soldiers or sailors hang out (in the barracks or a bar popular among mustered-out or retired troops). Your rank more easily provides you the necessary background to mix with troops and loosen their lips. This bonus is stackable with each successive rank (i.e., a Staff Sergeant gets a +6 Gather Information bonus).

	Officer		Enlisted	
	Army	Navy	Army	Navy
Starting	Lt.	Ensign	Private	Seaman
1st feat	Captain	Lt.	Corporal	Petty Officer
2nd feat	Major	Commander	Sergeant	Petty Ofcr. 1st
3rd feat	Colonel	Captain	Staff Sgt.	Chief Petty Ofcr
4th feat	General	Admiral	Master Sgt.	Master Chief

Purgation (Social)

You can harangue the faithful into confessing their sins before others.

Prerequisites: Wis 13+, clergy class.

Benefit: Even the most libertine contemporary soldier or mercenary has doubts about the state of his immortal soul. You can exploit these doubts and verbally harangue a person into confessing his sins.

Once per day, you can extract a confession from someone. The subject of condemnation must be a member of your religion and you must spend at least a full round condemning him for his sins. He can make a Will save against a DC equal to your Charisma modifier + your level; he gets a +2 bonus if he is not of your sect.

If he fails, he confesses to a petty sin ("I lusted after a centerfold!"). If he fails by more than five points, he confesses to a greater sin ("I wanted to kill the lieutenant!"). If he fails by more than 10 points, he confesses to a horrible sin ("I killed the clerk and buried his body in the coal mines! Sob!"). Of course, if he has committed no horrible sin, he will not confess to one, but instead beg for an act of penance from you for his greater sin. Appropriate penance might be to seek forgiveness from the person he wronged or go on pilgrimage to a local holy site.

Rabble Rouse (Social)

You can rouse crowds into riotous action.

Prerequisites: Cha 15+, Enthrall.

Benefit: You can exploit existing discontent among the lower classes and fan it into a blaze of anger. You must first go to someplace where common people gather, such as at the local market or bar. You then orate to them, playing on their hopes and fears to arouse them into action against a particular type of evil: a tyrannical warlord, a scheming merchant, a lying priest, an al Qaeda sympathizer, etc. You must make a Performance check as described in the Enthrall feat. Any who fail their Will saves follow your lead onto the streets, wielding whatever weapons are handy. You can direct them at an example of whatever evil you orated against. If you point to a merchant and decry him as a usurer or a promulgator of decadent Western culture, they'll descend on him with sticks and beat him senseless.

This feat does not grant you legal or moral absolution for your actions. The local guard may attempt to arrest you as a rabble-rouser. The angry mob is certainly not exempt from punishment — some of them may even be hanged as rioters, to provide an example for others. Their families may blame you and take action themselves to gain revenge. What's more, the victim of your aroused mob — assuming he survives the mob's ire — may make it his life's goal to repay your act of publicity.

Reputation (Social)

You are renowned in your field.

Benefit: Most characters, being soldiers and adventurers, eventually build a reputation (usually as heroes or thugs). Your reputation becomes more important the farther up the social ladder you climb. It is of extreme importance to officers (for promotion) and is highly valued by priests. However, your renown can be subjective. While most people within your culture and language may recognize you as a hero, there are surely those who see otherwise and may hate you for whatever deeds caused you to gain such accolades. Likewise, westerners may see an Islamic fundamentalist as a vile snake, but the poor oppressed people of Palestine may see him as a cunning motivator.

If you have a good reputation, you gain a +2 bonus to any Charisma checks you make to determine or change others' attitudes toward you, or when trying to gain a five percent discount on merchandise.

If you are known as a cad, however, you gain a +2 bonus to Charisma-based skills for intimidating others into doing what you want them to, or to keep them from alerting the authorities when you help yourself to a five percent discount on merchandise.

Special: This feat may be gained multiple times. Its effects are stackable. For instance, with two levels, your Charisma check bonus is +4 and the merchandise discount can be as high as 10 percent.

Righteous Sermon (Social)

You can inspire others with passages from the Bible or Koran.

Prerequisites: Clergy class, Perform 6+.

Benefit: By reciting from the holy book (either from memory or from the book itself), you can inspire courage into your allies. Each affected person must hear at least one full round of sermons. The effect lasts as long as the sermons are read, and for five rounds thereafter. During the oration, you may fight but cannot activate other verbal class abilities.

Allies receive a +1 morale bonus to saving throws, attack rolls and weapon damage rolls. Only allies who believe in the book gain this bonus, although they don't have to follow a particular sect or order's teachings. Righteous Sermon is an extraordinary ability.

Savoir-Faire (Social)

You have a certain flair, dashing style, élan, or bravura that marks you as someone special.

Prerequisites: Cha 15+.

Benefit: Everything you do is done with style, whether it be entering a room and turning heads, carving your initials into a tapestry with your ceremonial rapier, or even savoring a meal at a banquet to impress the host.

You can intentionally attempt to impress others with your style in any task. You make any required checks normally, but if your result is five or more levels higher than the required DC to succeed at the task, you have performed the deed with stunning flair. The GM is free to dictate any rules effects from this, but possible outcomes are: You gain an initiative bonus on successive actions or a bonus to Charisma-based skills to further impress those who witnessed your deed.

It is very hard to embarrass you, for you can turn even a pratfall into an elegant dance. Anytime you fail very badly at something, you can make a Bluff skill check as a free action to mitigate the failure and make it look intentional. The DC depends on the nature of what you've done wrong, but it's usually 15 or 20. The higher your result, the better your reaction to failure appears.

As a free action, you may make a Diplomacy check to oppose anyone trying to embarrass you, even if you are unaware of what's going on (the GM can make the roll for you).

Secret (Social)

You know something that most others do not.

Benefit: The secret you know can range from blackmail on a minor officer to the location of a forgotten arms cache. The GM should work closely with you to ensure your secret fits into the game he wants to run.

Special: You can take this feat multiple times. It does not stack. Instead, each time this feat is taken, a new secret is learned.

Steady Hand (Social)

You remain preternaturally calm during crises that cause hysteria in others.

Chapter 3: New Skills and Feats



Benefits: In situations where chaos reigns, you can focus and block out distractions, becoming a still point in a sea of confusion — summoning a steady hand while defusing a bomb in the middle of a firefight or panicked populace. This is more than a simple Concentration check to maintain your action. Instead, it can add bonuses to the chosen undertaking.

You may steady your hand as a full-round action once per day by making a Will save. Success means you gain bonuses to perform a particular, non-combat task — defuse the bomb, fix the Humvee engine, etc. This effect (considered extraordinary) lasts for 10 minutes, after which the bonuses go away.

How well you steady your hand depends on the DC you achieve.

DC	Bonus
10	+1
15	+2
20	+3
25	+4
30	+5

Special: You cannot use the Incite Passion and Steady Hand feats at the same time; their bonuses do not stack.

Streetwise (Social)

You know your way around the black market and organized crime.

Benefit: You are familiar with underworld and criminal activities. You know how to contact the criminal underworld or acquire illegal goods or services, including black-market items. No skill check is required, just the courage to walk the shadier streets in search of the right places.

You can attempt to hire an illegal or shady service (leg-breaking, breaking and entering, murder, etc.). Make a Gather Information check to find the right man for the job (usually DC 20), and then a Diplomacy or Bluff check to successfully hire him at the going rate (DC 25). If he is caught in the act, he will finger you as his boss unless your check result was at least five levels higher than the required DC.

You can attempt to fence illegal or stolen goods on the black market. Make a Diplomacy or Bluff check to find a buyer who will give you the going rate for the item (usually DC 20). Results higher than the DC may bring you a higher price, while results lower may bring less or nothing at all.

Veteran (Social)

You are known for your prowess at a significant battle, and may even bear a medal proving it.

Benefit: You may invoke your past to change others' opinions about you and solicit their aid. This may be used against the same person only once. It allows you to gain a +2 Diplomacy or Gather Information checks against that person. In addition, you are considered (for just this one-time request) to be one rank higher than normal, including gaining any skill bonuses the higher rank imparts.

Special: This feat may be bought multiple times. The effects stack, representing a greater deed performed in battle or a more important medal. Two levels of this feat this provides +4 to Diplomacy or Gather Information checks and two additional (temporary) rank levels, and so on with each additional level.

Well-Traveled (Social)

You have been there and done that. You know a lot of things about the places and people you've seen, although you can't necessarily remember them when you need to.

Prerequisites: Any character class level 3+.

Benefit: You may make a knowledge check modified by level + Int mod to see whether you know relevant information about a person, place or thing. The DC varies with the obscurity of the topic.

Withering Insult (Social)

You may deliver an insult practically guaranteed to get a rise out of your rival.

Prerequisite: Int 13+.

Benefit: Military rank and the respect it provides are vital to survival in the chaotic world of armed forces. People are rather protective of their reputations and don't take kindly to people disparaging them. However, most people can readily choose which insults to challenge or ignore. Nonetheless, some villains are particularly good at baiting their rivals; their foul words rarely fail to get a passionate response.

Once per day, you may deliver a withering insult to someone. That person must fight to control his temper or lose all self-control, discarding all norms of social propriety and common sense until he has extracted vengeance or an apology from you.

The insulted person must make a Will save. The DC is equal to 10 + your Charisma modifier + your level.

Success means he can choose to deal with the insult however he likes, although he cannot pretend it wasn't vile. Failure means he loses control and immediately seeks satisfaction from you: either challenging you to a fight, shooting you then and there, whistling for the military police to descend on you (if he sufficiently outranks you), etc.

He will stop whatever he is doing, as long as doing so doesn't put him in obvious danger. In other words, he won't turn his attention from a rampaging grizzly bear just to deal with an insult. However, the insult still hurts, and he will deal with it as soon as the danger has passed.

Example: A rude Special Forces 2nd lieutenant continually baits a naval ensign at a social affair. He keeps implying that the ensign's intimate undertakings are a joke. Finally, the innuendoes are too much to handle. The GM asks the ensign's player to make a Will save to avoid throwing the first punch against a rival who to all appearances is a better fighter than he.

Chapter 4: Equipment

In a world of compromise, some don't.

- Heckler & Koch T-Shirt

Issuing/Buying Equipment

Depending on the nature of your campaign, you may want to dispense with the core rules for obtaining or buying equipment and simply issue characters the weapons they need. Government agents, military characters, or even hired mercenaries usually get their weapons directly from the government for which they work. This is considerably easier than trying to find automatic weapons on the black market. For mercenaries, it might be part of the fee, for others, governments might issue the weapons with the expectation of their return at the end of the agent's career.

In our military campaigns, we found the character's carrying capacity and proficiencies create an effective limit on how much they brought into an adventure. Do not issue any weapon the character is not proficient in. However, we recommend you issue anything else they want and can carry!

Of course, more civilian-oriented characters should follow the normal core rule guidelines for purchasing items. However, civilian versions often differ from the military ones listed. For example, due to U.S. federal regulations, the Beretta Model 92FS (or the civilian M9) only comes with a 10-round magazine instead of the original 15-round capacity. Players might have to hunt down a secondhand 15-round magazine made before the ban.

Pistols

All of the pistols listed here are slide-action semi-automatics with removable magazines. All are reliable weapons and easy to maintain and reload.



Makarov

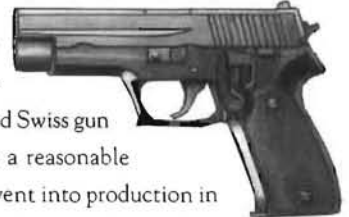
The Makarov is strikingly similar to (and perhaps copied from) the German Walther PPK, with the main difference being the simpler but awkward double-action pull. It shoots



a specialized 9mm Makarov round. The U.S.S.R introduced the pistol in 1952; both East Germany and China later made copies.

SIG-Sauer

SIG of Switzerland collaborated with JP Sauer of Germany to produce a well-designed Swiss gun manufactured in Germany for a reasonable price. The original SIG P220 went into production in 1975, has a nine-round magazine and fires a 9mm parabellum round.



The SIG-Sauer qualifies as a mastercraft weapon and receives the +1 bonus to attack rolls.

Heckler & Koch USP

Heckler & Koch (H&K) originally developed its Universal Self-loading Pistol (USP) as a .40 S&W caliber polymer-frame pistol. However, it also manufactured the gun in 9mm and .45 caliber variants. The designers drew from the classic design of the Colt 1911 and added many modern features. For one, the USP is safe to carry cocked and ready. Older semi-automatic pistols, like the Colt 1911, could easily discharge if dropped while cocked. Despite being a "plastic pistol," the USP is tough enough to even fire high-powered +P+ ammo. H&K introduced the pistol to the civilian market in 1993 and sells the .45 caliber version to U.S. Special Operations Command.



The H&K USP qualifies as a mastercraft weapon and receives the +1 bonus to attack rolls.

Longarms

Kalashnikov AK74

This weapon first saw production in 1975 and is nothing more than the AK47 adopted to smaller-caliber ammunition. It shoots

Chapter 4: Equipment



5.45 x 39.5mm rounds.

AKSU-74



The Soviets began production of this weapon in 1975, but it first saw action in Afghanistan. It is nothing more than a standard AK-74 with a shortened barrel. It shoots 5.45 x 39.5mm Soviet rounds and holds 30 in a clip. It fires single-shot or full-auto.

Colt SMG, 9mm



Yet another variant of the U.S. military's M16 rifle, Colt adapted this one in 1990 to shoot the popular 9mm parabellum pistol round. The only obvious physical difference between this and the Colt M4 carbine is the longer, thinner, and straight magazine. It has a telescoping stock. Some versions fire single-shot or three-round bursts, while others fire single or full-auto. The civilian version fires semiauto only.

Dragunov SVD



The Dragunov SVD is a bit older than the Barrett and not quite as unique. However, on the TV news, one can easily spot Afghans carrying these; the weapon is easily identified by its distinctive stock. Its operation is similar to the ubiquitous AK-47, though its internal operation and long barrel make the Dragunov a much better choice for the sniper. It shoots a 7.62 x 54r round and carries 10 of these in its removable magazine. The Soviets began producing it in 1963 and made it widely available outside the region.

The Dragunov SVD qualifies as a mastercraft weapon and receives the +1 bonus to attack rolls.

FAMAS (Fusil D'Assault, Manufacture de St.Etienne)



Manufactured by GIAT Industries beginning in 1973, the French armed

forces adopted the FAMAS in 1979. This bullpup-style weapon can fire single shot, three-round burst, or full automatic. It comes with a folding bipod. The latest G2 model, often sold outside of France, accepts the M203 grenade launcher attachment and a standard 30-round M16 magazine.

FN P-90



The Belgian-made FN P-90 has a truly unique look. Its 50-round magazine mounts on the top with the rounds in a vertical position. Spent cartridges expel through the hollow rear grip. It shoots a 5.7 x 28mm round and only shoots full-auto. Its production began in 1990.

H&K G11



This is perhaps the most advanced weapon listed here and found in production today. It was an early candidate for what is now referred to as the OICW for both the U.S. and German military. However, H&K only produced a few between 1989 and 1990 and distributed those to Special Forces units. It fires a special 4.7 x 33mm caseless cartridge where the explosive (or gunpowder) is molded into the correct shape instead of floating freely in powder form in a brass case. The resulting lighter rounds led to designing an increased cyclic rate of up to 2,000 rounds per minute. The magazine holds 50 rounds, which can be fired singly, in three-round bursts, or full-auto.

M16 - Masterkey Variant



The Masterkey is so named because the 12-gauge shotgun mounted under the M16 barrel can defeat most door locks. Hostage rescue teams, urban special forces, and basically any close-quarter fighting forces employ the weapon because in addition to its door-opening feature, the shotgun is also very good at short-range killing. The upper half is functionally identical to the M16A2. The shotgun mounts below the rifle barrel and forward of the rifle magazine clip. It is a pump-action, single-shot weapon with a three-round internal magazine. The Army even produces a 12-gauge breaching round es-

pecially for defeating door locks, hinges, and padlocks with little risk of ricochets.

M16 - M203 Variant

The M203 replaced the limited-functionality M79 grenade launcher with a dual-purpose weapon. Like the Masterkey, the top half of the M203 is functionally identical to a standard M16A2. However, the M203 also mounts a 40mm grenade launcher below the rifle barrel and forward of the rifle magazine clip. The grenade launcher itself is a single-shot breech-loading tube similar to the M79 grenade launcher.

M40A1 Sniper



This sniper rifle really is just a militarized version of the very common Remington 700 hunting rifle, the main differences being the camo coloring and its use of the standard 7.62 x 51mm NATO round. The only disadvantage is that it remained a bolt-action rifle and not an autofeeder. Of course, rapid fire is usually not important for a sniper anyway. It has a five-round internal magazine. The M40 is the Marine Corp rifle. Other services use the similar M24.

OICW



The OICW, or Objective Individual Combat Weapon, is still in the design stage. However, since contractors have already produced prototypes, certain SO units may be experimenting with the prototype weapons. The idea behind the OICW is to combine a bullpup caseless-ammo assault rifle, a laser rangefinder, a night-vision sight, and a 20mm grenade launcher into one weapon. The laser rangefinder allows the user to accurately airburst the 20mm shells just behind obstacles, killing targets around the corner. For example, a character may have to neutralize someone behind a low wall. The OICW can find the range to the wall and fire a 20mm shell just above the wall, which then explodes just as it passes the wall. The resulting airburst sprays the target with lethal shrapnel even though he was completely behind cover.

The OICW provides the user with low-light vision and the ability to target a grenade at any point in space. With other grenade launchers, the grenade must impact a target or a point on the ground in order to detonate.

Steyr TMP

TMP stands for Tactical Machine Pistol. The Steyr TMP began production in 1993. It is a standard-looking submachine gun manufactured in Austria. It fires 9mm parabellum rounds and holds

15, 20, or 25 in a clip. It can fire single-shot or full-automatic.



Heavy Weapons

The rocket launchers below all work like the M72 LAW listed in the Core Rules. They hit and explode like a grenade and damage everything in their radius. If you do not use the more detailed armor penetration rules below, then they also ignore a certain amount of hardness if they strike an armored target. This does not apply to objects within the burst radius, only to the object struck. See the Additional Heavy Weapon Data table below for specific values.

JAVELIN

The Army identified the need for a replacement for the M47 Dragon system (see below) as early as 1978. The JAVELIN missile system met the requirements. It has nearly double the range of the M47 and offers significantly more penetration - enough to tackle contemporary tanks and not just armored personnel carriers. The U.S. Army Rangers first received the JAVELIN in 1996. The system consists of a reusable Command Launch Unit (CLU) and disposable tubes containing a single rocket each. The CLU also has IR-vision capabilities. The missile itself locks onto a target before launch and is self-guided using an on-board infrared focal-plane array.

Despite the guided nature of this weapon, roll attacks as normal. The reliability of this system makes it similarly random. Remember that guided missiles do not suffer range increment penalties. The JAVELIN does have a minimum range of 250 feet. The warhead will not arm under this range. Lastly, the JAVELIN qualifies as a mastercraft weapon and receives the +1 bonus to attack rolls.

M136 AT4



The AT4 is a single-shot 84mm round enclosed in a 40-inch disposable tube. The tube does not collapse as with the M72. The round is a bit more stable and has a greater effective range than the M72. To fire an AT4, remove the transport safety, unfold the shoulder stop, place the weapon on your shoulder, release the folding sights, cock the weapon, then use your right hand to hold the forward safety down while you fire it.

This weapon has a minimum range of 100 feet. The warhead will not arm under this range.

M240G

The M240 and its variants replaced the M60 as the standard light machine gun for U.S. forces. Designed by Fabrique Nationale

Chapter 4: Equipment



Manufacturing, its function and even appearance are similar to the M60. However, the design is newer and considered more reliable. It fires the same 7.62 x 51mm NATO round from the same box of belted ammunition.

M249 Squad Assault Weapon or SAW

Known as the FN Minimi in Belgium, the American version has small differences but is functionally equivalent. The SAW fits somewhere in between the role of a LMG and an assault rifle. It can load either belt ammo or 30 rounds in an M16-style magazine. It shoots the M16's 5.56 x 45mm standard NATO round. It may replace the M60 LMG. However, probably because of its low-caliber round, the Army also adopted the M240G LMG to supplement its squad firepower.

M3 Carl Gustav Recoilless Rifle



The Carl Gustav, or the Multi-Role Anti-Armor Anti-Personnel Weapon System (MAAWS), first took the field with the U.S. Rangers in 1990. It has since earned the nickname RAWS or Ranger Anti-Tank Weapon System. It consists of a man-portable launcher, the M3, and a variety of 84mm rocket ammunition. Manufactured by Bofors Weapons System in Sweden, the Carl Gustav had been around for years before the Rangers adopted it.

This weapon has a minimum range of 100 feet. The warhead will not arm under this range.

M47 Dragon



The Dragon missile system consists of expendable rounds enclosed in an expendable case. It also has either a day or night tracker that latches on the case before firing. The weight listed is for the day/night tracker. Each round adds an additional 27 lbs.

This weapon has a minimum range of 250 feet. The warhead will not arm under this range.

M2 19 40mm Machine Gun



This belt-fed version of the basic grenade launcher looks a bit like a .50 caliber machine gun with a much larger barrel. It is generally tripod mounted, but may also mount on a light vehicle or APC. It is not man portable.

It works like the M79 and basically extends the range of a normal grenade. However, it also allows multiple grenade attacks per round. A player may choose up to five five-foot square locations in a line to hit. If the attack misses, resolve the drift as normal and then shift the other four locations in the same manner.

For example, a player wants to hit five squares in a diagonal line, but misses his attack. The random drift moves the first shell to the next five-foot square back. Each of the other four shells lands in line with the first, one square further away than planned.

RPG-7



The most ubiquitous guerilla weapon other than the AK-47 is the Russian-made RPG-7. It consists of a 40mm tube and firing mechanism into which a variety of 70mm to 93mm rounds fit. (The rear end or rocket motors are all 40mm.) Most commonly, the RPG-7 shoots a shaped-charge round similar to all other antitank rocket launchers. However, it can also load a simple grenade round. (Statistics for the grenade round are listed after the slashes.)

This weapon has a minimum range of 30 feet. The warhead will not arm under this range.

Rocket launchers create a dangerous back blast when fired. If fired straight up, this back blast reflects off the ground and may seriously injure the operator. However, the Somalis, allegedly instructed by members of al Qaeda, fitted this weapon with steel plates on the rear to deflect the back blast upward. This allowed them to shoot the weapon at aerial targets without danger from the back blast.

Armor

The military armor listed below works specifically against shrapnel, the major cause of battle field casualties. When wearing this armor, the armor bonus also applies to reflex saves against slashing damage explosives.

Flak Vest

This is basically the military Kevlar or ceramic version of a bulletproof vest. It is much heavier and designed with higher-power rounds and shrapnel in mind.

Kevlar Helmet

Like the flak jacket, the Kevlar helmet protects the soldier from flying shrapnel in combat. Fragmentation grenades, artillery, landmines, and even small-arms fire ricocheting off the ground create deadly fragments or shrapnel. The Kevlar helmet can often stop the deadly flying missiles from hitting and may occasionally deflect a grazing rifle shot. Its predecessor, the steel helmet, usually had an internal liner that left the steel pot itself clean inside and useful as a portable sink. Unfortunately, the newer Kevlar helmets have the strapping attached directly to the interior and do not work well in that capacity.

Landmines

Military forces use landmines to hamper movement and direct attacks away from vulnerable areas. They also act against the morale of an advancing army. In recent decades, landmines have proliferated in conflict spots around the world. Thanks to the duration of the conflict in Somalia, the United Nations estimates the country may have around one million landmines today. Some of these are extremely difficult to find and all are dangerous to remove.

There are two broad categories of landmines: anti-personnel and antitank. Antipersonnel landmines break into three basic types: blast, fragmentation and bounding. There are literally hundreds of variant models, plus countless simple designs locally produced by guerilla fighters. Anti-tank mines differ mainly on size and trigger mechanism. Personnel mines generally use pressure plates to trigger, while tank mines may use a magnetic triggering device or a pressure plate set to a much higher weight. (U.S. antitank mines require around 500 lbs. of force to trigger versus around 20 lbs. for a U.S. antipersonnel mine.)

The most common type, and the easiest to concoct out of readily available basic components, is the blast variety. The victim triggers a shallowly buried blast mine, usually by stepping on a pressure plate. The mine explodes and sends fragments of the victim's foot and leg bones up and outward. With immediately medical attention, the victim often survives, but rarely without amputation or severe handicaps.

Fragmentation mines add bits of metal or glass around the explosive content to increase the damage done. The most famous American mine of this type is a directional fragmentation landmine, the M18 Claymore. The Claymore contains a directional shaped charge with hundreds of metal balls. It is usually detonated by remote detonator or trip-wire and creates a 60-degree killing arc effective to 325 feet, and shrapnel sprays out to twice that far. Standing directly behind isn't healthy either, but the danger zone is much smaller — 50 feet — and there are no metal balls!

The most dangerous anti-personnel landmines are bounding mines, or "Bouncing Betties." They contain a small propellant charge to launch them up three to four feet before exploding. They also use fragmentation projectiles. The dirt around a normal blast mine forces

the effects of the blast in a generally upward direction and limits the effect radius. However, bounding mines avoid that problem and consequently can kill and injure out to 100 feet. Their morale effect is also substantial since the mine explodes and injures at the waist level.

It should be noted that the statistics given for mines in game are not representative of the destructive power of the landmine. In real life, there is no saving throw. If you step on even the smallest, least dangerous booby-trap blast mine, you can expect, at the minimum, to lose a foot and often a leg or more. A Bouncing Betty might maim the entire party.

In the game, mines do normal explosion damage, and a Reflex save can minimize even that.

Miscellaneous Equipment

Laser Designator

This hand-held device "paints" the target of a support mission (see Chapter 4, Skills – Call Support for details.) Lightweight and easy to use, the guided ordnance uses the reflected light from the laser beam to identify its target, so the observer must hold the designator on target until the ordnance impacts.

Snake-Eye

The snake-eye is like a little flexible periscope, made from fiber-optic cable with a lens so its user can look through it. The character may snake it under a door, through an older keyhole, through a crack, or anywhere a wire might fit. Once in place, the owner can scan the room in question for bad guys!

Spotting hidden items with a snake-eye is extremely difficult. Increase the Spot DC by +10 when using the snake-eye.

Air Assault Gear

Ropes and harnesses for rappelling out of a helicopter at very low altitude.

Parachute/HALO and HAHO

Parachutes allow insertion from low-flying troop transports. High-altitude drops require HALO or HAHO gear. HALO (High Altitude Low Opening) and HAHO (High Altitude High Opening) equipment add a breathing apparatus that allows the soldier to survive the cold and thin upper atmosphere. High-altitude drops can be made at night or above cloud cover and thus reduce the risk of detection.

Tactical Radio

This usually takes the form of a small walkie-talkie or even a headset. Range is limited but sufficient to talk between team members. Messages can be relayed back to HQ from these sets via overhead aircraft. Modern versions are digital and encrypt the signal.

Field Radio

When a team operates far behind the lines, it may need to take along a field radio pack in order to talk back to the base of operations and/or call in support missions. These radios are usually in the form of a backpack unit. Modern versions are digital and encrypt signals.



Entrenching Tool

The entrenching tool is a small, collapsible shovel. It can be used to dig foxholes and hasty trenches when necessary. Of course, digging with this shovel is like scrubbing the floor with a toothbrush. Despite that, most soldiers carry them and praise their existence the first time they live through an artillery barrage because of them. Digging a deep-enough hole to avoid the worst of an artillery barrage takes 15-60 minutes, depending on the hardness of the soil. Some places are just too hard to dig in at all. If there are trees around, then the foxhole will need some form of top cover as well. Artillery shells landing amongst trees often air-burst and rain shrapnel straight down. Logs or branches covered with thick dirt usually work well against this. A suitable hole protects the soldier from radius effects caused by shrapnel. A direct hit is still fairly fatal.

Meal Ready to Eat (MREs)

These rations last years under most conditions. Each little brown bag contains one good meal, matches, toilet paper, and coffee.

Mess Kit

Knife, fork, cup and two pans that fold together around the whole thing.

Parabolic Listening Device

The parabolic dish collects and concentrates otherwise distant and inaudible sounds. You can use it to listen in on distant sounds from a narrow source.

Add +4 to Listen checks when trying to hear distant sounds. Characters may listen in on sounds up to 500 feet away.

Optional Rules for Added Realism

Many players will may find the following rules add a little more realism to their games. The referee and players should agree to use or not use these before playing.

Optional Armor Rule

Modern firearms made medieval armor completely obsolete. We recommend ignoring armor bonuses from archaic or impromptu armor when resolving attacks from any modern firearm with ballistic ammunition.

Walking Fire

In practice, machine guns usually mix in tracer ammunition as every third or fifth round. These tracer rounds allow the gunner to see exactly where his shots land. This visual feedback allows him to easily make shots at considerable range. In game terms, anyone using a weapon with linked ballistic ammunition may declare a walking fire attack. This attack expends 10 rounds and the gun must have 10 rounds remaining on its belt. A player needs no special feat to make this attack, but they must have proficiency with the weapon

used. Resolve a walking fire attack like a normal single shot except double the range increment of the weapon.

Armor Penetration and Anti-Tank Ammunition

Unlike in movies, real anti-tank rockets do not blow up like a 55-gallon drum of gasoline. In fact, when they do not hit what their designed to hit, their effect can be relatively minor. During the battle in Mogadishu, one of the Rangers suffered repeated near misses from RPG-7 blasts without taking any serious wounds. These weapons consist of directional shape charges designed specifically to penetrate armor. Anti-tank ammunition does not contain any shrapnel as a grenade would. The combination of directed blast and no shrapnel make these weapons largely ineffective against personnel. However, when that directed blast hits an armored target and has sufficient energy to pass through the armor, it forces hot gases and vaporized metal into the confined interior and burns everything inside.

The damage values listed for rocket launcher weapons below (and in the Core Rules) represent the potential damage the weapon might do to an armored vehicle. If a player uses the weapon as an area effect blast like a grenade, then the referee should quarter the number of dice of damage (round up). For example, the RPG-7 rocket launcher does 10d6 damage. If a player uses an anti-tank round in an RPG-7, the referee should reduce the burst radius damage to 3d6. This does not apply to anything hit directly by the weapon or inside whatever the weapon hit – only to targets in the burst radius.

Note that the RPG-7, the M3 Carl Gustav and the JAVELIN can fire rounds designed for anti-personnel work. In this case, the damage remains the same, but they should have no effect versus an armored vehicle. However, since a grenade or grenade launcher is much more effective in this role for the weight, troops generally carry anti-tank ammunition for their rocket launchers.

Conversely, armored military vehicles usually ignore the effects of damage from nearly any other type of weapon. The Core Rules list a hardness of 20 for an M1A2 Abrams Tank. This means burst fire from nearly any firearm can damage it! For players looking for a bit more realism, we suggest the following system.

If a weapon without a penetration value hits an armored vehicle, the weapon does no damage to the vehicle. Such a weapon could fire at the wheels or tracks of the vehicle, if so, apply damage as normal, including the effects of hardness. At best, these weapons might immobilize an armored vehicle.

If a weapon with a penetration value hits a vehicle with no armor or any other unarmored target, apply the damage as normal.

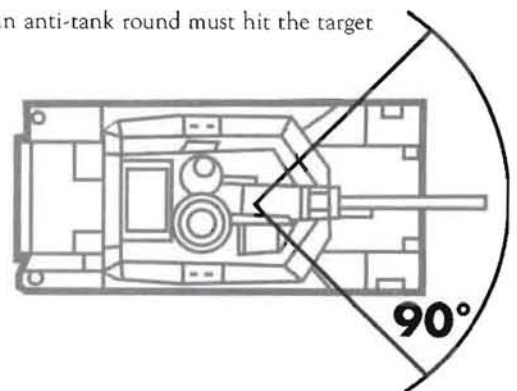
If a weapon with a penetration value hits a vehicle with armor, then use the following procedure:

1. Find the armor value of the target.
2. If the target is hit from anywhere other than its front facing, then halve its armor value. The front facing is anything within

45 degrees to either side of a head on shot. (See diagram.)

3. Add a single d10 to the target's armor value.
4. If the penetration value of the weapon is greater than or equal to the result above, then the weapon damages the vehicle and everyone inside. They have no effect outside the vehicle. In this case, vehicle passengers may make a Reflex save (DC of the weapon) to bail out with only quartered weapon damage. Crewmembers receive no save.
5. If the penetration value of the weapon is lower than the target's value, then the weapon creates a half-circle burst facing away from the vehicle. Resolve this as normal for anyone or anything caught within the radius. Remember to quarter the weapon damage. The vehicle may receive a large divot, but it is effectively undamaged.

Note: An anti-tank round must hit the target to penetrate.



Example: A player character hears a BMP-2 operating on the far side of some abandoned buildings, but he cannot see the target. He sneaks up and lets loose a M72 rocket against the Armored Personnel Carrier. The BMP-2 has two inches of armor and rolls a 7 on the d10 for a total armor value of 9. Since the 12" penetration of the M72 rocket is equal to or greater than 9, everyone inside the BMP-2 takes the 10d6 damage from the blast. This most likely destroys the vehicle as well. The referee decides to add a bit of story or flavor to the action and relates the following:

"As you watch, the rocket streaks out and strikes the BMP-2 directly on its front. A small puff of smoke appears at the impact and around the turret ring. The turret itself lifts slightly and lands slightly ajar. You walk around to examine the vehicle. The engine compartment smolders slowly from a small fire burning inside. As you look inside, you see what looks like four great heaps of rags lying in the passenger area of the vehicle. Only the smell of burnt flesh convinces you these were once enemy soldiers."

Chapter 4: Equipment



Ranged Weapons

Weapon	Damage	Critical	Damage Type	Range	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
<i>Handguns</i> (require the Personal Firearms Proficiency feat)										
Makarov (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Small	2 lb.	15	Lic (+1)
SIG-Sauer P228 (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	13 box	Small	2 lb.	18	Lic (+1)
<i>Heckler & Koch USP</i>										
(.40 S&W autoloader)	2d6	20	Ballistic	30 ft.	S	13 box	Small	2 lb.	16	Lic (+1)
<i>Longarms</i> (require the Personal Firearms Proficiency feat)										
AK-74 (5.45mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	15	Res (+2)
AKSU-74 (5.45mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Colt SMG (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	32 box	Med	6 lb.	16	Res (+2)
<i>Dragunov SVD</i>										
(7.62mm sniper rifle)	2d8	20	Ballistic	100 ft.	S, A	10 box	Large	10 lb.	22	Res (+2)
FAMAS (5.56mm assault rifle)	2d8	20	Ballistic	70 ft.	S, A	25 box	Large	8 lb.	21	Mil (+3)
FN P-90 (5.7mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	50 box	Med	6 lb.	20	Mil (+3)
<i>Heckler & Koch G11</i>										
(4.7mm caseless assault rifle)	2d8	20	Ballistic	70 ft.	S, A	50 box	Large	8 lb.	24	Mil (+3)
M16 / M203 (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	11 lb.	19	Mil (+3)
plus (40mm grenade launcher)	Varies ¹	—	—	70 ft.	Single	1 int.				
<i>M4 Masterkey</i>										
(5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	13 lb.	19	Mil (+3)
plus (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	6 int.				
M40A1 Sniper (7.62 sniper rifle)	2d8	20	Ballistic	80 ft.	Single	5 int.	Large	15 lb.	15	Lic (+1)
<i>OICW prototype</i>										
(5.56 assault rifle) ²	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	18 lb.	27	Mil (+3)
plus (20mm grenade launcher)	Varies ¹	—	—	70 ft.	Single	6 int.				
Steyr TMP (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	25 box	Med	3 lb.	18	Res (+2)
<i>Heavy Weapons</i> (each requires a specific Exotic Firearms Proficiency feat)										
JAVELIN (rocket launcher)	36d6	—	—	500 ft. ³	Single	1 int.	Huge	14 lb. ⁴	25	Mil (+3)
M136 AT4 (rocket launcher)	12d6	—	—	150 ft.	1	1 int.	Large	15 lb.	17	Mil (+3)
M240G (medium machine gun)	2d8	20	Ballistic	100 ft.	A	Linked	Huge	24 lb.	21	Mil (+3)
M249 SAW (light machine gun)	2d8	20	Ballistic	90 ft.	A	Linked	Large	15 lb.	19	Mil (+3)
M3 Carl Gustav (rocket launcher)	12d6	—	—	150 ft.	Single	1 int.	Huge	25 lb. ⁴	21	Mil (+3)
M47 Dragon (rocket launcher)	24d6	—	—	330 ft. ³	Single	1 int.	Huge	7/22 lb. ⁴ 23		Mil (+3)
Mk 19 (40mm machine gun)	Varies ²	—	—	100 ft.	A	Linked	Huge	138 lb.	23	Mil (+3)
RPG-7 (rocket launcher)	10d6	—	—	125 ft.	Single	1 int.	Large	18 lb. ⁴	17	Mil (+3)

¹ This weapon does special damage. See the weapon description.

² See the description of this weapon for special rules.

³ Guided rocket launchers do not receive range increment penalties on attack rolls

⁴ Weight listed for the launcher does not include ammunition. See below.

Additional Heavy Weapon Data

Weapon	Penetration	Ammunition Weight	Radius	Ignored Hardness
JAVELIN (rocket launcher)	24"	35 lb.	25 feet	20
M136 AT4 (rocket launcher)	14"	Included above	15 feet	12
M3 Carl Gustav (rocket launcher)	14"	10 lb.	15 feet	12
M47 Dragon (rocket launcher)	15"	27 lb.	20 feet	14
M72 (rocket launcher)	12"	Included above	See Core Rules	
RPG-7 (rocket launcher)	12"	5 lb.	10 feet	10
BMP-2 30mm cannon	8"	N/A	See Core Rules	
M2A2 Bradley 25mm cannon	7"	N/A	See Core Rules	
M1A2 Abrams tank cannon	24"	N/A	See Core Rules	

Armor Values

Name	Armor	Explanations
AM General Hummer (SUV)	None / 1"	Civilian version has no armor / Some military versions have 1"
BMP-2 (tracked APC)	2"	
M1A2 Abrams (tracked tank)	Classified / 20"	Actual value is classified – use 20" for game
M2A2 Bradley (tracked APC)	Classified / 4"	Actual value is classified – use 4" for game
M113A1 Gavin (tracked APC)	1"	

Ammunition Weight Table

Ammunition Type	Weight
7.62mm Soviet pistol	1 lb. / 60 rounds
9mm Parabellum or Makarov pistol	1 lb. / 50 rounds
.40 caliber pistol	1 lb. / 35 rounds
.44 / .45 caliber pistol	1 lb. / 20 rounds
.50 caliber pistol	1 lb. / 15 rounds
12 gauge shells	1 lb. / 10 rounds
4.7mm caseless (H&K G11)	1 lb. / 75 rounds
5.45mm Soviet rifle	1 lb. / 45 rounds
5.56mm NATO rifle	1 lb. / 40 rounds
5.7 x 28mm (FN P-90)	1 lb. / 75 rounds
7.62mm WARSAW Pact rifle	1 lb. / 18 rounds
7.62mm NATO rifle	1 lb. / 18 rounds
.50 caliber Browning	1 lb. / 5 rounds
12.7mm Soviet machinegun rounds	1 lb. / 5 rounds
14.5mm Soviet machinegun rounds	1 lb. / 4 rounds
20mm grenades (OICW)	1 lb. / 2 rounds
40mm grenades	1 lb. / 1 round

Miscellaneous Equipment

Description	Wgt	Effects
Laser Designator	1 lb.	Needed for certain types of called support
Snake-eye	1 lb.	See around corners and under doors
Air Assault Gear	5 lbs.	For helicopter insertion without landing
Parachute	20 lbs.	For airborne insertion
HALO / HAHO gear	40 lbs.	For high altitude airborne drops
Tactical Radio	1 lb.	Communication between team members
Field Radio	10 lbs.	Communication to HQ and support
Entrenching Tool	2 lbs.	For digging
MRE's	1 lb.	Meal Ready to Eat
Mess Kit	1 lb.	Utensils and pans for eating
Canteen	2 lbs.	A quart of water
Stretcher	10 lbs.	For the disabled
Parabolic Listening Device	4 lbs.	For listening to distant sounds

Chapter 4: Equipment



Military Armor (Medium)

Armor	Type	Equipment Bonus	Nonprof. Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Flak Vest	Tactical	+4	+1	-3	25	15 lb.	17	Lic (+1)
Kevlar Helmet	Tactical	+1	+1	-1	25	3 lb.	13	—

Landmines

Landmine Type	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range	Size	Weight	Purchase DC	Restriction
Blast	3d6	—	Fire	2.5 ft. ³	16	—	Tiny	1 lb.	16	Mil (+3)
Fragmentation	4d6	—	Slashing	10 ft. ³	18	—	Small	2 lb.	16	Mil (+3)
Bounding	6d6	—	Slashing	100 ft. ³	17	—	Med	10 lb.	19	Mil (+3)
Directional Fragmentation	8d6	—	Slashing	325 ft. ¹	19	—	Med	3 lb.	21	Mil (+3)
Anti-Tank	12d6	—	Fire	20 ft. ²	19	—	Large	40 lb.	23	Mil (+3)

¹ Burst radius covers only a 60 degree arc (25 ft. radius and 4d6 damage otherwise). Activated by trip wire or detenator.

² 500 lb. pressure needed to activate. Destroys the wheels or tracks of an armored vehicle.

³ 10 lb. pressure needed to activate



Chapter 5: Military Roleplaying



CODE OF CONDUCT FOR MEMBERS OF THE UNITED STATES ARMED FORCES

I

I am an American, fighting in the forces which guard my country and our way of life. I am prepared to give my life in their defense.

II

I will never surrender of my own free will. If in command, I will never surrender the members of my command while they still have the means to resist.

III

If I am captured I will continue to resist by all means available. I will make every effort to escape and aid others to escape. I will accept neither parole nor special favors from the enemy.

IV

If I become a prisoner of war, I will keep faith with my fellow prisoners. I will give no information or take part in any action which might be harmful to my comrades. If I am senior, I will take command. If not, I will obey the lawful orders of those appointed over me and will back them up in every way.

V

When questioned, should I become a prisoner of war, I am required to give name, rank, service number and date of birth. I will evade answering further questions to the utmost of my ability. I will make no oral or written statements disloyal to my country and its allies or harmful to their cause.

VI

I will never forget that I am an American, fighting for freedom, responsible for my actions, and dedicated to the principles which made my country free. I will trust in my God and in the United States of America.

United States Code, Title 10, Chapter 47 (Uniform Code of Military Justice), Article 2 – The Code of Conduct for The United States Armed Forces. Memorized during Basic training by all inductees.

Living in the Field – Africa

The Call to Deploy

When the call comes to deploy in the field, it brings with it excitement and uncertainty. While no one wants to get killed, most soldiers hope for a little adventure during their enlistment. On the surface, peacekeeping missions seem like the ideal thing. Soldiers get to meet new people, make a difference in the world, and theoretically, not get shot at. In reality, it often just means you have to obey the rules of engagement before shooting back! Meanwhile, back at home, loved ones and family members worry. Some may not even know if their significant other actually deployed to the current hot spot.

Deploying usually means a hurried packing of personnel and unit equipment, running out to crowded trucks and driving to a nearby airfield or port. Unit equipment like transport, large tents, extra medical supplies and mess facilities may get packed aboard a ship while the soldiers themselves fly to their destination. A special forces unit travels light and carries most everything on the plane, but all the follow up support troops may need ships to transport hundreds of cargo containers full of supplies and equipment. So, while the special forces hit the ground running, everyone else looks for a place to sleep and something to do while waiting for the tools of their trade to catch up. Finally, everyone's moral improves drastically when the support services set shower facilities, laundry service, and hot meals.

In many third world countries like Somalia, clean water and decent roads become an issue for everyone. Engineers arrive to start improving the roads and to clear areas for the support teams to set up water purification systems. Meanwhile, pallets and pallets of bottled water arrive to fill in while these sites set up.

Chapter 5: Military Roleplaying



Everyday Life in Somalia

After a few long, hard weeks, things begin to settle into some sense of routine. Of course, Somalia is a dangerous place. However, once the mail starts arriving regularly, the nightly movies start playing, and the unit schedules its first cookout, then the soldiers start to relax and enjoy the adventure. Sure, most of them wait in long lines to call back home, but the experience is exhilarating.

Of course, the Somalis may lob a mortar round into the center of the compound every now and then. Supply runs may involve dodging sporadic small arms and sniper fire, and everyone knows better than to travel off the known roads for fear of mines. Eventually, even these dangers become just a part of life. The soldiers start joking about how inept their opponents are. Few realize the reality of their danger until someone close to them gets hurt. Otherwise, even the RPG-7 round shot at them that afternoon becomes nothing more than fodder for the conversation that evening.

While the soldiers have plenty to do on duty, the normal off-duty entertainment is no longer available. There may be no television, or at least none in English. There's no safe corner pub, no mall, no main street to cruise, and no family to visit. For the most part, the soldiers must stay within the confines of their guarded outpost. So, they find new ways to spend their off-duty time. They play board games, read books, watch movies, talk and joke, and engage in private pleasures. This time spent in necessarily close quarters only contributes to the unit camaraderie their lives may depend on later.

The unit leaders arrange constant training to prepare them for the unexpected and to limit the idleness that might otherwise set in. Troops may practice dealing with the estimated one million mines buried in Somali. Most of these are the small, non-metallic antipersonnel type, which are the most difficult to detect. They may practice dealing with enemy ambushes or simply test their knowledge on the local rules of engagement.

Unit leaders also constantly remind their soldiers of the importance of sanitation in the harsh environment of Somalia. Even as late in history as the American Civil War, a soldier was more likely to die of disease in the field than enemy fire. Pest control is another big issue and as a result, so is Malaria. Soldiers get vaccinated and take a weekly pill to prevent its onset.

Navigating the Countryside

Apart from the weather, the mines and the enemy, the roads create the biggest problems for getting around Somalia. They are terrible. The United States sent engineering units to help address the problem, but it is an overwhelming task. Few paved roads exist, even inside the city of Mogadishu itself. As a result, quite a few American support vehicles suffered breakdowns just trying to move around. The military's tracked vehicles performed well, but life can get frustrating when the truck with the crane breaks down and soldiers have to man-handle heavy equipment around as a result.

Meanwhile, each new location may reveal new horrors of life

Major Relief Agencies in Somalia:

Africare
Air Service International
American Friends Service Committee
American Red Cross
CARE International
Church World Service
Doctors Without Borders, USA
International Medical Corps
Lutheran World relief
Save the Children Fund
UNICEF
U.N. World Food Program DC-1
World Vision

in Somalia. Soldiers occupying a new building or site often found the remains of famine victims within. Just imagine finally reaching a distant outpost after driving over rough roads all day. Your sergeant directs you over to an abandoned building inside the perimeter for sleep. You wearily stumble inside only to find the remains of some Somali who died alone months before.

The Mission

The military mission in Somalia really centers on the inability of world relief workers to help the starving Somalia people. Clan militia targeted relief workers for violence, looted relief supplies, and stole from the beneficiaries when possible. The United Nations came to Somalia to feed people and to enable other agencies to do the same. The military mission initially became the protection of U.N. and other relief agencies as they tried to help the famine stricken population. However, some of the warlords supported the famine in order to undermine the strength of other clans. It was not long before the clash of goals led to violence.

In the second phase, the military attempted to eliminate the clan warlord most identified as working directly against the relief operations, as well as being responsible for the attack on Pakistani peacekeepers. This pit United States special forces units directly against the warlord, Mohammed Fara Aidid. Unfortunately, Aidid was the closest thing to a local government the citizens of Mogadishu had. This left the U.N. forces losing much of the legitimacy and popularity they enjoyed at the beginning of the mission. It allowed Aidid to sway public opinion against the United Nations and the United States and to mount even larger military operations in opposition to them.

For the everyday officers and soldiers, the situation worked against morale. Of course, the special forces units kept good morale would fight on regardless, but that meant little when the American public lost faith in the mission. People thought, "We're supposed to be feeding and helping people over there. If they don't want us over





there, then let's just leave." No doubt, many of the average soldiers in Somalia began to feel the same.

Unit leaders had to fend off concerns about "mission creep" and what the return date would be. The confusion over the rules of engagement left many soldiers confused and angry. The physical security constraints left most soldiers stuck on base, coping with boredom and generating wild rumors. Over everything else was the basic confusion the common soldier had about why she was there. Military personnel overseas often risk their lives to accomplish their jobs. They need to know the goals might be worth the risk, and many felt those were unclear in Somalia.

The objective eventually became the capture of Aidid. However, some began to feel that obtaining that objective might require killing half the residents of Mogadishu. They also asked how that could be consistent with the original objective of helping them overcome famine.

The peacekeeping role required some different approaches to military issues. Like most military and civilian operations, it called for clearly defined objectives. However, the multinational aspect of the force caused challenges when it came to getting everyone working together. Also, the peacekeeping force needed legitimacy. Without that legitimacy, the local population considered them nothing more than an occupying force. Somalia lacked a central government to provide that legitimacy.

The United Nations might have earned its own legitimacy by acting in a fair, unbiased manner to all parties, and by employing appropriate force when necessary. Unfortunately, this proved to be an impossible tight rope to walk within Somalia. There were too many factions, with too many competing goals.

Peacekeeping also required patience. The providing nations had to prepare for a protracted commitment. The underlying problems needed time to resolve. In most peacekeeping operations, the factions involved have generations of hatred to overcome. Obtaining quick objectives may necessitate the use of excessive force, and that may lose needed legitimacy from the peacekeeping force. In hindsight, one can point to certain military actions that cost the U.N. forces legitimacy in Somalia.

On the other hand, a peacekeeping force should never appear weak. While aggressive U.S. actions may have cost legitimacy, the earlier success of Aidid's forces against the Pakistani's also cost the United Nations respect. Had the Pakistani force wiped out their attackers, the mission would likely have moved forward unchanged. Later on, the real strategic blow on October 3, 1993 was the loss of the U.S. helicopters' unquestioned supremacy of Mogadishu's skies.

Military Rank

Strictly speaking, anyone of a higher rank can tell anyone of a lower rank what to do. There are few exceptions: generally, troops of

Chapter 5: Military Roleplaying



English	Somali	Pronunciation
Yes/No	Haa/May	("Ha/My")
We Are American Military	Waxaan Nahay	("Wahan Nahy Eedamada Cidamada Maraykanka")
We Are Here To Help You	Inaan Indin Caawino Ayaan	("In An Eedin Aweno Ayan Halkan Oo Chogna")
What Do You Need?	Maxaad Doonaysaa?	("Mahat Doanaysa?")
Give Me	I Sii	("Isee")
Wait Here	Waa Ku Sug	("Halkem Koosook")
Come With Me	I Soo Raac	("Essorra")
Stop!	Joogso!	("Chok So!")
Hands Up	Gacmachaa Kor U Taaga	("Gamaka Korootag")
Lie Down	Jiifso	("Cheef So")
Face Down	Wajigaaga Dhulka Saar	("Wichee Gaga Lulkasar")
Get Up	Staag	("Ka")
Be Quiet	Aamus	("Ammoos")
Good Morning	Subax Wanaagsan	("Subah Wanaksin")
Good Night	Habeen Wanaagan	("Habayn Wanaksin")
Hello	Iska Waran	("Iska Warran")
Good-Bye	Jaaw	("Chow")
Put Your Weapon Down!	Hubkaaga Ohig!	("Hoopkaga Dig!")
Leader	Hogaamiye	("Hogameeya")
Family	Reer	("Rayn")
Refugee	Qaxooti	("Kahoatee")
Do You Speak English?	Ma Ku Hadli Kartaa Ingiriisi?	("Mako Hadlee Karta Ingreezee?")
What Is Your Name?	Magacaa?	("Maga-A?")
Who Is In Charge?	Yaa Ka Taliya Halkan?	("Halkan Yahookooma?")
East	Bari	("Baree")
West	Galbeed	("Galbayt")
North	Waqooyi	("Wakoyee")
South	Koonfur	("Konfoorn")
Down	Hoos	("Hoas")
Village	Tuulo	("Toolo")
Today	Maanta	("Manta")
Which Way?	Haggee?	("Hagay?")
Come	Kaalay	("Kalay")
Danger!	Khatar!	("Khatar!")
Do Not Drink The Water!	Biyaha Ha Cabin!	("Biyaha Ha-Abin!")
Mine Field	Gegi Miinaysan	("Gegi Meenaysan")
Keep Out!	Ka Dheerow!	("Ka Dero!")
Warning!	Digiin!	("Digneen!")
How Is The Road?	Waddadu Waa Sidee?	("Waddadoo Wa Siday?")
Get In	So Gal	("Soagel")
Don't Be Frightened	Ha Cabsanin	("Ha Apsanin")
Are You Carrying A Weapon?	Hub Ma Sidataa?	("Hoob Ma Sidata?")
Don't Fire	Ha Ridin	("Haridin")
Don't Shoot Us	Ha Na Toogan	("Hadahglin")
You Are A Prisoner	Maxbuus Baad Tahay	("Mahboos Ayat Tahay")
Stay Where You Are	Halkaaga Joog	("Halkaga Choag")

Continued...





English

Somali

Pronunciation

Where Are You From?	Xaggee Baad Ka Timid?	("Hagay Bat Katimit?")
Go	Tag/Bax *	("Tag")
Line Up	Safta	("Saff Ta")
Doctor	Dhakhtar	("Dakhtar")
Medicine	Daawo	("Dawo")
Show Me	Itus	("Itos")
Are There Any Dead?	Cid Dhimatay Miyaa Jarta?	("Idd Dimatay Miya Chirta?")
Boil Your Water	Biyihiina Iska Kariya	("Biyiheena Eeska Kareeya")
Wash Your Hands	Qacmahiina Dhaqa	("Kamiheena Daka")
Thank You	Mahadsanid	("Mahatsenit")
Bread	Rooti	("Roatee")
Camel Milk	Caano Geel	("Ano Gel")
Rice	Bariis	("Barees")
Flour	Bur	("Boor")
Drink	Cab	("Ab")
Eat	Cun	("Oon")
Don't Be Afraid	Ha Cabsan	("Ha Absan")
Food	Cunto	("Oonto")

**(Note: Don't Say Bax/Tag To Elderly People Because It Tells Them To Leave The Village.)*

enlisted grade four (E-4 or corporal in the Army) and below do not go around telling even troops of lower rank what to do. Also, orders flow down a chain of command. Troops can sometimes get away with ignoring orders from someone in a different unit, especially if they conflict with existing orders. A soldier busy doing military business, especially a task assigned from a superior within his unit can ignore enlisted superiors from other units. However, if the order in question involved an urgent matter or the soldier was idle, then he had better just follow orders. Lastly, it is the responsibility of a soldier to disobey any order that goes against the laws of war or the code of conduct. "Just following orders," is not a sufficient excuse for killing innocent civilians.

The nature of war requires unquestioned obedience during battle. However, many situations within the military do not have quite the same urgency. It would not be usual for a soldier to ask for clarification or to express concerns about an order in a non-combat environment. For example, a Staff Sergeant orders, "Put that tire on the truck." A private might respond, "But, that tire has a hole in it. Should I repair the tire first, or use another one?" On the other hand, he might face article 15 punishment if he replied, "Do it yourself!" (See Uniform Code of Military Justice, below, for an explanation of Article 15.) In an urgent combat situation, even the first reply might get him in trouble.

The military does enforce a heavy distinction between commissioned officers and the enlisted. They have separate clubs, separate quarters, and eat at separate mess halls or at least at separate times. Officers do not fraternize with enlisted troops. It is almost

equivalent to a noble title within the armed forces, even if section 9, article 1 of the United States Constitution prohibits the government from granting titles of nobility.

A soldier in uniform should initiate a salute with a ranking commissioned officer whenever he sees one. The ranking officer is obliged to return the salute. The junior should hold his salute while the officer returns it. The soldier should also salute the vehicle of an officer if it flies a rank pennant, though usually only generals have them. If the soldier is marching within a formation, she should not salute except as ordered by the unit's drill leader. If the soldier is busy on a work detail, then whoever is in charge of the detail should salute for the whole detail. Indoors, only salute when formally reporting. When in a group approached by a ranking officer, whoever sees him first should sound the order, "Attention!" Everyone in the group should then come to attention and salute, if outdoors. Generally, no one salutes if his hands are full. However, the junior should still salute if the officer's hands are full. Most officers nod in reply.

On the other hand, a soldier should never salute an officer in a combat situation. Officers like to avoid standing out too much when snipers might be around. Since a salute can get an officer in a combat situation killed, they sometimes get very angry when a soldier accidentally does.

The most elite teams in the military tend to downplay the role of rank within their units. They operate best as a team. All of them have extensive experience, and they all contribute to the team as near equals. They may even drop the heavy distinction between officers and enlisted, which annoys the crap out of officers outside the unit.



This fact works well for the average roleplaying group. Generally, friends in a gaming group do not like taking orders from their associates. In a roleplaying situation, gamemasters can minimize the role of rank within a group. Players should still maintain military respect for ranking non-player characters they meet. They should use the highest-ranking commissioned officer character to make final decisions and to take responsibility for the group, but the officer should not just order everyone around. For example, the group can not decide between two courses of action. Let the officer break the tie. For another example, a non-player character colonel approaches the group. The officer, if below the rank of colonel, should call the party to attention. After the salute, the officer should represent the group in conversation with the colonel. This representative role does not have to extend to interactions with civilians, but within the military, tradition rules.

Working with the Military

Many opportunities exist in areas like Somalia for experienced civilians to work along side military forces. While the military prefers its own, especially where bullets fly, it does not always have the exact expertise required. Today's military makes extensive use of contractors to both fill in necessary holes in expertise and to sometimes just operate a little cheaper. Those contractors range from dishwashers to airplane mechanics to guards. In addition, the U.S. military routinely conducts Foreign Internal Defense missions (see Chapter 6) in which it often trains and fights with local forces.

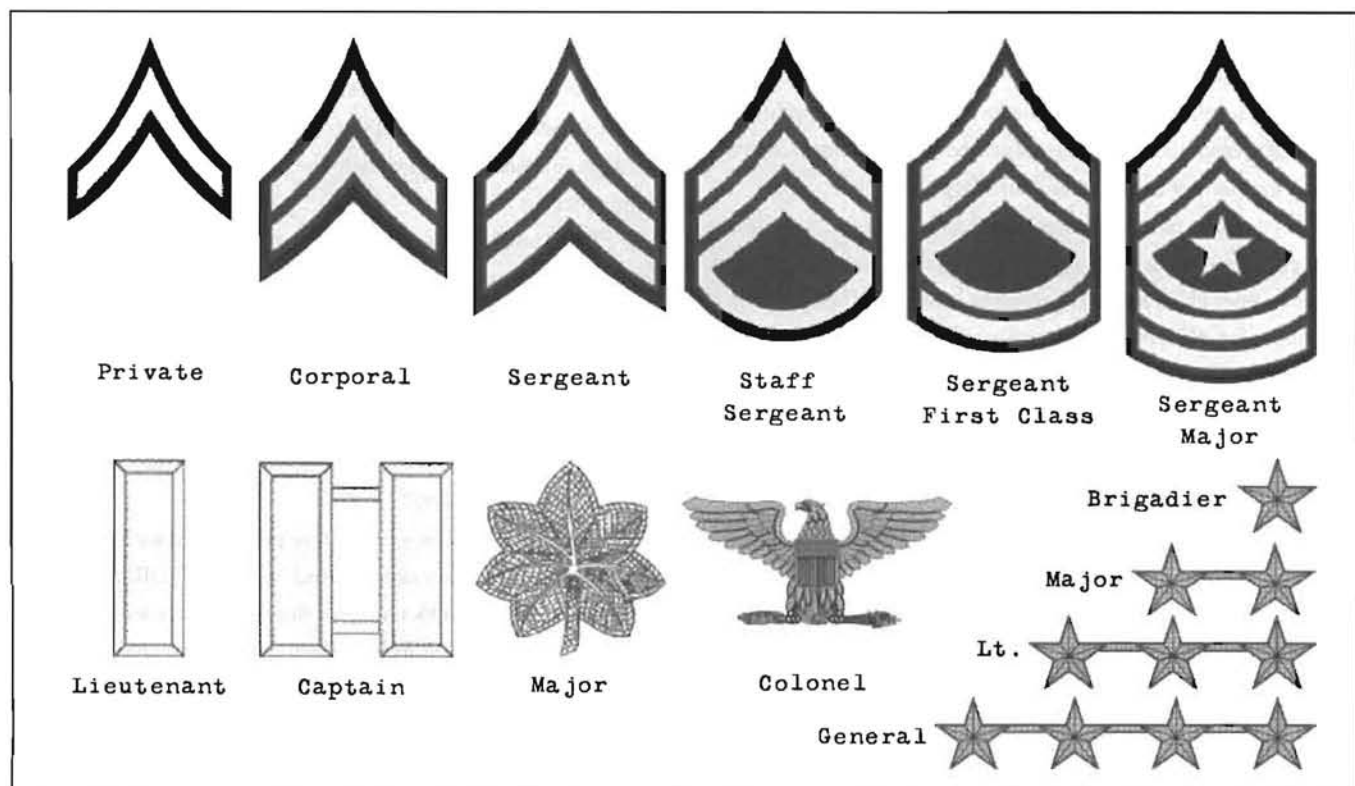
Contractors

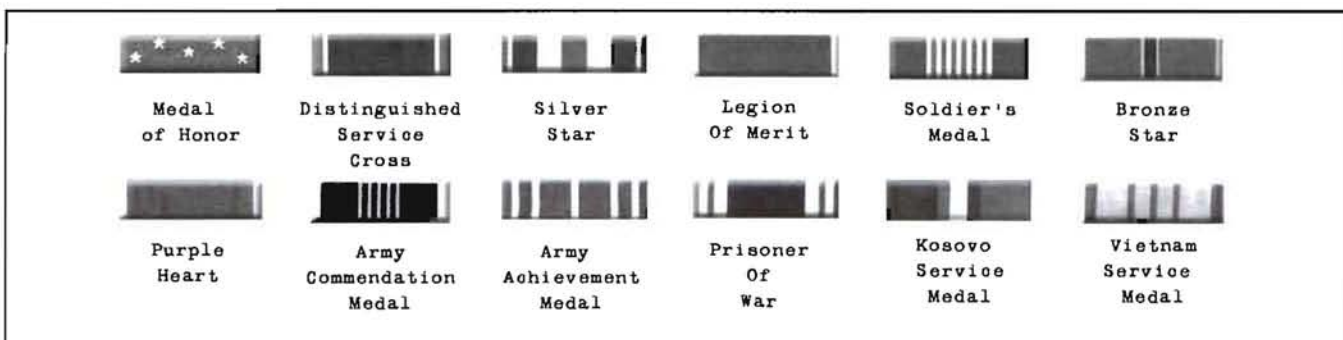
To contract means to provide a specific service for a specific fee. With the armed forces, the service is usually not combat related. However, the Army often hires local labor for security guards. Other examples include mechanics, computer specialists, local guides, transportation services and food service. The Army buys nearly all of its military equipment from contractors as well, and it would not be unusual for a manufacturer's representative to travel with a batch of particularly new equipment to help repair it and to observe its performance in the field.

In a long-term campaign, a referee might have to stretch reality a bit to find an excuse to keep these characters together with other professional military characters. However, the game definitely benefits from having a character with a different perspective. Military characters mainly want to survive and occasionally gain a little glory along the way. However, they have a sense of duty and comradeship, which often keeps them from fleeing a battle. The contractor character may find money more motivating, and while she may enjoy the spectacle created by one of her company's new weapons, she is otherwise much more willing to leave a firefight in progress.

Friendly Forces

While operating on foreign soil, United States and United Nations forces always try to link up with friendly local forces. During World War II, this was the British and the French Resistance. During the Gulf War, the United States allied with numerous coalition forces to accomplish the mission. In Somalia, there were numerous nearby U.N. forces, like the Pakistanis. The United States





operates with these forces for three main reasons. First and foremost, it gives the operation greater legitimacy. Second, the operation becomes cheaper. Third, the United States learns from these operations. In addition, U.S.-led training of local forces may add to the stability of the local government after U.S. forces leave.

The British Special Air Services (see Chapter 6) make a point of either training with, working with, or just observing the operations of as many friendly forces as they can. They feel the experience gained more than justifies any potential long-term conflict of interest. So, no matter what the operation, there is always a chance the SAS may be there.

Again, mixing in player characters from different nationalities provides additional color to a roleplaying game. While the long-term justification for such a group staying together might be a tad tenuous, it is worth the effort to increase the diversity of the characters in the group.

Informants

Intelligence work relies on the use of local informants. In a mostly homogeneous country like Somalia, Americans agents usually stick out, regardless of their skin color. Therefore, in order to get inside an organization, the government must rely on locals. The Army used local intelligence to find the two targets of the unfortunate attack of October 3, 1993. They also used local intelligence to find targets for many of the successful attacks prior to that.

For a short-term campaign, local informants as gamemaster characters, or even as part of the party can really connect the party to a story line. The informant knows the local area. He knows whom to contact for odd services and supplies. As a gamemaster character, he may know much about the organization struggling against the players. The referee can use the informant to pass along rumors and information to the party. In the long-term, if the party leaves the Somalia area, the informant loses much of his initial value. If your campaign stretches beyond Somalia, you should avoid using local informants as player characters unless they have considerable other strengths.

Awards and Ribbons

Awards and decorations form a big part of the compensation scheme for soldiers. Many join the military to seek honor and re-

nown. The awards and decorations recognize a soldier's gains toward those goals. They also show a soldier that his superior officers respect his contribution to the unit.

On the other hand, a perception that awards are given unfairly or arbitrarily can have a serious impact on unit moral. An award quickly loses its meaning and value when not given when deserved and when awarded when not deserved. Of course, the bureaucracy of the U.S. Armed Forces sometimes causes exactly that to happen. For example, a soldier gets assigned to a particularly grueling task, and her superior officer puts her in for a special award. Later, the soldier experiences some minor event that just happens to make the unit look better. The superior wants to recognize the experience, but knows it deserves a much lesser award, like perhaps a simple Certificate of Appreciation. Unfortunately, the better award takes much longer to process. So, while the soldier stewes a bit feeling unappreciated for the grueling work she did months ago, everyone gets called up to receive a small award for the minor event she very recently experienced. Now the soldier thinks the military is completely out of whack and hard work means nothing compared to good timing! Obviously, this has a detrimental effect on her morale.

Of course, in a roleplaying game, pretend awards do not have quite the same results. However, they are one more element a referee can add to bring the players more fully into the setting. Like rank, they are details, which help the players suspend their disbelief while playing.

The Armed Forces establishes an order of precedence for awards, decorations, campaign and service medals. This establishes both the relative distinction of each commendation and the order a soldier should wear the ribbons on her dress uniform. (Inspectors love to find a soldier wearing her ribbons in the wrong order!) The recipients of the highest of these awards usually receive them posthumously. A short description of some of the major awards follows:

Medal of Honor

The Medal of Honor, a gold five-pointed star with a bar above inscribed "VALOR" on one side and "THE CONGRESS TO" followed by the recipient's name on the other, precedes every other medal on the current Army list. When possible, the president awards it, in the name of Congress. Recipients distinguish themselves by conspicuous acts of gallantry and intrepidity at the risk of their life, above and beyond the call of duty, while engaged in action against

Chapter 5: Military Roleplaying



an enemy of the United States. Recipients must have performed a deed of personal bravery or self-sacrifice so conspicuous as to clearly distinguish them above their comrades.

Medal of Honor recipients also receive extra pension and special privileges once retired, though few live through the act that earns them their Medal of Honor. Amongst other things, Medal of Honor recipients receive special invitations to attend Presidential inaugurations, and their children receive special consideration if they qualify to attend one of the U.S. military academies.

The Senate created the Medal of Honor on February 17, 1862 in recognition of the exceptional deeds of valor during the American Civil War. They followed the pattern of a similar Naval award created in December of the previous year. The present medal dates to 1904 when Major General George L. Gillespie re-designed it. The present neck ribbon was adopted in 1944.

Distinguished Service Cross

The criteria for the Distinguished Service Cross is very similar to the Medal of Honor. President Woodrow Wilson established the award on January 2, 1918 on the recommendation of General John Joseph Pershing. Pershing, the Commander-in-Chief of American forces in France during the First World War, wanted an award just below the Medal of Honor similar to the European equivalent. The medal itself is a bronze cross with the inscription, "FOR VALOR".

Silver Star

The Silver Star is, ironically, a gold five-pointed star with the words "FOR GALLANTRY IN ACTION" inscribed on the back. U.S. Army recipients distinguish themselves by gallantry in action of a marked distinction against an opposing foreign force. The Secretary of War approved the Silver Star on July 19, 1932 to replace the Citation Star created in 1918. The new name accompanied a new design. Congress later passed the authorization for this medal into law in 1942.

Legion of Merit

The Legion of Merit is an elaborate decoration involving a green wreath and a five-pointed white, purple and gold rosette bow. It has a blue center with 13 white stars and the words "UNITED STATES OF AMERICA" engraved on the solid gold back. Recipients earn the award by exceptionally meritorious conduct in the performance of outstanding services and achievements. Service should be of a special requirement or an extremely difficult duty performed in an unprecedented and a clearly exceptional manner or meritorious service over a succession of important positions.

Members of the armed forces of foreign nations may also receive The Legion of Merit in the following ranks:

Chief Commander	For a chief of state or head of government
Commander	For the foreign equivalent to a U.S. military chief
Officer	For a general or flag officer or Military attaches

Legionnaire

For all other qualified foreign recipients

Congress authorized the Legion of Merit on July 20, 1942 to respond to the need for a meritorious service medal recommended as early as 1937. President Roosevelt initially set up the medal to require a President's approval for award. However, in 1943, he delegated that authority to the War Department at the request of General George C. Marshall.

The Legion of Merit was the first decoration Americans awarded to foreigners. China's General Chiang Kaishek was amongst the first recipients.

Soldier's Medal

The Soldier's Medal is a bronze octagon with an eagle on the front and the words "SOLDIER'S MEDAL" and "FOR VALOR" inscribed on the back. The back also contains a small panel for the recipient's name. United States and friendly foreign recipients earn the award by heroism not involving actual conflict with an enemy. The heroism must involve personal danger and the voluntary risk of life.

The need to recognize peacetime acts of heroism led to Congress establishing the Soldier's Medal in 1926. The Philadelphia Mint produced the first design for the medal in 1927, but the Commission of Fine Arts rejected it with the comment, "It would be a very serious disappointment to this Commission...to have to rely on work of this character." After rejecting further designs in 1929, the Commission finally approved a design by Mr. Gaetano Cecere submitted in April of 1930.

Bronze Star Medal

Recipients earn the Bronze Star Medal, a five-pointed bronze star with the inscription "HEROIC OR MERITORIOUS ACHIEVEMENT" and space for the recipients name on the back, by heroic or meritorious achievement while engaged in action against an enemy of the U.S. that is not aerial in nature. Persons not quite qualified for the Legion of Merit or Silver Star may receive the Bronze Star.

General George C. Marshall recommended the award in 1944 as a response to the Air Medal adopted two years earlier. President Roosevelt authorized the medal the next day.

Purple Heart

Members of the armed forces wounded in action earn the Purple Heart, a gold-bordered purple heart shaped medal with General George Washington's profile on the front and the inscription "FOR MILITARY MERIT" on the back.

The award traces its history back to a 1782 award established by General George Washington. It fell into disuse after the Revolutionary War, but President Roosevelt revived it in 1932, the anniversary of General Washington's birth.

Army Commendation Medal

Soldiers earn this medal by an act of heroism, a meritorious achievement, or meritorious service. These acts are of a lesser de-



gree than those that might earn a Bronze Star. They may be acts in a non-combat situation. Soldiers of a friendly foreign nation may also earn this award. It is a bronze hexagon with the American bald eagle on the front and the inscriptions "FOR MILITARY" and "MERIT" around a name panel on the back. The secretary of war and the War Department established the Commendation Ribbon in December 1945. It became the Army Commendation Medal in 1960, and President Kennedy authorized for friendly foreign forces in 1962.

Army Achievement Medal

A bronze octagon with a Department of the Army design on the front and the words "FOR MILITARY ACHIEVEMENT" inscribed on the back, this award goes to an American or friendly nation soldier who distinguishes himself by meritorious service. The secretary of the Army approved this award in 1981. It is not an overly difficult award to merit and most decent soldiers should earn a few during their careers.

Prisoner of War Medal

The Prisoner of War (POW) Medal is a bronze circle containing an eagle surrounded by barbed wire on one side, and the inscriptions "AWARDED TO" and "FOR HONORABLE SERVICE WHILE A PRISONER OF WAR" on the back. Between the inscriptions, there is space for the recipient's name. U.S. prisoners of war caught while engaged against an opposing force qualify for the award. Hostages of terrorists are not eligible. Public law established the award in 1985.

Campaign Medals

In addition to the awards listed above, the Army also recognizes a number of medals and ribbons for participation in various important conflicts. There is a Kosovo Campaign Medal, a Vietnam Service Medal, and many more. There is also a ribbon for Army Service and for Overseas Service. So, just joining the Army and serving overseas puts two ribbons on your chest!

Other Medals

This is just a small sample of the awards recognized by the Army. For a complete list of Army decorations, visit The Institute of Heraldry at: <https://www.perscom.army.mil/tagd/tioh/tioh.htm>

Uniform Code of Military Justice

Title 10, Chapter 47 of the United States Code (USC) is the Uniform Code of Military Justice (UCMJ). Since military personnel often live and act outside the jurisdiction of normal state and local law, members of the armed forces fall under the jurisdiction of this document instead. Ironically, those sworn to protect the U.S. Constitution fall outside its basic protections. Articles 77-134, or the "Punitive Articles," form the most interesting part of the UCMJ. Anyone interested in actually reading this can find the entire USC online at: <http://uscode.house.gov/>

For everyone else, we have a brief summary right here that should suffice for a roleplaying game. We should remind you that we do not practice law and do not even play lawyer characters in the game. If you are in actual legal trouble with the military, then please do not think this book will help!

The first fallacy of military law is that the accused is guilty until proven innocent, as opposed to the traditional civilian rule of innocent until proven guilty. This is not exactly true. In fact, the UCMJ specifically instructs that during full courts-martial, voting members should consider:

1. that the accused must be presumed to be innocent until his guilt is established by legal and competent evidence beyond reasonable doubt;
2. that in the case being considered, if there is a reasonable doubt as to the guilt of the accused, the doubt must be resolved in favor of the accused and he must be acquitted;
3. that, if there is a reasonable doubt as to the degree of guilt, the finding must be in a lower degree as to which there is no reasonable doubt; and
4. that the burden of proof to establish the guilt of the accused beyond reasonable doubt is upon the United States.

(UCMJ, Article 51)

Of course, full courts-martial rarely preside over the less-significant offenses committed by members of the military. An accused can always demand courts-martial, but more often, both the commanding officer and the accused would rather have minor infractions dealt with within the unit. Since article 15 of the UCMJ clearly defines this process and its limits, the military refers to it as an "Article 15." The commanding officer looks better to her superiors if her unit appears to get in less trouble, and the accused may avoid anything permanent on his record and often receives a lighter sentence. However, when the accused allows his commanding officer to decide a case, the officer normally assumes the accused is guilty. In other words, you are guilty unless you want to force courts-martial and prove your innocence. In essence, it works a lot like traffic tickets do for the rest of the civilian world.

The UCMJ does limit what a commanding officer can impose as punishment. The following list details some of the common punishments a company-level officer may impose. (See article 15 of the UCMJ for a full list.)

1. Correctional custody for up to seven days
2. Forfeiture of up to seven-day's pay.
3. Demotion by one rank.
4. Up to 14-days extra duty.
5. Restriction to specific areas (like barracks and mess hall) for up to 14 days.

If the company officer thinks the offense warrants greater punishment, he may refer the case up to the battalion or higher command where a major, Lt. commander or more senior officer can impose the following:



1. Correctional custody for up to 30 days
2. Forfeiture of up to one-month's pay over a two-month period.
3. Demotion to the lowest rank or by two grades if the accused is at least a sergeant. (The steps listed in the feat Military Rank represent about two grades of actual rank in the military.)
4. Up to 45-days extra duty.
5. Restriction to specific areas (like barracks and mess hall) for up to 60 days.

If the accused prefers courts-martial, there are three types:

1. General Courts-Martial, which consists of a military judge and at least five voting members, though the accused may elect to trial by only the judge if the judge approves. These may try any case and assign any punishment including death. However, a death sentence requires a unanimous decision by all voting members.
2. Special Courts-Martial, which consists of a military judge and at least three voting members, though the accused may elect to trial by only the judge if the judge approves. These may try any case, but may not impose the following punishments: death, dishonorable discharge, dismissal, confinement for more than one year, hard labor for more than three months, or forfeiture of pay for more than one year.
3. Summary Courts-Martial, which consists of one commissioned officer and may try any enlisted person for any non-capital offence unless that person objects and wishes a higher court. It may

not impose the following punishments: death, dishonorable or bad-conduct discharge, confinement for more than one month, hard labor for more than 45 days, restriction for more than two months, or forfeiture of more than two-thirds pay for one month.

The higher the accused pushes the case, the more severe the punishment to which he may expose himself if he loses.

The UCMJ and the military also create a Court of Criminal Appeals. However, appealing a case is probably not the best thing to do in a roleplaying game. If this comes up, we suggest considering a new character. Otherwise, refer to the UCMJ itself for details on the process.

You can count on just about anything illegal in the civilian world being illegal in the military with only a couple exceptions. The military allows the consumption of alcohol on base to its off-duty personnel under the age of 21. However, a local base commander may impose the local civilian age standard if she desires. Also, in foreign countries, the military overlooks a few non-victim crimes like prostitution when they are not illegal in the host country itself. The military does not tolerate drug use and conducts regular urine tests to guard against it.

The UCMJ also creates a number of crimes in a list that civilians would find draconian at best. While a civilian is free to quit a job anytime he likes, his military counterpart faces prosecution for desertion (article 85), absence without leave (article 86), or even missing a movement (article 87). While a civilian could, at worst,

get fired for mouthing off to the boss, her military equivalent faces charges like contempt toward officials (article 88), disrespect toward superior commissioned officer (article 89), insubordinate conduct (article 91), and failure to obey order (article 92). If you are the boss, imagine next time at the office party that you have to worry about prosecution for conduct unbecoming an officer and a gentleman (article 133)! Civilians do not even have an equivalent for such crimes as improper use of countersign (article 101), misbehavior before the enemy (article 99), aiding the enemy (article 104), or misconduct as prisoner (article 105). Improper use of the countersign means giving the password to the wrong person. Misbehavior before the enemy includes such things as running away, abandoning a post, throwing away arms, or plundering.

Sources

SOMALIA, OPERATIONS OTHER THAN WAR, SPECIAL EDITION NO. 93-1

http://call.army.mil/products/spc_edtn/93-1/tblcon.htm

Ranger Cooks - Dedication to Duty; MSG Todd W. Lutz

http://www.quartermaster.army.mil/oqmg/professional_bulletin/2002/summer02_through_the_eyes_of_a_quartermaster_ranger_cooks_dedication_to_duty.htm

Quartermasters in Somalia; Operations Restore Hope & Continue Hope; December 1992-March 1994

<http://www.qmmuseum.lee.army.mil/somalia/index.html>

United States Code

<http://uscode.house.gov/>

Manual for Courts-Martial

<http://www.jag.navy.mil/documents/mcm2000.pdf>

The Institute of Heraldry

<https://www-perscom.army.mil/tagd/tioh/tioh.htm>

America's Story sponsored by The Library of Congress

<http://www.americaslibrary.gov/cgi-bin/page.cgi/aa/pershing>





Table 5-1: Sample UCMJ Crimes

Description of the crime	Maximum sentence
Desertion	Death
Absence without leave	Bad-conduct discharge, 6 months prison
Missing a movement (by neglect)	Bad-conduct discharge, 1 year prison
Contempt toward officials	Dismissal, 1 year prison
Disrespect toward superior commissioned officer	Bad-conduct discharge, 1 year prison
Assaulting or willfully disobeying superior commissioned officer	Death (if at war)
Insubordinate conduct	Dishonorable discharge, 5 years prison
Failure to obey order	Dishonorable discharge, 2 years prison
Misbehavior before the enemy	Death
Improper use of countersign	Death
Aiding the enemy	Death
Misconduct as a prisoner	Any but death – including life in prison
Espionage	Death
Damage or larceny of military property	Dishonorable discharge, 10 years prison
Drunk on duty	Dishonorable discharge, 18 months prison
Misbehavior of a sentinel (Drunk or asleep on guard duty)	Death (if at war)
Wrongful use or possession of drugs	Dishonorable discharge, 5 years prison
Riot	Dishonorable discharge, 10 years prison
Murder	Death
Rape	Death
Larceny (non-military property)	Dishonorable discharge, 5 years prison
Forgery	Dishonorable discharge, 5 years prison
Sodomy (with consent)	Dishonorable discharge, 5 years prison
Assault	Dishonorable discharge, 3 years prison
Conduct unbecoming an officer and a gentleman	Dismissal, 1 year prison

For further information, see <http://www.jag.navy.mil/documents/mcm2000.pdf>

Chapter 6: Elite Units



De Oppresso Liber

Freedom for the Oppressed

- Motto of the U.S. Army Special Forces

Overview

Special Operations (SO) encompass the use of small units in direct or indirect military actions focused on strategic or operational objectives. They require units with combinations of trained specialized personnel, equipment, and tactics that exceed the routine capabilities of conventional military forces. SO are characterized by certain attributes that cumulatively distinguish them from conventional operations. These operations are politically sensitive missions where only the best equipped and most proficient forces must be deployed to avoid detection and possible mission failure that can result in damage to US prestige and interests.

Opening paragraph, Special Operations Forces Reference Manual, Army Command and General Staff College

The military defines nine separate mission types for their special forces. Units organize, equip, and train for these specific tasks. Listed below are these tasks.

1. Direct Action (DA)

Direct Action missions include operations designed to capture or destroy material or personnel. Units accomplish these missions by sabotage, raids, ambushes, or by providing onsite spotting or marking for guided munitions.

2. Combating Terrorism (CBT)

These activities include anti-terrorism and counter-terrorism missions, hostage recovery, attacks on terrorist infrastructure, and any other activities which might reduce the overall vulnerability to terrorist operations.

3. Foreign Internal Defense (FID)

These are the advisors to friendly governments around the world. These units organize, train, advise, and assist friendly military forces in protecting themselves and their governments from subversion,

lawlessness, and insurgency. The people on these missions must have instructional skills, foreign language proficiency, cultural awareness, tactical skills, advanced medical skills, rudimentary construction abilities and familiarity with a wide variety of weapons systems, demolitions and communications equipment. They also may perform the basic tasks of Psychological Operations and Civil Affairs. (See below.)

4. Unconventional Warfare (UW)

These missions are perhaps the opposite of FID operations. They include guerilla warfare, subversion, sabotage, and intelligence activities usually in unfriendly areas of the world. As these activities must remain covert or clandestine, units also train in escape and evasion. Outside of a war, these operations are generally in support of political objectives, but in an active conflict, they may shift to primarily military targets.

5. Special Reconnaissance (SR)

This mission encompasses a wide variety of strategic and operational information-gathering activities. These teams collect specific, well-defined, time sensitive information when passive systems can not do the job due to weather, hostile countermeasures, or terrain masking. Specific tasks include terrain reconnaissance, target assessment, post-strike reconnaissance, and even armed reconnaissance.

6. Psychological Operations (PSYOP)

These operations involve the dissemination of selected information to foreign audiences to influence, induce or reinforce their attitudes, emotions, and ultimately behavior in a way favorable to the home country.

7. Civil Affairs (CA)

This mission is simply to assist military commanders in the coordination of operational activities with local civil authorities and population whether in friendly, neutral or hostile areas of operation.

8. Information Operations (IO)

This is a consolidation of Direct Action, Special Reconnaissance,



sance, Psychological Operations, and Civil Affairs missions as they relate to information and information systems, whether protecting your own or affecting an adversary's.

9. Counterproliferation of Weapons of Mass Destruction (CP)

These missions may include Special Reconnaissance and Direct Action missions taken to monitor or control weapons of mass destruction. Units may take actions to seize, destroy, render safe, or capture weapons of mass destruction in the wrong hands. They pay special attention to current arms control treaties and also monitor compliance.

U.S. Special Operations Command (USSOCOM)

Most U.S. military forces fall under regional unified commands like United States Pacific Command or USPACOM. These unified commands bring together forces from the various services branches into a single combined arms command structure. However, Special Forces units fall into their own unified command, United States Special Operations Command or USSOCOM or just SOCOM. This unique group activated in 1987 with headquarters at MacDill Air Force Base in Florida. Its command includes the U.S. Army Special Operations Command at Fort Bragg, North Carolina, the U.S. Air Force Special Operations Command at Hurlburt Field, Florida, and the U.S. Naval Special Operations Command at Coronado, California along with several special operations schools. Its commanding general rates four stars.

SOCOM develops tactics and techniques for all special operations units. It trains its members to ensure interoperability of men and equipment, and it tracks the preparedness levels of its units. However, the Special Operations Acquisitions and Logistics Center executes what may be SOCOM's most interesting job. They find and contract for all the special equipment the units of SOCOM use. They also entertain unsolicited proposals for new ideas. Got a nifty new toy you think the Special Forces could really use? Go to their website: <http://soal.socom.mil/documents/uspguide.pdf>. The website also contains a four-page list of items they want to buy. This list includes: non line-of-sight man portable weapons systems, non-gas burning outboard engines, hand-held radar detection systems, language translators, portable hand-held underwater SONAR systems, body armor with built-in flotation, and war game simulations. (Whoa! Maybe I should call them?)

Weapons of the U.S. Elite Forces

Sidearms: The Beretta M9 Pistol (Civilian model 92FS) is the standard semi-automatic pistol for the U.S. military. However, some

of the very elite forces use the Sig Sauer or Heckler & Koch P7.

Assault Rifles: The standard assault rifle is the Colt M16A2. However, most special force units prefer lighter, more compact weapons like the Colt M4A1 Carbine. The Rangers have switched to the SOPMOD (Special Operations Particular Modification) version of this carbine that includes selectable full-auto (as opposed to three-round burst), M203 grenade launcher, collapsible stock, scope, and visible and IR light. Units expecting close-quarters fighting may carry submachine guns instead.

Submachine Guns: The Heckler & Koch MP5SD is the standard submachine gun for U.S. special forces. The silenced SD version fires quiet, sub-sonic 9mm rounds.

Anti-Tank Weapons: The U.S. Army deploys a number of anti-tank systems of varying weight and effectiveness. The M72 is the simplest and lightest, but also the least effective against armor. The M136 AT4 is a slight improvement. The Rangers standardized on the Swedish Carl Gustav 84mm recoilless rifle and also use the newer Javelin Antitank System. See the equipment chapter for details on these.

75th Ranger Regiment

The Rangers often refer to themselves as triple volunteers. First they volunteered for military service, then for airborne training, and finally for the Rangers. The 75th Ranger Regiment falls under the command of SOCOM. At least for the enlisted ranks, this unit represents the most elite fighters in the U.S. Army.

History

The U.S. Army Rangers unofficially trace their history all the way back to the French and Indian War (1754-1763). Initially, the term Ranger meant border patrol or even forester. However, the American colonists created and used these militia or patrol groups effectively in various Indian wars before the American Revolution. In 1756, the British commissioned Robert Rogers to form and train a group of Rangers who became known as "Rogers' Rangers". Unfortunately, George Washington never trusted Rogers and Rogers ended up fighting for the British in the Revolutionary war.

During the American Revolution, General Washington had a group called "Dan Morgan's Rifle Corps," who some referred to as Rangers. They were crack shots and certainly an elite unit. However, only Francis Marion (The Swamp Fox) truly embodied the training and techniques of the Rangers during the war. They made lightning-fast raids to capture British troops, destroy supplies, and disrupt communications. Afterward, they disappeared safely back into the swamps and forests.

Colonel John S. Mosby showed this same spirit during the American Civil War in command of his "Mosby's Rangers". He operated behind enemy lines using reconnaissance to find weak points to attack. Similar groups operated on the Union side as well.

However, the present-day Rangers began during World War II





Rogers' Rangers Standing Orders

1. Don't forget nothing.
2. Have your musket clean as a whistle, hatchet scoured, sixty rounds powder and ball, and be ready to march at a minute's warning.
3. When you're on the march, act the way you would if you was sneaking up on a deer. See enemy first.
4. Tell the truth about what you see and what you do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but don't ever lie to a Ranger or an officer.
5. Don't ever take a chance you don't have to.
6. When you're on the march we march as a single file, far enough apart so one shot can't go thru two men.
7. If we strike swamps, or soft ground, we spread out abreast, so it's hard to track us.
8. When we march, we keep moving 'til dark, so as to give the enemy the least chance at us.
9. When we camp, half the party stays awake while the other half sleeps.
10. If we take prisoners, we keep 'em separate 'til we have had time to examine them, they can cook up a story between 'em.
11. Don't ever march the same way. Take a different route so you won't be ambushed.
12. No matter whether we travel in big parties or little ones, each party has to keep a scout 20 yards ahead, 20 yards on each flank and 20 yards in the rear, so the main body can't be surprised and wiped out.
13. Every night you'll be told where to meet if surrounded by a superior force.
14. Don't sit down to eat without posting sentries.
15. Don't sleep beyond dawn, Dawn's when the French and Indians attack.
16. Don't cross a river by a regular ford.
17. If somebody's trailing you, make a circle, come back onto your own tracks, and ambush the folks that aim to ambush you.
18. Don't stand up when the enemy's coming against you. Kneel down, lie down, or hide behind a tree.
19. Let the enemy come 'til he's almost close enough to touch. Then let him have it and jump out and finish him with you hatchet.

--Major Robert Rogers, 1759

Rangers lead the way!

with the creation of the First U.S. Army Ranger Battalion. It was essentially a commando group, but General Lucian K. Truscott, Jr., the group's founder, gave them their new name since "the name Commandos rightfully belonged to the British, and we sought a name more typically American." The newly promoted Major William Orlando Darby became the unit's first commander.

The Army formed Ranger units to fight in the Korean and Vietnam Wars. In Vietnam, the Ranger companies evolved out of units formed for Long Range Reconnaissance Patrol (LRRP). The LRRP units trained and equipped to infiltrate behind enemy lines, observe and report enemy movements. They used stealth to avoid unnecessary confrontations. In 1969, these units became the 75th Infantry Regiment, which took its heritage from 75th Infantry of World War II fame known also as Merrill's Marauders.

Today, the 75th Ranger Regiment carries on the tradition with three battalions, the first at Hunter Army Airfield in Savannah, Georgia, the second at Fort Lewis in Washington State, and the third at Fort Benning, near Columbus, Georgia.

In 1993, Company B and a Command and Control Element of 3rd Battalion deployed to Somalia to assist the United Nations in its hunt for key leaders in the clan fighting around the city of Mogadishu. On October 3rd, they executed a daring daylight raid that left six Rangers dead.

Organizational Notes

Of the special forces detailed here, the Rangers operate the most like a conventional infantry unit. They organize in traditional squads and platoons. However, they receive considerably more training than does the average infantry soldier. They learn at least navigation, basic combat medicine, hand-to-hand combat techniques, ambush, reconnaissance, airborne, mountaineering and air assault techniques.

A Ranger Liaison reviews candidates for admission at the completion of their airborne training. Qualified candidates attend a three-week Ranger Indoctrination Program where NCOs supervise, observe and evaluate individuals as to their suitability for the regiment. This ensures candidates have the proper physical and mental qualities, can follow instructions, complete tasks, show teamwork and attention to detail. Even once assigned to a Ranger unit, the soldier must continue to show he has what it takes to stay. Some find themselves assigned back to regular units due to their inability to meet or maintain Ranger standards.

Like many special force units, the Rangers particularly disdain "wannabe's" and those who claim Ranger affiliation without the credentials. Rangers take great pride in their shoulder tab. It symbolizes the hard work and discipline it took to achieve their status, and it shows that they endured where many failed and many more feared to tread. Rangers feel their tab is, "Earned, not issued."



U.S. Army Special Forces/Green Berets

U.S. Army Special Forces are the "Quiet Professionals". They serve in many capacities and rarely get the notice they deserve.

Army Special Forces train for nearly any unconventional mission someone might order them to carry out. They learn to operate in a wide variety of hostile environments, including jungle, desert, mountain, and urban. However, what sets these apart from many other elite units is their language training. Army Special Forces often fill the roles of diplomats and teachers in foreign countries and must learn the languages necessary to accomplish those missions.

History

Army Special Forces trace their history to World War II with the 1st Special Service Force. This unit was a joint Canadian and American unit whose exploits served as the basis for the fictionalized Hollywood movie "The Devil's Brigade". Elements of the Office of Strategic Services (OSS), the precursor to today's Central Intelligence Agency (CIA), also added to the heritage of Army Special Forces.

1952 saw the establishment of the 10th Special Forces Group, now located at Fort Carson in Colorado. The unit initially consisted of former OSS, Rangers, and Airborne soldiers. It also recruited displaced people from communist-dominated countries who received U.S. citizenship in exchange for military service under the Lodge Act. Many of these had already gained experience fighting behind enemy lines during World War II in units like the French Marquis and the Finnish equivalent. Many had family still living behind the Iron Curtain. Their initial mission was to conduct partisan warfare behind communist lines in the event of a European invasion by the Soviets.

They began wearing the green beret as their symbol in 1954. However, the Army did not give official recognition of the beret until 1962.

Throughout the 1960s, the Special Forces redefined their mission to include counter-insurgency in areas like the Middle East, Southeast Asia, and North Africa. They undertook quiet missions with no fanfare. They often dressed in civilian attire to avoid notice. They also began cross training with other military and Special Forces around the world. For example, they established and ran Jordan's first airborne school. They trained insurgents to fight the socialist government in Yemen, and they trained specialized units in such places as Iran, Turkey, and Pakistan.

In the post-Cold War Era, Special Forces found a new mission assisting humanitarian efforts around the world in places like Somalia, Rwanda, Haiti, and Kosovo.

Organizational Notes

There are currently five active Special Forces Groups and two National Guard Units. The 1st is in Fort Lewis, Washington, the 3rd and 7th at Fort Bragg, North Carolina, the 5th at Fort Campbell, Kentucky, and the 10th headquarters at Fort Carson, Colorado. Each group consists of three battalions, a support company, and a headquarters company. Each company has six Operational Detachment Alphas, or ODA, assigned to them.

These ODA units form the basic operational group. It originally consisted of 15 men who could advise and support a partisan regiment of up to 1,500. Currently, the teams have 12 men led by a captain and warrant officer. The remaining 10 members of the team consist of noncommissioned officers trained, two each, in each of the following specialties: weapons, engineer, medical, communications, and intelligence. All receive cross-disciplinary training in different skills and must know multiple languages. One of the six teams in each company is combat-dive capable and another has high-altitude parachute training.

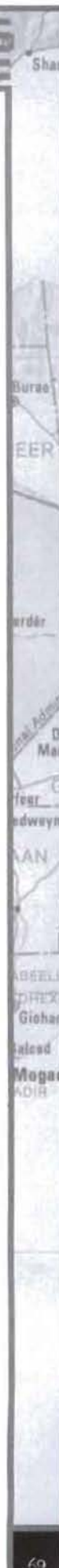
The Special Forces train to perform the following five mission types: Foreign Internal Defense, Unconventional Warfare, Special Reconnaissance, Direct Action, and Counter Terrorism. They operate in peacetime and war.

Their main mission lies in Foreign Internal Defense. They aid friendly nations by helping them train their military and police forces. They might also help by performing combat search-and-rescue missions, providing security assistance and acting as peacekeeping forces. They may also provide humanitarian assistance, help counterintelligence operations, or combat drug trafficking in friendly nations.

School of the Americas (SOA)

Part of the mission of U.S. Army Special Forces involves training foreign military and police forces. Fort Benning, Georgia currently houses the Western Hemisphere Institute for Security Cooperation. This school, known as the School of the Americas before 2001, trains Latin American soldiers in counterinsurgency, commando, and interrogation techniques. Opponents of the school, who call it the School of the Assassins, claim it has trained nearly 60,000 South American thugs in torture, assassination, and terrorism. Its graduates allegedly include Manuel Noriega. The law that mandated the name change also mandated the school teach human rights and democratic processes. The school's new website lists a number of such courses, and the following paragraph follows each course description:

Mandatory Human Rights Awareness Training: Students receive formal instruction and discuss human rights issues that affect military and police participation in operations during war, conflict, and peace. Stu-





dents receive theoretical training in the definition, concepts, and historical development of present-day human rights and international humanitarian law precepts. When appropriate, situational exercises are embedded in tactical training. All students must take a human rights written exam.

However, the legacy of previous graduates during the Cold War era continues to encourage a movement within the United States to shut the school down.

Delta Force

Colonel Charles Beckwith came up with the idea of an ultra-elite American special operations unit after a brief assignment with the British Special Air Services (SAS). The U.S. Army activated the Delta Force in 1977. The idea was to create a specialized counter-terrorism unit capable of hostage rescue. They train extensively in close-quarters combat and long-range sniping at their facility in Fort Bragg, North Carolina.

Delta Force's most infamous mission was the failed Iranian hostage rescue attempt in 1980. Since then, they have operated behind enemy lines in Iraq, identifying and "painting" SCUD missiles for airborne laser guided bombs and missiles. They also deployed to Somalia where they fought in the fierce Mogadishu battle.

The U.S. Army closely guards the secret of Delta Force operations and methods. However, since they recruit mainly from the Rangers and the Army Special Forces, many observers feel that they operate similarly. They may also have helped train the FBI's Hostage

Rescue Team (HRT). Some claim Delta Force operators were at the disastrous 51-day siege of the Branch Davidian compound in Waco Texas that ended in at least 80 deaths. If so, they directly violated Federal law. Even the Department of Justice report on the incident admits, "In fact, the Attorney General met with the current and former commanders of the Delta Force..."

160th Special Operations Aviation Regiment (SOAR) (Airborne) Night Stalkers

The 160th formed in the wake of the failed Iranian hostage rescue attempt. It activated in 1981 as a battalion and increased to regiment size in 1990. It actively seeks the best aviators and support personnel it can find. They train for low-level and nighttime operations in MH-60 Blackhawk and MH-47 Chinook helicopters. The Army often attaches elements of the 160th to other units to support a wide variety of Special Operations.

U.S. Navy SEALs

SEAL stands for SEa, Air and Land, the three areas of SEAL team expertise. While the U.S. Navy as a whole does not have a

Chapter 6: Elite Units



reputation for individual combat prowess, the SEAL teams rank with the best of the best. Famous members, such as Richard Marcinko (author of the "Rogue Warrior" series of books based on his experiences with SEAL team 6 in Vietnam), and Jesse Ventura, wrestler, actor and governor of Minnesota, add to the mystique of the SEALs.

History

The U.S. Navy SEALs developed out of Navy demolition teams created in World War II. The first were the Naval Combat Demolition Units (NCDU), which distinguished themselves during the Allied amphibious invasion at Normandy by clearing paths through underwater mines and obstacles. In the Pacific theater, the Navy organized Underwater Demolition Teams, or UDTs, to provide similar aid in numerous amphibious assaults. The UDTs operated in the Korean War as well. In 1962, the Navy created the first SEAL teams from former members of these UDT teams. In 1983, the U.S. Navy re-designated the remaining UDT teams as SEAL Teams.

They operated with distinction in Vietnam, Grenada, Panama and the Gulf War. In Vietnam, they operated first as teachers and advisors; later they performed direct assaults and patrols with six to eight men. They targeted enemy infrastructure and focused on killing leaders and political figures rather than ordinary opposing soldiers.

Organizational Notes

The SEALs organize into teams, each of which specializes in a particular land environment, like desert or jungle. Members operate in small groups of two to eight men, depending on the mission. They train for Direct Action, Special Reconnaissance, Unconventional Warfare, Foreign Internal Defense, and Counter Terrorist missions. However, their strength is definitely in underwater and coastal operations, where their intensive swim and dive training proves the most helpful.

New recruits must attend a Basic Underwater Demolition school or BUD/S, where they learn basic military skills, underwater swimming, diving, demolitions, and mental and physical endurance. The potential SEAL also attends airborne school, learns to pilot the special SEAL Delivery Vehicles, and then attends intensive tactical training.

U.S. Marine Corps 1st Force Reconnaissance Company

The Marines have always taken the attitude that the entire corps earns the title of elite force. However, within that elite branch, the best of the best join Force Recon. They train for a wide variety of mission types including amphibious and ground reconnaissance deep behind enemy lines; forward spotting for naval, air, and ground

guided-support missions; path finding for landing craft, helicopter and airborne units; post strike damage assessment; and small-scale raids. Despite their ability, the Marines have resisted placing Force Recon within SOCOM for fear that their units might be taken from them by other branches during a crisis. However, this may well change due to the war on terrorism.

History

The first Force Reconnaissance units formed at Camp Pendleton in 1954. It upgraded to company size in 1957 by combining its parachute platoon and pathfinder platoon with an existing amphibious platoon. Thus began the 1st Force Reconnaissance Company.

1st Force saw its first heavy action in Vietnam in 1965. It ran more than 2,000 missions in five years, losing 44 of its members. In 1974, the military deactivated the company as part of the post-war scale back.

However, the need for an independent, specialized reconnaissance company remained, and 1st Force reformed in 1986. It deployed to Southwest Asia during Desert Shield/Storm, East Timor during the 90s, and many other hotspots since then.

Organizational Notes

Each platoon in Force Recon contains three six-man teams that consist of the team leader (usually a Staff Sergeant), an assistant (usually another Staff Sergeant or a Sergeant), a radio operator, and three scouts. Force Recon moved from four-man to six-man teams due to its mission experience. Four men just could not carry all the specialized equipment they needed, and four men had to abort as soon as they took even a single casualty. Six men also provided a more accommodating rest cycle. Of course, the larger the team, the greater the chance of detection, so six-man teams force the compromise between capability and stealth.

Applicants to Force Recon first undergo an indoctrination test where they must perform exceptionally well on a standard physical fitness test, pass swimming tests, hike 10 miles with a 50-pound pack, and finally pass a psychological evaluation and an interview. Few pass the indoctrination, though many retry the test at a later date. However, most of those that do pass the test go on to complete all the required schooling.

All members of Force Recon attend airborne, dive, survival (SERE), and Ranger schools. Many gain other abilities during their career such as jumpmaster, snipers, HALO, combat trauma, mountain leadership, and explosives.

The Navy contributes corpsmen or medics to the company. However, these medics shoot first and aid the wounded second. With such small teams operating in hostile environments, it does little good to stabilize a casualty while losing a firefight.

Special Air Service (SAS), United Kingdom

Founded in 1941 by David Stirling with the motto "Who Dares Wins," the British Special Air Service still serves as a model for many other elite units around the world. However, its first operation in November of 1941 proved a complete disaster. Only 22 of the 66 men who set out made it out to the final rendezvous point. Despite those losses, Stirling insisted on staying in the field for this first mission and went directly on from there to destroy 61 enemy aircraft with no further losses.

History

During the remainder of World War II, the SAS conducted numerous deep reconnaissance and raiding missions behind enemy lines, focusing on destroying enemy airfields and aircraft. In 1943, an Italian patrol found Stirling hiding in a cave and captured him. Paddy Mayne took over the SAS while Stirling spent the rest of the war in German prison camps.

In Europe, the SAS operated behind enemy lines in France during the Allied invasions. It assisted the French Maquis, identified targets for Allied bombers, and undertook other operations to slow down the movement of reinforcements to Normandy. However, in July 1944, a German spy in the French Maquis betrayed the unit, resulting in more than 30 deaths.

The British disbanded the unit after World War II. However, communist insurgency in Malaya resulted in the creation of the Malayan Scouts, re-designated the 22nd Special Air Service in 1952. The SAS has been active ever since.

It carried out anti-guerrilla activities through the 50s, 60s and 70s in Borneo, Aden, Oman, and even Northern Ireland. Their experience in Northern Ireland made them the premiere counter-terrorist group when in the early 70s many countries formed new CT groups as a response to the Munich Olympics. (See GSG-9 History for more on this.)

The SAS became public and famous in 1980 when it stormed the London Iranian Embassy and rescued all the hostages without a single loss. It also operated in the Falklands War, the Gulf War, and in Bosnia.

Organizational Notes

The SAS runs a weekend Special Forces Briefing Course to instruct potential candidates on what to expect. It also allows SAS members an additional chance to evaluate prospective new recruits. Volunteers must have three years service in the British Armed Forces and must have three years remaining on their enlistment.

After SFBC, potential new recruits attend Selection, which consists of four weeks of fitness and navigation training, six weeks in jungle training, and a month of combat survival. Few make it through

Selection. Those who do earn their SAS status, but still remain on probation for their first year of service with their unit.

The SAS organizes into Sabre Squadrons made up of four 16-man teams known as Troops. There are four active squadrons; A, B, D, and G, and one reserve squadron, R. Within each squadron, each Troop takes on one of the following specialties: Air, Boat, Mobility, and Mountain. Soldiers rotate through the Troops to get at least two of the specialties under their belt. Within each Troop, there are four four-man Fighting Patrols. SAS also keeps two Special Patrol teams drawn from all four squadrons for specific counter-terrorism and hostage-rescue duties.

The SAS maintains an active exchange program and trains with nearly every friendly elite unit in the world in its effort to learn all it can. It also likes to send advisors to missions executed by any friendly team that will allow it along. This on-hand experience may help explain the group's success.

The SAS uses essentially the same weapons as U.S. forces.

GSG-9, Germany

The Germans created the anti-terrorist group GSG-9 in response to the Black September terrorists at the 1972 Munich Olympics. The terrorists killed two people and captured nine hostages. The police response caused even more havoc. They opened fire and ended up with all terrorists and hostages dead. The Germans created GSG-9 in 1973 to deal with terrorist incidents in the future. However, after the Nazis in World War II, the Germans had a deep mistrust of elite military units. Thus they placed GSG-9 under the command of their Federal Border Guard. GSG stands for the German equivalent of Group Border Guard.

History

GSG-9 distinguished itself first in October 1977 with the successful release of hostages from a hijacked Lufthansa airplane in Mogadishu, Somalia. GSG-9, assisted by two British SAS operatives, stormed the plane and killed or wounded all four hijackers, leaving all the hostages unharmed and only one GSG-9 operative slightly wounded. The British were on hand as experts in the use of the new "flash-bang" grenades used in the assault.

They have had steady work since then, including the arrest of several terrorists in connection with the September 11th attacks in New York and Washington.

Organizational Notes

The unit currently has three groups - GSG-9/1, GSG-9/2 and GSG-9/3 - that specialize respectively in counter-terrorism, maritime, and airborne operations. All three groups amount to about 250 men combined. They share their base in Hangelar, Germany with regular Federal Border Guard. Quarters are spartan, although they spare no expense in outfitting themselves with the finest equipment available, including HK MP-5s, HK PSG-1s, Glock 17s and the unique HK P7. The P7 can be cocked by squeezing the grip.



GIGN, France

France formed the GIGN, or Groupement d'Intervention de la Gendarmerie Nationale, in November 1973 in response to the 1972 Munich Olympics disaster. (See GSG-9 History for more on this.) It is likely the busiest and most successful team in the world, having racked up 650 missions between 1974 and 1985 alone. Those missions accounted for 500 liberated hostages, more than 1,000 arrests, dozens of terrorists eliminated, and only five GIGN operatives lost. In spite of this record, there have never been more than 90 men in the unit.

History

The world took note of the GIGN in 1976 after the Somali Coast Liberation Front (FLCS) kidnapped 30 French children in a school bus. GIGN snipers took out four terrorists in the opening volley, but unfortunately, sympathetic Somali troops joined the terrorists and one managed to shoot a young girl before the GIGN could finish the job. Still, the French claimed success in the rescue of the remaining 29 children.

GIGN continues to conduct counter-terrorism work around the world in areas of French influence. However, being police units and not military, they also help with local criminal investigations and jail riots.

Organizational Notes

Prospective candidates to the GIGN must have five years service and complete an intense training course, which includes commando training, navigating roof tops, tear gas, escape and evasion, and marksmanship. The GIGN emphasizes shooting skills, accuracy and the ability to shoot to neutralize – not kill. Following training, an average of 10 percent get assigned to a GIGN unit, where this training continues for an additional six months before being officially recognized as a team member.

The unit consists of four operational groups of 15 men each, a negotiating team, and command and support detachments. Of the four operational groups, two specialize in air operations and two in underwater operations.

GIGN operatives have some freedom in their choice of weapons. They primarily use the SIG P-228 and HK P-7 automatic pistols, the Uzi and HK MP-5 submachine guns, the Barrett .50 caliber sniper rifle, and the Remington 12-gauge shotgun.

The French Foreign Legion, France

King Louis-Philippe created the Foreign Legion in 1831 by royal decree, and the Legion has a romantic draw unmatched by any other military unit. Its members may join to escape an unwanted past or to seek an ultimate adventure. Many join under assumed names and enjoy a traditional right to anonymity within the Legion.

History

In its long history, the Legion has deployed all over the world. However, a few locations deserve special notice: Algeria, Mexico and Indo-China.

Algeria was one of the first areas where the Legion deployed. They quelled rebellion after rebellion and eventually considered Algeria as home, since its charter initially forbade the Legion's operation in France itself. However, after years of struggle against the Algerian National Liberation Army, France decided to leave Algeria in 1962. The Foreign Legion lost its home and moved back to France. It also lost a considerable amount of pride. It had just lost in Indo-China and then Algeria. On top of these losses, a few hundred legionnaires deserted and stayed on in Algeria to continue the fight. In order to stop the Algerian Independence at any cost, they waged a war of terror in both Algeria and France, where they made several attempts on the life of President de Gaulle.

In Indo-China (Vietnam) the Legion's infamous defeat at Dien Bien Phu served as a major reason for later U.S. involvement. The Legion arrived there shortly after the end of World War II to end local rebellions. However, Ho Chi Minh's forces struggled with the Legion for nine years until finally defeating them at Dien Bien Phu in 1954. Any discussion of the unique tactics the United States later developed in Vietnam must include the pre-history of the Foreign Legion's operations.

Another lost cause for the Legion occurred in Mexico. They came in 1863 to help keep Emperor Maximilian in power. By 1867, however, France had given up to an U.S.-supported revolution. In 1863, the Legion carried out one of its most renowned fights. In a little town called Camerone on April 30, approximately 60 Legionnaires held out against a small army of Mexican troops. The Legion still treasures the false wooden hand of Captain Danjou recovered from the battleground, and it celebrates the April 30th anniversary of Camerone.

Organizational Notes

Today, the Legion numbers about 8,000 troops and operated in such recent conflicts as Bosnia and The Gulf War. However, their primary task remains still in Africa, where they undertake peace-keeping and humanitarian missions. Recent operations there include Rwanda and Somalia.

The Legion organizes in regiments. One regiment forms a significant part of France's rapid deployment force. Another - the 2nd REP - trains for airborne operations. The rest are primarily infantry and serve around the world, from French Guyana to Djibouti, East Africa. The 2nd REP represents the Legions closest thing to a special operations unit. Its members receive commando training including repelling, booby traps and explosives, combat swimming, and hand-to-hand fighting.

The Legion uses the French FAMAS assault rifle.



Spetsnaz, Russia

Soviet special forces popularly went by the term Spetsnaz, which is short for *Spetsialnoye naznachenie*, or special purpose. They fell under the command of the GRU (the Soviet General Staff's Intelligence). Their mission is *Razvedka*, which loosely translates as Special Reconnaissance. After the fall of the Soviet Union, the individual Spetsnaz units continued to exist in Russia and in a few of the breakaway republics.

History

Like many Special Forces, the Spetsnaz exist quietly and avoid notice. Some trace their origin back to the development of Soviet airborne troops in the 1930s. However, the Soviets probably created the unit as it stands now sometime in the mid-1960s. Exact dates remain unknown. Western intelligence claims to have not discovered their existence before the 1970s.

When first formed, the Soviets kept the Spetsnaz a closely guarded secret and members wore indistinct standard Army uniforms. Today, the Russian Federation acknowledges their existence and allows them special badges and berets.

The first noticeable use of Spetsnaz was during the 1968 Soviet invasion of Czechoslovakia. Spetsnaz troops seized the Prague Airport ahead of the main force. They may have been in Vietnam testing the then new SVD rifle, and probably made several clandestine intelligence-gathering trips in Western Europe during the Cold War.

In 1974, the KGB set up Spetsgruppa Al'fa along the lines of the British SAS. This was probably the Spetsnaz group that shot up the presidential palace in Kabul, Afghanistan in 1979 and eventually executed President Hafizullah Amin. This group now works for the Russian equivalent of the FBI and numbers about 300.

Like much of the contemporary Russian military, they are presently active against the Chechnyan rebels.

Organizational Notes

The Spetsnaz seems to be organized in a similar manner to the U.S. Marine Corp's Recon and Force Recon. Each Soviet front had a brigade-level unit and each Soviet Army had its own company-sized unit of Spetsnaz. The brigade units numbered around 1,300 men and company units around 100. The total strength of the Spetsnaz numbered around 15,000. This has may have dropped since the breakup of the Soviet Union.

The basic team consists of a unit of eight to ten men commanded by an officer. Remaining team members have expertise in radio, demolitions, sniping and reconnaissance. They cross-train as well, so a mission can continue with some casualties.

Like all elite forces, potential recruits must be mentally and physically fit. Strangely, the Spetsnaz generally takes raw recruits. In the Soviet era, these recruits also had to be politically trustworthy. Training includes airborne, close combat, demolitions, infiltration,

survival, navigation, and foreign language. The team leader must be nearly fluent in his target language, but the enlisted ranks only learn enough basic phrases to get by while operating covertly in the target country. Naval Spetsnaz units also learn combat swimming, underwater weapons and diving.

They equip the latest 5.45mm AK-74 or the SVD sniper rifle and a 5.45mm PRL automatic pistol.

Paratroopers Brigade of the Israeli Defense Force (IDF)

The Israeli paratroopers of the IDF have struggled against terrorist activities since the 1950s. Yoel Palgi formed the first IDF paratroop unit during the Israeli war for independence in 1948. Many of the initial recruits served as volunteer paratroopers for the British during World War II. A smaller unit, known as the 101st, began fighting Arab terrorist infiltration as early as 1952. Later, the IDF combined the 101st into the paratroop force. It continued to fight a pro-active war against terrorists with two raids in 1968, a rescue in 1972, and another raid in 1973 to eliminate the man responsible for the 1972 Munich Olympics attack. In 1976, it made its famous raid on Entebbe to retrieve 87 hijacked passengers from Idi Amin's Uganda. The elite Golani Brigade of the IDF assisted.

Organizational Notes

The Brigade is part of the Infantry and Paratroops Corps and contains infantry battalions with reconnaissance, engineering, signals, and anti-tank companies. It is an all-volunteer unit that turns away about 80 percent of its applicants. The training is tough and includes topography, airborne, air assault, amphibious, and night operations.

The Paratroopers Brigade leads the fight against terrorism in Israel. It is pro-active, often moving into civilian areas to arrest terrorist cells in hiding. Quite a few innocent Palestinians have died during these incursions, though the IDF responds that more innocent Israelis die in terrorist attacks.

For the most part, Israeli military units carry essentially the same weapons as their American counter-parts. In fact, the United States supplies much of it. Arms manufacturer Israeli Military Industries does manufacture the Desert Eagle and Jericho pistols, as well as the Galil assault rifle, but generally, the IDF seems to prefer United States or European equivalents like the Austrian Glock 17 pistol and the U.S.-made Colt M16 assault rifle.

Chapter 6: Elite Units



Sources

"Elite Series, US Army Special Forces 1952-84", Gordon L. Rottman and Ron Volstad; 1985, Osprey Publishing, Oxford UK

"Elite Series, Marine Recon 1940-90", Charles D. Melson and Paul Hannon; 1994, Osprey Publishing, London UK

<http://soal.socom.mil>

<http://www.socom.mil>

<http://www.fas.org>

<http://www.benning.army.mil/rtrb/>

<http://www.armyranger.com>

<http://www.historydetroit.com>

<http://www.soc.mil>

<http://www.soaw.org>

<http://www.infantry.army.mil/whinsec/index.htm>

<http://www.ciponline.org>

<http://www.drudgereport.com> (Archives on Delta Force and the FBI)

<http://www.usdoj.gov/05publications/waco/wacotocpg.htm#toc>

<http://www.military.com>

<http://www.navyseals.com>

<https://www.navsoc.navy.mil>

<http://www.chinfo.navy.mil/navpalib/factfile/personnel/seals/seals.html>

<http://www.forcerecon.org>

<http://www.forcerecon.com>

"Strong Men Armed, The Marine Corps 1st Force Reconnaissance Company", Patrick A. Rodgers

<http://www.geocities.com/SAScentre>

<http://home.hccnet.nl/22.sas>

<http://www.terrorism.com>

<http://www.sondereinheiten.de/gsg9/index.php>

<http://www.specialoperations.com>

<http://www.gign-fr.com>

<http://www.home.istar.ca/~overlord/gign.html>

http://content.miw.com.sg/LifeStyle/Military/lm_military_01_20020426.asp

http://content.miw.com.sg/LifeStyle/Military/lm_military_01_20020514.asp

<http://www.airpower.maxwell.af.mil/airchronicles/aureview/1986/nov-dec/boyd.html>

<http://www.ambafrance-us.org/fr/aaz/legion/>

<http://www.frenchforeignlegion.org/database/contents.asp>

<http://www.idf.il/>

<http://www.isayeret.com>



Chapter 7: Mogadishu



Introduction

Mogadishu presents a unique mix of anarchy and renewal. Due to Somalia's ancient role a border region for warring powers, various forces used it as a staging ground from which to fight battles by proxy. It happened last with the Soviet Union and the United States during the cold war. The cycle has repeated itself, and now occurs between Ethiopia and the many Arab states on the Saudi peninsula.

The clans and the TNG fight a silent war of words in daily press releases, with each side claiming the moral high ground. They bribe warlords to join the cause and attempt to achieve recognition on the larger world stage as the one true legitimate government of Somalia. Both sides can make some justifiable claims, but their tactics often make it difficult to distinguish one from the other. Even within their own organizations, factions within factions conspire and work to achieve greater status for themselves and any significant allies. Politics in Somalia reach stunning levels of complexity, often at gunpoint.

The people of Mogadishu have lived in a city divided since the exile and flight of Siad Barre in 1991. Since then, multiple warlords have claimed the city. Each built tiny fiefdoms. The infamous Green Line stretched right down the middle of the city for years, marking the boundaries of power and making it impossible to travel from one quarter to the other. Recent events began to change this, but tolling stations still exist outside of the city, and banditry within it occurs on a regular basis.

On one side, selfless NGO's literally risk life and limb for people in need of help. Starvation and drought continue to wrack the countryside, and the UN presence in the area has dropped to minimal levels. The majority of international offices had to move to neighboring Kenya due to fear of reprisals. That has not stopped people from trying to do good, though much of this aid gets "taxed".

On the other hand, the difference between what a renegade warlord in the SRRC does and a newly reformed (bought) warlord allied to the TNG does blurs almost beyond recognition. The eco-

nomic activity of the ports fuels the lifeline that they use to sustain their mercenary armies. Without it, the warlords would find themselves outpaced by opposing foes in weapons, numbers and supplies. As such, ideology and power mix with economic necessity to determine which allegiances they follow. These men act much like medieval barons in feudal Germany, sharing a sense of common heritage but ultimately acting out of self-interest.

The need for cash also brought a new spirit of economic adventure to the city. The merchants, tired of bandits stealing property or demanding endless taxes to allow trade between one end of the city and another, have fought back. The businesses hired militias to keep the warlords at bay. Indeed, the desire for a stable-working environment acts as one of the major forces behind the establishment of the TNG. To ensure impartiality, the businessmen have involved the local clergy to watch that the militias do not take external bribes. While not entirely effective, the militia efforts have slowly begun to create pockets of stability in Mogadishu's chaotic streets.

Campaigns in Mogadishu

Adventuring in Mogadishu presents a wide variety of opportunities. The lack of a central government means that anyone with enough will (and enough cash) can accomplish anything. Of course, with so many interests, and so many different agendas, most attempts will face opposition — usually well-armed and willing to die.

The following lists some reasons that the characters might have for coming to the city:

Covert Agents

Numerous regional governments have an interest in making sure that Somalia falls under its sphere of influence. The nearby Arab states want to ensure that Somalia continues to function in stability, due to its historic cultural ties and importance as a trading partner. Ethiopia fears the traditionally aggressive nation's claims to the Haud, and works to ensure that any central government that emerges remains very friendly to it. Kenya and Djibouti have both had strained relations with Somalia as well, either due to military conflicts or



Chapter 7: Mogadishu



vast numbers of refugees moving across the border.

The recent emergence of al Qaeda completely changed the shift and focus of many world intelligence agencies. The United States made a priority of tracking any group it believes has ties to the shadowy terrorist organization. The United States and some western countries claim that Al Barakaat and Al-Itihad Al-Islam (see Factions, below) both have links to terror groups.

The characters could even play agents from one of the other two major city/states, Somaliland or Puntland, acting to sabotage the rival faction's facilities inside the city. All the major factions have some representation in the city, even if indirectly or through allegiances. Other countries might have economic reasons to send agents — to keep an eye on the activities of the local factions, or to make sure that the United States or other western powers do not succeed, or in an effort to monitor each other. Chaos rules in Somalia, and where chaos rules, spies flourish.

The Safe House

Located beneath a busy clothing store in the city, the safe house's tunnels link it with all of the old monuments and government districts. In the 1930s, Italian smugglers used it as a base. As such, it holds dozens of secret passages and hidden compartments throughout the complex.

Spots of ancient and dried blood mar the thick adobe walls, left by the myriad factions that have vied for this secret spot over the ages. Still, the safe house keeper (Rengil al' Neka) insists that all have long forgotten about it, and insists that the characters must keep its existence secret as well. Dozens of elaborate Greek-style sculptures mix with yard upon yard of open and exposed wiring. This electronic spaghetti links the complex web of surveillance equipment that listens in on the activities of the factions above the surface.

The sleeping quarters contain only the sparsest of accommodations. However, the armory has all the weapons that the characters could ever dream of, including some that the agency would frown upon actually being here. A small but well-stocked medical bay (in case of an unfortunate accident) complements the underground structure as a final touch.

NGO (Nongovernmental Organization)

Starvation runs rampant in Somalia. Education has only recently begun to reemerge in small, government-funded universities and schools. Numerous charities try to help where possible, but their members remain frequent targets for opportunistic bandits. A more aggressive approach to the problem, with armed guards bringing in food, medical supplies and other necessities provides an ample opportunity for the characters to do good and blow things up at the same time. Of course, people trying to save lives generally do not appreciate gratuitous violence, so the characters should at least make some attempt to behave lest they lose their employment.

The Ritali Hospital

Both the Red Crescent and several European agencies combined resources to provide free medical care for the desperate and displaced. Based in an old abandoned hotel, it has a state of the art operating room with wide, dark patient wards. Armed guards stand at each of the entrances to prevent one of the warlords from raiding the place for supplies.

As hired contractors build a new wing, the workers fight a never-ending battle those who would steal components, supplies, and anything else they could for scrap. These attempts occur on an almost daily basis, though the hospital gets targeted far less than almost any other entity in Mogadishu. A large steel vault contains the pharmaceuticals used for treating the patients.

Adventure

In a city where cash can get you almost anything, a fearless businessman could quickly make a name for himself, or die an unmourned death. Naturally, he would want to hire experts in a variety of fields to ensure that his enterprise enjoyed success. This sort of campaign would entail not only heavy amounts of roleplaying to negotiate the labyrinthine alliances and politics in Mogadishu, but chances of having to resort to violence at some point also remain significant.

Someone could attempt to set up a lab where no government oversight exists. A ruthless factory owner could also work on a fortress with cheap or even conscripted labor. A rich collector could attempt to steal or locate one of the various archeological treasures that dot the countryside. Conversely, a kidnapped or trapped executive could need rescue, providing ample opportunity for the party to go in and extract them.

The Khat Distillery

Mankind has found highly potent derivatives of most naturally narcotic plants, including cocoa and opium. Khat has had relatively little research in this area until recently. A new drug called "Krazy Khat" has begun to make its way onto the drug market. Lari Abadu Mohamed has converted an abandoned salt distillery on the outskirts of town into a processing plant to make the drug in epic proportions.

Shipment has already begun through the port to South Africa, Australia and Southern Europe. Dozens of guards patrol the entire perimeter, and an electrified fence keeps any curious onlookers from getting inside. Occasional experimental "volunteers," walking around in a permanent haze, have begun turning up all over the city. The TNG has no clue as to the cause.

Military

Just as Somalia represents an opportunity for the unethical or the anarchistic elements of the world to establish a foothold, it likewise represents an opportunity to for governments to send in covert teams to blow said footholds to smithereens. The characters could

receive instructions to go in and eliminate a threat or capture a vital witness.

Another type of campaign might involve either a contemporary assault on Somalia on a large scale, with various military tasks assigned on a squad level, or a recreation of the United Nations military presence during Operation Restore Hope.

The Armory

A recent purchase of equipment from several arms dealers, smuggled in by land from Ethiopia, sits in an abandoned concrete bunker in the north east corner of the city. Formerly used by the Siad Barre regime as an emergency presidential retreat, its plush carpets and crystal chandeliers provide a bizarre backdrop for crate after crate of AK-47's, RPG's and grenade launchers.

To ensure that a rival faction does not steal the weaponry, the entire underground complex lies riddled with trip wires and pressure sensitive plates that only the guards know how to deactivate. Numerous air ducts with giant fans pump air into it from above.

The Devil is in the Details

Mogadishu, while an active, vibrant city, differs markedly from western cities. Gamemasters can play on these differences to make Mogadishu a more fascinating setting and help maintain the suspension of disbelief. They can strengthen this effect by thinking of the entire experience as a movie or documentary drama.

One thing that helps keep this working involves details. This section includes a few small things that you can put into the campaign to help give the characters a sense of immersion in the location.

Smells

Every country has a distinct smell to it, sometimes pleasant, sometimes not. Mogadishu has numerous refineries and other factories covered by no environmental regulation, so the smell of chemicals permeates the air. Everyone has a gun, and fights occur on a regular basis. A faint aroma of gunpowder conveys the overall image of violence it has. It also has centuries of tradition, with cars mixing in with the livestock that sometimes moves freely about the streets.

The Tannery

Not far from the livestock market, the tannery churns out leather goods. The strict methods of killing live stock for meat according to the Islamic faith demand that a large number of men work to ensure that it gets cut properly. The large vats of oils, some brought in from the port, make sure that all the flesh gets used for something. They also make sure that their smell permeates the area for blocks around.

Any kind of firefight in this area offers unique hazards. Shooting through the meat not only severely annoys the local workers (all of whom have large sharp objects used during the entire day), it creates a rather vile health hazard as well. The labyrinth of hanging carcasses makes visibility a challenge at best; an impossibility at worst. They also create so many opportunities for ambush or mistaken friendly fire that only a fool (or a player character) would initiate a

conflict here.

Poverty

Despite the new business spirit beginning to permeate the country, Somalia remains one of the poorest countries on Earth. Starvation, lack of education, and chaos forces people to do whatever it takes to survive. Many modern buildings lie in ruins, and thieves take everything from the roof to the floor tiles to sell on the black market. Even the doorknobs fall victim because of the valuable copper contained therein. At the same time, this contrasts with the occasional cell phone or portable video game console to show the changing spirit of the city.

Al Yanik

The poorest of the poor sections in Mogadishu, it lies just outside the confines of Boondhere. Refugees from politically unfavorable clans, as well as displaced Indonesian and Arab workers, mix in one of the few non-homogeneous sections of the city. Even the mosques have an impromptu, semi-constructed feel to them, and none of the roads have paving.

However, the people here show more openness and generosity than any other area the characters might enter. All of the locals had to transcend inter-clan differences just to survive. This poor area represents what Somalia must ultimately do in order to prosper. The locals often share what meager possessions they have with strangers, and represent the truest of Somali tradition in generosity toward guests.

Islam

While the city has small minority populations from many sections of the world, the overwhelming majority of the populace remains devoutly Muslim. Words mean a great deal to the Somali people, and five times a day the call to prayer gets broadcast all over Mogadishu. The people stop activities, roll out a prayer matt, and pray. Respect for Somali Islamic religious traditions goes a long way toward avoiding misunderstandings.

De'ara Mosque

Not as large or fancy as the Arba Rucun Mosque, it lies just north of the Bakara Market that services many of the new techno elite of the city. The local clergy keep a close eye on the police to make sure that they to protect the marketplace. Five times a day, donated loud speakers send out the call to prayer to the pious that they might bend knee and give praise unto Allah. Occasional scowls erupt from the clergy at technocrats who forgot to turn off cell phones during a service.

Several times a day, police patrols move by the mosque to receive a blessing and inspection. The clergy keeps up the moral of the local constabulary and ensures that they work actively in the best interests of all the Somali people and not just his or her own clan. This is at least the ideal. Sometimes locals line up along the street to watch the brief ceremony of the changing of shifts that each police unit makes.

Chapter 7: Mogadishu



Heat

Somalia lies close to the equator, and most of the country contains endless desert. The temperature pounds on the unprepared like a sledgehammer. Lugging around massive amounts of equipment for long periods of time should cause characters to suffer heat stroke. It should certainly affect the individual's abilities in combat. Make sure to have them make the appropriate checks on a regular basis. You do not go around in full riot gear and touting a chain gun for eight hours in the sun in Mogadishu, no matter who you are.

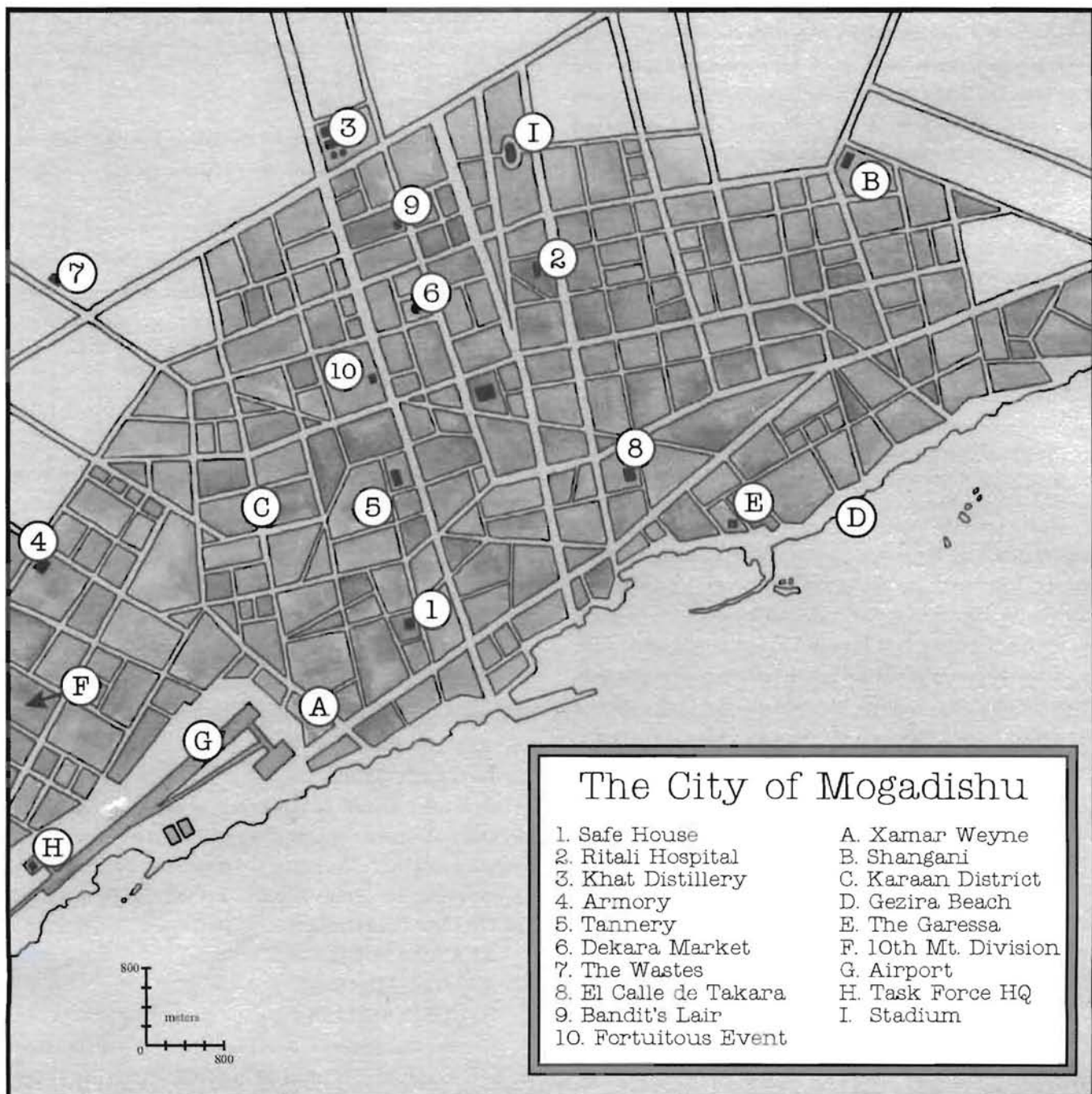
The Wastes

Somalis piled up a mountain of abandoned tires here, just outside the city. The residual heat they absorb makes an already hot

location hotter. The wasted tires form a veritable maze, with an occasional plume of smoke from fires lit and then put out by the locals. A small gang of local children plays in this maze, occasionally stealing small bits and pieces of things from the local market, and then retreating to an elaborate fort they have constructed in the middle of the maze. The extreme heat means that even the children only enter during the night.

Singing

The Somali people love to sing. The locals sing songs for everything they do, be it working, playing, worshiping or traveling. They have an elaborate tradition of poetry and images, and the language contains the mixture of centuries of crossroad's influence. Smatter-



ings of Italian, English, French, Arabic and African blur to make a rhythmic tapestry of melody that hangs over the city like a curtain.

El Calle de Takara

Between the port and the central section of the city, numerous storytellers line up from time to time during the year to sing songs of deeds from the distant past. These elaborate affairs often last for several hours and receive visitors from all parts of Somalia to listen to the tales and spread them on. A large prize goes to the man deemed most worthy as a teller of tales.

Chaos

Life comes cheap in Somalia. If the characters stay long, they hear frequent gunfire, even during the day and, unless very conspicuously armed, get challenged multiple times. Allegiances shift and change at a moment's notice. Ancient clan, sub-clan, lineage and family ties make it hard to know just who serves whom at any given time. The lack of a central government has caused many things that people take for granted, like regular mail, basic utilities and public safety, to come in sporadic moments, off and on like a flickering light.

The Bandit's Lair

Nominally under the employ of six different warlords, the bandits take money from whomever puts it in pocket. The bandits perform multiple hit-and-run raids on the Bakara market and surrounding districts, targeting the most valuable and mobile equipment. A garage on the side of the building houses several rusting motorcycles that the bandits constantly fight to keep in working order. The bandits use them to confuse opponents while the thugs rob hapless victims. The house lies hidden just south east of the market.

Homogeny

To the ignorant, most of the Somalis appear identical. Unlike much of Africa, the entire region has a common ethnic and cultural heritage. To a Somali, the differences in clan, sub clan and lineage might be the difference between night and day, but many from outside the country (even those from Africa) easily underestimate the incredible complexity of internal Somali politics. Most importantly, unless the characters originate from Somalia, they stick out like a sore thumb. Many foreigners come to the area, but the local populace still outnumbers them at least a thousand to one.

The Fortuitous Event

A new restaurant built within view of one of the crashed helicopters from Task Force Ranger, the Fortuitous Event caters to the small number of tourists coming to Somalia after interest arose from the book *Black Hawk Down*. The restaurant serves a mix of Somalified Italian food and traditional nomadic fare imported from the countryside. Of late, the place has served as a de facto neutral ground between the warlords and the TNG for discussing temporary truces and other deals, which often do not last longer than the meals. At any given time, at least a dozen different factions mix in amongst the tables, eyeing each other warily.

Areas of Interest

Xamar Weyne—

Xamar Weyne lies in the southwest corner of the city. It remains one of the oldest areas, featuring irregular streets that date back to the 9th century. It also goes by the name Central Mogadishu even though it does not lie in the geographic center. Much of the entire district lies in ruins, though portions remain intact.

Xog-Ogaal

A local newspaper that has tried to remain neutral in the political chaos that abounds in the city, it often relies on political cartoons to get its message of satire across.

Shangani

A neighborhood in the northeast of the city. People began settling there around the 9th century. The Italians built a railroad near here during the early 20th century.

Karaan District

The Karaan District contains the livestock market, with extensive space for all kinds of animals, including cattle, goats, camels and horses.

Gezira Beach

A beautiful white sandy beach, greatly enjoyed by the locals. It has multiple hidden coves and the occasional ocean-going predator. It still has large amounts of refuse from the civil war dotting its otherwise pristine shores.

The Garessa

This complex near the sea originally served as quarters for visitors of the Sultan of Oman during the early 19th century. It transformed into a museum in the 1980s, though the museum has since moved to other quarters.

The Obelisk

Near the center of town at the street junction of Soomaliya and Shire Warsme Jamhuuriyaddo, the Obelisk provides a major landmark as well as meeting place for Somalians.

Italian Arch

This arch in Central Mogadishu remains one of the most prominent features in the city. The Italians built it to commemorate their successes in the 1930s.

La Governatore

Otherwise known as the Office of the Municipality of Mogadishu, this government building served as the administration complex during the Italian regime and later served a pivotal role in the administrations of the democracy and the Siad Barre regime. The TNG now uses its facilities.

Al Aruba Hotel

A sprawling complex near the ocean.

Main Bus Station

Near the market district, buses from all over Somali come into this area, though far fewer than did in the days before chaos overtook the city.

Chapter 7: Mogadishu



Bakara Market

Anything one could ever want to buy gets sold here. Weapons, gold, jewelry, construction equipment, electronics, computers, cell phones, produce, livestock, drugs, diamonds, tapes, and much more change hands to the highest bidder every day. The Somali use native currency in addition to bartering for exchanged goods. Regardless of the method of trade used, the locals haggle over it. An anachronistic mix of wooden carts with high-tech offices sprawls along the entire facility. It all has a distinctive Wild West feel to it, with people brandishing weaponry everywhere.

Muggings occur frequently here, despite the newly created police presence. The police might have made things more stable, but they can only do so much. They make arrests for drugs from time to time, though certainly not catching all of it, especially the native favorite of Khat. The lack of a government has ironically allowed greater economic success than other parts of Africa, not needing bribes or political regulation.

The intense fight between the US military and Aidid's forces in 1993 that ultimately caused the loss of thousands of lives and the withdrawal of Operation Restore Hope happened near here.

Croce del Sud

A hotel built in the 1930s; it houses some of the international visitors who come to the city. It also features a restaurant and what many claim are the finest accommodations in Somalia. It mixes colonial Italian architecture with northern African design.

The Great Cathedral

This sandstone-colored cathedral has two prominent towers, built in typical European fashion. The Italians built it, and it lies right next to the Arba Rucun Mosque. A large, three-story administrative wing lies next to the large central chamber. The Italians also built this during the 1930s.

Arba Rucun Mosque

Otherwise known as The Great Mosque, this large white stone mosque lies right next to the Cathedral. It hosts a single large tower with a light bluish silver pointed top that the Muslims built in the 13th century. Five times a day the call to prayer sings out to the city from the tower.

Airport

Four airlines regularly service it. The military of multiple countries occupied and used it heavily during Operation Restore Hope. Task Force Ranger stayed in a hanger just outside the airport.

Current Power Factions

Agricultural Clans (Digil, Rahanwayn)

These clans lay claim to the best agricultural areas of the country, though a significant portion of the population still remains nomadic — or at least have attempted to amidst the chaos that surrounds them.

Major Clans (Dir, Daarood, Isaac, Hawiye)

The four major clans consist primarily of clan-families with loose

relations and ancestral ties to each other. As a reference, these clans rule well-defined geographical locations and play leading roles in the shifting matrix of Somali politics. Together, they make up roughly 70 percent of the population.

Rahanwein Resistance Army

Dominant faction in the southern areas of Bakol and Bay. It has fierce internal fighting amongst those who support Aided and others who oppose his influence.

Al-Ittihad Al-Islam

Radical Islamic group believed by many to have close links with al Qaeda, recently branded illegal by the Canadian government. It has close allegiance with the TNG.

Base Security

Military police served a vital role in the base security. They acted both as posted guards and as intermediaries between the U.N. presence and contracted Somali security guards. These hired guards bolstered security around U.N. compounds or oversaw U.N. cargo or other areas at times when there were not enough U.N. forces to go around. Sadly, once the U.N. presence withdrew, most of these guards had to turn to a mercenary path in order to survive and feed their families. In more recent times, however, many of them started working for the TNG.

The perimeter security generally ended at the edge of the base in Mogadishu, however. Despite their heavily mechanized equipment and armor, the Malaysian and Pakistani forces understood the potential nightmare of overwhelming numerical opposition. They fortified a local stadium and turned it into their base. Security only increased after the destruction and mutilation of several Pakistani peacekeepers by Somali forces.

Once the Rangers and Delta Force arrived, they ended up barracked in a large aircraft hanger detached from the base. Mortar fire became a nightly ritual from the distant Somali position, though shells rarely landed near the base. Most of the other Europeans ended up staying in the general vicinity of the airport or in the Xamar Weyne district in former Italian colonial buildings still left intact from the years of civil war. This included unarmed observers from Austria, Bangladesh, Czechoslovakia, Egypt, Fiji, Finland, Indonesia, Jordan, Morocco, and Zimbabwe. The US, Australia, Belgium, Botswana, Canada, Egypt, France, Germany, Greece, India, Italy, Kuwait, Morocco, New Zealand, Nigeria, Norway, Pakistan, Saudi Arabia, Sweden, Tunisia, Turkey, United Arab Emirates, United Kingdom and Zimbabwe contributed 17,000 armed troops.

At times the United Nations also controlled the ports, though which nation controlled which area or designated zone of operation changed often enough that the GM can put a unit in a specific area near the coast without fear of too much historical inaccuracy.





Habr-Gedir sub clan

Known for occasional kidnappings-for-profit in Mogadishu, many of its members make up part of the SNA. Its numbers contain some of the most powerful warlords in Mogadishu, and indeed all of Somalia. An attack on a number of the clan elders in an attempt to get Aided in early 1993 inspired the assault on Task Force Ranger in 1993.

Abgal sub clan

This clan has a substantial power base in Mogadishu, and recognizes Mahdi Ali Mohamed as one of the more prominent figures in the clan. It often opposes the Habr-Gedir.

SSDF (Somali Salvation Democratic Front)

This organization claims responsibility for the city state of Puntland. It consists of several thousand former militias, police and soldiers who keep order in the tiny enclave. Most of the force's income comes from the port town of Bosaso. Reports indicate that the organization recently shanghaied an Italian vessel accused of violating Somali territorial waters and overfishing its waters.

SNA (Somali National Alliance)

A powerful faction led by Hussein Aidid that works against the TNG, who do not believe the TNG works in his faction's own interests, or the interests of the SNA's respective clans. One of the major objections to the TNG involves the large number of ministers who served under the Siad Barre government.

Transitional National Government (TNG)

This group consists of an alliance of numerous clans and factions that have agreed to the Arta peace process. It controls part of the capital and claims large sections of Northern Somalia (Somaliland and Puntland). The TNG also enjoys the most recognition from international organizations like the UN, but has not received formal recognition from many governments, especially in the west. One reason for friction between the United States and the TNG includes Al-Ittihad, which the United States alleges has close ties to Al Qaeda. The faction's critics also claim that it lacks proper spending and accounting practices.

Somalia Restoration and Reconciliation Council (SRRC)

The umbrella organization of warlords, political leaders and dissidents opposed to the creation of the TNG and the Arta peace process.

Ethiopia

Many claim Ethiopia supports the SNA and other anti-TNG forces in Somalia. Ethiopia denies recent claims that they sent several hundred troops into Puntland, despite Somali witnesses to the contrary. Ethiopia and Somalia have a centuries-long disputed border, and some in Ethiopia regard it as part of its sphere of influence.

Djibouti

Somalia's neighbor to the north recently hosted the assembly

Chapter 7: Mogadishu



of parliament for the TNG. Djibouti has had some minor border disputes with Somaliland. It also acts as one of the more open and stable nations in the region.

Al Barakaat

A loose network of moneylenders, traders and other financial operatives accused of having ties with al Qaeda. The United States shut down and froze Al Barakaat assets in November 2001.

IRIN (Integrated Regional Information Networks)

A part of the UN Office for the Coordination of Humanitarian affairs. Many accuse it of spreading slander, lies or generally inaccurate information against certain parties in Somalia, though many sources bolster the IRIN's accusations of piracy and other offenses. Whether or not these independent sources get information from IRIN remains difficult to say. It originated in Africa in 1994, and the organization upholds values of grassroots information gathering and dispersal as vital to the success of the cause of Somalian stability. Critics claim it works for the TNG.



Chapter 8: To Catch a Falling Star

an Introductory Adventure for Somalia: d20



26.152: *Who make mischief in the land and do not act aright.*
26.153: *They said: You are only of the deluded ones;*
26.154: *You are naught but a mortal like ourselves; so bring a sign if you are one of the truthful.*

- "The Poets" M. H. Shakir's translation of the Holy Qur'an, as published by Tahrike Tarsile Qur'an, Inc.

Brief Summary

The military sends the characters to retrieve a kidnapped missionary family from Assan Hattab, a warlord reputedly holding them for ransom. However, Hattab and a greedy intelligence officer set a trap to capture the characters and sell THEM for ransom. If captured, they need to escape before calamity strikes.

Mission Briefing

Read the following introductory statement to the party:

The year is 1993. Sitting in the office you can feel the heat sweltering over you. A physical force, it robs you of your moisture as sweat trickles down the back of your neck. The fan seems broken, even though it is on at full blast. You wonder why it doesn't work, but do your best to ignore the way that your uniform seems to be sticking to your flesh as if slowly melting into it. Flies buzz around the room, completely unperturbed by the slight breeze, landing on and about your shoulders. You ignore them as you continue to stand at attention. You see several men here, not just your own group, but two full platoons of your fellow soldiers.

Colonel Myste, your liaison commander, comes into the room and says, "Gentlemen, today you will receive your mission briefing from Captain South. You will please give him your undivided attention. Take your seats." A boy in a Captain's uniform walks into the room. You'd heard about him; but you didn't believe it until you saw it. Rumor has it that he graduated college at age 19 with a Masters degree in history and a PhD in psychology. Rather

than enter the professional world, he signed on for a stint in the military, but due to a delayed-growth spurt looks (and some say acts) just like a sixteen-year-old. Supposedly he's some kind of prodigy, though most hardly think so. Supposedly his family has political connections - big political connections.

"Hello men, it's good to see that you've volunteered for my mission. I've got some intelligence that I put together and that none of the other analysts could even begin to understand. I have analyzed some of the Somali radio broadcasts and figured out that just under three hours ago, militia men took a local missionary couple for ransom. The militia has not yet moved them to a secure facility. We plan to send you to get the missionaries out. I have collected satellite photos of the area and gathered further details from an informant we have on the ground. Due to the extreme priority of this mission, you will be given full access to the armory. Equip yourselves as you see fit, though I have designed this equipment list that I strongly suggest you take due to its maximum efficiency.

"You have been divided into groups A, B, and C. Three Black Hawk helicopters have also been requisitioned for your usage. Groups A and B" he looks at the other two platoon leaders, "will proceed in with Group C serving as an emergency reserve."

"Are there any questions? No. Good. Very well gentlemen. Here is the file. Study it. I'm sure you will find everything in order. Goodbye." With that he turns to walk out of the room.

In truth, Captain South does not have anywhere near the confidence he pretends to have. He fought tooth and nail to get a chance to direct and execute a mission. He called in some of his family's political contacts high up in the administration and got them to arrange a char with the group CO. Finally, Colonel Myste relented, deciding to give South just enough rope with which to hang himself.

Chapter 8: To Catch A Falling Star



When South leaves, Colonel Myste slowly stands. "I want you to be very careful on this mission. Just as I would caution you to take care on any mission: remember that this is the real thing, and they'll be shooting real bullets back at you." This seems a bit odd coming from the colonel, especially when she stands and leaves the room before answering any of your questions. The mission orders lie on the table waiting for you to take them.

On the surface, the material has all the detail one would expect from an over-eager anal-retentive young man desperately trying to prove his superiority. Every official bit of paperwork has marks on it, commenting on even the minutest detail. Despite having had only two hours to prepare the mission report, South has typed up a brief history of the region, as well as of the dominant clans; sorted the satellite photos both by topic and individually; included a translated transcript of the intercepted conversation; and devised several brief and preliminary psychological analysis of the situation and how it relates to the overall tone of the presumed organizational structure of the involved sub clan.

Of course, a more detailed analysis reveals a few problems. Anyone making a Spot check (DC 27) and who looks at the photos in detail, notices that the house that holds the prisoners has three industrial strength metallic clamps holding the wall and the roof together. South has made no explanation of this oddity because he doesn't understand it. What he doesn't understand, he doesn't want to include in the report. "I don't know" simply does not exist as an option for him.

Anyone with Knowledge (current events) can notice that the sub clan that took the missionaries, the Gluck-yital, does not exist (DC 22). Anyone making a Knowledge (theology and philosophy) roll [DC 27] will also note that the missionaries in question belonged to a church that does not exist; or at least no major denomination that they'd ever heard of. Indeed; if they take the time to analyze the transcripts, the supposed missionaries make frequent references to Hindu gods, obscure Islamic martyrs and almost-forgotten Catholic saints.

The Helicopter

Once outfitted, a Blackhawk waits to take them to their destination. They have approximately two hours to get there. Another man in a suit and dark sunglasses awaits in the co-pilot's chair. If asked, he introduces himself as Mason Dixon. He remains as silent as possible, revealing little. About halfway towards the designated destination, he asks the helicopter pilot for the radio and sends a message to the other helicopters, "This is Touchdown. Alteration of Mission Parameters, Authorization Tango Tango Niner. Alpharetta and Barnum proceed to sections Zulu and Mango. Repeat-Zulu and Mango." He then turns to the characters, "There has been a change

Captain South's Suggested Equipment Load

Equipment	Weight
<i>Soldier 1:</i>	
M3 Carl Gustav Rocket Launcher	25 lb.
M16/M203 rifle	11 lb.
Desert Eagle	4 lb.
2 x M3 Rockets	20 lb.
4 x Magazine Clips for M16	3 lb.
10 x 40mm HE Rounds	10 lb.
3 x Magazine Clips for Desert Eagle	2 lb.
200 round belt for M240G	11 lb.
6 x Fragmentation Grenades	6 lb.
Tactical Vest	10 lb.
Satellite Phone	2 lb.

Total 104 lb.

Soldier 2:

M240G Medium Machine Gun	24 lb.
M16/M203 rifle	11 lb.
Desert Eagle	4 lb.
200-round belt for M240G	11 lb.
4 x Magazine Clips for M16	3 lb.
10 x 40mm HE Rounds	10 lb.
3 x Magazine Clips for Desert Eagle	2 lb.
2 x M3 Rockets	20 lb.
6 x Fragmentation Grenades	6 lb.
Tactical Vest	10 lb.
Satellite Phone	2 lb.

Total 103 lb.

All Others:

Barrett Light Fifty	35 lb.
M16/M203 rifle	11 lb.
Desert Eagle	4 lb.
2 x Magazine Clips for Barrett	4 lb.
4 x Magazine Clips for M16	3 lb.
10 x 40mm HE Rounds	10 lb.
3 x Magazine Clips for Desert Eagle	2 lb.
2 x M3 Rockets	20 lb.
6 x Fragmentation Grenades	6 lb.
Tactical Vest	10 lb.
Satellite Phone	2 lb.

Total 107lb.

Note to the gamemaster: This equipment grossly exceeds what the characters need to perform the mission. Captain South got a bit ... enthusiastic in his appropriation and this should serve as a warning to the characters of the situation in which they now find themselves.



of plans. We think they may be on the move so we're spreading out to cover more territory. We're heading to the original area. Very few of them should remain, but the hostages may still be there."

The Trap

The helicopter puts the characters down about two miles away from the target. The plan calls for them to meet up with a local informant (a plant working for Hattab) who takes them to the area from which they can ambush the forces. The informant lives in an isolated aluminum shack with an extendable antenna so he can radio intelligence back to the coalition forces at the base.

If the characters have remained clueless up to this point about the obvious danger signals of the entire mission and proceed as if nothing has happened. Read the following to them.

"As you gaze upon the hut that has the hostages, you see four security guards. Each carries an AK-47 and walks around in a nervous circle. The hut has grass and mud walls with a single window on the side. The heavy plains grass surrounds it on all sides."

The Prisoners

Rijud Vhandi

Even Amman Hattab has assumed that this humble, quiet-spoken man is some kind of Christian missionary. Rijud certainly has not said anything to dispel this notion – certainly not in a language they understand. He understands all of THEM of course, and a simple

well-placed word could have caused his immediate release. However, he has sworn an oath to his sacred god Werdna that he will only speak in the nearly lost dialect of his Cushi people. In the southernmost portion of India, in one of its most rural provinces, Vhandi humbly sought to teach and learn about all religions to bring greater enlightenment and understanding to his people and to the world at large. He has written almost his entire thesis under the pseudonym, "The humble one," attempting to remain in the shadows and leave the credit of his accomplishments to the glory of Werdna. However, he recently began a spiritual journey around the world to seek enlightenment from spiritual areas. He has come to Mogadishu in an attempt to learn of "kindness that flourishes in the midst of chaos." He believes himself sent here by the Cushi god of last-minute triumph despite horrific procrastination, Segdirblibi. He plans to watch the characters very closely in their actions and hopes to find true enlightenment in their heroic actions.

Yashi Vhandi

A follower of Renethgila, god of trickery, he has stood in the shadow of his grandfather for 10 years. At last he feels the time has come to show up his grandfather in the field of theology by showing how trickery and deception can work wondrous and good results. As such, he has readily played along with the assumptions of Hattab, being the only other person who speaks the obscure Cushi dialect. Under his grandfather's tutelage, he has gained an intimate knowl-



Chapter 8: To Catch A Falling Star



Tranquilizer guns:

Ballistic, 20-foot range increment, semi-automatic, hold 5 darts, medium size, 4 lb.

Roll to hit as normal. If a dart hits, it injects a combination of Ketamine and Xylazine, drugs commonly used to tranquilize dangerous animals. Victims hit by the dart must make a Fortitude save (DC 20) or fall unconscious for 2 + 1d3 hours. Those who save must make another (DC 25) about a minute later when the second drug begins to act or fall unconscious for 2 + 1d3 hours.

edge of theology. He uses this to imply that Rijud is the bishop of a long-lost splinter sect of Eastern Orthodox Pakistani. He does not know exactly how his trickery will work out for the greater good, but he has great faith in his god. Anyone making a Knowledge (theology and philosophy) check (DC 8) notes that Pakistan has a rather small Christian population. Anyone making a Knowledge (theology and philosophy) check (DC 20) realizes that there is no such thing as Eastern Orthodox Pakistani.

Ezmerelda Latina

A cleaning woman from the Philippines, she works for one of the imported contractors and cleaned for several of the visiting soldiers several months ago. However, she got lost about a week and a half ago. She only speaks Spanish and got captured while asking directions from Yashi. Since none of the terrorists spoke Spanish, he felt no obligation to tell them who she was, fearing that they might harm her if they did not believe her of incredible importance. He has convinced Hattab that she represents the divine and holy will of Saint Siewsihc, patron saint of the lost and clueless. It worked. The terrorists have treated her very well and left her alone.

Hattab has designed the cottage to collapse at the slightest command, hence the clamps on the side of the building. Once the characters have engaged in the ambush, the soldiers readily play dead if it at all appears that they can get away with doing so. Once Hattab believes that the characters have moved to a position where he can pounce on them, he springs his trap.

The sides of the walls come down and four more soldiers concealed inside open fire on the characters with dart guns. In well-hidden (DC 30 to spot) enclaves around the now-collapsed building, six more soldiers wait to get into the action at Amman's command. He wants to draw as many of the characters out to where he can capture them as possible.

Soldiers: **Tough Hero 1:** CR 1; HD d10+4; hp 10; Mas 16; Int +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 11; BAB +0; Melee +1; Ranged +1; SV Fort +4, Ref +1, Will +1, AP 0; Rep +0; Str 12, Dex 12, Con 16, Wis 12, Int 8, Cha 10.

Skills: Drive +3, Intimidate +2, Listen +3, Spot +3

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Talents (Tough Hero): Robust

Possessions: Leather jacket, casual clothing, Tranquilizer gun, 10 darts, 3 bottles of chloroform (break when thrown and dispense chloroform gas in 10 x 10 area.)

In the event that the initial assault does not succeed, Amman has a back up plan involving chloroform. He has his men toss bottles of the liquid drug into the area of the cabin, regardless of whether or not his own men get mixed up in the fray. If this still does not work, his troops rush in and attempt to pummel the characters into unconsciousness with the butts of their guns and their fists.

If, despite overwhelming odds, the characters manage to succeed and rescue the hostages, they discover that someone jammed their radios. Ten minutes later, two small helicopters fly over the horizon and instruct the characters to lay down their weapons or face certain death. While the characters could use LAW rockets, the helicopters possess overwhelming firepower. Of course, they do not know that the helicopter pilots have strict instructions not to fire upon them.

In the event of a total failure by Hattab, simply put a map to his compound in the pockets of one of the unconscious soldiers so that our indefatigable heroes might take him on themselves and save the day.

Escape and Assault

If the characters get knocked out and captured, read the following to them:

You awaken in a cold dark cell with a burlap bag over your head and your hands tied together. Working a bit, you find yourself able to remove the bag and get a good look at the room. Two flickering and worn 40-watt light bulbs dangle from electrical cord. Your room is made of adobe walls and a tin roof. A single thick wooden door sits opposite your current location, and you can see your companions slowly stirring as well.

The party can see the three religious captives in their cell. They have random knickknacks, including some moderately sharp objects that the characters could use to free themselves of their bonds. You see a very confused woman, possibly Filipino, with dark brown skin; a scholarly looking man in his late 20s, quite tall and skinny with gaunt features; and a wizened-looking fellow with thick, bushy white hair who seems to exude charm and charisma without saying a thing.

The scholarly looking fellow speaks quietly in a whisper. "I know you tried to rescue us. For that we are eternally grateful, but I feel that we must leave soon before they transport us to another facility. They think that you will be out for hours, but my esteemed mentor Bishop Rijud used ancient techniques to get you well quicker."

When pressed as to exactly what those techniques might consist of, he hedges a great deal and finally says that he has sworn a





holy oath never to reveal them. A medic, however, might note that several of the shoe marks on the characters' bodies consist of exactly the same size boot as Yashi's. His "ancient techniques" involved gently but firmly kicking the characters over and over again until they woke up. A well-placed Sense Motive check (DC 32) reveals that Yashi lied about something, but he steadfastly sticks to his story (religiously, one might add). A lower roll (DC 15) reveals that regardless of what he hides, he feels a great deal of fear and wants to leave the present location as quickly as possible.

A single guard stands outside the door. A character looking through a small crack underneath can get a sense of his general location. The door is well secured to the wall, having formerly been used as a jail cell, though it has rusted somewhat. To open it requires a combined strength roll of 35. Doing it quietly, however, requires considerably more skill and anyone attempting to do so needs at least a DC 22 Move Silently roll. The easiest solution involves picking the lock. They must convince Yashi to either help them find something with which to pick the lock or pick it himself (Disable Device +10).

To solicit their help however, Rijud Vhandi will insist (as translated through Yashi) that the characters promise not to kill the guards. If the characters agree to these terms, then Rijud permits Yashi to help them. Yashi might frequently rebel against his mentor, but he will not disobey a direct command. Rijud continues to pretend that he does not understand any language the characters speak (except the obscure Cushi dialect), even in life-threatening circumstances.

The guard does not rank highest amongst Hattab's most competent help, and he expects the characters to be unconscious for hours. As a result, he does not notice their actions unless the characters fail their roll. However, if assaulted, he immediately cries for help from the reinforcements in the next room. The characters' possessions lie down the hall in the supply area, and have been thoroughly ransacked. Alas, nearly everything lies utterly useless or ruined. A few personal items remain, but all weapons, armor, electronics, and ammunition no longer remain intact or are on their way to the Bakara market for immediate sale.

Farther down the hall, the barracks of the prison houses two guards who rotate shifts. Two guards lie sleeping in the area and awaken if stirred by any outburst.

Soldiers: Tough Hero 1: CR 1; HD d10+4; hp 10; Mas 16; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 11; BAB +0; Melee +1; Ranged +1; SV Fort +4, Ref +1, Will +1, AP 0; Rep +0; Str 12, Dex 12, Con 16, Wis 12, Int 8, Cha 10.

Skills: Drive +3, Intimidate +2, Listen +3, Spot +3

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Talents (Tough Hero): Robust

Possessions: Leather jacket, casual clothing, AK-47, 3 magazines (AK-47), 2 fragmentation grenades

Incriminating Evidence

If the characters manage to get free, they find themselves deep in the middle of hostile territory with little or no idea where they are. The locals have little love for foreigners and have no desire to cooperate. With no functioning radio, no vehicle and little money, the characters need to find a way to get back to civilization.

Upon searching the remains of the base, they discover that Amman Hattab fled shortly after kidnapping the characters. A few hastily scribbled instructions (Search DC 19) in one corner reveal the following in Arabic should the characters examine it, "Dixon played me for a fool. He will sell us out to the Americans. Two can play at that game. Gather the men and leave here as quickly as possible. Kill the infidels and burn their bodies. Leave no evidence behind." A further examination of the room reveals the account numbers that Hattab used to pay Dixon. Alas, no evidence exists as to where he fled.

Now that they have the evidence, they still need a way to report it back to their superiors. They find the base located in the middle of the desert on the Ethiopian/Somali border, with no signs of civilization for at least 40 miles in any direction. Even the road has blown out of sight due to a recent sandstorm. Survival (DC 10) or Navigation (DC 10) rolls allow the characters to get an idea of which way to go. More importantly, they also know that spy satellites routinely scan this section. That would normally mean an easy way home, but they know the person looking at those reports on the other end will notify Dixon if they get picked up. They must thus avoid standing out as much as possible.

If they lack these skills, Yashi explains that Rijud Vhandi knows how to find the area they seek. However, he insists that they bring along the guards that they took prisoner. The lack of food and water mean certain death for the Somalis should they leave them behind. Rijud plans to observe closely how the characters treat these prisoners. He not only knows the military codes of justice concerning such matters but also the ethical constraints of any religion you can imagine.

The first day passes with little incident. Use this time to allow for interactions between the characters, the hunt for food and water, and other basic survival matters. One thing to keep in mind involves the heat. Fortunately, the characters have recently had all their troublesome gear taken from them, but make sure to have them make a few rolls to find out what shape they find themselves in for the next encounter.



Justice of a Different Kind

Off in the distance you see plumes of smoke coming toward you. The dust swirling around the area indicates some kind of a vehicle. Lacking any kind of binoculars, you do not have a way to determine who they are. The wide, flat area surrounding you leaves very little room to hide, while the densely packed dirt beneath your feet leaves even the very earth hostile towards concealing your presence. You might want to pray that they're friendly.

They are not, in fact, friendly, but members of an allied clan that brought Amman Hattab here in the first place. They heard he fled, which annoyed them greatly since he never completed the training he promised them. Hattab left a quick radio message, promising them "compensation in return for their troubles," without explaining in great detail its true nature. The jeep they drive has a M2 .50 caliber machine gun that they train on the characters before shouting (in English) that they lay down their arms.

7 Clan Members: **Fast Hero 1:** CR 1; HD d8+1; hp 5; Mas 12; Init +3; Spd 35 ft.; Defense 17, touch 16, flat-footed 14; BAB +0; Melee +1; Ranged +3; SV Fort +1, Ref +4, Will +1, AP 0; Rep +0; Str 12, Dex 16, Con 12, Wis 12, Int 8, Cha 10.

Skills: Drive +3, Intimidate +2, Listen +3, Spot +3

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency, Simple Weapons Proficiency

Talents (Fast Hero): Increased Speed

Possessions: Leather jacket, casual clothing, AK-47, 3 magazines (AK-47), 2 fragmentation grenades

At this point, the characters' prisoners shout with delight, recognizing their distant relatives. The characters lack weapons, and if they desire a firefight, make it clear to them that the odds lay against them. Fortunately, however, they have a potential benefactor. Rijud Vhandi has watched the characters' treatment of the prisoners very closely. If they treated the characters well, he speaks (in perfect unaccented Somali) to the clansmen that the characters not only spared the lives of their former guards, but also treated them properly. Can the clan leaders do any less? Rijud Vhandi has a ridiculously high Diplomacy skill (+17) and has little trouble convincing them to not only let the characters go, but to give them a ride back to civilization as gratitude for sparing their comrades.

If none of the prisoners remains alive, then the characters have a serious problem on their hands. They broke their promise to Rijud Vhandi, who thus feels bound by his vow of speaking any other language but his own. He will attempt to negotiate something through Yashi. The clansmen take the characters' weapons, food and water, and let the desert do their job for them. At this point it becomes a matter of survival rather than roleplaying.

Finally, if some of the characters treat the prisoners well while others do not, use your judgement. Yashi chomps at the bit for an opportunity to humiliate the characters as much as possible, so if one of them went out of his way to torment the guards while everyone else exhibited honorable behavior, he convinces Rijud Vhandi to allow that person to get drenched in camel urine and stripped of most of his clothing, before being forced to walk behind the jeep.

Eventually, of course, the characters either die of desert exposure or manage to return to the base.

Wrapping It Up

Col. Mystic expresses great relief at seeing the characters alive and intact. She had thought them doomed once they lost radio contact. She commends them for any acts of bravery, and writes them up for any actions of extreme cowardice or stupidity (especially any that involved endangering their teammates).

Captain South gets reprimanded for his lack of foresight and cautious investigation. He also develops a deep and abiding dislike for the party. He makes it his personal mission to hinder them through whatever bureaucratic channels he can. Feel free to use him as a foil in future missions to make their lives miserable.

Mason Dixon (assuming that all the evidence does not get destroyed in the final battle) gets put in prison for a very long time for endangering his fellow countrymen. Of course, should he escape he could also prove useful in making life difficult for the characters in a long-term campaign.



Chapter 9: Rebuilding a Nation



This short strategic campaign puts the characters in the role of international peacekeepers in one of the administrative sections of Somalia in the very early phases of Operation Restore Hope. Each individual encounter works as a plot hook, but can also function as part of a greater whole. Prior to the arrival of Task Force Ranger, the Somalis actually cooperated with the peacekeeping forces to a great degree. Firefights and chaos did occur, but it usually involved either miscommunication or inter-factional fighting between clans rather than against international forces.

Characters have a wide variety of nations to choose from in the selection of the squad working to control and pacify the area. By and large, U.N. units did not mix troops from multiple nations, but exceptions occurred, primarily involving specialists. This chapter consists of three "mini-modules," which occur in a linear format, each designed to take place over one or two sessions.

While the characters do not have military command of the entire region, their actions within the context of their orders affect subsequent sessions. The campaign reflects this in two ways. First, the characters' actions determine whether the four modular encounters at the end of the chapter occur at all. While the gamemaster can use them in any context, when used as a part of the whole campaign it can give the party a sense of actually affecting the course of a nation. Second, the three linear modules have various levels of difficulty depending on the success of previous encounters. The campaign takes a combination of diplomacy, creativity, ingenuity and combat prowess to execute successfully.

The gamemaster needs to keep track of three stats over the course of the campaign, and these help him determine which encounter gets used.

Civilian Attitude

The characters represent both the United Nations and the outside world. Most of the Somalis the characters encounter have virtually no experience with foreigners, and the Somalis all know that the United Nations has come to help. So, while civilian morale starts

the game high, actions in flagrant violation of Somali rights, or gross negligence of their culture, causes this value to plummet. This makes the characters' jobs extremely difficult. The Somali culture trades stories like gold. Word of the characters' deeds rapidly spread through the area.

Warlord Animosity

At first, the local warlords do not want to mess around with the U.N. forces. The United Nations has better equipment, better communication and large numbers. Also, the higher the Civilian Attitude, the less the warlords act against the local U.N. forces. However, if the characters antagonize them too much, or fail to recognize them as the true power brokers in the area, the warlords begin to stir up the locals against the U.N. forces, doing everything the warlords can to undermine the characters' mission.

Foreign Attitude

Success breeds success. The better the characters do in the course of performing their actions, the more media attention the characters get back home. Better media attention means more motivation for their government to support the mission, and thus better support for the characters' actions.

Due to space constraints, most of these scores and their results remain somewhat abstract and terse. Still, it should also give the gamemaster an idea on how he can use them on an extended campaign for events not included in this book.

Linear Encounter 1: Establishing a Presence

Summary

The characters get dispatched to the city of Merca. There they must meet with the local officials, pacify some resistance, and establish a headquarters. This encounter should serve as a good introductory to Somali culture and the challenges the party faces ahead.



Chapter 9: Rebuilding A Nation



What They Know

Their orders consist of the following:

"You will be working as an advanced scouting unit for the main peacekeeping force. Your unit will have the following tasks, in order of importance:

"1) Obtain a secure headquarters for unit operations. You have authorization to negotiate with the locals for property usage, but budget constraints have limits. You have an authorized credit line of \$45,000 to make necessary negotiations, with \$10,000 dispatched for initial purchases. Get a receipt for everything.

"2) Identify and neutralize any immediate small-scale hostiles in the area, if possible negotiating with larger power brokers in the region. We are moving in, and moving in force. We want their cooperation, but their disagreement will not stop us from performing the duties dictated us under U.N. Security Council Resolution 291.

"3) Meet with any relevant NGOs and other aid organizations to determine their status and work to coordinate with the locals.

"You have wide latitude to complete this assignment. Behave in a diplomatic and professional manner at all times. Remember who you represent."

The mission orders bear the signature of their mission commander.

What's Really Going On

The major power brokers in the area consist of three clans, an Islamic group, and a powerful Omani trader.

Factions

Benkayre

The oldest and most powerful of the local clans, it owns significant areas of farmland in the surrounding villages. The Benkayre have an ancient tradition of farming and resent the presence of the aid groups. The clan believes that simply giving away free food destroys their markets, and it does not have much interest in cooperating with the characters unless they do something to compensate them for the loss of income. While the clan has suffered from the famine, its preparation ahead of time significantly lessened this.

Sljyara

The Sljyara retains the largest group of fighting men. They maintain a stronghold that overlooks the bay and have large numbers of street fighters left over from the days of the national army. The clan has excellent equipment and often hires its men out for protection in moments of chaos or to ships that fish off the coast in local Somali waters. This puts them in direct conflict with the Krjat. Their immediate reaction to the characters is one of indifference.

Krjat

This clan makes its living on the sea. It provides food to Merca and sells what little else the clan can afford (primarily in Oman) for a profit. The clan also resents the United Nations simply giving food away, but not as much as the Benkayre. The Krjat hope that a new

sense of security and stability in the markets shall allow them to sell their wares in greater numbers. The clan considers the Sljyara thieves and has an ongoing feud with it, often settled in the local Sharia courts.

Al Opan

The resident imam, thought of by many as the most holy man in the province. While numerous Sharia courts exist, his constitutes a *de facto* court of appeal. His people guard him closely from any who would do him harm. While he believes in a pure Islamic state, he actually (for the most part) welcomes the characters and thinks that their mission shall do much good for the city of Merca.

Simal Fajid

An Omani merchant, he runs a smuggling operation, shipping drugs, weapons and people up and down the Red Sea, up to and including Somalia or Oman. He cares nothing for what the characters do, so long as they stay out of his affairs. He does, however, often hire Sljyara mercenaries to protect his "fishing" ships.

Headquarters

The characters find several locations useful for a potential headquarters. The most obvious solution consists of moving in with one of the primary factions. Each demands a steep price, probably more than the characters can pay. This has two significant effects. First, the other factions immediately mobilize against the characters and assume them biased toward one faction or another. Second, relations with the faction the party moves in with improve significantly.

Two other locations exist that the characters can appropriate:

The former police headquarters. Good points: Very defensible, working generator, easy access to the harbor. Bad points: It requires extensive repair work, and requires a great deal of effort to rebuild the place for use by the peacekeepers.

The airstrip. Good Points: The airstrip affords excellent access to immediate re-supply. It has primitive facilities, but requires very little effort to repair. Given that the characters need to secure the airstrip regardless of where the headquarters gets located, this also makes it an excellent choice. Bad points: The airstrip lies on a flat plain bordered on two sides by extensive ruins, making it an ideal zone for multiple ambushes. It also does not overlook the harbor, making monitoring activity there rather difficult.

End the encounter with a group of young Sljyara toughs who try to get into a brawl with the characters near their favorite hang-out. Their primary goal consists of beating the characters up to prove to their superiors their courage and skill. The characters would do best to either negotiate their way out or pummel the toughs without actually killing any of them. Should one of them die in a simple brawl, the local Sljyara demand blood money in compensation.

Resolution

The following affect the three indexes:

For each faction with whom they arrange peaceful relations:

CA: +1 FA: +1



For each faction they offend in one fashion or another: CA: -1
FA: -1 WA: +1

Offending Al Opan: CA: -2

Placing their headquarters in with one of the factions: FA: +1
(saves costs) WA: +1

Establishing their headquarters in a neutral location: CA: +2
WA: -1

Killing one of the brawlers: CA: -1 FA: -2 WA: +1

Beating the Brawlers without killing them: CA: +1 WA: -1

Acts of extreme heroism or generosity: FA: +1-3 CA: +1-3

Acts of extreme stupidity or brutality: FA: -1 to -3 CA: -1 to -
7 WA: +1 to +9

Award experience based on good roleplaying as well as the degree to which they fulfill their directives. Once the encounter has ended and a headquarters gets set up, the rest of their unit moves in and sets up shop.

Linear Encounter 2: Zeria

Summary

Resources have spread very thin. The characters get called to an entirely different part of Somalia to deal with the actions of another warlord, but word travels fast in this country, so their actions abroad directly affects their efforts back in Merca.

What They Know:

The peacekeepers in Zeria have had a very rough go of it. Hav-

ing suffered from bad intelligence, they call upon the characters and many of their comrades for support. The characters get assigned to perform recon in one of the more dangerous areas of the city. Their fission orders simply consist of preventing any armed individuals from entering their primary area. The party must move into the neighborhood, report any hostiles and negotiate their withdrawal or disarmament. The party needs to maintain this buffer zone for 24 hours.

The zone that they guard belongs to the Klinsyr sub clan, a notoriously violent group of individuals who guard their territory fiercely. The clan has not given the U.N. peacekeepers many problems thus far. The Klinsyr have few weapons heavier than AK-47's, possibly supported by some technicals. Should you decide that the clan possess a large number of these, the characters may call in air support, though it takes roughly 10-15 minutes to arrive due to the amount of territory the aircraft must patrol and cover.

What's Really Going On

The Klinsyr want nothing to do with the characters. However, the clan has a real problem with several Italian members of the local U.N. garrison. Old memories die hard, and rumors about what the Italian soldiers said have grown far out of proportion to what was actually said. When the characters enter the zone, the Klinsyr make no overtly hostile moves, but they send someone to inform the characters to clear out because they intend to move a large number of fighters through to strike at the Italian position.

Chapter 9: Rebuilding A Nation



Besides the fact that this clearly violates the character's orders, complying with this request won't make the Italians happy. The characters can attempt to stall, making the negotiations go on for as long as possible. This tactic yields the best possible results, since they won't need to give anything up and also not have to resort to violence. Once the twenty-four hours have passed, sufficient back up has arrived from across the Red Sea to allow the characters to return to their original position.

Should the characters attempt to tough it out, they should have considerable success at first. If they take defensible positions, the Klinsyr lightly probe their position with occasional sniper fire, but don't really get serious. However, after 23 hours have passed (after which the characters should start feeling the effects of fatigue due to lack of sleep), four Technicals crammed to the gills with soldiers attempts to storm the characters' position. The characters simply can't stop them all without exceptional strategy and luck. If any of them get through, the Klinsyr take their revenge on the lightly defended flank of the Italian position. If the characters manage to take out at least two of the technicals and have the presence of mind to call in air strikes, the air support should take out the last two before the clan does serious harm. Regardless, this encounter should drive home to the characters that the party faced incredibly huge odds here against a numerically superior opponent. It should help set the stage for things to come.

A third option involves negotiating and simply bribing the

Klinsyr. Given that the clan doesn't really want to mess with the characters, and that its leaders are very patient (the Klinsyr know the character's unit leaves in 24 hours), the clan has absolutely no problem extorting anything and everything they can get their hands on. If the characters manage to actually give them something the clan wants (primarily involving large amounts of weapons, ammunition, luxury goods or something else special) they wait out the period without attempting to harm the characters or the Italians. Who knows what tomorrow may bring?

Resolution

Negotiated a settlement without actually giving anything up:

CA: +1 FA: +1

Negotiated a settlement and bribed the Klinsyr: CA: +3 WA: +1

Fought the Klinsyr and Won: CA: -1 FA: +1 WA: +2

Fought the Klinsyr and the Klinsyr get the Italians: FA: -4 WA: +4

Acts of extreme heroism or generosity: FA: +1-3 CA: +1-3

Acts of extreme stupidity or brutality: FA: -1 to -3 CA: -1 to -

7 WA: +1 to +9

Linear Scene 3: Bittersweet Reflections

Summary

The characters' time in Somalia, for good or ill has come to an end. They must move out of the territory and _eapzap! hop. The

question remains, however, what kind of shape the area has when they have left; better, worse or merely tiny grains of sand in an endless desert? Give them a chance to find out.

What They Know

The recent incident in Mogadishu killed many civilians, vilified Task Force Ranger, and created doubt in the West, and thus the backbone for Operation Restore Hope has collapsed. The characters have one final chance to affect the outcome, one of three epilogues to an otherwise rather seemingly impossible situation. Depending on their actions to this point, they may either have an easy go of it or find an uphill battle on their hands.

Their mission orders remain rather simple: pack up and get out of Dodge. However, the city throws a monkey wrench into things. Someone has kidnapped the daughter of one of the local NPCs to whom the characters have grown attached. The girl's family asks the characters to rescue her, though the characters' official timetable for withdraw gives them only 24 hours. They can, of course, disobey orders, but that has its consequences. The party does know their orders remain inviolate; the politicians back home will not stomach another incident like what happened to Task Force Ranger. Any action that the characters take remains entirely their own.

What's Really Going On

Simal Fajid runs an interesting little side business. From time to time he has his men take pictures of the local women of Merca, and displays them for his less-than-savory clientele back across the Red Sea. He has arranged for the kidnapping of the girl (Lyia, age 9), as well as transport for her back to the unmentioned party.

Complicating matters, the Ethiopians have decided to take advantage of the vacuum of power left behind as the U.N. peacekeepers head out. They supplied the Benkayre, the Siyyara and the Krjat with a fresh load of weapons and a subtly worded desire that the clans launch a preemptive strike on the other clans. Soon all of Merca shall erupt in fire.

Simal Fajid's fortress has significant defenses, but the characters can overcome it if they work together. The key consists of sneaking in, getting the girl and getting out. While a well-coordinated military strike would normally work, Fajid's men outgun the characters by a factor of at least 10 to one.

From this point on, the three factors determined by the other encounters set the level of difficulty for their endeavors, as well as the resources upon which the characters can call.

CA

Negative -The characters find gathering information nearly impossible. The local civilian populace regards the characters and the Rangers to the north as one and the same. To make matters worse, the locals actively work with the other factions, who take time out of fighting each other to use their newfound weapons on the characters as soon as they leave their compound. Indeed, even if the characters decide not to try to get the girl back, the populace



launches an attack on the company's headquarters (though if proper defenses exist this should prove relatively one-sided in favor of the characters).

0-4 - The Somali ignore the characters for the most part. The party won't have any significant modifiers either way in their negotiations or interrogations, although if the party has done something particularly heroic, feel free to ignore the axiom for a particular individual. This just represents the general attitude of the populace.

5+ - The characters have accomplished through their heroism, bold example and compassion what all the guns in the world could not; the party has won the local populace over to their cause. The majority of the population has transcended clan loyalty in place of a larger goal, and ultimately forms a small city-state once the rest of the nation has fallen apart. While violence might plague the rest of the country, the police force and other institutions established here last. The characters have a +4 on all their attempts gather information, conduct diplomacy, and the like. Moreover, the locals offer the characters valuable local intelligence instead of them having to seek it out.

WA

Negative to 2 - Indifference. The warlords don't care about the characters one way or another. Indeed, even if the characters have helped a particular faction, they still managed to maintain neutrality to a point that the other clans do not hinder their efforts. If the party allied with a specific clan, it may provide them with men and vehicles to aid in their attempt to retrieve the girl and stop Fajid.

3 - 7 - Hostile. The characters have so annoyed the warlords that their men shoot the characters if given a chance, but have far more to worry about from the other clans than actively taking the characters down. If the characters keep a low profile, the party may have to shoot its way through certain hostile situations, but no coordinated actions occurs against them.

8+ Hatred - The local powers regard the characters with contempt, believing them hypocrites and liars with no real intention of helping Somalia, having instead only a thinly veiled desire for glory and an imperialist agenda. Once the characters leave their headquarters, the Somali factions actively work to hinder the characters, forgetting their differences and work together to destroy them with all the forces the clans can muster. Given their recent acquisitions, ultimately this should tax the characters to the limit - if not destroy them.

FA

Negative to 2 - Disgrace. Not only have the politicians shown displeasure at the character's actions, but their superiors have as well. The party finds any attempt to leave their headquarters or perform the rescue operation actually hindered by their own military. The characters receive firm orders to stand down, and if the unit continues the attempt, they get arrested. If they get away, aircraft observe

them from a distance and attempt to take them down if the aircraft is not in immediate danger from enemy fire.

3 to 9 - Indifference. The characters have enough pull to allow them to attempt this rescue, but the unit receives no support from their superiors whatsoever. The party still has 24 hours to get in and out, with their officials willing to look the other way during that time. The characters still have their work cut out for them.

FA: 10+ - Tacit Support. Whether the characters know it or not, the party has earned the quiet approval of the powers-that-be. Not only can the group pull out on its own timetable, but the characters also receive gear, intelligence and air support to accomplish whatever needed. The air support will not risk getting too close to the ground, so the group will not receive permission to call for gun ships. However, an air strike from high altitude could certainly happen.

Resolution

The encounter itself ends rather simply. If the characters rescue the girl and return her to her family, there is a joyous reunion. They tearfully greet her and profusely thank the characters. If the characters fail, the family has mixed reactions, ranging from cries of anguish to oaths of vengeance against those responsible.

Even if you desire to continue the campaign, you may find one of the following endings helpful for your final scene.

Ending 1

Use this ending if the characters successfully rescue the girl, and they leave with a CA of 4+.

You get into the helicopter, and look behind you, not knowing if you made a difference or not. A dark feeling of the futility of it all washes over you, making you wonder just what you did it all for. The dust swirls around the setting sun as its final beams outline the black silhouette of the vehicle, slowly moving toward the waiting carrier in the distance.

You know, deep down, that rescuing the girl was the right thing to do. What you don't know is if made a difference. You had to leave her behind, in the middle of chaos. Ultimately, you may never know.

Flash forward 40 years.

The Somali ambassador to the United Nations, appointed following the first peaceful elections in the country's history, takes the podium.

"I would not be here today" she says in a tearful voice, "were it not for the brave actions of a few, who nearly sacrificed their lives and careers for a little girl they barely even knew, for a people they had barely met. Many of them did not live to see a change in my nation. They never saw the wonderful things we have done to make Somalia a better place. But we know, and we will always remember those who chose to build rather than destroy, those who tried - even when all logic told them to act the contrary - to try and make a new world. It took some time, but together with my brothers and sisters in suffering, we shall make a new Somalia. We shall make something new, and this time, make it last."

Chapter 9: Rebuilding A Nation



Ending 2

Use this ending if they rescue the girl, but have a CA lower than 4.

You get into the helicopter, and look behind you, not knowing if you made a difference or not. A dark feeling of the futility of it all washes over you, making you wonder just what you did it all for. The dust swirls around the setting sun as its final beams outline the black silhouette of the vehicle, slowly moving toward the waiting carrier in the distance. The noise of the helicopter's engines and the wash of its rotors drown out the sounds of gunfire below.

All around you the city burns, smoke billowing up into the sky like a mourning prayer, some sort of metaphysical cry as if the earth could no longer stand the pain and chaos seeping into it. The pilot pays it no mind, or if he does, he shows no sign as you climb to a higher altitude and fly off over the azure ocean.

You know, deep down, that rescuing the girl was the right thing to do. What you don't know is if it made a difference. You had to leave her behind, in the middle of chaos. You may never know.

Flash forward 40 years.

The Somali ambassador to the United Nations, appointed following some of the most bitterly contested elections in the country's history, takes the podium.

"I would not be here today" she says in a tearful voice, "were it not for the brave actions of a few, who nearly sacrificed their lives and careers for a little girl they barely even knew, for a people they had barely met. My country still has years of trial and turmoil ahead of it. But we will always remember those who chose to build rather than destroy, those who tried - even when all logic told them to act the contrary - to try and make a new world. It took some time, but together with my brothers and sisters in suffering, we shall make a new Somalia. We shall make something new, and this time, make it last."

Ending 3

Use this ending if their CA is less than +4 and they do not rescue the girl

Shouts of anger come from the ground beneath you as you lift up off the ground. Flames cast an eerie glow over the city. The occasional tracer round moves through the night as a curtain of rage spreads around the city. The noise of the helicopter's engines and the wash of its rotors drown out the sounds of gunfire below.

The pilot pulls back sharply on the throttle as he tries to gain altitude, forcing you to grip something tightly. A sharp hiss followed by a red-hot explosion of fire and metal strikes just a few feet from the transport as a stray RPG barely misses its target. A few more fall back to the earth below, killing their wielders.

The sun is rising in the blood red sky, and the smoke and ruin that lie below you bear testament to your failure. The war continues, as it did before - indeed, perhaps even a bit worse than when you arrived. So much hope, yet so little support and so much ignorance

caused a failure of your mission. You fly out over the sea, leaving Somalia behind, a bit poorer for having been there, and perhaps ... just perhaps ... a bit wiser from your experience.

Modular Encounters

In addition to the three linear encounters in the campaign, you may use the follow plug-and-play plot hooks to extend its length. However, they also work well as one-shot encounters or suggestions for ideas if you do not want to use the main adventure in this book.

Modular Encounter 1: The Merca Police

Summary

Use this encounter if they manage to get the CA above 4. The characters must assemble and organize a police force, and then deal with a challenge to its integrity when a local resident makes a stinging accusation against one of its members.

What They Know

At some point during the course of their duties, in addition to performing work in distributing food, the characters get instructions to work with the local clan elders and establish a provincial government. Somehow, the locals got the same idea, because many of them, including several former police officers from the Siad Barre regime, ask to join the force.

What's Really Going On

The first portion of the session should involve the characters interviewing and organizing the squad. The characters find that their volunteers have a great deal of motivation, as well as experience. Moreover, they know the territory very well. They do most of the police work themselves, though their success partially depends on which clans get represented. As long as the characters ensure that the leadership and rank-and-file represent a well-balanced spread of clans, people defer to the characters' judgment. However, if one clan or another gets an uneven edge (especially in the leadership positions), then it actually causes more harm than good.

Once things get up and running, a local resident accuses one of the police officers of beating him up. None of the relevant witnesses trust the police to do the job, and the characters need to investigate. Upon examining the situation, it becomes rather obvious that the accuser's clansmen beat him. He failed to make his *diya* payment and then stole a v...uck used by the group. The clan did not feel a need to tell anyone else about it, considering it a purely internal matter, but supported him when he blamed the police, as it did not want to look divided in front of the other groups. Once the situation gets cleared up, the police become more popular than ever - if the characters actually bother to investigate the situation.

Resolution

The characters should get a fair amount of experience if they



utilize clever or creative methods for solving the problem. Unless the police they recruit act like total thugs, the characters' superiors are pleased by their actions, regardless of the outcome.

If the characters form a well-organized, balanced and fair police force: CA: +3 FA: +1 WA: +1

If the characters form a well-organized police force with heavy representation from one clan: CA: +1 FA: +1 WA: +3

If the characters form a disorganized or otherwise unfair police force:

CA -1-3 FA: +1 WA: +5

If the characters hold a fair trial for the police officer, and find him innocent: CA: +1 FA: +3

If the characters hold a fair trial for the police officer, and find him guilty: CA: +4 WA: +1

If the characters hold an unfair trial: CA: -3 FA: -3 WA: +2

Acts of extreme heroism or generosity: FA: +1-3 CA: +1-3

Acts of extreme stupidity or brutality: FA: -1 to -3 CA: -1 to -7 WA: +1 to +9

Modular Encounter 2: A Wedding to Remember

Summary

If WA rises above 4, you should not use this encounter. Two of the local clans plan to hold a wedding between them, and they have asked Al Opan to officiate for the ceremony. Because of delicate political relations between them, neither clan wants the other to bring more than a small handful of guards, so Al Opan asks the characters to help.

What They Know

Two of the local clans plan to hold a wedding between them, and they have asked Al Opan to officiate for the ceremony. The Sliyara and the Kriat hope to forge an alliance against the Benkayre, and they plan to use the marriage to strengthen ties between them. However, elements within both clans, especially the Sliyara, already have close ties with various subclans within the Benkayre, and as such have little desire for this to happen. Al Opan does not know this when he asks the characters to keep the peace during the wedding. He always anticipates trouble.

What's Really Going On

The Lyar-Sahar subclan of the Sliyara plans to set off a primitive bomb near the bride and groom, sneaking it in amongst the gifts for the bride. If the bomb does not go off, they have a group of men standing by in two technicals to ambush the wedding. None of the men have any intention of sticking around for a prolonged fight. They just plan on driving by and shooting into the wedding party to disrupt things as much as possible.

The first challenge the characters have involves finding the bomb. If any of them thinks to check among the presents, it does not take a difficult roll to find the explosive device (Search DC 15-

20, depending on how well they say they are searching). The bomb involves very primitive technology, and does not pose any kind of challenge to disarm. However, if they do not bother to even look, they have little chance of noticing it, since the Lyar-Sahar has mixed it in with legitimate gifts of fuel. The characters should get a chance to simply notice it (Spot DC 30), but a more difficult one. If unnoticed, the bomb goes off right before the actual wedding ceremony starts.

If the characters successfully manage to spot or disarm the bomb, the armed group waits until the wedding ends. This should give the characters plenty of time to roleplay with the locals, engage in some diplomacy, enjoy Somali hospitality and make friends amongst the local populace. The Somalis show surprising openness, more than they have previously, and show gratitude for the service the characters provide. Once the wedding has ended, two technicals come out and attempt to strafe the crowd, bride and groom on their way out.

A look out or other reasonable security arrangement planned ahead of time gives the characters plenty of time to move the majority of the crowd to safety. Should the characters attempt to give chase, they easily catch one of the two technicals when it gets a flat tire from some twisted metal debris left in the road.

At this point, the characters have the choice of either trying to bring them back to headquarters and trying them in their own court of law, or allowing Al Opan to try them in a Sharia court. If they use their own court, they offend Al Opan, but gain some moderate favor with the populace and abroad. If they allow Al Opan to try the case, they gain wide support with the local Somali populace, but the brutal execution of those who took part in the act causes protest from some factions back home.

No one attempts to stop the characters if they mount an all-out assault upon the Lyar-Sahar, though it ultimately does little to modify opinion either way. Some of the warlords become a bit more agitated at the characters taking such a heavy hand in what they consider internal Somali affairs.

Resolution

The characters get the most experience for stopping Lyar-Sahar from disrupting the wedding, tiered down to the degree of their failure. You should also give heavy experience for roleplaying and innovative thinking. In particular, if the characters manage to find a way to deal with the Lyar-Sahar soldiers without using their own court or Al Opan's court, they should get a considerable amount of experience.

If the characters stop the bomb: +1 CA

If the bomb goes off: -2 CA

If the characters stop the technicals before they even attack: +3 CA

If they stop the technicals while they attack, but a few attackers die: +1 CA

If they stop the technicals after they kill several people: +1 CA, +1 WA, -1 FA

Chapter 9: Rebuilding A Nation



If they attack the Lyar-Sahar's strong hold: +2 WA
If they turn the Lyar-Sahar they capture over to Al Opan: +5
CA -3 FA
If they try the Lyar-Sahar themselves: +1 CA +3 FA +1 WA
Acts of extreme heroism or generosity: FA: +1-3 CA: +1-3
Acts of extreme stupidity or brutality: FA: -1 to -3 CA: -1 to -
7 WA: +1 to +9

Modular Encounter 3:

On Patrol

Summary

If WA rises above 3, consider using this encounter. Among the staggering list of duties that the local force has received, they must patrol the local areas and disarm the locals of heavy weaponry. They do not have much with which to accomplish this, but that does not stop the orders from coming anyway.

What They Know

The entire battalion has received orders to keep the peace in an administrative zone that contains hundreds of square kilometers. While Merca might have regained relative sanity, the countryside still has numerous checkpoints that the warlords use to fund their armies. The technological superiority of the Coalition troops still somewhat overwhelms them, but as time progresses they take bolder and bolder actions as they learn the strengths and weakness of the occupying force.

Among their other assigned duties, the characters must disarm the warlords of weapons that the United Nations deems too heavy for them to possess. They can have personal firearms, but the United Nations has banned any heavy machine guns, RPGs, or similar weapons. Until now, your CO has simply ignored the heavy weapons. He realized that going into a faction's stronghold and searching it would antagonize them to an extreme level. However, the number of tolls has heavily increased, and the United Nations is applying pressure to do something.

Doing something consists of increasing patrols of the rural areas around Merca. Should you find any banned weapons, you must confiscate them. Avoid antagonizing people more than absolutely necessary. Diplomacy goes a long way towards stability, and ultimately, that is the long-term goal of Operation Restore Hope.

What's Really Going On

As the characters go out on patrol, they don't encounter any of the tolling stations. The locals learned to watch their patterns and simply put the tolling stations up when they are not there. However, while the local warlord knows about the patterns, the smugglers and local *khat* dealers do not.

Many Somalis use the drug, which has mild narcotics properties. They grow it in prodigious amounts and ship it to parts of Somalia where it does not grow. The smugglers have brought in a huge shipment for the citizens of Merca. They have a large amount of weaponry, including five technicals, which they plan to use to





protect their valuable shipment. This makes it a tempting target for bandits.

When the characters run into this convoy, the smugglers try to act low key and drive past. If the characters attempt to stop them (which they should if they pay attention to their mission orders), they stop and talk. If the characters simply ask for their weaponry, they demand identification, but act greatly relieved.

If the characters attempt nothing more than confiscating forbidden weapons, the smugglers turn them over. If, however, the characters attempt to confiscate the *khat*, they fight to defend it. They should outnumber the characters by at least three to one, though they should not have anywhere near the skill level of the party.

On the other hand, if the characters do let the *khat* dealers go, they should avoid mentioning it in their report. If word gets back home that they allowed "nefarious drug dealers to continue corrupting the youth of Somalia!" then several powerful politicians express their displeasure in the next Operation Restore Hope budget.

Resolution

Give the most experience for the characters successfully fulfilling their mission without violating the parameters thereof. Give a bonus if they can accomplish it without having to resort to unnecessary violence, which they should have no difficult with if they exercise diplomacy.

If they attack the *khat* dealers on sight for possessing illegal weapons: CA -2 WA +2 FA -1

If they confiscate the *khat* dealer's weapons but let them keep the *khat*: CA +1

If they confiscate the *khat* dealer's weapons as well as the *khat*: CA -2 WA +1

If word gets back home that they have allowed the *khat* dealers to keep their drugs: FA -2

Acts of extreme heroism or generosity: FA: +1-3 CA: +1-3

Acts of extreme stupidity or brutality: FA: -1 to -3 CA: -1 to -7 WA: +1 to +9

Modular Encounter 4:

Turf War

Summary

If the WA rises above 5, consider using this encounter. Krisdo Mohammed Kalim has claimed ownership of a small rural town south of Merca called Ylanara. He frequently and flagrantly violates the U.N. orders, and has done so with increasing frequency. The CO decides to do something about it.

What They Know

All three local clans dislike Krisdo Mohammed Kalim, but the tenacious warlord has retained significant resources from his service as regional governor during the Siad Barre regime. When most of the other Barre forces disintegrated or left for Mogadishu, he made what looked like Faustian pacts with each side, pitting them against

each other instead of him. When the smoke finally cleared, he remained untouched, with the largest military force in the area.

The vast majority of the polling stations in the rural areas belong to him, and he has stepped up their number. Indeed, the final straw for your CO occurred when they charged a toll on a convoy that only had four coalition soldiers guarding it, including demanding money for allowing the coalition soldiers to pass through their territory.

The CO authorized the characters to perform a deep cover and penetration mission to set demolition charges on all of Kalim's technicals and his single APC. He wants them blown to smithereens; in an act he hopes will give the other warlords throughout Somalia a bit more pause in their actions.

What's Really Going On

Kalim has decided that the local coalition soldiers have no intention of really doing anything. He believes, deep down, that the entire purpose for their mission here involves looking good for the folks back home, and that as long as he pays lip service to their desires, he can do whatever he wants.

In theory, this might have some truth to it. Many of the administrators back home don't place Somalia very high on their list of priorities, and their lack of proper funding or equipment proves that. However, Kalim failed to take one other important fact into consideration: the character's CO might not care about the lack of funds or general malaise of politicians. In fact, he decided to do something just because he can.

Kalim's stronghold has a wall that overlooks the entire territory around it. If the characters attempt to openly approach, they get rapidly gunned down. However, he hardly has the capacities of Fort Knox.

More importantly, he has over half his men out collecting tolls at any given time, so the characters can infiltrate without too much difficulty. They can blow up his equipment, but what he has left immediately starts to attack relief convoys. Ultimately, reinforcements can put a stop to this, but since the character's unit makes up the reinforcements (due to the fact that Merca has more stability than any other administrative region), this poses a significant problem and time delay.

However, if the characters manage to establish a close relationship with the locals (CA +4 or greater), then a farmer from Kalim's lands approaches them. He knows of a time, each week where Kalim's troops get together to talk, plan and celebrate. If the characters infiltrate at this time, they will face alert guards who use all their faculties to make sure no one gets in. On the upside, while the mission might prove more difficult, the results last considerably longer. A successful strike completely eliminates Kalim as a power in the region.



Resolution

Give the most experience points if the characters eliminate Kalim as a threat. If they can do so with minimal loss of life, especially innocent life, give them more. More importantly, if they do the whole thing without needing assistance from other U.N. troops, give them a bonus.

Total Elimination of Kalim as a power: CA +3 WA -2 FA +2

Partial Elimination of Kalim as a power: CA +2 WA +2 FA +1

Acts of extreme heroism or generosity: FA: +1-3 CA: +1-3

Acts of extreme stupidity or brutality: FA: -1 to -3 CA: -1 to -7 WA: +1 to +9

Chapter 10: Leave No Man Behind



For 4-6 characters of levels 7-11

*I will never leave a fallen comrade to fall into the hands of the enemy
and under no circumstances will I ever embarrass my country.*

– From the Ranger Creed

By their very nature, special operations rarely go as planned. If they did, then regular forces would handle them. Thus, spec ops units strive to recruit not only the most physically fit soldiers, but also the most mentally fit. They want troops who can adapt to any situation and figure their way out of positions for which no amount of planning could account. Somalia tested these troops in the worst possible way.

Briefing

October 1, 1993. For several months, the United States military in Somalia has had one overriding goal: capture Mohamed Farrah Aidid and the other leaders of the Habr Gidr clan. To this end, it brought its finest forces to bear on this small, impoverished country, hoping to take down what it sees as the leading cause of the country's many problems.

A large force of Rangers and SO troops have made several successful snatch-and-grabs of Aidid lieutenants, and they believe they have the process down to a science. They are currently on standby, ready to go after two of Aidid's lieutenants U.S. intelligence is currently tracking. They sit poised and anxious, ready to spring into action at a moment's notice.

However, U.S. intelligence recently learned of a chance to grab two of Aidid's sublieutenants. These two lesser clansmen make irregular visits to a Mogadishu house of ill repute, and operatives just determined that they plan to go there today. The officers in command of Operation Restore Hope did not want to redirect the forces earmarked for the more important officers, but this was too good of an opportunity to pass up.

As a result, they quickly mobilized another force of Rangers and called in SO troops from around Somalia. Most of the forces

involved in this operation conducted similar extractions in the past. The characters make up the only group that has not. If gamemasters intend to run this as a one-shot adventure, then they can involve the characters in a number of ways. First of all, they can take on the part of a new SO force just assigned to Somalia. They might have been the intelligence operatives who discovered the sublieutenants. They might have been conducting peacekeeping operations in another part of the country. They could even have arrived as a counterterrorist force, looking into allegations that al Qaeda operatives recently came to Mogadishu.

Gamemasters using the strategic campaign also have several options for this adventure. Merca, while lacking the Habr Gidr strongholds that fill Mogadishu, still houses more than a few of Aidid's clan mates. Gamemasters can make this the first extraction operation in Merca, with the characters assigned to it due to their familiarity with the city and its denizens. On the other hand, their superiors might send them to Mogadishu in order to allow the other extraction team to remain intact. Finally, they might have done such a good job pacifying Merca that their commanders send them to help tame the capital.

Whatever the case, they now find themselves in a briefing room at the Mogadishu airport. Their commanding officers tell them that two of Aidid's sublieutenants, Ali Kadir and Abdi Calale, occasionally visit a small brothel on the outskirts of Habr Gidr territory. They recently decided to go again, believing their lunch-time trips secret both from their wives and the United States. Their wives may not know, but the United States found out. An intelligence agent is supposed to let the Army know as soon as the two men enter the brothel, and at that point the task force will take to the air.

The Plan

The brothel lies approximately four miles north of the airport. The assault force is to remain in their helicopter until confirmation arrives that the sublieutenants entered the brothel. Then they take to the air, rush to the site, and make the assault. The SO forces,



Chapter 10: Leave No Man Behind



including the characters, hit the ground first. They are to capture the sublieutenants while causing as little collateral damage as possible. They storm the building while the Rangers rope down from the helicopters and secure the ground. The assault should be over and the prisoners should be ready to go by the time the convoy arrives. Then all that remains is to load up the prisoners, pile in the trucks and return to base.

Mission Forces

Five major elements make up the U.S. forces assigned to this mission. The characters are one of two SO teams designated to actually assault the brothel. There should be at least four to six members of their team. If you have less than that number of players, you may let them each play additional characters to bring their force up to full strength.

The other SO team, consisting of Lt. Peter Rutledge and five Delta force members, will hit the front door while the characters' team goes in the back. Rutledge has done this six other times in Somalia, and numerous times in other hot spots. He assures the PCs that it should be a cakewalk, and recommends that they set their radios to the same frequency his team uses so they can monitor one another.

The Rangers make up the second element. While the characters storm the brothel, 45 of them repel down from the helicopters and secure the block around it. No one apart from the mission force will be allowed in or out until the mission is over.

The convoy is the third element. Staffed by Delta and SEAL SOs as well as Rangers, it leaves the base at the same time as the helicopters, but will not arrive until at least 15 minutes after the assault begins. They drive six HUMVEES and three five-ton trucks.

The fourth element is the one Somalis most fear and that gives the U.S. military its insurmountable advantage on this mission – 10 helicopters, including two MH-6 Little Birds carrying the assault force, four Black Hawks carrying the Rangers, and four AH-6 Little Birds to both lead the force and to provide armed support throughout. Two more surveillance helicopters and a spy plane provide constant observation as well.

Mission command is the fifth element, but once the team is in the field, mission command does little but listen and advise. It spends more time coordinating and filtering intelligence than it does telling troops what to do ... especially elite troops like the SO assault force.

Planning

The initial briefing provides the broad strategy but leaves the specifics of their role up to them. The back door is their responsibility. The sublieutenants past visits always included at least eight bodyguards, four of whom would wait at the front door, two of who watch the backdoor, with one each in their technicals. Rutledge's Delta team intends to snipe the front door bodyguards from the safety of the helicopters. As soon as the guards fall down, an AH-6 will rocket

Keeping the Characters Off-Balance

While all the troops who have taken part in previous extractions say that there is nothing to it, players learn to expect the unexpected. So many adventures involve convoluted twists and turns that no player expects things to actually be that easy. If your players are especially suspicious, use that to your advantage.

Players always expect the other shoe to fall, but they don't know when. Play with that. Parts of this adventure are easy, and those are the ones for which the characters can overplan. Do your best to make them think the easy parts are tough and the tough parts are easy. For instance, the initial assault should prove very easy, but there is no reason to let them know this. Let them make convoluted preparations and then have the bad guys fall over at the first sign of trouble. When the convoy appears to take them home, and they see how badly shot up it is, give them plenty of time to plan their return. Of course, once the chopper goes down, they see all their plans go for naught, and they have no time to plan out a rescue mission – they just need to get to the crash site as soon as possible.

the front technical and destroy it. His team will rope down from the helicopter, toss flash-bang grenades into the brothel, and charge in. His team members will proceed in leapfrog fashion, the ones in front covering the ones in the middle as they move forward. The two men in the rear provide overwatch the whole time. Rutledge recommends that the characters follow the same procedure on the backdoor.

The building is small, and intelligence expects that it will house only four women in addition to the two sublieutenants. Allow the players to get as detailed in their planning as they like. No map exists of the house, but aerial photos show it to be a small one, connected to no other building, and having a small dirt courtyard. Alleys line it on the east and west, with busier roads to the north and south. The Ranger's job is to seize the four corners and ensure that no outsiders create problems.

Flight In

The flight to the brothel takes five minutes. Along the way, twice the pilots point out people on the ground firing guns at the helicopters and joke about the futility of such an action. When they reach the target, two Little Birds zoom ahead of the rest of the fleet, flying in low to disperse nearby civilians. From their Little Birds, the PCs see the brothel, with a technical parked in front and back. Four men with AK-47s stand out front, two stand by the back door, and one sits in each vehicle.

As soon as the helicopters get within 45 yards of the brothel, Rutledge radios over that his team is preparing to take out the front door. A flurry of shots then rings out from his Black Hawk, and the



four guards fall. One of the Little Birds fires a rocket and the technical in the front explodes. Rutledge's Black Hawk zooms right up to the brothel, and his team begins to disgorge.

The Assault

The characters can follow any assault plan for the back door they so choose. Rutledge's team drops from the helicopters to the ground in seconds. Two members secure the front of the building while four target the door. Of these four, one shoots off the door-knob with his masterkey M-16 attachment, and another kicks open the door and throws in a flash-bang. These two then cover the entranceway while the other two rush into the room and secure it. The two men still in the yard then rush in and seize the next room. They continue in this fashion, and if the characters monitor their radio frequency, they hear coded reports of rooms and prisoners secured.

The characters can successfully eliminate the rear guard without ever leaving their helicopters. If they wait until they hit the ground, the two guards have at least one turn to fire at the characters while they drop down from the helicopter. The driver of the technical takes the opportunity to man his .50-cal machinegun and fire at them. Once the characters eliminate this threat, the rest should prove a cakewalk.

The room behind the backdoor houses an elderly woman, now terrified out of her wits. If the characters ask her anything, she shrieks.

Good roleplaying or an Intimidate, Diplomacy or Gather Information check (DC 10) get her to gesture at one of the three doors leading from this room. The other two doors lead to empty rooms and eventually to the front of the building. The third door leads to a bedroom containing Abdi Calale and Zee Corshel, his lover. Calale overturned a wooden bed and now uses it as cover, while Corshel desperately tries to get dressed. Calale shoots his AK-47 at any target that shows itself, but surrenders as soon as anyone threatens him in any way. Corshel follows his lead.

At some opportune time, perhaps when the players begin to relax in the belief that their mission might have gone as planned, they hear a scream over their radios. In the front of the brothel, the Delta team easily secured Ali Kadir. His companion, Eli Haker, did not prove as easy to subdue. She drove an icepick into Rutledge's head before another team member knocked her out with the butt of his M-16. As the characters learn of this, they can also make Listen checks (DC 15) to realize that the shooting they are hearing comes from outside the house.

Securing the Prisoners

The characters should have three prisoners: Calale, Corshel, and her mother (the old woman from the backroom). Rutledge's team has five: Kadir, Haker, and her three children. While the characters' orders do not cover the women and children, Rutledge's team insists on bringing back their captives, motioning to their unconscious lieutenant if anyone objects.

Chapter 10: Leave No Man Behind



When the characters bring their prisoners outside, they realize that their Ranger companions have been in a firefight. Three are wounded, though none seem incapacitated. Crowds have gathered a block from the target site in every direction, and a few dead Somalis lie in the street. The crowds do not seem willing to approach the Rangers, who look to have their respective intersections under control. Helicopters continue to circle the site, and the crowds seem much more intimidated by the Black Hawks than by the Rangers.

Rutledge's team lays out its captives in the courtyard of the house. If the characters follow its lead, they get to make a Spot check (DC 15) to notice five armed Somalis sneaking out of a building across the street. If the characters do not notice them or do nothing, then they attack some Rangers. Three Rangers are wounded and one more is incapacitated by their attack. If the characters engage the Somalis first, they get a surprise round, and the Rangers join them in the fight after two turns.

Convoy

Shortly after securing the prisoners, the characters hear volleys of fire from the south, as well as a few explosions. Then the convoy rolls up. Any character making a Spot check (DC 10) immediately notices how shot up it is. While the HUMVEES look to have made it through the city's streets well enough, the trucks show multiple bullet holes. The end HUMVEE shows a dramatic burn mark on its side, the result of an impact from an RPG-7. Several Rangers suffered injuries along the way, and their commander, Captain Oliver Sever, seems worried. As soon as the convoy arrives, he begins ordering his men into the vehicles. Rutledge's team immediately loads in its commander and then turns to take care of the prisoners. Observant characters can make a Knowledge (Tactics) check (DC 15) to realize that this activity has left their perimeter only lightly secured, and the surrounding crowds are inching closer.

Black Hawk Down

Suddenly an explosion seems to shake the sky itself, and one of the Black Hawks reconnoitering the convoy's return path spins wildly

out of control. A plume of smoke rises from its tail as it begins to descend to the west. It sinks down below the cityscape and out of view of the characters, but they have no problem hearing the muffled "Boom!" of its crash. For one second Mogadishu is unnaturally silent. Then gunshots ring out from all across the city, and the nearby crowds of Somalis burst into loud yells and cheers.

Almost all the helicopters hovering over the characters immediately turn and head toward the crash site. Characters who can tune their radios to command frequencies hear an unbelievable amount of activity. All of it seems directed to the question of how to deal with this unexpected turn of events. The immediate suggestion seems to be to take the convoy there, leading to bitter complaints from Sever and Rutledge's team, who want to get their wounded back to base as soon as possible. The reconnaissance helicopters report that they do not see a clear road for the convoy to take to the crash site, so discussion quickly turns to sending troops on foot.

At this point, the crowd surges forward, firing AK-47s at the characters and the Rangers. Not everyone in the crowd wields weapons, however, so the Rangers try to carefully choose their targets. If the characters manage to incapacitate at least five gun-wielding Somalis in three turns, then the crowd retreats, and only one Ranger suffers any wounds. Every additional turn it takes leaves another Ranger injured. When five Rangers suffer wounds, they cease any modicum of restraint and begin firing madly into the crowd. The crowd retreats. If the Rangers or the characters fire into the crowd, not targeting men carrying guns, then increase the number of foes in all future encounters by 10 percent. If the characters help repel the attack without causing unnecessary civilian casualties, all future encounters stay as written.

At this point, Sever and Rutledge's team again insist on getting their wounded back to base. Command decides to have Rutledge's team return with the prisoners and the wounded, and the characters and the rest of the Rangers must proceed to the crash site. If the characters have no input or do not listen to the command channels, then the next thing they know is that Sever strides purposefully over to them and tells the characters to turn their prisoners over to Rutledge's team and to follow him to the crash site.

Through the City

The characters are under no obligation to follow Sever, but their commander back at mission control does order them to help secure the crash site. The characters can travel the 12 city blocks on their own, and may well avoid a number of fights as a result, but without their aid, the Rangers suffer a slew of casualties along the way. Neither as trained or as experienced as the characters in urban combat, they make innumerable mistakes. Characters who make a Knowledge (Tactics) check (DC 15) spot them immediately.

Sever puts them in standard march formation with a fire team on point. Whenever they reach an intersection, another fire team moves to secure it and then the rest of the Rangers jog on through.

Ranger Casualties

Surviving this adventure is a worthy achievement for the characters, but this does not constitute the sole measure of their success. The Rangers are not prepared for the sort of combat this assignment throws at them. The gamemaster should keep track of Ranger casualties throughout the mission, starting with any hit by the five armed Somalis, above. Do not include the three wounded while the characters attacked the brothel. Some casualties prove unavoidable no matter how well the characters plan and the players roll. The Rangers begin the mission with 45 men (all those who arrive by convoy return with it), and suffer at least three casualties at the assault site. That means no more than 42 Rangers begin the trek through the city.



Rangers and SO

The characters make up an elite team within the army, one that the United States often turns to when it needs war done well. The characters may have served in Panama, Colombia, and other conflicts too secret to mention. The Rangers, while also an elite force, consist mostly of troops who never saw combat before Somalia. Many of its enlisted troops are 21 or younger. For many, the characters are what they aspire to become.

Thus, when the mission goes awry, many of the Rangers look to the characters for inspiration. If the characters show leadership and initiative, the Rangers gravitate toward them, following their lead unless countermanded by a direct order from Sever. Sever, in slightly over his head once all the shooting starts, can do little to change this if the characters take advantage of it. However, he grumbles endlessly about the characters' need to respect his authority.

Should one of the characters die or become incapacitated during this mission, his player can take over one of the Rangers. Create a character normally, but start him two levels below the characters' average. You can also use the Ranger character provided with this adventure. If players do not like this option, you can always have a helicopter drop another Special Forces operative to join the crew.

The Rangers remain constantly exposed to snipers, and their entire column becomes exceptionally vulnerable whenever it goes through an intersection. They fail to make the best use of cover, and they soon start firing on any Somali who shows himself, not just armed foes. Moving over the rooftops is out of the question, as most of the buildings are too far apart, and they vary in height.

If the characters leave them to their fate, the Rangers eventually reach the crash site. Along the way, they suffer 15 more wounded, three of whom are incapacitated. Each incapacitated man requires a healthy man to carry him, further reducing the number of troops available to fight. If the PCs aid them, perhaps having the Rangers secure each block before they move through it, sending small groups of men through the intersections at a time, reinforcing the rules of engagement, using the helicopters to scout ahead for them while dispersing crowds of Somalis, and perhaps handling the toughest problems themselves, more Rangers get through unscathed.

At least four should suffer wounds no matter how well the characters do. Gamemasters can judge for themselves how many survive, usually based on how intelligently and heroically the characters act. An average of six to nine Rangers get wounded during this part of the adventure, and if the characters do anything the gamemaster sees as especially stupid, at least one of those wounded should be incapacitated.

Street Encounters

All of Mogadishu seems to rise up against the characters during this adventure. The intervening 12 city blocks between the assault site and the crash site present an unending array of challenges. Snipers behind windows, machine gun-carrying technicals firing at Rangers as they race through intersections, trained bandits hiding behind burning road blocks, and *khat*-crazed gunmen charging right at the characters only scratch the surface.

The streets themselves look like something out of "Road Warrior" or "Escape from New York." Fires burn at seemingly random locations, fed by tires and other debris. The smoke interferes with the soldiers' line of sight, allowing gunmen to suddenly appear mere yards from them when the smoke shifts. Many Somalis carry grenades of varying effectiveness, lobbing them at the characters as they pass. As the battle spreads, women and children join the fray, sometimes serving as cover for the men and sometimes wielding weapons on their own.

Most of the Somalis encountered have no attack bonus and six or fewer hit points. Some are the equivalent of low-level street thugs listed below. A handful rate as mid-level clan members or criminals. A rare few have a level or two of Street Militia. They attack the characters from every direction.

People are not the only threats facing the soldiers. In places, gasoline has been spilled across the street and lit, requiring characters to make Jump checks (DC 10) to cross. Inhaling all this smoke might require they make Fortitude checks (DC 10) or suffer one point of temporary Constitution damage. RPG-7s that completely miss them but collapse nearby buildings force characters to make Reflex checks (DC 10) checks to avoid 2d6 damage from falling debris. If the characters use missiles to take out a technical, leaving it in flames, its ammo ignites as they pass and forces them to make Reflex saves (DC 15) to avoid 2d6 damage.

Right before reaching the crash site, the characters encounter hastily strewn landmines mixed with the rubbish littering the streets. If the characters give the gamemaster any indication that they keep watch on the road ahead, they notice them on a Spot check (DC 20) or, if they say they look out for mines, then on a Search check (DC 15). If not, or if they send the Rangers on ahead, then the first indication they get is when they the troops leading the force have to make Reflex saves (DC 20). The landmines each cause 4d6 damage, though the Reflex save halves that. Once noticed, the landmines prove easy to avoid.

Securing the Crash Site

After a mile trip through the hostile streets of Mogadishu, the characters see the smoldering wreckage of the Black Hawk. If they went on ahead of the Rangers, they get there before the Somalis really converge on the site, and the few already there scatter as they approach. If they stayed with the Rangers, then an angry mob already surrounds the helicopter.



In either case, the entire five-man crew survived the crash, though only three are still conscious. They now use their helicopter as cover. These are: the pilot, Lt. Tyrell (Ty) Michaels, the Ranger door gunner, Cpl. Harold Uster, and a Delta force sniper, Sgt. Paul Nevin. All suffered serious injuries, and only Uster can walk, though at half speed.

If a mob formed outside the helicopter, then the characters must disperse it. Almost 100 Somalis stand around the helicopter, and half of them carry weapons. Killing 10 of them makes the crowd disperse, but killing any unarmed Somalis increases the number of later opponents by 10 percent, for a total of 20 percent more attack-

ers if they also triggered this at the assault site.

When the mob breaks up, the characters can provide medical care to the survivors. They also notice that two Somali children did not leave the site. One, a nine-year-old girl, holds a crying six-year-old boy who bleeds from the head and whose arm hangs limply at his side. No matter what the characters do, or how heated the fighting becomes, the children do not leave the area.

Initial interaction with the children leads the girl to point at the helicopter. Characters who look where she points see some feet under the wreckage. Further conversation reveals that the feet belong to the children's parents, crushed under the helicopter. The girl, Lyia, speaks a pidgin English, and the characters quickly determine that her parents worked for the relief agency CARE. The younger boy lost a lot of blood and went into shock. Characters can ask Lyia whatever questions they like, but she tells them little unless they provide medical care for her brother Hersi. If they do that, she becomes very grateful. She becomes even more grateful if they recover her parents' bodies, which she wants to see buried before nightfall. Lyia knows of whatever kind of reputation the characters developed in Merca, and that also effects her reactions.

The characters also need to destroy all the sensitive equipment in the wreck and prepare to defend the site until the convoy arrives. Thermite grenades can handle this, and the Rangers have some if the characters came unprepared. Most of the helicopter is beyond

Extracting the Bodies

If characters get the bodies of Lyia's parents out from under the helicopter, she is extremely grateful. Doing so without the proper tools is extremely difficult. After all, they now rest under more tons of metal. Any relatively logical plan, like getting the Rangers to lift one side of the chopper while the characters pull out the bodies or using thermite grenades to burn most of the metal around them, can free them. From then on, Lyia does whatever the characters need her to do – something that proves especially important if the characters decide to travel on foot through Mogadishu.

Using the Helicopters

The U.S. operations in Somalia could not succeed without plenty of air transportation and support. This mission tests American air superiority for the first time. Unless the gamemaster wants to make things very tough for the characters, only one Black Hawk crashes. The rest remain available to provide reconnaissance and cover. They would like to evacuate the troops as well, but Mogadishu's streets prove too narrow and the fire too intense.

The number of available helicopters dwindles through the day as RPGs take more and more out of commission. No more crash in Mogadishu, but several barely make it back to their base after nearby airbursts.

Gamemasters can handle the helicopters in several ways. He can treat them as ancillary to the main story. In this case, the characters have little interaction with them, but they often see them driving off large crowds of enemies and come across the casualties from their machine guns and rockets. Another option is to allow the characters to call for some specific missions, including trying to break up assaults or targeting specific buildings. Remember that all such requests go through mission control before getting relayed to the choppers. Also, the helicopters do not attack too close to the Americans, because even a rocket that hits its target can cause casualties for yards around.

Finally, gamemasters can create an entire minigame by giving the characters control of one of the helicopters. This chopper can provide primary air support for the men on the ground, targeting large crowds, fulfilling specific fire missions, and trying to scout out danger to the ground force and itself while avoiding RPGs and heavy arms fire. In this case, their primary enemies become the technicals and individuals firing grenades at them.

salvage, but the characters can rescue an M2HB machine gun with 500 rounds, a medical kit, an M-16, 20 M-16 clips and an additional loose 200 .223 rounds.

If they ask mission command for an update on the convoy, they discover that the convoy has come under heavy fire and not made it back to base. Mission command recommends that the characters take cover near the crash site until the convoy can get there, "within the hour." However, mission command also recommends that the characters use their judgment as to whether it is safe enough to move out. If they feel they can escort the Rangers and Black Hawk crew back to base on foot, then mission command does not forbid it. If the characters opt for this at any point, go to Hoofing It, below.

Most of the nearby buildings provide little cover. Primarily homes made from tin, cheap plaster, thin wood boards and even cardboard, the hardness of their walls averages 3. One two-story build-

ing south of the wreck stands in contrast to this. Higher than the other buildings, its thick cinderblock walls look intact, though it has no doors. During its descent, the helicopter clipped part of its roof, leaving a gap facing out over the wreck.

The main room on the ground floor is empty, and a stairway leads to an equally empty second floor, divided into several rooms. The ground floor also has three more rooms, all filled with various unmarked barrels. Back when Mogadishu still had heavy industry, several companies stashed their toxic wastes in this building. These barrels contain industrial wastes, including vinyl chloride, tetrachloroethylene, arsenic sludge, cobalt sludge, and more. Several sealed barrels contain volatile gases as well as the wastes, and these have pronounced bulges that the characters notice on a Spot check (DC 10).

Opening any of the unsealed barrels forces anyone within five feet of it to immediately make a Fortitude check (DC 20) or become incapacitated with nausea for an hour. In the next turn, anyone still in the room must make this save. During this period they can do nothing but take five-foot steps unless they succeed with a Will save (DC 15). They must make that save for any action they want to take. In addition, anyone who inhales fumes from these barrels (whether they get nauseous or not) has their risk for cancer dramatically increase, though this does not manifest for at least several more years. Feel free to speed this up for anyone foolish enough to touch or taste these wastes. If they leave the barrels open, soon anyone in the building is at risk for cancer, and anyone who spends much time there becomes sick.

The sealed barrels are under extreme pressure. If opened or punctured, the resulting concussive explosion causes 4d6 damage to everyone within 10 feet. Characters can make a Reflex save (DC 18) to take only half damage.

The waste dump is the only unoccupied building in the area. If characters want to take cover in any of the other buildings, they have to deal with the family or families living there. Gamemasters can make them as friendly or unfriendly as they desire, and can also arm them if they like.

First Major Assault

Within minutes of reaching the crash site, a crowd of Somalis begins to form all around the area. The characters come under regular fire, and the gamemaster should roll every few turns to see if a character or a Ranger takes a hit. Feel free to modify this if the characters do anything especially smart (like set up a detailed defensive perimeter) or stupid (like remain in the open).

The circling helicopters do their best to drive off the attackers, but some of their effectiveness disappeared when the Somalis saw one fall to earth. Now RPG-7s constantly explode in the air, causing nearby helicopters to quiver when they do. During the rest of the day, several other helicopters take hits that force them to return to base. Unless the gamemaster wants to make things very difficult for

Chapter 10: Leave No Man Behind



Night Fighting in Mogadishu

The U.S. forces enjoyed a great deal of success with night operations during Operation Restore Hope, and their technological superiority allowed them to operate easily in the dark. The helicopters have excellent night-time viewing equipment, and low-light and infrared goggles let ground troops operate almost as easily as they do during the day.

Unfortunately, none of the Rangers brought theirs. They expected to return to base by 1 p.m., and they never thought this could last until nightfall. If the characters do not have any such gear on their equipment lists, then they do not have it either. Anyone lacking such suffers standard darkness penalties despite the fires burning throughout the city.

The Americans do have one advantage, however. The helicopters remain in the air throughout the night, using their light-sensitive and infrared cameras to monitor the situation. They manage to disperse most of the large groups that form, but the snipers still prove a problem.

the characters, no more helicopters crash, but the characters see their air cover begin to dwindle.

Wait until the characters establish whatever defenses they like, and then give them this first test. Eventually enough Somalis brave the helicopter fire to launch a serious attack on the characters. Most of these are the equivalent of low-level Street Thugs (listed below). Several hundred Somalis charge at the characters from all directions, firing assault rifles, RPGs and throwing grenades as they come. The attack lasts until the characters drop 20 attackers (plus 10 or 20 percent if the Americans have killed too many civilians). If this takes more than 10 turns, then the helicopters manage to finally drive off the attackers. However, for every turn the attack continues, another Ranger suffers a wound. If it lasts more than five rounds, a Ranger becomes incapacitated. On the 10th turn, another Ranger becomes incapacitated.

Contact from Convoy

Shortly after repulsing this attack, the characters get word that the convoy finally returned to base. However, it suffered extensive damage during its trip. Another 15 men took wounds during the return, and two HUMVEES and one truck are out of commission. Mission command tells the characters that it is outfitting a new convoy, but that this will take at least two hours to put together. The convoy will have to be a lot stronger to make it through Mogadishu's streets.

By now it is at least 2 p.m., the time when many Somalis begin digging into their *khat* supplies. The characters remain under constant attack, and assaults like the last happen at least once an hour. Whenever they check in with mission command, they discover that the convoy's departure is being pushed back, though they constantly

get told that it will only take another two hours. At 5 p.m., only a few hours before dusk, they learn that the convoy will not set out again until the morning, when it can get armored help from the Pakistanis and the Malaysians.

The hourly attacks continue until dark falls at 8 p.m., though the sniper attacks continue all night long. The Rangers suffer another wound every hour until dawn, and one of the incapacitated helicopter crew dies due to lack of major medical care.

Dawn Attack

At dawn, the characters learn that the convoy finally left the base and is on its way. At the same time, a final attack, the most organized yet, shakes the area. It begins with a volley of RPG-7s that destroy many of the Americans defenses, reducing much of their cover by at least one level (from _ to __, etc.). Then the Somalis begin inching forward in teams, availing themselves of whatever cover they can. Whenever some advance, twice as many provide supporting fire. This time they do not retreat until the characters drop 50 of them (modified by how they treated the civilians). Again, the Rangers take another wound every turn until this happens, and every five turns another Ranger is incapacitated. If all the Rangers are wounded, then one dies every five turns.

If the assault lasts for more than 20 turns, then the Somalis should be able to close to within 10 feet. At this point the fight can degenerate into a hand-to-hand battle, which may well spell the end of the American force.

A team of experienced al Qaeda terrorists organized this assault, and it follows along in the rear. The terrorists hope to use the assault to cover up their own infiltration of the American position. They target any American leaders, which can include Sever and the characters. They do not retreat when the rest of the assault force does, and should prove the characters' greatest test.

Return to Base

The convoy, lead by the Pakistanis in American-made M-48 tanks, finally arrives shortly after the dawn assault ends. A horde of Rangers, Delta force troops and SEALs pour out of Malaysian armored personnel carriers to secure the area. They load the dead and wounded into the APCs. At that point, another barrage of RPG-7s explodes around the vehicles. Unless the characters make a point of finding the Pakistani commander, he gives the order to depart, believing everyone is on board. The convoy takes off, leaving behind anyone still securing the site or who did not say they were immediately jumping into a vehicle.

Anyone left behind can rush after the convoy, leaving them open to a little more sniping, before catching up to it at the next intersection. From then on, the convoy proceeds normally. It finally returns to base, though it takes constant fire for the entire trip.

Hoofing It

No one requires the characters to stay at the crash site after



Building Encounters

Somalis built many different kinds of structures in Mogadishu, and the characters pass a mind-boggling array as they travel through the city. Most are cheaply constructed homes packed with desperate people. Some, however, house a bewildering array of occupants. The toxic waste dump at the crash site is only one example. Others can include:

Make-shift hospital. While Somalia's main hospitals will treat hundreds of wounded over the next few days, not everyone feels comfortable going to them. Neighborhood clinics do the best they can with very little supplies. When the Americans find this one, it houses patients too injured to move – some of whom got their injuries battling the characters. If the characters help the wounded anyway, the doctors offer whatever aid they can.

Smuggled relics. A number of archeologically significant sites dot Somalia's interior, and smugglers make easy money looting them. This building stores a number of valuable ones, guarded by desperate smugglers who refuse to leave their loot. Some of them fire on the characters as they pass their building, but do not leave if fired upon. If the characters storm this building, they find the relics and can create some goodwill by bringing them to their base.

Weapons cache. The characters notice some heavily armed Somalis run out of one building. If they enter it, they discover several more Somalis grabbing weapons from some of the many crates lying around. If the characters destroy the cache, then you might want to reflect their success by having less people attack them for a few blocks.

Khat warehouse. A number of armed guards and attack dogs protect hundreds of pounds of this stimulant, and fight to the death to keep anyone else out of their building. They also booby-trapped the main entrances, requiring the characters to disable or avoid mines, false floors and more if they hope to clean out the building.

rescuing the helicopter crew, though their orders do not allow them to abandon any of the Americans. Tradition does not even let them abandon dead bodies. Any American bodies left behind get mutilated and show up on television later.

The characters are only four miles from the safety of the American base. Using a combination of stealth, intelligence from the helicopters, and their own abilities, they could probably make it back safely within an hour. This would mean abandoning the helicopter crew and Rangers, and could lead to a court martial.

Getting the entire task force back is a daunting task. While the wounded can still move and fight, anyone labeled incapacitated requires someone else to carry him. This includes members of the helicopter crew. Lyia offers to get the team a donkey cart to carry her

brother and her parents' bodies, and the characters can use this for incapacitated team members. If none of the characters knows how to handle animals, Lyia can drive the team.

Returning on foot is tough enough during the day, but it proves even more dangerous at night. If the characters carry any night-vision equipment, they have an immense advantage. None of the Rangers have any, however, and they prove rather lacking in stealth training. They bristle with weapons, ammo and other gear, and most make noise no matter how quietly they try to move.

The Short Route

The most direct route back to base may only be four miles, but it goes straight through the heart of Habr Gidr territory. The characters may not know this, but if they befriend Lyia, she tells them as soon as they broach the subject. If the characters follow this route, they have to battle their way block-by-block through Mogadishu. Feel free to throw whatever encounters you like at them; this route may well kill several of them.

The al Queda terrorists join the hunt for the characters about midway through the trip, and the characters may notice that their attackers become more organized at this point. If the characters make it almost to within site of the base, the terrorists organize one final assault on them. While Somalis charge down the street at the Americans, blazing away, the terrorists sneak through a building and appear in the middle of the task force – right near the characters. If the characters survive this challenge, then the final few blocks prove almost uneventful, as a large U.S. contingent leaves the base to meet them.

Lyia's Route

The crash site lies on the outskirts of Habr Gidr power. Characters who make a Knowledge (Streetwise) check (DC 20) realize that it might prove safer to take a longer way back to base, one that avoids the heart of enemy territory. If the characters ask or have befriended Lyia, she tells them the same thing. Figuring out how to actually trace such a route or who holds power along that route, requires the same checks, but with a DC of 30. Lyia knows, however.

She recommends a route that takes the task force through some Habr Gidr territory. Half of it leads through neighborhoods controlled by three other factions: businessman Nurto Ataro, bandit chief Adad Kuf, and Oman Osman Bashir. While none of these men want to upset Aidid, they also do not wish to anger the United States. They each lead large forces of heavily armed gunmen, but Lyia's parents always said they could listen to reason.

Lyia recommends visiting Bashir first, though his compound is the farthest away. The characters might be able to sneak there on foot without the Rangers and make arrangements for peace, but this leaves the Rangers at risk while they are away. If the characters do this, the Rangers suffer at least 10 more wounded and two more incapacitated.

If the characters follow this route with the Rangers, they still

Chapter 10: Leave No Man Behind



suffer a number of attacks. At one point the attacks pause, and Lyia points out a long cinderblock building. Here Ataro's workers turn out bolts of cloth and other textiles. The back rooms hold the large quantities of *khat* that he also sells. If characters do not meet with Ataro, the attacks soon intensify. If they approach the building peacefully, without firing, wary gunmen cover them but do not fire. Ataro soon makes his appearance and ushers the entire force into a nearby warehouse.

Doing Business

Ataro trusts nobody not of his Mareehaan clan, and especially dislikes Aidid. Most of their interaction is unpleasant, and Aidid recently made him stop dumping toxic waste in Habr Gidr territory (yes, some of the barrels in the dump at the crash site came from him). Still, a number of his businesses abut Habr Gidr territory, and he has no interest in offending such powerful neighbors. The characters can make any offer they like to him, but he will not offer them free passage without being given something substantial. In fact, if the characters offend him, he secretly sends one of his men to Aidid and tries to keep the Americans in one place until the building is so surrounded that they can never hope to escape.

He takes anything the Americans offer, but has one final condition. He describes a nearby garment maker in the most horrid terms, calling the man a thief of monumental proportions and describing the most horrific of sweatshops that he runs. The man is also a competitor, and Ataro wants to see his shop shut down. If the characters seize the building and run off everyone inside (including the child

The Rangers and Diplomacy

The Rangers are not diplomats. Good hearted, they are also easily offended, quick to anger, and often get into trouble when bored. This mission tests them to their physical, mental and emotional limits, and leaves them as something short of America's goodwill ambassadors. As a result, if the characters seem to be having an easy time of the diplomacy, the Rangers are always there to throw a wrench into things.

At Ataro's they might hit on the women or accidentally destroy some of the fabrics. When they visit Kuf, his men at first seem friendly, but they lose no time teasing the Rangers about their wounds, dirty condition, and anything else that comes to mind. The Rangers are in no mood for this, and fistfights may be the best characters can hope for. When they visit the Oman, some of the Rangers can prove to be especially vocal in their distaste for Islam. Finally, remember that the Ranger force is overwhelmingly Caucasian, and a few of the soldiers still harbor racist opinions. If the characters fail to keep a lid on the troops, they swiftly learn that racist comments from the troops can turn a challenging task into a nearly impossible one.

Resupply

The characters may well go through a frightful amount of supplies during this mission. Helicopters can drop most of what they need, with the exception of personal gear like night-vision gear or armor, and items too dangerous to drop without extensive preparations, like explosives other than grenades. Mission command does not allow any helicopters to actually land during this adventure, as the roads are too narrow and the fighting too fierce.

Requesting helicopters filled with food and medical gear causes some strange reactions from mission command, and characters need to do some serious explaining or good die rolling to get it.

laborers), he offers safe passage through his territory. If the characters check with Lyia, she confirms the existence and conditions of the shop, but seems surprised that anyone cares. Such conditions are the norm for workplaces (though she admits this one is especially nasty), though Mogadishu has far less businesses of any kind than it used to.

If the characters do attack the building, they find it surprisingly well defended, and the guards have a seemingly endless supply of RPG-7s and machine guns. When the characters finally take the building, they discover that the children are indeed as badly treated as Ataro claimed. If they search the building more heavily, they discover a large cache of heavy weapons in crates that are supposed to hold clothes. The weapons are Ataro's real goal, and when the characters leave, his forces rush in and grab them. If the characters destroy these weapons, Ataro is extremely upset. If they have not lined up help from the Oman or fail their own Diplomacy check, they must now fight their way through Ataro's territory. If Ataro gets the weapons or the characters manage to placate him, he gives them an escort to the edge of his territory. The characters now face a few more sniper attacks before they reach Adad Kuf's territory.

The Bandit Chief

Kuf and his bandits represent Somalia at its best and worst. A mix of members from many clans, he and his men place clan loyalty second to the overriding goal of making a buck. They minimize internal conflict and enjoy demonstrating their hospitality to strangers. Kuf makes no effort to hide the fact that he is meeting with the Americans, as Ataro tried to do. He takes the fact that they meet with him as a sign of the legitimacy of his power. He offers them food and water, as well as a place to rest for a short time.

Kuf wants weapons, probably the one thing the characters should not give him. If they have encountered any weapons caches along the way and did not destroy them, they can always direct Kuf to them. They can make other bargains as well. One thing Kuf does need taken care of is a very large safe. None of his men can open it, and he is afraid to use explosives on it due to its contents. If the





players open it for him, he is extremely grateful. The safe has explosives inside that require a Search check (DC 20) to notice and a Demolitions check (DC 15) to disarm. They cause 6D6 damage to anyone within five feet of the safe when it opens and destroy everything within. Opening the lock requires either a Disable Device check (DC 30) or the proper explosives with a Demolitions check (DC 25) to not destroy the contents or set off the interior trap. The safe holds millions in high-denomination Somali shillings and tens of thousands in U.S. \$20 and \$50 dollar bills. These are all counterfeit, something that can be noticed by anyone who closely examines them and makes a Forgery check (DC 20).

If Kuf gets the money, he escorts the characters to the border of his territory. If the characters attempt to leave with any of the money, Kuf's bandits attack them. If they destroy the money or cannot open the safe, Kuf lets them leave, but does not escort them out. If they offend him, he turns them over to Aidid. Of course, a good word from the Oman can mitigate this.

The Oman

Oman Bashir provides much of the spiritual guidance for this part of Mogadishu. Initially very encouraged by U.S. involvement in Somalia, he grew disheartened as its humanitarian aid turned into a military expedition. In addition, U.N. forces recently wounded a friend of his, Osman Ganay, in an attack on Aidid's compound, and he wants answers.

This encounter should provide the touchiest roleplaying. Bashir expects the characters to enter his presence barefoot and unarmed, though he settles for them keeping their weapons but removing the ammo clips. He looks for respect and deference at all times, and reacts badly to arrogance or displays of hostility. He wants assurances that the characters want to help Somalia and not just further their own careers. Allow this roleplaying to continue as long as it is interesting, and give the Rangers plenty of chances to mess things up.

In the end, Bashir primarily wants food and medical supplies. He wants the characters to put him in charge of food distribution in the area, but neither the characters nor their commanders have the authority for that. He settles for an immediate load of food and medicine. If the characters arrange this, he personally escorts them through his territory and helps with their diplomacy if they need to talk to anyone else.

This gets the characters almost back to base, but they must pass through five more blocks of Habr Gidr territory first. During this time, they sustain the same final attack suffered in the short route, above. If they survive this, then a force from the American base finally meets them and escorts them home.

Debriefing

This adventure can stretch out over several sessions, and players can enjoy many little victories or suffer many little losses through-



Chapter 10: Leave No Man Behind



out. While they may kill hundreds of foes, most are first-level opponents worth no experience! The better foes (and the traps they encounter) are worth some, but most of the people they battle do not fit in that category unless they have some kind of significant combat advantage. Most of their experience comes from how well they complete the mission, and their main function is to get their team home safe and sound.

Excellent outcome: Less than 11 wounded Rangers out of the initial 42. News of the characters' actions reaches the highest level of the U.S. military, and all receive decorations. EL 12. FA +3

Good outcome: Less than 21 wounded Rangers. Any characters who acted especially heroically receive decorations. EL 10. FA +1

Medium outcome: Less than 31 wounded Rangers. Any characters who acted extremely heroically or died in the line of duty receive decorations. EL 8.

Poor outcome: More than 30 wounded Rangers. Only the dead get decorated. EL 6. FA -2

Miserable outcome: Leave any Americans in Somali hands or abandon the Rangers, but make it back to base. No decorations, but maybe a court martial or two. The only good thing that comes out of this is that the events of "Black Hawk Down" never occur – the characters' mission becomes the impetus for the United Nations to pull out of Somalia, and mutilated American bodies show up on the evening news around the world. EL 4. FA -5

Avoid excessive civilian casualties. EL 6. CA +1

Civilian casualties increase assaults by 10 percent. CA -1

Civilian casualties increase assaults by 20 percent. CA -3

Repel large assaults. EL 6 to 9 each.

Repel final assault (Dawn assault or the final battle near the base). EL 10

Extract the bodies of Lyia's parents. EL 4.

Convincing Nurto Ataro to escort them. EL 2. WA +1

Convincing bandit chief Kuf to escort them. EL 3. WA +2

Convincing Oman Bashir to escort them. EL 4. CA +2

Capturing an al Queda terrorist. EL 4. FA +1

Capturing Abdul Omar. EL 6. FA +2

GM Characters

Captain Oliver Sever

Sever grew up under military discipline, and he still views it as critical for combat success. Somali gives him his first chance to prove this, as despite seven years in the Rangers, he has never seen combat. A fine disciplinarian, barracks boss and physical trainer, the events of October 1 tax his abilities far beyond anything he did before. He tries to lead his Rangers as best he can, but his mistakes cause casualties before he learns better. If the characters offer suggestions or find better ways to do things, he complains, but does nothing to stop them. He refuses to admit how much he wants to have someone else telling him what to do during this crisis.

Charismatic Hero 4/Military Officer 2: CR 6; HD 4d6+4, 2d8+2; hp 29; Mas 12; Init +0; Speed 30 ft.; Defense 17, touch 12, flat-footed 15; BAB +3; Melee +6; Ranged +3; SV Fort +4, Ref +3, Will +3, AP 7; Rep +4; Str 16, Dex 10, Con 12, Wis 8, Int 10, Cha 16.

Skills: Bluff +10, Climb +7, Diplomacy +10, Drive +7, Gather Information +10, Intimidate +12, Knowledge (current events) +9, Knowledge (tactics) +6, Ride +3, Spot +1, Survival +1, Swim +5

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency, Simple Weapons Proficiency, Point Blank Shot, Light Armor Proficiency, Medium Armor Proficiency, Dodge, Educated

Talents (Charismatic Hero): Charm, Favor

Possessions: Flak Vest, Kevlar Helmet, M4 Carbine with SOPMOD (See Chapter 5), 6 magazines of ammo, 6 fragmentation grenades.

Lyia

More death packs Lyia's nine years than most Americans see in decades, but she shows the resilience only a bright and courageous child can. The death of her parents could have been the final straw, but she immediately realized that she had to take care of her little brother. She does not blame the Americans for the fact that their helicopter crushed her parents, and can become their best friend if they help her. She has family in Merca, and if the characters bring her back to the American base, they can arrange a reunion.

Abdul Omar

Only 16 when the Soviet Union invaded Afghanistan, Omar immediately joined the Mujahideen. He fought the invaders for the next decade, proving himself an exceptionally fierce fighter and natural guerilla. He claims to have shot down a dozen Soviet helicopters himself, some with RPG-7s and others with American-supplied Stinger missiles. After the war, he worked with the Taliban and other fellow Pushtun's to advance his tribe's influence. Mohammed Atef, one of Osama bin Laden's key men, personally recruited Omar for al Queda. Omar leads a five-man team that al Queda sent to Somalia to help Aidid battle the American invaders. He spent much of his time emphasizing ways to counteract the American's air superiority.

Smart Hero 9: CR 9; HD d6+1; hp 43; Mas 12; Init +3; Speed 30 ft.; Defense 16, touch 16, flat-footed 13; BAB +4; Melee +3; Ranged +7; SV Fort +2, Ref +6, Will +4, AP 12; Rep +3; Str 8, Dex 16, Con 12, Wis 10, Int 16, Cha 10.

Skills: Computer Use +15, Decipher Script +15, Demolitions +15 (+24), Disable Device +15 (+24), Forgery +15, Navigate +15, Read/Write Language and Speak Language (Somali, Arabic, Pashtun, English, Russian, German, Spanish), Repair +15 (+24), Research +15, Search +15, Spot +6, Listen +6

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency, Simple Weapons Proficiency, Burst Fire, Far Shot, Dead Aim, Point Blank Shot, Strafe, Double Tap

Talents (Smart Hero): Linguist, Savant – Demolitions, Savant – Repair, Savant – Disable Device, Trick

Possessions: AK-47, 2 magazines of ammo (AK-47), 4 Fragmentation grenades, Makarov Pistol, 2 magazines (pistol)

Al Queda Terrorists

Omar's four associates joined al Queda during or right after the Gulf War. Three Saudis and one Palestinian, they trained in Afghanistan and saw action in Chechnya. Al Queda sent the team to Somalia in hopes of teaching Aidid's men how to fight the Americans and to create new allies.

Fast Hero 3: CR 3; HD d8+1; hp 19; Mas 12; Init +3; Speed 40 ft.; Defense 17, touch 17, flat-footed 14; BAB +2; Melee +3; Ranged +5; SV Fort +2, Ref +5, Will +1, AP 8; Rep +0; Str 12, Dex 16, Con 12, Wis 10, Int 10, Cha 10.

Skills: Escape Artist +9, Hide +9, Move Silently +9, Spot +3, Listen +3, Tumble +9

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency, Simple Weapons Proficiency, Strafe

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Possessions: AK-47, 2 magazines of ammo.

Nurto Ataro

What passes for a legitimate businessman in Mogadishu, Ataro hates the clan warfare tearing apart Somalia because it is really bad for business. Ataro prospered under Barre's regime, but each succeeding year makes it tougher. Since he hires only members of his own clan, their working conditions are better than those of most Somalis with similar jobs, but not by much. He used to make most of his money from agriculture, but as things became more uncertain in the countryside, he began focusing on his urban operations. Recently, *khat* and guns became his main moneymakers.

Smart Hero 3: CR 3; HD 3d6+3; hp 12; Mas 12; Init +0; Speed 30 ft.; Defense 11, touch 11, flat-footed 11; BAB +1; Melee +0; Ranged +1; SV Fort +2, Ref +1, Will +2, AP 4; Rep +1; Str 8, Dex 10, Con 12, Wis 10, Int 16, Cha 14.

Skills: Craft (chemical) +10, Craft (mechanical) +12, Craft (pharmaceutical) +7, Decipher Script +7, Disable Device +9, Forgery +9, Investigate +7, Profession +6, Read/Write Language and Speak Language (English), Repair +7

Feats: Personal Firearms Proficiency, Advanced Firearms Proficiency, Simple Weapons Proficiency, Combat Expertise, Builder

Talents (Smart Hero): Savant – Craft (chemical), Savant – Craft (mechanical)

Possessions: Makarov Pistol, 2 magazines (pistol)

Bandit Chief Kuf

A member of the Ogaden clan, Kuf learned to put his friends and comrades over his clan loyalties after the clan kicked him out for stealing from it. He and his bandits managed to carve out a section of Mogadishu for themselves after they came upon a major arms cache. Their close proximity to the airport meant they prospered after the aid missions began, and they earned a lot of money by providing security for relief workers. Kuf fears that Aidid may make the aid workers leave, and he would not mind seeing the warlord brought down. **Tough Hero 3 / Street Militia 3:** CR 5; HD 6d10+18; hp 51; Mas 14; Init +1; Speed 40 ft.; Defense 19, touch 16, flat-footed 17;

BAB +4; Melee +4; Ranged +4; SV Fort +7, Ref +4, Will +1, AP 10; Rep +1; Str 12, Dex 14, Con 14, Wis 8, Int 12, Cha 14.

Skills: Climb +7, Drive +4, Intimidate +8, Navigate +3, Spot +3, Survival +3, Hide +6, Disable Device +6

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Advanced Firearms Proficiency, Strafe, Light Armor Proficiency, Shot on the Run

Abilities: Quick Movement, Drug Rage 1/day

Talents (Tough Hero): Robust, Damage Reduction 1

Possessions: AK-47, 2 magazines of ammo, 2 fragmentation grenades, RPG-7 launcher, 4 RPG-7 rockets, undercover vest

Oman Bashir

Now in his 60s, Bashir has served as spiritual leader for his part of Mogadishu for 40 years. He has seen the situation steadily worsen, and he hopes for anything to repair things. At first he thought the United Nations and the United States would save his people, but now he has his doubts. Should the characters turn him into an ally, he can smooth things over with the other leaders with whom they must deal.

Charismatic Hero 8: CR 8; HD 8d6; hp 28; Mas 10; Init +0; Speed 30 ft.; Defense 17, touch 12, flat-footed 15; BAB +4; Melee +3; Ranged +4; SV Fort +4, Ref +4, Will +5, AP 17; Rep +7; Str 8, Dex 10, Con 10, Wis 16, Int 12, Cha 16.

Skills: Bluff +7, Craft (writing) +11, Diplomacy +16, Gather Information +15, Handle Animal +9, Intimidate +9, Knowledge (current events) +14, Knowledge (theology and philosophy) +14, Perform (Act) +16, Profession +11, Read/Write and Speak Language (Arabic, English), Ride +2

Feats: Simple Weapons Proficiency, Animal Affinity, Creative, Dodge, Educated, Renown, Trustworthy,

Talents (Charismatic Hero): Charm (men – the Oman rarely talks to women), Favor, Captivate, Coordinate

Possessions: Robes, copy of the Qur'an.

Street Fighters

A combination of factors led many Somalis to grow increasingly upset with U.N. (and especially U.S.) involvement in their country. This use this mission as a chance to vent some of their frustrations, but they do not grow truly bold until the Black Hawk goes down.

Street Thug: Tough Hero 1: CR 1; HD d10+3; hp 13; Mas 14; Init +1; Speed 30 ft.; Defense 13, touch 12, flat-footed 11; BAB +0; Melee +1; Ranged +2; SV Fort +3, Ref +2, Will -1, AP 8; Rep +0; Str 12, Dex 14, Con 14, Wis 8, Int 12, Cha 10.

Skills: Climb +5, Drive +4, Intimidate +4, Spot +3, Survival +1

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Talents (Tough Hero): Robust

Possessions: AK-47, 2 magazines of ammo.

Clan Member: Tough Hero 3: CR 3; HD d10+3; hp 29; Mas 14; Init +1; Speed 30 ft.; Defense 14, touch 14, flat-footed 12; BAB +2;

Chapter 10: Leave No Man Behind



Melee +3; Ranged +3; SV Fort +4, Ref +3, Will +0, AP 7; Rep +1; Str 12, Dex 14, Con 14, Wis 8, Int 12, Cha 10.

Skills: Climb +7, Drive +4, Intimidate +4, Navigate +3, Spot +3, Survival +3

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Advanced Firearms Proficiency

Talents (Tough Hero): Robust, Damage Reduction 1

Possessions: AK-47, 2 magazines of ammo, 2 Fragmentation grenades

Street Militia: Tough Hero 3 / Street Militia 2: CR 5; HD d10+3; hp 45; Mas 14; Init +1; Speed 40 ft.; Defense 16, touch 16, flat-footed 14; BAB +3; Melee +4; Ranged +4; SV Fort +7, Ref +3, Will +0, AP 7; Rep +1; Str 12, Dex 14, Con 14, Wis 8, Int 12, Cha 10.

Skills: Climb +7, Drive +4, Intimidate +4, Navigate +3, Spot +3, Survival +3, Hide +6, Disable Device +6

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Advanced Firearms Proficiency, Strafe

Abilities: Quick Movement, Drug Rage 1/day

Talents (Tough Hero): Robust, Damage Reduction 1

Possessions: AK-47, 2 magazines of ammo, 2 Fragmentation grenades, RPG-7 Launcher, 4 RPG-7 rockets

Rangers

Rangers lead the way, but this situation tests their desire to follow that motto. The characters need to watch over this force. These troops have all the enthusiasm they need, but they lack the experience to get through it unscathed.

Ranger Private: Tough Hero 3: CR 3; HD d10+4; hp 32; Mas 16; Init +1; Speed 30 ft.; Defense 17, touch 12, flat-footed 16; BAB +2; Melee +3; Ranged +3; SV Fort +5, Ref +2, Will +0, AP 7; Rep +1; Str 12, Dex 12, Con 16, Wis 8, Int 12, Cha 10.

Skills: Climb +7, Drive +3, Intimidate +2, Jump +3, Spot +3, Survival +5

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Advanced Firearms Proficiency

Talents (Tough Hero): Robust, Damage Reduction 1

Possessions: Flak Vest, Kevlar Helmet, M4 Carbine with SOPMOD (See Chapter 7), 6 magazines of ammo, 6 fragmentation grenades.

Ranger NCO: Tough Hero 5: CR 5; HD d10+4; hp 50; Mas 16; Init +1; Speed 30 ft.; Defense 18, touch 13, flat-footed 17; BAB +3; Melee +4; Ranged +4; SV Fort +6, Ref +2, Will +0, AP 8; Rep +1; Str 12, Dex 13, Con 16, Wis 8, Int 12, Cha 10.

Skills: Climb +9, Drive +3, Intimidate +4, Jump +3, Spot +5, Survival +7

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Advanced Firearms Proficiency, Strafe

Talents (Tough Hero): Robust, Damage Reduction 1, Second Wind

Possessions: Flak Vest, Kevlar Helmet, M4 Carbine with SOPMOD (See Chapter 5), 6 magazines of ammo, 6 fragmentation grenades.

Shah
Buras
EER
ordar
De
Mar
feet
edwayne
RAN
ABEEL
CHREX
Glohar
glced
Mogad
ADIR

Chapter 11: Alternative Campaigns



The Word of Power

Ancient Somali poets discovered the first and true speech, persevered in oral tradition from father to son for thousands of years. Eventually it got corrupted. However, because they put so much emphasis on it, a small tribe managed to preserve it well past the time when most others had lost it. A raving mad Muslim monk named Al Bazaar wrote in an obscure tome about the group, deep in the deepest desert in Somalia. Legend says that they guard this secret very closely.

German SS agents (the Thule society), scouring the globe for any and all artifacts of the occult that they can find, came across this book and want to find this tribe at any cost. The players can work for an independent party or an opposing government. Regardless, they must both race against time to find the last page of the book in the most obscure corners of Mogadishu.

Once they have accomplished this, they must then work to navigate the desert against the son of the Mad Mullah, who recently took up the cause of his father against all foreign infidels. Though his troops remain small, he has a growing following. He ambushes the characters and attempts to take them prisoner for ransom. When he finds out that they work against the Italians, he relents somewhat. He instead challenges them to three tasks - a game of wits, a camel race, and a wrestling match. If they beat him in all three (and this they cannot do easily), then he allows them to go with Allah's blessings.

Once they arrive at the spot on the map, they need to wait. Many of the Somali people live a rather nomadic lifestyle. Indeed, you should note to the characters that the odds of them finding a Somali tribe based on a map lies somewhere in the realm of nothing to none. However, after you make them simmer and wait for several days, have a random passing priest come by and inform them that he knows where to find the tribe, for a price.

Africa has always held a strong pull for adventurers from around the world, and its history provides innumerable opportunities for exciting dramas. This chapter details two additional ways to put Somalia and its fascinating array of inhabitants to use. The country and its challenges change over time, but some things stay constant. These include its tradition of storytelling, the hospitality of its people, and the duplicity of those who would manipulate its inhabitants for their own ends. Somalia has too many people trying to pull other people's strings, and in any era, the characters can find themselves in the middle of events they did not cause and must struggle to survive.

Pulp Era

One possibility for roleplaying in Somalia involves the Pulp era. The Italians used Somalia as a staging ground for their invasion of Ethiopia in the 1930s. For the entire decade, the Italians put a great deal of effort into building up the infrastructure of the country. They wanted to send as many people to colonize it as possible. While this book does not contain everything that you would need to mount a pulp era campaign, many other d20 products have such information.

However, you can use the Mogadishu map and sample locations mentioned in Chapter 3. Note that you need to clean them up a great deal. Mogadishu in the 1930s offered a much more vibrant and stable place, though violent acts still occurred. A large portion of the population lived as nomads then too.

Much of this campaign should involve either getting information on the impending Italian invasion or trying to stop the invasion itself. Most European powers had close ties with Ethiopia; a few of them even had defensive treaties. When Italy did invade, massive outrage spread across Europe, though no one actually did anything.

Chapter 11: Alternative Campaigns



The price he asks for involves them listening to him preach the Koran. He knows them as infidels, but he believes that he can convert their souls to Allah if they can only hear the truth. If they agree, he goes into a long, elegant speech that lasts several hours. If they interrupt him he gets surly and somber, but tries to continue. After the sun has passed many hours, he finally agrees to take them to the clan that they seek.

Once they get to the clan, they find an ordinary-looking village. As they spend time among the villagers, bizarre coincidences happen just out of their field of vision, though they never actually see anything defy the laws of nature. At some point while they wait, a massive Italian/German expedition surrounds the camp and attempts to take the people hostage. If the characters do nothing, very little happens. The axis agents gather up and torture a few of villagers, but leave the characters alone so long as they behave themselves. If, however, the characters attempt to do something courageous, they suddenly find themselves aided by fantastic supernatural forces. A mighty prismatic dust storm stops the Italians and Germans in their tracks, tears away their rifles, gums up their tanks and batters them all into unconsciousness.

The clan reveals themselves as the Wawikra, the oldest of the Somalia lineages and the purest of Somali blood. They do not teach the characters the words of power, but they do give them a few potent gifts to help them in their struggles.

The Near Now

Many might argue that while global corporations slowly gain more power, governments also become stronger to match that power. However, the likelihood of a future imperfect in which cyberpunk-style corps rule the day does not seem that farfetched in a place like Somalia, with no government and where businesses makes the rules. Indeed, Somalia would make the perfect place for many megacorporations to plant root and slowly expand into other nations, declaring themselves sovereign nation states, each one with their own embassies and territory.

Sample Corporations

Traitor Corp

Made up of several United States expatriates escaping what they considered excessive corporate income taxes in the United States, Traitor Corp. established several weapons factories in heavily guarded compounds in the north of the country. The profits they earned allowed them to expand their territories throughout the world. The first of the megacorps to have an autonomous state, they encouraged others to follow suit to help them defend their new home. To mock their former subjugation to what they considered a weak and decaying power, they named their group "Traitor Corp" and slowly began to undermine world governments in favor of business wherever they could.



Kanasha Corp

With no restrictions by a government, they made massive leaps in neurological and biological sciences. After rounding up a few "volunteer" subjects, they produced the world's first usable cyberware and the world's first cybershock troopers. Once they did this, every government in the world came knocking at their door despite heavy protests from a number of human rights groups.

They have connections in every world government and actually work to stop Traitor Corp from disrupting them too much. Kanasha slowly extends its tendrils into every military in the world, waiting for the time when they may use the secret override codes in each chip they make to topple them all in their favor.

MacroHard

When the U.S. government finally discovered the massive network of bribes and kickbacks that the founder of this corporation had given to 90 percent of the upper levels of the U.S. government, they did little. However, when they discovered that he had cheated them out of roughly 100 billion in taxes, they moved to act. However, before they could arrest him, he moved his entire operation outside of the country, liquidating most of his assets and causing a major crash in the U.S. tech sector (beyond that caused by the sale of his deliberately inferior software products).

Moving from nation to nation, pursued by vengeful IRS agents, he eventually ended up in Somalia where he set up a massive experiment in quantum computers. Once the company entered this next generation of computing, it completely changed the way the market worked. They established the world's first true interactive visual Internet. Their founder called it Visual Internet, though he initially wanted to call it "Smiley" before meeting exceedingly stiff resistance from the board of directors.

Happy Happy Happy Happy Happy Happy Happy Happy Inc (H8 Inc)

Designers of some of the most unsafe and violent children's toys ever conceived by man, it rose to power on a wave of popularity by funding righteously indignant special interest censorship movements. The popular backlash against these groups propelled its toys to ever increasing levels of sales. Eventually it moved to Somalia where they have set up vast warehouses with contract wage slaves working to assemble their product for next to nothing.

While many private organizations work diligently to keep them out, they have established an elaborate smuggling empire, giving out toys for free, often laced with untraceable and highly addictive chemicals to encourage them to buy the next highest upgrade. Their television show - "Zeinterop Poplargarigaairnsitan" ("Zeipo's") - about a small blue creature from Orion's belt contains subliminal messages that have corrupted half the world population under nine.

Enviroclean

Ironically, in this bastion of ubercapitalism, the most aggressive environmentalists on Earth established a corporate empire of their own. Funded through a massive marketing campaign involving small cute fuzzy tiger and seal pictures, documentaries, calendars and theme parks, it built a small nature reserve in southern Somalia just outside of Mogadishu.

Their agents wage glorious ecowar all around the world, causing havoc upon any who dare damage their rather rigid view of animal rights and bio friendly programs. Ironically, their highly aggressive stance has done more to stop damage to the environment than any government effort in the history of man, so much so that they actually earn a substantial amount of money from bribes for the promise to attack somewhere else. As long as certain core requirements get met, they agree to this. However, this practice has caused quite a split among its ranks.

Gayena

The only truly native Somali megacorp, it represents the assembled resources of the united clans. They worked to create arcologies within and underneath the shadows of the other megacorps, actually making decent places to live. They now work to expand their international holdings as best they can in order to expand their territory and build more shelters for people, but they can only go so fast.

Many among them advocate a guerilla war against the other megacorps, but thus far all of these attempts have failed. As such, a small cadre recently began a massive campaign of placing deep-cover mole agents, slowly gathering information on each of the other corps for the moment of ultimate power and truth called "Gabay."



Shad
Borau
EER
erder
Admiral
De
Mar
feet
adweyn
AAN
BEELL
DREX
Glehar
alced
Mogad
ADIR



HOLISTIC DESIGN

Product Catalog

FADING SUNS SCIENCE FICTION RPG

CORE BOOKS

FADING SUNS SECOND EDITION (HARDCOVER) - It is the dawn of the 6th millennium and the stars grow dim... Feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. Adventurers encounter aliens, psychics, lost worlds, and ancient ruins. #202, ISBN 1-888906-18-9, Price: \$34.95

GAMEMASTERS SCREEN & COMPLETE PANDEMONIUM - Includes all the Second Edition rulebook charts and tables a gamemaster needs, and the "Complete Pandemonium" book, providing ample adventures to inflict on players. #203, ISBN 1-888906-19-7, \$12.95

FADING SUNS PLAYERS COMPANION - New character roles: Knightly orders, Church sects, religions, guilds, military units, details on sentient alien races and the genetically engineered Changed. #229, ISBN 1-888906-07-3, \$25.00

d20 SYSTEM

FADING SUNS: d20 - HDI's critically acclaimed science fiction roleplaying setting arrives for use with the d20 System! It is the dawn of the 6th millennium and the stars grow dim. Feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guildsmen. Adventurers encounter aliens, psychics, lost worlds and ancient ruins. Includes d20 System rules for high-tech devices and artifacts, from blasters and energy shields to cybernetics. Requires the use of the Dungeons and Dragons® Players Handbook, Third Edition, published by Wizards of the Coast®. 'd20 System' and d20 System logo are Trademarks of Wizards of the Coast® and are used with Permission. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission. #204, ISBN 1-888906-32-4, Price: \$25.00

FACTIONS SERIES

LORDS & PRIESTS - Deluxe reprint of two classic Fading Suns books, "Lords of the Known Worlds" and "Priests of the Celestial Sun", revised with new pages of material. #243, ISBN: 1-888906-24-3, \$27.95

MERCHANTS OF THE JUMPWEB - Details the histories and modus operandi of the Merchant League guilds. #231, ISBN 1-888906-09-X, \$20.00

LEGIONS OF THE EMPIRE - The Known Worlds' most dangerous people and places are detailed — including the Symbiot-fighting Stigmata Garrison, along with new weaponry and war tech. #237, ISBN 1-888906-16-2, \$20.00

SPIES & REVOLUTIONARIES (SECRET SOCIETIES 1) - In this first volume of the Secret Societies series, the Emperor's spymaster, Sir Chamon Mazarin, presents dossiers on a plethora of underground organizations throughout the Known Worlds. #248, ISBN: 1-888906-29-4, \$20.00

HERETICS & OUTSIDERS (SECRET SOCIETIES 2)

The Emperor's spymaster releases more dossiers on underground groups. These cryptic reports detail heretical cults, psychic revolutionaries and foreign spies — from Kurgan agents to Vau infiltrators. #250, ISBN 1-888906-31-6, \$18.00

CAMPAIGNS

BYZANTIUM SECUNDUS - Details the center of the Known Worlds, the capital and seat of the Empire, where the fates of millions are determined. Includes new character roles for the Imperial Eye - the Emperor's intergalactic spies. #275, ISBN 1-888906-02-2, \$18.00

WEIRD PLACES - Explore some of the varied sites of the Fading Suns universe, encountering mystery and danger along the way. #227, ISBN: 1-888906-05-7, \$12.95

STAR CRUSADE - Alexius' Empire is not the only star-faring power — rival human cultures rule over the planets of barbarian space. This sourcebook details the worlds and ways of the Vuldrok Star-Nation and Kurgan Caliphate. #239, ISBN 1-888906-20-0, \$25.00

LOST WORLDS: STAR CRUSADE 2 - The jumpgates to the barbarian worlds are open once more. Questing Knights, adventurers, seekers and scoundrels of all stripes now risk life and limb to exploit the riches of these new worlds. #240, ISBN 1-888906-21-9, \$20.00

WAR IN THE HEAVENS: LIFEWEB - The first in an epic trilogy, "Lifeweb" details the Symbiots, explaining for the first time who and what they are. Also included is an adventure pitting player characters against Symbiots, with the fate of the Empire at stake. #235, ISBN 1-888906-12-X, \$20.00

WAR IN THE HEAVENS II: HEGEMONY - The second of a trilogy, "Hegemony" reveals the enigmatic Vau. People from all over the Known Worlds - both high and low class - have been envited to meet Mandarin ambassadors on Vrill-Ya, initiating a flurry of recruitment by intelligence agencies. But can anything prepare them for what lies ahead? (It is not necessary to own "Lifeweb" to use and enjoy "Hegemony.") #244, ISBN: 1-888906-25-1, \$20.00

INTO THE DARK - A book featuring numerous scenarios for gamemasters, providing challenging and harrowing adventures and mysteries at the edge of the known. #247, ISBN: 1-888906-28-6, \$20.00

IMPERIAL SURVEY SERIES

The Emperor has sent his Questing Knights across the Known Worlds to bring back word on the state of his empire. Ever the canny propagandist, he has published their reports in affordable gazetteers for his citizens to read.

HAWKWOOD FIEFS: VOL. 1 - The first report reveals the Hawkwood Fiefs: Delphi, Ravenna, Gwynneth and Leminkainen. #236, ISBN 1-888906-15-4, \$6.95

Order online at: www.holistic-design.com

Or send a list of desired products (please include titles with stock numbers and quantities) with a check or money order plus postage fee*, to:

HDI, Product Orders, 5295 Hwy 78, D-337, Stone Mountain, GA 30087.

* \$5.00 per order under \$50.00. Expect 2-3 weeks delivery time. International orders: postage fee is 25% of total purchase or \$10.00, whichever is greater. Expect 4-8 weeks ship time.



AL-MALIK FIEFS: VOL. 2 - The second report reveals the al-Malik Fiefs: Criticorum, Shaprut, Istakhr and Aylon. #238, ISBN 1-888906-17-0, \$6.95

HAZAT FIEFS: VOL. 3 - The third report reveals the Hazat Fiefs: Aragon, Sutek, Vera Cruz and Hira. #241, ISBN 1-888906-22-7, \$6.95

LI HALAN FIEFS: VOL. 4 - The latest report reveals the Li Halan Fiefs: Kish, Midian, Icon and Rampart. #245, ISBN: 1-888906-26-X, \$6.95

DECADOS FIEFS: VOL. 5 - The fifth report reveals the Decados Fiefs: Severus, Cadavus, Malignatius and Cadiz. #249, ISBN: 1-888906-30-8, \$7.95

ALIEN EXPEDITIONS SERIES

VOROX - The first book in the Alien Expeditions series gives readers a cornucopia of information gathered by observers and natives about the six-limbed Vorox: their history, culture (both civilized and feral), and the vicious flora and fauna of their homeworld, Ungavorox. #246, ISBN: 1-888906-27-8, \$17.95

SOURCEBOOKS

FORBIDDEN LORE: TECHNOLOGY - The weird world of Fading Suns technology is revealed, from starships to ominous psychic artifacts. #225, ISBN: 1-888906-03-0, \$15.00

ALIENS & DEVILTRY - A deluxe reprint of two classic **Fading Suns** sourcebooks: "The Dark Between the Stars," detailing the dreaded underworld of occultism and demonology in the 51st century, and "Children of the Gods," presenting the histories and cultures of the Obun and Ukari alien races. Includes 20 new pages of d20 System conversions. #251, ISBN 1-888906-33-2, \$25.00

SINNERS & SAINTS - A rogues gallery of people and creatures from the Known Worlds and beyond. Each comes on its own sheet for ease of use by both players and gamemasters. # 233, ISBN 1-888906-11-1, \$16.95

LIVE-ACTION ROLEPLAYING

PASSION PLAY RULEBOOK (5.5" x 8" TRADEBACK) - Innovative live-action rules, allowing players to conspire, fight, use psychic powers, call upon holy miracles, and even use forbidden cybernetics. # 242, ISBN 1-888906-23-5, \$14.95

CHARACTER MINIATURES

KNOWN WORLDERS - 10 fully painted, 28mm scale character miniatures! Includes: Hawkwood noble (male), Charioteer pilot (female), Decados noble (male), Brother Battle (female), Adventurer (female), Priest (male), Vorox, Vau Mandarin, and more! #507, ISBN: 1-888906-57-X, \$39.95

NOBLE ARMADA STARSHIP MINIS BATTLES NOBLE ARMADA EXPANDED EDITION RULEBOOK

Complete in one book, all the rules needed for playing HDI's starship combat game of broadsides and boarding actions in space. Includes all new rules for Symbiots, Vau, Vuldrok and Kurgans. Compatible with **Fading Suns** roleplaying. #512, ISBN 1-888906-63-4, \$25.00

SHIPS OF THE LINE - Classic **Noble Armada** spaceships, and other materials for use with **Noble Armada** or any spaceship battle game. Includes 32 plastic spaceship miniatures and stands, four 20-sided dice, four 17x22 hex map playing surface pages, and 240 counters! #513, ISBN 1-888906-64-2, \$25.00

CAPITAL SHIPS: HAWKWOOD & DECADOS - 6 large, highly detailed metal miniatures: 1 Hawkwood Vladimir class cruiser, 2 Hawkwood Griffin class destroyers, 1 Decados Grigori class cruiser, and 2 Decados Tupok'ta class destroyers. #502, ISBN 1-888906-52-9, \$24.95

DREADNOUGHTS: DECADOS & IMPERIAL STARSHIPS - Includes 1 huge Imperial Maestekulos class dreadnought (used by Imperial and Hawkwood fleets), 1 giant Decados Anikrunta class dreadnought, 2 Hawkwood Vindicator class landers and 2 Decados Defiler class landers. #503, ISBN 1-888906-55-3, \$42.95

HAZAT SHIPS: THE RED TALON FLEET - 12 metal miniatures from the Hazat fleet. 4 Stalker class explorers, 4 Scorpion class frigates and 4 Xerxes class galliots. Also includes new deckplans and ship display. #506, ISBN: 1-888906-58-8, \$29.95

LI HALAN SHIPS: THE AMETHYST CROSS FLEET - 12 metal miniatures for NOBLE ARMADA, also approved for use with TRAVELER®. 4 raiders, 4 frigates and 4 galliots. Also includes three poster page deckplans and two new ship displays. #509, ISBN: 1-888906-60-X, \$29.95

AL-MALIK SHIPS: THE EMERALD DJINN FLEET - 12 metal miniatures for NOBLE ARMADA, also approved for use with TRAVELER®. Four explorers, four frigates and four galliots. Also includes three poster page deckplans and a new ship display. #510, ISBN: 1-888906-61-8, \$29.95

DECKPLANS

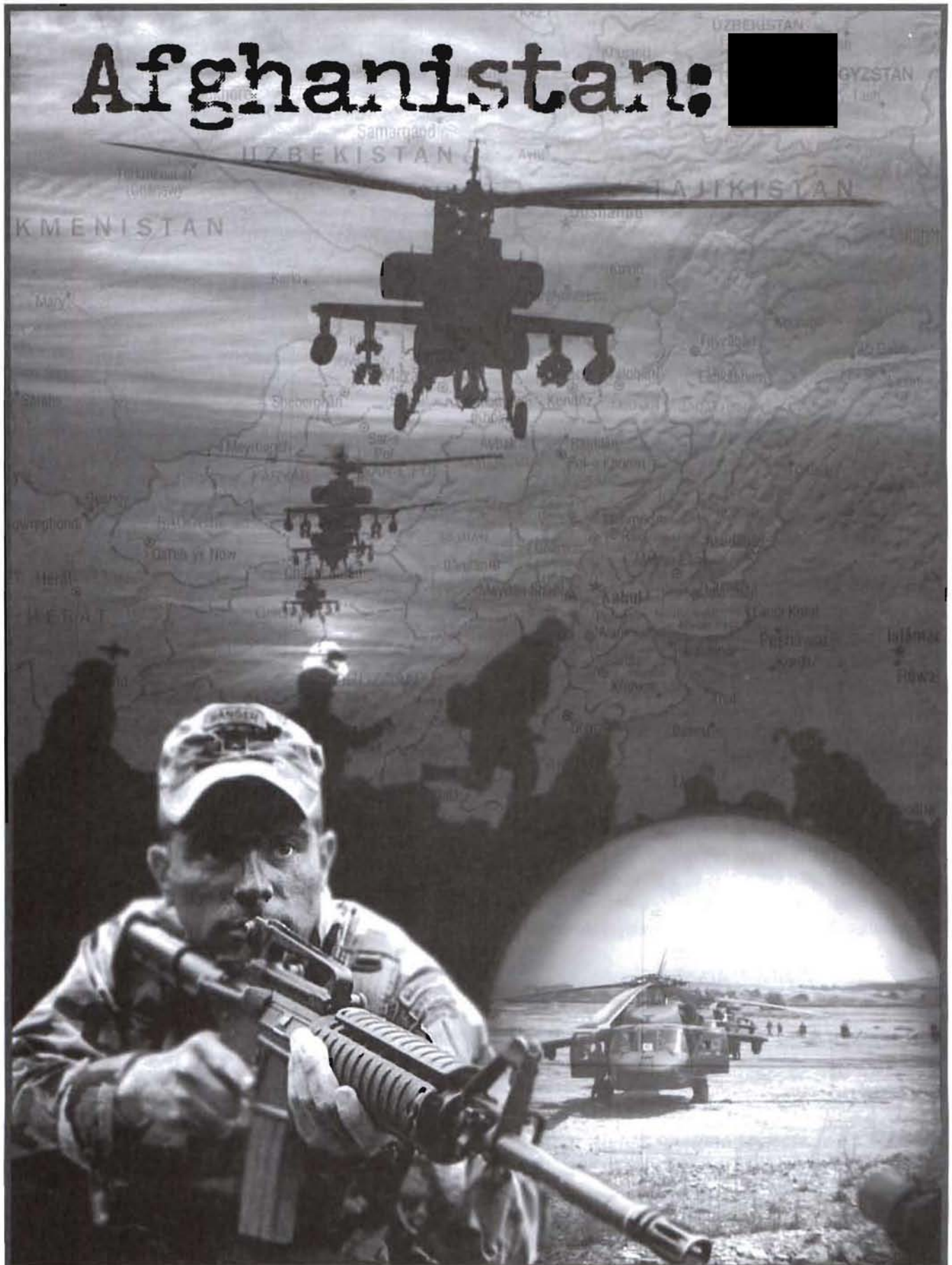
LETTERS OF MARQUE: STARSHIP DECKPLANS - A collection of 25mm-scale deckplan maps for use with the Noble Armada miniatures game or the Fading Suns roleplaying game - it has also been approved for use with Traveller(r)! #501, ISBN 1-888906-51-0, \$14.95

LETTERS OF MARQUE II: TROOPSHIP DECKPLANS - 4 starships are featured with 25mm-scale maps: a speedy Hazat explorer and frigate, and Hawkwood and Decados Galliots. #505, ISBN: 1-888906-54-5, \$14.95

SPACE STATION CIRBUS DECKPLANS - A veritable forte in space, Cirbus provides a setting for adventure and intrigue in labyrinthine halls and trade centers. Includes ten 17"x22" poster page and Noble Armada space station rules and display sheet. #511, ISBN 1-888906-62-6, \$16.95, \$14.95

Also Available:

#801 ISBN: 1-888906-89-8 \$20.00



Somalia:

MODERN

For centuries a battleground for empires and enemies, Somalia is no stranger to war and strife. During the Cold War, the United States and the U.S.S.R. sent tons of weapons to this country, and these quickly spread throughout the land. However, the post-Cold War era provided the worst weapon: famine. Turned into a tool of extermination by ruthless warlords, Somalia soon became a test for the rest of the world's ability and resolve to bring peace. This grand effort to create a New World Order died in the sands next to the gaunt corpses of starved babies.

Did it have to end that way? The entire world sent food. The United Nations sent peacekeepers to safeguard the food deliveries. The United States sent its best troops - Rangers, SEALs, Delta Force Operatives and others - supported by its best weapons, to catch the warlords and make them pay for their crimes. All of these failed in the face of a country where it seemed every man carried an assault rifle, and the world surrendered Somalia to the whims of bandits and rogue militias.

Did it have to end that way? Somalia gave the finest troops in the world the chance to make a difference, but they left the country as embattled as when they arrived. Still, it gave a few courageous warriors the opportunity to save an entire country from famine and chaos. Who could refuse the opportunity, and who could do anything but try?

Real-Life Roleplaying™ Somalia: d20 comes complete with everything needed to lead the world's greatest troops in the effort to save a dying country, including:

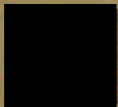
- Information on special forces from around the world, including Delta Force, the SAS, Spetsnaz, the French Foreign Legion, and more;
- Nine advanced classes, including Military Clergy, Snipers, Street Militia, and Warlords;
- D20 rules for using the most lethal weapons in the special forces arsenal, including prototype assault rifles, a variety of rocket launchers, landmines and much more;
- Rules to make firefights more realistic - and more deadly;
- More than 25 new feats, as well as dozens of new class abilities;
- A complete adventure, ready to play;
- Optional uses of the setting, ranging from the past to the near future; and
- A strategic campaign that gives the characters the chance to make a difference in one of the worst horror spots on Earth.

Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.



www.holistic-design.com




MODERN

Price: \$20.00 #802

ISBN 1-888906-91-X

